

## Moxydotorg's Heroes

\* Please note that while this primer provides a guide for the originally intended use of the Heroes style, you the user are in no way bound to use the template in that manner. If you find a new use for the template, do so, and feel free to share what you've done with it.

\* It should also be noted that these are not the Heroes found in Theros block. These Heroes were designed shortly after the debut of Planeswalkers by user Moxydotorg. His original thread, from 2007, can be found [here](#). I am merely attempting to paraphrase his plan for how the Heroes would be used.

### Card Structure

Moxydotorg's Heroes template is meant to produce an entity that functions as a creature, but gains levels and abilities as it gains experience. In this way, it is more like the Levelers from Rise of the Eldrazi than the Heroes we know from Theros, except it predates either of these mechanics by years.

Let's have a look at a render from the template, and talk about some elements of Hero cards.

- The white mana symbol on the left side is not a casting cost, it is a color indicator. Heroes do not have casting costs.
- The scale on the right side is used to help track the Hero's level as it gains experience.
- The icons that appear to be planeswalker loyalty icons are actually just level labels.
- The textbox is broken into 5 levels, each with abilities that are gained at that level. Unlike with Levelers, Hero levels are cumulative, unless they are in bold italics. So, Sir Martis the Valiant has first strike and defender at level 1. When he reaches level 2, he will keep first strike, lose defender, and will also have protection from black and protection from red.
- The text in the white box directly below level 5 is the experience trigger. In the case of Sir Martis the Valiant, whenever he blocks or becomes blocked, he gains 1 experience (not necessarily 1 level).
- Notice Sir Martis the Valiant has power and toughness – he is a creature, enters the battlefield, participates in combat, receives damage, and can die.



## **Heroes and Deck Construction**

- After all players select their decks, each player will be dealt two Hero cards to choose from.
- If a player dislikes both Heroes, he or she may return the Heroes to be dealt a single other Hero.
- The Hero, once chosen, can not be changed.
- When playing constructed, Heroes are dealt after decks are chosen.
- When playing limited, the Heroes are dealt before decks are constructed and chosen after deck construction is finished.

## **Playing a Hero**

- Heroes do not begin the game in your library, and are not considered part of your deck.
- Heroes begin the game in a new zone, the Hero Zone.
- In between your Upkeep Step and Draw Step, there is now a Hero Step.
- Spells and abilities cannot be played during the Hero Step.
- During your Hero Step, if your Hero is in your Hero Zone, it enters the battlefield. It is not cast. It does, however, enter the battlefield, and will trigger such abilities.
- Because the Hero Step takes place after your Upkeep Step, your Hero will not be able to attack or tap to activate abilities until after your next Upkeep Step.
- The first time a Hero enters the battlefield, it starts with no experience and will be at level 1.

## **Heroes on the Battlefield**

- Heroes are the color of their indicator symbols, found on the upper left side of the card.
- While a Hero is on the battlefield, they act just like a creature. They can be targeted, damaged, or destroyed just like any creature. They die like creatures, and can attack or block like creatures.
- Although they do not say so, they act as though they were legendary.
- Unlike other creatures, a player cannot gain control of another player's Hero.

## **Gaining Experience and Leveling Up**

- All Heroes have an experience trigger. When that trigger is activated, the Hero gains 1 experience. Their experience is tracked with a marker on the scale on the upper right side of the card.
  - Experience is not a counter, and cannot be removed by abilities that remove counters, but it may be helpful to use counters to track experience.
  - It may also be helpful if Heroes are sleeved, and a dry erase marker is used to track experience by writing on the sleeve.
- Heroes start with their markers on the bottom position of their experience scale, noted with a "1".
- Each time an experience is gained, the marker moves up one position. If the counter stops on a number, the Hero gains a new level and a new set of abilities that match that level.
- Remember, unless they are bold and italic, abilities on each level are cumulative.
- Heroes cannot have more than 10 experience. If a Hero would gain experience while it has 10 experience, instead it doesn't.

## **When a Hero Leaves the Battlefield**

- If the Hero would leave the battlefield for any reason, it goes to the Hero Zone instead of where it would have gone.
- When a Hero changes zones, it will trigger any associated triggered abilities.
- When a Hero changes zones, it does not lose its experience.