

HOST'S GUIDE: SPECIAL FEATURES

BATTLEBOX

As players arrive, they put their commander in the "Battle Box" (to prevent players choosing a deck as a response to another player's commander). This is to avoid players choosing a commander specifically because they see what another player plans on playing.

PHASE OUT CARDS

The harder it is for players to earn land, the more they'll want to protect it. The Phase Out card keeps players from feeling like they're being forced to attend every War Night, but other players should have a fair amount of opportunities to invade those lands.

MAP SHAKERS

The player with the most points each War Night, gets a Map Shaker card!

***When creating Map Shakers, the key is to create abilities that won't impact the outcome of a game, and not give away land for "free". The more you commit to all land having to be earned by defeating opponents, the prouder a player can be for the land they've acquired .

Hydroplaneswalk

When Hydroplaneswalk is cast, its controller will no longer have to pay to travel across water ever again.

Welcome to My Arena

After commanders have been collected at War Night, you may cast Welcome To My Arena. Choose three target players to be your opponents for your next round.

Rustic Understudy

Target player plays for their own nation as well as controller of Rhystic Understudy. Target player's wins, will be copied as wins for controller of Rhystic Understudy. Both nations will be vulnerable to invasions.

WORLD BUILDING

When building your map, you can let players invade the mono-colored and tribal islands and eventually take it over, or you can hold a night where people play those decks and earn a point for each kill. The player with the most points, gets the entire island.

The quicker the map gets filled, the more dynamic the war nights become. It also gets players to flex their mono-decks!

HAVEN OF HEXES

The Haven of Hexes are islands on that map that give players who can't make it many war nights, to go for niche islands that are less likely to be invaded during their absence.

With the **Tribal Islands**, the more rare your tribe is, the more difficult/unlikely it will be for another player to invade much less take it over.

The Hollowprism Settlements helps take the never ending debate on which is the best/most powerful color in Magic to the battlefield.

Rhandee's Settlements is named after Randy's, a local card store who incredibly supportive when I putting together The Broken Realm.

DOUBLE POINTS

3 times a year, there's a double points night. This gives newer players, and players who've missed a few war nights, a chance to catch up.

THE ELITE MASSACRE

On the last game night of the year, after the first round, the 4 players with the most land will play to see who becomes Glorious Victorious for the year. The winner's territory will be known as the greatest in the land... for that year.