

MYTHIC SORCERY

PART I: MAIN RULES

1. WIN CONDITIONS

Whenever a player has zero life, they lose the game.

When you lose the game, you no longer play the game and all cards you own or control are removed from the game. The last player left is the winner.

2. SETUP

1. Each player shuffles their draw pile.
2. Each player draws seven cards and starts with 20 life.
3. Randomly determine who takes the first turn, or whoever lost the last game can decide who goes first.

3. CARD LAYOUT



The information about each card is provided in certain areas: Character cards have the strength and vitality info on the upper right hand side of the cards. Other cards have a symbol there that represents their main card type. The card rarity is to the left of the set symbol: R (rare), U (uncommon), or C (common).

4. TABLE LAYOUT

The draw pile, discard pile, and in play zone can be visualized using this representation. Each player has their own table space.

Assets are put into play on the table (which is the in play zone). Assets can be used for as long as they are in the in play zone.



5. TURN ORDER

Players then take turns, going clockwise. During your turn:

1. **Beginning phase**
 - (a) **Reactivation step** – All inactive (sideways) assets you control become active (right side up).
 - (b) **Beginning step** – “Beginning of turn” abilities occur.
2. **Draw phase** – Draw a card. In a two player game, skip the first draw phase of the game.
3. **Main phase** – You may play cards.
4. **Battle phase** – Characters you controlled when you started your turn can attack.
 - (a) **Declare attackers** – Choose which characters attack, and which opponent(s) they attack. Attackers become inactive (sideways).
 - (b) **Declare blockers** – Opponents who are attacked may declare blocking characters with their active characters. (Each active character controlled by an attacked player may block one attacker, and more than one character can block the same attacker.)
 - (c) **Agile damage** – Damage is dealt from agile combat. Agile characters deal damage dealt to characters blocking them or blocked by them.
 - (d) **Regular damage** – Damage is dealt from regular combat. Non-agile characters deal damage dealt to characters blocking them or blocked by them.
5. **Post-battle phase** – You may play cards.
6. **End phase**
 - (a) **End step** – “End of turn” abilities occur.
 - (b) **Heal step** – Remove all damage from characters and “this turn” abilities end.
 - (c) **Discard step** – If you have over seven cards in hand, discard down to seven cards.

6. PLAYING CARDS

You can play up to three cards from your hand during your turn, during your main phase or post-battle phase. You may only play one epic card from your hand during your turn. If it has any targets, you must choose them. (A target is a card or player that must be chosen for the ability. Abilities with targets must also have them chosen when they are played.)

When you play an event, you make any needed decisions for it and the card’s ability is used. The text on the card tells you what happens.

Characters and relics are assets. An asset card you play is put into play on the table in front of you, and you control it. You make any decisions for it and the abilities are turned on.



7. CARD COLOR

The card's color(s) are represented by suit symbols, shown on the upper left hand side. Each card is colorless, or it has at least one of five colors, each with a different suit symbol (on the upper left hand side)—red (sun), purple (eye), blue (moon), green (ankh), and yellow (star). The color represents a general theme:

-  red
-  purple
-  blue
-  green
-  yellow



- Red** – Civilization & the divine.
- Purple** – The supernatural & intellect.
- Blue** – The unholy & ambition.
- Green** – The natural & experience.
- Yellow** – Passion & instinct

8. ACTIVE CARDS & ACTIVATION ABILITIES

Assets come into play active, unless stated otherwise. Active cards are right-side up.



Some cards have activation abilities (the tilted A symbol). You can usually activate abilities of an active asset. After you activate a card, it becomes inactive (and you turn it sideways). Activating the asset is part of the cost of using its activated ability.



You may play activated abilities whenever you can play a card (during your main phase or post-combat phase.)

One exception is characters you control can't use activated abilities or attack if you didn't already have control of them when you started your last turn.

9. CARD TYPES

- Epic** – You may only play one epic card from your hand during your turn. (A secondary card type.)
- Event** – A non-asset card. Put it on top of your discard pile after it resolves.
- Asset** – Every non-event card is an asset. When it resolves, put it into play, face up, and it's controlled by the player who played it.
- Character** – An asset that can attack or block.
- Relic** – An asset that is an object.



Each character has two numbers on the upper right hand side:

- Strength** – This is the first number. It's how much damage the character deals in battle.
- Vitality** – This is the second number. It's how much damage is needed to be lethal to the character. (Put destroyed assets into the owner's discard pile.) If a character's vitality is ever reduced to zero, it's banished.



10. SPLIT CARDS

Treat split cards like two different cards on a single card. When you play a split card, you have to choose which side you play. When it is not being played, it is treated as a multicolor card.



11. MULLIGANS

When you draw your starting hand, if you don't like the cards, you can take a free mulligan before anyone takes the first turn. If you do, shuffle your hand into your draw pile and draw a new hand.

After the free mulligan, you may continue to mulligan. After you decide to keep your hand, choose a number of cards in your hand equal to the number of times you took a mulligan after the free one. Those cards are removed from the game. Treat them like they don't exist until the next game.

PART II: CARD ABILITIES

12. CARD FRONT & BACK

Each card has the same back, but the card fronts are unique and tell you what each card is and what it does. Cards that are face-down have only the back showing (such as cards in the draw pile), and cards that are face-up have the front showing (such as cards in the discard pile).



Looking & Searching

You may look at cards in your hand, a discard pile, and that are in play on the table (to see the front side). If you look at or search cards from the draw pile, then you pick the cards up.

Revealing Cards

If you reveal cards from the draw pile, then you turn them face-up. Looking at and revealing cards doesn't change where they are.

13. TYPES OF CARD ABILITIES

Some special terminology is used for some card abilities:

- **Banish** – Banished cards are put on the bottom of the owner's draw pile.
- **Destroy** – Destroyed assets are put on top of the owner's discard pile.
- **Discard** – Discarded cards are cards put from a player's hand on top of the owner's discard pile.
- **Exchange control** – Switch who controls the assets. At least one asset must be controlled by two different players for this type of ability to resolve.
- **Foresee** – Look at that many cards from the top of your draw pile. Put any number of them into your discard pile, and put the rest back on top in any order.
- **Gain control** – It becomes yours. Put it on your side. If an opponent gains control of a character you control during the battle phase, then it leaves battle. (It no longer attacks or blocks.)
- **Negate** – A card or ability can be negated before it resolves. It goes to the owner's discard pile with no effect.

14. KEYWORD ABILITIES

1. **Agile** – It deals damage before non-agile characters.
2. **Deadly** – Damage dealt by it is always lethal to characters.
3. **Flying** – It can only be blocked by characters with flying.
4. **Indestructible** – It can't be destroyed, and it can't be targeted by destroy abilities.
5. **Rampaging** – If it deals lethal damage to all characters blocking it, all additional damage is dealt to the defending player.
6. **Relentless** – It doesn't become inactive from attacking.
7. **Spirited** – It can attack or activate even if you didn't control it when you started your last turn.
8. **Untargetable** – The asset or player can't be targeted. If an event or ability's target becomes untargetable before it resolves, it no longer has that target. If all of an event or ability's targets become untargetable before it resolves, it is fizzled and put into the owner's discard pile.

15. CONDITIONAL ABILITIES

Sometimes a card that is in play on the table makes something temporary happen because of a condition being met. These are conditional abilities.

Whoever controls an asset when the condition is met makes any decisions are needed as soon as the conditional ability takes effect.

Whenever a condition makes two or more conditional abilities occur, the first conditional abilities that will resolve are ones from cards controlled by whoever is currently taking a turn, then conditional abilities take effect based on turn order.

If a single player controls two or more assets with conditional abilities that both occur from the same condition, then whoever is currently taking a turn decides what order they take effect in.

When a conditional ability occurs, there is a moment before it takes effect. Multiple conditional abilities could all be waiting in a limbo in the order they will take effect in. Swift cards and card abilities can be played before they resolve.

16. SUBSTITUTION ABILITIES

Some assets change what effect other cards have. These cards have abilities that start with the word "if." Also, cards with the same substitution effect are even more effective in multiples.

PART III: DECK CONSTRUCTION

The game is made to be played with a single deck of cards for multiple players to share. However, there are also ways to play where *each player has their own deck* as well, such as:

- Standard deck construction
- Draft events

The standard deck built *prior to an event* must have at exactly 40 cards. There can't be more than 3 of any particular card in the deck. A standard deck is restricted to two colors – no card is allowed that has other colors. Multicolor cards are not allowed that have any color other than the two chosen colors. Monocolor decks are also allowed.

Note that you are considered to "own" cards in your deck.



17. DRAFT EVENTS

Rather than building standard decks, players can build decks as part of a draft event. Before you play against any opponents, players draft a pool of cards. At least four people are needed for a draft event. It is recommended to have a draft event using a tournament.

1. Each player sits in a circle, and they get 45 random face-down cards (and none of them are primary realms). Each player uses them to make three “packs” (piles of 15 cards).
2. Each player looks at the first pack, selects a card to be added to their card pool and keeps it face down. Then they pass the remaining cards of the first pile to the player to their left. Continue this process until there are zero cards left in each pile.
3. Look at the second pack and continue the process from step #2 other than that players pass to their right.
4. Look at the third pack and continue the process from step #2, going left again.

Each player uses their pool of 45 cards to make a 30-card deck. The final deck for each player is 30 cards, and it’s restricted to two colors – any multicolor card is allowed that has one of those two colors. Mono color decks are also allowed.

PART IV: MULTI-PLAYER GAMES

There are multiple ways to play multi-player games:

- **Free for all** – The most common type of multiplayer game. It’s everyone against everyone. If a player loses the game, all cards from their deck are removed from play. If they gained control of any assets, the person who previously controlled them gains control of them.
- **Teams** – Everyone can be on a team of two players. The team usually shares their turn and life total. If anyone on a team wins or loses, the whole team wins or loses. Other than that each player on a team is their own person. The team does not count as a single player. However, if there are only two teams, you don’t skip the first draw step.
- **Star** – For five players. There are overlapping alliances. Your opponents are players not sitting next to you. Once all your opponents lose the game, you win the game. Note that card abilities treat all other players as your opponent.

When playing in a tournament with multi-player games, it’s advised to use “best of one” with 40 minutes per match, and to use double-elimination.

PART V: TOURNAMENTS

Tournaments are events that rank players based on how many matches or “rounds” they win. A group of at least four players are needed. Each match can be 30 minutes for a single game (“best of one”), or 40 – 50 minutes for best two out of three. Tournaments for Mythic Sorcery are usually two player games.

Best two of three – For the best two out of three match, whoever wins two games finishes their match and can record the results. Technically, if players get a draw one game, then more than three games might be needed before there is a winner. When playing multiple games, whoever lost the game chooses who will play first.

Uneven player count – Sometimes not everyone can have an opponent in a match. The player with the lowest rank (or a random player with a rank equal to the lowest rank) gets a bye – a free win.

18. SWISS-STYLE TOURNAMENTS

Every player gets at least three matches (and therefore play against three opponents, one at a time). Each player should then play against someone else with the same record if possible who they haven’t played against yet – the same number of match wins, match losses, and draws. Each match win is worth 3 points, each draw is worth 1 point, and each loss is worth 0 points. Players are equally ranked who have the same number of points.

The main benefit of the Swiss-style tournament is that players get to play games, even when they lose matches. The main drawback is that it can be more difficult to determine each player’s rank when the event needs a first place winner, second place winner, etc. Tie-breakers can be needed to do so:

Tie-breakers – If a clear winner is needed at the end of the tournament, and the above criteria is insufficient, then tie-breakers are needed to determine the higher ranked player. For tie breakers, earlier wins are worth more points to determine the higher ranked player within each tie. The final match win is worth 0 additional points, the match win before that is worth 1 additional point, the match win two matches before the final match is worth 2 additional points, etc.

Secondary tie-breakers – If the primary tie breakers still don’t lead to a clear higher ranked player, then more points can be added to determine which player with each tie has a higher rank. Each game win within a match is worth 1 point and each loss within a match is worth -2 points.

Byes are equal to the highest tie breaker regarding secondary tie breakers: 2 points.

Out of time – If time runs out before players finish their match, they get six more turns, and whoever is currently taking a turn counts as “turn 0.” The next player starts “turn 1,” and so on. After turns are finished, the round ends. If one player won the most games, they are the winner of the match. If both players won an equal number of games, then they get a draw.

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