

MAGEBANE™

The Unofficial Magic: The Gathering RPG: Second Edition

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Based on the Magic: The Gathering® RPG by Chris Bishop.
Revised and rewritten per request.

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Welcome to the Second edition

As MEP moves into a new format as the voice of the free RPG scene, we are working to preserve and renew its foundation. This included contacting other game designers, some of whose games had grown defunct. In an effort to preserve those games, so that they would not eventually slip into oblivion.

MEP contacted Bishop, asking him to join our webring service in an attempt to keep the scene together. He admitted that he no longer maintained the page. We asked if we could add it to our archive of defunct games with hopes that others would still view it, perchance even write material for it. He agreed, and went one step further, requesting that the game be revised. We liked the idea, and sat down to see what we could do about revising the game. This is the result.

What is Magebane?

Magebane is an RPG where you play a mage, adventuring in a magic rich realm. In this game, you go on adventures, fight monsters, collect artifacts, and challenge other mages to duels where you test your skill and strategy.

How to Play

Playing Magebane is very easy. It incorporates the use of six-sided dice and cards from the Magic: The Gathering CCG. The objective of the game is one in the same as all RPGs, to adventure and have fun.

Borrowing from MEP's Light System, combat in the game is run by scoring points using three six-sided dice. Depending on what is rolled, the character scores points. Your character must score as many or more points than his opponent has before his opponent can score as many or more than he has. The mage may also cast spells using his mana and Magic: The Gathering cards.

Rolls	Points Scored
Two numbers are the same For example, 2,2,6 or 1,5,5	1
All rolls odd or even 1,3,5 or 2,4,6	2
Consecutive numbers 1,2,3 or 2,3,4 or 3,4,5 etc.	4
All the same number 1,1,1 or 2,2,2 or 3,3,3 etc.	6
All other rolls score no points.	

Everything is figured out using these rolls, from fighting to using talents or gear.

Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

The mage character may either cast as many spells as he can on his turn, or use his turn to attack or perform a feat or talent. The mage only gets one turn to perform attacks, feats, and talents, unless he has a talent, such as quick attack that allows bonus turns.

What can my character do in a round?

Anything he wants, he may use his talents or any gear that he has or execute a plan he has devised. He may even choose to do nothing.

Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time.

Fighting

Fighting is big part of Magebane. Your character has a statistic called points. Points act as an indicator of his power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

To be played again, he must permanently subtract one point, before the next story, or he must be discarded, never to be played again.

More than one?

On occasions, the character may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

Confrontation

During a fight, confrontation occurs when a character faces off against another individual. The individual may be any other type of cyber, creature, or even another character. If the character beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, if the character is able to rest for more than what would be considered five rounds, he gains one point back.

Special Attack: Called Shot

Characters may make a called shot, meaning that they are aiming at a particular part of the body, such as the head. This requires the character making a successful roll with either all consecutive numbers or all three numbers the same. If the attack scores more than twenty percent of the target's points, he is automatically beaten.

Combat note on Range

When not using ranged weapons, opposing individuals are considered to enter the confrontation when they are one turn away from one another, however, they can not attack one another until they are face to face. Ranged weapons may be used when the referee rules that the opposing individuals have

entered confrontation. Players may be up to 5 turns away to enter confrontation with ranged weapons.

Note on Confrontation Rolls

On occasions, characters may have the chance to roll an additional die to attempt to make a successful roll. The character is still only required to make a combination of three numbers for a success. The most dice a character may normally roll to attempt a success is 6.

The only exception to this is a power that allows the character to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the character always keeps the best combination.

The Character

Your character in Magebane has five primary statistics; Level, Points, Battle Points (BP), Race, and Mana. The character may also use points to purchase gear, talents, and spells.

Creating Your Character

Level

Your character starts at first level. Depending on the number of battle points your character has earned, your character may increase in levels. The highest level possible is 8.

Points

Your character starts with 40 points. These points are used to purchase gear, spells, and talents. When a character desires to purchase one of the above mentioned aspects, he subtracts the points listed under the cost, and gains the bonus listed under that power. **Remember that your character's points are the number your opponent has to score in a confrontation to beat you. If you spend to many points on powers, you'll be easily defeated.**

Level	Battle Points	Points
1	0	40
2	20	+5
3	50	+8
4	100	+10
5	300	+12
6	800	+15
7	2000	+20
8	5000	+25

*For every 200 battle points beyond 5000, the character earns one point.

The points listed on the chart above are how many points are added at that level. If the character is second level, he gains +5 points for a total of 45. The character may purchase spells, talents, or gear at any time.

Battle Points

Whenever a character gets in a confrontation, he earns battle points. Normally, he earns one point per mana used in the casting cost of the opponent. The chart above defines the number of battle points required to reach any given level. When a character reaches a new level, he gains more points with which he may purchase powers, talents, and gear.

Races

There are several races of creature you can play, each with its own abilities. Here is a listing of the races.

- Human** +1 spell with a CC of 3 or less, +1 mana if starting with the white discipline
- Elven** +1 mana of any kind, +2 if the character chooses the green magic discipline
- Orcish** Strong talent, must choose the black or red magic discipline as one of his starting disciplines, if red is selected +1 mana
- Dwarven** Strong talent, +1 spell with a CC of 2 or less, may not use the black magic discipline
- Goblin** +1 mana if using the black magic discipline, +1 spell with a CC of 2 or less, can not use white magic discipline

Templates

There are several templates that may be used for the character. These templates will be released at a later date.

Some of the RPG elements that can be used to make Magebane a little more complex are the use of feats. A feat may be used in or outside a confrontation. The character may try any feat he desires, so long as it makes sense that he could do it. This requires a little common sense.

The referee may decide, if the feat is incredibly hard, to change the roll required, for instance, instead of any successful roll, the character would have to make a roll of all three numbers being the same.

Also, if there is a talent that the player wants his character to have that isn't listed, and most aren't, the referee must first approve it, then assign its cost. The same applies to gear and powers.

The referee may also add additional minor rules to handle situations, for instance how many points are scored if the character is hit with a car, or if he were to fall off a building. Although these points may not go to the opponent, unless he pushed the character off the building or ran over him, the points can be put in a **Garbage Pool**. A point pool for points that belong to no one. The character can be defeated by the garbage pool.

Following the above given examples, the normal rule is that if a character is pushed off a building, the garbage pool gains one of his points for every ten feet he falls. In the case of being run over, the garbage pool gains one point for every ten miles per hour.

The referee may decide to grant the character an additional battle point or two for difficult stories.

It is highly suggested that you download the Book of Talents and Storytelling sourcebooks from MEP's homepage, as they are required to add the RPG elements to the game.

MAGIC

Spells and the Spell System

Spell Colors

The spells you will learn come in five different colors: White, Blue, Black, Red, and Green. Each color has its own type of magic. Before you decide on a color, you should learn what they represent. Of these different magic disciplines, each has its own high and low points. It's up to you to decide which ones to use.

Magic	Disciplines	Land
White	Protection and Healing	Plain
Blue	Mind-Reading and Control	Island
Black	Death and Draining	Swamp
Red	Destruction	Mountain
Green	Growth	Forest

Each mage starts out with knowledge in any two of these disciplines. As he gains in level, he may choose to either continue to specialize in his known disciplines or learn others.

Upon reaching third level, the character may choose to select a third discipline. A fourth at fifth level. The fifth at seventh level. When a new discipline is learned, the character is considered to have one mana in that discipline.

If the mage desires not to select a new discipline upon reaching the appropriate level, he may instead gain +3 mana in another discipline.

Using Mana

The character starts out with three mana that he may use to cast his spells. These mana stay out in front of the character throughout play. He may use his total mana each round to cast his spells. If a mana is destroyed during a confrontation, it is rendered useless until the end of the gaming session.

Upon reaching a new level, the character gains +1 mana of any discipline. At a cost of five points, the character may purchase one additional point of mana in any one discipline.

Purchasing Spells

A mage may purchase spells at any time. The character must pay the casting cost (CC) of the spell to add it to his arsenal. A spell with a casting cost of three or less may only be used once per round. A summoning spell or a spell with a casting cost of four or more may only be used once per confrontation.

Only three of the same spell may be used in a mage's arsenal. The mage must spend points to add the second (or third) card to his arsenal.

For example, a mage purchases Stone Rain, 2 + R= 3 points, decides to add a second use to his arsenal. It would cost 3 additional points to do so.

Spells that have an X in their CC, cost five points per X.

Enchantments

Enchantments may only be played on the mage's turn and are played as normal, staying in play, unless the card states otherwise, until another spell discards it. Enchantments may only be played once per confrontation.

Sorceries

Sorceries may only be played on the mage's turn, with the use dictated by the card. They may only be used once per round, per card present.

Instants

Instants may be played anytime so long as the mage has mana remaining. The card dictates their use as normal. Instants may be used once per round.

Summoning

Characters may add summoning cards to their arsenal of spells. These creatures remain until they are either defeated or the confrontation ends. Summoning cards may only be used once per confrontation, per card present.

The creature gains whatever abilities it has, being used as normal (i.e., abilities that cost mana to use still cost mana to use, tapping is considered using its turn), however, if the creature is used in combat, its power and toughness are treated differently.

The creature's power scores the normal amount of points on any successful roll, however, it gains +1 point for rolls that score four points on the master chart (consecutive numbers), and +2 points for rolls that score six points (all 3#s are the same).

Multiply the creature's toughness by three to indicate how many points must be scored against him to defeat him. For example, a Hurlon Minotaur has a toughness of 3. In Magebane, it would be considered a 9.

Artifacts

Characters may not select artifacts to add to their arsenal. The referee may distribute artifacts as treasure on adventures.

A Note on using Cards

Normally, Magic cards may be used just as they were intended. Just as with everything else in the MEP system, the use Magic cards should be dictated by the referee. In all cases, you'll find that using a little common sense allows almost any card to be converted to the MEP system.

With the referee's permission, players may select to use magic cards as powers or magic in other MEP games. This should require little or no conversion.

List the cards on the characters sheet, under type, by type (E for enchantment, EL for Enchant Land, S for Summon, etc.) followed by the cost (use the actual casting cost, i.e., instead of writing 5 down for the cost of a 3GG card, simply write 3GG), then write down the effect.

No Card, No Problem

If you do not have the required Magic: The Gathering card for a spell you want to add to your arsenal, this is not a problem. MEP will be periodically posting card lists, so you may select the spells you want in your arsenal.

Talents and Gear

There are over 200 talents to choose from for your Magebane character in the MEP supplement, The Book of Talents. The appropriate gear for the Magebane setting may be found in MEP's Placidhaven RPG Main Book.