

CHAOS MAGIC

Color Dice

A “color die” is a six-sided die whose sides are labelled ✱, ♠, ♣, ♡, ♢, ♤. The die doesn’t have to be physically labelled as such; you can simply take a regular six-sided die and assign each number to exactly one of those symbols.

Some effects instruct you to roll a color die and then refer to “the rolled color”. Even though colorless isn’t a color, it counts towards these effects. For example, if an effect says, “Creatures of the rolled color get +1/+1” and you roll ♠, this is treated as though it said, “Colorless creatures get +1/+1”.

The Global

The global is a continuous effect that applies until it is changed. The global is not a permanent, spell, or ability. It can’t be countered, targeted, or directly affected by spells or abilities.

At the beginning of the first upkeep of the game, or any time a player is instructed to “change the global”, the active player rolls a color die to determine which of the six global charts, then 2d6 to determine which global within that chart will be the new global. The old global no longer applies, and the new one takes effect. Some globals have abilities that trigger “when the global changes”; resolve all such triggers **before** the new one takes effect. The global is considered the color of the chart it came from (*colorless if it came from the Chaos Global chart*).

No one controls the global, and it affects everyone. If a global refers to “you” in its text, this is merely to make the phrasing less awkward for certain abilities. For example, if a global effect says, “At the beginning of your upkeep,” it will trigger at the beginning of each player’s upkeep. Likewise, if the global has any activated abilities, any player can activate them any time they have priority. If a triggered ability mentions any die rolls, the dice are rolled separately each time the ability triggers, and are rolled **before** targets are chosen. If multiple effects trigger from the same event, the global triggers last, no matter whose turn it is. (*If it triggers last, it resolves first.*)

The Chaos Step

The steps of the beginning phase are now:

- Untap
- Upkeep
- **Chaos**
- Draw

On a player’s chaos step, that player rolls chaos. To roll chaos, roll a color die to determine which chaos sub-chart, then roll 2d6 to determine which individual effect within that chart happens. The player who rolled it puts that ability on the stack, making any choices it requires. If the ability contains die rolls such as “1d6”, “2d6”, or “roll a color die”, those dice are rolled **before** targets are chosen. The ability is considered the color of the sub-chart it came from (*colorless if it came from the Chaos sub-chart*).

Retribution

If you forgot your chaos step and it is still your turn, rewind the game state to your chaos step, and roll it. If you had to rewind anything beyond drawing a card and playing a land, roll Retribution (*roll 1d6 and follow the instructions for the corresponding entry in the Retribution chart*). If you and/or the other players don’t realize until after your turn is over that you forgot your chaos step, roll Retribution, but don’t rewind the game state back to your chaos step. The Retribution chart contains various costs that you may be forced to pay. Certain chaos effects also instruct you to roll Retribution.

Likewise, if the global required an action that one or more players skipped, or it prohibited an action that one or more players took, and it is too late to fix the situation, each of those players rolls on Retribution.

Effects caused by Retribution can’t be replaced and don’t cause abilities to trigger. For example, if there is a Megrim on the battlefield and Retribution causes you to discard, you don’t take damage from Megrim, nor can you cast the discarded card if it has madness. Similarly, Retribution effects don’t use the stack, so no player can do anything in response to them.

Spite

If you would lose the game without conceding, and if your losing would not cause the game to end, you may roll on Spite. Then, regardless of the results of the spite roll, you lose the game afterwards. Like Retribution, effects caused by Spite don’t use the stack, can’t be replaced, and don’t cause abilities to trigger.