Magic: The Epic

You will play as a Planeswalker that has recently had their "spark" ignited. You've learned how to control magic, and now your previous life seems unfulfilling. Venture out into the world and learn about yourself—about Magic.

All characters but one will represent Player Characters "PCs". PCs are planeswalkers that have access to a wealth of magical spells and creatures. The remaining person will serve the others as the "World". The World sets up the environments and challenges of every session, and role-plays all Non-Player Characters "NPCs".

The PCs will use the full might of their deck during Combat phases. Combat phases will often be against a small army of creatures that threatens the PCs' interests. These creatures will often receive a global thematic bonus as stated by the World (Ex: all creatures have flying, all goblins cost 1 Mountain only, Draw 3 cards/turn…). Combat only takes effect when negotiations are no longer an option. PCs that survive a Combat phase can loot cards from their fallen foes. Non-surviving PCs will lose cards from their deck.

When not in Combat the PCs will be traveling, and role-playing "RPing" their character's actions and reactions to the World's prompts. When Traveling all PCs are considered 1/1 Creatures with a few special abilities. PCs can fight during Traveling phases—just not against small armies.

Character Creation

At the beginning of every campaign all PCs are given 60 card packs to make a deck from. These packs will have all 5 colours and no land. Every pack must have:

- i.) Cards with a converted mana cost "CMC" of 4 or less
- ii.) Only cards of common rarity
- iii.) Only 1 coloured mana symbol in their cost
- iv.) A minimum of 6 cards of each colour
- v.) 30 Cards randomized from all 5 colours.

[How I make starters' packs:
1.) Go through my cards and look at CMC first.
2.) Take only cards with a CMC of 4 or less and only 1 coloured symbol in the cost.
3.) Remove all cards that are not common.
4.) Gather 18 cards of each colour per PC.
5.) Randomize 6 cards of each colour into a stack of 30 per PC
6.) Randomize all remaining cards and draw 30 at random to finish off each PC's starter pack.]

Each player can make a deck with a maximum of 60 cards in it. They get land for free. It is likely best to begin with a 2 or 3 colour deck. All unused cards are removed.

Combat

I suggest beginning your first session with a small combat phase. This will help your players understand who their character is, how they address obstacles, and what sort of spells they have at their disposal.

Avoid forcing Combat on the players. Respect the fiction foremost.

- Combat phase can be teams vs. team or a free-for-all.
- Every PC always begins with 20 life.
- Draw 7 to begin. (mulligan: 6, 5, 5, 5)
- The NPC deck can have any amount of life and receive any (thematic and balanced) bonus/weakness. Do not be afraid of killing your PCs.

- If the PCs win they can loot the defeated deck (1-2 cards) and earn narrative advancement in their favour.
- If the PCs lose they lose cards from their deck (3-4) and the NPCs earn narrative advancement in their favour.

Traveling

50% - 75% of a session should be traveling. Intermix Traveling with Combat to maintain variety.

Creating PC Planeswalkers

At the beginning of each session all players draw 7 randomized cards from their deck. They then count the number of coloured symbols (of each type) in those 7 cards' mana cost. Basic Lands provide +1 for their respective colour.

Colour	Provides +1 to…	Begins with…
Black	+ Power	1
White	+ Toughness	1
Blue	+ Traveling Cards	3
Green	+ Traveling Land	2
Red	+ Action Points	1

These points add to your character's "creature" stats.

All characters (by default) are 1/1 creatures with 3 Cards, 2 Land, and 1 Action Point.

Ex: both players draw 7 cards and count the different symbols in those 7 cards' mana cost. They remember to include basic land as a single coloured symbol.

Ex 1:

Annie counts 4 Blue symbols, 2 Green symbols, and 1 White symbol.

This means Annie would be a 1/1+1 creature with 3+4 Cards, 2+2 Land, and 1 Action Point.

Thus: a 1/4 creature with 7/4 and 1 AP.

Ex 2:

Mark counts 3 Red symbols and 4 Black symbols. This makes his character a 1+4/1 creature with 3 Cards, 2 Land, and 1+3 Action Points.

Thus: a 5/1 creature with 3/2 and 4 AP.

Using PC Planeswalkers

PCs can fight a handful of creatures without engaging in a full-out Combat. When doing so they are knocked unconscious if dealt enough damage (another creature's power) to meet or exceed the PC's toughness. PCs and NPCs can work together to "gang up on" a single target, so long as the fiction allows. The attacker chooses how their Power is divided in such cases.

If all PCs are unconscious they lose all narrative control for a time. They will also lose 1-2 cards from their Traveler's Spellbook (Cards or Land).

PCs can use cards from their Spellbook at any time during the Traveling phase. Be lenient with card interpretation. To use a Card they must pay a single basic Land that is represented in the Card's mana cost. Cards are reusable, Land is not.

Action Points "AP" allow PCs to move faster than they otherwise could. This allows them to quickly aid an ally, evade an attack, or perform an other-wise unrealistic maneuver.

Fallen enemies become spells in the PCs' decks, Spellbooks, or reserve piles.

Note: PCs can have reserve piles of up to 30 cards. Decks and Spellbooks do not share cards (within a session part). Land is always free.

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