Sagas

* Please note that while this primer provides a guide for the originally intended use of saga cards, 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.

Basic Use

The saga template is meant to produce a new type of card as a suplement to regular Magic: the Gathering games, much like Vanguard, Planechase, Archenemy, or Hero's Path. The cards represent a storyline that is advanced during the course of the game.

Anatomy of a Saga Card

Let's see an example, and go through the information on the card.

Name: At the top of the card is its name, "Seeking Shelter".

Type: Below the name of the card is its type, "Saga".

Storyline: Immediately below the type of the card is the storyline it belongs to, which in this case is "The Battle of Fort Keff".

The card features an illustration, a rules text area, and a flavor text area, although the placement of these can be altered in the styling tab.

At the bottom of the card, we have the set symbol, the illustrator name, the copyright line, and a number indicating the chapter number and how many sagas are in the storyline. In this case, the card is card numer 1 of 10 cards in The Battle of Fort Keff storyline.

The Rules Text and How to Play

1. The Goal

Goal: Tap a blue and red creature you control.

Each saga card has a goal which must be completed to advance the storyline. In this case, the player must tap a blue and red creature they control. This is not a cost to be played; it is an ability that is triggered. So, the player must tap a blue and red creature they control through normal actions in the game, such as attacking, tapping to pay activated abilities, or as the result of a spell or ability.

A goal may be met at anytime during the game. When a goal is met, the next time that player has priority, the saga card is discarded, and a new one is drawn and revealed.

2. The Reward

Reward: Put a legendary land token named Fort Keff onto the battlefield. It has "Sacrifice Seeking Shelter: Untap all creatures you control."

When a player meets the goal of a saga, they receive a reward for doing so. In this case, when the player will receive a Fort Keff legendary land token.

Rewards are given before a saga is discarded, so the granting of any rewards cannot be used to satisfy the goal of the next saga that is drawn and revealed.

3. The Cost to Skip

Cost to Skip: 1

A player may find themselves in a position where they do not want to or are even unable to meet the goal of a saga card. To allow them to advance the storyline, there is a cost that may be paid to skip the current saga card. In this case, if the player doesn't want to or cannot tap a blue and red creature they control, they may instead pay 1 mana to skip the saga. If a saga is skipped, it is <u>exiled</u> from the game and the next saga is drawn and revealed to replace it. Sagas may only be skipped during the player's main phase.

4. Other Abilities

Creatures you control don't untap during your untap step.

Sagas may have other additional abilities. These may include activated abilities that may be played while it is active, or static abilities that are in effect while it is the active saga.

Setup

Each player should have a saga deck. This deck should be composed of an entire ten card set of one complete storyline. The cards should be placed face down and in numerical order, such that the tenth card is on the bottom of the saga deck, and the first card is on top. Then, before drawing their hands, each player draws and reveals the first card of their saga deck, placing it face up in the command zone.

Additional Rules

1. When a saga card is discarded, it is not placed in the graveyard with the player's regular cards. Instead, it is placed in a separate discard pile.
2. At any time they have priority, if a player has an entire set of ten saga cards from a single storyline in their saga discard pile, they win the game.