

DOOM MTG 93/94 OLD SCHOOL – MONOCOLOR DECK RULES

Legal series/sets are set by tournament administrators and according to *THE DANISH 93/94 MTG OLD SCHOOL GUIDELINES*. Also follows same restricted card list

Only one color allowed. No Power 9 cards and no artifacts allowed. You can only include lands that produce mana of the chosen color – so no lands that generate colorless mana.

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

There is no sideboard.

BANNED LIST

Power 9 cards:

- Black Lotus
- Mox Pearl
- Mox Sapphire
- Mox Ruby
- Mox Jet
- Mox Emerald
- Time Walk
- Time Twister
- Ancestral Recall

Artifacts

- All Artifacts

Other cards:

- Library of Alexandria
- Mind Twist
- Brain geyser
- City in a Bottle
- Greater Realm of Preservation
- Circle of Protection Red
- Circle of Protection Blue
- Circle of Protection Black
- Circle of Protection Green
- Circle of Protection White
- Tsunami
- Karma
- Gloom
- Magnetic Mountain
- Lifeforce
- Flash fires
- Acid Rain
- Conversion
- Cleanse
- Volcanic Eruption

Ante cards:

- Bronze Tablet
- Contract from below
- Darkpact
- Demonic attorney
- Jeweled Bird
- Rebirth
- Tempest Efreet

Errata to Ring of Ma'rûf

Ring of Ma'rûf can be used to bring any danish 93/93 old school legal card you own into the game. This does not include a card from the above banned list.

Errata: Chaos Orb

1, Tap: 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 once during the flip, and touches the chosen permanent, destroy that permanent. Then destroy Chaos Orb.

Errata to Falling Star

Choose any number of non-overlapping creatures on the battlefield. Flip Falling Star from a height of at least 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 on. Any creatures damaged by Falling Star that are not destroyed become tapped.

X-cost cards causing direct damage to players life total

X-cost spell kills are not allowed. If a player takes *direct* damage to life total from a X-cost spell (like Fireball, Disintegrate, Hurricane and Earthquake etc.) life total cannot go below 1 life.

X-cost cards that provide Indirect or combat damage to players life total from spells (like Detonate and Howl from Beyond etc.) is not subject to this limitation