



MAGIC PRESENTS

GOD OF MISCHIEF

There are four players in each game. One player will assume the mantle of Loki, and the other three will assemble an alliance to try and stop Loki from reshaping reality in his image. Over Loki's objections, the team of three will be called "the Heroes" in these rules.

Loki starts the game at 60 life. The Heroes also start at 60 life, but they have a shared life total. If any one of them gains or loses life, this shared life total increases or decreases accordingly.

Loki takes the first turn. At the beginning of the first main phase on each of Loki's turns, that player puts a mischief counter on one of Loki's Tricks on the other side of this sheet that doesn't already have a mischief counter on it. This causes an ability to trigger with that Loki's Trick as the effect.

The Heroes take a shared turn. They all untap at the same time, draw their cards for the turn at the same time, and so on. They can play lands and/or cast spells in any order they want. All their attacking creatures attack at the same time. If an effect says "each player" or Loki plays something that says "each opponent," each member of the Heroes is affected individually.

As Loki attacks, they choose for each attacker which player (or planeswalker or battle) that creature is attacking. The Heroes declare blockers as a team, and any creature controlled by that team may block attackers headed for one of their allies.



LOKI'S TRICKS

- **Temporal Trickery** — Remove all mischief counters from all Loki's Tricks (including this one).
- **Illusions of Grandeur** — Create three 3/3 blue Illusion creature tokens.
- **Lord of Misrule** — Choose target creature you control. Each creature you control other than the chosen creature becomes a copy of that creature until end of turn, except it isn't legendary.
- **Selective Chaos** — For each opponent, destroy up to one target artifact or enchantment that player controls.
- **Arcane Deception** — This turn, your spells cost 1 less to cast.
- **Mischief Unleashed** — Destroy all creatures target opponent controls.
- **Agent of Chaos** — For each opponent, gain control of up to one target creature that player controls until end of turn. Untap those creatures. Until end of turn, they become Villains in addition to their other types and gain haste.
- **Realms of Illusion** — Reveal the top three cards of your library. Put all land cards revealed this way onto the battlefield and the rest into your hand.
- **Schemer's Insight** — Draw five cards. Then discard two cards unless you discard an instant or sorcery card.
- **Weaver of Whim** — Tap all creatures your opponents' control and put a stun counter on them. (If a permanent with a stun counter would become untapped, remove one from it instead.)

