

MAGIC[®] The Gathering[®]

THE ROLEPLAYING GAME **BETA**

MAGIC THE GATHERING: THE ROLEPLAYING GAME (MTG:RPG) V0.7 BETA

CHANGELOG: (Remember to Ctrl+F to find new things!)

v0.7

BETA! PDF GO! FORMATTING! WOO!

Changelog archive moved to the end of the document.

Cantrips are gone for being too overPOWRed for Silasw. And Ricegnat. And watchwolf92. And everyone else besides me who cares about balance issues and not just COOL IDEAS. Spell Shaper abilities pending more discussion (How does without running into the same problems Cantrips had?)

Abilities are now picked out based on your Ability Points (ABPT). Added ACTN,

Spell like abilities are now SLAB, Innate abilities are now INAB, and FIGHT is now FGHT to fit convention.

Added consequences to decking and almost decking.

Changed refocusing to the more generic full turn action (FTAC). Added major actions (MJAC).

Changed the story, again.

KNOWN ISSUES/TO DO LIST:

GM Baddie abilities/GM adventure tools

Balance Oh Lord, Balance

Dice Rolling?

PROXIES??

RESEARCH//DEVELOPMENT????

LANDS???

DISCLAIMER

THIS IS NOT MORE RULES ADDED TO MAGIC. IF YOU DO NOT WANT TO PLAY AN ACTUAL ROLEPLAYING GAME AND ONLY WANT SOME FOREPLAY FOR YOUR GAME OF MAGIC, THIS PILE OF RULES MAY NOT BE FOR YOU.

That being said, please do not think of this in terms of Magic. This is a separate game that borrows from Magic. There should be no gameplay and story segregation.

CREDITS

Homebrew written up by Xiakha

Edited and argued over by Ricegnat, watchwolf92, Silasw, MrWong, Mr. Tyton and friends

Combining all the things you hate about Magic and all the things you hate about roleplaying in a big steaming pile of rules.

So basically it's been talked about on and off that a Magic the Gathering roleplaying game should be made because CLEARLY when you combine two good things that work well on their own together, you get something even better. Always. However, enough ideas have been thrown about that I feel I can write up something, and it may not even be that bad!

You know what, I'm not even going to bother continuing with an intro, you're going to skip over it anyway.

THE SETTING

We'll be using Ravnica to start out with, even though I'd realllly rather be starting out in Dominaria. I'm not going to wax poetic about the plane. It's Coruscant.deck + feuding guilds because we looove our politics. I don't really know when this RPG takes place, but the Guildpact is still in place. Yadda, yadda. If you really want to know go look it up on MTG Salvation. Trust me, you're going to want to know as much as your GM knows, or more. Lest your character is whacked with the YOU'RE A DERP stick for not knowing things about your own guild. That said:

CHARACTER CREATION

BASICS

YOU'RE A WIZARD HARRY.

That's right, a wizard. You would be like a planeswalker, but that's a little bit overPOWRed. The whole "Masters of Colors" and "Leave a Plane whenever I feel like it" thing. However, the fact that you are a PC probably means you're sparked in some way, Sparky. That said. You can fight, you will take damage, you have life, etc, etc.

BASE STATS

PHYS

PHYS is how physically fit you are. Your constitution and strength. It affects your POWR and TFNS.

WITS

WITS is how mentally fit you are. Your intelligence and wisdom. It affects your MSKL and MRES. WITS is how many SLAB you may have and affects your ACTN (more on that later).

OFNS

OFNS is your offensive capabilities, your attack roll and damage. It affects your POWR and MSKL.

DFNS

DFNS is your defensive capabilities, your armor class and damage reduction. It affects your TFNS and MRES.

You start out with 1 point in PHYS and WITS and 6 attribute points that can be divided however you like.

Phaedrus the Inquisitor is supposed to be an offensively based caster. His player puts 3 points in OFNS, 2 points in WITS, and 1 point in DFNS, leaving PHYS as it is at 1. Phaedrus's base stats are PHYS 1, WITS 3, OFNS 3, DFNS 1

DERIVED BASE STATS

POWR

POWR is $PHYS + OFNS$. This is what your power would be if you were a creature, and in FIGHT, it is treated as such.

TFNS

TFNS is $PHYS + DFNS$. This is what your toughness would be if you were a creature, and in FIGHT, it is treated as such.

MSKL

MSKL is $WITS + OFNS$. This is your exciting ability to cast stronger spells than other people.

MRES

MRES is $WITS + DFNS$. This is your somewhat exciting ability to resist spells better than other people. In general, you may roll an MRES check ($d10 + MRES$) against a DC ($5 + \text{Opponent's MSKL} + \text{CMC of spell}$) to counter a spell that targets you.

MISC STATS

LIFE

LIFE is your life total. It is calculated as $10 + (DFNS * 2)$

LBRY

LBRY is the size of your library. It is calculated as $40 +/- (OFNS * 2)$

INIT

INIT is your initiative modifier in battle, which determines turn order. It is calculated as $3 + WITS$. I am deriving it from WITS because you have to be quick to react and stuff.

RCVR

RCVR is your recovery modifier in battle, which determines how well you recover. It is calculated as $3 + PHYS$.

ABPT

ABPT is how many Ability Points you have. It is calculated as $(WITS + PHYS + OFNS + DFNS)$. Everyone starts out with 8.

ACTN

ACTN is your LYL score. It is calculated as $1.5 * WITS$ rounded down.

That's pretty bare bones, but base skill scores are also your modifiers for doing skill checks. You may sink up to 9 skill points into role playing skills that you make up. They will add to your base modifiers.

Phaedrus' player does the math and finds his POWR to be 4, his TFNS to be 2, his MSKL to be 6, and his MRES to be 4. His LIFE is a paltry 12, and his RCVR is 4, but his LBRY can range from 34 to 46, and his INIT is a decent 6. Phaedrus has 8 ABPT and 4 ACTN. As a truly darker and edgier character, his player puts 8 points into Intimidate as a skill and 1 point in Investigate. Because he is an inquisitor.

SPELL LIKE ABILITIES

Your PLANE— SPELL LIKE ABILITIES (SLAB) these can be used at sorcery speed, one per turn. Abilities work thusly: You may have up to your WITS score in abilities, and you buy them using your ABPT. They

are generally only used in combat situations, but if you can figure out how to use them out of combat without your GM glaring at you, more POWR to you. SLAB can only be used in CAST.

WHITE

- 1: Put a 1/1 soldier token on the battlefield.
- 1: Exile target permanent you own. Return it to the battlefield under your control at the beginning of the next end step.
- 1: Target permanent doesn't untap during its controller's next untap step.
- 2: Target player gains three life.
- 2: Creatures you control get +1/+1 and gain vigilance until end of turn.
- 3: Destroy target tapped creature.

BLUE

- 1: Scry 1. Each player draws a card.
- 1: Put a 1/1 artifact creature token on the battlefield.
- 1: Target player puts the top card of his or her library into his or her graveyard.
- 2: Tap or untap target permanent.
- 2: Return target creature to its owner's hand.
- 3: Spells target player casts cost [1] more to cast until the beginning of your next upkeep.

BLACK

- 1: Each player discards a card.
- 1: Target player loses one life. You gain one life.
- 1: Creatures target player controls get -1/-1 until end of turn.
- 2: Reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.
- 2: Put a 2/2 Zombie token onto the battlefield.
- 3: Target player sacrifices a creature and then draws a card.

RED

- 1: Discard a card, then draw a card.
- 1: Put a 1/1 goblin token onto the battlefield.
- 1: Target creature gains haste until end of turn.
- 2: Deal 2 damage to target creature or player.
- 2: Creatures you control gain double strike until end of turn.
- 3: Sacrifice a mana source, mana sources you control produce an additional [R] until end of turn.

GREEN

- 1: Target creature gets +2/+2 until end of turn.
- 1: Add [G] to your mana pool.
- 1: Target creature you control gains "[0]: Regenerate." until end of turn.
- 2: Put a 2/2 bear token onto the battlefield.
- 2: Destroy target artifact or enchantment unless its controller pays [2].
- 3: Creatures target player controls get +1/+1 and gain trample until end of turn.

So like planeswalker abilities, you take your ACTN, and subtract those point values on the side. Unlike planeswalkers, you don't die when you're at ACTN 0. You just can't use abilities. Your ACTN reset whenever you start a new battle.

More on that when I get to combat. Combat's the last section, folks.

INNATE ABILITIES

But we just covered abilities! NOT QUITE.

Ever want to fly without spells because you can just float, or have wings (blame Simic)? Ever want to pump yourself up a lot without masturbating? Feel like spending all your time in FGHT? Then these are for you. Innate Abilities! Or INAB.

You use points from your ABPT to buy INAB. Yes, the same pool as the points you used to buy SLAB. Buy wisely.

Without further ado: (With special rules in parentheses)

If you don't think things are right, comment! PLEASE.

WHITE

2: Defender (Gain +0/+3 when blocking in FIGHT)

2: Flanking

3: First Strike

3: [T]: Prevent the next 1 damage to target creature or player

3: Vigilance

3: Lifelink (Lifelink would heal either the player that it is on, or another player for half effectiveness.

Same if Lifelink is given through a spell or ability)

4: [W],[T]: Tap target creature

BLUE

3: [T]: Draw a card, then discard a card.

3: Changeling (Gain creature type: Changeling)

3: [UUU]: Scry 1

3: [UU],[T]: Exile target permanent you control. Return it to the battlefield tapped at the beginning of the next end step.

4: [U],[T]: Untap target creature or artifact.

5: [UUU]: You are unblockable until end of turn.

BLACK

2: [BBB]: Get +2/+2 until end of turn.

2: Whenever a creature you damaged dies this turn, put a +1/+1 counter on yourself.

3: First Strike

3: [BB]: Regenerate.

3: Deathtouch

5: [B],[T]: Target creature gets -2/-2 until end of turn.

5: Lifelink

RED

2: [R]: Get +1/+0 until end of turn.

2: Battlecry

3: First strike

3: Haste

3: [RR],[T]: Discard a card, draw a card.

3: Provoke

4: [T]: Deal 1 damage to target creature or player.

5: Double strike

GREEN

2: [T]: Add [G] to your mana pool.

2: Reach

2: Trample

3: [GG]: Regenerate.

5: Other Green creatures you control can't be blocked except by creatures with flying or reach.

5: [GG], Discard a card: You get +3/+3 until end of turn.

ALL

3: Intimidate

5: Flying

5: [1],[T]: Add one mana of any color to your mana pool.

MORE WHEN I THINK OF THEM/YOU GIVE ME SUGGESTIONS (PLEASE)

CREATURE TYPES

IN general creature types are only for tribal or player flavor. For now. If you guys can figure out things to do with creatures, tell me.

Angel

Must be at least 3/3, have Flying and Vigilance, and be white.

Centaur

Must be at least 3/3, have trample, and be green.

Demon

Must be at least 5/5, have two black abilities and flying, and be black.

Dragon

Must be at least 4/4, have two abilities and flying, and be red.

Dryad

Must be at least 1/3, have tap for [G] and reach, and be green.

Elf

Must be green.

Faerie

Must have flying and be blue.

Human

No requirements.

Goblin

Must be red.

Minotaur

Must be at least 3/3, have First Strike, and be red.

Vampire

Must be at least 2/2, have Lifelink or Vampire growth, and be black.

Vedalken

Must be blue.

Viashino

Must be red.

Phaedrus' player looks at the SLAB and INAB. He likes the look of two SLAB, which he can have up to 3 of due to his WITS. He spends 3 of his ABPT. He sees that with a POWR of 4, he can deal quite a bit of damage, though his TFNS of 2 leaves something to be desired. He decides to take intimidate in case he wants to FGHT. This spends another 3, leaving him with 2 ABPT unused.

GUILDS

So we're in Ravnica, meaning everyone has two colors they are associated with! Usually! Pick two. If you pick orange or PURPLE well, good luck finding cards from Ravnica block with those colors. That's right,

we will be restricting card selection (for the sake of FLAVOR) to Ravnica block and the current core set. Though god help you if you summon a titan in the middle of Ravnica. That being said, choose a guild matching those colors:

ORZHOV SYNDICATE (W/B)

The guild of deals and transactions. They are behind all the businesses of Ravnica, and they are run by ghosts. They don't care for much, besides money and profit. Once a church, now all they worship is coin and gold.

IZZET LEAGUE (U/R)

The guild of science and spellcraft. They take care of Ravnica's many conveniences, and make "improvements" on such. They are brilliant and passionate about their work, but are also socially oblivious and continuously distracted. And bored.

GOLGARI SWARM (B/G)

The guild of life and death. They do recycling of Ravnica's many wastes, including previously living matter. Life and death are but different points on a turning wheel and the Golgari are the masters of that wheel.

GRUUL CLANS (R/G)

The guild of wilderness and freedom. They were quickly left with little to do because Ravnica's civilization ate all the wilderness. Marginalized and mistreated, they are angry and aren't going to stand for this anymore. They are also big.

BOROS LEGION (R/W)

The guild of justice and zeal. They protect and serve Ravnica's inhabitants, mainly from each other, and sometimes from themselves. Both the standing army and the police force, they are supposed to keep things in order, by force if necessary.

SELESNYA CONCLAVE (G/W)

The guild of peace and community. They keep Ravnica together and cooperating. Like good little communists. They are spiritual and nurturing, a guild that just wants to see all of Ravnica prosper. In ways they agree with, of course.

SIMIC COMBINE (G/U)

The guild of medicine and evolution. They deal with the health of Ravnica's inhabitants. And also make improvements. It may be somewhat unethical, but look how inefficient these lifeforms are now. They could be so much *better*.

"But what about the other two guilds?" and "Black and Blue are underrepresented!" Hm. I wonder if there's a reason for this. And yes. Because we're playing with fluff. What does the fluff say?

The AZORIUS SENATE (W/U) is largely government and is too much politics for any member to not be tied up with legislation and redtape. Besides. If they really need stuff done, as government, they can just commission another guild to get it done. Duh. That's why they're off limits.

The CULT OF RAKDOS (R/B) is completely insane. And players are expect to be insane. Quite frankly, it's because handled poorly, a Rakdos player won't be fun for anyone else playing. Players that

want to be Rakdos have to be a really good role players to pull off constructive insane (like the Joker). Talk to your GM to see what he or she says.

There are no other guilds to talk about. There are only 9 guilds after all. HOUSE DIMIR (U/B)? Please. That's a bunch of children's stories and the desperate ravings of the paranoid. If there really was a tenth guild, don't you think more people would know about it?

There are also SLAB for the guild you choose.

ORZHOV

- 1: Tap target creature. Its controller loses 1 life.
- 2: Whenever a creature you control dies, put a 1/1 white spirit token onto the battlefield until the beginning of your next upkeep.

IZZET

- 1: Draw a card. Deal 1 damage to target creature or player.
- 2: The next spell you cast has Replicate [XUR] where X is its converted mana cost minus two.

GOLGARI

- 1: Target creature gains deathtouch until end of turn.
- 2: Target player sacrifices a creature and gains life equal to its POWR plus its TFNS.

GRUUL

- 1: Sacrifice a mana source, deal 3 damage to target player.
- 2: Creatures you control come into play with +1/+1 counters equal to the total damage dealt to all opponents with life totals this turn.

BOROS

- 1: Untap target creature. It gets +1/+0 and gains first strike until end of turn.
- 2: Deal 3 damage to target creature or player and gain 3 life.

SELESNYA

- 1: Put a 1/1 saproling onto the battlefield.
- 2: Until end of turn, creatures you control count as mana sources.

SIMIC

- 1: Put a +1/+1 counter on target creature.
- 2: Proliferate. All creatures have Graft until end of turn.

RAKDOS (Just because)

- 1: Reveal your hand and discard a card of target opponent's choice. Then that player reveals his or her hand and discards a card of your choice.
- 2: Sacrifice a creature. It deals 5 damage to target creature or player.

All that said, it is possible that you do not wish to go multicolor. It is perfectly feasible to play with only a single color. If your MSLK is greater than 5, you may also splash a color, just don't let any of your fellow guild members find out. Those brave souls that go monocolour have the additional ability

1: Add two mana of your color to your mana pool or add one mana of your choice to your mana pool.

This does not count towards your WITS limit.

Phaedrus's player thinks Phaedrus fits perfectly into Boros for being fiery yet all about justice. Finally he chooses to use a Boros SLAB for two more ABPT. Phaedrus is now complete.

PHAEDRUS, INQUISITOR

Boros Inquisitor Mage

Human

PHYS: 1

WITS: 3

OFNS: 3

DFNS: 1

POWR: 4

TFNS: 2

MSKL: 6

MRES: 4

LIFE: 12

LBRY: 34-46

INIT: +6

RCVR: +4

ABPT: 8

ACTN: 4

SKILLS:

Intimidate (PHYS): 8 (+1)

Investigate (WITS): 1 (+2)

SLAB:

1: Target permanent doesn't untap during its controller's next untap step.

2: Creatures you control gain double strike until end of turn.

2: Deal 3 damage to target creature or player and gain 3 life. (Boros special)

INAB:

3: Intimidate

DECK CONSTRUCTION

Here's the deal. Decks are going to be made up of mostly commons and uncommons. You will have two singleton rares to begin with, chosen from a list given to you by the GM. You can have up to your MSKL score in common copies, but only two copies of any uncommons you would use. Treasure drops would be artifacts + uncommons + rares. Legendary cards can only be used if you have somehow met or interacted with said Legendary person or thing in a meaningful way. They are MAD LOOTZ.

Like in Commander, you can't use cards with mana symbols that are not in your colors. Can you use a red Gruul spell if you're Izzet or Boros? Well, nothing's actually stopping you.

Uh. Dunno what else to say besides maybe don't play lands since they're not really necessary?

CHARACTER ADVANCEMENT

At a certain point after a certain battle, you will be allowed to ADVANCE as a CHARACTER. This is usually a distribution of an attribute point and a skill point. You may also LEARN A NEW SPELL by replacing one

of your current spells with a new one. And you may do this two times. You may sacrifice the attribute point to replace a third spell.

Those who think you are gaming the system by adding to OFNS to increase library size, TOO BAD. You just avoid having to replace two of your current spells with new ones, and you have open slots in your library that aren't filled. This should force careful consideration of which cards to use and put in.

ROLEPLAYING

Aww, screw it, I'm not going to tell you how to role play. But the GM will give you an AGENDA if you are a member of an ORGANIZATION (PROTIP: In Ravnica YOU WILL BE IN AN ORGANIZATION) these are things that your superiors are expecting you to get done. Or that you personally want to get done. Because you get shit done. As such, attribute/point rewards will be distributed based on objectives completed.

COMBAT

So the layout is Archenemy. The GM plays schemes. Okay, they're not usually schemes. They're more like conditions that the GM comes up with and prays ends up fair. A scheme may be something as simple as some sort of enchantment that the GM starts with in play. Like a Leyline, but often better. All players take their turn together. Just like in Archenemy.

The GM will most likely also have creatures out, have accelerated mana, and will have abilities just like you.

ROLL FOR INITIATIVE

All players roll an INIT check, including the GM. Whoever has the highest will go first (Players or GM).

You begin the battle with your current life (usually due to previous battles) or your maximum life. If you currently have more than maximum, your life total resets.

Your WITS points reset.

The battle begins with a pool of lands (one per player) to represent available mana in the current location.

Each player will pick out a land from this pool to use. Lands not in your colors will produce colorless. If you use a land not in your colors to play a spell not in your colors, your guildmasters will want to have a word with you.

There are two rows in combat that PCs may start in: FGHT and CAST. Once you are in FGHT or CAST, it is a major action to switch. Yes. That's why you have a POWR and TFNS. TO FGHT.

MANA SOURCES

Once during your turn, you may play a mana source. Mana sources are spells that you sacrifice to use as a source of mana. They are placed upside down with the rest of your mana, and can be tapped for mana, because they're functionally lands. Multicolored sources come into play tapped and produce one

of the colors of mana on the card of your choice. You may also play lands in your deck if you wish. Mana sources do not count as lands.

Mana sources can be reclaimed as spells by paying their mana cost before returning it to your hand. This can be done at sorcery speed.

If you have a card that searches for lands, those lands will be supplied by the GM. Lands targeted by land destruction do not go to your graveyard if they came from the GM.

This does make a few cards unplayable. This is QUITE unfortunate.

OUTLINE OF A TURN.

BEGINNING PHASE is the same. After your draw step, figure out if you are in CAST or FGHT.

CAST

This is pretty much a Magic turn. Only, if one of your allies have chosen to FGHT, and you have equipments out, you may equip those equipments to your allies. Buff spells also work. So do debuffs, though I don't know why you'd be debuffing your allies. Yes, you can enchant someone with Flight. When in CAST, equipments and enchantments attached to you do not fall off, but they cannot be interacted with in any way. If you want to get pedantic, they are exiled, and when you return to FGHT they return attached to you, but no enter the battlefield effects happen.

Whenever you are targeted while in CAST, you may choose to resist the spell using a MRES check. This works by rolling off against your opponent.

The rolls are

1d10 + Player's MRES

vs.

5 + GM's MSKL + spell's CMC

The opposite is true if the GM tries to resist your spell.

5 + GM's MRES

vs.

1d10 + Player's MSKL + spell's CMC.

If you successfully resist the spell, the spell is countered. Unless it targets more than one player, in which case it just doesn't affect you.

You can also use your SLAB in CAST. One a turn, at sorcery speed. INAB abilities may also be used as long as they do not require you to be a creature.

FGHT

When you are in the FGHT position, you act as a creature. Your power and toughness are your POWR and TFNS scores, your color identity is the colors that you choose to build your deck around (Much like a Commander) You cannot be targeted by spells, but you may be targeted by abilities. This will be represented with a creature card with this information.

Smack things, block things, like a bauws.

You are only able to cast instants and things with flash. With a successful MSKL check (5+CMC) you may cast one sorcery or creature spell during your first main phase.

If your toughness is somehow reduced to 0, if you're dealt damage equal to your TFNS, or your "buddy" tags you with a sacrifice trigger, you are knocked out. You are moved back to CAST and are unable to do

anything for your next turn. If you roll a successful RCVR check (10 + additional damage dealt over your TFNS if applicable) you can avoid losing a turn, however you still cannot cast any spells as if you had voluntarily moved back to CAST during your second main phase.

All creatures have trample against you if you block them. All creatures with the ability trample may assign the trample damage to a player in CAST instead.

However, you don't have to block. Creatures can't attack you directly. They will be perpetually hurled at the players in CAST.

Players work as shared creatures, meaning they can block for other players. Only players in FGHT can cast spells on allied creatures they do not control as if they controlled them. Players in CAST can cast spells on creatures they control as normal and players in FGHT.

FULL TURN ACTIONS

Before the untap step, a player may choose to perform a full-turn action (FTAC), if he or she does, he or she skips the turn. He or she may then choose to do one of the following:

Shuffle his or her hand back into his or her library and draw that many cards.

Request a basic land from the GM.

Remove two -1/-1 counters on their character (separate from poison counters)

Fight (as in the key word) a creature that could block them of their choice (Only usable in FGHT)

These do not trigger any abilities, replacement or otherwise.

MAJOR ACTIONS

Before each main phase, you may choose to perform a major action, a player may choose to do a major action (MJAC). That player does not play any spells during that main phase and instead may

Draw a card.

Switch from FGHT to CAST or CAST to FGHT.

Untap a noncreature permanent they control.

Restore 1 ACTN.

These do not trigger any abilities, replacement or otherwise.

More things as they come up in discussion.

DECKING OUT

If at any point you would draw a card and leave your LBRY at empty, roll a RCVR check. If you succeed, draw that card and shuffle up to your RCVR score in random cards from your graveyard into your LBRY. If you fail, draw the card and discard your hand. You are so exhausted from casting or using basically every single spell in your head that your mind becomes a sieve and nothing sticks.

AFTER THE BATTLE

Everyone makes a RCVR check vs. 10. Everyone who succeeds recovers from the battle, and may choose to shuffle his or her graveyard into his or her library. They gain life equal to their RCVR score up to their maximum life, whichever is less.

Those who do not make the RCVR check instead shuffle cards equal to their RCVR score back into their library, gain life equal to their RCVR score, and really would like to rest more. After ten minutes of role playing, they can make another RCVR check to try again. And every 10 minutes after, until they make it, or all their cards are shuffled into their graveyard and all health is recovered, or another battle starts up, in which case tough luck.

Note: If you make the RCVR check, you can leave your graveyard be. If you fail the RCVR check, you MUST shuffle cards equal to your RCVR score back into your library.

SAMPLE ENCOUNTER

As you wander through the Sunhome, you are stopped by AGRUS KOS, WOJEK VETERAN! "Stop, intruders! State your reason for trespassing on Boros territory! I am authorized to use lethal force while defending the Garrison!" Your diplomacy sucks so you are sucked into a battle to the arrest!

Creatures:

Boros Recruit x2 (+1 for each player there is above 2)

Boros Swiftblade x1 (+1 for each player there is above 3)

Skyknight Legionnaire x1 (+1 for each player there is about 3)

AGRUS KOS, WOJEK VETERAN is always in FGHT. Whenever he is not in FGHT he moves up to FGHT at regular speed. Creatures with evasion attack his LIFE directly if unblocked.

PHYS: 1

WITS: 2

OFNS: 3

DFNS: 2

POWR: 4

TFNS: 3

MSKL: 5

MRES: 4

LIFE: 14

LBRY: --

INIT: +5

RCVR: +4

ABPT: 8

ABTY: 8

SLAB

1: Untap target creature. It gets +1/+0 and gains first strike until end of turn.

2: Target player gains three life.

2: Creatures you control gain double strike until end of turn.

INAB

Abilities: Whenever AGRUS KOS, WOJEK VETERAN attacks, attacking red creatures get +2/+0 and attacking white creatures get +0/+2 until end of turn.

AGRUS KOS, WOJEK VETERAN's spells are decided by rolling a d10 during his main phase.

On a D10 (If three or more players):

1-6 (1-4): Nothing

7-8 (5-7): Put a Skyknight Legionnaire onto the battlefield.

9 (8-9): Lightning Helix queued up to be used this turn or during player's turn.

10: Add Glorious Anthem (stacks) or put a Grand Abolisher onto the battlefield or put a Flame-kin Zealot onto the battlefield.

Whenever AGRUS KOS, WOJEK VETERAN would do nothing for the phase, cast either a Boros Recruit or a Boros Swiftblade.

SCENARIO

There are four players. Let's call them Silasw, Ricegnat, MrWong, and watchwolf92. Three start in CAST (Silasw, Ricegnat, and watchwolf92) and one starts in FGHT (MrWong). They have two mountains and two plains sitting around that are distributed.

With an INIT of +5, AGRUS KOS, WOJEK VETERAN does not have super amazing Initiation, but it is better than the players' and goes first.

The GM rolls, hits a 4. Not good enough for a Legionnaire. He summons a Boros Swiftblade. In combat, he attacks Ricegnat and watchwolf92 with his hasty Legionnaires. Ricegnat and watchwolf92 take 2 damage each.

On the player's turn, they each play a mana source. Silasw gives MrWong flying with Flight and plays a Bird of Paradise. Ricegnat shoots down a Legionnaire with Shock and plays a Phantasmal Bear.

watchwolf92 doesn't play anything, and MrWong casts a Fist of Ironwood on himself.

AGRUS KOS, WOJEK VETERAN's turn. He rolls a 8, and queues up a Lightning Helix. His army of 2 Boros Recruits, three Boros Swiftblades, and Skyknight Legionnaire attack for massive amounts of damage. The Swiftblades go one at each player, the Legionnaire attacks Silasw, the Recruits attack Ricegnat and watchwolf92, and AGRUS KOS, WOJEK VETERAN also swings at Silasw. watchwolf92 at this point plays Bathe in Light and chooses red. He targets MrWong, who is green, and is able to extend the protection to his saprolings and Silasw's Bird of Paradise. As such, MrWong is able to block AGRUS KOS, WOJEK VETERAN, saprolings chump block the two Swiftblades targeting Silasw and watchwolf92. Silasw chumps with the Bird against the Legionnaire, and Ricegnat chumps his Phantasmal Bear to the last Swiftblade. MrWong is unable to deal damage to AGRUS KOS, WOJEK VETERAN (His POWR is 4 and AGRUS KOS, WOJEK VETERAN's TFNS is currently 5) but he is at least protected from damage.

The next turn after playing a mana source, Silasw plays a Civic Wayfinder, requests an Island, plays it, and finishes. Ricegnat shoots the last Legionnaire with Shock, then plays an Izzet Signet. watchwolf92 plays an Order of the Stars ("I got this." He says.) naming red. MrWong plays a Titanic Growth on himself and swings. He's a 8/8 now, and could take AGRUS KOS, WOJEK VETERAN out, or deal heavy damage. Etc. Etc.

OTHER THINGS

If you cast a spell that says "Gain X life" you may have it target an ally for half effectiveness instead.

Whenever a spell says that you gain back up to 20 life or the equivalent that is instead your maximum life.

Land destruction cards count mana sources as lands.

If you run out of library, this does not mean game over. This just means that you're going to be bashing face a lot more in FGHT. If you run out of life, you're knocked out.

If the battle is going poorly, you can try to run away or surrender, you know.

ALTERNATIVE WIN CONDITIONS

You've won this Battle of the Wits. You've made a Coalition Victory. You've survived a Chance Encounter. You've powered up your Darksteel Reactor. You've won this Epic Struggle. You're a

Laboratory Maniac. You've survived your Near-Death Experience. You've completed your Test of Endurance. You may leave the battle. Congratulations, your allies are still in battle though. If you alternatively lose, you're either removed from the battle (AS A LOOOOOSER) or you die. I haven't decided which.

Door to Nothingness works. The GM will do his or her best to not use it against you.

POISON, WITHER, -1/-1 COUNTERS ON PLAYERS

RCVR checks in the middle of battle to remove -1/-1 when they are placed. Infect rules stay.

In FIGHT, if you are reduced to 0 TFNS, you are knocked out. You cannot re-enter FIGHT if your TFNS is at 0.

You can die of poison, or at least be corrupted by Phyrexia (BAD THINGS). You may take up to half your LIFE score in POSN before BAD THINGS happen.

When you have both LIFE damage and POSN damage after a battle, you may choose to remove half your poison counters along with healing all your LIFE with a successful RCVR check. Otherwise, you cannot remove poison counters.

And that's MTG:RPG in a nutshell. Sort of.

CHANGELOG ARCHIVE:

v0.6.1

Reverted Spell Like Abilities to how they were in v0.5 On hindsight, the v0.6 change was probably a bad idea.

v0.6

New base stats: PHYS, WITS, OFNS, DFNS. POWR, TFNS, MSKL, MRES are derived from these base stats.

As such, stats are completely reworked more or less.

Revamped spell like abilities to work with new MSKL and WITS.

Nerfed all the players D:

Made combat consistent to new things. I think.

Heck, I changed like almost everything.

If we all like this, we will move into BETA.

v0.5

What's that? INNATE ABILITIES?

What's that? CREATURE TYPES FOR PLAYERS?

What's that? MORE COMBAT RULE CLARIFICATIONS?

What's that? ADDED REMINDER TO CHANGELOG?

AND AN EXPANDED COMBAT ENCOUNTER SCENARIO? SIGN ME UP!

v0.4.1

Patched inconsistencies in sample character Phaedrus and fixed Agrus Kos

Patched a few other rule inconsistencies.

Added Poison and Alternate Win Conditions!!!

v0.4

Reworked base stats to POWR, TFNS, MSKL, and MRES. (Special has been split into SpAtk and SpDef)

Point buy increased to 8.

As such, reworked everything that stems from MSKL and MRES

Derived stats are now PHYS and WITS

Added derived stats OFNS and DFNS

Abilities now have two kinds of costs, and they have been tweaked.

Generally rules in COMBAT have been changed or tweaked. (Trample exception put into place).

Added a combat simulation.

v0.3

Reworked COMBAT. CAST/FIGHT. Mostly FIGHT.

ROLL FOR INITIATIVE BITCHES.

Tweaked rules for mana sources so that multicolored cards come into play tapped and produce one of the colors on the card.

Changed rules for multiple copies in DEECK CONSTRUCTION. Also stipulated Commander color identity.

v0.2.1

Known issues is now KNOWN ISSUES/TO DO LIST

Added Disclaimer

Added new rules for the starting land pool.

Added rules for refocusing.

Reclarified cantrip's place in the library

v0.2

Added DECK CONSTRUCTION, CHARACTER ADVANCEMENT, and MAD LOOTZ

v0.1.1

Changelog spelling changed to Changelog from Change log.

MENS changed to MSKL, MENR changed to MRES

Land rules changed

Mana Source rules changed

Cantrips and opening hands redefined

New Attribute abbreviations POWR, TFNS, WITS