

The Comprehensive Rules of Treachery is an add-on to the reference document that holds all of the rules and possible corner cases found in Magic. It is NOT meant to be read beginning to end; instead it's meant to be consulted when specific rules questions come into play

Version	Specifications	Release Date
1.0	First revision	2016-12-09
1.1	Rule TrCov-4 Concealment/Undercover updated, rules numbering fixed, added bookmarks, some other fixes.	2017-05-08

2. PARTS OF A CARD

205. Type Line

205.3. Subtypes

205.3q. Identities have their own unique set of subtypes; the subtypes are called identity types (or roles). The identity types are Leader, Guardian, Assassin, and Traitor.

3. CARD TYPES

314. Identities

314.1. Identity cards are seen only in the Treachery casual format. See rule 906, "Treachery".

314.2. At the start of a game, before decks are shuffled, each player is dealt randomly and secretly a face-down identity card. Identity cards with hidden role are put into the command zone face down. (See rule [702.TrRole-2](#), "Hidden Role.")

314.3. Identity cards remain in the command zone throughout the game. They're not permanents. They can't be cast or included in a deck. If an identity card would leave the command zone, it remains in the command zone.

314.4. Identity subtypes are always a single word and are listed after a long dash: "Identity — Leader." Each word after the dash is a separate subtype. Identities may have multiple subtypes. Identity subtypes are also called identity types. See rule 205.3q for the complete list of identity types.

314.4a. The Leader subtype comes with a static ability that set its controller as the starting player. If multiple players would be the starting player, one of those players is chosen at random.

314.5. Identities may have any number of static, activated and triggered abilities. As long as an identity card is face up in the command zone, its static abilities affect the game, its activated abilities

may be activated and its triggered abilities may trigger. Exception for the "Unveil ability" of identity cards that can be activated if, and only if, that identity is face-down. See rule [702.TrUnv-3](#), "Unveil."

314.5a. Abilities of identity cards may affect the start-of-game procedure.

314.5b. Face-down identity cards have no characteristics.

314.6. Triggered abilities of identity cards follow all the rules for other triggered abilities. (See rule 603, "Handling Triggered Abilities.")

314.7. The owner of an identity card is the player who put it into the command zone at the start of the game. The controller of an identity card is its owner.

314.8. If an ability of an identity card includes the text "this identity," it means the identity card in the command zone that's the source of that ability. This is an exception to rule 109.2.

314.9. At any time, you may look at a face-down identity card you control. You can't look at face-down identity cards controlled by other players unless an ability allows you to.

314.10. As a face-down identity is turned face up, its copiable values revert to its normal copiable values. Any effects that have been applied to the face-down identity still apply to the face-up identity.

7. ADDITIONAL RULES

701. Keyword Actions

701.TrRea-1. Reanimate a player

701.TrRea-1a. One card (The Fallen Hero, a Traitor identity card) allows a player to be reanimated.

701.TrRea-1b. If the effect of a resolving spell or ability reanimates a player, it creates a replacement effect that protects the player the next time he or she would lose the game this turn. In this case, "Reanimate [player]" means "The next time [player] would lose the game this turn, instead [player] restarts his or her game." The effect is the same as stated in rule 717, "Restarting the game" but it affects only the reanimated player.

701.TrRea-1c. Neither activating an ability that creates a reanimation shield nor casting a spell that creates a reanimation shield is the same as reanimating a player. Effects that say that a player can't be reanimated don't prevent such abilities from being activated or such spells from being cast; rather, they prevent reanimation shields from having any effect.

701.TrRea-1d. Reanimating a player may come with additional replacement effect, such as determining the new starting life total of that player, or his or her starting hand size, or his or her new starting identity. Those replacement effects are written as "Reanimate [player] with [additional effects (if any).]"

702. Keyword Abilities

702.TrRole-2. Hidden Role

702.TrRole-2a. Hidden role represents two replacement effects. The first functions as an identity card with hidden role is put into the command zone. The second effect applies when a player leaves the game. "Hidden Role" means "As you put this identity card into the command zone, turn it face down" and "As you lose the game, turn this identity face up."

702.TrRole-2b. If a player leaves the game, all face-down identity cards controlled by that player must be revealed to all players. At the end of each game, all face-down identity cards must be revealed to all players.

702.TrUnv-3. Unveil

French: "Dévoiler."

702.TrUnv-3a. The unveil ability is a special kind of activated ability of an identity card that can be activated only from the command zone and only if the identity is face down. It has the faculty of turning that identity face up and is written as "[Cost], [Turn face up]: [Effect.] [Activation instructions (if any).]"

702.TrUnv-3b. Any time you have priority, you may activate unveil abilities of an identity card you control. To do this, show all players what the identity's unveil cost would be if it were face up, then put the ability on the stack and pay that cost.

702.TrUnv-3c. Turning the identity face up is part of the ability's cost and can't be responded. But you can still respond to the ability being put on the stack as usual.

702.TrUnv-3d. The unveil ability can't be activated more than once because turning face up is part of the ability's cost and you can't turn face up an object that is already face-up.

702.TrUnv-3e. The unveil ability can't be activated while the identity is already face-up for the same reason.

702.TrUnv-3f. Some cards may have abilities that triggers when an identity is unveiled. It means "When [an identity card] is turned face-up to pay an unveil cost."

702.TrCov-4. Undercover

702.TrCov-4a. Undercover is a new keyword ability introduced with the first standalone expansion (Treachery – Undercover). It appears only on Guardian identity cards and replaces hidden role. Undercover adds an unveil restriction to the role.

702.TrCov-4b. Undercover restricts the player from activating the unveil ability of his or her identity card as long as no other identity card has been unveiled, or until that player or the Leader player have been attacked by another player during the game.

9. CASUAL VARIANTS

906. Treachery

906.1. In the Treachery variant, a group of players play Magic with identity cards. The Treachery variant was created and popularized by fans; an independent rules committee maintains additional resources at mtgTreachery.net. The Treachery variant uses all the normal rules for a Magic game, with the following additions.

906.2. A Treachery game is always a multiplayer game, played with four or more players (best played at five or six players). The default setup for a Treachery game is the Free-for-All multiplayer variant with the attack multiplayer players option and without the range of influence option. See rule 806, "Free-for-All Variant."

906.2a. The Treachery variant is best paired with the Commander/EDH variant. In this case, commander decks are chosen before preparing the Treachery game.

906.3. In addition to the normal game materials, an identity deck must be prepared.

906.3a. An identity deck must consist of exactly one identity card per player. All identity cards remain in the command zone throughout the game.

906.3b. An identity deck must contain no more and no less than one identity card with the Leader subtype, at least one identity card with the Traitor subtype, and a number of identity cards with the Assassin subtype equal to half the number of players, rounded down. The remaining identity cards must be of the Guardian or Traitor subtype. The default setup for an identity deck for a five-player game is 1 Leader, 1 Guardian, 2 Assassins and 1 Traitor.

906.3c Other recommended setups are:

4 players: 1 Leader, 1 Traitor, 2 Assassins.

5 players: 1 Leader, 1 Traitor, 2 Assassins, 1 Guardian.

6 players: 1 Leader, 1 Traitor, 3 Assassins, 1 Guardian.

7 players: 1 Leader, 1 Traitor, 3 Assassins, 2 Guardians.

8 players: 1 Leader, 2 Traitors, 3 Assassins, 2 Guardians.

etc...

906.4. At the start of the game, the identity deck is shuffled, and then each player is dealt face-down an identity card from the identity deck. This identity card is considered in that player's possession and he or she puts it into the command zone. Once all identity cards have been dealt, the owner of identity card with the Leader subtype reveals it. That player becomes "The Leader."

906.4a. Each player carries out any secret effects that affect the start-of-game procedure via a neutral party.

906.5. Once the starting player has been determined (usually The Leader), each player sets his or her life total to 20 (unless an ability or game variant modifies the starting life total) and draws a hand of seven cards (unless an ability or game variant modifies the starting hand size).

906.6. The Treachery variant includes the following specifications for winning and losing the game, which are bound to the identity card dealt to the player. All other rules for ending the game also apply (see rule 104, "Ending the game"), with the exceptions outlined in rule [906.7](#).

906.6a. The Leader and the Guardians are members of the same team. The Assassins form a second opposing team.

906.6b. The Leader does not consider the Guardians as opponents in determining the winner, and thus wins the game if all other players except the Guardians have left the game.

906.6c. Guardians win the game by default if The Leader wins, even if a Guardian had previously lost that game. Guardians lose the game by default if The Leader loses. See rules 104.2c and 809.5.

906.6d. Assassins win the game if the Leader has left the game. If an Assassin had previously lost that game, he or she does win the game. See rule 104.2c.

906.6e. Assassins cannot win the game anymore if all Assassin players have left the game. See rule 104.3g.

906.6f. Traitors consider all other players in the game, including other Traitors, as opponents. The Traitor wins the game if all of that player's opponents have left the game. This happens immediately and overrides all effects that would prevent that player from winning the game.

Note: This role is very difficult because you will need to eliminate all opponents before they reach their respective win specifications. But keep in mind that you will be granted with a powerful unveil ability.

906.6g. Players are considered opponents to each other as long as their identities are face-down.

906.7. Before a player leaves the game, several special rules occur.

906.7a. As a player loses the game, he or she reveals his or her identity card.

906.7b. When a player loses the game, allow all objects owned by that player that have an identity source to trigger and resolve before priority is passed, and before that player leaves the game. All other objects the player owns leave the game as normal, as outlined in rule 800.4a.

GLOSSARY REMINDER

Reminder: 104.2c. In a multiplayer game between teams, a team with at least one player still in the game wins the game if all other teams have left the game. Each player on the winning team wins the game, even if one or more of those players had previously lost that game.

Reminder: 104.3g. In a multiplayer game between teams, a team loses the game if all players on that team have lost the game.

Reminder: 104.3h. In a multiplayer game, an effect that states that a player wins the game instead causes all of that player's opponents to lose the game. (This may not cause the game to end if the limited range of influence option is being used; see rule 801.)

Team. A group of players who share a common victory condition in a multiplayer game. See rule 808, "Team vs. Team Variant," rule 809, "Emperor Variant," rule 810, "Two-Headed Giant Variant," and rule 811, "Alternating Teams Variant."

Teammate. In a multiplayer game between teams, a player's teammates are the other players on his or her team. See rule 102.3.