

# THE DRAGONSTORM

## SETUP

Place the Dragonstorm in easy reach of all players. Each player gets a clan card of their choice (more than one player can have the same clan card). Each player also needs faction counters. These counters can be represented with dice, glass beads, or any other small object that can easily fit on the Dragonstorm. Each player's faction counters placed on the Dragonstorm should be kept distinct from each other player's.

## RULES

- Players place one of their faction counters on the Dragonstorm whenever they do one of the following:
  - » Cast a commander or Dragon spell.
  - » Deal combat damage to an opponent with one or more creatures.
  - » Cast a noncreature spell with mana value 4 or greater from their hand.
- Once during each player's turn, as a sorcery, they may activate one of the abilities on their faction card by removing a specified number of their counters from the Dragonstorm.
- At the beginning of each end step, if there are fifteen or more counters on the Dragonstorm, each player who has counters on the Dragonstorm activates their last faction ability without paying its cost. Then remove all counters from the Dragonstorm.





# TARKIR

## DRAGONSTORM

COMMANDER PARTY

