Lore

Rules and Procedures

Lore TCG Rules

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The Basics

These guidelines apply only to games where there are two players.

A player loses the game when their sanity reaches 0, when a card says that they do, or when an opponent has won the game. A player wins the game when they are the only surviving player or when a card says that they do.

A player cannot lose until a card or chain has fully resolved.

If a card is affected by multiple abilities, those abilities are applied in chronological order.

Each player starts the game with 50 sanity.

Lexicons must have a minimum of 60 cards in them. There is no maximum number, so long as the lexicon can be sufficiently shuffled in a timely manner. Sideboards may use a maximum of 20 cards.

There is no maximum hand size.

Cards that begin the game in the void count towards your lexicon total.

A player may have any number of cards with the "simple" typing in their lexicon and sideboard.

There is a maximum of 4 of each card allowed in the lexicon unless a card states otherwise.

A player may begin the game with an appropriate card or object—usually a god—facedown in the void.

When magick is created, it disappears as soon as phases change or another action fully resolves, unless that action generates magick. A player may evoke and reset sources of magick before finalizing a decision so long as no unknown information has been gained from their opponents.

When there are only two players, the winner of a round is decided through best of 3.

Steps of a Turn

These steps occur chronologically unless otherwise stated.

1. **Starting the game**

    1.1 All players flip any cards in the void faceup.

    1.2 Roll two D6. The highest roll goes first.

    1.3 Each player shuffles their lexicon sufficiently and then draws 7 cards. The player going first decides whether to mulligan their hand or keep what they have drawn. The other player or the player to their right decides next.

    > *1.3a* If a player chooses to mulligan, they shuffle their hand back into their lexicon and draw 7 cards again. They may do this any number of times. After they keep a hand, they must choose a number of cards equal to the number of times that they performed each mulligan after the first; they then put those cards back into their lexicon and shuffle.

2. **Beginning the turn (Phase I)**

    2.1 Reset all evoked cards unless a card says to do otherwise.

    2.2 If this is your turn, any dazed creatures you control now become undazed.

    2.3 Anything that occurs or stops at the beginning of a turn happens now.

    2.4 Any cards you control in the void whose mythos requirements have been reached are now called forth.

    2.5 Add a turn counter to any relevant cards that you control. Their turn abilities trigger.

    2.6 Draw a card unless your turn is the first turn of the game.

3. **Main phase (Phase II)**

    Main phase actions may be performed in any order.

    3.1 You may play one rune during your main phase unless a card says otherwise.

    3.2 You may play cards only during your main phase unless a card says otherwise. The same is true for bringing forth a card and activating the abilities of a card. Please see **Steps for Playing Cards and Activating Abilities.**

    3.3 Once per turn, you may evoke any two runes and pay 5 sanity during your main phase to draw a card.

4. **Combat (Phase III)**

    4.1 You may announce attackers. Abilities such as madness then resolve.

    4.2 You select what they are attacking if a choice can be made. Attacking creatures are then evoked unless text says otherwise.

4.2a Any card with HP that is in play can be attacked, with the exception of creatures. However, certain abilities may grant a creature the ability to be attacked or to attack another creature.

4.2b Players can be attacked.

4.2c If more than one object must be attacked, the attacking player chooses which of those objects that each creature will attack.

4.3 Blockers are declared by any player being attacked. Assigning blockers does not constitute as making selections.

4.3a Blockers for each player are declared in turn order, starting with the attacking player and moving to their right.

4.3b A creature that is being attacked directly can't block unless it has the ability to block multiple creatures.

4.3c Multiple creatures may block one creature.

4.3d An evoked creature cannot block.

4.4 You may play a subterfuge or use an ability that can be activated as a subterfuge. Priority is passed after one card or ability is put onto the chain.

4.5 The player to your right may do the same. This continues in turn order until all players sequentially announce that they have nothing left to add to the chain.

4.6 The chain resolves, starting with the last thing added to it.

4.7 You choose the order in which blockers are assigned damage if multiple objects are blocking one creature.

4.8 In turn order, defending players choose the order in which attackers are assigned damage if multiple creatures are being blocked by one object.

4.9 Creatures deal damage to one another's HP based on their STR, to other objects that they have successfully attacked, and to the sanity of the players that they have successfully attacked. This all occurs simultaneously.

4.9a An object must be killed or destroyed before remaining damage is dealt to the next object being assigned damage. For instance, if a 4/4 creature is being blocked by a 1/1 and a 5/5 creature (in that order), the 1/1 creature will be killed and the 5/5 creature will have 3 damage marked on it.

5. Ending the turn (Phase IV)

5.1 Anything that occurs or stops at the end of a turn happens now.

5.2 Damage is removed from all objects.

Steps for Playing Cards and Activating Abilities

a) A card is revealed or an ability is declared. Neither are considered to be selections.

b) All magick costs for the card or ability are paid first. Any relevant triggers occur. For abilities, costs are generally located to the left of a colon (:). Players may create magick at this point if none has already been generated.

c) All other costs are paid second. Any relevant triggers occur. For abilities, costs are generally located to the left of a colon (:).

d) Any selections or choices that must be made for the card or ability are made now.

e) All requirements for the card or ability are checked. If it's found that a card no longer meets the necessary requirements to be played, it goes to its controller's hand and remains revealed. In the case of an activated ability, it does not activate.
However, if this was due to a simple misunderstanding of the rules or game state, and if no unknown information has been gained from opponents, a player may rewind to before they began creating magick for the card or ability. Any card that they attempted to play remains revealed.
If all requirements are met, the card is considered to be "played" and any relevant triggers occur. If this occurs at the appropriate time during combat or after a chain has been created, the card or ability is added to the chain before it can be put *into play* or before the ability can resolve. Once a card is added to the chain, however, it is considered to have been "played."

f) The card is then put *into play* or the activated ability resolves. Any relevant triggers occur.

g) A card or ability must fully resolve or be on the chain before another can be played or activated.

Magick Types

Primary Types

Astral magick *is of a higher plane of existence.*

Cosmic magick *is whispered and infinite.*

Deep magick *is from the depths of both space and sea.*

Primal magick *is primitive and earthy.*

Sanguine magick *is visceral and sacrificial.*

Secondary Types

Elder magick *is ancient and unknowable.* It can be paid with anything that creates Elder magick, or with two different kinds of any primary type of magick.

Formless magick *is simple and accessible.* It can be paid with any type of magick.

Mythos

Mythos should be kept track of through an agreed means between players.

Cards that have a wax seal containing a number add that much mythos to the mythos pool when they come into play. This is a special occurrence that occurs before any abilities trigger.

Some cards have a mythos requirement, generally denoted by a number within a golden circle, that must be met before they can be played or called forth from the void.

Non-god cards with mythos requirements can be played from hand or from under a creature with spellcasting unless the card states otherwise. Inversely, god cards can only be called forth from the void unless a card states otherwise.

Cards in the void can't be called forth the turn that they are brought forth; their controller must wait until at least their next turn, regardless of whether that card's mythos requirement has been met.

A card that a player controls in the void can only be called forth on their turn; doing so is a special occurrence that takes precedence over anything else occurring. If this occurs any time after **2.4**—such as during a player's main phase—a turn counter is immediately added to that card and any relevant turn ability triggers.

If a card's mythos requirement is reached during an opponent's turn while it is in the void, that card will be called forth at the beginning of its controller's next turn (see **2.4**).

Calling forth a card is not a choice. It must happen as soon as timing allows. The exception to this is if a card in the void also has a magick cost; in such cases, they may be put into play during their controller's main phase, if any mythos requirements are met.

Zones

"In play" refers to the area in which objects exist after being played.

The aether refers to a shared zone outside the game that can't be interacted with unless a card states otherwise. When gods are killed, they are moved to the aether.

The chain refers to a shared zone into which subterfuges are played or activated. The chain resolves in order of newest to oldest, or "first in, last out."

The event horizon refers to a shared zone into which phenomena are played. Only one phenomenon can be in play at a time; it is sent to its controller's grave when a new one is put into play.

The grave refers to the zone that all objects, with the exception of gods, are moved to after they are killed or destroyed. This is also the zone where spells go after they have been played.

The grimoire refers to a secondary deck of, at maximum, 15 cards that some objects and spells grant players access to. The grimoire exists within the sideboard, as a part of its 20-card maximum, until it is brought forth to the void. It may also begin the game in the void in place of a god. While it is in the void, it is a facedown object called a tome that consists of cards that are unknown to players who do not control it. When a spell from the grimoire is able to be put under a creature with spellcasting, the spell's controller gets to select a card from the tome to put under that creature.

The hand refers to the cards that a player is holding, which are generally unknown to other players. There is no maximum hand size. The number of cards in a player's hand is known to all other players.

The lexicon refers to a player's primary deck of cards. The cards with a lexicon are facedown and are generally not known to any player. The number of cards remaining in a player's lexicon is public knowledge, but card counts should only be performed if necessary.

The mythos pool refers to a shared invisible zone that accumulates or loses mythos when a card adds or subtracts mythos to or from it.

The sideboard refers to a secondary deck consisting of a maximum of 20 cards that may be exchanged for cards in the lexicon between games in a round. The cards within a player's sideboard are known only to that player.

The void refers to the zone into which gods and other relevant cards are brought forth and called forth from. This zone can't be interacted with unless a card states otherwise. The void is not shared.
Each card or game object in the void must include a type (tome, creature, god, location, phenomenon, relic, rune, or spell) that isn't already present in the void. For instance, if you have a normal location in the void, you could also bring forth a god location, because *god* is not yet present in the void. Similarly, if you have a god location in the void, you could also bring forth a god creature, because *creature* is not yet present. If you attempt to bring forth an illegal card, it is sent to the aether.

Card Types

Anomalies are token objects generated by other cards that, on their own, have no discernable characteristics outside of their type line, name, and text box.

Creatures have a printed STR (strength) and HP (hit points). They are able to attack and block. If their HP reaches 0, they die and are moved to the grave. They cannot attack and their abilities cannot be activated the turn that they come into play; this status, referred to as being dazed, stops at the beginning of their controller's turn (see **2.2**). To attack, a creature must be evoked. Evoked creatures cannot block. Creatures are objects.

Gods must be brought forth into the void before they can be called forth; this is the only way to put a god into play unless a card says otherwise. One god may begin the game facedown in the void, unless that card says otherwise, and they are moved to the aether if they are killed. Gods are objects and are subject to the same qualifiers as any other card. See **Mythos** for more information.

Greater cards are, like most cards, limited to four per lexicon and sideboard; however, a player may only control one copy of a greater card at a time. If a player controls a greater card, they may not play another copy of it. If they somehow end up controlling multiple copies of a greater card, the oldest version is immediately sent to the aether as a special occurrence. A player and their opponents may individually control a greater card with the same name.

Grimoire spells are cards that can be a part of a grimoire deck. A grimoire spell can be put under a creature with spellcasting if the spell was put there from the grimoire deck while that deck was in the void. When a grimoire spell is put under a creature with spellcasting, that spell is turned faceup. Grimoire spells can also be a part of the lexicon and sideboard and can be played normally. A player may sideboard grimoire spells into their lexicon between games. If a grimoire spell is played from under a creature with spellcasting, it does not go to the grave; instead, it goes back under the creature with spellcasting. When a creature with spellcasting is killed or aetherized, any grimoire spells under it also change zone.

Locations have a printed HP value and can be attacked in combat by creatures. Locations are objects.

Phenomena are played into a shared zone called the event horizon. They remain there until any player puts another phenomenon into play, at which point the old one is sent to its controller's grave. Phenomena are not objects.

Relics have a printed HP value and can be attacked by creatures. Relics are objects.

Runes are evoked to create magick of their specific type, which is what players use to play cards and activate abilities with magick costs. One rune may be played per turn unless a card says otherwise. They are objects.

Simple is a card type that allows any number of that card to be played in a lexicon or sideboard, so long as that lexicon and sideboard still meet all deckbuilding requirements.

Spells immediately go to the grave after being played. They are not objects.

Subterfuge is a card type that can be played during certain stages of combat. It may also refer to the timing of when abilities can be activated.

Unique cards are limited to one per lexicon or sideboard. If a single player somehow controls more than one copy of a unique card, the oldest version is immediately sent to the aether as a special occurrence.

Weapons are a relic subtype that can be equipped to creatures or that can equip creatures. If they include a creature type in their type line, they can only equip or be equipped by a creature of that creature type.

Keywords

Aetherize: A selected card is sent to the aether.

Beneath notice: The object can't be selected by opponents. This also prevents it from being attacked.

Blistering: The object does not come into play dazed. It can can attack and activate abilities the turn that it enters.

Bloat: Objects with bloat can't attack.

Colossal: The object can only be blocked by 3 or more creatures. It can also block flight.

Consume: Remove an object from play and put it under the card that consumed it. Consuming a card is not the same as killing or destroying it. The consumed card is not considered to be in the aether or the grave. If the card that consumed it changes zones, the consumed card is sent its owner's respective zone (e.g., if the card that consumed it dies, the consumed card would go to its owner's grave). If a consumed card is sent to the aether or grave this way, relevant triggers do not occur.

Equip: Some objects can be equipped to a selected creature by paying an equip cost. If the equippable object has a creature type, it can only be equipped to a creature of that type (e.g., a card with the typing *Relic: Yaddithian Human Weapon* could only be equipped to either a Yaddithian or a Human creature). To unequip an object or to equip it to a different creature, its equip cost must be paid again.

Festering: When this object dies, it deals damage equal to its STR divided among any selections made by its owner.

Flight: The object only be blocked and attacked by objects with flight.

Immortal: The object can't be destroyed or killed except by counters or effects that manipulate its HP (e.g., -1 HP counters).

Madness: When this object attacks, roll a D6. If the result odd, it attacks its controller. If even, it attacks a selected opponent.

Maul: The object can attack creatures.

Overrun: Any excess damage dealt to objects is dealt to that object's controller.

Peek: Look at the top card of any player's lexicon. You may choose whether to reveal that card; it is assumed that you have chosen not to reveal it if you simply put it back without saying anything.

Pilfer: Look at a player's hand and select a card. That player discards that card.

Ready: This object does not evoke to attack.

Relentless: The object can't be blocked.

Rot: Objects deal damage in the form of -1 HP counters, unless they deal damage to a player.

Shapeshifter: When this object comes into play, choose a creature type. It is that type in addition to its other types.

Spellcasting: Spells under this object can be played.

Subterfuge: Can be played or activated during combat when timing allows.

Target: Humans can attack this creature.

Terrifying: The object can't be blocked by Humans.

Other Terminology

Ability: An ability refers to any text on non-spell cards that cause an action to occur.

> **Activated ability:** An activated ability requires a player to pay some sort of activation cost, such as evoking or sacrificing a creature.

> **Continuous ability:** A continuous ability refers to an ability that is not triggered or activated and that continues to affect the game. Keywords are examples of continuous abilities. Activated and triggered abilities may create continuous abilities.

> **Triggered ability:** A triggered ability occurs when a requirement is met, as stated by the card. Some examples could include a card coming into play or a creature dying. If multiple triggers occur simultaneously, the trigger belonging to the player whose turn it is resolves first. If a single player has multiple abilities trigger simultaneously, they choose the order of resolution. Triggered abilities are not actions.

>> **Turn ability:** A turn ability is a specific triggered ability that occurs when a turn counter is added to an object—usually a god.

Action: Any event that directly occurs due to a player is an action. Actions may include playing a card, activating an ability, bringing forth a card, or calling forth a card by choice. An ability triggering is not considered an action.
Although activating an ability to generate magick is an action, it does not cause magick to disappear.

Bring forth: When something is brought forth, it is put into the void. Unless otherwise stated, gods cannot be called forth the turn that they are brought forth; they can only be called forth on their controller's next turn, at the earliest.

Call forth: When something is called forth, it is put from the void into play. Though this does not count as *being played,* the card is considered to have been *put into play.* Being called forth is a special occurrence.

Choose: When a choice must be made for abilities on a card that do not require another card or object to be selected, the player is said to choose.

Counter: A counter denotes some tangible attribute that has been added to a card. Players may agree to display this information by any means, so long as what's being communicated is clear.

> **Turn counter:** A turn counter is added to any applicable card in play at the beginning of its controller's turn. See **2.5.**

Dazed: A creature is considered dazed when it comes into play. This status refers to the inability to attack with that creature or to activate its abilities until the beginning of its controller's next turn.

Evoke: When a card is evoked, it is turned sideways. A card can not be evoked if it is already evoked.

Object: An object is a card that stays "in play" after being played. Spells, for instance, are not objects because they immediately go into the grave after being played. Phenomena are special in that, although they stay in the event horizon after being played, they are not considered to be objects. If an object has a printed HP, it is destroyed if its HP reaches 0.

Reset: A card is reset when it is turned back normally after having been evoked.

Select: Any time that a card, player, or another game object is attacked or is chosen to be affected by a spell or ability, it is considered to have been selected.

Shuffle: Shuffling a deck always includes presenting it to an opponent to be "cut." The act of cutting a deck includes separating a deck into two or three piles and reordering those piles without looking at any cards. An opponent may choose not to do this. An opponent should not shuffle a player's deck without permission.

Search: After searching a lexicon, it is assumed that the lexicon should be shuffled unless stated otherwise.

Special occurrence: A special occurrence takes precedence over anything else occurring; for instance, if an ability triggers and a god is called forth simultaneously, the god must be called forth first due to it being a special occurrence.

Token: A token is a stand in for a card that did not originate from a player's deck. Tokens may be moved to any zone *except* the lexicon. If a token would be moved to the lexicon, it is aetherized instead. If tokens in one of these zones become too numerous to be represented by individual game pieces, dice can be used to signify an amount. If more than one version of a token with the same name exists, the player creating the token may choose which version to create. Tokens do not have to be represented by official game pieces so long as they accurately represent legal options. After a game is finished, any tokens used are separated from the lexicon.

Tome: A tome is a game object that functionally has the typing "tome." For instance, when a player's grimoire is in the void, it is a tome.