

ARENA GAUNTLET LEAGUE

TARKIR: DRAGONSTORM TOURNAMENT RULES



IMPORTANT: READ RULESET AND “SERVER INFO AND FAQ” ON THE GAUNTLET LEAGUE DISCORD BEFORE PLAYING YOUR FIRST MATCH

ARENA GAUNTLET LEAGUE PLAY IN BROAD STROKES

Gauntlet is a limited format where you open a sealed pool, build a 60-card deck, and battle with 5 different players each week. Every time you lose a match you add a **Comeback Pack** to your pool, until you reach your 11th loss and are eliminated from the tournament. If you win enough matches, however, you'll make the Top 8 Finals and play in a **MegaDraft**—a draft consisting of 6 packs, resulting in a 60-card deck—to determine the ultimate League Winner. Here's a step-by-step breakdown of how to play:






1. We generate you a virtual sealed pool.
2. You make a 60-card deck with it.
3. You play a 3-game match against an opponent.
 - a. If you win, report the match (this generates a Comeback Pack for the loser), or
 - b. If you lose, add your Comeback Pack to your pool and rebuild.
4. You play 5 matches per week against different opponents.
5. You keep playing until:
 - a. You make Top 8 MegaDraft finals at the end of Week 6 play, or
 - b. You reach your 11th loss and are eliminated.

TOURNAMENT-SPECIFIC RULES

For generations, the Dragonlords ruled over Tarkir, crushing the once great clans under talon and fang. But now the winds have changed and a new age approaches. The Dragonlords' grip on power has weakened, and rebel factions have returned to the lost banners and traditions of the old clans...

COMEBACK PACKS

TARKIR REFORGED: In addition to Comeback Packs of *Tarkir: Dragonstorm*, Dragonstorm League will feature our own, custom Arena Gauntlet League set: *Tarkir Reforged*. *Tarkir Reforged* is built around the themes and mechanics drawn from the plane of Tarkir throughout Magic's history, with a focus on its 5 warring clans:

Clan	Colours	Mechanical Themes
The Mardu Horde		Raid & Mobilize
The Abzan Houses		Outlast & Endure
The Jeskai Way		Prowess & Flurry
The Temur Frontier		Ferocious & Harmonize
The Sultai Brood		Delve & Renew

Tarkir Reforged packs will follow standard play booster rarity distribution. The complete *Tarkir Reforged* card list can be found here: <https://www.cubecobra.com/cube/list/TRF>

FATE REFORGED: With each loss, players will open two potential Comeback Packs. Following odd numbered losses, these packs will be:

- One pack of *Tarkir: Dragonstorm*, and
- One pack of *Tarkir Reforged*.

Players choose one of the two packs to keep and add it to their pool. Following even numbered losses, players look at two open packs and choose one between:

- The unchosen pack from the previous loss, and
- A second pack from the same set (either *Tarkir: Dragonstorm* or *Tarkir Reforged*, matching the unchosen pack).

CLANS OF TARKIR

At the close of registration, all players will be automatically placed into one of the five clans of Tarkir. Players with an existing clan allegiance from Khans of Tarkir League (“legacy clan members”) will retain their clan designation. All players without clan affiliations will be sorted into clans automatically.¹

KHANS: Prior to the league start, legacy clan members from each clan will select a Khan who will guide the clan in all matters of organization, culture and strategy, and is ultimately responsible for any clan decisions. At the end of each week, the top-performing member of each clan may challenge their Khan to a Bo3 exhibition match for the title.² The last player to be named Khan in each clan at the end of Week 5 receives an additional \$10 in prizing.

CLAN ASCENDANCY: Each week the clans are ranked by their overall winrate that week.³ Clans receive Clan Ascendancy points based on their rank as follows:

Rank	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
#1	125	150	175	200	200	Final Clan Rankings: End Of Week 5
#2	100	120	140	160	160	
#3	75	90	105	120	120	
#4	50	60	70	80	80	
#5	25	30	35	40	40	

THE KHANATE GAMES: During Weeks 1 to 5, clans will compete for 90 additional points each week (shared between clans based on results) in a series of challenges known as the Khanate Games:

- Week 1: *Tarkir: Dragonstorm* clan drafts
- Week 2: Ugin’s riddles
- Week 3: Elder Dragon(storm) Highlander Brawl
- Week 4: Hunt the Week Trivia Extravaganza
- Week 5: *Tarkir Reforged* clan drafts

¹ Automatic clan sorting uses an algorithm designed to produce competitively balanced clans - based solely on performance in past Gauntlet Leagues (or lack thereof) and taking into account legacy clan members.

² Top performance counts the first five games of the week only. If the Khan is the top performing player in a clan, no one may challenge them that week. The Khan-match does not count as a league match. If the Khan declines the match, they forfeit their position.

³ “Overall winrate” consists of all clan wins during a given week divided by all clan matches played that week. Matches deferred to future weeks will be counted in the current week as half a played match to discourage strategic underplay. Matches against your own clanmate count as losses for both players for clan winrate.

CLAN DOMINANCE: The THREE clans with the highest Ascendancy Scores at the end of Week 5 receive the following prizes:

Clan	Prize
First place	Clan MegaDraft ⁴ & 30% of the total prize pool ⁵
Second place	20% of the total prize pool
Third place	10% of the total prize pool

STARTING POOLS: 6 packs of *Tarkir: Dragonstorm*

MEGADRAFT FORMAT: The Top 8 players will compete in a 6-pack MegaDraft consisting of alternating packs of *Tarkir: Dragonstorm* and *Tarkir Reforged*.

ENROLLMENT DEADLINE: 5pm EST Wednesday April 9th, 2025

LEAGUE START DATE: 5pm EST Friday April 11th, 2025

LEAGUE END DATE: 5pm EST Friday May 23rd, 2025

TENTATIVE MEGADRAFT DATE: 1pm EST Sunday May 25th, 2025

League Design: Lotte P (Design Lead), Adam S, Jack H, Jordan M, Steve T, Chris Y. Special thanks to John P.

⁴ The Clan MegaDraft is a single-elimination, 6-pack draft for the top 8 ranked players (who did not qualify for the Top 8 MegaDraft) within the first place clan. The winner receives a Player of the Year invitation.

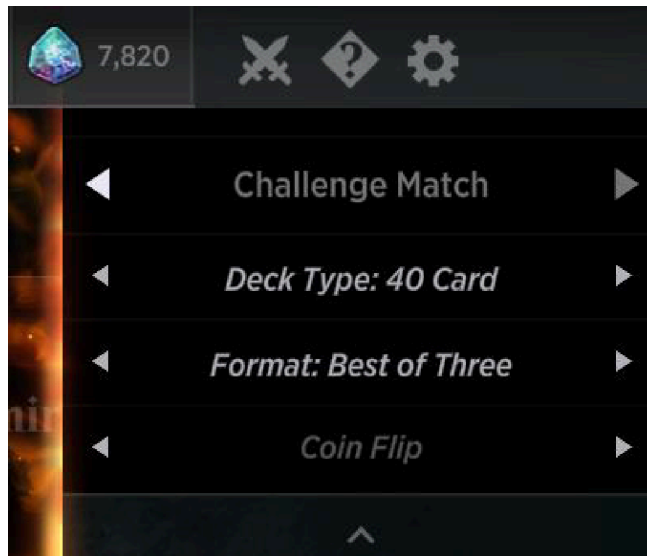
⁵ Clans divide store credit prizes evenly among all clan members (with 10 or more matches played).

ARENA GAUNTLET LEAGUE PLAY EXPLAINED SEQUENTIALLY

1. League sealed pools will be generated via the Booster Tutor bot prior to the League Start Date on the League Discord:
 - a. To register, players must complete a Registration Form (providing their full name, country of residence, statement that they are over 18 years old and permit use of their name for tournament, and Arena player ID to the Tournament Organizer), and pay the \$10 CAN entry fee to our partner store (Magic Stronghold Games) by the Enrollment Deadline.
 - b. Discord server nicknames must be changed to the FIRST NAME LAST INITIAL // ARENA ID format (for example: Jane Q // Wins4Dayz#89045). If desired, pronouns may be indicated via a NAME (PRONOUN) // ARENA ID format.
2. Player pools are automatically generated in the Discord's 'Starting Pools' thread. Players will then import their pools to Arena to create **60-card minimum Limited decks**, with the remainder of their pools making up their sideboards.

Recommended: use the SealedDeck.tech link on your starting pool to build your deck outside of Arena before importing.

3. Once decks are built, players can **Direct Challenge** each other on Arena (press the :crossed_swords: icon on the home screen), then hit the down arrow to adjust the settings:
 - Match Type: **Challenge Match**
 - Deck Type: **40 Card** (even though we're a 60-card format, this setting lets us play oversized decks and use cards that would be otherwise unavailable)
 - Format: **Best of Three // Coin Flip**



Voice chat is highly recommended so that players enjoy the full social benefits of our online community and can be achieved by entering the same voice channel on the league Discord's 'MULTIVERSE' and clicking the microphone icon 'on'.

- a. Winner of the match goes to the Discord's 'Input Match Results' thread, then the Booster Tutor bot will automatically generate a Comeback Pack for the loser in the Discord's 'Pack Generation' thread.
- b. Loser of the match adds the cards from their Comeback Pack to their league pool. They may rebuild their deck before playing their next match.

4. Weeks of play are always from one Friday at 5pm EST to the next Friday at 5pm EST. Week 1 begins at the League Start Date. Players must play 5 matches per week against different opponents (you may play the same opponents again in subsequent weeks). During Weeks 1 –2, you may defer TWO matches to the following week without penalty, as set out in the chart below. Opponents can typically be found via the Discord's 'Looking for Matches' thread or by messaging the AGL bot with the message [!lfm].

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
3 - 5 CUMULATIVE MATCHES	8 - 10 CUMULATIVE MATCHES	13 - 15 CUMULATIVE MATCHES	18 - 20 CUMULATIVE MATCHES	23 - 25 CUMULATIVE MATCHES	30 CUMULATIVE MATCHES

5. As this is an elimination tournament, many players will eventually receive their 11th loss and be eliminated. Players who do so must stop playing matches immediately. At the end of Week 6, individual player rankings (determined via total number of match wins - with average opponent win percentage, as tie-breaker) will be used to determine the Top 8 finalists.

ARENA GAUNTLET LEAGUE: CONCISE & COMPLETE TOURNAMENT RULESET

Gauntlet League is played at Regular REL, and normal limited Magic tournament rules apply. However, as the Gauntlet League is a unique tournament series, some additional rules may apply which are built on format-specific principles and precedents.

A: REGISTRATION

1. **DEADLINE:** The registration period for this Arena Gauntlet League Tournament ends at the Registration Deadline. All players must complete a Player Registration Form and make payment to a Partner Store by that time to play in the tournament.
2. **PAYMENT:** The registration fee is \$10 CAN, payable to our Partner Store Magic Stronghold Games.

3. **AGE LIMIT:** To join, you must be at least 18 years of age, and agree to the use of your full name and email address by the League Committee for the purposes of maintaining our player database, communicating with our sponsors to arrange the awarding of prizes, and in announcements relating to tournament results.
4. **DISCORD NICKNAME:** To participate in our tournaments, players must have a Discord account and join our league server. Once the registration form is completed, and payment to our Partner Stores is confirmed, players will receive a tournament participation badge on their Discord server profile. For rolling starting pools, tracking tournament performance, and finding matches, Discord nicknames *must* be written in the following form: FIRST NAME_LAST INITIAL // ARENA ID (e.g.: Jim P // SlimJim#12345). To do this, click on 'Arena Gauntlet League', then 'Edit Server Profile', then 'Nickname'.
5. **STARTING POOL:** Players will receive a randomly-generated virtual sealed pool prior to the League Start Date.

B: DECK CONSTRUCTION

1. **DECK SIZE:** Minimum deck size is 60 cards (Limited format).
2. **CARD POOL:** Only cards from the starting card pool, Comeback Packs added after match losses, and basic lands (with no other supertypes—i.e., no unlimited Snow-Covered lands or Wastes) are legal for league play.
3. **NO TRADES:** No trading of league cards is allowed.
4. **SIDEBOARDS:** Players may put sideboard cards from their league pools into their decks in between games / matches.

C: PLAYING AND REPORTING MATCHES

1. **START DATE:** Play for this Arena Gauntlet League tournament begins at the League Start Date.
2. **BEST OF THREE MATCHES:** League matches are untimed Best-of-Three games. If a match would result in a draw, additional games must be played until there is a clear winner.
3. **WEEKLY PLAY REQUIREMENTS:** Players are required to play a number of matches per week resulting in a *cumulative* number of matches within the required range for each week of league play (which grows by 5 matches per week—see table in previous section for details).
4. **UNDERPLAY & OVERPLAY PENALTIES:** Players who 'underplay' (fail to reach the required minimum number of matches per week) or 'overplay' (play more than the maximum allowed number of matches per week) will be penalized with automatic 2-0 match losses to ENTROPY (our league's spreadsheet-balancing NPC) for each match they are under the week's minimum or over the week's maximum. All match loss penalties count as played matches toward weekly play requirements. If match losses due to overplay cause a player to have more losses than

allowed in the tournament ruleset, they will be immediately eliminated from the tournament. Comeback Packs will be opened for these losses.

5. **DOUBLE-PLAY PENALTIES [UNIQUE OPPONENTS REQUIREMENT]:** Players may never 'double-play' (play twice against the same opponent more than once in the same week of league play). Double-play violations result in autolosses to ENTROPY for both players. You may however play the same opponent in a subsequent week of league play.
6. **NO MATCH CONCESSIONS:** Intentional concessions / player collusion are not permitted, and will result in immediate disqualification if discovered.
7. **WEEKS OF PLAY:** Weeks of play are always from Friday 5pm EST to the next Friday 5pm EST, and are numbered sequentially in order of occurrence from Week 1—Week 6. Matches count as being played in the week that their results are submitted. For example: a match that began on Friday at 4:45pm EST (at the end of Week 1) and concluded 30 minutes later that same day at 5:15pm EST (at the beginning of Week 2) would count as a 'Week 2 match', regardless of whether or its players intended it to be a 'Week 1 match'. This may, naturally, result in appropriate penalties if underplay or overplay results.
8. **COMEBACK PACKS:** The loser of each match adds a Comeback Pack to their league pool for use in subsequent matches. Comeback Packs are automatically generated for the loser when the winner fills out a Match Results form at the conclusion of their match. Winners must indicate the winning and losing players' names and the match result (e.g.: 2-1 / 2-0).
9. **PLAYER STANDINGS:** Records of all league match results, as well as penalties and players' tournament statuses, will be published along with current player standings on Discord's 'Dynamic Standings' channel.
10. **ELIMINATION:** Players are eliminated from the tournament when they reach their 11th loss, and can play no further matches. Eliminated players may still be eligible to win tournament prizes or qualify for the Top 8 MegaDraft based on their final standing. A player who no longer wishes to participate in a tournament may request to be dropped from the event at any time.
11. **GOOD CONDUCT:** Players are expected to maintain basic standards of Good Conduct in their interactions with other league players. If a player's behavior negatively impacts the experience of another player, the player who is behaving in an antisocial or antagonistic fashion may be disqualified from the tournament and / or banned from the server at the TO's sole discretion (i.e.: follow Wheaton's Law).
12. **DISQUALIFICATION:** Players can be disqualified from this tournament for incurring multiple penalties, failing to follow TO instructions, or violating community standards of behavior. Disqualified players are not eligible to win tournament prizes.

D: ARENA-SPECIFIC RULES

1. **ARENA-EXCLUSIVE PLAY:** All ranked league matches must be played on the Magic Arena client.
2. **WILD CARDS:** Players are responsible for crafting the virtual packs they open using their own wild cards from their personal Arena accounts.

3. **BUGS:** Bugs on Arena occasionally crop up and have an inevitable effect on some games. It is each player's individual responsibility to be aware of known bugs and client issues, as match results will stand whether or not the outcome has been decided by a bug.
4. **DISCONNECTS:** One-way disconnects are repairable if the other player keeps the game open—which they should for a minimum of 10 minutes. In case of a two-way or permanent one-way disconnection, count all games that have already been played as played. Then, after both players have reconnected, play additional single games as needed until a decisive match result is produced.
5. **REPORT UNFINISHED MATCHES:** All two-way permanent disconnects must be immediately reported to the Tournament Organizer for adjudication.
6. **STREAMING GUIDELINES:** Streaming is fun, and helps our community enjoy each other's company—no one should be disadvantaged or punished for putting on a show! As such, when streaming matches, the offenses of advising, sniping, and spying are considered to be cheating and will be penalized accordingly. Definitions of these terms are given below using a sample case, wherein Player A is playing against Player B, and Player A is also streaming the match while Player C is watching (*offending player appears in italics*):
 - a. **ADVISING**—*Player C* advises either Player A or Player B on the best line of play during a live match.
 - b. **SPYING**—*Player C* tells Player B private game information about Player A, such as cards in hand and other hidden info.
 - c. **SNIPING**—*Player B* slips into Player A's stream to gain private game information about Player A.

E: TOP 8 FINALS—MEGADRAFT & PRIZES

1. **MAIN TOURNAMENT RANKING:** The main tournament concludes at the end of Week 6 of play. At that time, if any players are tied in terms of the total number of matches won (Rank 1), tiebreakers will be decided by their opponents' match win percentage (Rank 2). If any players are still tied, they will play one head-to-head match to resolve the tie.
2. **GAUNTLET PENNANT WINNER:** Immediately following the main tournament ranking process at the end of W6, the top-ranking player is named the Gauntlet Pennant Winner. The Gauntlet Pennant Winner receives an invitation to the 2025 Player of the Year Tournament.
3. **MEGADRAFT INVITATIONS:** Immediately following the main tournament ranking process at the end of W6, invitations to the MegaDraft finals are offered to the 8 top-ranking players. If a Top 8 finals invitation is declined for any reason it will pass down to the next highest ranked uninvited player. Invitations keep passing down until 8 players are confirmed for the MegaDraft. In the rare case of a no-show on the date of the finals, the invite will pass down to the highest-ranked uninvited player available on the Discord server. Players who decline their invitation keep the points they earned during the regular season and will place / prize accordingly.
4. **MEGADRAFT SCHEDULING:** The League Committee will poll finalists for their availability and set the date and time with the most players available, on the closest date to the Tentative MegaDraft date and no later than one week after that date. MegaDraft finalists should work together during this scheduling process to find a date that is possible for everyone.

5. **MEGADRAFT FORMAT:** In the league finals, the Top 8 players will retire their main tournament league decks and play in a 3-round MegaDraft. Each player will draft packs in accordance with this League's specific MegaDraft format on draftmancer.com followed by a 3-round, Best-of-Three games, Swiss-bracketed tournament.
6. **BUILDING DECKS:** After the draft, players will be given 30 minutes to build a new 60-card Limited deck from their new pool. Players must submit their decklists to the League Committee member running the event, and decklists cannot be modified between rounds of the MegaDraft.
7. **ROUND PAIRINGS:** Round 1 pairings are assigned according to seating at the draft [Seat 1 vs Seat 5; Seat 2 vs Seat 6; Seat 3 vs Seat 7; Seat 4 vs Seat 8]. Subsequent rounds are paired in accordance with Swiss-system tournament rules, where players with similar performance face each other.
8. **DETERMINING LEAGUE WINNER & FINAL LEAGUE STANDINGS:** The winner of the MegaDraft is the League Winner. All other Top 8 players' final league standings will be calculated by adding 3 points per MegaDraft match win to their matches won (Rank 1) score from the main tournament.
9. **BADGES, EMOJIS & SOUND CLIPS:** Discord badges will be awarded for League Winner, Gauntlet Pennant, Top 8, and first-time Top 16 finishes. The League Winner can submit an image which will be used to create a server-specific emoji which will bear their name OR a sound clip to be used in the server soundboard. Discord does not retain server badges when a player leaves the Arena Gauntlet League Discord server. Players who leave the server are assumed to have forfeit their badges (as well as emojis and sound clips) and may only have them restored at the discretion of the League Committee.
10. **2025 PLAYER OF THE YEAR TOURNAMENT INVITATIONS:** The League Winner *and* the Gauntlet Pennant Winner (if different) will each receive invitations to the 2025 Player of the Year Tournament.
11. **STORE CREDIT PRIZES:** A prize table from our partner store Magic Stronghold Games will be published when final registration numbers are confirmed. [Note: The Tournament Organizer assumes no financial liability for loss of store credit in the case of a player's accounts not existing by the end of the tournament, nor in the event of a Partner Store refusing to honor prizes that they have pledged in support of the tournament.]