Legends of Runeterra unofficial Rulebook

A. Game Fundamentals

1. Game
1.1 A game starts by two players being matched against each other.
1.2 A game ends when a player loses the game by having their life total reduced to 0, trying to draw from an empty deck. In some tournament settings (like Seasonals), a game can also end by a player running out of time.
1.3 A game also ends when a player wins the game through card effects.
1.4 If both players win or lose at the same time, the game ends in a draw.
1.5 A game also ends when a player surrenders. This causes the surrendering player to lose the game.
1.6 There are currently 5 game modes:
1.6.1 Constructed (Normal/Ranked/Normal Match Friend Challenges/vs AI)
1.6.2 Best of 3 - Friend Challenges
1.6.3 Gauntlet
1.6.4 Tournaments
1.6.5 Path of Champions
1.7 The gamemodes 1.4.1. - 1.4.3. follow the same game rules, whereas there are special rules for Tournaments and Path of Champions.

2. Players
2.1 A player is a person participating in a game of Legends of Runeterra.
2.2 All current game modes have 2 Players.
2.3 The player with the "Play order token" is referred to as the **active player**.

2.4 The other player is referred to as the **inactive player.**
2.5 It is determined randomly at the start of the game which player starts as the active player.
2.6 After that, the role of "active player" switches to the other player at the start of each round.

2.7 At the start of the round, the active player gets an attack token.

3. Rounds

3.1 A game of Legends of Runeterra is divided into different rounds.

3.2 A round ends when both players pass priority without taking an action and the other player does the same.

3.3 After a round has ended, a new round starts.

3.4 After 40 rounds have ended, the game automatically ends in a draw.

4. Priority

4.1 Only one player may act at each moment. This player has **priority**.

4.2 A player with priority can…

4.2.1 … use that priority for an **action** (playing a unit, playing a spell, initiating an attack).

4.2.2 … not use the priority which is called **passing.**

4.3 After a player uses their priority for an action, the opponent receives priority to react unless the player has played a burst or focus spell.

4.4 The only reactions possible are burst and fast speed spells, and the declaration of blockers.

4.5 If no reaction happens, the action resolves without returning priority to the original player.

4.6 If the other player reacts, priority returns to the original player. This continues until one player doesn't react.

4.7 After the original action and all reactions have resolved, the player who didn't initiate the original action receives priority.

4.8 If a player passes priority, the other player receives priority.

4.9 If both players pass priority in sequence without taking an action, the round ends.

5. Turns

5.1.1 Turn is an in-game term used to indicate when a player has priority to act.

5.1.2 During a round, players alternate turns until two turns in sequence are passed without any **action** (playing a unit, playing a spell, initiating an attack) taking place.

5.2 To avoid confusion between the Terms "Round" and "Turn", the player whose Turn it is will be referred to as the player who is allowed to initiate a new action while the stack is empty.

B. Game Elements

1. Board

1.1. The board consists of four zones - both players have a **backrow** and a **combat zone**.

1.2. Units and Landmarks get summoned to the backrow, units can be moved forward into the combat zone when declaring an attack or block.

1.3. The backrow is limited to 6 slots.

1.4. Once all slots are occupied, the backrow is full.

1.5. To play a unit or Landmark on a full backrow, another unit or Landmark has to be overwritten.

1.6. If a card effect summons a unit or Landmark while the backrow is full, the unit remains on the top right side above the board until all effects have finished resolving. If the backrow then is still full, the unit gets obliterated without ever being summoned.

1.7. The combat zone is also limited to 6 slots.

1.8. At the end of combat, the units in combat return from the combat zone to the backrow from left to right. Units who were in combat, who then exceed the 6-slot limit, are obliterated.

1.9. The order of units in zones can only be changed during combat or with card effects.

2. Hand

2.1. The hand is where players store all cards they draw.

2.2. The hand is limited to 10 slots.

2.3. Once all slots are occupied, the hand is full.

2.4. Any card drawn while the hand is full is instead obliterated.

2.5. When playing a card, the card is moved from the hand to either resolve instantly (Burst/Focus spell), to the stack (Fast/Slow spell) or to the backrow (unit/Landmark)

2.6. The order of cards in hand is fixed and can't be changed, unless moving a fast or slow spell to the stack without playing. In this case,it will be shown to the opponent, then, if pulled back, the spell moves to the right side of the hand and is highlighted.

3. Stack

3.1. The stack is where skills and fast or slow spells reside before resolving.

3.2. The stack is limited to 9 slots.

3.3. Once all slots are occupied, the stack is full.

3.4. Any skill trying to enter a full stack just doesn't.

3.5. No fast or slow spells can be added to the stack once it's full.

3.6. The stack always resolves from left to right, without giving players priority in between the resolution.

4. Deck

4.1. The deck is the collection of cards a player draws from.

4.2. In game modes 1.4.1 - 1.4.4, a deck consists of exactly 40 cards, with up to 6 of them being Champion cards.

4.3. A deck in these game modes may only consist of up to two different regions. A Runeterran champion counts as one of those regions.

4.4. Multi - Region cards count as one of either region during deckbuilding. If a Multi - Region card is added to the deck, at least one other card from either region has to be added to specify for which region the Multi - Region card counts.

4.5. There is no exact deck size or number of Champions or region limitation for Path of Champions. During your run, you can add or remove cards from the deck.

4.6. Once there are no more cards in a deck, the deck is empty.

4.7. Trying to draw from an empty deck results in losing the game.

5. Mana bar

5.1. The Mana bar stores all of your mana gems.

5.2. A mana bar can hold up to 10 Mana gems.

5.3. An empty mana gem is added at the start of each round or through card effects until the maximum is reached

5.4. Mana gems can be destroyed by card effects or Powers. This will always destroy the mana gem on top first.

5.5. A mana gem is either empty or full.

5.6. A full mana gem stores one point of Mana, the primary resource to play cards.

5.7. A mana gem gets filled at the start of each round or through card effects/powers.

5.8. Spell Mana is Mana that can only be used by spells. A player can have up to 3 Spell Mana.

5.9. At the end of each round, both player's Mana gems are emptied and up to 3 unspent mana (either Spell mana, and/or from mana gems) is stored as Spell mana for the next round.

5.10.   Spell Mana can also be added by card effects or Powers.

5.11.   Using Mana depletes Mana gems equal to the Mana cost. Spell Mana gets used first, then Mana gems are depleted from top to bottom.

6.   Button

6.1. The Button is the main way of passing priority and performing actions.

6.2. It is blue as long as you can perform an action, green if the only possible way to use your priority is to pass and gray as long as your opponent has priority.

6.3. Different texts are displayed on the Button:

6.3.1. "Opponent's Turn": the opponent has priority, the player can't take an action.

6.3.2. "Pass": Give up your priority without taking an action. This might lead to the round ending if the opponent also passes.

6.3.3. "Commit": Declare the units in the combat zone as attackers.

6.3.4. "Skip Block": Declare no blockers. If you also don't play any spells, this leads to the Attack just resolving.

6.3.5. "Block": Declare the units in the combat zone as blockers.

6.3.6. "Summon": Plays the hovered unit or Landmark card.

6.3.7. "Cast": Plays the hovered spell card.

6.3.8. "Select Target": The player has to choose targets for a spell or effect.

6.3.9. "Done": Not using an ability or not making a choice (works with cards like Zaunite Urchin or Predict)

6.3.10.   "Ok": passes Priority for the current action, this will lead to the action resolving unless the other player acts.

6.3.11.   "End Round": Ends the round by not taking an action, only available when the opponent has passed priority without taking an action.

7. Nexus

7.1. The Nexus represents the player's life total.

7.2. In gamemodes 1.4.1 - 1.4.5, the player's maximum life total is 20.

7.3. In Path of Champions, the player's maximum life total is 30 unless altered by Powers. The maximum health total of the encounters varies between 10 and 40.

7.4. Some cards can change the maximum life total, though it can never go over 99.

7.5. A player's life total is reduced during an attack by unblocked units or blocked units with Overwhelm, by card effects or powers.

7.6. A player's life total is raised by card effects or powers or healing nodes in Path of Champions

7.7. In Path of Champions, a player keeps their current life total for the next encounter until a run has finished or it is healed up.

7.8. The Nexus can have aura effects.

7.9. The Nexus can be tough, meaning that every instance of damage to the life total is reduced by 1.

C. Card Elements

1. Card types

1.1. A card is the main way for players to influence the board.

1.2. Cards start in a player's deck, then move to the player's hand either at game start after mulligan, by drawing or by card effects/powers.

1.3. There are 4 different card types:

1.3.1. Unit cards

1.3.1.1.   Follower cards

1.3.1.2.   Champion cards

1.3.2. Landmark cards

1.3.3. Spell cards

1.4. As long as a Champion is on the board, all other copies of this Champion are transformed into spell cards also referred to as signature spells.

1.5. A Champion levels up once their level-up condition is fulfilled. This transforms it and all copies everywhere into the level-up version.

2. Playing a card

2.1. To play a card, all conditions on the card have to be met.

2.2. The card is then played by paying the Mana Cost and fulfilling any "to play me" - requirements.

2.3. Playing a card has different effects depending on the card type:

2.3.1. Playing a follower card results in the follower being played and eventually summoned to the board.

2.3.2. Playing a Champion Card results in the champion unit leveling up if its levelup condition is fulfilled, being played and eventually summoned on the board. All additional copies of this champ card in hand are transformed into the Champion's signature spell.

2.3.3. Playing a Landmark card results in the Landmark being played and eventually summoned to the board.

2.3.4. Playing a spell has different effects depending on the spell type:

2.3.4.1.   Burst and Focus spells resolve instantly.

2.3.4.2.   Fast and Slow spells go to the stack, then resolve once no player wants to react to them.

3. Mana Cost

3.1. The Mana cost is displayed in the top left corner of a card. It has to be paid in order to play the card.

3.2. The Mana Cost on spells can be paid using spell mana.

3.3. Reductions of Mana cost stay on the card even after it has been played and while it is on the battlefield.

3.4. Some card effects allow the player to pay life instead of Mana for the Cost of a card. In that case, the Mana Cost is reducing the player's life total instead of their mana gems. If their life total is lower than the required cost, the card can't be played.

4. Region

4.1. The region is displayed in the top right corner.

4.2. In the gamemodes 1.4.1 - 1.4.4, only cards from two regions may be used in a deck.

4.3. In Path of Champions, there is no maximum region limit.

4.4. Some cards have multiple regions. This means that they can count for either region during deckbuilding, but require at least one other card of either region in the deck to determine the two regions of the deck.

4.5. Cards with multiple regions belong to the subtype "Multi - region".

5. Subtype

5.1. Some cards belong to a certain subtype. This is displayed in the top middle for unit cards and in the bottom for spell cards.

5.2. The current subtypes are

5.2.1. Ascended

5.2.2. Celestial

5.2.3. Dragon

5.2.4. Elite

5.2.5. Elnuk

5.2.6. Fae

5.2.7. Lurker

5.2.8. Mecha - Yordle

5.2.9. Poro

5.2.10.　　Sea Monster

5.2.11.　　Spider

5.2.12.　　Tech

5.2.13.　　Yeti

5.2.14.　　Yordle

5.2.15.　　Crimson (not displayed)

5.2.16.　　Multi - region (not displayed)

5.2.17.　　Turret (not displayed)

5.3. Certain card effects or powers only interact with a specific subtype of cards.

5.4. Subtypes are not removed by Silence.

6. Card Rarity

6.1. The rarity of a card is displayed at the bottom of the card.

6.2. There are currently five rarities:

6.2.1. Common

6.2.2. Rare

6.2.3. Epic

6.2.4. Champion

6.2.5. Uncollectible (no symbol)

6.3. Some cards generate other cards of a certain rarity. Otherwise, card rarity doesn't affect gameplay.

7. Power

7.1. Only unit cards have a power value.

7.2. The power determines how much damage a unit deals during combat or through certain card effects.

7.3. The power value can be increased or decreased by card effects or powers.

7.4. The power value can be negative, this gets displayed as 0.

7.5. Temporary changes to the power value get reverted at the end of each round.

8. Health

8.1. Only unit cards have a Health value.

8.2. The health value determines the maximum amount of health points a unit can have.

8.3. The maximum health total can be increased or decreased by card effects or powers. However, it can't be decreased below 1.

8.4. Units are summoned with their maximum health total as their current health total unless stated otherwise.

8.5. If the current health total is lower than it's maximum health total, the unit is considered "damaged".

8.6. The current health total can be reduced through combat, card effects or powers.

8.7. If a unit's current health total drops to 0 or below, the unit dies.

8.8. Temporary changes to the maximum health total are reverted at the end of each round.

8.9. Temporary changes to the current health total are only reverted as long as the current health total exceeds the maximum health total.

9. Spell Speed

9.1. The spell speed is shown on spells under the Mana Cost.

9.2. Spells can only be played when a player has Priority.

9.3. There are 4 Spell speeds:

9.3.1. Burst

9.3.1.1.   Doesn't pass priority.

9.3.1.2.   Can be played both as original action or as reaction.

9.3.2. Focus

9.3.2.1.   Doesn't pass priority.

9.3.2.2.   Can only be played as an original action, not as a reaction.

9.3.3. Fast

9.3.3.1.   Multiple fast spells can be played on the same priority.

9.3.3.2.   Passes priority once the player has finished adding fast spells to the stack.

9.3.3.3.　　Can be played both as original action or as reaction.

9.3.4. Slow

9.3.4.1.　　Passes priority

9.3.4.2.　　Can only be played as an original action, not as a reaction.

10. Items

10.1.　Items are only present in Path of Champions.

10.2.　An Item changes a card by adding card text to it or altering its power and/or health stats.

10.3.　Items are active on cards in hand and on the board, but not in the deck.

10.4.　Generating copies of a card with an item will cause those cards to also have the item.

10.5.　Items resolve after the original card text has resolved, except Elixir of Sorcery.

10.6.　Multiple Items resolve from top to bottom.

D. Round Structure

1. Game Preparation

1.1. The Play Order Token is assigned to a random player. This player receives an Attack Token.

1.2. Before the first round of the game, players get to take a Mulligan

1.2.1. They see 4 cards that would form their starting hand and can replace 0 - 4 of them.

1.2.2. The replaced cards are put back into the deck and then new cards are drawn.

1.2.3. Game Start: - Powers are resolved in order: Active player: Top 🡒 Bottom 🡒 Inactive player: Top 🡒 Bottom. Start of Game - card effects happen.

2. Start of round

2.1. The Player Order Token is transferred to the formerly inactive player. That player becomes the active player. (The first round skips this step)

2.2. The active player receives an Attack Token.

2.3. If a player has less than 10 mana gems, an empty mana gem is added to the player's mana bar.

2.4. All Mana gems are emptied, excess Mana is transformed into Spell Mana.

2.5. All Mana gems are filled.

2.6. Round Start: - effects start resolving (Countdown is a round start effect).

2.6.1. The effects of the active player resolve first, in order from left to right.

2.6.2. Then, the effects of the inactive player resolve in order from left to right.

2.7. A cleanup step happens.

2.7.1. It is checked if either player has won or lost the game during Start of round effects. If that's the case, the game ends.

2.7.2. Otherwise, all backrow slots are cleared from dead units and from destroyed Landmarks and newly summoned units get reassigned to slots.

3. Draw phase

3.1. The active player draws a card, then the inactive player draws a card.

3.2. A cleanup step happens, checking if either player has won or lost the game during the draw phase. If that's the case, the game ends.

4. Priority

4.1. The active player then receives priority.

4.2. They can either take an action or pass.

4.2.1. Taking an action is playing a card or declaring an attack.

4.2.2. Playing a Burst and/or Focus spell does not pass Priority and doesn't count as taking an action.

5. If active player plays a unit card:

5.1. Any targets for "to play me" - effects are chosen.

5.2. The unit reserves a slot on the backrow.

5.2.1. If the backrow is full, the player has to choose a unit to overwrite, obliterating that unit once the new unit starts getting summoned.

5.2.2. If a place gets cleared through the "to play me" - effect, that place will be reserved by the new unit.

5.3. Any targets for "Play" - effects are chosen.

5.4. Choices for the card resolution are made.

5.5. The board slot is then cleared and the Play effect starts resolving, Play (O) - Skills are put on the stack. They resolve in the order of how they are printed on the card, with card text resolving before items.

5.6. Summon effects happen in the order of how they are printed on the card, with card text resolving before items.

5.7. Everywhere-Buffs are applied if not already applied.

5.8. The unit is then summoned and actually is on the board.

5.9. Other Champion copies in hand transform into their signature spell.

5.10. "When you summon an ally" - triggers happen.

5.11.   If a play (O) - skill is on the stack, the other player can react to it and the stack is resolved as described in 7.10. - 7.13. .

5.12.   If no skill is on the stack, the other player receives priority.

6.   If active player plays a Landmark card:

6.1. Any targets for "to play me" - effects are chosen.

6.2. The Landmark reserves a slot on the backrow.

6.2.1. If the backrow is full, the player has to choose a unit to overwrite, obliterating that unit once the new unit starts getting summoned.

6.2.2. If a place gets cleared through the "to play me" - effect, that place will be reserved by the new unit.

6.3. Any targets for "Play" - effects are chosen.

6.4. Choices for the card resolution are made.

6.5. The board slot is then cleared and the Play effect starts resolving. They resolve in the order of how they are printed on the card, with card text resolving before items.

6.6. Summon - effects happen in the order of how they are printed on the card, with card text resolving before items.

6.7. The Landmark is then summoned and actually is on the board.

6.8. "When you summon a Landmark" - triggers happen.

6.9. The other player receives priority.

7.   If active player plays a spell card:

7.1. A place on the stack is reserved if the spell is fast or slow speed. If the stack is full, those spells can't be played.

7.2. Any targets for "to play me" - effects are chosen.

7.3. Any targets for the spell's effect are chosen.

7.4. Steps 7.1 - 7.3 can be repeated for multiple fast spells.

7.5. The spell is considered being played.

7.6. Any choices for the card resolution are made.

7.7. Burst and Focus spells then resolve in order of card text ⯈ Items and priority is not transferred.

7.8. Fast and Slow spells are then put on the stack and priority passes to the opponent.

7.9.The opponent can then react or pass.

7.9.1. Burst and fast spells are the only possible reactions.

7.9.1.1.   Playing a burst spell repeats steps 7.2. - 7.8. Afterwards, priority is returned to the active player who can then react or pass. This goes back and forth until both players pass.

7.9.1.2.   Playing a fast spell repeats steps 7.1 - 7.9. Afterwards, priority is returned to the active player who can then react or pass. This goes back and forth until both players pass.

7.10.   If the opponent passes or if both players pass, the stack is then resolved from left to right.

7.11.   A spell starts resolving by checking whether or not it's targets are still valid.

7.11.1.   If a spell has no targets, this step doesn't happen.

7.11.2.   If a spell has a target that is required for the effect (such as Vile Feast or Glimpse Beyond; "to") and no additional effects, the spell fizzles when the target becomes invalid. This means that it doesn't continue resolving and doesn't trigger any effects looking for resolving a spell.

7.11.3.   If a spell has a target, but also additional effects (such as Zenith Blade), the targeted effect doesn't happen if the target is invalid, but the additional effects still resolve.

7.12.   The spell then resolves in order of card text ⮞ items

7.13.   It is checked if the game has ended. If that's the case, the rest of the stack doesn't get resolved anymore.

7.14.   If the game didn't end, steps 7.12. - 7.14. are then repeated until each spell on the stack has been resolved.

7.15.   Players don't get Priority during the stack resolution.

7.16.   After the stack has finished resolving, Priority is passed to the player who didn't start the original stack.

8.   If the active player plays an Equipment card:

8.1. The player chooses whether to play the card as an Equipment or a unit (if the option exists).

8.2. The target for "To play" - requirements is chosen

8.3. A target for the Equipment is chosen.

8.4. The Equipment gets attached to the target and gives it his stats and keywords.

8.5. If the unit was already equipped, that equipment returns to the player's hand.

8.6. Priority is passed to the opponent.

9.   If active player declares an attack:

9.1. To be able to declare an attack, the player has to have an attack token.

9.1.1. An attack token is given to the active player at the start of turn or can be obtained through card effects and powers.

9.1.2. To declare an attack, the player moves the unit from the backrow forward to the combat zone, then clicks the Button saying "Attack".

9.1.3. The player can choose the order of the attacking units

9.1.4. The player can add fast spells to the stack while declaring an attack.

9.2. An attack can also be started by card effects starting a "free attack", which then doesn't use the player's attack token.

9.3. After the attack has been declared, all attacking units are now in the state "attacking" and spells are put on the stack

9.4. If the top card of the attacking player's deck is not a Lurk card, Ripper's Bay will activate. Then, Lurk activates if the top card of the deck has Lurk.

9.5. The game checks whether or not it's the first attack with only scout units during the round. If that's the case, the attack token is refunded.

9.6. "I've seen allies attack" and "You've attacked with allies" - levelup triggers resolve.

9.7. "When you attack with allies" - triggers resolve/get put on the stack in order of attacking units (left to right) ⮕ units in the backrow (left to right) ⮕ unit cards in hand (left to right).

9.8. Attack: - triggers resolve/ get put on the stack in order of attacking units (left to right). Support triggers are normal attack triggers.

9.9. A cleanup step happens where it's checked if the game has ended and units exceeding the board limit are obliterated.

9.10.   The defending player can either react or pass.

9.10.1.   Reacting involves declaring units as blockers which then gives the blocking unit the trait "blocking" and the blocked unit the trait "blocked".

9.10.2.   The defending player can also play burst spells or add fast spells to the stack.

9.10.3.   On 8.9.1. and/ or 8.9.2., the attacking player gets priority and can react with fast or burst spells.

9.10.4.   If the defending player passes without playing a spell or declaring blockers, combat just happens without giving the attacking player priority again.

9.11.   Next, combat resolves.

9.11.1.   First, the stack resolves from left to right, following rules 7.12. - 7.14. .

9.11.2.   Next, combat starts resolving and units start striking each other or the Nexus.

9.11.2.1.   A strike means that the unit deals damage equal to its attack. Damage reduces a unit's current health or the player's current life total.

9.11.2.2.   If a unit is unblocked, it strikes the Nexus and activates Nexus strike effects.

9.11.2.3.   If a unit is blocked, it can't strike the Nexus unless it has Overwhelm.

9.11.2.4.   If a unit is blocked, it and its blocker strike each other at the same time.

9.11.2.5.   An attacking unit with Quick Attack strikes before the blocking unit.

9.11.2.6.   An attacking unit with Double Attack strikes before the blocking unit and at the same time as the blocking unit.

9.11.2.7.   If a unit is blocked, no longer has a unit blocking it, the attacking unit doesn't strike unless it has Overwhelm.

9.11.2.8.   Units with 0 or less power can't strike.

9.11.3.   After each segment of combat has resolved, a cleanup step happens. It is checked if the game has ended. If it did, the rest of combat doesn't happen anymore. Units with current health of 0 and below die and death triggers are resolved. Units summoned that exceed the board limit get obliterated even if space would later be available.

9.11.4.   At the end of combat, all units in combat zones return to the backrow. If there is no space, the units get obliterated.

9.12. After combat, the player who didn't initiate the attack gets priority.

10. If the active player passes

10.1. Priority is passed to the inactive player who can now perform actions 5 - 9 and priority passes between players until step 9.2. is reached.

10.2. After two consecutive passes, the Round ends.

11. End of the round

11.1.   Round end effects trigger in order of active player ⬜ left to right ⬜ inactive player left to right.

11.2.   Regenerate happens, Ephemeral units die, then fleeting cards are discarded.

11.3.   Temporary buffs get reverted. Current health only gets reduced down to maximum health.

E. Keywords

1. Random Keyword

1.1. Some card effects or powers grant a random keyword.

1.2. Only the following keywords can be obtained randomly:

1.2.1. Augment

1.2.2. Challenger

1.2.3. Elusive

1.2.4. Fated

1.2.5. Fearsome

1.2.6. Fury

1.2.7. Impact (stacking)

1.2.8. Lifesteal

1.2.9. Overwhelm

1.2.10.　　　Quick Attack

1.2.11.　　　Regeneration

1.2.12.　　　Spellshield

1.2.13.　　　Tough

1.3. Keywords that can't be obtained randomly are

1.3.1. Attach

1.3.2. Attune

1.3.3. Barrier

1.3.4. Can't block

1.3.5. Deep

1.3.6. Double Attack

1.3.7. Evolve

1.3.8. Ephemeral

1.3.9. Formidable

1.3.10.　　　Hallowed

1.3.11.　　　Immobile

1.3.12.　　　Lurk

1.3.13.　　　Scout

1.3.14.　　　Vulnerable

1.4. Some card effects or powers (level 2 Zoe, level 2 Sivir, Give it All, the Power Sharing is Caring) share keywords with allies. All keywords under 1.2. can be shared as well as:

1.4.1. Barrier

1.4.2. Double Attack

1.4.3. Formidable

1.4.4. Hallowed

1.4.5. Scout

1.5. Multiple Instances of the same keyword do nothing, except for Impact. A unit can't be granted the same keyword multiple times randomly, except Impact.

2. Augment
2.1. Augment reads "When you play a created card, grant me +1/0."
2.2. A created card is a card that didn't start in either player's deck and has been created by card effects or powers.
2.3. Created cards state on their card which effect created them.
2.4. Augment triggers when you play the created unit/Landmark / created spell (so before resolution).

3. Barrier
3.1. Barrier reads: "Negates the next damage the unit would take. Lasts one round."
3.2. The first instance of damage is fully negated. This means that "deal damage" - effects, lifesteal and drain don't trigger.
3.3. Barrier only works on the first instance of damage. A unit with double attack will still destroy the barrier on the strike before blockers, then deal damage during the normal strike.
3.4. There is no way in the game to extend barrier to last more than one round. It gets removed at the end of the round when other temporary buffs are removed (D.10.3.).
3.5. A unit can only have one Barrier at a time. Barriers can't be stacked.
3.6. If a unit with both Barrier and Spellshield gets hit by a Skill, Spellshield gets broken first.
3.7. Barrier can't be generated as a random keyword.

4. Challenger
4.1. It reads "Can choose which enemy unit blocks"
4.2. Challenger only works when attacking and comes into effect during step D.8.1.2.. It allows the player declaring an attack to also select a unit blocking the attacking unit.
4.3. When declaring the attack, the challenging unit is immediately declared as attacking and blocked, whereas the challenged unit is declared blocking.
4.4. Stunned units or units with "can't block" or "Immobile" can be challenged.
4.5. Units that normally can't block the challenging unit (e.g. because the attacker is an lusive unit) can be challenged.

5. Elusive
5.1. Elusive reads "Can only be blocked by an elusive unit". The correct terminology is "Only an elusive unit or a unit that can block elusive units can be declared as a blocker for this unit by the defending player".

5.2. A non-elusive unit can be challenged by an elusive unit using the challenger keyword or the vulnerable keyword.

5.3. Once an elusive unit has been blocked by another unit, the block doesn't change even if the other unit loses the ability to block elusive units later.

6. Fated

6.1. Fated reads: "Each round, the first time an allied card targets me, grant me +1/+1". The correct terminology is: "Each round, the first time an allied card effect that has selected me as one of its targets finished resolving, grant me +1/+1".

6.2. Fated triggers after resolution. If the targeted effect is a spell and it is stopped (e.g. by Deny), Fated doesn't trigger. Fated triggers after the effect has finished resolving and only if the unit is still alive at that point.

6.3. Fated can trigger only once per turn per unit.

6.4. Fated triggers by the fated unit being targeted by any targeting effect (be it from a spell or from a unit).

6.5. The effect has to directly target the Fated Unit. Effects to the whole board or random effects don't trigger Fated.

7. Fearsome

7.1. Fearsome reads: "Can only be blocked by enemies with 3 or more power".

7.2. A unit with less than 3 power can be challenged by a fearsome unit using the challenger keyword or the vulnerable keyword.

7.3. Once a fearsome unit has been blocked by another unit, the block doesn't change even if the blocking unit goes below 3 power later on.

8. Fury

8.1. Fury reads: "When I kill a unit, grant me +1/+1". The correct terminology is: "After I've killed a unit and survived, grant me +1/+1".

8.2. The main way for Fury to trigger is through strikes resulting in a unit's death, both combat and non - combat strikes count.

8.3. Skills and other effects killing the unit that are triggered by the Fury unit (Miss Fortune with Fury, Yasuo with The Infinite Mindsplitter) don't activate Fury.

9. Impact

9.1. Impact reads: "When this strikes while attacking, it deals 1 to the enemy Nexus. This keyword can stack."

9.2. Impact triggers on combat strikes, but also on non-combat strike effects that resolve while the unit is attacking.

9.3. Impact triggers lifesteal.

9.4. Impact does not count as non-combat damage for Swain.

9.5. The keyword can stack, so a unit being granted multiple instances of Impact will increase the amount of damage dealt by 1. All impact damage on a single unit is dealt at the same time per strike.

10. Lifesteal

10.1.   Lifesteal reads: "Damage this unit deals heals its Nexus that amount".

10.2.   Lifesteal restores health to the Nexus equal to the actual amount of damage dealt. It gets reduced by Tough and negated by Barrier.

10.3.   Lifesteal works on non - combat damage.

10.4.   The damage must be originating directly from the unit, not from a Skill the unit produces. Miss Fortune's Skill doesn't trigger Lifesteal.

10.5.   Non - combat strikes through spells or skills trigger lifesteal.

10.6.   Lifesteal can only restore Nexus Health up to the maximum life total.

10.7.   Lifesteal does not apply to drain effects.

10.8.   Lifesteal does not apply to Last Breath - effects.

11. Overwhelm

11.1.   Overwhelm reads: "Excess damage I deal to my blocker is dealt to the enemy Nexus."

11.2.   Overwhelm only works in Combat and only works if the creature with Overwhelm is attacking. It does not work with non - combat strikes unless the spell explicitly says so (Wild Claws).

11.3.   "Excess damage" means that enough damage has to be assigned to the blocking unit to kill it. This is most of the time the current health total of the unit at the time of the strike.

11.3.1.   Another point of damage has to be assigned to a Tough unit because one damage is prevented by Tough.

11.3.2.   If the blocking unit has barrier, only as much damage has to be assigned to it as would be necessary to kill the unit if it didn't have barrier. Excess damage is still dealt to the Nexus even if the barrier unit doesn't get destroyed.

11.4.   If the unit with Overwhelm has been blocked, but the blocking unit is no longer blocking it, the unit with overwhelm deals the full amount of damage to the Nexus. In that case, the unit is still considered "blocked" and will not strike if it loses Overwhelm during combat.

12. Quick Attack

12.1.   Quick Attack reads: "While attacking, strikes before its blocker".

12.2.   This means that the strike of the attacking Quick Attack unit happens first, then a separate cleanup step happens before combat moves on.

12.2.1.   Triggers regarding that strike and dealing/taking damage resolve.

12.2.2.   It's checked if the blocking unit has died. In that case, it doesn't strike back anymore and Death triggers resolve.

12.2.3.   It's checked if a player lost the game. In that case, the game ends and the rest of combat doesn't happen anymore.

12.3.   Quick Attack only works while the unit with Quick Attack is attacking.

12.4.   If a creature has both Quick Attack and Double Attack, it still only strikes two times.

13. Double Attack

13.1.   Double Attack reads: While attacking, it strikes both before AND at the same time as its blocker".

13.2.   Double Attack only works while the unit with Double Attack is attacking.

13.3.   The first strike is resolved like a normal Quick Attack strike according to E.11. .

13.4.   After the strike before the blocker, a normal strike happens. A cleanup step happens between both strikes.

13.5.   If the blocking unit died to the strike before the blocker, the normal strike doesn't happen anymore unless the attacking unit has Overwhelm.

13.6.   If a unit with Barrier is blocking, the strike before the blocker will be negated by Barrier, but the normal strike will deal damage.

13.7.   If a unit with Ephemeral and Double Attack attacks, it dies on the strike before its blocker and the normal strike doesn't happen anymore.

13.8.   Double Attack can't be generated as a random keyword.

14. Regeneration

14.1.   Regeneration reads: "Heals fully at the end of each round."

14.2.   Regeneration is a round end effect and happens before temporary buffs are cleared.

14.3.   The unit's current health is healed up to its maximum health. This counts as healing for Star Spring and Soraka.

14.4.   Regeneration doesn't trigger if the unit has died.

15. Scout

15.1. Scout reads: "The first time only Scout units attack each round, ready your attack."

15.2. The effect of Scout is that it Rallies, so it restores the attack token.

15.3. Whether or not only Scout units attack is checked at the very start of the attack. This is why Jarvan IV and Sand Soldiers don't interrupt a Scout attack.

15.4. The Scout effect can happen only once per round, but it doesn't have to be the first attack in that round. It is possible to normal attack, then Scout attack and still trigger the scout effect.

15.5. Starting a free attack activates Scout if all units participating in the free attack are scout units and if it's the first Scout attack in the round.

15.6. Scout can't be generated as a random keyword, but can be shared.

16. Spellshield

16.1. Spellshield reads: "Nullifies the next enemy spell or (O) - skill that would affect this unit."

16.2. Spellshield only works on enemy effects.

16.3. Spellshield works on every spell.

16.4. Spellshield only works on Skills that use the stack (like Arachnoid Sentry). It does not work on other Play: or Summon: effects. These effects don't break Spellshield.

16.5. It isn't necessary for the spell or skill to target the unit with Spellshield.

16.6. Spellshield doesn't nullify the whole spell or skill. It only nullifies the part that would affect the Spellshield unit.

16.6.1.   An enemy Cataclysm targeting a Spellshield unit will still lead to the enemy unit starting a free attack, but the Spellshield unit is not challenged.

16.6.2.   An enemy Ruthless Predator still gives the enemy unit +2/+0 until end of turn, but doesn't give the Spellshield unit Vulnerable.

16.7. Spellshield only prevents one Spell or skill and breaks after it has activated once.

17. Tough

17.1. Tough reads: "Takes 1 less damage from all sources".

17.2. Tough prevents one damage from every single source of damage. For example, a unit with Tough takes 0 damage from a Miss Fortune level 2 Skill.

17.3. The prevented damage doesn't count for effects that care about damage being dealt or for lifesteal and drain.

17.4. An attacking Overwhelm unit has to assign enough damage to a blocking unit with Tough to kill it before it can strike the Nexus.

17.5. The Nexus can be Tough.

18. Attach

18.1. Attach reads: "Play me on an ally to give it my stats and keywords while I'm attached. When that ally leaves play, recall me."

18.2. Attach happens in the following steps:

18.2.1.   The player decides whether to play the unit with Attach normally or to attach it.

18.2.2.   A target for the Attach is chosen.

18.2.3.   The unit gets attached to the target and gives it his stats and keywords.

18.2.4.   Priority is passed to the opponent.

18.3. Attaching a unit doesn't count as playing a card. It neither activates "When you play a spell" - effects nor "When you summon a unit" - effects. When I'm summoned - effects on the attaching unit don't activate on the attach.

18.4. Each unit can only have one unit attached to it. Attaching a second card will return the other Attach card to hand.

18.5. Silence effects don't negate the effects of the attaching unit.

18.6. Obliterate effects obliterate the attached unit.

18.7. Capturing the attached ally leads to the attaching unit being returned to hand.

18.8. If the hand is full when the attached unit is recalled, the attached unit and the attaching unit are obliterated.

18.9. The Recall - effect when the attached ally leaves play doesn't activate cards looking for Recall of units (e.g. Ahri).

18.10. The Attach unit keeps any buffs (e.g. handbuffs) when it returns to the hand.

18.11. Attach only gives keywords to the ally that can be shared.

18.12. If an Attach unit is a Lurker, it benefits from Lurk triggers (they are also given to the attached unit.)

18.13. Frostbite still reduces the total power to 0.

18.14. Attach can't be shared and can't be generated as a random keyword

19. Attune

19.1. Attune reads: "When I'm summoned, refill 1 spell mana."

19.2. Spell Mana can only be refilled if there is an empty spell mana slot in the mana bar.

19.3. Attune doesn't count towards Evolve.

19.4. Attune can't be shared and can't be generated as a random keyword.

20. Can't Block

20.1. Can't Block has no description. It means: "This unit can't be declared as a blocker by the defending player".

20.2. A unit with Can't Block can be declared as a blocker by the attacking player using the Challenger or Vulnerable keyword.

20.3. If a blocking creature gets "Can't block" during combat, it doesn't remove it from combat.

20.4. Can't Block can't be shared and can't be generated as a random keyword.

21. Immobile

21.1. Immobile reads "Can't attack or block". The correct terminology is: "Can't be declared as an attacker by the attacking player or as a blocker by the blocking player."

21.2. A unit with Immobile can be declared as an attacker by a card effect starting a Free Attack.

21.3. The Rules for "Can't Block", E.19., also apply to Immobile.

21.4. Immobile can't be shared and can't be generated as a random keyword.

21.5. A unit with Immobile can't be granted Can't Block.

22. Deep

22.1. Deep reads: " I have +3/+3 once your deck has had 15 or fewer cards left."

22.2. The deck only needs to have 15 or fewer cards once, it doesn't matter if the deck goes over 15 cards later in the game by adding more cards.

22.3. Deep checks after each card draw and in between card effects.

22.4. Removing Deep also removes the +3/+3 from the unit.

22.5. Deep can't be generated as a random keyword, but can be shared.

23. Evolve

23.1. Evolve reads: "I have +2/+2 once you've had Units with 6+ other unique positive keywords in play this game."

23.2. Evolve doesn't count itself.

23.3. The units only have to have been in play once, it is irrelevant if they leave the board later.

23.4. Removing Evolve also removes the +2/+2 from the unit.

23.5. Attune doesn't count towards Evolve.

23.6. Evolve can't be generated as a random keyword, but can be shared.

24. Ephemeral

24.1. Ephemerals reads: "This unit dies when it strikes or when the round ends."

24.2. If the unit can't take damage or die (Lamb's Respite, Taric level 2, Unyielding Spirit), it doesn't die to Ephemeral.

24.3. An Ephemeral unit dies after striking if it didn't already die to the strike of the opponent's creature.

24.4. If a unit with ephemeral dies to its own effect, it doesn't count as a kill/slay for the opponent's unit.

24.5. Ephemeral units die after all <u>Round End:</u> - effects have resolved.

24.6. If an ephemeral unit has Quick Attack or Double Attack, it dies on the strike before blockers, so the normal strike doesn't happen.

24.7. Death Mark can remove Ephemeral from a unit.

24.8. Ephemeral can't be shared and can't be generated as a random keyword.

25. Formidable

25.1. Formidable reads: "I strike with my Health instead of my Power".

25.2. Formidable uses the current health at the time of the Strike.

25.3. Formidable can't be generated as a random keyword, but can be shared.

26. Hallowed

27. Hallowed reads: "After I die, for the rest of the game when allies attack, hallow your first attacker giving it +1/+0 that round."

28. Hallowed stacks, the unit gets +X/+0, where X is the number of units with Hallowed that died.

29. Hallowed happens after Lurk, but before any When allies attack - or Attack: triggers resolve.

30. The Hallowed buff is a temporary buff.

31. Hallowed can't be generated as a random keyword, but can be shared.

32. Lurk

32.1. Lurk reads: "When you attack while I'm on top of your deck, I lurk, granting Lurker allies everywhere +1/+0. Max once per round."

32.2. The Lurk card on top of the deck triggers Lurk. An attacking Lurker ally is not required.

32.3. Lurk is limited to one activation per round.

32.4. Lurk applies an Everywhere - buff to Lurker allies (the subtype) that can be silenced. However the subtype "Lurker" can't be silenced, so they will still benefit from future Lurk triggers.

32.5. Lurk triggers at the very start of the attack. The card Ripper's Bay resolves first and removes the top card of the deck if it doesn't have Lurk, then it is checked whether the top card has lurk.

32.6. A free attack can activate Lurk.

32.7. Lurk can't be shared and can't be generated as a random keyword.

33. Vulnerable

33.1. Vulnerable reads: "The enemy can challenge this unit, forcing it to block".

33.2. Vulnerable only works when the enemy is attacking and comes into effect during step D.8.1.2.. It allows the enemy player declaring an attack to also declare the Vulnerable unit as a blocker.

33.3. When declaring the attack, the attacking unit is immediately declared as attacking and blocked, whereas the Vulnerable unit is declared blocking.

33.4. Stunned units or units with "can't block" or "Immobile" can be declared as blockers using Vulnerable.

33.5. Units that normally can't block the attacking unit (e.g. because it has elusive) can be forced to block it using Vulnerable.

33.6. Declaring an attack using Vulnerable counts as "Challenging" for Honored Lord, Gallant Rider, Renekton, Swiftwing Flight and Jarvan IV.

33.7. Vulnerable can't be shared and can't be generated as a random keyword.

F. Common In - game terminology

1. Give … this round

1.1. This phrase is used to describe a temporary buff. For permanent buffs, the term "grant" is used.

1.2. Temporary buffs get reverted at the end of the round, after round end effects have resolved.

1.3. Temporary health buffs only get reverted as long as the current health total of the unit is higher than its maximum health total.

2. Grant

2.1. This phrase is used to describe a permanent buff. For temporary buffs, the term "Give … this round" is used.

2.2. Permanent buffs don't get reverted at the end of round. They can be removed with Silence.

3. Everywhere
3.1. Official description: "In Play, in hand, in discard and even if created/summoned later"
3.2. Everywhere - effects apply their effects to all entities of a specific type, no matter in which zone they are.
3.3. Everywhere - effects are applied to created cards during card creation and to summoned cards during summon.
3.4. Everywhere - effects are applied to the outcome of a transformation effect.
3.5. Everywhere effects can be silenced.
3.6. Everywhere also includes the stack (Go Hard).

4. Aura
4.1. An Aura is a static effect that applies to other units/cards.
4.2. To silence the aura, the card that generates the aura has to be silenced, otherwise the aura effect is reapplied.

5. When I'm summoned, …
5.1. This phrase describes summon effects.
5.2. Summon effects resolve after Play effects at C.5.6.
5.3. If a summon effect summons another unit, the other unit goes through phases C.5.2., C.5.6. to C.5.9. before the unit that triggered the original summon effects enters C.5.7. .
5.4. When a unit is (re)summoned through card effects, "When I'm summoned" effects happen.

6. Play:
6.1. Official description: "Get this effect when you play this unit from hand."
6.2. Play effects only happen when you play the unit card from hand and often involve selecting a target.
6.3. Play effects happen before summon effects at C.5.5. .
6.4. (Re)summoning a unit does not trigger its Play effects.
6.5. Some Play effects put a Skill on the stack. That still resolves after the unit has finished being summoned and after the other player had a chance to react.

7. Die

7.1. Only units can die (Landmarks are destroyed).

7.2. A unit dies through card effects or when her current health total is 0 or below.

7.3. Obliterating a unit through card effects or because the board is full doesn't count as the unit dying.

7.4. Some effects (Chronoshift, Tryndamere level - up) replace dying with another effect. In this case, the unit didn't die and death triggers don't happen.

8. Kill

8.1. Only units can be killed (Landmarks are destroyed).

8.2. Killing a unit means that the effect or the combat strike causes the unit to die.

8.3. Dying triggers Last Breath - effects.

9. Obliterate

9.1. Official description: "Completely removed from the game. Doesn't cause Last Breath and can't be revived."

9.2. Obliterating a unit through card effects or because the board is full doesn't count as the unit dying.

9.3. There is currently no way in the game to return an obliterated unit to play or to hand.

10. Origin

10.1. Official description: "This champion counts as one of your deck's regions. During deckbuilding, you may add the specified cards to your deck regardless of a region. Origins may also have an effect that begins at the Start of Game."

10.2. The effect of some Origins (Jhin) requires the champion in hand or on the board to activate, others (Kayn, Bard) only require the champion to exist in the deck.

10.3. The effect of the origin is separate to the champions and continues to work even if all copies of the champion get destroyed.

10.4. Jhin's Origin only activates once for every 3 skills, no matter how many Jhins are on the board/in hand.

10.5. Bard's Origin only checks the copies of Bard that started in the player's deck, not ones that are added afterwards.

11. Revive

11.1. Effects which summons a copy of a unit that has died.

11.2. The same unit can be revived multiple times even if it only died once.

11.3. Units that were obliterated or unit cards that have been discarded can't be revived.

12. Stop a spell/Skill

12.1. If a card effect stops a spell/skill, that spell/skill is removed from the stack at resolution of the card effect. The effect of the stopped spell/skill doesn't happen.

12.2. That spell has been played for "when you play a spell" - triggers, but never resolves, so "when spell resolves" - triggers don't activate.

12.3. The resolution then moves on the next spell on the stack that hasn't been stopped.

13. Damage

13.1. Damage leads to the target of the damage losing health equal to the damage dealt.

13.2. Some effects prevent damage, like Tough or Barrier.

13.3. There is a distinction between combat damage and non-combat damage.

13.3.1.   Combat damage is damage dealt through the strike a unit does in combat.

13.3.2.   Non-combat damage is every other source of damage.

13.4. Units looking for specific amounts of damage dealt only count the damage that's actually dealt and not prevented.

14. Deal X

14.1. This is a shortcut for "Deal X damage to the specified target".

14.2. For damage, check F.10

15. EVERYTHING

15.1. Is used in correlation to damage to describe that all available targets are being damaged.

15.2. This means all units on the board and both Nexuses.

16. Strike

16.1. Official description: "Get this effect when a unit attempts to deal damage using its Power, either at the end of battle or with spells. Units with 0 power can't strike."

16.2.   A strike happens independently on how much damage is actually dealt. This means that playing Concerted Strike on a 1 Health unit will still have both units strike, despite the unit dying on the first strike.

16.3.   Striking a barrier unit still counts as a strike despite not dealing any damage.

16.4.   Only spells that enable the unit to deal damage with its power count as strikes (such as single combat). Atrocity has the spell deal the damage, so it doesn't count as a strike.

16.5.   Units with 0 Power can't strike unless they have Formidable.

16.6.   Units that are blocked can't strike the enemy Nexus unless they have Overwhelm.

17. Attack Strike

17.1.   Official description: "Effect when unit Strikes with an attack".

17.2.   Requires a Strike (F.7.) while the unit is in the state "attacking".

17.3.   Units with 0 power can't strike unless they have Formidable.

17.4. Units that are blocked can't strike the enemy Nexus unless they have Overwhelm.

18. Nexus Strike

18.1.   Official description: "Effect when unit Strikes the enemy Nexus".

18.2.   The unit has to perform a Strike according to F.3. to the Nexus.

18.2.1.   A unit that deals direct damage using an effect (e.g. Impact) doesn't trigger Nexus Strike.

18.2.2.   A unit with 1 power striking the enemy tough Nexus for 0 damage still counts as a Nexus Strike.

18.2.3.   Units with 0 Power can't strike unless they have Formidable.

18.2.4.   Units that are blocked can't strike the enemy Nexus unless they have Overwhelm.

19. Strongest / weakest

19.1. Official Description: "Highest power, with ties broken by highest health then highest cost."

19.2. The tiebreaks happen in this order: First Power, then health, then highest cost.

19.3. It is not confirmed what other tiebreaks are (ie we do not know how cards with the exact same Power, Health and Cost get their tiebreaker resolved)

20. Grow

20.1. Increases the stats of a unit to the specified stats.

20.2. Has no effect if the unit already has more stats than the specified stats.

21. Swap

21.1. Swap effects exchange position of to units on the board.

21.2. Swapping attacking units in combat will have them take the state "blocked" or "unblocked" that the unit they swapped with had.

21.3. Swapping a unit that has been declared as a blocker by the other player through Challenger or Vulnerable will leave the unit it swaps with in the state "blocking".

21.4.   If a unit targeted by a spell gets swapped, the unit it swaps with will be the new target of the spell.

22. Transform

22.1. Transform changes the base card text, base stats and subtypes of a unit.

22.2. Buffs/debuffs affecting the unit and damage are retained.

22.3. A Champion level-up is a transform.

22.4. Silencing a unit doesn't un - transform it.

22.5.   Rule 21.2 doesn't apply to cards that transform into an exact copy.

23. The first time…

23.1. Cards with the text "The first time…" only start counting once they themselves are on the board.

23.2. Effects with the text "The first time…" only activate once for that card. They can be reactivated if the unit is resummoned.

23.3. Effects with "The first time each round…" can only activate once for that card for each round. They can be reactivated if the unit is resummoned.

24. Create

24.1.   Creating a card in hand happens in the following steps:

24.1.1.   A slot in hand is reserved for the card.

24.1.2.   Everywhere buffs and auras are applied, the card gets items if the original card has items.

24.1.3.   The card appears in hand.

24.2.   Creating a card in the deck follows steps 5.1.1. and 5.1.2., but creates the card either at a specific point in the deck or at a random point. It doesn't shuffle the deck.

24.3.   The card that was created is a created card for card effects and powers. It will say which effect/Power created it.

24.4.   Recalling a unit/Landmark that was summoned by a card effect will result in the recalled card being a created card.

24.5.   Champion signature spells create Champions in the deck and make them created cards.

25. Copy

25.1.   An effect creating a copy of a card will create a copy of the card as it was printed, including any Items on the card.

25.2.   An exact copy copies the card in its current form. This includes stats, cost, Countdown status, Items, captured units, keywords and changes to the card text.

25.3.   Copying a spell counts as playing a spell for effects like Claws of the Dragon or Flow. It doesn't get copied again by the same effect though.

26. Discard

26.1.   Discarding a card means removing it from hand.

26.2.   Discarded unit cards can't be revived.

26.3.   Cards that trigger when discarded resolve right after the discard has happened.

27. Level Up

27.1.   Only Champions can level-up.

27.2.   When the level-up condition is fulfilled and when (before) the Champion is played or in play, it levels up, transforming itself and all other copies of it into the level-up version.

27.3.   All level states of a Champion count as the same card for Kennen and Zoe.

27.4.   A level-up normally can't be reverted. A Champion that has leveled up once stays leveled up even if the level up-condition no longer applies. Exceptions to this are Evelynn and Gnar.

G. Specific Terms

1. Advance

1.1. Official description: "Makes a Countdown Landmark count down that many times".

1.2. Advance counts down in instances of 1. Each instance of advance triggers "When I count down,..." - effects.

1.3. Multiple Landmarks that are advanced count down at the same time. Countdown triggers then resolve from left to right.

1.4. Landmarks can't count down below 0.

2. Countdown

2.1. Official description: "Round Start: I count down 1. At 0, activate the Countdown effect, then destroy me."

2.2. The count down - trigger is a normal Round Start: - effect. A Landmark can't count down below 0. The effect then resolves.

2.3. The "then destroy me" - part only happens after ALL Round Start effects have happened (at C.2.7.2.). Units that don't have a board slot yet due to the Landmarks being around stay on the left side, then get reassigned a board slot once the Landmarks are destroyed.

2.4. Landmarks can count down through the Advance effect.

3. Allegiance

3.1. Official description: "When you summon this, it gets its allegiance bonus if the top card of your deck matches its region."

3.2. Allegiance is a <u>Summon</u> effect.

3.3. Multi-region cards count for both regions.

4. Behold

4.1. Official description: "You behold something if you have it in play or hand."

4.2. Behold effects don't reveal which exact card activated the effect.

4.3. Some Behold cards look at the Cost. They always look at the current cost, including cost reduction.

5. Blade Dance

5.1. Official Description: "Start a free attack with that many summoned blades."

5.2. A free attack doesn't consume your attack token.

5.3. <u>When allies attack</u> triggers activate on Blade Dance.

5.4. The blades are summoned so they can be buffed. They immediately appear in the combat zone.

5.5. For units with Blade Dance, it is a Play effect, meaning the blades get summoned before the units do.

6. Boons

6.1. Official description: "Attaches to another card in a deck. When that card is drawn, activate the effect."

6.2. There are two types of Boons:

6.2.1. Chimes

6.2.2. Mysterious Portals

6.3. A Chime grants a random all in hand +1/+1. This buff is permanent.

6.4. The Chime can hit the unit that is currently being drawn.

6.5. If no unit is in hand when the chime is drawn, no buffs occur.

6.6. A mysterious Portal summons a random follower of a specific cost. If the player's board is full, a 0 cost Fleeting copy of the card is created in hand instead.

6.7. Units with Play: - effects can't be generated from Portals

6.8. If a Fleeting copy is created, it happens before the drawn card gets added to the players' hand.

7. Capture

7.1. Official description: "A Captured unit is removed from the game. It returns when the Capturing unit leaves play."

7.2. Capturing a unit doesn't activate the Captured unit's Last Breath effects.

7.3. It doesn't matter how the Capturing unit leaves play.

7.4. Silencing the Capturing unit removes the Captured unit.

7.5. The Captured Unit returns as it was printed. It doesn't retain buffs or damage.

7.6. If there is no board space available for the Captured unit, it gets obliterated.

8. Daybreak

8.1. Official Description: "Bonus if this is the FIRST card you play in a round."

8.2. Daybreak is a Play: ability.

9. Nightfall

9.1. Official Description: "Bonus if this is NOT the first card you play in a round."

9.2. Nightfall is a Play: - ability

10. Drain

10.1. Official Description: "Heal your Nexus for the amount of damage dealt".

10.2. Basically works like Lifesteal (E.10.), but for card effects.

10.3. Drain counts as non-combat damage for Swain.

10.4. Lifesteal does not apply to drain effects.

10.5.   Draining one from your own Nexus at one health will result in a loss.

11. Enlightened

11.1.   Official description: "You're enlightened when you have 10 max mana."

11.2.   Enlightened counts mana gems. It does not count spell mana.

11.3.   A player can trigger enlightened in the middle of a round if they get an extra mana gem through card effects.

11.4.   Enlightened effects stop when a mana gem is destroyed and the player goes under 10 max mana. (*Levelup effects can't be reverted.*)

12. Equip

12.1.   Official Description: "Equipping an Item to a unit grants it the listed bonuses. If the unit leaves play, the Item will return to your hand. You may play each item at most once per round."

12.2.   For the sequence in which Equip happens, check D.8.

12.3.   Obliterating the unit will also obliterate the Equipment. This also happens when overwriting a unit on a full board.

12.4.   Silence doesn't affect the Equipment.

12.5.   If the unit the Equipment gets equipped to already has an Equipment, that Equipment is returned to hand. This is also true for a unit attaching to the target.

12.6.   Equipment keeps buffs when returning to hand.

12.7.   Multiple copies of the same equipment can be played during the same round.

13. Auto - Equip

13.1.   Official Description: "Automatically equips the item from hand or play when summoned, creating it first if needed."

13.2.   If the Equipment is already in play, it will get stolen from the unit it's currently on.

13.3.   The special equipment loses any traits on it if it gets destroyed and then later recreated with Auto - Equip.

14. Fleeting

14.1.   Official description: "Fleeting cards discard from hand when the round ends."

14.2.   Fleeting happens after Round End - Effects have happened and Ephemeral units have died.

14.3.   The card gets discarded, so Discard triggers happen.

15. Flow

15.1. Official Description: "A card activates its Flow on Round Start if you played 2+ spells or skills last round."

15.2. The unit doesn't have to see the spells/skills played to activate Flow.

15.3. Copying a spell counts for Flow.

16. Forge

16.1. Official Description: "Grant an ally +1/+1. If the ally is equipped, grant it to their item instead."

16.2. The buff is permanent.

16.3. If the unit is equipped, the buff automatically goes to the Equipment.

17. Frostbite

17.1. Official description: "Set a unit's power to 0 this round. It can be changed after."

17.2. Frostbite applies a minus-power debuff equal to the unit's current power to the unit.

17.3. Frostbite can't make a unit's power go below 0 into negatives.

17.4. The same unit can be frostbitten multiple times.

18. Husk

18.1. A Husk is a token created by card effects. It is a 0/1 with Can't Block, one of the 10 regions and one of 10 keywords. It has the text: "When you play an ally, kill me to grant it my stats and positive keywords."

18.2. The keywords a Husk can have are Quick Attack, Challenger, Fury, Elusive, Tough, Fearsome, Impact, Regeneration, Overwhelm and Spellshield.

18.3. A Husk kills itself before the unit starts to occupy a board space and before any Play: / Summon - effects happen.

18.4. Multiple Husks kill themselves for the same unit.

18.5. The self - killing, doesn't count as a Slay.

18.6. The summoned unit still sees the Husk die as long as the board wasn't full when the unit was played.

18.7. If a Husk has "I can't take damage or die", it still shares its stats and keywords.

19. Improvise

19.1. Official description: "Choose one of two options of a depleting pool of equipment and equip it to this ally. If the ally wasn't played from hand, it equips a random equipment instead."

19.2. There are a total of 8 Equipments available from Improvise.

19.3. Once an Equipment has been chosen, it won't show up again until at least 6 others have been picked up (depleting).

19.4. The random Equipment can only be one that hasn't been depleted from the pool.

19.5. If a unit with Improvise gets transformed by Concurrent Timelines, it keeps the weapon.

20. Invoke

20.1. Official description: "Pick a Celestial card from among 3 to create in hand."

20.2. The choice for Invoke is made in a separate step before the effect actually resolves.

20.2.1. This doesn't matter in most game modes since there is no fast/slow Predict effect.

20.2.2. However, the Invoke item in Path of Champions can be put on fast/slow spells. The Invoke choice is made first, then the original card effect happens, then the Invoke Item resolves.

20.2.3. If the spell with the Invoke item is stopped, the Invoke effect doesn't happen.

20.3. The Celestial cards can be displayed in the Cards - section ingame.

21. Last Breath:

21.1. Official Description: "These abilities take effect when the unit dies."

21.2. Last breath only works if the unit dies, not when it gets obliterated.

21.3. The unit is already dead when Last Breath effects resolve, so a Last Breath effect dealing damage will not trigger Lifesteal effects.

22. Manifest

22.1. Official description: "Create in hand 1 of 3 randomly selected cards."

22.2. The choice for Manifest is made in a separate step before the effect actually resolves.

22.2.1. This doesn't matter in most game modes since there is no fast/slow Predict effect.

22.2.2.　　　However, the Invoke item in Path of Champions can be put on fast/slow spells. The Invoke choice is made first, then the original card effect happens, then the Invoke Item resolves.

22.2.3.　　　If the spell with the Invoke item is stopped, the Invoke effect doesn't happen.

23. Plunder

23.1. Official description: "A card triggers its Plunder ability when played if you damaged the enemy Nexus this round."

23.2. Plunder effects are <u>Play:</u> effects.

23.3. The player playing the plunder card had to be the source of damage to the enem Nexus.

23.4. Plunder works with combat and non-combat damage.

23.5. Cards that only have Plunder effects (Sleight of Hand, Strong - Arm) can only be played if the player has activated Plunder.

24. Powder Keg

24.1. A Powder Keg is an uncollectible unit that is summoned by card effects.

24.2. Powder Keg reads: "0; Immobile, Vulnerable; Powder Kegs stack. All your spells and skills deal 1 extra damage. Destroy me when your spell or skill damages enemies or the enemy Nexus."

24.3. For Immobile, see E.20.

24.4. For Vulnerable, see E.24.

24.5. A player can only have one active Powder Keg. Effects that summon more Powder Kegs instead add a stack to the Powder Keg.

24.6. The damage amplifying effect is an aura. It gets stronger for each stack the Powder Keg has.

24.7. It only amplifies spells and skills, not normal damaging effects that don't use the stack.

24.8. The Powder Keg destroys itself on Spell or Skill damage to enemies.

24.9. If the Powder Keg has "I can't take damage or die", it doesn't get destroyed by its own effect.

24.10. The Powder Keg destroys itself on the first instance of damage it sees, but amplifies all of that damage.

25. Prank

25.1. Pranks are created, uncollectible cards that read: "1, Focus: Pick 1 of 2 non - Champion cards in the enemy deck and prank it."

25.2. Prank has different effects per card type:

25.2.1.   It doesn't work on Champion cards.

25.2.2.   For followers, there are the following outcomes:

25.2.2.1.   +2 Cost (+1 Cost if it's a 9 - Cost unit)

25.2.2.2.   -2 Power

25.2.2.3.   -1 Power and Can't Block

25.2.2.4.   - 1 Power and Vulnerable

25.2.2.5.   - 2 Health (can't reduce below 1)

25.2.2.6.   Prank reduces maximum Power and maximum health.

25.2.3.   For spells and Landmarks: +2 Cost (+1 Cost if the spell costs 11 or if the Landmark costs 9)

25.3. Prank prioritizes cards in hand over cards in the deck.

25.4. The cards shown in a Prank stay revealed.

25.5. Pranks can't increase a card's cost to be unplayable without using spell copy effects.

26. Predict

26.1. Official description: "Pick a card from among 3 in your deck. Shuffle the deck and put that card on top."

26.2. The choice for Predict is made in a separate step before the effect actually resolves.

26.2.1.   This doesn't matter in most game modes since there is no fast/slow Predict effect.

26.2.2.   However, the Predict item in Path of Champions can be put on fast/slow spells. The prediction choice is made first, then the original card effect happens, then the Predict Item resolves.

26.2.3.   If the spell with the Predict item is stopped, the Predict effect doesn't happen

26.3. Predict pulls 3 random cards, not the top 3 cards.

26.4. Predict shuffles the deck before putting the predicted card on top.

26.5. If your deck is empty, Predict does nothing. If you have 2 or 1 cards, those are shown.

26.6. If all the cards shown become invalid because they leave the deck, Predict does nothing.

27. Rally

27.1.   Official description: "If you don't have one, gain the attack token. You can attack this round."

27.2.   Rallying while you already have an attack token will not bank up a second attack token and will not trigger effects regarding the gain of an attack token (Riven).

27.3.   You can attack as often as you have an attack token. The active player gets an attack token at round start, but the inactive player can declare an attack as long as they have priority and have an attack token.

27.4.   A free attack does not consume the attack token.

28. Recall

28.1.   Official description: "Return a unit to hand and remove all effects applied to it.

28.2.   A recall resolves in the following steps:

28.2.1.   The Recall effect starts resolving.

28.2.2.   The unit enters the state "being recalled" (Ahri, Yasuo and Fae Bladetwirler trigger here).

28.2.3.   If the unit is still alive, all effects applied to it get removed.

28.2.4.   The unit then returns to hand, where auras and everywhere - buffs are reapplied.

28.3.   You can recall uncollectible cards.

28.4.   A recalled unit always gets recalled to the hand of the current controller of the unit.

28.5.   If the hand is full at the time of the Recall, the recalled unit gets obliterated.

29. Reforge

29.1.   Official Description: "Create a random Blade Fragment still needed to restore the blade. Once you've played all 3, restore the Blade of the Exile."

29.2.   There are three different Blade Fragments.

29.2.1.   Reforge will randomly generate a Blade Fragment that hasn't been generated before, until all three Fragments have been generated once. Then, the count of what has been generated gets reset.

29.2.2.

29.3.   You can have more than three blade Fragments in hand.

29.4.   It doesn't matter for the order of Fragments generated whether the Blade Fragments are played, discarded or remain in hand.

29.5.   Creating the Blade is part of the resolution of the third fragment.

30. Reputation

30.1. Official description: "Activates if allies have struck for 5+ damage at least 4 times this game."

30.2. A strike is necessary to activate Reputation. This can be through combat or spells that allow a Strike.

30.3. The Strike has to lead to 5 or more damage being dealt. If damage is prevented by Barrier or gets reduced below 5 by Tough, it doesn't count towards Reputation.

31. Silence

31.1. Official description: "Remove all keywords, abilities and ongoing effects. Doesn't affect damage or subtype."

31.2. New effects can still be applied to the Silenced unit.

31.3. Aura effects are reapplied to the Silenced unit

31.4. The card subtype and card name are unaffected.

31.5. Stat changes are only reverted if the current stats exceed the maximum stats. Damage is not healed.

31.6. Silence also removes negative effects like Frostbite or Stun.

31.7. A unit connected to another unit with Attach is not removed by Silence.

31.8. Silencing a unit that's capturing another unit will obliterate the captured unit.

31.9. A spell or skill trying to silence a unit with Spellshield will be blocked by the Spellshield. However, Spellshield can be silenced by a Silence effect that doesn't use the stack (e.g. Blinded Mystic).

32. Slay

32.1. Official description: "When you kill a unit via damage, kill effect, or striking it with an ally. (Dying from other effects, like from Ephemeral, doesn't count.)"

32.2. Slay only works on kills, so it doesn't work when obliterating units.

32.3. Only units can be killed, Landmarks are destroyed.

32.4. Slay activates when the player kills any unit (including their own).

32.5. The slay credit goes to the player from whom the source originated that led to the unit kill.

32.6. In all cases, a player killing a unit and a player slaying a unit means the same.

32.7. A Husk killing itself doesn't count as a Slay.

33. Spawn

33.1. Official description: "For each Spawn, summon a 1/1 Tentacle, or if you already have one, grant your strongest Tentacle +1/+1."

33.2. Spawn will always buff a Tentacle instead of creating it if there is one on the player's board. This progresses Bards Levelup condition.

33.3. If Spawn creates a Tentacle, it will be summoned on the backrow if there is available space.

34. Stun

34.1. Official description: "Remove a unit from combat. It can't attack or block for the rest of the round."

34.2. Stun works on units outside of combat.

34.3. Removing an attacking unit from combat means it's no longer attacking.

34.4. Removing a blocking unit from combat still leaves the attacking unit in the state "blocked". It can only strike the Nexus if it has Overwhelm.

34.5. Stun only stops the unit from being declared as an attacker or blocker by its controller. It can still be declared as a blocker by the opponent using Challenger or Vulnerable and can perform a Free Attack.

34.6. A unit that's already stunned won't be chosen again for a stun effect.

34.7. A Stunned unit can be the target of "Initiates a Free Attack" effects, and will attack as described by the effect (ie disregarding its stun condition) in that case.

35. Toss

35.1. Official description: "Obliterate X non - Champion cards from the bottom of your deck."

35.2. Champions can't be tossed. If a deck consists of only Champions, toss has no effect.

35.3. Tossed cards are obliterated. Tossed units can't be revived.

35.4. Toss also obliterates any traps attached to the cards.

36. Support

36.1. Official description: "Attacking with a support unit will buff the units to its right."

36.2. Support behaves like a normal Attack: - Trigger.

36.3. Changing the position of attackers after the attack has been declared doesn't retrigger Support.

36.4. Support can affect units that just were created by another effect during combat.

37. Trap

37.1. There are two types of traps:

37.1.1.   Poison Puffcap (deals 1 to the Nexus on draw)

37.1.2.   Flashbomb Trap (deals 1 damage to a random ally)

37.2. Traps are placed in the opponent's decks through card effects or powers.

37.3. Traps attach directly to cards. Drawing the card activates the trap effect.

37.4. Nabbing a card activates traps on that card.

37.5. Tossing cards obliterates all traps attached to the card.

37.6. All Poison Puffcaps on the same card deal damage in the same instance. This means that Swain level 2 triggers only once and a tough Nexus only takes one less damage.

37.7. Flashbomb Traps can deal more damage to a unit than its current health total, "overkilling" it.

37.8. Multiple Flashbomb traps hitting the same unit count as one big instance of damage (*so only 1 point is prevented by Tough*)

37.9. Multiple Flashbomb Traps on the same card can hit different units.

37.10. Flashbomb Traps count as a Slay.

37.11.If both boons and traps are on a card, boons activated first.