Epic Journey Draft Rules

Epic Journey is draftable for up to 6 players in 1v1, 2v2, or 3v3 formats. For team drafts, players form teams before the drafting process begins. Each team member can utilize cards that were drafted by any team member to form their final deck once the draft is completed. Once teams have been decided, players should sit in seats alternating between teams. Player 1 of Team A takes seat 1, player 1 of Team B takes seat 2, so on and so forth until all players are seated.

Once all players are seated, split the packs evenly among the players and the first round of drafting begins. Players will open their pack, remove the token or influence, choose a card from the pack to keep, and then pass the pack to their left. Players will choose a card and pass the remaining cards until all cards have been taken. When there are no remaining cards in that set of packs, open a new set and repeat the process. On each new set of packs, players will swap from passing left to passing right and vice versa.

After all packs are drafted and the teams have their full draft pools, teams will have 45 minutes to build their decks. Each player should have 44 cards in their pool, combining with their teammates to deck build with a total of 132 cards. Each deck will have a minimum of 25 cards, with no infusion limit, no maximum number of copies per card, and may contain multiple of the same unique infusion. Whatever you draft, you may play if the aspects align. Players who do not have an avatar they would like to use may instead choose two aspects to use during deckbuilding. A player without an avatar declares what aspects their deck is using and will draw an additional card at the beginning of their first draw phase.