

MAGIC Old School The Gathering®



BUILDING TRIBAL DECKS IN 1993/194 FORMAT

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Tribal decks in MTG 93_94 old school

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In MTG old school format and if playing without Fallen Empires expansion set 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.

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 creatures’ 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 was that a lot of black creatures got changed to “zombie” subtype, and the 4 lords being.....



.... Changed subtype from lord to “Zombie”, “Goblin”, “Merfolk” and “Kobold”. The implication was that a Goblin King now could give bonus to another Goblin King and the same for the others.

Four Legend creatures also now got a subtype adding to the Goblin, Kobold and Zombie card pools.

The four lords also form the basis for the four tribal decks that can be found in old school: being “Goblin deck, Merfolk Deck, Zombie Deck and Kobold Deck”

Following is an overview of the cards that after the creature type update can be used to build the tribal decks:

Zombie



Goblin



Kobold



Merfolk



While the Merfolk card pool is extremely limited if not playing with Fallen Empires expansion it can still provide a solid foundation for an aggressive mono blue weenie deck.

Additional creature cards if playing with Fallen Empires expansion set

Two more goblins and six new Merfolk creatures was added to bolster the tribal decks in the former card series.



In addition, with the Fallen Empires expansion set a new fifth tribal deck emerged dedicated to this expansion based on the Thrull creature type (known as a Thrull deck):

Thrull



The Thrull Lord (called Champion) is somewhat a bit different from the other lords as the Thrull Champion also provide the +1/+1 bonus to himself.

Thallids (Saprolings deck)



A Thallid deck is a bit different as the synergy does not come from one Lord or King but from several cards that all helps spawning 1/1 Green Saprolings creatures. This Tribal deck is often called "Thallids" as four of the creature cards are named "Thallid" (they are all Fungus type). However, in addition there are two supporting enchantments that also support spawning Saprolings and one Elf that is also a stable card in this tribal deck.