

OMG MTG Chaos League 2026

League Duration

- Friday, 24.4.26 - Saturday, 19.12.26
From the Secrets of Strixhaven launch, up until the end of the year when we close for the holidays.
- An initial equal amount of 34x Fridays & 34x Saturdays to keep it as fair as possible by making it available for as many interested players as possible. Some players can make it on a single fixed day of the week, and some might enjoy the two days instead of just one. Lots of random prizes to try and achieve even if you can't make it to the top in points, we've added value for just playing (for instance the Promo Packs & goodie bags). We still might have to decline from League seating on days like MTG prereleases, multiple overlapping events, etc.

Format: Chaos Limited League (boosters bought from OMG)

League Basics

- Players may join the league at any time but must use CompanionApp (CA) to be eligible for any promos. The more you use the CA with us; the more promos are sent to us for future sets to distribute to all our players. Each player enters one CA event code per day they play. Matches are player-list only events and don't have pairings, just challenge other league players and gain achievements and wins to get points.
- Joining the League:
 - Fill in your Match Record Sheet (MRS, kept at the store)
 - Buy 6x any combination of **different** Draft, Set &/or Play boosters that OMG has for sale at that moment
 - During your 1st visit, sign up on CA with that day's code, play a match and go ask for your 1x Dragon-eye Wastes promo card & 1x Promo Pack (Promo Packs are part of your pool of cards that you can build decks with)
 - If you join mid-league, you can choose to buy between the minimum 6 boosters up to all weekly boosters accumulated to that date since the league started
- Matches are Best-of-One (BO1)
- The first mulligan is free!
- Matches are initially 1vs1, **but you can play 3-4 multiplayer games!**
- Max. 24x matches per day (one side of the MRS)
- Max. 3x matches against the same opponent/day
- Winner of the league = most points
- All communication like agreeing on time and date, including end of season prize announcements, [on our Discord](#)
- Remember to preregister to all events well in advance on [the OMG calendar!](#)

Deckbuilding

- Minimum 40 cards (recommended ratio: 23 spells + 17 lands)

- Cards for the deck come only from your league pool + the Promo Packs (figure out how to store this, we recommend the UG Stack 'n' Safe or similar)
- To keep it as fair as possible, we recommend deckbuilding only at OMG, not at home
- Basic lands are provided by the store, or you can bring in your own
- Deck travels with you, doesn't stay at the store. **Pro Tip: keep it separate from your other cards when at home**

Boosters

- All league boosters you open for your pool **MUST** be opened in the presence of another league player!
- Each week players may buy 1x "Week booster" to add to their pool of cards, mark this on your sheet
- After 3 losses players may buy 1x booster, mark this on your sheet
- Only English boosters allowed
- Only Draft, Play and Set boosters allowed
- Only boosters from OMG are eligible



League Points

Points are calculated at the end of the league from the Match Record Sheets left at the store. Late or lost sheets are not our responsibility, so we recommend taking pics of your sheet after each visit.

- 1 point per match win
- 1 additional point per completed achievement



Prizes

(approx. card values MCM 14.3.26)

- **1x D&D-foil TIAMAT!** Randomly between all players that are NOT in the Top8 but completed 25+ different achievements:
1x Tiamat ("DnD" foil, V.3, Adventures in the Forgotten Realms: Promos) = 150 - 200 €/card (we have two of these)
- **Random Prizes (at the end):** 20x random players that achieve 10+ achievements get a surplus promo goodie bag (random Avatar dicebag with random pin, random spindown dice, random etc). After those we have random surplus promos for participation (sticker sheets: foil, glow-in-the-dark, normal ones, etc).
- **1st place (a player can only win 1x Tiamat):**
1x Tiamat ("DnD" foil, V.3, Adventures in the Forgotten Realms: Promos) = 150 - 200 €/card (we have two of these)
1x Shark Typhoon ("OMG, Vantaa, Finland" Top8 stamp, Store Champ)
- **2nd place:**
1x Tainted Pact (Odyssey, player donation)
1x Evin, Waterdeep Opportunist (Universes Within)
1x Squall, SeeD Mercenary (foil, Standard Showdown Promos)
1x Rashel, Fist of Torm (Universes Within)
1x Nyx Lotus (V.1, Theros Beyond Death Promos)

- 1x Dark Petition (“OMG” Top8 stamp, Store Champ)
- 4x Lorwyn FOIL Promo Pack
- **3rd place:**
 - 1x Minamo, School at Water's Edge (Champions of Kamigawa, player donation)
 - 1x Mathise, Surge Channeler (Universes Within)
 - 1x Bolas's Citadel (foil, Promos)
 - 1x Death's Shadow (foil, Store Championship)
 - 1x Jodah, the Unifier (foil, V.2, Dominaria United: Promos)
 - 1x Angel of Despair (“OMG, Vantaa, Finland” Top8 stamp, Store Champ)
 - 1x Lorwyn FOIL Promo Pack
- **4th place:**
 - 1x Drannith Magistrate (V.1, Ikorla: Lair of Behemoths: Promos)
 - 1x Mathise, Surge Channeler (Universes Within)
 - 1x Transcendent Message (“OMG” Top8 stamp, Store Champ)
 - 1x Lorwyn FOIL Promo Pack
- **5th-6th place:**
 - 1x Culling Ritual (foil, DCI Promos)
 - (we have two of these)
 - 1x Lorwyn FOIL Promo Pack
- **7th-8th place:**
 - 1x Despark (foil, DCI Promos)
 - (we have two of these)
 - 1x Lorwyn FOIL Promo Pack
- We might surprise you with special additional prizes depending on attendance and if there are surplus promos left over from sets by the end of the league. More players = more prizes!

**** Prizes must be picked up within a week of our Discord announcement, or you forfeit them towards our other events. To preserve the incentivized value of our highly unique promos, in the case of the league dying down due to a low number of players we reserve the right to conclude at any time we see fit and allocate promos elsewhere. This is a test to see if valuable promos gather players. All prizes are available as long as supplies last and/or might change during the course of the league.****

Achievements

List of Achievements

1. Oh My Recruiter — Get a new player to play a game on CA for the first time with us
2. Friends & Foes — Play in a multiplayer game
3. Trojan Unicorn — Gain control of your opponent's permanent
4. Plain & Simple — Play with a mono-white deck and win the game
5. Smurfs Up! — Play with a mono-blue deck and win the game
6. Ozzy Lives Matter — Play with a mono-black deck and win the game
7. Red Goes Fasta — Play with a mono-red deck and win the game
8. Broccoliflower — Play with a mono-green deck and win the game
9. Filthy Shades of Pain — Play with a colorless deck and win the game
10. Super Friends — Control 3+ planeswalkers

11. Hashshashin — Destroy 3+ planeswalkers in a single game
12. All About That Bass — Control a creature with 10+ [+1/+1] counters on it
13. Goblin Math — Control at least 10 creatures
14. Waaagh!!!! — Take at least one additional combat phase
15. Overkill — Win your opponent by decreasing them to at least -10 health
16. Life is Life — Gain 20+ life in one turn
17. It's Miller Time! — Win by making your opponent draw from an empty library
18. Bling-Bling — Play 10+ foil cards in one match
19. Ursus Factory — Control at least 10 artifacts
20. Landslide — Control at least 10 lands
21. Supersized Threat — Attack with a creature with 20+ power
22. Voltron Online — Attack with a creature that has 5+ Auras &/or Equipment attached to it
23. Token Appreciation Society — Create 10+ tokens in one turn
24. Blockhouse Party — Block 10+ attackers
25. Surprise Blocker — Block with a flash creature
26. Zero Blocks Given — Win a game without blocking
27. Mahna-Mahna — Spend 10 mana in one turn (exactly ten!)
28. Mana Screw Survivor — Win with 3 or fewer lands
29. Double Rainbow — Control all 5 land types
30. Speedrun — Win before turn 5
31. Graveyard Shift — Have 20+ cards in your graveyard
32. Self-Mill Enthusiast — Mill 7+ of your own cards in one turn
33. Necromancer's Union — Return 3+ creatures from a graveyard to the battlefield in one game
34. Flashback Friday — Cast 2 spells from a graveyard in one turn
35. Storm Chaser — Cast 4+ spells in one turn
36. Stack Attack — Have 3+ spells in the stack
37. Instant Speed Victory — Win a game during the opponents turn
38. Copycat — Copy 3+ spells in one turn
39. The Comeback Kid — Win at 1 life
40. Living the Dream — Reach 40 life
41. Pain Drain — Drain 10+ life from your opponent in one turn
42. Untouchable — Win without taking any damage
43. Library Card Revoked — Win with 5 or less cards in your library
44. Brainstorming — Draw 5+ in one turn
45. Deck Archaeologist — Search/tutor your library 2 times in one turn
46. Chaos Incarnate — Win by having non-basic land permanents from 10+ different sets on your board
47. Board Wiper — Remove 10+ of opponent's creatures
48. Poison Ivy League — Give your opponent 10+ Poison counters
49. Headhunter — Play at least once against each other league player
50. Cruise Control — Control 5+ vehicles

STORE RULES, HYGIENE, RECYCLING, CLEANLINESS, ETC.

Players are expected to have read [the store rules etc.](#) before entering the store.