

# MAGIC The Gathering® Old School



## ELDER DRAON HIGHLANDER RULES

# MTG 93/94 OLD SCHOOL – ELDER DRAGON HIGHLANDER RULES (EDH)

Legal series/sets are set by tournament administrators and according to *THE DANISH 93/94 MTG OLD SCHOOL GUIDELINES*

The name “Elder dragon” refers to the original quintet of Elder Dragon Legends: *Chromium*, *Arcades Sabboth*, *Palladia-Mors* and *Vaevictis Asmadi*. Each of these represents a “shard”. A shard, or arc, is a series of three colors in an unbroken chain on the MTG color pie. The middle colour in a shard is its primary color, allied to both of the shard's other colors. Following is used as names to describe a deck with 3 shard colors in it:

*Bant {G}{W}{U}*, *Esper {W}{U}{B}*, *Grixis {U}{B}{R}*, *Jund {B}{R}{G}* and *Naya {R}{G}{W}*



The name “Highlander” is a reference to the mid-90’s television show with the tagline “*In the end, there can only be one.*” Actually, it was originally a movie from the mid-80’s. In EDH format **ALL CARDS** - except from basic lands (Forest, Mountain, Swamp, Island and Plain) - are restricted to **max. 1 card of each in the deck.**

A player’s main deck must contain exactly 100 cards *including* the chosen general

There is no sideboard.

Each Player start at 40 life points

A player must choose 1 legendary creature as general. Any legendary creature can be chosen as general. *Option: In the special classic version of EDH format it can be ruled that player must choose one of the 5 Elder dragons or alternatively randomly pick one of the Elder dragons to use as General.*

All colored mana symbols on cards in a player’s deck must match one or more of those in your general’s mana cost. This goes for both the cards casting cost and a cards mana abilities/triggers in the card text.

A player cannot include lands with a basic land type that makes them tap for mana outside the chosen general’s colors. Lands you control can only produce mana of your general’s colors and make colorless if they would make mana of another type.

The chosen general has a special role in playing the game. It begins the game face-up in a separate general’s zone. It can be played from this zone by player as though it was in the players hand.

First time it can be played by paying the Generals normal casting cost. If the general would be put into the graveyard from play, discarded from a player's hand, removed from library, returned to owners' hand or exiled it instead goes back to the general's separate zone. It can be replayed as normal – but with an *additional cost of 2 colorless mana for each time* it has been played from the removed from game zone.

The general can also create a separate win condition by itself. A player that's been dealt 21 or more combat damage *by the same general* over the course of the game - *loses the game* regardless of how many life points the player has left. This win condition also applies to a stolen or controlled general of another player as it does not need to be the player's own general. This also means that you can kill another player with **their own** commander.

Damage from different generals does not count together on the same player. Each general's damage count to the other players should be noted separately

There is one free mulligan option for each player

## **BANNED LIST**

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### **Power 9 cards:**

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

### **Other cards:**

- Library of Alexandria
- Balance
- Karakas
- Mind Twist
- Time Vault

### **Ante cards:**

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

**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 cannot include a card from the above banned list or ante cards. You can bring in a card you already have one copy of in your deck.

**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.