

Snow Land Rules in Perpetual Magic

This addendum to the main rules explains how to handle snow lands when creating and/or pitying a mage from one or more of the sets that feature lands with the "snow" supertype: *Ice Age*, *Alliances*, *Coldsnap*, *Modern Horizons*, and *Kaldheim*. Included also is the situation when a snow basic land is won via play. The primary goal is to allow enough snow land availability to make snow-related mechanics viable in play and provide a reasonable chance that they can be improved via play while avoiding any unbalancing power distortions. Another aspirational goal is keeping rules simple enough to grasp that there is a decent chance they might be remembered accurately without having to consult them repeatedly. Starting with the most recent set ..

Kaldheim: Each booster has a guaranteed snow land slot which contains either a basic or a dual, duals count as commons for the purpose of random removals. After random removals, inspect your 68 cards, decide on your starting 27 basic lands, then replace X of them of your choice with basic snow lands of the matching type, where $X = 5 - [\text{number of non-foil duals still in card pool}]$. The basic snow land cards can come from an outside source if the ones opened are not of the desired types. Note: It is possible that an extra foil common basic/dual snow land might come in a booster: if it is a basic snow land, remove it from the card pool; if it is a dual snow land it is subject to possible random removal.

Modern Horizons: For mages created only from *Modern Horizons*, replace 5 of your choice of the starting 27 basic lands with 5 basic snow lands of the matching type. These basic snow lands can come from the ones opened or an outside source as needed to get the desired types. When finished the mage must have exactly 27 basic lands in their collection of which exactly 5 will be basic snow lands. Note: It is possible that an extra foil common basic snow land might come in a booster, if so remove it from the card pool.

Coldsnap: For mages created only from *Coldsnap*, replace 5 of your choice of the starting 27 basic lands with 5 basic snow lands of the matching type. These basic snow lands can come from the ones opened or an outside source as needed to get the desired types. When finished the mage must have exactly 27 basic lands in their collection of which exactly 5 will be basic snow lands. Note: It is possible that an extra foil common basic snow land might come in a booster, if so remove it from the card pool.

Ice Age & Alliances: When creating a mage, for every 15 cards (rounded down) coming from *Ice Age* and/or *Alliances*, up to two basic lands may be made basic snow lands. The player may choose which type(s) of basic lands from the original 6,6,5,5,5 will be basic snow lands. Examples: A mage made using from 30 to 44 *Ice Age* and *Alliances* cards may start with up to 4 basic snow lands: three snow Islands and one snow Plains for instance; a mage made using only *Ice Age* and *Alliances* may start with up to 8 basic snow lands. Note: An *Alliances* booster contains only 12 cards instead of the typical 15.

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Seeking Aid with a Snow Mage: In general, when pitying a mage that has been created using one or more snow set boosters, the player has the option to restore that mage to a minimum number of snow lands by increasing the number of basic snow lands.

When pitying a mage that was created including one or more boosters of *Coldsnap*, *Modern Horizons*, and *Kaldheim*, that mage now would have the right to have a minimum number of total snow lands (basic and non-basic) equal to the number of boosters of the above sets the mage has been built/pitied with. For example, a mage built from some combination of 5 of the above and pitied with one more would have the right to resume play with a total of at least 6 total snow lands (basic and non-basic). If before resuming play the mage has fewer than 6 snowlands, ordinary basic lands can be converted to basic snowlands of the same type or one or more snow basic lands may be added to the mage's collection to reach the 6 snowland minimum. If any basic snow land is added in this way the mage must observe the 6,6,5,5,5 basic land distribution ceiling. If basic land is only converted to snow but not added in this way, the ceiling need not be satisfied. When pitying with a booster of one of these three sets, the player may replace the basic snow land (or possibly dual if *Kaldheim*) in the pack with a basic snow land of the type of their choice without triggering the basic land distribution ceiling.

When pitying a mage that was created only *with Ice Age* and/or *Coldsnap*, that mage has the right to a minimum number of total snow lands (basic and non-basic) equal to the same number of basic snow lands they had the right to originally start play with, which in this case is 8 (68/15 rounded down x2). If pitying with an additional 15 cards from these two sets, the mage's snow land minimum is increased by 2. To increase the snow land count up to the minimum use the same procedure as above. Note: Snow lands do not come in these boosters only in the *Ice Age* starter deck, so an outside source would be needed.

Mixed mages: From above procedures, it should be rather intuitive how to proceed in creating a mage from a mix of the sets and determine the correct number of starting basic snow lands as well as the mage's snow land minimum when pitying. Each *Kaldheim* booster used yields one basic snow land or one dual. Each *Modern Horizon* or *Coldsnap* booster yields one basic snow land. For each 15 card (rounded down) booster equivalent of cards from *Ice Age* and/or *Alliances* (before any random removals) used to create the mage, 2 basic snow lands are yielded. For example, a mage is created using 3 *Modern Horizons*, 1 *Coldsnap*, and an *Ice Age* booster: that's $3+1+2=6$ starting basic snow lands of the type of the player's choice; 6 is also snow land minimum the mage would have before opening a pity pack.

Revvig-up the Snowplow: Given the extreme rarity of opportunities in general P play to acquire snow land, the following "snowplow" rule helps ease this burden. When you win a basic snow land via play, BEFORE you play the next game with this mage, you may "plow" the snow off that basic land and onto another basic land in your collection, e.g. you win a snow forest, which becomes a regular forest and you choose to convert a regular mountain into a snow mountain. A "marked" basic land MAY NOT in general be used to indicate a basic snow land, but an exception can be made to complete the current match if the appropriate snow land is not immediately available. Before playing that mage again, the player must get the appropriate card to represent the snow land.

