

# MAGIC The Gathering® Old School



## DUNGEONS & DRAGONS®

# OLDSCHOOL D&D BRAWL COMMANDER RULES

# MTG 93/94 OLD SCHOOL – OLDSCHOOL D&D 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 D&D Commander 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 select if they want to start at 20 lives or 30 lives. The two-player (1v1) variant is the focus of this page and is the default/baseline way to play Brawl.

Old School Dungeons and Dragons Commander Brawl further deviates from normal Old school Brawl by applying 3 mechanisms from the two card sets: Adventures into Forgotten Realms and Commander Legends Baldurs Gate:

- Use of dungeons and “venture into the dungeon” mechanism
- Use of Enchantments - Class and background cards
- Use of The Dungeon Map artifact card

The 3 mechanisms are at game start added to the Command Zone together with the Commander.

Further, The *ONLY* commanders you can use in this format is the Legendary creatures from “Adventures into Forgotten Realms set” and “Commander Legends - Baldurs Gate set” and *ONLY* the ones with the special D&D Monster Manual art:

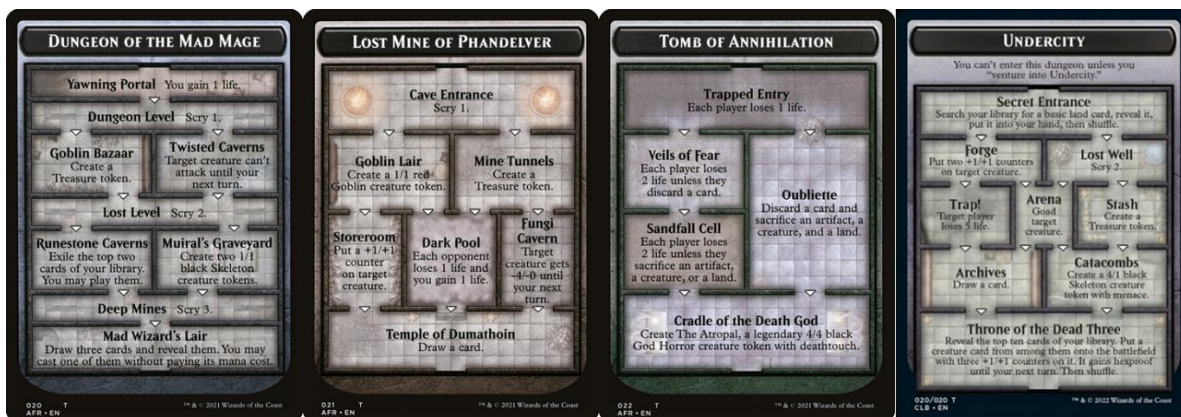


## Format Rules

- 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 and enchantment class cards start in their command zone. If you have a commander with the ability to “choose a background” - you also start with your enchantment background card in the command zone.
- Commanders and enchantment background cards can be cast for their mana cost, plus 2 mana more for each time they’ve been put back in the command zone. Enchantment Class cards cost the same every time they are cast from command zone.
- Every card in your Brawl deck must only use mana symbols that also appear on your commander and your background card. (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.

## The Dungeons

Each players start with a selected number of Dungeons (only 1 of each) in their Command Zone. There are up to 4 dungeons to select from “Adventures into Forgotten Realms set” and “Commander Legends - Baldurs Gate set”:



The Dungeons are activated in play using the “*Venture into the Dungeon*” ability on cards - primarily the Dungeon Map Artifact (see below). *Venture into the dungeon* can be the effect of a spell, an activated ability, or a triggered ability.

- If you venture into the dungeon while you don't have any dungeons in the command zone you put the dungeon of your choice into the command zone and put a venture marker on the first room, at the top.
- The next time you venture into the dungeon, you'll move to the next room by placing the marker on that room. When you enter a room, the room ability of that room triggers.

- After the final room ability resolves or otherwise leaves the stack, the dungeon is removed from the game. Removing it from the game results in you completing the dungeon. When you complete dungeon you receive a bonus.
- The next time you venture into the dungeon, you can choose the very same dungeon you were just in or you can head into a new one.

## The Dungeon Map



Each player starts with the Dungeon Map artifact in their command zone together with your commander. The Dungeon map can be brought into play in two ways:

- When you cast your Commander, you can simultaneously choose to put the Dungeon Map into play *at no mana cost*.
- If your commander is in play, but your Dungeon Map is not, you can always cast the Dungeon map from your command Zone *at the normal 3 casting cost* during your main phase.
- If the Dungeon Map card is destroyed or removed from play it returns to the command zone from where it can be cast again in one of the two ways mentioned above
- A player cannot have any Dungeon Map card in this deck.

## The Enchantment - Classes

In Dungeons and Dragons 5th Edition there are 12 classes in the Player's Handbook. Except for Fighter (corresponded as Warriors), Paladin (corresponded as Knights) and Sorcerer (corresponded as Shamans), each class has a corresponding creature class in Magic:

### D&D 5E Class

Bard Class  
 Barbarian Class  
 Cleric Class  
 Druid Class  
 Fighter Class  
 Monk Class  
 Paladin Class  
 Ranger Class  
 Rogue Class  
 Sorcerer Class  
 Wizard Class

### MTG creature Class (that corresponds with Enchantment Class)

(, Bard)  
 (, Barbarian)  
 (, Cleric)  
 (, Druid)  
 (, Warrior)  
 (, Monk)  
 (, Knight)  
 (, Ranger)  
 (, Rogue)  
 (, Shaman)  
 (, Wizard)

Warlock Class (♠, Warlock)

A player can only select a class that corresponds to the type of your selected commander (as shown above) - this is Single Classing. OR you can select a class that corresponds to one of the colors in your commander - this is multiclassing.

Example 1:



A Player has chosen Krydle of Baldur's Gate to be his/her Commander. The player can either choose to start with the "Rogue" Class card (single Class) OR one of "Wizard" or "Warlock" classes (multi-Class) as the Class colors of these are blue and Black and matches the color of the Commander

Example 2:



A Player has chosen Nadaar, Selfless Paladin to be his/her Commander. The player can either choose to start with the "Paladin" Class card (single Class) OR the "Cleric" classe (multi-Class) as the Class colors of this is White and matches the color of the Commander

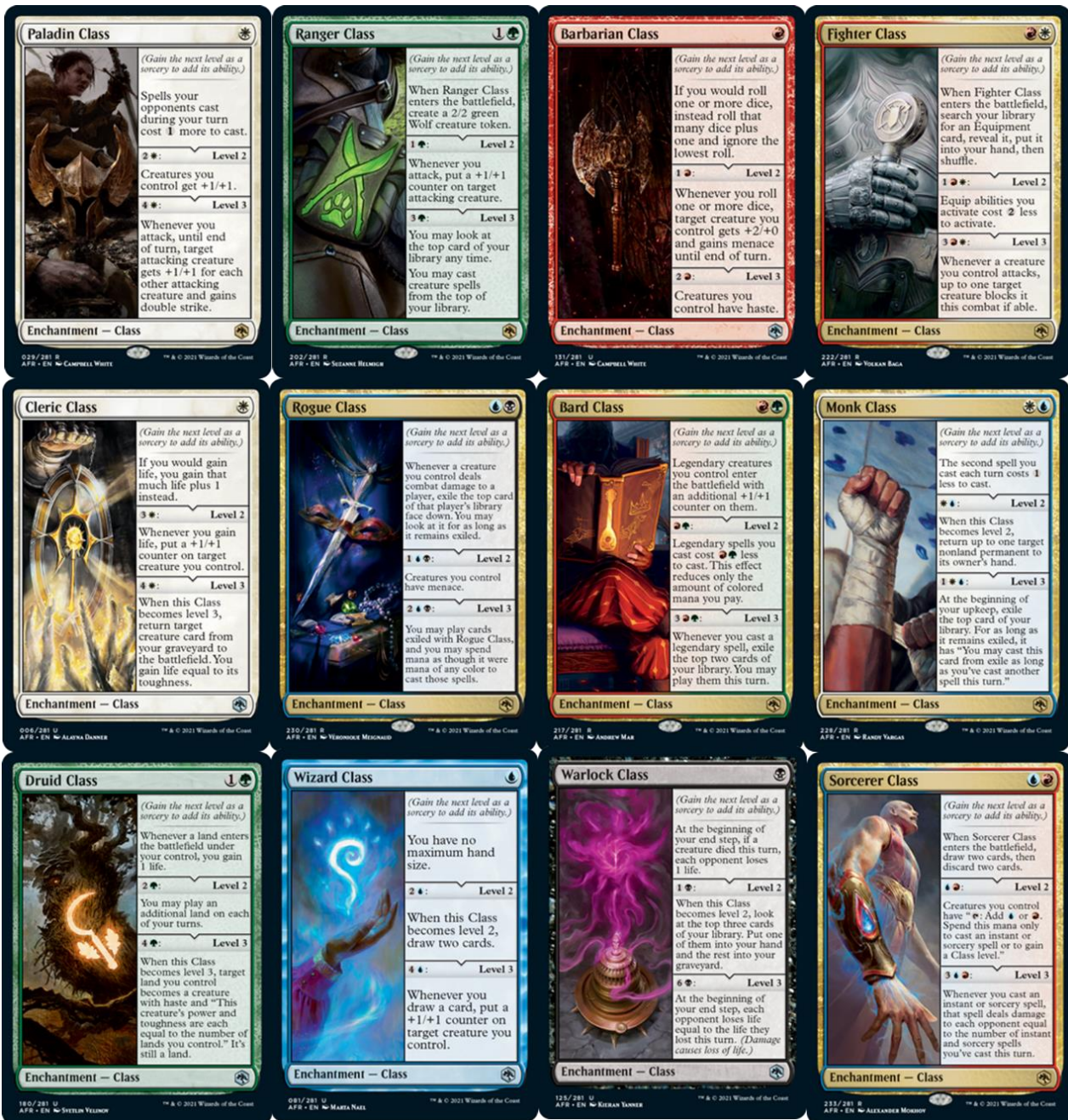
- Classes act as they would during a game of D&D. They have effects that stack as you level up. Each Class has three abilities in sections of its text box, called Class abilities. The abilities are arranged vertically like Sagas and have vertical artwork to match.
- The first Class ability is active as long as you control the Class. The next two are activated abilities that allow it to level up.
- Class abilities are activated at sorcery speed, meaning during your main phase. As mana is paid for the second ability, the Class will become level 2 and the first two class abilities are active. If a Class is level 2, you can activate the level 3 ability. Note that you can only activate a Class's level 3 ability if the Class is level 2.
- Class abilities can be anything — static abilities, activated abilities, or triggered abilities.
- A Class's level isn't tracked with or represented by counters. A Class's level is just something true about the permanent.

The Enchantment - class card starts in your command zone together with your commander and can be cast from here if (and only if) your Commander is already in play or in connection with putting your Commander in play by paying the casting cost for the Class.

If the enchantment class card is destroyed or removed from play, it is returned to the command zone. If your Commander leaves play your enchant Class card also leaves play together with the Commander and both are returned to the Command Zone.

When entering play the Class always start at level 1 regardless of level achieved when the card left play.

Illustration of the 12 Classes:



## The legendary Enchantment - Backgrounds

In Dungeons and Dragons 5th Edition there several backgrounds you can choose for your character. Similar in MTG there are several *mono-colored* legendary creature commanders that have the ability “choose a background”. If you have selected a *mono-colored* commander with this ability, you can also choose a legendary enchantment background to start with in your command zone. You can select from any of the backgrounds despite color. Choosing a background in a different color than you commanders color identity will expand the color identity of your commander to also include the color of the background chosen and you can thus also play cards of this color in your deck.

This means that backgrounds can be used to customize the color identity for your mono-colored commander.

The Legendary Enchantment - background card starts in your command zone together with your commander and can be cast from here if (and only if) your Commander is already in play or in connection with putting your Commander in play by paying the casting cost for the background card.

If the Legendary Enchantment background card is destroyed or removed from play, it is returned to the command Zone. If your Commander leaves play your enchantment background card also leaves play together with the Commander and both are returned to the Command Zone.

Like Commanders - Legendary Enchantment background cards can be cast for their mana cost, plus 2 mana more for each time they’ve been put back in the command zone.

### EXAMPLE:

The player has chosen Karlach as his commander. Karlach has the ability to “choose a background”



Same color identity



A) If the player chooses the legendary enchantment background “Dragon Cultist” as his commanders background – the color identity remains red as the background color and commander color identity are the same. The player can thus still only have red and colorless cards in this deck



Different color identity



B) If the player chooses the legendary enchantment background “Dungeon Delver” as his commanders background – the color identity is expanded with blue as the background color and commander color identity are different. The player can now thus have both blue, red and colorless cards in this deck and his commander is now considered both blue and red – regardless if the background is in play or in the command zone

## 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.

In addition, following cards from ADVENTURES INTO FORGOTTEN REALMS and COMMANDER LEGENDS BALDURS GATE:

- 4 Dungeons cards
- 12 Enchantment - Class cards
- 1 Dungeon Map artifact card
- All Legendary Enchantment - Background cards
- All Legendary Creatures printed with the special D&D Monster Manual art

## BANNED LIST

---

### **Ante cards:**

- Bronze Tablet
- Contract from below
- Darkpact
- Demonic attorney
- Jeweled Bird
- Rebirth
- Tempest Efreet



**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 “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.

## OPTIONAL RULE: COMMANDER PERSONAL MAGIC ITEM

---

Players can agree to play with following optional rule.

From game start each Commander starts with a personal magic item (artifact) in their command zone. This artifact can be chosen from below list of artifacts – which resembles this personal magic items.

After chosen one each player put this card in their command zone.

- When you cast your Commander, you can simultaneously choose to put your personal magic item into play *paying its mana cost in addition to the commander cost*
- If your commander is in play, but your personal magic item (artifact) is not, you can always cast the Artifact from your command Zone *at the normal casting cost* during your main phase.
- If the personal magic item (Artifact) card is destroyed or removed from play it is removed from the game.
- Due to the singleton rules, you cannot choose an artifact from below list that is also included in your 60-card deck.

Aeolipile	Forethought Amulet	Ring of Immortals
Al-Abara's Carpet	Gauntlets of Chaos	Ring of Renewal
Aladdin's Ring	Glasses of Urza	Rod of Ruin
Amulet of Kroog	Golgothian Sylex	Runesword
Ashnod's Battelgear	Helm of Chatzuk	Sandals of Abdallah
Bone Flute	Horn of Deafening	Skull of Orm
Book of Rass	Illusionary Mask	Soul Net
Bottle of Suleiman	Iron Star	Spirit Shield
Celestial Prism	Ivory Cup	Staff of Zegon
Conch Horn	Jalum Tome	Sunglasses of Urza
Coral Helm	Jandor's Ring	Tablet of Epityr
Conservator	Jandor's Saddlebags	Tawnos's Wand
Crystal Rod	Kry Shield	Tawnos's Weaponry
Disrupting Scepter	Life Chisel	Urza's Chalice
Draconian Cylix	Living Armor	Wand of Ith
Ebony Horse	Mightstone	Weakstone
Elven Lyre	Nova Pentacle	Zelyon Sword
Flying Carpet	Reflecting Mirror	

Following Artifacts has purposely been *excluded* from above list due to their power level and influence on the game:



Ankh of Mishra

Copper Tablet

Feldon's Cane

Icy Manipulator

Jayemdae Tome

Nevinyrral's Disk

Ring of Maruf

Sword of the Ages

They are still allowed – but one copy of these cards must be included in a player's deck as normal.

## APPENDIX

*In following Appendix, the 12 Enchantment Classes magic cards has been illustrated using the well-known D&D 5E layout. The layout is made by Reddit user **Hurtful\_Purple** and has been published on reddit for free use. All credit goes to the publisher of these great illustrations!*

# BARBARIAN CLASS

Enchantment - Class

Level	Cost	Features
1st	2	Bardic Inspiration
2nd	2	Heroism
3rd	3	Magical Secrets

Gain the next level as a sorcery to add its ability.

**CLASS FEATURES**  
As a bard you gain the following class features.

### BARDIC INSPIRATION

Starting at 1st level, legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.

### HEROISM

Starting at 2nd level, legendary spells you cast cost 2 less to cast. This effect reduces only the amount of colored mana you pay.

### MAGICAL SECRETS

Starting at 3rd level, whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.



# BARBARIAN CLASS

Enchantment - Class

Level	Cost	Features
1st	2	Reckless Attack
2nd	1	Rage
3rd	2	Fast Movement

Gain the next level as a sorcery to add its ability.

**CLASS FEATURES**  
As a barbarian you gain the following class features.

### RECKLESS ATTACK

Starting at 1st level, if you would roll one or more dice, instead roll that many dice plus one and ignore the lowest roll.

### RAGE

Starting at 2nd level, whenever you roll one or more dice, target creature you control gets +2/+0 and gains menace until end of turn.

### FAST MOVEMENT

Starting at 3rd level, creatures you control have haste.



# DRUID CLASS

Enchantment - Class

Level	Cost	Features
1st	2	Natural Recovery
2nd	2	Plant Growth
3rd	4	Conjure Elemental

Gain the next level as a sorcery to add its ability.

## CLASS FEATURES

As a druid you gain the following class features.

### NATURAL RECOVERY

Starting at 1st level, whenever a land enters the battlefield under your control, you gain 1 life.

### PLANT GROWTH

Starting at 2nd level, You may play an additional land on each of your turns.

### CONJURE ELEMENTAL

Starting at 3rd level, target land you control becomes a creature with haste and "This creature's power and toughness are each equal to the number of lands you control." It's still a land.

Level	Cost	Features
1st	3	Lesser Restoration
2nd	3	Bless
3rd	4	Raise Dead

Gain the next level as a sorcery to add its ability.

## CLASS FEATURES

As a cleric you gain the following class features.

### LESSER RESTORATION

Starting at 1st level, if you would gain life, you gain that much life plus 1 instead.

### BLESS

Starting at 2nd level, whenever you gain life, put a +1/+1 counter on target creature you control.

### RAISE DEAD

Starting at 3rd level, return target creature card from your graveyard to the battlefield. You gain life equal to its toughness.

# CLERIC CLASS

Enchantment - Class



# MONK CLASS

Enchantment - Class



Level	Cost	Features
1st	1*	Flurry of Blows
2nd	1*	Stunning Strike
3rd	1*	Perfect Self

Gain the next level as a sorcery to add its ability.

## CLASS FEATURES

As a monk you gain the following class features.

### FLURRY OF BLOWS

Starting at 1st level, the second spell you cast each turn costs 1 less to cast.

### STUNNING STRIKE

Starting at 2nd level, return up to one target nonland permanent to its owner's hand.

### PERFECT SELF

Starting at 3rd level, At the beginning of your upkeep, exile the top card of your library. For as long as it remains exiled, it has "You may cast this card from exile as long as you've cast another spell this turn."

# FIGHTER CLASS

Enchantment - Class



Level	Cost	Features
1st	2*	Fighting Style
2nd	1*	Action Surge
3rd	3*	Combat Superiority

Gain the next level as a sorcery to add its ability.

## CLASS FEATURES

As a fighter you gain the following class features.

### FIGHTING STYLE

Starting at 1st level, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

### ACTION SURGE

Starting at 2nd level, equip abilities you activate cost 2 less to activate.

### COMBAT SUPERIORITY

Starting at 3rd level, whenever a creature you control attacks, up to one target creature blocks it this combat if able.

# RANGER CLASS

Enchantment - Class

Level	Cost	Features
1st	1	Ranger's Companion
2nd	2	Hunter's Prey
3rd	4	Primeval Awareness

*Gain the next level as a sorcery to add its ability.*

## CLASS FEATURES

As a ranger you gain the following class features.

### RANGER'S COMPANION

Starting at 1st level, create a 2/2 green Wolf creature token.

### HUNTER'S PREY

Starting at 2nd level, whenever you attack, put a +1/+1 counter on target attacking creature.

### PRIMEVAL AWARENESS

Starting at 3rd level, you may look at the top card of your library any time.

You may cast creature spells from the top of your library.



# PALADIN CLASS

Enchantment - Class

Level	Cost	Features
1st	1	Aura of Protection
2nd	2	Aura of Courage
3rd	4	Divine Smite

*Gain the next level as a sorcery to add its ability.*

## CLASS FEATURES

As a paladin you gain the following class features.

### AURA OF PROTECTION

Starting at 1st level, spells your opponents cast during your turn cost 1 more to cast.

### AURA OF COURAGE

Starting at 2nd level, creatures you control get +1/+1.

### DIVINE SMITE

Starting at 3rd level, Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.



# SORCERER CLASS

Enchantment - Class

Level	Cost	Features
1st	1	Font of Magic
2nd	2	Metamagic
3rd	3	Wild Magic Surge

Gain the next level as a sorcery to add its ability.

**CLASS FEATURES**  
As a sorcerer you gain the following class features.

**FONT OF MAGIC**  
Starting at 1st level, draw two cards, then discard two cards.

**METAMAGIC**  
Starting at 2nd level, creatures you control have "C: Add 0 or 2. Spend this mana only to cast an instant or sorcery spell or to gain a Class level."

**WILD MAGIC SURGE**  
Starting at 3rd level, Whenever you cast an instant or sorcery spell, that spell deals damage to each opponent equal to the number of instant and sorcery spells you've cast this turn.



# ROGUE CLASS

Enchantment - Class

Level	Cost	Features
1st	1	Expertise
2nd	1	Cunning Action
3rd	2	Reliable Talent

Gain the next level as a sorcery to add its ability.

**CLASS FEATURES**  
As a rogue you gain the following class features.

**EXPERTISE**  
Starting at 1st level, Whenever a creature you control deals combat damage to a player, exile the top card of that player's library face down. You may look at it for as long as it remains exiled.

**CUNNING ACTION**  
Starting at 2nd level, Creatures you control have menace.

**RELIABLE TALENT**  
Starting at 3rd level, You may play cards exiled with Rogue Class, and you may spend mana as though it were mana of any color to cast those spells.





# WIZARD CLASS

Enchantment - Class

## THE WIZARD

Level Cost Features

1st	6	Spellbook
2nd	2	Arcane Recovery
3rd	4	Spell Mastery

Gain the next level as a sorcery to add its ability.

### CLASS FEATURES

As a wizard you gain the following class features.

#### SPELLBOOK

Starting at 1st level, You have no maximum hand size.

#### ARCANE RECOVERY

Starting at 2nd level, draw two cards.

#### SPELL MASTERY

Starting at 3rd level, Whenever you draw a card, put a +1/+1 counter on target creature you control.

2021 Proxy'd AF • NEVERODDORIVEN  
LOL • EN • Seamus Heffernan



# WARLOCK CLASS

Enchantment - Class

## THE WARLOCK

Level Cost Features

1st	1	Dark One's Blessing
2nd	1	Pact Boon
3rd	6	Lifedrinker

Gain the next level as a sorcery to add its ability.

### CLASS FEATURES

As a warlock you gain the following class features.

#### DARK ONE'S BLESSING

Starting at 1st level, at the beginning of your end step, if a creature died this turn, each opponent loses 1 life.

#### PACT BOON

Starting at 2nd level, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

#### LIFEDRINKER

Starting at 3rd level, at the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.)



2021 Proxy'd AF • NEVERODDORIVEN  
LOL • EN • Li Qian