



Deck-building Tips

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Deck-Building 101

When building a deck in *Magic: Legends*, there's many options and there's no single right way to go about it. You can build decks that are very Creature-centric and you can build decks without any Creatures and be equally successful. That said, until you've wrapped your head around the tremendous number of possibilities available in the *Magic: Legends*' spell library, and you get some experience under your belt with Equipment, Artifact and class interactions, it's best to keep a nice mix of spell types.

When starting off, **consider using 3+ Creature spells and use at least 9 of your 12 Creature Points**. This will ensure that you have some passive damage output from your Creatures, as well as additional survivability since they will draw enemies away from you.

Next, you'll want to **make sure you slot 5 or more damage sorceries**. Ultimately, your success will depend upon defeating your enemies, so you'll need to be able to deal damage. I recommend selecting sorceries that synergize with your active class.

Examples:

- *If you're playing a Mind Mage, consider using ranged AoE sorceries.*
- *If you're playing a Geomancer, consider using melee range and point-blank sorceries.*

Choosing Supplemental Spells

If you find yourself or your Creatures taking too much damage, you might also consider taking some healing or buffing spells along, as well. However, you should be aware of the content of your deck and select spells that have beneficial interactions. If your Creatures don't have a higher Power value, you can probably avoid using spells like Hunt of the Apex. If your cumulative Creature Power and Toughness is low, I'd avoid spells that benefit from it like Rampage. Or if you aren't using that many Sorceries, you might consider avoiding spells like Restorative Boon.

Building Around Enchantments

Early on, a good way to put together a fun spell deck before you dive heavily into interactions from Artifacts and Equipment, is to **pick an Enchantment and try to build around it**. This can result in a deck that is highly synergistic, fun to use and can help you understand the joy of deck-building in *Magic: Legends*!

Below I will present a few Enchantments and examples of how you can build around them:

Restorative Boon

- This Enchantment will heal you and your Creatures for a moderate amount each time you cast a Sorcery. To take full advantage of this Enchantment you're going to want a nice balance of Creatures (to heal) and Sorceries (to trigger the healing).

Spell Storm

- This Enchantment grants you a 25% mana cost discount on Sorceries for every spell missing from your hand. This means you'll get a 25% discount with 1 spell missing, 50% with 2 spells missing and 75% with a single spell in your hand. You'll obviously want lots of sorceries, but you might also want to consider adding some sources of Draw, like Concentrate, if you find your hand constantly empty. You may also consider taking spells that are more expensive and cast them when you have no other spells in your hand. This can result in a tremendously expensive spell costing only 2 mana.

Mark of Immolation

- This Enchantment causes your Creatures to explode in a small area when they are defeated. The damage they deal in this blast is dependent upon their power. To support this Enchantment, you'll want Creatures with high power and low toughness. You might also consider taking spells that buff a Creature's power, sacrifices your Creatures or even lower their toughness! This will result in a deck that uses your Creatures as a resource that ultimately damages your enemies. In this particular instance you want your Creatures to die, so they can destroy your enemies.

Consider Cost

You might be tempted to put nothing but high mana cost spells in your deck. After all, they are more powerful. However, if your deck's average mana cost is too high, you might find it hard to actually cast your spells and it might be almost impossible to execute combos.

You also don't want your average cost to be too low, otherwise you'll blow through all the spells in your hand and still have mana to spare. **The trick is to strike a balance**. This typically occurs with an average cost of 3.25 to 4, though your mileage may vary depending on your loadout's ability to Draw spells and any sources of additional mana regeneration.

So Many Options

There's so many spells in **Magic: Legends**, the possibilities are nearly limitless. This can be overwhelming at times. Below are some tips to help prevent being overwhelmed by the sheer volume of spells in your library.

- As you collect spells, try them out. Identify ones you like and what colors they are. Since decks can only have two colors, this can help eliminate which colors you don't want to use.

- Example: If you want to build a deck that focuses on damage over time spells and you know those largely exist in Black and Red, you can probably eliminate the use of White, Blue and Green spells.
- Use the filters in your spell library. If you know you're going to make a Red/Blue deck, disable White, Black and Green. This will reduce the amount of spells on screen. Also, if you know you're looking for good options of a particular spell type, use the filters for spell type.
 - Example: You've already chosen your Creatures and Enchantments for your deck. Now you need to figure out what sorceries to use. Turn off the filters for Creatures and Enchantments so that only Sorcery spells are displayed.

Experiment Often

Magic: Legends is centered around customization options, deck-building and loadout exploration. I recommend trying to find new decks to play around with by using the tips mentioned above. This can keep your gameplay fresh and introduce you to new play styles that you might find surprising and enjoyable.

Once you've wrapped your head around how spells interact with one another, it's time to look at interactions from equipment, artifacts and traits! These items and powers can drastically change your gameplay and can make the difference between a good loadout and a legendary one.