

Commander Cup Banned List:

All cards requiring manual dexterity, ante and conspiracy type are banned

(Additions to Banned List are in Bold Italic)

-Ancestral Recall

-Back to Basics

-Balance

-Biorhythm

-Black Lotus

-Chrome Mox

-Coalition Victory

-Channel

-Eidolon of the Great Revel

-Emrakul, the Aeon's Torn

-Erayo, Soratami Ascendant

-Fastbond

-Gifts Ungiven

-Griselbrand

-Hermit Druid

-Karakas

-Leovold, Emissary of Trest

-Library of Alexandria

-Limited Resources

-Mana Crypt

-Mox Emerald

-Mox Jet

-Mox Pearl

-Mox Ruby

-Mox Sapphire

-Painter's Servant

-Panoptic Mirror

-Phage, the Untouchable

-Platinum Angel

-Platinum Emperion

-Primeval Titan

-Prophet of Kruphix

-Recurring Nightmare

-Sensei's Divining Top

-Serra Ascendant

-Shahrazad

-Sway of the Stars

-Sundering Titan

-Sylvan Primordial

-Time Vault

-Time Walk

-Tinker

-Tolarian Academy

-Trade Secrets

-Upheaval

-Worldfire

-Yawgmoth's Bargain

The following Legendaries can be played in your deck, but not as Commanders:

-Baral, Chief of Compliance

-Braids, Cabal Minion

-Brea, Etherium Shaper

-Bruse Tarl, Boorish Herder

-Derevi, Empyrial Tactician

-Edgar Markov

-Edric, Spymaster of Trest

-Geist of Saint Traft

-Isamaru, Hound of Konda

-Jace, Vryn's Prodigy

-Marath, Will of the Wild

-Oloro, Ageless Ascetic

-Rofellos, Llanowar Emissary

-Tasigur, the Golden Fang

-Vial Smasher the Fierce

-Zurgo, Bellstriker

-Zur the Enchanter

Reasons for Additions to Banned List:

Back to Basics: Back to Basics is an overly powerful effect for 3 mana. In the 1v1 portion of the tournament, a deck built around this effect could create a very one sided game. To allow for more balanced and entertaining gameplay, Back to Basics has been banned

Chrome Mox: 0 cost mana production has been too good in commander. Moxen and Lotus have been banned since the creation of the format. Chrome Mox is a reliable way to ramp on t1, with a very minor downside. To allow for a more balanced 1v1 portion of this tournament, Chrome Mox has been banned

Eidolon of the Great Revel: Eidolon of the Great Revel is a powerful effect. The fact that it is only 2 mana to cast has put this card on the radar in the past. With the top 8 being 1v1 Commander, we felt that this effect could lead to very one sided games. For this reason, Eidolon of the Great Revel has been banned

Hermit Druid: Hermit Druid is a very powerful combo enabler. At only 2 mana, Hermit Druid can lead to t2 or t3 kills with almost any hand containing the druid. To promote a healthier 1v1 portion of this tournament, Hermit Druid has been banned

Mana Crypt: 0 cost mana production has always been too good in commander. Moxen and Lotus have been banned since the creation of the format. Mana Crypt took this a step further and gave us a 0 costed mana producer that gives 2 mana. The "downside" on this card is not nearly enough to justify its 0-mana cost. To allow for a

more balanced 1v1 portion of this tournament, Mana Crypt has been banned

Phage the Untouchable: This card may seem like an odd choice for banning, but with Endless Whispers, this card becomes an insta-win 2 card combo. Endless Whispers is a fun card with a lot of interesting scenarios, but Phage would allow it to be abused, especially in the 1v1 portion of this tournament. For this reason, Phage the Untouchable has been banned

Platinum Angel: The ease with which one can give this creature shroud/hexproof and indestructibility, could create a potentially gamebreaking scenario, especially in the 1v1 portion. For this reason, Platinum Angel has been banned

Platinum Emperion: The ease with which one can give this creature shroud/hexproof and indestructibility, could create a potentially gamebreaking scenario, especially in the 1v1 portion. For this reason, Platinum Emperion has been banned

Sensei's Divining Top: Nothing increases the length of a game like responding to everything by rearranging the top 3 cards of your library. In an effort to reduce potential game times in the 1v1 portion of this tournament, Sensei's Divining Top has been banned

Serra Ascendant: There are many solutions to fix this card and make it playable in Commander. However, through extensive testing, we have found that it is not ideal to errata cards beyond their official oracle text. A 1-mana 6/6 flying lifelink is simply unbalanced. So instead of making an unofficial errata, Serra Ascendant is banned

Shahrazad: There should be no need for explanation here. Having to play subgames of Magic adds far too long to the time of the game. To promote balanced times for games in the 1v1 portion, Shahrazad has been banned

Reasons for Additions to Banned as Commander List:

Baral, Chief of Compliance: Baral has proven himself to be an absurdly powerful commander in many formats. His ability to reduce spell costs and draw cards is a little much to have access to on turn 2 every game. To promote a more diverse and balanced format, Baral, Chief of Compliance has been banned as a Commander

Braids, Cabal Minion: The balancing issues of Braids, Cabal Minion have mostly been addressed in the last couple of years, allowing her to be played in commander without too much issue. But, if a player has early and reliable access to her, Braids can create a very unbalanced game, very quickly. For this reason, Braids, Cabal Minion has been banned as a Commander

Isamaru, Hound of Konda: The original 1-mana 2 power commander. While white is a color that typically lacks the explosive power of say green or red, Isamaru is able to close games very quickly. With access to the best equipment, and ways to ensure that you end up with the perfect piece at the perfect time, white is still a powerhouse in the format. The numerous anthem effects combined with multiple conditionless, one sided removal allows Isamaru decks to quickly and efficiently take out opponents, even in multiplayer games. To help promote fair and balanced gameplay, Isamaru, Hound of Konda has been banned as a Commander

Rofellos, Llanowar Emissary: Allowing Rofellos to be a commander leads to very unbalanced gameplay, and creates a situation where the green deck is dropping lethal swings by t4 or t5. But, after extensive testing, without access to him every turn 2, he becomes much less intimidating. He is also nearly unsplashable. For these reasons, Rofellos, Llanowar Emissary has been banned as a Commander

Zurgo, Bellstriker: One drop commanders have always been an issue. But none more than Zurgo Bellstriker. With Zurgo being mono-red, the deck has access to many of the strongest auras, as well as equipment and powerful effects that can lock your opponent out of the game, while leaving you entirely unaffected (i.e. Blood Moon). Add in burn spells and the ability to return to your hand at the end of every turn, and his ability to have haste, and Zurgo begins to warp the format. Even with 30 life and no commander damage, Zurgo decks are able to kill by t4 or t5. To create more balanced gameplay, especially in the 1v1 portion of the tournament, Zurgo Bellstriker has been banned as a Commander



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