

MAGIC The Gathering® **Old School**



TRIBAL WARS

ROHGAHH CUP RULES

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Tribal Wars

Welcome to the Tribal Wars. This MTG format celebrates the many tribes in Old School MTG. The basic rules are simple, construct a deck:

with at least 16 creatures from the same creature type

for example, “Wizard” type, “Elf” type, “Goblin” type, “Kobold” Type, “Soldier” Type, “knight” type etc.

Some Creature types are considered part of the same tribe, these are:

- “Dragons, Wurms and Drakes” are considered the same Dragonkin tribe.
- “Merfolk and Fish” are considered the same Aquatic tribe.
- “Skeleton, Wraiths, and Zombies” are considered the same Undead tribe.
- “Faeries, Pixies, Spirits and Sprites” are considered same Fey tribe.
- “Vampires and bats” are considered the same tribe.
- “Wolves, Bears & Boars” are considered the same Wild animal tribe.
- “Unicorn, Pegasus, Centaurs and Minotaurs” are considered the same Hoof Creature tribe.
- + All Creatures that deal poison damage are considered the same Venom Tribe (e.g. pit scorpion, marsh viper, serpent generator etc.).

Tribe exemptions:

- Artifact creatures (Constructs, Golems etc.) are NOT considered a Tribe as they are unable to reproduce – but can still be included in a deck.
- Djinn and Efreetts cannot be selected as tribe – but can still be included in a deck.

Deck Building

Minimum 60 card main deck - no maximum, but player must be able to shuffle deck appropriately.
There is no Sideboard.

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

Time Spiral SPECIAL: Only the land card "Kher Keep" is allowed to support Rohgahh

There is 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 and HOMELANDS SETS: Only creatures of the tribe you are playing can be used from the sets. 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 or Homeland expansion to your deck, like a Tinder Wall from the previous example.

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

Additional restricted cards:

HYMN TO TOURACH
CONTROL MAGIC
GOLGOTHIAN ZYLEX
CITY IN A BOTTLE
MAZE OF ITH
MISHRA'S FACTORY

BANNED KORT

(No cards allowed)

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

THE ABYSS
ARBORIA
MOAT
MIND TWIST

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

Card Eratta

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.

In the normal MTG old school format and if playing without Fallen Empires, Homelands and Ice Age expansion sets, only a limited card pool is available for tribal decks. Actually, the word "Tribal" does not belong in Old School and was first introduced much later. But in Old school a "tribal deck" just means when a player builds a deck around a lot of creatures that share the same sub-type. This could for example be Creature – Goblin. Several creatures has two subtypes e.g., Human Soldier, Elf Druid etc. These can be part of both tribal deck builds. Originally there were fewer creatures sharing the same subtype in old School magic. The reason for this was that originally, in the early sets, creature types were largely used for flavor-related reasons. This was continued until Fallen Empires when creature's types started having in-game mechanical implications. But this changed when the The Grand Creature Type Update was made by WoTC. This was a mass update of creature types, as part of the regular Oracle update for Lorwyn expansion set in October 2007. The update ranks as one of the biggest changes to the Oracle database. A lot of creature subtypes were dropped and creatures without creature types got creature types. Prior to the Champions of Kamigawa set, Legend was a creature type. Most legendary creatures were printed as "Summon Legend" or "Creature — Legend," and had no further creature types. In addition, many artifact creatures did not have subtypes. The main implication for Old School and for this format was that a lot more creatures got changed to share the same subtype.