

The magicthegathering package

Magic: The Gathering typesetting for L^AT_EX

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Hypergeomancer

Abstract

The `magicthegathering` package provides L^AT_EX commands for typesetting *Magic: The Gathering* content: inline mana symbols, expansion-set icons, Scryfall-linked card names, sidebar-guide tables, plain-text deck-list import, and tournament match-result tracking. Every code listing in this document is a live, compilable example.

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1 Feature overview

#	Feature	Primary command(s)
1	Mana symbols	<code>\mana{<id>}</code>
2	Full mana costs	<code>\manacost{<id id ...>}</code>
3	Colour shortcuts	<code>\manaW ... \manaC</code>
4	Set symbols	<code>\setsymbol{<code>}</code>
5	Card hyperlinks	<code>\card{<name>}</code>
6	Custom-text card links	<code>\cardlink{<name>}{<text>}</code>
7	Sideboard guide	<code>matchup</code> environment
8	Deck-list import	<code>\insertdeck{<file>}</code>
9	Match results	<code>matchresults</code> environment

2 Requirements

TeX distribution. TeX Live 2020+ or MiKTeX 21+. Dependencies: pgfplots, svg, booktabs, array, multicols, enumitem, xcolor, xparse, expl3, hyperref. All of these ship with standard distributions.

SVG rendering. The package uses `svg`, which delegates SVG-to-PDF conversion to Inkscape. Two workflows:

1. **Live SVG** (Inkscape required): compile with `lualatex --shell-escape`.
2. **Pre-converted PDF** (no Inkscape): convert all SVGs to PDF beforehand; the package auto-detects `.pdf` files.

3 Installation

Copy the following tree into any `texmf` directory:

```
<texmf>/tex/latex/magicthegathering/
  magicthegathering.sty
  symbols/    <-- mana-symbol SVG and/or PDF files
  sets/      <-- set-symbol SVG and/or PDF files
```

Then run `texhash` (TeX Live) or `initexmf --update-fndb` (MiKTeX).

4 Package options

```
\usepackage[<options>]{magicthegathering}
```

Option	Default	Description
<code>hyperref</code>	<code>true</code>	Load <code>hyperref</code> . Set <code>false</code> if your document loads it first.
<code>colorlinks</code>	<code>true</code>	Colour hyperlinks.
<code>activelinks</code>	<code>true</code>	Enable Scryfall links in <code>\card</code> and <code>\cardlink</code> . When <code>false</code> , these commands produce plain italic text with no hyperlink.
<code>symbolpath</code>	<code>symbols</code>	Directory for mana-symbol files.
<code>setpath</code>	<code>sets</code>	Directory for set-symbol files.

Example:

```
\usepackage[hyperref=false, symbolpath=img/symbols]{magicthegathering}
```

5 Feature 1 – Mana symbols

5.1 Syntax

```
\mana{<id>} % single symbol
\setmanasymbolsize{<dimension>} % default: 0.8em
```

The command `\mana` inserts the symbol whose filename (without extension) matches `<id>` from the `symbolpath` directory.

5.2 Example

```
\mana{W} \mana{U} \mana{B} \mana{R} \mana{G} \mana{C}
\mana{3} \mana{X} \mana{S}
\mana{BG} \mana{UR} \mana{WU}
\mana{2W} \mana{BP} \mana{WUP}
```

Output



5.3 Available identifiers

Category	IDs
Generic / colourless	0–20, X, C, S
Colours	W, U, B, R, G
Phyrexian	WP, UP, BP, RP, GP
Two-colour hybrid	WU, WB, UB, UR, BR, BG, RG, RW, GW, GU
Hybrid Phyrexian	WUP, WBP, UBP, URP, BRP, BGP, RGP, RWP, GWP, GUP
Hybrid generic	2W, 2U, 2B, 2R, 2G
Colourless hybrid	CW, CU, CB, CR, CG

Note on symbol updates. The mana and set symbol artwork bundled with this package was last updated in December 2025. Symbols for sets released after that date may not be included. Updated artwork will be provided in future package releases.

6 Feature 2 – Full mana costs

6.1 Syntax

```
\manacost{<id> <id> ...}
```

A space-separated list of symbol IDs. Each token is passed to `\mana` internally.

6.2 Example

```
Lightning Bolt: \manacost{R}
Counterspell:   \manacost{U U}
Cryptic Command:\manacost{1 U U U}
```

Output

Lightning Bolt:  Counterspell:   Cryptic Command:    

7 Feature 3 – Colour shortcuts

Six convenience commands for the most common single-colour symbols.

Command	Output	Equivalent
<code>\manaW</code>		<code>\mana{W}</code>
<code>\manaU</code>		<code>\mana{U}</code>
<code>\manaB</code>		<code>\mana{B}</code>
<code>\manaR</code>		<code>\mana{R}</code>
<code>\manaG</code>		<code>\mana{G}</code>
<code>\manaC</code>		<code>\mana{C}</code>

8 Feature 4 – Set symbols

8.1 Syntax

```
\setssymbol{<set-code>}
\setssymbolsize{<dimension>} % default: 1em
```

The `<set-code>` is the lowercase Scryfall / MTGJSON set identifier (e.g. `mh3`, `fdn`, `lea`).

8.2 Example

```
Modern Horizons 3: \setssymbol{mh3}
Foundations:      \setssymbol{fdn}
Alpha:            \setssymbol{lea}
```

Output

Modern Horizons 3:  Foundations:  Alpha: 

9 Feature 5 – Card hyperlinks

9.1 Syntax

```
\card{<card name>}
```

Typesets *<card name>* in *italics* and makes it a clickable link to the Scryfall search page for that card. Requires `hyperref` (loaded by default).

9.2 Example

```
\card{Lightning Bolt} has been a staple since Alpha.
\card{Tarmogoyf} defined Modern for years.
```

Output

[Lightning Bolt](#) has been a staple since Alpha.
[Tarmogoyf](#) defined Modern for years.

10 Feature 6 – Card links with custom text

10.1 Syntax

```
\cardlink{<card name>}{<display text>}
```

Like `\card`, but shows *<display text>* instead of the card name.

10.2 Example

```
\cardlink{Lightning Bolt}{This iconic spell} costs
\manacost{R}.
```

Output

[This iconic spell](#) costs .

11 Feature 7 – Sideboard guide

11.1 Syntax

```
\begin{matchup}
  \initem{<entry>}      % IN column
  \outitem{<entry>}     % OUT column
\end{matchup}
```

Produces a centred IN / OUT table. Entries are sorted alphabetically within each column. The shorter column is padded automatically. Any content is accepted as *<entry>* — plain text, `\card` links, etc.

11.2 Example

```
\begin{matchup}
  \initem{\card{Leyline of Sanctity}}
```

```
\inititem{\card{Roiling Vortex}}
\inititem{\card{Skullcrack}}
\outitem{\card{Eidolon of the Great Revel}}
\outitem{\card{Searing Blaze}}
\end{matchup}
```

Output

IN	OUT
<i>Leyline of Sanctity</i>	<i>Eidolon of the Great Revel</i>
<i>Roiling Vortex</i>	<i>Searing Blaze</i>
<i>Skullcrack</i>	

12 Feature 8 – Deck-list import

12.1 Syntax

```
\insertdeck{<filename>}
```

Reads a plain-text file and renders a two-column deck list with Scryfall-linked card names and automatic totals.

12.2 File format

```
4 Lightning Bolt
4 Goblin Guide
4 Monastery Swiftspear
...
SIDEBOARD
3 Leyline of Sanctity
2 Skullcrack
```

One card per line: $\langle qty \rangle \langle card\ name \rangle$. The literal line `SIDEBOARD` (uppercase, no leading whitespace) separates main deck from sidebar. Blank lines are ignored. The sidebar separator is optional; omitting it treats all entries as main-deck cards.

12.3 Example

```
\insertdeck{deck-sample.txt}
```

Maindeck (60)	2 <i>Skullcrack</i>
4 <i>Lightning Bolt</i>	4 <i>Light Up the Stage</i>
4 <i>Lava Spike</i>	3 <i>Shard Volley</i>
4 <i>Rift Bolt</i>	4 <i>Inspiring Vantage</i>
4 <i>Boros Charm</i>	4 <i>Sacred Foundry</i>
4 <i>Goblin Guide</i>	2 <i>Sunbaked Canyon</i>
4 <i>Monastery Swiftspear</i>	10 <i>Mountain</i>
4 <i>Eidolon of the Great Revel</i>	
3 <i>Searing Blaze</i>	

Sideboard (15)	2 <i>Exquisite Firecraft</i>
3 <i>Leyline of Sanctity</i>	3 <i>Destructive Revelry</i>
2 <i>Skullcrack</i>	3 <i>Path to Exile</i>
2 <i>Roiling Vortex</i>	

13 Feature 9 – Match results

13.1 Syntax

```
\begin{matchresults}
  \matchresult{<round>}{<opponent>}{<deck>}{<score>}{<result>}
  ...
\end{matchresults}
```

The *<result>* argument must be exactly `Win`, `Loss`, or `Draw` (case-sensitive). The win–loss–draw record is computed automatically.

13.2 Example

```
\begin{matchresults}
  \matchresult{1}{Alice}{Amulet Titan}{2--1}{Win}
  \matchresult{2}{Bob}{Living End}{0--2}{Loss}
  \matchresult{3}{Carol}{Yawgmoth}{2--1}{Win}
  \matchresult{4}{Dave}{Burn}{2--0}{Win}
  \matchresult{5}{Eve}{Cascade Crash}{1--1}{Draw}
\end{matchresults}
```

Output

Round	Opponent	Deck	Score	Result
1	Alice	Amulet Titan	2–1	Win
2	Bob	Living End	0–2	Loss
3	Carol	Yawgmoth	2–1	Win
4	Dave	Burn	2–0	Win
5	Eve	Cascade Crash	1–1	Draw

Record: 3–1–1 (5 matches)

14 Quick-reference table

Command / environment	Description
<code>\setmanasymbolsize{<dim>}</code>	Set mana-symbol height (default 0.8em).
<code>\mana{<id>}</code>	Single mana symbol.
<code>\manacost{<id id ...>}</code>	Full mana cost (space-separated).
<code>\manaW... \manaC</code>	Colour shortcuts.
<code>\setsetsymbolsize{<dim>}</code>	Set-symbol height (default 1em).
<code>\setsymbol{<code>}</code>	Expansion symbol.

Command / environment	Description
<code>\card{<name>}</code>	Italic card name with Scryfall link.
<code>\cardlink{<name>}{<text>}</code>	Custom text with Scryfall link.
<code>matchup</code>	IN / OUT sidebar table.
<code>\initem{<entry>}</code>	Add to IN column.
<code>\outitem{<entry>}</code>	Add to OUT column.
<code>\insertdeck{<file>}</code>	Import deck list from text file.
<code>matchresults</code>	Tournament results table.
<code>\matchresult{<rd>}{<opp>}</code> <code>{<deck>}{<score>}{<result>}</code>	Add one match row.

15 Licence

This work is released under the [LaTeX Project Public Licence v1.3c](#) or later.

The SVG artwork in `symbols/` and `sets/` is from the [Mana](#) and [Keyrune](#) projects by Andrew Gioia, released under the SIL Open Font Licence 1.1.

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16 Version history

v1.0 (2026-03-15) First public release. Nine features: mana symbols, full mana costs, colour shortcuts, set symbols, card hyperlinks, custom-text card links, sidebar guide, deck-list import, match results.