

Card: Basic objects in Sorcery, making up players' decks, hands, and graveyards.

Deck: Collection of cards which player may draw from.

Board: Collection of cards played and currently in play

Graveyard: Collection of minions which have died.

Hand: Collection of cards (to a maximum of 5) which a player may play.

Draw: A player takes a card from deck and puts it into their hand. A player may only draw if their hand is not full.

Owner: The owner of a card is the player whose hand, deck, graveyard, or board it is in.

Type: One of "minion," "enchantment," "ritual," or "spell."

Minion: A minion is a card representing a character or creature which will help you achieve victory (dealing damage to another player).

Die: When a minion dies, it is moved from its owner's board to their graveyard.

Magic: The player's main resource used to play cards and use special abilities.

Trigger: Effects which occur when certain conditions are met