



PALACE HEIST

QUICK REFERENCE

Jafar has reformed the *Hexwell Crown* and crowned himself Supreme Sorcerer. Out-build his self-playing deck and steal the Crown back before his power peaks — co-op Lorcana for 1–4 Illumineers, played with ordinary decks.



YOU WIN

Every player reaches **20 lore** and a player holds the Crown — at the same moment.



YOU LOSE

Jafar hits **40 lore**, or any player must draw from an empty deck.

0 SETUP

≈5 MIN

1 PICK A BATTLEGROUND

Choose one of the four battleground cards — this **is** your difficulty. Set up Jafar's board, starting lore, and draw token as that card instructs.

2 SEAT JAFAR

Shuffle his 50-card scenario deck. He starts with **no hand**, holds the **Reforged Crown**, and takes the **first** turn.

3 READY THE ILLUMINEERS

Each player takes a 60-card deck (the two included decks or your own), shuffles, and draws 7.

4 MULLIGAN

Each player may bottom any number of cards and redraw the same number — once.

1 THE BASICS

CORE LORCANA, REFRESHED

READING A CARD

Cost · top-left, ink to play

Inkwell ring · may be inked

Strength · challenge damage

Willpower · damage survived

Lore · gained per quest

Six inks — Amber · Amethyst · Emerald · Ruby · Sapphire · Steel. Types: Character, Action (Songs are Actions), Item, Location.

YOUR TURN — READY · SET · DRAW

Ready

Un-exert all your cards: characters, items, ink.

Set

Resolve start-of-turn triggers; gain lore from your Locations.

Draw

Draw 1 card. (*First player skips this on turn one.*)

Main

Then act freely, any order, while you have ink.

MAIN PHASE ACTIONS

Ink 1× Once per turn, put one inkwell-ring card face-down into your inkwell.

Play Pay a card's ink cost by exerting that much ink. Any ink pays for anything.

Quest Exert a dry character to gain its lore.

Fight Challenge an exerted enemy character or a Location.

More Move to a Location (pay move cost); use exert abilities.

No end step — your turn ends when you choose to stop.

QUEST VS. CHALLENGE

QUEST

Exert → add its **Lore** to your total. Safe, but now it's exerted and open to a challenge.

CHALLENGE

Both deal **Strength** damage at once. Damage ≥ Willpower → **banished**.

Ink must dry: a fresh character can't quest, challenge, or use exert abilities the turn it's played — unless it has **Rush** (challenge only). Damage persists across turns; it vanishes if the card leaves play. Locations never hit back.

KEYWORDS YOU'LL MEET MOST

Bodyguard — may enter exerted; enemies must challenge it first if able.

Evasive — only Evasive characters can challenge it.

Rush — can challenge the turn it's played.

Reckless — can't quest; *must* challenge if able. (*Jafar leans on this.*)

Ward — opponents can't choose it (except to challenge it).

Resist +N — reduce damage it takes by N.

Challenger +N — +N Strength while challenging.

Support — when it quests, lend its Strength to another character this turn.

Singer N — exert it to sing (play free) a song costing N or less.

Shift N — play onto a same-named character for the Shift cost.

SHARED WIN · JAFAR IS THE CLOCK

Win: when **all** players have hit 20 lore **and** one of you holds the Crown at the same time. You **cannot** win while Jafar holds it — even with the lore.

Lose: Jafar reaches **40 lore** (he reclaims the Crown and wins outright), or **any** player decks out on a draw.

The Crown's controller gains +2 lore at the start of their turn — so it's both a win requirement and a lore engine. Jafar gets that +2 too whenever he holds it.

THE REFORGED CROWN

👑 Its controller gains **+2 lore** at the start of their turn.

👑 Steal it **only** when Jafar has **no Location** in play.

👑 To steal: each player **exerts a character**, then you choose which player takes it.

👑 Jafar has cards that **snatch it back**; if it's ever removed from the game, it returns to him.

Grab it before you cross 20 — but expect a tug-of-war to keep it.

RUNNING JAFAR'S TURN — READY · SET · RESOLVE · DRAW

1 READY

Ready (un-exert) all of Jafar's cards.

2 SET

Resolve his start-of-turn effects; he gains lore from his Locations; if he holds the Crown, add **+2 lore**.

3 RESOLVE THE ROW — LEFT TO RIGHT

Each character **quests if it can** (Jafar gains its lore). A **Reckless** character must **challenge** instead — *you* pick which of your characters it hits. Exert each card as you finish it.

4 DRAW

Draw cards equal to his **draw token**, stack them, resolve top-down. Jafar **never spends ink**: if his inkwell already holds enough for a card, he plays it free; otherwise that card goes into his inkwell. Locations drop into his location slot.

His draw token climbs (roughly 2 → 5) as his lore and your player count rise. Card draw feeds more card draw — keep his lore down or the snowball buries you.

*After Jafar finishes, all players take their turn **together, simultaneously**, each as a normal Lorcana turn. Coordinating in real time is the whole point — and you may spend lore to trigger your battleground's abilities.*

★ HEIST TIPS

- ◆ Throttle Jafar's lore early — his draw, and everything else, snowballs off it.
- ◆ Banish his Locations to crack open a Crown steal.
- ◆ Time the grab: +2 lore/turn is huge, but he'll claw it back.
- ◆ Don't over-quest into open Reckless attackers — trade with challenges.
- ◆ Watch your own deck size; milling yourself loses it for everyone.
- ◆ Spend spare lore on battleground abilities when the board is quiet.

3 BATTLEGROUND

DIFFICULTY & ABILITIES

Each battleground sets Jafar's starting defenses **and** grants **Illumineer Abilities**: at any point on the players' turn, any player may **spend their own lore** to trigger one (it lowers your total, so time it). Medium and up begin with the **Ink Moat** in play, guarding the Crown until you banish it.

EASY

Jafar's Throne Room

JAFAR STARTS

His characters enter play **exerted**.

SPEND LORE →

- 1 Chosen character gets **Resist +1** until end of turn.
- 2 Another chosen Illumineer **gains 2 lore**.
- 3 Deal **5 damage** to a chosen character or location.

MEDIUM

Secret Passage

JAFAR STARTS

With the **Ink Moat** in play — the Crown is protected until it's gone.

SPEND LORE →

- 1 **Ready** a chosen character; it can't quest for the rest of this turn.
- 2 A chosen Illumineer **draws a card**.
- 3 Deal **5 damage** to a chosen location.

DIFFICULT

The Crown Chamber

JAFAR STARTS

With the **Ink Moat** in play; his locations gain **Resist +1** (harder to banish).

SPEND LORE →

- 1 Chosen character gets **+2 Strength** this turn.
- 2 Each Illumineer pays **1 ink less** for their next character this turn.
- 3 Each Illumineer puts the top of their deck into their inkwell, **exerted**.

EXTREME

Full Alert

JAFAR STARTS

With the **Ink Moat** in play; his locations gain **Evasive** and **+1 Lore**.

SPEND LORE →

- 4 Chosen character gains **Evasive** this turn.

The Extreme board offers just this one, costly option — the least help of any battleground.

Two double-sided cards hold all four. Begin at Throne Room until you've found your footing. Banish the Ink Moat (or any location) by challenging it — locations have Willpower but no Strength, so they never hit back.

A table-side summary for two rusty Illumineers. The boxed Palace Heist rules sheet and the official Disney Lorcana Comprehensive Rules are the final word on any edge case.