

# COMPREHENSIVE RULES

Effective **April 13, 2024**

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## *A Note for Newer Players*

*Welcome! There are several ways to access the rules for the Disney Lorcana trading card game. The information outlined in this document is meant for high-level Disney Lorcana rules questions and not as a way to learn the game.*

*If you're new to the Disney Lorcana TCG, we recommend you start with our introductory videos [here](#) or download the official Disney Lorcana Trading Card Game Companion app on Apple or Google Play.*

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## INTRODUCTION

This document covers the technical details of official *Disney Lorcana* gameplay. The rules described here are organized in a numbered format to make referencing and updating them easy and clear.

The Comprehensive Rules are a living document. Go to the [Disney Lorcana Resources page](#) for the most current version.

## UPDATES

We've used colored text to make it easier to spot updates made to this document since its last publication. Text that is new or changed is in **red**. Text that has been moved is in **purple**.

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## GLOSSARY

## 1. CONCEPTS

### 1.1. General

- 1.1.1. *Disney Lorcana* cards are published in multiple languages. For the purposes of gameplay, the English cards, rules, rulings, and clarifications are the official versions.
- 1.1.2. Card text and rules may be updated or corrected. The most current updated or corrected information is the official version for gameplay.
- 1.1.3. The *Disney Lorcana* TCG is a game played with two or more people. Each player needs a deck of *Disney Lorcana* cards that they'll use in the game. See 2.1 "Building a Deck" for deck requirements.
- 1.1.4. Each player needs a way to track their lore totals and mark damage on characters and locations. This can be any method players find convenient that is clear to all players in the game.

### 1.2. Golden Rules

- 1.2.1. If the text of a card contradicts a game rule, the card effect supersedes that rule.

**Example:** *The game doesn't allow a character to challenge a ready character, but a player has a character with an ability that reads, "This character can challenge ready characters." The ability overrides the game rule and allows that character to challenge a ready character.*

- 1.2.2. If a rule or effect prevents something from happening, that rule or effect supersedes other rules and effects that allow it to happen.

**Example:** *An effect says that players can't play actions. Another effect instructs a player they may play an action for free. That player still can't play an action.*

- 1.2.3. Do as much as you can - If an effect tells a player to do something, **the player does as much as possible even if some part of that effect can't be done**, except in specific cases (see 7.1.2).

**Example:** *Strike a Good Match has an effect that reads, "Draw 2 cards, then choose and discard a card." If an effect prevents the player of this action from drawing any cards, they still have to choose and discard a card.*

### 1.3. Active Player

- 1.3.1. When a player starts their turn, they become the active player. When a player ends their turn, they're no longer the active player.

### 1.4. Opponent

- 1.4.1. Anyone a player is playing against is their opponent.



1.4.2. Some game formats allow a player to designate one or more players as teammates. Such teammates are identified before the game starts.

## 1.5. Playing Cards

1.5.1. Players can play a card whenever they're the active player and there are no effects to resolve. To play a card, the player reveals it from their hand and pays the cost (see 4.3.4).

## 1.6. Types of Abilities

1.6.1. There are several kinds of abilities in the *Disney Lorcana* TCG.

1.6.1.1. *Keywords* are words or shortened phrases that represent a larger ability. See section 10.0 for the full list of current keywords.

1.6.1.2. *Triggered abilities* continuously look for a specific condition and have an effect when that condition is met. Triggered abilities follow the rules in section 7.4.

1.6.1.3. *Activated abilities* have a cost and an effect that occurs if that cost is paid. Activated abilities follow the rules in section 7.5.

1.6.1.4. *Static abilities* are effects that are continuously active, either for a fixed length of time or for as long as the card generating the effect is in play. Static abilities follow the rules in section 7.6.

1.6.1.5. *Replacement effects* are generated by some static abilities. These replace one effect with another. Replacement effects follow the rules in section 7.7.

1.6.2. Whenever an effect would affect multiple players at the same time, the active player resolves that effect first, then in turn order each other player resolves that effect.

## 1.7. The Bag


1.7.1. The bag is the zone where triggered abilities wait to resolve. It's not a physical zone but a way to picture the process of resolving triggered abilities. Think of each triggered ability as a marble and the bag as a place to put them until they're resolved. Every marble is separate from every other marble, and a player can look through the bag of marbles to select the one they wish to resolve next.

1.7.2. It's possible for both the active player and their opponent(s) to add triggered abilities to the bag at the same time. Resolving these abilities follows the rules in section 8.7, "Bag."

## 1.8. Players' Cards

- 1.8.1. Cards a player brings to the table in their deck are their cards, and that player makes any decisions necessary for the card and its effects unless otherwise specified by an effect.
- 1.8.2. His/Her/Its/Their - When a card refers to "his," "her," "its," or "their" player, it's referring to the person who played the card. When a card refers to "his," "her," "its," or "their" turn, it's referring to its player's turn.
- 1.8.3. You/Your/Yours - Card effects address the player who played that card. When a card refers to "you," "your," or "yours," it's referring to the player of the card, even if the ability containing the reference was granted by an opposing effect.

## 1.9. Game State Check

- 1.9.1. There is a set of conditions the game constantly checks for. The game makes these checks at the end of every step, after **any** action or ability is finished resolving, and after each effect in the bag is finished resolving.
- 1.9.2. During a game state check, if one of the conditions listed is true, that creates a required action. Required actions must be performed immediately and don't go into the bag. **The following are the game state conditions and the required actions each creates.**
  - 1.9.2.1. If a player has 20 or more lore, that player wins the game.
  - 1.9.2.2. If a player must draw from a deck with no cards, that player loses the game.
  - 1.9.2.3. If a character or location has damage equal to or greater than its Willpower , that character or location is banished.
- 1.9.3. Once a required action is completed, the game state check occurs again.
- 1.9.4. Abilities that trigger as a result of a game state check are added to the bag as soon as the check and any required actions are fully completed.
- 1.9.5. If multiple required actions would happen at once, a single combined required action takes place, and all of the required actions happen simultaneously.
- 1.9.6. If a character in a challenge is removed from the challenge for any reason, that challenge ends. **First, resolve any remaining triggers in the bag. Then, all** "while challenging" effects end and the game proceeds to the Main Phase (see 4.3.1).





## 1.10. Multiplayer Games

- 1.10.1. *Multiplayer* games are played with three or more players. Team games are a subset of multiplayer play that are not covered in this document.
- 1.10.2. Multiplayer games follow the same rules as two-player games, with the following exceptions.
  - 1.10.2.1. At the end of each player's turn, play proceeds to the player on their left rather than going back and forth across the table.
  - 1.10.2.2. If an ability requires more than one player to do something at the same time, the active player does it first. Then proceed to the left, one player at a time, until all players are done.
  - 1.10.2.3. If a player must draw a card and their deck has run out, they lose and must immediately leave the game. All that player's cards and effects are removed from the game, including any static effects that would have ended during their current or future turns.

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## 2. BEFORE THE GAME

### 2.1. Deck Rules

- 2.1.1. Each player's *Disney Lorcana* deck must meet the following requirements. Alternate play formats may have different requirements.
  - 2.1.1.1. The deck must contain at least 60 cards. There is no upper limit to the number of cards in a deck.
  - 2.1.1.2. The deck can contain cards of up to two **ink types**.
  - 2.1.1.3. The deck can contain up to 4 cards with the same full name (see 6.2.5).
  - 2.1.1.4. The deck can't contain any banned cards.
- 2.1.2. Banned cards - Some cards may be banned from organized play. Refer to the [Disney Lorcana OP](#) page for information on banned cards.



### 3. GAMEPLAY

#### 3.1. Starting a Game

- 3.1.1. Starting a game involves several steps that all players follow. Once these steps are completed, the game is considered to be started.
- 3.1.2. First, use a method for randomly determining who chooses who is the starting player and takes the first turn of the game. This can include rolling dice, flipping a coin, or other methods. If this game is next in a multiple game series (such as a best-of-three), the losing player of the previous game chooses the starting player.
- 3.1.3. Second, each player randomizes (shuffles) their deck. Players may use any form of randomization they find convenient and comfortable, but the method chosen must sufficiently randomize the deck. Each player must offer an opposing player a chance to cut their deck after it's shuffled. Once these steps are complete, the deck is ready to play and is placed in the play area. **Note that some play events may offer additional randomizing methods or require specific ones.**
- 3.1.4. Third, each player begins the game with 0 lore. Players may use any method for tracking their lore, such as pen and paper, lore trackers, or the official *Disney Lorcana* TCG Companion app.
- 3.1.5. Fourth, each player draws 7 cards.
- 3.1.6. Fifth, players may alter their hands, beginning with the starting player. Each player can alter their hand only once in each game, following the steps listed here.
  - 3.1.6.1. Step 1 - The player selects any number of cards from their hand and places them on the bottom of their deck without revealing them.
  - 3.1.6.2. Step 2 - The player draws until they have 7 cards in their hand.
  - 3.1.6.3. Step 3 - In turn order, each other player completes steps 1 and 2 if they choose to alter their hand.
  - 3.1.6.4. Step 4 - Each player who altered their hand by 1 or more cards shuffles their deck.
  - 3.1.6.5. Step 5 - Each player who altered their hand offers an opposing player a chance to cut their deck. **Note that some play events may offer additional randomizing methods or require specific ones.**
- 3.1.7. Once all players have altered or chosen not to alter their hand, the game officially starts with the starting player's Beginning Phase (see 4.2).
- 3.1.8. Certain formats and tournament policies may add to, remove from, or otherwise adjust these rules.



## 3.2. Ending a Game

3.2.1. A game can end one of **these** ways:

3.2.1.1. When a player reaches 20 lore, they win the game.

3.2.1.2. If a player attempts to draw a card from an empty deck, that player loses the game. Any abilities or effects waiting to resolve that belong to a player who loses the game are immediately removed. If this occurs in a multiplayer game, the game continues. If it was the losing player's turn, the game progresses to the next player's turn after any other effects have been resolved.

3.2.1.3. If a player is the last person left in a game, they win the game.

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## 4. TURN STRUCTURE

### 4.1. Phases

4.1.1. A turn has three phases, which occur in this order: Beginning Phase, Main Phase, and End of Turn Phase.

4.1.2. The Beginning Phase is where a player resets their cards as appropriate for their new turn. This is where all effects that end at the start of the player's turn end and where effects that occur or begin at the start of their turn happen. The Beginning Phase has three steps: Ready, Set, and Draw. (See 4.2, "Beginning Phase.")

4.1.3. The Main Phase is where a player can act on their turn, choosing to perform any of the Main Phase turn actions. (See 4.3, "Main Phase.")

4.1.4. The End of Turn Phase is where all effects that end at the current turn end. If effects would be added to the bag as a result of effects ending, **those effects are resolved and the game proceeds** to the next player's Beginning Phase. (See 4.4, "End of Turn Phase.")

### 4.2. Beginning Phase

4.2.1. Ready

4.2.1.1. Effects that apply "During your turn" start applying.



4.2.1.2. Effects that **end** "at the start of your turn" **or** "at the start of your next turn" end.

4.2.1.3. Effects that trigger "at the start of your turn" trigger but do not yet resolve (see 4.2.1.3).

4.2.1.4. The active player readies all their cards in play.



#### 4.2.2. Set

- 4.2.2.1. Characters that are in play are no longer “drying” and will be able to quest, challenge, or  to **pay costs** for activated abilities or song cards.
- 4.2.2.2. The active player gains lore from locations with a  characteristic they have in play.
- 4.2.2.3. Effects that would occur “At the start of your turn” or “At the beginning of your turn” and abilities that triggered during the Ready step are added to the bag. **Then, all triggers are resolved.**

#### 4.2.3. Draw

- 4.2.3.1. *Drawing* is when a player takes the top card of their deck and puts that card into their hand. A player can draw only from their deck. Putting a card into a hand from any zone besides the deck isn’t considered drawing.
- 4.2.3.2. First, the active player draws a card from their deck. If this turn is the first turn of the game, the active player skips this step.
- 4.2.3.3. Once all effects have been resolved and there are no more waiting to be added, the game moves into the Main Phase.

### 4.3. Main Phase

- 4.3.1. **Turn actions are the actions that the game allows a player to take during their turn. No effect or other card is needed in order to take these turn actions.**
- 4.3.2. The active player may take turn actions in any order during the Main Phase of their turn. Unless otherwise noted, they may take each action any number of times, provided they have the necessary resources **to pay any associated costs and complete the turn actions.**
- 4.3.3. Put a card into the inkwell. This turn action is limited to once per turn.
  - 4.3.3.1. The player declares they’re putting a card into their inkwell, then chooses and reveals a card from their hand with the inkwell symbol. All players verify that the inkwell symbol is present.
  - 4.3.3.2. The player places the revealed card in their inkwell facedown and ready.
  - 4.3.3.3. Effects that would occur as a result of a card being put into the inkwell are added to the bag (see 8.7, “Bag”).



#### 4.3.4. Play a card.

- 4.3.4.1. **The active player can take a turn action to play** a card from their hand by announcing the card and paying its cost. This process follows a series of steps. If any part of the playing a card process can't be performed, it's illegal to play the card and the game goes back to the point right before the card was announced.
- 4.3.4.2. These steps apply to all cards that can be played. Cards can normally be played only from a player's hand. Only the active player can play cards; no player may play a card on an opponent's turn.
- 4.3.4.3. First, the active player announces the card they intend to play and reveals it from their hand.
- 4.3.4.4. Second, the player announces how they intend to play the card, whether for its ink cost or an alternate cost. If multiple alternate costs could apply to the card, the player may choose one and ignore the others for the purposes of playing the card.
- 4.3.4.5. Third, the player determines the total **amount of ink needed in order to play the card, taking into account any effects that where exert less ink, or require more ink or require other non-ink costs**. If a card can be played "for free," ignore all ink costs of playing it.
- 4.3.4.6. Fourth, the **player pays the total cost. If any ink is still required after reductions and additions to the cost, the player must exert a number of ready ink cards equal to that cost. If any other costs are required, the player follows the instruction to pay those costs. If there are multiple additional costs to be paid, the player may pay them in any order.**
- 4.3.4.7. Once the total **card** cost is paid, the card is now "played." If the card is a character, item, or location, the card enters the Play zone. If it's a character being played using its **Shift** ability, it must be put on top of the card indicated in the second step of this process. If the card is an action, the effect immediately resolves and the card goes to the player's discard pile.
- 4.3.4.8. If an effect would trigger as a result of any of the steps for playing a card, that effect **waits** to resolve until the card and its effect are fully played and resolved. **Note that while an action card is resolving, it's not considered to be in the discard yet.**

#### 4.3.5. Quest

- 4.3.5.1. Sending a character on a quest is a turn action. Only characters can quest.
- 4.3.5.2. A character chosen to quest is the *questing character*. The player who declares a questing character is the *questing player*.



4.3.5.3. To quest, the active player takes the following steps in order.

4.3.5.4. First, the player declares that they're going to have one of their characters quest.

4.3.5.5. Second, the player identifies the questing character and checks for any restrictions that prevent them from questing (e.g., they aren't dry yet, they have **Reckless**, etc.).

4.3.5.6. If an effect prevents the identified character from questing, that quest is illegal.

4.3.5.7. Third, the player exerts the questing character.

4.3.5.8. If no effect prevents the character from questing, the quest is complete and the questing player gains lore equal to the **◆** of the questing character.

4.3.5.9. Effects that would occur as a result of the quest are added to the bag (see 8.7, "Bag").

4.3.5.10. Once all effects have been resolved, the quest is over.

#### 4.3.6. Challenge

4.3.6.1. Sending a character into a challenge is a turn action. Only characters can challenge.

4.3.6.2. A character sent into a challenge is known as a *challenging character*, and the opposing character **or location** is *being challenged*. Both are considered to be *in the challenge*. Characters can challenge locations. For the differences in that process, see 4.3.6.18.

4.3.6.3. Only the challenging character and the character being challenged are in the challenge. If an ability or effect refers to a character "in a challenge," it's referring to one of the two **characters** in the current challenge.




4.3.6.4. To challenge, the active player follows the steps listed here, in order.

4.3.6.5. First, the player declares one of their characters is challenging a character. The declared character must have been in play since the beginning of the turn (that is, they must be dry), ready, and otherwise able to challenge.


4.3.6.6. Second, the player chooses an exerted opposing character to be challenged.

4.3.6.7. Third, the players check for challenging restrictions. If any effect prevents the challenge, the challenge is illegal.



- 4.3.6.8. Fourth, the challenging player exerts the challenging character.
- 4.3.6.9. Fifth, the challenge occurs.
- 4.3.6.10. Sixth, “while challenging” effects apply.
- 4.3.6.11. Seventh, effects that would trigger are added to the bag.
- 4.3.6.12. Eighth, once all effects in the bag have resolved, each character deals damage equal to their Strength  to the other character. This is known as the “Challenge Damage step.” This isn’t an ability or effect and isn’t added to the bag.
- 4.3.6.13. To determine the damage each character in the challenge deals, first calculate the total Strength  of each, taking into account any current modifier effects. This is the *assigned damage*. **A character can have 0 .**
- 4.3.6.14. Apply effects that adjust the amount of damage dealt (e.g., **Resist**).
- 4.3.6.15. The resulting number is the final amount of damage that character deals. The number of damage counters placed on the character is the amount of damage dealt to that character.**
- 4.3.6.16. When damage is dealt to a character, place a number of damage counters equal to that damage on that character. A damage counter normally represents 1 damage; any damage counter intended to represent more than 1 damage counts as a separate damage counter for each 1 damage it represents.**
- 4.3.6.17. **Any** effects that would trigger as a result of **a character being banished in or during** a challenge that apply **trigger and resolve**.
- 4.3.6.18. **Effects** that apply “while challenging” or “while being challenged” end, and the challenge is over.

**Example A:** The active player has a ready *Stitch - New Dog* in play, and an opponent has an exerted *Milo Thatch - Clever Cartographer* in play. The active player announces *Stitch* is challenging and chooses *Milo Thatch* as the character being challenged. There are no restrictions or requirements to satisfy. No effects trigger as a result of these declarations. The active player exerts *Stitch*.

Both *Stitch* and *Milo Thatch* deal damage equal to their Strength  to the other. The active player and the opponent each place damage counters on their character. A game state check is performed. There are no effects that trigger from the check. The challenge is over.





**Example B:** The active player declares Marshmallow - Persistent Guardian is challenging an opposing Cheshire Cat - Not All There. Cheshire Cat's ability Lose Something? reads, "When this character is challenged and banished, banish the challenging character." Marshmallow's ability Durable reads, "When this character is banished in a challenge, you may return this card to your hand."

Marshmallow has 5 ⚔️, so he deals 5 damage to Cheshire Cat, who has 3 🛡️. When the game state check is made, Cheshire Cat is banished. This triggers Cheshire Cat's ability, and the opponent adds it to the bag.

The opponent resolves the ability's effect, banishing Marshmallow. Because the players haven't reached the step of the challenge in which the bag is resolved, they're still in the challenge, and Marshmallow's ability is added to the bag by the active player. The active player can then resolve it, returning Marshmallow to their hand. There are no more effects to add, and the bag is empty. The challenge is over.



**Example C:** The active player declares Rafiki – Mystical Fighter is challenging an opposing Shenzi – Hyena Pack Leader, who has 0 ⚡ and is at De Vil Manor – Cruella’s Estate. De Vil Manor has no abilities, but Shenzi’s ability I’ll Handle This gives her +3 ⚡ while she’s at a location.

Rafiki’s ability Ancient Skills reads, “Whenever he challenges a Hyena character, this character takes no damage from the challenge.” After restrictions and requirements are checked, the active player adds this ability to the bag. The active player then resolves that effect. When the challenge proceeds to the Challenge Damage step, Rafiki won’t be dealt any damage.



4.3.6.19. Players can choose to have a character challenge a location. This follows all of the normal rules and steps of challenging with the following exceptions.

4.3.6.20. When a challenger is declared, the player chooses an opposing location to challenge instead of a character.

4.3.6.21. Locations are never ready or exerted. They can be challenged at any time in the Main Phase.

4.3.6.22. Locations don't have a Strength ⚡ characteristic and don't deal damage to the challenging character.

**4.3.7. Move a character to a location**

4.3.7.1. A player can move only their characters. A player can move characters only to their locations. A player can't move opposing characters, and they can't move their characters to opposing locations.

4.3.7.2. Moving a character to a location is a turn action. To move a character to a location, the active player follows the steps listed here in order.





- 4.3.7.3. First, the player chooses one of their characters and one of their locations and declares that the character will move to that location.
- 4.3.7.4. Second, the player pays the chosen location's move cost. Once the cost is paid, the character moves to the location.
- 4.3.7.5. Third, any effects that would happen as a result of the character moving are added to the bag for resolution.
- 4.3.7.6. Once all effects have been resolved, the move is complete.
- 4.3.8. Use other activated abilities on cards in play.
  - 4.3.8.1. The use of activated abilities is a turn action provided by cards in play. To use the abilities of characters following the steps of section 7.5, "Activated Abilities."
  - 4.3.8.2. ☞ abilities of characters can be used only if the character is dry.
  - 4.3.8.3. Activated abilities of items may be used the turn they're played.




#### 4.4. End of Turn Phase

- 4.4.1. To end a turn, there must be no abilities currently waiting to resolve. The active player declares the end of their turn. This creates the start of the End of Turn Phase (see 4.1.4).
  - 4.4.1.1. Effects that would occur "At the end of the turn" and "At the end of your turn" and abilities are added to the bag.
  - 4.4.1.2. Resolve all triggers in the bag.
  - 4.4.1.3. Effects that would end at the end of your turn end. This includes effects with a stated duration of "this turn" (e.g., **Support**). If this causes any new triggers, return to step 4.4.1.2.
  - 4.4.1.4. The turn ends for the active player and the next player begins their turn.

## 5. CARDS



### 5.1. Conditions



- 5.1.1. *Ready* - Cards enter play ready. A player can't use any of an exerted card's abilities that include  as part of the cost.
- 5.1.2. *Exerted* - When a card is exerted, it's turned sideways. A player can use an exerted card's abilities that don't require  as part of the cost. **Cards may still use abilities that don't require them to  as part of the cost while they're exerted.**
- 5.1.3. *Damaged* - A card that has at least 1 damage is considered damaged.
- 5.1.4. *Undamaged* - A card that has no damage is considered undamaged.

## 6. CARD TYPES

### 6.1. Characters

- 6.1.1. *Characters* are a type of card that can be in play. A character card that's in **the Play zone** is a character; in all other zones it's a character card.
- 6.1.2. **Character cards don't list "Character" on their classification line. Instead,** a character is defined as having both a  and a  value on the card **at the right edge of the classification line. A card without one or both of those isn't a character.**

6.1.3. Only characters can quest or challenge.

6.1.4. A character must have been in play during the Beginning Phase of their player’s turn in order to quest, challenge, or  as part of a cost.

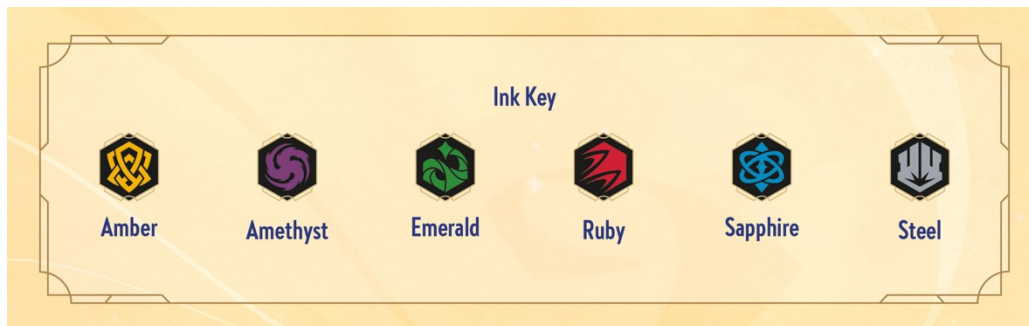
## 6.2. Parts of a Card



6.2.1. Most parts of a card appear on all card types. Specific differences are noted in the entry for the relevant card type.

6.2.2. *Art* - The art isn’t used for gameplay.

6.2.3. *Ink Type* - The **ink type** of the card, **identified** by the ink type symbol. The colored bar behind the card’s name reflects the **associated** color. A card’s **ink type** is important for building a deck **and may be referenced in card rules**.



- 6.2.4. **Name** - The name of the card appears in larger print. An effect that looks for a card or character with a specified name looks only at this line and ignores the version name. The whole character or location name must be the same as the specified name to be a match. **A character's or location's name and version together constitute their full name. (See #2 in the diagram under 6.2, "Parts of a Card.")**

**Example A:** *Tinker Bell - Peter Pan's Ally* has an ability called *Loyal and Devoted* that reads, "Your characters named Peter Pan gain **Challenger** +1. (They get +1 ⚔ while challenging.)" If you have *Peter Pan - Fearless Fighter* and *Peter Pan - Never Land Hero* in play with this *Tinker Bell*, she gives both versions of *Peter Pan* **Challenger** +1.

**Example B:** *The Sorcerer's Hat* is an item with an activated ability that lets you name a card, then reveal the top card of your deck and put that card into your hand if it's the card you named. If you use *The Sorcerer's Hat* to look for a card named *Lucky* and then reveal *Lucky Dime*, that's not a match and you don't get to put it into your hand.

- 6.2.5. **Version** - A card's version differentiates cards with the same name. A character's or location's name and version together constitute its full name. **(See #3 in the diagram under 6.2, "Parts of a Card.")**
- 6.2.6. **Classifications** - Categories that identify some characteristics of the card and may be referenced in card rules. **(See #4 in the diagram under 6.2, "Parts of a Card.")**

**Example:** *Hades - King of Olympus* has an ability that references cards with the *Villain* classification. It reads, "This character gets +1 ♠ for each other *Villain* character you have in play."

- 6.2.7. **Card Cost** - The amount of ink needed to play the card. **(See #1 in the diagram under 6.2, "Parts of a Card.")**
- 6.2.8. **Inkwell Symbol** - If this swirl icon is present around the card's cost, the card can be put into its player's inkwell. Cards in the inkwell are referred to as ink. Each card counts as 1 ⬡. **(See #1 in the diagram under 6.2, "Parts of a Card.")**
- 6.2.9. **Strength** - Primarily, how much damage this character deals in a challenge, though card effects can also reference this value. Strength ⚔ only appears on characters. If the ⚔ of a character is less than 0, it's treated as if it were 0. A character with 0 ⚔ deals no damage. **(See #5 in the diagram under 6.2, "Parts of a Card.")**
- 6.2.10. **Willpower** - Damage on a character is persistent, when means it accumulates over the course of the game. If a character has damage equal to or higher than their Willpower ♠, they are banished. Card effects can also reference this value. **(See #6 in the diagram under 6.2, "Parts of a Card.")**
- 6.2.11. **Lore Value** - How much lore the player gains when the character quests. The appearance of the Lore value symbol ♠ may vary on some cards (e.g., some enchanted or promo cards), but these variations don't affect gameplay. **(See #8 in the diagram under 6.2, "Parts of a Card.")**



6.2.12. *Abilities* – Any abilities the card has appear here. Some abilities have a cost to use them. Abilities can be keywords (see section 9) or have a story name, which is used for referencing the ability but otherwise isn't used for gameplay. (See #7 in the diagram under 6.2, “Parts of a Card” for where abilities appear on a card. See section 7 for more on abilities.)

6.2.13. *Flavor Text* – Flavor text isn't used for gameplay.

6.2.14. *Ancillary Information* – Ancillary information isn't used for gameplay.

6.2.14.1. *Artist Name* – Artist who illustrated the card.

6.2.14.2. *Collector Number* – Indicates where this card appears in the set. The number of unique standard cards in the set appears after the slash.

6.2.14.3. *Set Number* – What number set this card is from.

**Example:** The First Chapter, Rise of the Floodborn, and Into the Inklands are indicated with 1, 2, and 3 here, respectively.

6.2.14.4. *Language* – The language the card is in.

6.2.14.5. *Legal text* – Copyright information.

6.2.14.6. *Rarity Symbol* – Indicates how common the card is among the cards in the set it was printed in.



### 6.3. Actions

6.3.1. *Actions* are a type of card that can be played but can't be in play. An action is an action while being played; otherwise, it's an action card.

6.3.1.1. An action is defined as having “Action” on the card's classification line.


6.3.1.2. Actions are played from a player's hand, but they're not considered in play. An effect from an action doesn't enter the bag. (See 8.7, “Bag.”)

6.3.2. Effects - Actions have effects rather than abilities.

6.3.3. Songs

6.3.3.1. Songs are a subtype of actions and follow all the normal rules for actions.

6.3.3.2. A song is defined as having “Action” and “Song” on the card’s classification line.

6.3.3.3. Songs have an alternate way to pay their cost, which reads, “A character with cost [N] or more can  to sing this song for free.” If a song is played this way, it’s called “singing the song.” Singing a song counts as playing a song. A player may only sing a song from their hand.

6.3.4. Any effect that’s triggered because of an action being played is placed in the bag and will resolve after the effects of the action are fully resolved.

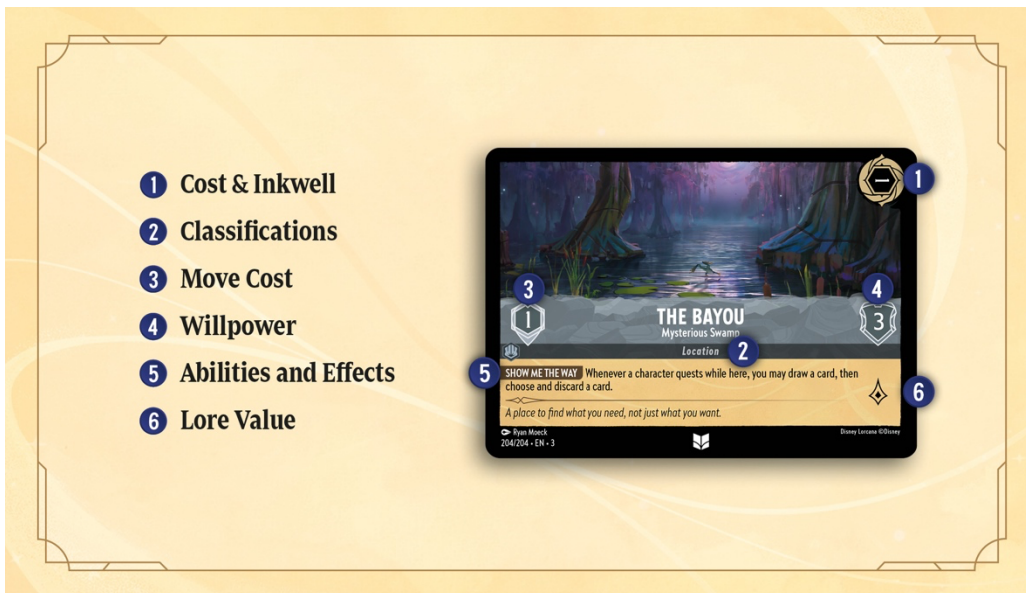
## 6.4. Items

6.4.1. *Items* are a type of card that can be in **play**. An item is an item only while in the Play zone; in all other zones it’s an item card.

6.4.2. An item is defined as having “Item” on the card’s classification line.

6.4.3. If an item has an ability, that ability can be used during the turn the item is played.




## 6.5. Locations



6.5.1. *Locations* are a type of card that can be in **play**. A location is a location while in the Play zone; in all other zones it’s a location card.





- 6.5.2. **Classification** - A location is defined as having “Location” on the card’s classification line. Locations are the only card type that is printed in landscape (i.e., with the longer sides on the top and bottom). (See #2 on the diagram under 6.5.)
- 6.5.3. **Cost** - A location’s cost is in a different place on the card than the cost of other card types, but it works the same way. (See #1 on the diagram under 6.5.)
- 6.5.4. **Move cost** - A location has a move cost. This is the amount of ink needed to move a character to this location. (See #3 on the diagram under 6.5.)
- 6.5.5. **Willpower** - Locations can be challenged. If a location has damage equal or higher than its Willpower , it’s banished. Note that locations don’t have a Strength  characteristic and don’t deal damage. (See #4 on the diagram under 6.5.)
- 6.5.6. **Lore value** - A location may have a Lore  value, which is how much lore its player gains at the start of their turn during the Set step. (See #3 on the diagram under 6.5.)
- 6.5.7. **Abilities** - If a location has an ability, that ability can be used during the turn the location is played. (See #5 on the diagram under 6.5.)

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## 7. ABILITIES

### 7.1. General

- 7.1.1. Each clause of a card is a separate effect. Each clause is separated by a period.
- 7.1.2. Cards with multiple effects in a single clause resolve based on the intervening word.
  - 7.1.2.1. Most cards are written as [A].

**Example:** “You may have up to 99 copies of *Dalmatian Puppy - Tail Wagger* in your deck.”

- 7.1.2.2. [A] to [B] - The player must complete the first part. If they’re unable to do that, they can’t perform the second part of the card.

**Example:** “*Banish chosen item of yours to deal 5 damage to chosen character.*” *If the player doesn’t have an item in play that they can banish, they can’t deal the 5 damage described.*

- 7.1.2.3. [A] then [B] - Resolve all effects as much as possible, even if some of the effects can’t be resolved.

**Example:** “*Draw 2 cards, then choose and discard 2 cards.*”



7.1.2.4. [A] and [B] – Resolve all effects as much as possible, even if some of the effects can't be resolved or “and” seems to tie the effects together as though the wording were [A] to [B]. Sometimes “and” simply serves its normal grammatical purpose.

***Example A:** The Queen - Commanding Presence's ability Who is the Fairest? reads, “Whenever this character quests, chosen opposing character gets -4 ⚡ this turn and chosen character gets +4 ⚡ this turn.” If the opponent doesn't have a character in play that can be chosen for the first part of this effect, the active player still gives a chosen character +4 ⚡.*

***Example B:** John Silver - Greedy Treasure Seeker's ability Chart Your Own Course reads, “For each location you have in play, this character gains Resist +1 and gets +1 ⚡.” This “and” doesn't have any special gameplay significance.*

7.1.3. If an ability or effect contains the word “may,” the player who played the card that generated the effect can choose whether they want it to happen. If the player chooses not to have it happen, no part of the “you may” clause is performed.

7.1.4. If an ability or effect “puts a card into your hand” from any other zone, that is not considered drawing a card.

7.1.5. If an ability refers to “another” or “other,” it refers to a card that any card that effect or ability does not originate from, or one that was not already selected by the ability.

***Example:** Mulan - Imperial Solder reads “During your turn, whenever this character banishes another character in a challenge, your other characters get +1 ⚡ this turn.” Mulan must banish a character that is not herself, and she does not gain the benefits of her abilities because it only applies to your “other” characters.*

## 7.2. Action Cards

7.2.1. Playing an action may trigger other abilities. In this case, the active player resolves the action immediately, and once that action has been fully resolved, players may resolve the triggered abilities as described in section 8.7, “Bag.”

## 7.3. Keywords


7.3.1. Keyword abilities are abilities represented by short names that are the same wherever the ability appears. See section 10, “Keywords,” for more information on individual keyword abilities.

7.3.2. Keywords are usually followed by reminder text describing what they do. This reminder text, enclosed in parentheses and set in italics, is not rules text but only a memory aid.

## 7.4. Triggered Abilities

- 7.4.1. Triggered abilities occur when their trigger condition is met. They trigger only once per trigger condition that is met.
- 7.4.2. Triggered abilities start with “When,” “Whenever,” “At the start of,” or “At the end of” and describe the game state that causes the abilities to trigger and the effects of the abilities.
- 7.4.3. When an ability triggers, its effect is placed into the bag to be resolved in order as described in section 8.7, “Bag.”

## 7.5. Activated Abilities






- 7.5.1. Activated abilities are abilities that a player chooses to use. They are normally written as [Cost] – [Effect].
- 7.5.2. While there are no effects waiting to resolve, the active player may use an activated ability.
- 7.5.3. To use an activated ability, the active player follows these steps in order. If any part of this process can’t be performed, it’s illegal to use the ability. These steps apply to all activated abilities. Only the active player may choose to use activated abilities.
- 7.5.4. First, the active player announces the ability they intend to use.
- 7.5.5. Second, the player determines the total cost of the **ability**.
- 7.5.6. Third, the player pays the cost, **taking into account any effects that let them pay less ink, or if there are any additional costs such as** . If the cost includes an ink cost, the player exerts a number of ink **cards** equal to that ink cost. **If an effect allows them to activate it for free, they ignore the ink cost.** The player can pay the parts of a cost in any order, but they must pay all costs completely.
  - 7.5.6.1. Once the total cost is paid, the ability is activated. The active player resolves the effect immediately.
- 7.5.7. If an effect would trigger as a result of any of the steps to using **an activated ability**, that effect waits to resolve until the ability is fully resolved.

## 7.6. Static Abilities




- 7.6.1. Static abilities are effects that could alter characteristics of a card, game rule, or game state. These are continuously active **for the stated length of time. A static ability that doesn’t specify a duration is continuously active for as long as the card generating the effect is in play.**

**Example:** An ability that reads “Your exerted characters gain **Ward** until end of turn” and an ability that reads “Your exerted characters gain **Ward**” are both static abilities.



- 7.6.2. Cards played that would be affected by a static ability **have that effect as they come into play. If this modifies their  or  they are considered to enter play with that adjusted  or .**
- 7.6.3. Some static abilities occur as the result of a resolving ability or effect. Once resolved, the static ability continues to apply to the affected cards for the specified duration. Cards that would be affected by a static ability but entered play after the ability or effect is resolved aren't affected by the static effect.
- 7.6.4. Some static abilities are part of the characteristics of a card. These static abilities remain “on” as long as the card generating the effect is in play. If a card generating a static ability leaves play, the effect ends as soon as the card is removed from the Play zone. There's no point at which an affected card will still have the ability and then lose it.
- 7.6.5. **Some static effects apply outside of the Play zone. These specify the aspect and time they apply to.**
- Example:** *An effect that reads, “For each character card in your discard, you pay 1  less to play this character” would apply outside of play.*

## 7.7. Replacement Effects

- 7.7.1. Some effects are considered *replacement effects*. These effects wait for the stated condition to occur and then partially or completely replace the event.
- 7.7.2. Abilities that include the word “instead” **are the** most common type of replacement effect.
- Example:** *Stolen Scimitar's ability Slash reads, “ – Chosen character gets +1  this turn. If a character named Aladdin is chosen, he gets +2  instead.”*
- 7.7.3. Abilities that read, “This character enters” or “This character may enter” are replacement effects.
- 7.7.4. Replacement effects happen once and need to exist before the event would occur. If an event is replaced, it never happens. A modified event occurs, and the new event may trigger abilities. Abilities that would have triggered from the original event don't see it, and therefore they don't trigger.
- 7.7.5. **Only one replacement effect can replace a specific effect. If there are multiple replacement effects for the same specific effect, the player who played the card that generated the effect being replaced chooses which effect replaces it.**

## 7.8. Ability Modifiers

- 7.8.1. Some abilities and effects can modify the characteristics of a character.
- 7.8.1.1. Whenever a new modifier is applied to a card, a calculation is made for that card's current characteristics, taking into account previous modifying effects that were applied to the character.



7.8.2. If a character has a negative ⚡, it deals 0 damage during challenges.

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## 8. ZONES

### 8.1. General

8.1.1. All zones are considered separate from one another. Some zones may physically be present within the same space but are still separate zones for gameplay purposes.

*Example: The table represents the game area of the players. Although the players' decks, inkwells, and discard piles physically occupy that space, they're not in play, as they're all separate zones.*

8.1.2. Cards in a **public zone** are publicly known. Players can look at or count the cards in any public zone at any time.

8.1.3. Cards in a **private zone** aren't publicly known. Players can't look at them unless directed by a game rule (e.g., drawing a card) or an effect. Players can count the number of cards in a private zone at any time. While a private zone is revealed, it's not considered private.

8.1.4. If an effect allows a player to look at one of their private zones for a specific card or a card of a specific type, they may "fail to find" that card.

8.1.5. If a card enters a private zone from play, any information on or connection to the original card is removed. All effects, damage, and other characteristics are removed and that card becomes a new card.

### 8.2. Deck

8.2.1. A player's deck is where cards they may use in a particular game are held.

8.2.2. The deck is a private zone. The cards in a player's deck remain facedown at all times and in a single pile. Players can't look at or change the order of cards in their decks during a game. Players can count the remaining cards in any player's deck at any time.

8.2.3. Whenever a card or game state instructs a player to draw a card follow the rules outlined in 4.2.3, "Draw."

8.2.4. If cards are added to the top or bottom of a deck in any order and the cards were publicly known to all players, the order in which the cards are added to the deck must be known by all players.

### 8.3. Hand

8.3.1. A player's hand is where drawn cards are held. Cards can be added to the hand by other effects as well. Players start the game with a hand of drawn cards (see 3.1, "Starting a Game").

8.3.2. The hand is a private zone. Players can look at the cards in their own hand but can't look at the cards in another player's hand at any time. Players can count the number of cards in any hand at any time.

8.3.3. There's no maximum hand size. A hand can't have fewer than 0 cards in it.

8.3.4. Players can hold and rearrange their hands in any comfortable and/or convenient fashion. Players can't look at another player's hand but can count the cards in any player's hand at any time.

8.3.5. If an effect instructs someone to discard, that player chooses the indicated number of cards from their hand and puts them into their discard pile.

## 8.4. Play



8.4.1. A player's Play zone is where their characters, items, and locations are played. Only characters, items, and locations can be in the Play zone. Players can't play cards into an opponent's Play zone.

8.4.2. Only cards in a player's Play zone are considered *in play*. Cards outside the game aren't in play. Cards in the bag and those in a player's deck, discard, hand, and inkwell aren't in play.

8.4.3. The Play zone is a public zone. Players can look at the cards any player has in play at any time. Players can count the number of cards any player has in play at any time.

8.4.4. Whenever 1 or more cards would leave play, they first check whether any abilities would trigger from them or others leaving play.

## 8.5. Inkwell

8.5.1. A player's inkwell is where they put the cards they will use as ink throughout the game. These cards are *ink cards*. Each ink card must have the inkwell symbol  around its cost and represents 1  the player can use to pay ink costs. Nothing on the front of an ink card affects the ink it generates. There's no limit to the number of cards a player can have in their inkwell.

8.5.2. Cards enter the inkwell facedown and ready. If multiple cards enter the inkwell at the same time, each card is treated as a separate instance.

8.5.3. The inkwell is a private zone. Players can't look at a card in an inkwell at any time, even their own. Players can count the number of cards in any inkwell at any time.

8.5.4. Players can arrange the cards in their inkwell in any comfortable and convenient fashion, provided that ink cards are kept facedown and separate from cards in all other zones at all times. The number of cards in an inkwell and the number of them that are ready can't be hidden from other players.

8.5.5. If a card allows a player to put an additional card into their inkwell on their turn, they announce they're using that effect, then follow the normal steps of putting a card *into* their inkwell.



8.5.6. Whenever an effect puts a card from another zone into the inkwell, the card isn't revealed and isn't required to have the inkwell symbol. It enters the inkwell facedown as ink.

## 8.6. Discard

8.6.1. A player's discard pile is **where their cards that have left play are held**.

8.6.2. Cards that are banished and action cards that are finished resolving are put into their player's discard pile.

8.6.3. **The discard is a public zone. The cards in a player's discard remain faceup at all times and in a single pile. Players can look at and count the cards in any player's discard pile at any time. A player can look at and rearrange the cards in their own discard at any time.**

8.6.4. If multiple cards enter a discard pile at the same time, their player adds them in any order.

## 8.7. Bag

8.7.1. Unlike other zones, the bag isn't a physical **space** but is only where triggered abilities created by the game wait to resolve.

8.7.2. **Only triggered abilities can be added to the bag.** Activated abilities, resolving actions, and playing characters, locations, or items aren't added to the bag.

8.7.3. Whenever a triggered **ability's condition is met, the ability is** added to the bag by the player who **played the card with the triggered ability**. If multiple triggered abilities happen at the same time, they're added to the bag simultaneously by the respective players.

8.7.4. **Then** the active player chooses and resolves any one of their **triggered abilities and fully resolves it**. If the resolution of an ability **causes another ability to trigger, the new** triggered ability is added to the bag once the current ability is finished resolving.

8.7.5. If there are abilities from multiple players in the bag, **the active player resolves all of their abilities first, one at a time**, including any that were added as a result of resolving abilities.

8.7.6. The next player resolves all of their abilities following the guidelines in 8.7.5. If this causes new triggers, regardless of whose abilities triggered, the current resolving player keeps resolving their triggers.

8.7.7. Continue around the table in turn order as described in 8.7.4–8.7.6 until there are no more triggers to resolve.

8.7.8. Once the bag is empty and all players have no more abilities to resolve or turn actions to take, the players proceed to the next step or phase of the game.

8.7.9. If a player leaves the game while abilities are still waiting **in the bag** to resolve, those abilities cease to exist.

## 9. DAMAGE COUNTERS

*This is a new section as of April 13, 2024.*

### 9.1. Representation of Damage

9.1.1. Damage on a character is represented by damage counters.

### 9.2. “Put”

9.2.1. If an effect puts a damage counter onto a character or location, that doesn’t count as dealing damage to that character or location and isn’t affected by modifications to damage that is dealt (e.g., **Resist**).

### 9.3. Moving Damage Counters

9.3.1. Moving damage counters has the effect of removing a specified number of counters from a chosen character and putting the same number of damage counters on.

***Example:** Simba - Protective Cub is in play with 1 damage counter on him. The opponent has The Prince - Never Gives Up in play. If Bestow a Gift is played to move 1 damage counter from Simba to The Prince, the player removes that 1 damage counter and places it on The Prince. The Prince’s **Resist** ability doesn’t affect this damage, as it isn’t damage dealt.*

### 9.4. Leaving Play

9.4.1. When a card with damage leaves play, when game states are checked all damage counters on it cease to exist.

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## 10. KEYWORDS

*This section has been renumbered as of April 13, 2024.*

### 10.1. General

10.1.1. Keyword abilities provide an ability to the character based on that word. Some abilities stack, or combine; these abilities are followed by “+{N}.” A keyword ability that doesn’t have a +{N} doesn’t stack with other effects that provide that keyword.


***Example:** If you have a character with **Support** and an effect gives that character **Support**, only the first instance of the keyword applies. However, if the keywords were **Resist +1** and **Resist +2**, the abilities would stack, and that character would have **Resist +3**.*



## 10.2. Bodyguard

10.2.1. When you play this character, you may choose to have them enter play exerted. If an opposing character challenges one of your characters, they must choose one of your characters with Bodyguard if able.


## 10.3. Challenger

10.3.1. This character gets +N  while they are challenging (but not while they are being challenged). This stacks with other **Challenger** effects.

## 10.4. Evasive

10.4.1. A character without **Evasive** can't challenge this character, but this character can challenge characters with **Evasive**.

## 10.5. Reckless

10.5.1. This character can't quest and must challenge if able. A player can still  this character to use their abilities.

10.5.2. If a character with **Reckless** is ready during the active player's turn and there's a character **or location** it can challenge, the active player can't declare their turn is ending.

## 10.6. Resist

10.6.1. Damage dealt to this character is reduced by N.

10.6.2. If damage dealt to this character is reduced to 0, no damage is considered to have been dealt.

10.6.3. This stacks with other **Resist** effects.

## 10.7. Rush

10.7.1. This character counts as dry for the purposes of challenging the turn it's played.

## 10.8. Shift

10.8.1. If you have a character in play with the same name as this character card, you may play this character for N instead of its normal ink cost. If you do, put this card on top of a character of yours with the same name. This is called *shifting*.

10.8.2. A **shifted** character takes on the state of the character it was placed on (e.g., it's dry if the character it was placed on was dry, **it's exerted if the character it was placed on was exerted**).

10.8.3. If an effect on a shifted character causes it to enter play exerted, it becomes exerted as it enters play.

10.8.4. A **shifted** character retains whatever damage was on the character it was placed on. **It loses all text of the character it was placed on but keeps any effects that applied to that character when the shifted character enters play.**




10.8.5. When a **shifted** character leaves play, all cards in its stack (i.e., the card it was played on and any other cards beneath that one) go to the same zone as **the shifted** character card does, and the cards are no longer considered to be in a stack.

#### 10.9. Singer

10.9.1. This character counts as cost N to sing songs.

#### 10.10. Song

10.10.1. A character with cost N or more can  to sing this song for free.

#### 10.11. Support

10.11.1. Whenever this character quests, you may add their current  to another chosen character's  this turn.

#### 10.12. Ward

10.12.1. Opponents can't choose this character except to challenge.

10.12.2. Effects that don't choose still affect this character.

## GLOSSARY

*This is an addition to the Comprehensive Rules as of April 13, 2024.*

### **ability**

Special rules explaining what the card can do that differs from the game rules, such as an effect that resolves as a result of the card being played.

### **action**

A type of card that gives its player an immediate one-time advantage. When an action is played, its player resolves its effects and then puts it in their discard pile. Actions never enter the Play zone.

### **activate**

To use an activated ability of a card.

### **activated ability**

An ability that a player may use after paying its cost. An activated ability can't be used if its cost can't be paid. Activated abilities of items may be used the turn they're played.

### **active player**

The player who has started their turn. When a player ends their turn, they're no longer the active player.


### **alter a starting hand**

An optional choice made at the beginning of the game after each player has drawn their starting hand. Each player may take any number of those cards, put them on the bottom of their deck without revealing them, draw until they have 7 cards in their hand, and reshuffle their deck.

### **bag**

A nonphysical zone where triggered abilities wait before determining how their effects resolve. Whenever a triggered ability's condition is met, the ability is added to the bag.

### **banished**

A card that is put into a player's discard pile after it's banished. A card can be banished as a result of abilities or effects or if it has damage equal to or greater than its Willpower .

### **Beginning Phase**

The first phase of the turn, where a player resets their cards for the turn. This is where all effects that end at the start of the player's turn end and where effects that occur or begin at the start of their turn happen. The Beginning Phase has three steps: Ready, Set, and Draw.

### **card type**

The type that each card used in the game has, such as character, action, item, or location. A card's type determines the rules for how to play it.



### **challenge**

When a player exerts one of their dry characters and chooses an exerted opposing character or an opposing location. Each character deals damage equal to their Strength ⚙️ to the other character or the location.

### **challenging character**

A character chosen by the active player to challenge an opposing character or location. A challenging character is considered “in a challenge” throughout the duration of the challenge.

### **character**

A card that lists “Storyborn,” “Dreamborn,” or “Floodborn” on its classification line. (Characters may also have additional classifications.) When a player plays a character, they put it in their Play zone. A character is the only type of card that has both ⚙️ and ♠️ characteristics. A character that is played is put in play and remains there until it’s banished or removed from play by a game effect. A player may have multiple copies of a character with the same name in their deck but can’t have more than four copies with the same full name.

### **classification**

A category that identifies some characteristics of the card and may be referenced in rules of other cards. A card’s classification is located to the right of a character’s ink type symbol.

### **cost**

What is required in order to play a card or use an activated ability. This may be an ink cost or an alternate cost such as exerting a character. An activated ability can’t be used if its full cost can’t be paid.

### **damage**

Damage on a character or location is represented by damage counters and counts against its Willpower ♠️. Damage is dealt by characters in a challenge and by some effects. When a card with damage moves from in play to any other zone, the damage ceases to exist.

### **damage counter**

A counter put on a character or location card to show how much damage it has. A single damage counter normally represents 1 damage; any damage counter intended to represent more than 1 damage counts as a separate damage counter for each 1 damage it represents. If an effect puts a damage counter onto a character or location, it does not count as damage dealt to the character or location and isn’t affected by modifications to damage that is dealt.

### **damaged**

A character with 1 or more damage.

### **deck**

A set of 60 or more cards a player uses in a game. Each deck can contain cards of up to two colors and up to 4 cards with the same name and version (together known as a full name). There is no upper limit to the number of cards in a deck. The deck is considered a private zone.





### **discard**

**1. noun.** The single faceup pile where actions are put after they've finished resolving and where other cards are put after being banished from play or discarded. When a player puts a card from their hand into their discard, they're discarding that card. The discard is considered a public zone.

**2. verb.** When a player chooses 1 or more cards from their hand and puts them into their discard pile.

### **discard pile**

Another name for the discard.

### **draw**

When a player takes the top card of their deck and puts that card into their hand. A player can draw only from their deck.


### **Draw step**

The third step of the Beginning Phase of a player's turn where the player puts the top card of their deck into their hand. Once all effects have been resolved and there are no more waiting to be added, the game moves into the Main Phase. On the first turn of the game, the active player skips this step.

### **dry**

A character that was in play at the start of its player's current turn is considered to be dry.

### **drying**

A character that was played after the start of its player's current turn is considered to be drying. Drying characters can't quest, challenge, or  to pay any cost. Non-activated abilities on drying characters, including abilities that trigger "When you play this character," are still in effect while the character is drying. Drying characters may still be affected by card effects.



### **effect**

What happens as a result of resolving an action or ability.

### **End of Turn Phase**

The third phase of the turn structure that begins when the active player declares the end of their turn.

### **exert**

To turn a card sideways, such as to quest, challenge, or pay the cost of a card or ability. Some abilities use the  symbol to show that the card must be exerted as part of the ability's cost. While a card is exerted, its player may still use abilities on it that don't require them to .

### **exerted**

A card that has been turned sideways.



### full name

For cards that have a version in addition to a name, the combination of the two.

### game state check

The check the game performs to verify a set of conditions. This check occurs at the start of any step and after each effect has resolved (see 1.9, “Game State Check”).

### hand

The zone where cards drawn by a player are held.

### in play

A term used to describe a card that has been put into the Play zone.


### ink

The resource that players use to pay the cost of playing cards and using certain abilities. A player’s ink is represented by the cards they’ve put in their inkwell.

### ink type

The ink type of a card as shown by the ink type symbol at the left edge of the card, just above the text box. The six ink types are Amber, Amethyst, Emerald, Ruby, Sapphire, and Steel, and each has its own symbol on the cards. A deck can have up to two ink types.

### inkwell

The private zone where a player puts their ink cards, facedown. Each card in a player’s inkwell represents 1 , no matter what’s on the front of the card, and players can’t look at the front of the cards in any inkwell.

### inkwell symbol

A circular symbol that is present around a card’s cost if that card can be put into its player’s inkwell and used as ink.




### item

A card that lists “Item” on its classification line. When a player plays an item, they put it in their Play zone. Items can be exerted on the turn they’re played.

### keyword ability

An ability represented by a short, bolded name that is the same wherever the ability appears. Examples of keyword abilities include **Bodyguard**, **Challenger**, **Evasive**, **Reckless**, and **Rush**.

**location**

A card that lists “Location” on its classification line. When a player plays a location, they put it in their Play zone. Locations have a cost to play, a move cost to move a character to the location, and Willpower . Locations can be challenged; when a location has damage equal to or greater than its Willpower  that location is banished. A location may have a Lore value , which is how much lore its player gains at the start of their turn during the Set step. If a location has an ability, that ability can be used the same turn the location comes into play.

**lore**

The resource players race to gain as they play. The first player to reach 20 lore wins the game.

**Lore value **

A card characteristic that indicates the amount of lore its player can gain from it each turn. If it’s a character, the lore is gained by questing. If it’s a location, the lore is gained at the start of its player’s turn during the Set step.



**Main Phase**

The second phase of the turn structure, where a player can perform any of the Main Phase turn actions (see 4.3, “Main Phase”).

**multiplayer game**

A game played with three or more players.

**name**

A card’s name appears in large text above its classification line. On actions, items, and locations, the name is located in the center of the card. On characters, the name is located on the left of the card, across from its  and . A character’s or location’s name and version together make up the card’s full name.

**opponent**

Anyone a player is playing against. Also known as opposing player.

**opposing character**

A character that an opponent played.

**opposing player**

Anyone a player is playing against. Also known as opponent.

**phase**

One of the three main parts of a turn. The phases of a player’s turn are the Beginning Phase, Main Phase, and End of Turn Phase.

**play**

The act of playing a card. If the card played is an action, the player reveals the card, pays its cost, resolves its effects, and then discards it. If the card played is a character, item, or location, the player reveals the card, pays its cost, and puts that card into play.



**play for free**

To play a card without having to pay any ink costs. A player who plays a card for free must still pay any other costs.

**player**

Anyone playing the game.

**private zone**

A zone where the cards aren't publicly known. Players can't look at them unless directed by a game rule (e.g., drawing a card) or an effect. Players can count the number of cards in a private zone at any time. While a private zone is revealed, it's not considered private.

**public zone**

A zone where the cards are publicly known. Players can look at or count the cards in any public zone at any time.

**quest**

When a player exerts a character to gain lore equal to that character's  $\blacklozenge$ . A character can't quest the same turn it's played.

**ready**

A card that has been put in the ready position (upright) or the act of putting a card in the ready position. A player readies all of their exerted cards in the Ready step of their turn.

**Ready step**

The first step of the Beginning Phase of a player's turn where effects that apply "during your turn" start applying and the active player readies all their cards in play. Effects that would end "at the start of your turn" and "at the start of your next turn" end. Effects that trigger at the start of your turn trigger. However, they wait until the Set step to start resolving.

**reminder text**

Italicized text following a keyword and enclosed in parentheses. It's not rules text and serves only as a memory aid.

**replacement effect**

An effect generated by some static abilities that replaces one effect with another.

**Set step**

The second step of the Beginning Phase of a player's turn where characters that are in play are no longer "drying" and can quest, challenge, or  $\textcircled{c}$  to pay costs for activated abilities or song cards. During this step, the active player gains lore from locations with a  $\blacklozenge$  characteristic they have in play. Effects that would occur "At the start of your turn" or "At the beginning of your turn" and abilities that triggered during the Ready step are added to the bag, then all triggers are resolved.

**shuffle**

Randomizing the order of cards in a deck.





**song**

A type of action that can be played by exerting characters or by paying the song's ink cost.

**starting hand**

The initial 7 cards that a player draws at the start of the game, before they may alter their hand.

**starting player**

The player who takes the first turn of the game, determined randomly before the game begins. The starting player doesn't draw on that turn.

**static ability**

An effect that could alter characteristics of a card, game rule, or game state. A static ability is continuously active, either for a fixed length of time or for as long as the card generating the effect is in play.

**Strength** ✨

The amount of damage a character deals in a challenge. A character's Strength ✨ may be referenced in abilities or effects.

**triggered ability**

An ability that causes an effect to be added to the bag when a particular condition is met. Triggered abilities start with "When," "Whenever," "At the start of," or "At the end of" and describe the game state that causes the abilities to trigger and the effects of the abilities. When an ability triggers, its effect is placed into the bag to be resolved.

**turn**

The unit of time each player takes to complete the following three phases: Beginning Phase, Main Phase, and End of Turn phase. Each player takes their turn before passing the turn to the next player.

**undamaged**

A character with no damage on it.

**version**

A descriptor that can differentiate cards with the same name for purposes of building a deck. A character's or location's name and version together constitute the card's full name.

**Willpower** 🛡️

How much damage it takes to banish a character or location.

**zone**

A physical or nonphysical space used for gameplay purposes. Whether a zone is public or is private determines what information can be shared about the cards there. Each player's zones are: deck, hand, play, inkwell, discard, and bag. All zones are considered separate from one another.