

# MAGIC - THE GATHERING ARENA

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## **1 Rules**

Print two copies of each card and add them to the Adventure deck.

Make a deck of 15 or so Creatures from Magic: The Gathering and set it nearby. Try to include a balanced mix of Creatures. Include Creatures that pertain to Talisman Characters (a Wolf for the Orc to ride, Dragons, a Mage to follow the High Mage etc.).

Each Creature in MtG will have a small set of numbers in the lower right corner. Something like "3/4". Relative to the game of MtG, these numbers mean "Power" and "Toughness". In other words, the first number is how much damage the Creature will deal out to a rival Creature or Player and the second number is how much damage is needed to kill this Creature. When using those cards for the MtG Arena card, only use the Creature's power (i.e., the first number) to represent its Strength.