## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

Emergency ban update to address recently discovered combos that would make continentals rather awful if we left things alone. These changes are effective **immediately**.

There are two reforms here. We’ve updated the [New Generation documents](https://mega.nz/folder/EtRkiCJa#1utpLjHZJswiRRLb4h49WQ) to include the card images for them.

[**Official Card Reference v17.1**](https://drive.google.com/file/d/1AFD3Jo-WAUjnv45gCWEsTDCCyDg6eXm2/view?usp=drive_link)

* Added Comet, Eager to Share which supersedes Patch, Did You Hear That
* Added Dodgy Shopkeeper, There’s Always a Price which supersedes Dodgy Shopkeeper, Curio Collector
* Garble, Try Me is now actually a Dragon
* Added missing paragraph break to Cotton Sky, Pegasus Leader’s ability

[**Tournament Floor Rules v3.24**](https://drive.google.com/file/d/1669AzPdEy7VknNbTJqG4ssYih_Nm5st3/view?usp=drive_link)

* Ban list changes as follows:

|  |  |
| --- | --- |
| **Core**  **Harmony**  **Adventure**  **Generations Block** | **Core**  **Harmony**  **Adventure** |

### Ban Dodgy Shopkeeper, Curio Collector with immediate Reform

*The EQDA takes a serious stance on purveyors of cursed frogurt.*

Dodgy Shopkeeper was a card that, upon its release, drew the eyes of many a Farm player who marveled at its ability to reward them for doing something they were already doing: running a deck full of a variety of card types. AT generation, card draw, and power counters on *characters* in exchange for a slightly lower flip average? Sign me up!   
  
On the surface, this seemed to be an appropriate reward for the investment since most cards had a cost of 1 or more, meaning that the only “value” being generated off of a copy of Dodgy Shopkeeper was a refund (sometimes only partial) of what you spent in both cards and AT to activate his ability in the first place. What escaped notice, however, was just how quickly this could spiral out of control when the first copy of Shopkeeper would allow you to draw into a second…which would immediately be able to be activated upon being played, and potentially digging into a third and rewarding you even further.  
  
During the later part of New Generations Core testing and immediately post-release, Dodgy Shopkeeper started appearing all over the place in a variety of both Farm and Combo decks. Of these, none were quite as fast or as consistent as one focused on drawing through the deck as quickly as possible to utilize Pinkie Pie, Still Partying as a win condition. Pink draw-combo decks are nothing new, but Shopkeeper slotted in perfectly to an already powerful and card-type diverse list and allowed players to end the game at blazing-fast speeds. This list proved to be so dominant in testing that our determination was the following: unless a player came to a tournament with a decklist *specifically targeting* the Shopkeeper combo list, that player was incredibly likely to lose, and often as early as turn 5. Because of the threat of a Tier-Zero situation with this and similar lists at the upcoming North American Continental Championship, Dodgy Shopkeeper, Curio Collector is banned…but immediately reformed!

When reforming this card, it was determined that Shopkeeper’s payoff was still concerningly high for the small investment of 1 AT to play him in the first place, even if the ability was tweaked to prevent being able to “chain” one Shopkeeper into another. By adjusting the values of each reward (and adding an additional one in the form of a single point being scored), the OTK combo acceleration potential of this card is brought down noticeably while still being an exciting target to build around. By switching the condition under which Shopkeeper’s ability can be activated from a blind “check” to counter accumulation, the card gains greater flexibility in decks that don’t want to fully commit to all four Draw Deck card types, while also becoming more disruptible (especially to previously-poor methods like frightening). Our hope is the new Dodgy Shopkeeper, There’s Always A Price should still fulfill the same design purpose that attracted many players to the card in the first place, while reducing the individual impact from a single copy being activated, and making the card more desirable to a broader variety of lists.



### Ban Patch, Did You Hear That? with immediate Reform

*“I DID HEAR IT! BING! BONG. BING-BONG!”*

Patch, Did You Hear That? has had very minimal time in the limelight since the release of New Generations, but the utility of Hasty Problem replacement was apparent from his first reveal during the spoiler season. While cards like Discord, Best Laid Plans could also replace Problems at Immediate speed and we’ve seen repeatable replacement effects before like Party Favor from EO Block (or Bait & Switch in conjunction with Portal-esque effects), Patch represented a new direction: a single card that could do it all.   
  
It was, unfortunately, not discovered until after the set’s release that because of the inclusion of the **Magic Restored** keyword on a new cycle of Problems, an 3-card infinite combo was created between Patch, Ruby Jubilee, and Cherry Berry. If the Patch player chose to run a Problem deck comprised of nothing but **Magic Restored** Problems excluding their Starting Problem, and could assemble the two other previously-mentioned Friends (plus a method of adding one additional Magic counter onto Patch or having a duplicate Cherry Berry), they could replace their own Problem deck endlessly, leaving each of their characters at the new Problem, adding a Magic counter back onto Patch, and scoring a point with Cherry Berry each time Patch’s ability was activated. This cheap, card-lite combo was one of the fastest methods of winning a game in post-rotation Core, and since so few cards were actually required to get the combo to fire, the deck could dedicate a significant portion of its card slots to tools to help increase its consistency or offer protection against opposing disruption. With added support from a card like Prisbeam Lantern, the Patch combo deck was capable of winning just as quickly as the Dodgy Shopkeeper/Still Partying combo list referenced above. To avoid another situation at the upcoming Continental Championships with a combo deck’s power level being well outside the acceptable range, Patch, Did You Hear That? Is banned…but immediately reformed!  
  
Thankfully, the fix to Patch is a relatively simple one: forcing the card to exhaust in addition to removing a Magic counter means the Problem Replacement combo loop is no longer a concern, while the card’s utility as a repeatable Immediate-speed Problem replacer (across multiple turns) remains untouched.

Patch is one of the weaker flavorings in New Generation and somehow registers even lower on the background pony scale than Applejack, so unlike the character reforms we’ve done in the past, we’re swapping in a rather more well known character that somehow didn’t get into the set in the first place.

He’s very excited to meet you and also tell you his entire life story. Buckle up.

