

# MAGIC The Gathering® Old School



## RULES

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# Tribal Wars



Welcome to the Tribal Wars. With this tournament we want to celebrate the many tribes in Old School MTG. The basic rules are simple, construct a deck **with at least 12 creatures from the same creature type**, for example, Wizards.

## Deck Bygning

Mimimum 60 card main deck - no maximum, but player must be able to shuffle deck appropriately. Exactly 15 card Sideboard. After sideboarding main deck must still contain mimimum 60 cards and sideboard maximum 15 cards.

## Mana Burn og Mulligan

There is no mana burn.

We use the "London Mulligan" rule. This mulligan lets you draw a new hand of seven as a mulligan each time, and then on a keep, put back a number of cards on the bottom of your library equal to the number of mulligans taken

## Legal sets

Alpha  
Beta  
Unlimited  
Arabian Nights  
Antiquities  
Legends  
The Dark  
Fallen Empires  
Ice Age\*  
Homelands  
Promo cards (Arena, Sewers of Estark and Nalathni Dragon)

Reprint sets:

Collector's Edition  
International Edition  
Revised (3rd Edition)  
Chronicles  
4th Edition  
FBB (Foreign Black Border)  
FWB (Foreign White Border)  
Summer Edge Edition

There are NOT a ban on the seven cards due to racism/art: *Invoke Prejudice, Cleanse, Stone-Throwing Devils, Pradesh Gypsies, Jihad, Imprison and Crusade*

\* Note on ICE AGE SET: Only Ice Age creatures of the tribe you are playing can be used. For example, if you play Elephants as your tribe, you can add the Woolly Mammoth to your team. You cannot add any other cards from the Ice Age expansion to your deck, like a Tinder Wall from the previous example. You can also play snow-covered lands, but only to support your tribe.

## Restricted and Banned Cards

### **RESTRICTED KORT**

(Max 1 card in Main deck and Sideboard)

ANCESTRAL RECALL  
BALANCE  
BLACK LOTUS  
BRAINGEYSER  
CHANNEL  
CHAOS ORB  
DEMONIC TUTOR  
LIBRARY OF ALEXANDRIA  
MANA DRAIN  
MIND TWIST  
MISHRA'S WORKSHOP  
MOX EMERALD  
MOX JET  
MOX PEARL  
MOX RUBY  
MOX SAPHIRE  
REGROWTH  
SHAHRAZAD  
SOL RING  
STRIP MINE  
TIME WALK  
TIMETWISTER  
WHEEL OF FORTUNE

HYMN TO TOURACH  
MERCHANT SCROLL  
GOLGOTHIAN ZYLEX  
CITY IN A BOTTLE  
APOCALYPSE CHIME  
ABYSS  
MOAT  
MAZE OF ITH  
MISHRA'S FACTORY

### **BANNED KORT**

(No cards allowed)

BRONZE TABLET  
CONTRACT FROM BELOW  
DARKPACT  
DEMONIC ATTORNEY  
JWELED BIRD  
REBIRTH  
TEMPEST EFREET  
TIMMERIAN FIENDS  
AN-ZERRIN RUINS

+ Plus all other cards from ICE AGE which *are NOT* creatures matching *YOUR* tribe sub-type.

## Card Errata

### **Chaos Orb (2)**

Artifact

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.

### **Ring of Ma'rûf (5)**

Artifact

5, Tap, 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.

### **Falling Star (2R)**

Sorcery

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.