

Changes effective January 2004

Banned & Restricted Announcement

MagicTheGathering.com staff

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Announcement Date: December 1, 2003

Effective Date: January 1, 2004

Standard

No changes

Extended

- [Ancient Tomb](#) is banned
- [Goblin Recruiter](#) is banned
- [Grim Monolith](#) is banned
- [Hermit Druid](#) is banned
- [Oath of Druids](#) is banned
- [Tinker](#) is banned

Type 1

- [Burning Wish](#) is restricted
- [Chrome Mox](#) is restricted
- [Lion's Eye Diamond](#) is restricted

Type 1.5

(All cards on the Type 1 Banned and Restricted Lists are banned in Type 1.5.)

- [Burning Wish](#) is banned
- [Chrome Mox](#) is banned
- [Lion's Eye Diamond](#) is banned

Explanations in Brief

Here are explanations of the changes from **Magic** R&D:



Extended Bannings

Ancient Tomb

Years of watching constructed metagames evolve has taught us that efficient ways to generate fast mana are always a problem. [Ancient Tomb](#) simply adds too much speed to the environment.

Goblin Recruiter

[Goblin Recruiter](#)'s ability to stack an arbitrarily large portion of your deck allows goblin-based combo decks to kill as early as turn 2. That's too fast for a healthy environment and the Recruiter is one of several casualties of our effort to eliminate realistic turn 2 kills from the environment.

Grim Monolith

[Grim Monolith](#) has to go for essentially the same reasons as [Ancient Tomb](#). Things happen too quickly when the available mana acceleration cards are this good.

Hermit Druid

The current crop of reanimator decks are winning the game by turn 2 and they all depend on dumping their entire library into the graveyard with [Hermit Druid](#). The Druid simply does too much, too fast.

Oath of Druids

In our effort to make sure games last more than two or three turns, we felt we needed to get rid of [Oath of Druids](#) in addition to fast mana and combo enabling cards. [Oath of Druids](#) effectively ends the game on turn 2 against almost all creature decks, making it essentially impossible to have a healthy environment as long as this card is legal.

Tinker

[Tinker](#) is both a tutor and a mana accelerator, so we've been worried about it for years. The recent release of *Mirrodin* added many powerful artifacts to the environment and put [Tinker](#) decks over the top (as evidenced by [Pro Tour New Orleans](#)).

Type 1 Restrictions

Burning Wish

Most "tutors" are restricted in Type 1 because it defeats the purpose of restricting a card if you can play four copies of an efficient way to go get it. Since the most powerful cards in Type 1 are sorceries ([Yawgmoth's Will](#), [Timetwister](#), [Balance](#), [Mind Twist](#), etc.) it was possible to play the equivalent of four copies of any one of these simple by moving it into your sideboard. Interestingly, [Cunning Wish](#) was left off the restricted list because the one extra mana combined with the fact that Type 1 has less powerful instants than sorceries means it does not appear to be a problem.

Chrome Mox

Time has shown that fast mana is even more powerful in Type 1 than in other formats.

Lion's Eye Diamond

Some fast mana cards are easier to abuse than others, but recent advances in deck design have shown that even the drawback on [Lion's Eye Diamond](#) isn't severe enough to balance a zero-mana artifact that gives you three mana.

Further Discussion

For a more in-depth explanation of the reasons behind these bannings and restrictions, tune in to Randy Buehler's "[Latest Developments](#)" column on MagicTheGathering.com this Friday (December 5th).