Fan Mod – Encantatio

for the TCG "Magic the Gathering" | Designer: Florian Sixt

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907. Encantatio Variant

907.1. Encantatio is a five-player, semi-competitive, free-for-all variant. It features a modular structure designed for fast-paced, balanced, and versatile gameplay.

907.2. In an Encantatio game, the following deck and setup rules apply:

907.2a. Each deck must contain between 30 and 100 cards.

907.2b. With the exception of basic land cards, a deck may not contain more than four cards with the same name.

907.2c. Players are recommended to use power-level Bracket 2 decks.

907.2d. Each player's starting life total is 20.

907.3. The game ends immediately when at least one player's life total becomes 0, or when a specific game-ending condition from an active module is met.

907.3a. Upon game end, players calculate their final score to determine the winner. A player's score is the sum of their remaining life total and any Mission Points earned from modules. The player with the highest score wins.

907.4. Capture-the-Flag Module

907.4a. Each player begins the game with one Flag Token of their own player color. Flag Tokens are kept in a shared pool when not controlled by a player. Each Flag Token is worth 1 Mission Point at the end of the game.

907.4b. Whenever a player deals combat damage to another player, the attacking player takes one Flag Token of the defending player's color from the pool. If the defending player currently controls their own color's Flag Token, the attacking player steals that Flag Token as well.

907.4c. A player cannot gain a Flag Token from the pool if they already control a Flag Token of that color. However, if the defending player currently controls their own color's Flag Token, it can always be stolen.

907.4d. A player can only reclaim their own color's Flag Token if it is currently held by an opponent who controls exactly two Flag Tokens of that color. When reclaiming it, the player may also steal an opponent's Flag Token as described in 907.4b.

907.4e. As soon as a player controls at least one Flag Token of every player color (including their own), they receive the *Colorless Crystal*. The game ends immediately. The Colorless Crystal is worth 5 Mission Points.

907.5. Semi-Commander Module

907.5a. Each player designates one creature card from their deck as their Semi-Commander. That card cannot appear elsewhere in the deck.

907.5b. Normal Commander rules apply to the Semi-Commander, with the following exceptions: The creature does not need to be legendary; the deck does not need to match the creature's color identity; and commander damage is not tracked.

907.6. Mission Module

907.6a. Before the game begins, players select 10 to 12 mission tiles. These tiles are placed face-up in a shared area visible to all players.

907.6b. The first player to fulfill the condition listed on a mission tile claims it, placing it face-up near their life tracker.

907.6c. The game ends immediately when a player's life total becomes 0, an alternative win condition is met, or the last available mission tile is claimed. Each tile is worth the number of Mission Points printed on it.

Examples for mission tiles: a) Deal the first combat damage in the game – 2pt. b) Do not play any card during a turn. c) Control three non-land cards of the same card type – 2pt. d) Declare three or more blockers in a combat – 3pt. e) Bring into play the first creature with a mana value of 5 or more – 3pt. f) Declare three or more attackers in one combat – 3pt. g) Your graveyard contains three or more creatures – 3pt. h) Cast two ore more spells in a single opponent's turn – 4pt. i) Destroy three or more creatures in one single turn – 5pt. j) Control seven or more non-land permanents – 5pt.

907.7. Spy Module

907.7a. This module is designed for the *Universal Lands* format using small, single-colored decks (e.g., Game Night Collections reduced to under 45 cards by removing basic lands).

907.7b. During setup, each player separates all lands, colorless cards, and commanders from their deck. The remaining cards are shuffled to form a face-down pile.

907.7c. Without looking at them, each player draws the top five cards of their pile and passes them to the player on their left. That player secretly selects one card, then passes the remaining four cards to their left. This drafting process repeats until each player receives the final remaining card of their original pile. Players may look at this final card.

907.7d. Each player shuffles their four newly drafted cards and their one remaining original card back into the rest of their deck (including lands and colorless cards).

907.7e. For the duration of the game, each player is considered the legal owner of the four drafted cards originating from the other players' decks.