

Beginning May 26th, 2017 players may begin using the Reserve in tournament play. The Reserve is only used for constructed events (Type 1 and Type 2). The following rules apply to the Reserve:

- The reserve must contain between 0-10 cards.
- You must have a written list of the cards in the Reserve for each deck.
- Your deck + reserve must be a legal deck (ignoring Lost Soul to deck ratio rule as it applies to cards in the reserve).
- If you check in more than one deck, each deck must have its own Reserve.
- You check in the Reserve with your deck at the start of the event.
- At the time it's checked in, the reserve cannot contain Dominants or Lost Soul cards (the "Hopper" Lost Soul does not count towards Lost Soul deck building requirements and maybe be included in the reserve).
- The Reserve is kept separate from your deck during game play.
- Each player's Reserve may only be viewed by the owner unless a special ability allows another player to view it.
- Only cards that specifically mention the Reserve can target cards in the Reserve.
- Your deck and reserve must be reset to their original state after each game.