

PLAYER'S GUIDE TO WAR NIGHT

August 2026 Edition

A monthly event where players' kills and wins get converted to points on a map.

BEFORE THE GAME

Each player creates their nation:

Player: First name and last initial

Nation: Real or imaginary place. (Z-nation, Italy, The Vale)

Color: Can't just be "blue", but navy, powder, etc.

Symbol: For the center of your banner

Ruler: An MTG character, your pet, you

Mantra: The philosophy of your play style

- Deadites "Nothing remains dead."
- Zindar: "Always, I rise."



GAME NIGHT

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)

1 Point for defeating a player

3 Points for winning the game

*If a player causes everyone to die, including themselves, the player who caused this only gets 1 point.

After each game, players a sticker for point they've earned. The stickers are placed on the lands they've chosen to invade. The winner places their stickers last-- in case the other player(s) use their stickers to invade the winner's nation, the winner can use their stickers to take their land back.

WAR NIGHT VIBES

Winning isn't everything.

While players are trying to win games, the host is making sure everyone is having a good time.

At the end of each War Night, there will always be more losses than wins, and how a player handles losing is just as important as how they handle winning.

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WAR NIGHT RULES

A. MULLIGANS - THE BROKEN REALM'S VERSION

When you draw your first seven cards, you get a free mulligan. If the next 7 cards have **less than 3 lands**, reveal your hand, and draw another 7 cards. If you have less than 3 lands, repeat the process.

Once you have a hand with 3 or more lands (or a hand with less than 3 but want to keep), shuffle the rest of your cards back into your library.

Why? ---- With some players coming as far as NYC, no one needs to drive that far just to spend an entire game landlocked.

B. COMMANDER DAMAGE

All War Night games include commander damage.

Why? ---- Some players designed their decks to win that way.

C. KILL POINTS

Kill points go to the player who makes the definitive play that causes another player to die. If a player steals another player's commander to deal lethal damage, the kill point goes to the commander's controller, not its owner.

D. INFINITE COMBOS

Infinite combos are allowed, but you should know that if you win with an infinite combo, I will not be inviting you to my wedding.

Before a game starts, it's *recommended* you let players know how many, if any, infinite combos are in your deck. And if you want to be a true class act (like Jarod Tooley), you'll give opponents a heads up when the first part of the combo appears on the battlefield.

E. SCOOPING

Whenever player scoops, they lose one of their plots of land, because they are taking away a chance for other opponents to earn points.

Exceptions: when a player scoops because they have to leave, and when a player manages to reduce their own health to zero.

If a player causes everyone to die, including themselves, the player who caused this only gets 1 point.

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THE MAP

BASIC MAP

Draw the template of your map on a sheet of paper, or multiple sheets depending on how large you want to make your map.

The map starts off with 5 plots marked off for players to roll for.

As players invade lands, they can use stickers to mark their new territory. After the game, you can reprint the map and color in the updated territories with markers or color pencils.

As players earn points, they can get stickers to put on the lands they choose to invade.

After the war night, print a new map outline and color in the updated nations.



Always try to keep space available for new players to join.

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MAP BUILDING

HAVEN OF HEXES

For players who love deck building and/or who can't make it many War Nights, it helps adding niche islands to the map to give them a chance to acquire lands that are less likely to be invaded during their absence.

A. TRIBAL ISLANDS

When the tribe of an island has been determined, it can only be invaded with points earned in War Night with a deck of that tribe.

If it's a Dragon Island, for example, then a player can only use points earned with a Dragon deck to invade that island.

For The Broken Realm, tribal decks are defined by having the name of tribal creature or planeswalker featured on at least 25 cards (in the title, ability, flavor text, etc).

Exception: the text "Wizards of the Coast" doesn't count towards Wizards.

***If a player were to take over an entire tribal island, they can change the island to the tribe of their choice, but the player must produce a deck of that tribe.

This is to keep a player from turning the island to a rare tribe just to make it difficult for other players to invade it. Changing the tribe of the island to Elephants, Horses or Chandra planeswalkers, is fine, as long as the new owner of the island can show they possess a tribal deck to defend it.



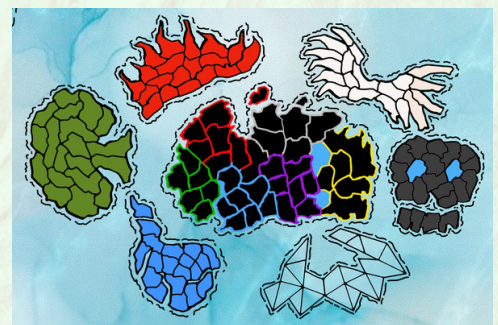
B. THE HOLLOWPRISM COLONIES

Lands can only be won with a mono-colored decks!

If a player has claimed at least four different colonies, they will claim the 5-color central island for as long as they hold complete possession of at least 4 colonies.

If a player were to claim all 6 colonies, they get possession of the Hollowprism Colonies mainland for an entire year!

After that, they will be vulnerable to someone else claiming it by having possession of colonies.



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SCORE SHEETS

War Night

Date: _____

PLAYER

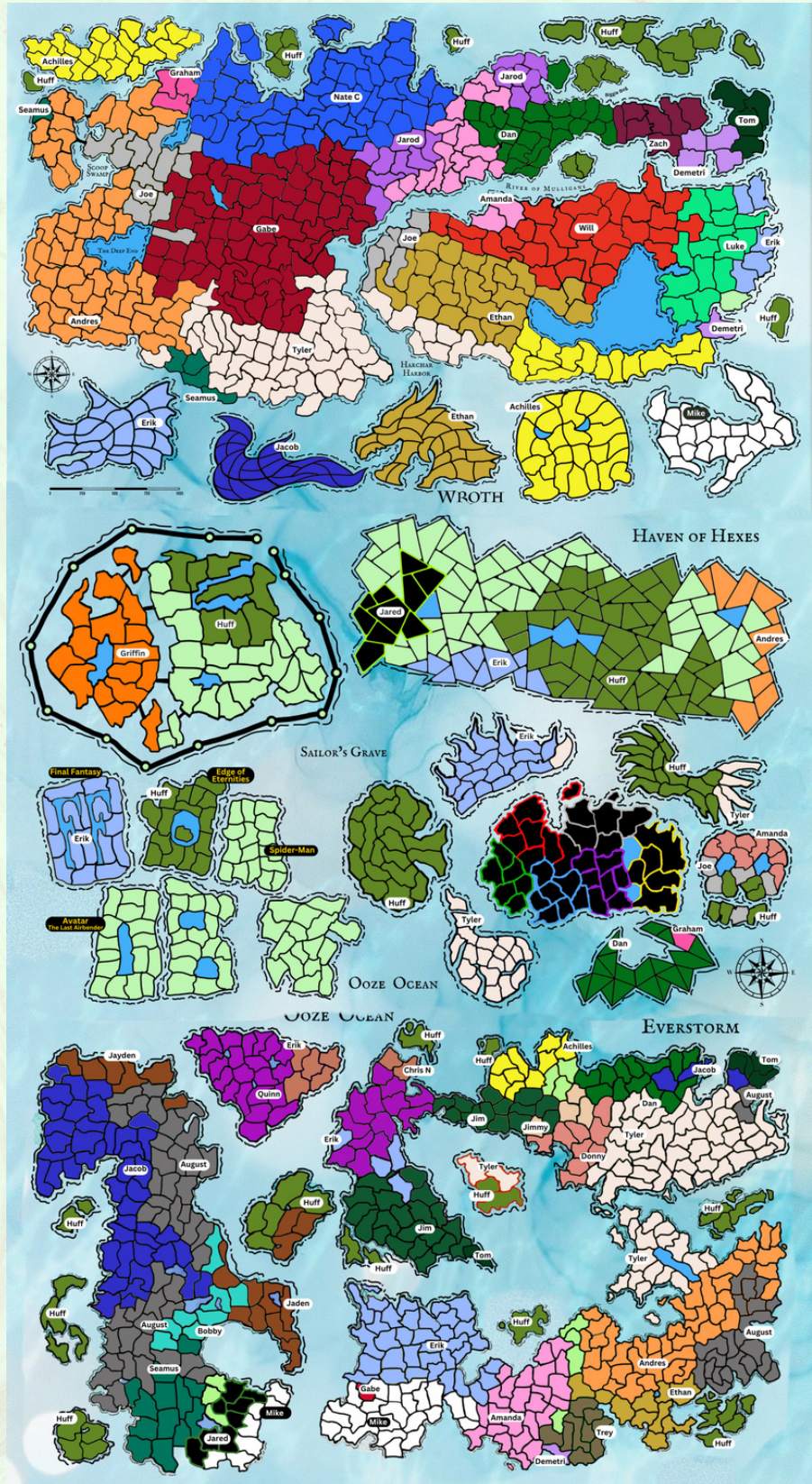
GAME	Player	Kills	Win	Total
2	Huff	1	1	
	Tyler	1	1	
	Erik			
	Achilles	1	3	4

PLAYER: _____ Cell or Email**:

Nation	Can be a real (Italy), fiction (Middle Earth) or imaginary (Keytopia)
Color	Can't "blue". Must be specific, like royal blue, sky blue or cobalt
Symbol	If the people of your nation all had a tattoo, what would it be? Name it, draw it or text it to 646.373.2644
Ruler	Can be real (your ex), your favorite commander (Niv Mizzel) or imaginary (Khyllien)
Mantra	Your philosophy on magic, or the manifesto of your nation

**In case a player accidentally puts another player's card in his deck. It can happen to anyone.

MAP SAMPLE



STICKERS



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GAME SHEETS

GAME _____

Player _____ Kills Win Total

GAME _____

Player _____ Kills Win Total

GAME _____

Player _____ Kills Win Total

GAME _____

Player _____ Kills Win Total

NATION PROFILES

PLAYER:

Cell or Email**:

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