

MAGIC The Gathering® Old School



OLDSCHOOL BRAWL COMMANDER RULES

MTG 93/94 OLD SCHOOL – OLDSCHOOL BRAWL COMMANDER VARIANT RULES



Old School Brawl is a 93/94 Magic sub-format that closely follows the official Brawl (“Standard Commander”) format promoted by Wizards of the Coast.

Old School Brawl generally follows [the rules for Brawl outlined by Wizards](#), EXCEPT players start with 20 life in a two-player game. With 3 or more players, players start at 30 lives.

The two-player (1v1) variant is the focus of this page and is the default/baseline way to play Brawl.

Format Rules

- 60 card decks, including 1 legendary “commander” and 59 other cards
- Singleton deck construction, i.e., one copy of any card, except basic lands
- The first mulligan is to seven cards, then each mulligan afterward results in one fewer card (six, five, four etc.)
- All commanders start in their command zone
- Commanders can be cast for their mana cost, plus 2 mana more for each time they’ve been put back in the command zone
- Every card in your Brawl deck must only use mana symbols that also appear on your commander. (Colorless cards are allowed in any deck.)
- There is no mana burn, by default, but of course you can mutually opt to play with mana burn if your opponent agrees.
- Old School Brawl is played without sideboards.
- Ring of Ma’rûf is legal, but you may only use it to get a card that is legal under the rules on this page, and that you do not already have a copy of in your deck.

CARDLIST

Old School Brawl is played with the normal Danish Old school rules incl. CE/IE.

Allowed sets are:

ALPHA
BETA
UNLIMITED
ARABIAN NIGHTS
ANTIQUITIES
LEGENDS
THE DARK
REVISED
CHRONICLES
4TH EDITIONS
FBB (Foreign Black Border)
FWB (Foreign White Border)
SUMMER EDGE MAGIC

CARDS; ONLY WITH SAME FRAME PRINT AS IN: ALPHA, BETA, UNLIMITED, REVISED, ARABIAN NIGHTS, ANTIQUITIES, LEGENDS, AND THE DARK

Collector's Edition and International edition is also allowed

Fallen Empires cards can be included as an optional choice.

BANNED LIST

Ante cards:

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

Other cards:

- Library of Alexandria
- Ancestral Recall
- Braingeyser
- City in a Bottle
- Karakas
- Mind Twist

A bit more about the 6 “other cards” banned List

Karakas — banned as in normal EDH/Commander for obvious reasons, it effectively locks the opponent out of casting their commander.

City in a Bottle — banned for the same reason as Karakas: with the Arabian Nights named cards acting as mono-color commanders, Bottle would lock your opponent out of casting their commander. Also, in normal 93/94 Bottle acts as a “fun police” making it less viable to play fringe Arabian Nights cards, and one of the aims of Brawl is to play more fringe cards.

Library of Alexandria - if allowed, this would be an easy auto-include in every Brawl deck, resulting in non-competitive games that take a long time to finish, and encouraging the inclusion of 2-4 “mandatory” land destruction effects in every deck to combat it.

Ancestral Recall, Mind Twist, and Braingeyser — these three cards are very powerful card advantage creators that ask essentially nothing of their caster, again creating automatic asymmetry for players lucky enough to draw them.

ERRATA APPLIED IN THIS FORMAT

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.

Errata to Legendary creatures

Following cards have been errata'd to be legendary creatures and therefore may be used as commanders in mono-color decks:

White: Abu Ja'far, King Suleiman

Blue: Sindbad

Black: El-Hajjâj, Uncle Istvan

Red: Ali Baba, Ali from Cairo, Aladdin

Green: Pixie Queen, Niall Silvain