

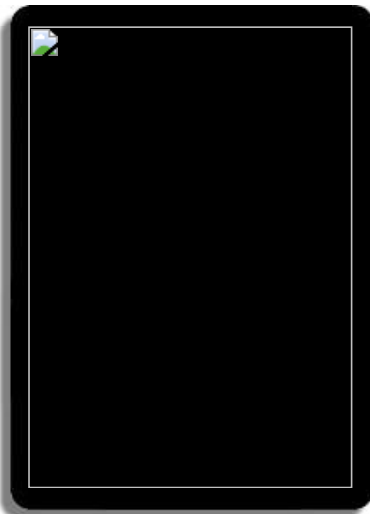


# World Enchantments

Magic Arcana  
Thursday, June 28, 2007

**R**ule of Law changes the rules of how many spells can be played per turn. **Furnace of Rath** changes the rules on how much damage your spells do. **Rites of Flourishing** changes the rules of how many lands players can play and how many cards they draw per turn. The point is, tons of enchantments establish new rules for a game of **Magic**.

One type of global enchantments establishes a new rule that supersedes the last one. Printed mostly in *Legends* and *Mirage*, with sprinklings in *Visions*, *Homelands*, and *Alliances*, “Enchant worlds” were enchantments with a rule-setting flavor with a special rule that only one could be in play at a time. Now called world enchantments (enchantments with the supertype “world”), they interact via a “world rule\*” that’s similar to the “legend rule.” When a new world enchantment comes into play, any other world enchantment(s) go away. When *The Abyss* lands on the table, for example, it not only creates a nasty creature-hostile environment; it also replaces *Concordant Crossroads* or *Gravity Sphere* or any other world enchantments that were in effect before. The feeling is, “Those were the old rules, folks—here are the *new* rules we’re playing by.”



*Sometimes everybody's happy to see the next world enchantment.  
Sometimes everybody—except that creatureless black mage—groans.*

The world supertype was dropped mostly because it didn't add much gameplay value to balance the rules complexity it added. It is, after all, usually a drawback to have your enchantments have a built-in destruction clause, and most of what world enchantments were designed to accomplish can be realized with a more straightforward global enchantment.

Note that legendary enchantments, which have some of the same kind of gameplay as world enchantments, appeared in Kamigawa Block. Some powerful Kamigawa enchantments, such as **Night of Souls' Betrayal** or the **Hondens**, were made legendary to prevent the situation of having multiples in play. Some were legendary more for flavor reasons, like **Genju of the Realm**—it's the one uber-kami that represents the spirit of all five types of basic land.

**\*The “world rule” from the [Comprehensive Rules](#)**

420.5i If two or more permanents have the supertype world, all except the one that has been a permanent with the world supertype in play for the shortest amount of time are put into their owners' graveyards. In the event of a tie for the shortest amount of time, all are put into their owners' graveyards. This is called the “world rule.”

**PRODUCTS**

All Magic products

**RULES**

**MESSAGE BOARDS**

Magic General Forum  
magicthegathering.com Forum

**MAGIC ONLINE**



[Discuss](#) on the message boards



[Magic Arcana](#) archive

---

[About Us](#) | [Jobs](#) | [New to the Game?](#) | [Inside Wizards](#) | [Find a Store](#) | [Press](#) | [Help](#) | [Sitemap](#)

---

© 1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.  
[Terms of Use](#) - [Privacy Statement](#)

