If I loot, say, an armor item from a treasure tile and I am already wearing armor, what happens?
You can own *any* number of items (but only one copy of each). It is not limited only to what you can equip. So when you find armor in a chest and already have armor, you still get to keep the armor you got, you just won't be able to equip it until next scenario. Actually, since you can only equip items in between scenarios, even if you weren't wearing armor, you'd still have to wait to equip the armor you just got.

So what if I loot an item I already had a copy of?
In this case, you would immediately gain the sell value of the item you looted (half the buy value), and place that copy of the item in the city's available supply of items if it was not already there.

If I play a card for its basic action, but the corresponding action on the card has the lose symbol, do I still lose the card?
No, only if you perform that specific action text does the lose symbol take effect.

If I recover cards during my second action, can I recover the card I just played with my first action?
Yes. As soon as a card is used, it is placed in the appropriate pile, so if your first card played is lost, you could recover it with your second card if it allows for such.

What is the designation of cards in my active area? Are they considered in my hand or in their own class or what?
Cards in your active area are technically considered discarded or lost (depending on whether there was a lost symbol on the action you played to put them there), even when they are in your active area. When you recover discard cards (by resting, for example) or lost cards (through special actions), you have the choice of picking up corresponding cards in your active area **or** leaving them in play. This also means they are not in your hand and cannot be put in your lost pile to negate damage (unless you are move two discards to your lost pile, as per the normal rules).

If I consume an element in the strong column, does it go down to waning or all the way down to inert?
Whenever an element is consumed, it always moves down to inert, no matter where it started.

Can you explain the timing of elemental infusions?
Yes, the main take-away here is that any elements you create on your turn do not get moved to the strong column until **the end of your turn**. This means that you cannot create an element (that wasn't already present) and then consume it on the same turn because it won't be available to be consumed until the end of your turn. On the up side, this also means that if an element is already strong or waning at the start of your turn, you can create the element again with your first action, consume the existing element with your second action, and then the element will still go up to strong at the end of your turn even though you just used it.

Is there any difference between an attack effect (elemental infusion, negative condition, etc.) caused by attack modifier, an item card, or one printed on the ability card itself?
No, whether an attack effect is added by a modifier card, an item card or the ability card itself, it