

# COMPREHENSIVE RULES

Effective March 27, 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.

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## 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, even if some part of that effect can't be done, the player does as much as possible, except in specific cases (see 7.1.2).

**Example:** *Simba - Future King has an ability that reads, "When you play this character, you may draw a card, then choose and discard a card." If an effect would prevent you from drawing a card, you'd still 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 the active player is playing against counts as an opponent.

## 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 4.3.3).

## 1.6. Types of Abilities

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

1.6.1.1. *Keywords* are words or shortened phrases that represent a larger ability. See section 9.0 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 present, 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.

## 1.7. 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 an 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 (see 1.9.6). Required actions must be performed immediately and don't go into the bag.
- 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. The game has the following game states that create a required action.
  - 1.9.6.1. If a player has 20 or more lore, that player wins the game.
  - 1.9.6.2. If a player must draw from a deck with no cards, that player loses the game.
  - 1.9.6.3. If a character or location has damage equal to or greater than its Willpower , that character or location is banished.
  - 1.9.6.4. If a location has damage equal to or greater than its Willpower , that location is banished.





1.9.7. If a character in a challenge is removed from the challenge for any reason, that challenge ends. All “while challenging” effects end, and the game proceeds to 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. Building a Deck

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 colors.

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.
- 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.
- 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 two 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.

3.2.2. When either of these conditions is met, the game ends. Any abilities that are waiting to resolve cease to exist.

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## 4. TURN STRUCTURE

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

4.1.1. 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).

4.1.2. 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).

4.1.3. 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 an additional Cleanup step is performed. When there are no additional effects to resolve, the game proceeds to the next player's Beginning Phase.


### 4.2. Beginning Phase

4.2.1. Ready


4.2.1.1. Effects that would end “at the start of your turn” and “at the start of your next turn” end.

4.2.1.2. 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 use activated abilities this turn.



- 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.

#### 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 other zone besides the deck is not 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. The active player may take these 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.
- 4.3.2. Put a card into the inkwell. This turn action is limited to once per turn.
  - 4.3.2.1. 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.
  - 4.3.2.2. The player places the revealed card in their inkwell facedown and ready.
  - 4.3.2.3. Effects that would occur as a result of a card being put into the inkwell are added to the bag (see 8.7, “Bag”).
- 4.3.3. Play a card.
  - 4.3.3.1. A player can take the turn action of playing 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.
  - 4.3.3.2. 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.

- 4.3.3.3. First, the active player announces the card they intend to play and reveals it from their hand.
- 4.3.3.4. 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.
- 4.3.3.5. Third, the player determines the total cost of the card. To do this, take the intended play method, add any additional costs, and subtract any cost reductions. Then the cost becomes fixed. If a card is played “for free,” ignore all ink costs of playing it.
- 4.3.3.6. Fourth, the cost is paid. If the cost involves an ink cost, the player exerts a number of ink cards equal to that ink cost. The player can choose to pay the parts of a cost in any order, but all costs must be paid completely.
- 4.3.3.7. Once the total 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.
- 4.3.3.8. If an effect would trigger as a result of any of the steps to playing a card, that effect will wait to resolve until the card and its effect are fully played and resolved.

#### 4.3.4. Quest

- 4.3.4.1. Sending a character on a quest is a turn action. Only characters can quest.
- 4.3.4.2. A character chosen to quest is the *questing character*. The player who declares a questing character is the *questing player*.
- 4.3.4.3. To quest, the active player takes the following steps in order.
  - 4.3.4.4. First, the player declares that they’re going to have one of their characters quest.
  - 4.3.4.5. 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.).
  - 4.3.4.6. If an effect prevents the identified character from questing, that quest is illegal.
  - 4.3.4.7. Third, the player exerts the questing character.



4.3.4.8. If no effect prevents the character from questing, the quest is complete and the questing player gains lore equal to the  $\diamond$  of the questing character.

4.3.4.9. Effects that would occur as a result of the quest are added to the bag (see 8.7).

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

#### 4.3.5. Challenge

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

4.3.5.2. A character sent into a challenge is known as a *challenging character*, and the opposing character is *being challenged*. Both are considered to be *in the challenge*. Characters can challenge locations. For the differences in that process, see 4.3.5.7.

4.3.5.3. 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 involved in the current challenge.

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

4.3.5.5. 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.

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

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

4.3.5.8. Fourth, the challenging player exerts the challenging character.

4.3.5.9. Fifth, the challenge occurs.

4.3.5.10. Sixth, while challenging” effects apply.

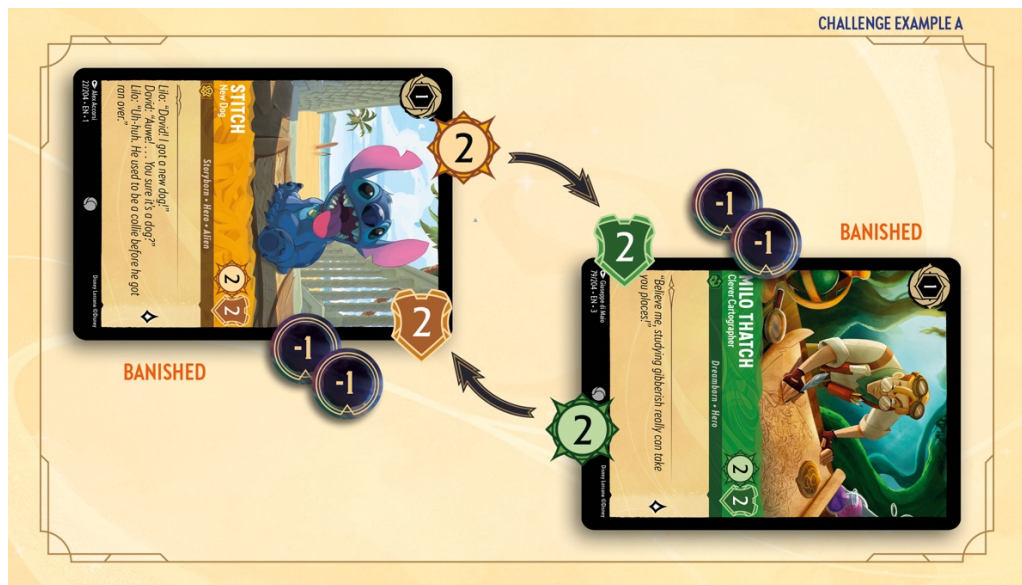
4.3.5.11. Seventh, effects that would trigger are added to the bag.

4.3.5.12. Eighth, once all effects in the bag have resolved, each character deals damage equal to their Strength  $\odot$  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.

- 4.3.5.13. 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*.
- 4.3.5.14. Apply effects that adjust the amount of damage dealt (e.g., **Resist**).
- 4.3.5.15. The resulting number is the final amount of damage that character deals.
- 4.3.5.16. A character can have 0 ⚡ or less. If the final amount of damage a character deals is less than 0, it's treated as if it were 0 for the purposes of dealing damage. A character with 0 ⚡ deals no damage.
- 4.3.5.17. Ninth, once damage is dealt, any effects that would trigger as a result of the challenge are added to the bag.
- 4.3.5.18. Once all effects have resolved, 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.



4.3.5.19. 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.

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

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


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

4.3.6. Move a character to a location – 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.



- 4.3.6.1. 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.
- 4.3.6.2. First, the player chooses one of their characters and one of their locations and declares that the character will move to that location.
- 4.3.6.3. Second, the player pays the chosen location's move cost. Once the cost is paid, the character moves to the location.
- 4.3.6.4. Third, any effects that would happen as a result of the character moving are added to the bag for resolution.
- 4.3.6.5. Once all effects have been resolved, the move is complete.

#### 4.3.7. Use other activated abilities on cards in play.

- 4.3.7.1. The active player may use activated abilities of characters following the steps of section 7.5, "Activated Abilities."
- 4.3.7.2.  abilities of characters can be used only if the character is dry.
- 4.3.7.3. 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 4.1.3).
  - 4.4.1.1. Effects that would end at the end of your turn end. This includes effects with a stated duration of "this turn" (e.g., **Support**).
  - 4.4.1.2. Effects that would occur "At the end of the turn" and "At the end of your turn" and abilities that are triggered by those effects are added to the bag.
  - 4.4.1.3. Cleanup - All players resolve effects that are in the bag. Once the bag is empty and no effects remain to resolve, the turn is ended.

## 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.
- 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 is in play zone is a character; in all other zones it's a character card.
- 6.1.2. A character is defined as having "Storyborn," "Dreamborn," or "Floodborn" on the card's classification line.
- 6.1.3. Characters have both a  and  value. If either or both aren't present on the card, it's not a character.

6.1.4. Only characters can quest or challenge.

6.1.5. 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.

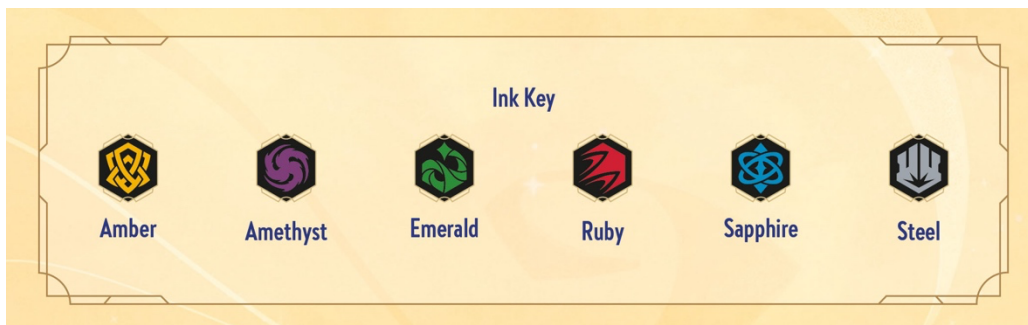
## 6.2. Parts of a Card



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. *Color/Ink Type* - The color of the card, determined by the ink type symbol. The colored bar behind the card’s name reflects the card’s color. A card’s color is important for building a deck but isn’t used for gameplay.



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 name must be the same as the specified name to be a match.

**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 Name** - A name that can differentiate cards with the same name for purposes of deckbuilding. A character's or location's name and version together constitute their full name.

6.2.6. **Classifications** - Categories that identify some characteristics of the card and may be referenced in card rules.

**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. **Inkwell Symbol** - If this icon is present around the card's cost, the card can be put into an inkwell.

6.2.8. **Cost** - The amount of ink needed to play the card.

6.2.9. **Strength** - How much damage this character deals in a challenge. Strength ⚔ only appears on characters.

6.2.10. **Willpower** - If a character has damage equal or higher than their Willpower ♠, they are banished.

6.2.11. **Lore Value** - How much lore the player gains when this 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.

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 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 in booster packs.



### 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.

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


6.3.3. 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.

6.3.4. Effects – Actions have effects rather than abilities.

6.3.5. Songs

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

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

6.3.5.3. 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.

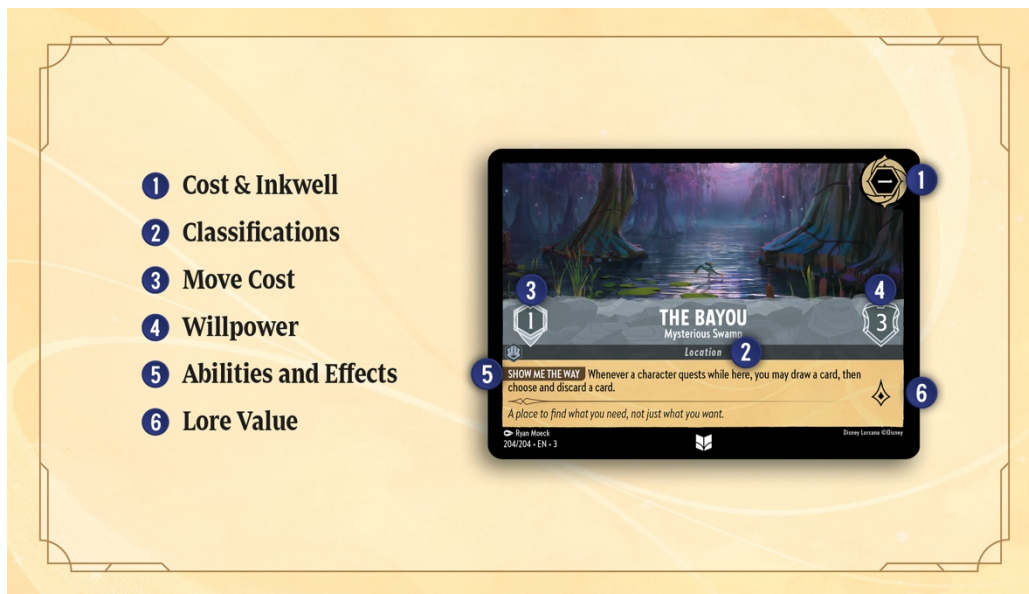
## 6.4. Items

6.4.1. *Items* are a type of card that can be in play. An item can’t be put into the bag. 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 can’t be put into the bag. A location is a location while in the Play zone; in all other zones it’s a location card.

6.5.2. 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).

6.5.3. 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.




- 6.5.4. A location has a move cost. This is the amount of ink needed to move a character to this location.
- 6.5.5. Locations can be challenged. If a location has damage equal or higher than its , it's banished. Note that locations don't have an  characteristic and don't deal damage.
- 6.5.6. 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.
- 6.5.7. If a location has an ability, that ability can be used during the turn the location is played.



## 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, they can't perform the second part of the card.  
**Example:** “Deal 2 damage to chosen character of yours to deal 2 damage to another chosen character.”
  - 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] – Both effects must be resolved. If one effect can't resolve for any reason, neither effect resolves.  
**Example:** “Choose a character of yours and gain lore equal to their .





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.

## 7.2. 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 9, “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. To do this, take the current cost of the ability, add any additional costs, and then subtract the amount of any cost reductions. Then the cost becomes fixed.

7.5.6. Third, the player pays the cost. If the cost includes an ink cost, the player exerts a number of ink cards equal to that 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 a triggered 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, either indefinitely or for a predetermined amount of time.

**Example:** An ability that ends with “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 gain the effect as soon as the card is played. There’s no point at which a card would be played without the effect and then gain it.

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.

## 7.7. 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 replacement effects. This is 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.

## 7.8. 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’s treated as having 0 ⚙.

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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.*

### 8.2. Deck

8.2.1. Each player’s deck remains 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.

8.2.2. Any player may count the remaining cards in any player’s deck at any time.

8.2.3. Whenever a card or game state instructs you 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. There's no maximum hand size. A hand can't have fewer than 0 cards in it.
- 8.3.3. 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.
- 8.3.4. 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. Each 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. Whenever 1 or more cards would leave play, they first check whether any abilities would trigger from them or others leaving play.
- 8.4.4. When any card with damage counters leaves play, all damage counters on it cease to exist.

### 8.5. Inkwell

- 8.5.1. A player's inkwell is where their ink cards are collected. Each card in the inkwell represents 1  the player can use to pay ink costs. Nothing on the front of a card that's in the inkwell 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 isn't a public 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 in 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 a single faceup pile.
- 8.6.2. Players can view and count the cards in any player's discard pile at any time.
- 8.6.3. Cards that are banished and action cards that are finished resolving are put into their player's discard pile.
- 8.6.4. If multiple cards enter a discard pile at the same time, their player adds them in any order.
- 8.6.5. A player can look at and rearrange the cards in their discard at any time. Players can ask to see what and how many cards are in other players' discards

## 8.7. Bag

- 8.7.1. Whenever a triggered ability's condition is met, the ability is added to the bag. Only abilities can exist in the bag. Unlike other zones, the bag isn't a physical zone but is only where triggered abilities created by the game wait to resolve.
- 8.7.2. Activated abilities, resolving actions, and playing characters, locations, or items aren't added to the bag.
- 8.7.3. Whenever a triggered ability happens, it's added to the bag by the player who added it. If multiple triggered abilities happen at the same time, they're added to the bag simultaneously by the respective players.
- 8.7.4. Once there are no more abilities waiting to be added to the bag, the active player chooses and resolves any one of their abilities. An ability must finish resolving before the next can be chosen. If the resolution of an ability triggers another ability, the 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 chooses and resolves all of their abilities first, including any that were added as a result of resolving abilities. They continue to resolve their abilities until they have no more to resolve.
- 8.7.6. The next player resolves all of their abilities following the guidelines in 8.7.5.



8.7.7. 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.

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

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## 9. KEYWORDS

**9.1. General** – 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**.*

**9.2. Bodyguard** – 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.

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

**9.4. Evasive** – A character without **Evasive** can’t challenge this character, but this character can challenge characters with **Evasive**.

**9.5. Reckless** – This character can’t quest and must challenge if able. A player can still ⚔ this character to use their abilities.

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

**9.6. Resist** – Damage dealt to this character is reduced by N.

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

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



**9.7. Rush** – This character counts as dry for the purposes of challenging the turn it’s played.

**9.8. Shift** – 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* the original character.


9.8.1. This 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).



9.8.2. This character retains whatever damage was on the character it was placed on.

9.8.3. This character loses all text of the original character but keeps any effects that applied to that character when the character with **Shift**.

9.8.4. When this 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 this character card does, and the cards are no longer considered to be in a stack.

**9.9. Singer** – This character counts as cost N to sing songs.

**9.10. Song** – A character with cost N or more can  to sing this song for free.

**9.11. Support** – Whenever this character quests, you may add their current  to another chosen character’s  this turn.

**9.12. Ward** – Opponents can’t choose this character except to challenge.

9.12.1. Effects that don’t choose still affect this character.