

Deck Building Rules

There is no limit to the total number of cards in a deck. However, duplicate restrictions apply. Character card duplicates are not allowed in competitive decks. Duplicates of spell, item, arms, instant, weapon, and armor cards are permitted. Ultra-rare and legendary cards may not be duplicated under any circumstances.

Competitive Dungeon Rules:

Competitive dungeons always use a standard dungeon deck provided in the season's starter kit. If any modifications are made to the dungeon by a player, both players must agree to those changes before beginning a competitive match.

Multiple-Player Game Rules

When playing Free-For-All (FFA) matches, standard rules still apply. However, dungeon layouts may vary depending on the scenario or setup.

Targeting Opponents:

If a card effect targets “an opponent,” the acting player may choose any other player in the game as the target. For example, if a Fate Roll instructs you to steal a card from an opponent, you may select which opponent to steal from in games with three or more players.

Team Play Rules

When playing in teams (e.g., 2v2, 3v3, 4v4), the following additional rules and clarifications apply:

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Shared Resources:

Teammates may share the following resources:

Gems, Equipment cards, Deployable cards, Spells, Arms, and Instant cards

Card Play Limitations:

Players may not play cards from their teammates' hands. You may only play cards from your own hand. Players may equip their teammate's character cards using equipment cards from their own hand. Deployable cards affect all allied characters on the team.

Turn Order:

Turns do not proceed as a full team turn. Instead, turns alternate between individual players. For example:

Teammate 1 takes their turn

Then Enemy Teammate 1

Then Teammate 2

Then Enemy Teammate 2

And so on

Movement and Control:

Players may only move character cards they have deployed. Teammates may not move or control each other's character cards on their own turn.

Soul Counters:

Soul Counters are not shared between teammates. Each counter remains tied to the specific character that earned it and may only be used by or for that character.

