

# MAGIC: THE GATHERING (TM) “P Magic” -PERPETUAL MAGIC SEALED DECK LEAGUE -

Perpetual Magic creates a continually evolving Magic environment. The limited format allows effective use of cards and combos that wouldn't be possible in a constructed format. Playing for ante adds zest, keeping play fresh, while the rules allow for the protection of a mage's most prized cards. With no ending date, P Magic has a role playing flavor, allowing mages to develop over an extended time. There are no final winners or prizes, cards exchanged are almost always common or uncommon. All participants are honor-bound to observe the rules of the league. The goal is HAVING FUN, while honing and demonstrating your skill in deck-construction, play, and card-evaluation. Invite your friends to join the league and create your own Perpetual play group, more people means more fun! (See page bottom for P Magic internet resources)

## A. Deck construction -

The league began waaay back in 1997, the era of the 60-card starter deck, since then the packaging of product has gone through various changes which has necessitated some tweaks to maintain clarity and a rough fairness among mages created over the years. The essential idea is to generate a group of 68 random cards containing no basic lands, examine them, then add 27 basic lands in a 6,6,5,5,5 type distribution of your choice to yield 95 total cards. This is your mage's *collection*. From this, build a 40-card minimum deck, and keep the remaining cards as your sideboard. Using **draft boosters**, open 5 of your choice, remove basic lands and tokens. This should leave you with 70-75 cards (fewer if you got any foil basic land). Remove random commons until you have a total of 68 cards. Inspect your cards and decide which two basic land types are most needed, add 6 of each and 5 of the other three types - put the removed cards away where they can't mistakenly get mixed with your mage's collection. If using the new **play boosters** (which contain fewer cards), proceed as above, this is likely to yield fewer than 95 cards. Decide whether to fill any empty slots with random commons from another booster or extra basic lands, not exceeding 6 of any type.

*Oath of the Gatewatch* introduced "Wastes", a new type of basic land: while building, Wastes may be included at your option among your 27 basic lands, you may include upto 6 to replace other basic lands within a 6,6,5,5,5 ceiling requirement.

- In some sets draft boosters have a common slot used for a special card (like double-faced in *Innistrad*, or *Mystical Archive* in *Strixhaven*), when this card is common it is vulnerable to random common removal, if it bears another rarity it is exempt.
- When dual lands come in the basic land slot (like GRN, RNA, KHM) they count as commons for the purpose of random removals.
- Only a randomized source of cards may be used to create a mage: the pre-constructed play decks currently produced are prohibited. "Set" or "collector's" boosters may NOT be used, only "draft" and/or "play" boosters and/or their randomly generated equivalents. Although an unlikely situation, it is allowable to have more than four of a non-'basic land' card in your deck.
- Before using boosters from snow sets (*Ice Age*, *Alliances*, *Cold Snap*, *Modern Horizons*, *Kaldheim*) see *Snow Land Rules* addendum.
- Trading cards with another mage is **forbidden**, except where provided below (see Ante Resolution).

**B. Dueling** - Players randomly decide who chooses to "play first" or "draw" for game one. Before every game the top card of each deck, after shuffling and cutting, is the ante. The current DCI mulligan rule is in effect unless both players agree otherwise -- the ante card is NOT shuffled into the deck and no additional ante is made when taking a mulligan. Ideally, a complete match (at least best of three) should be played, thus challenging players to effectively adapt to the opposing mage. Cards can be transferred between deck and sideboard in any fashion after the first game, as long as the minimum deck size is observed. The loser of the last game chooses to play first or draw for the next game of the match.

**C. Ante Resolution** - After each game, the loser may offer another card from their collection in lieu of the ante card, if accepted by the winner, the ante is resolved. Without such an agreement, the loser may invoke *forced-tradeback* to resolve the ante, compelling the winner to get a card other than the ante:

[1] If (before the game) the winner had a collection size (total cards in deck + sideboard) equal to or greater than the loser's, the loser removes up to two cards from their sideboard (protected cards), hands the rest of the sideboard to the winner, who chooses ANY ONE card which they add to their collection instead of the ante card.

[2] If the winner had a collection size less than the loser's, the winner chooses whether to get a card from the loser's sideboard or from their deck (they have no right to inspect either before deciding). If they choose the sideboard, they follow the procedure in [1]. If they choose the deck, the loser protects two additional cards from their deck and hands the rest to the winner; the winner chooses six cards and RANDOMLY determines which ONE they get. Prior to die-rolling, players may still agree upon a card instead.

- It's wise for the loser to try to make a deal. Your sideboard is a valuable resource and losing a better card than necessary weakens your mage in future ante negotiations. Any deal made must only consist of the winner getting ONE card from the loser's collection and the loser getting nothing besides keeping their ante. E.g. offering an unnecessarily good card in return for an understanding of future reciprocation is a no-no.

**Optional ante resolution:** One or both of the following rules may be used with the prior agreement of both players:

1. A victorious mage with a smaller collection size may refuse the larger mage's ante or offers, and instead get one card at random from the larger mage's sideboard, no cards are protected from the sideboard in this case.
2. When mages have equal collection size, resolve as if the winning mage has a smaller collection size instead. (more on back)

Developed by Martin Toggweiler et al. : Contact perpetualmagic (at) gmail (dot) com with questions.

Original conception by Jim Kiefer. *Magic: The Gathering* is a trademark of Wizards of the Coast.

P Magic site: <http://mtoggweiler.tripod.com/pmagic.html>

Facebook group: Perpetual Magic Sealed Deck League (can get Discord invite)

05/2024 2<sup>nd</sup> Edition

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YOU CAN START PLAYING NOW, THE RULES WHICH FOLLOW  
CAN WAIT UNTIL YOU HAVE A FEW GAMES UNDER YOUR BELT. . .

### D. Growing Mages -

If a mage's collection size exceeds 101 cards, their minimum deck size increases: 102-103 cards requires a 41+ card deck, 104-105: 42+, 106-107: 43+, 108-109: 44+, 110-111: 45+, etc.

**E. Ailing Mages** - If a mage's collection contains 90 or fewer cards upon completion of their last match, they may “seek aid”, upgrading their collection by adding up to 15 random cards (other than basic land), most simply by opening any booster (called a “pity pack”) of a type that would be allowable to build a mage. If they now have more than 95 cards, remove cards of your choice (new or old) to bring them back to 95 cards before resuming league play. Seeking aid may not be done more than twice, after which, if still dissatisfied, retire the mage and start a new one. While seeking aid, a mage may exchange one type of basic land for another from outside of the league, i.e. NOT from another mage; this may be done repeatedly as desired so long as the 6,6,5,5,5,5 distribution ceiling is not exceeded due to such exchanges. In general, a regular land may not be exchanged for a snow-covered one, nor vice versa. Note: “Wastes”, which generates colorless mana, is the sixth type of basic land (introduced in *Oath of the Gatewatch*, Jan. 2016).

**F. Removing special cards** - Some players may want to use cards from their sideboard to build a non-league deck. Up to two such cards may be removed, exchange such a card with a proxy card with the name of the removed card written on it. Proxies cannot be used in a deck, and must be chosen from the sideboard as protected cards when forced tradeback is invoked. Note this cannot be done if playing with the optional forced tradeback rule. Foil cards may be freely replaced with non-foil versions of the same cards, indeed it is recommended, as foils can warp with time, potentially becoming marked. One art version of a card may, if desired, be replaced with another official version of that card in good playable condition that does not stand out as marked in the deck. It is generally not recommended to play a premium version of a card, but if you do and would lose it to your opponent, you may remove it from your collection instead and immediately give your opponent another version you own in good playable condition. “Immediate” in this case means in a manner timely enough that is agreeable to and does not significantly inconvenience your opponent.

**G. Multiple Mages** - There is no limit to the number of mages a player may have active in the league. A player may not initiate a league game between two of their own mages. Other than when a mage has 90 or fewer cards, you may permanently retire the mage from the league by fiat after playing 20 or more games. The idea is that if you build a mage, you are expected to give it a minimum amount of play even if you're not thrilled with it. Cherry-picking: the generation of many mages and only playing those you like the best, is definitely NOT in the spirit of the league and players are expected not to engage in it.

**H. Challenges** - A smaller mage may officially challenge a larger mage belonging to another player (collection sizes are compared). The challenge cannot be ducked merely to avoid an undesired matchup. Each mage must disclose all the spell colors in their deck. Then both mages may sideboard prior to play (which may change the disclosed color composition). Mage X is expected to accept a challenge match from Mage Y no more than once per month. Otherwise no mage may be forced to duel another. Please be mindful that the goal is to allow a mage to pursue another who possesses a much desired card, but not to do it so frequently as to become annoying to the point of ruining their opponent's fun. Further refinement of the challenge rules may be made. For flavor's sake and to facilitate challenges, players are encouraged give their mages names or some other identifying designations.

**I. Future Changes** - This league is an evolving beast and small changes could be made if a clear majority of participants are receptive. No changes will be made to this league which unfairly penalizes newcomers. Keep up-to-date by visiting the Perpetual Magic Facebook group and/or joining the Discord (see at bottom). The latest rules version and snow land addendum can also be found at : <http://mtoggweiler.tripod.com/pmagic.html>

**J. Miscellaneous** - Except for disregarding the DCI banned/restricted lists and where specifically stated, the league follows whatever card texts, rules, and rulings are officially in effect. Due to the wacky non-skill related cards in *Unglued*, *Unhinged*, and *Unstable*, a mage whose collection includes cards from these sets may not officially play a mage whose collection does not. Cards from the *Conspiracy* sets, due to potentially severe distortion issues are currently not allowed in regular P Magic. *Judgment* “Wish” cards and *Strixhaven* “Learn” cards may not fetch cards from outside that mage's collection; a card thus fetched during a game is considered part of the mage's playdeck for forced-tradeback purposes, as is the Wish (unlike the DCI rule).

Design notes: A goal of the league is to keep all mages competitive: each victory has a chance of increasing the winner's power without greatly diminishing the loser's deck. Land is at a premium in this league, and the wise victor will often select land instead of a marginal spell improvement.

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