

MAGIC

The Gathering®

Paladin Magic



RULES

MTG 93/94

PALADIN MAGIC OLD SCHOOL RULES

Old School PALADIN MAGIC format is a 93/94 Magic sub-format that as a starting point follows the standard Atlantic banned and restricted old school rules but limiting the card pool and with an extended restricted and banned card list.

Your main deck must contain at least 60 cards (no maximum as long you can shuffle your deck)

You must build a sideboard of 15 cards. After side boarding your main deck must still be at least 60 cards and your sideboard maximum 15 cards.

There is mana burn.

London Mulligan rule.

No Draws in Tournament Matches. After 50 minutes if there was a tied match, the tie breaker will be a sudden death Chaos Orb flipping contest, like a hockey or soccer overtime shootout. If both players make or miss the Chaos Orb flip in the same round, repeat the process. The first person to make it while the other person misses will be declared the winner of the match.

CARD SETS

Legal Sets:

Decks may consist of cards from these sets printed in 1993-94:

Alpha
Beta
Unlimited
Collector's Edition (CE)
International Collector's Edition (IE)
Arabian Nights
Antiquities
Revised
Legends
The Dark
Fallen Empires

Promotional cards from 1994 are also legal: Arena, Sewers of Estark, and Nalathni Dragon.

Additional Sets and Cards Allowed (ie. REPRINTS)

For unaltered cards we allow all non-foil cards from the sets above, that were reprinted in any language with the original frame + original art. So for example, a Chronicles City of Brass, Fifth Edition Wrath of God, Time Spiral Psionic Blast, and Collector's Edition Mox Ruby would all be legal. (original frame + original art), while an Ice Age Icy Manipulator or Arena 1996 Counterspell would not be allowed (different art) unless they were used as a the base of an alteration see more below. The misprinted Revised Serendib Efreet (with Ifh-Biff Efreet's art, and green border) is of course allowed, because it was printed in one of the original sets in 1994 (Revised) listed above. We always encourage you to seek out the oldest and coolest versions of cards you can find, but these can serve as your de facto substitutes for original versions of cards printed in 93-94.

Proxies: Are Allowed.

We encourage players to either make their own proxies following fair use doctrine or find & source proxies that do NOT infringe WotC, it's artists, or affiliates. A great example of an acceptable proxy would be an artist alter made by yourself or another by hand.

Artist Proofs: Are Allowed As long as they adhere to the above referenced reprint guidelines.

Art Alters: Are Allowed

BANNED LIST

Ante cards:

- Bronze Tablet
- Contract from below
- Dark pact
- Demonic attorney
- Jeweled Bird
- Rebirth
- Tempest Efreet
- *Mind Twist*
- *Library of Alexandria*

RESTRICTED LIST

- Ancestral Recall
- Balance
- Black Lotus
- Braingeyser
- Chaos Orb
- Channel
- Demonic Tutor
- Mana Drain
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Recall
- Regrowth
- Sol Ring
- Time Vault
- Time Walk
- Timetwister
- Wheel of Fortune
- *Strip Mine*
- *Mishra's Workshop*
- *Mishra's Factory*
- *The Tabernacle at Pendrell Vale*
- *Maze of Ith*

ERATTA APPLIED IN THIS FORMAT

Chaos Orb

Choose a non-token permanent on the battlefield. If Chaos Orb is on the battlefield, flip Chaos Orb onto the battlefield from a height of at least one foot. If Chaos Orb turns over completely at least 360 degrees during the flip, and lands resting on the chosen permanent, destroy that permanent. Then destroy Chaos Orb.

(Note: because of how Chaos Orb is worded, with it being destroyed after a flip, it can still be Disenchanted or Shattered in response to the activation, which will nullify the ability to flip, since it is no longer on the battlefield. This is consistent with the wording of Chaos Orb not being sacrificed upon activation, as it probably would with modern templating. Also note that Chaos Orb chooses but does not target.)

Falling Star

Choose any number of non-overlapping creatures on the battlefield. Flip Falling Star from at least a height of one foot. If Falling Star turns over completely at least 360 degrees during the flip, it deals 3 damage to each chosen creature it lands resting on. Any creatures damaged by Falling Star that are not destroyed become tapped.

(Note: Falling Star chooses upon resolution but does not target.)

Ring of Ma'rûf

Exile Ring of Ma'rûf: The next time you would draw a card this turn, instead choose a card you own from exile or from your sideboard and put it into your hand.