

Centurion Rulebook

These rules are effective as of January 16, 2025

Version	Date of Changes	Description of Changes
1.0	16/01/2025	First Version – Introduction of Centurion Commander Specific Comprehensive Rules

Introduction	1
0000 – Banned cards	2
Legalities lists	2
Banned cards as a Commander only	2
Banned cards as a Partner/Companion only	2
Banned cards from all Centurion Commander games	3
1000 – Basic rules	4
1000.1 – Commander selection	4
1000.2 – Color identity	4
1000.3 – Deck composition	4
1000.4 – Starting life total	4
1000.5 – Gameplay	4
1000.6 – Tournaments	4
1100 – Shared commander tax	5
1100.1 – Partner tax	5
1200 – Lessonboard	5
1200.1 – Definition of lessonboard	5
1200.2 – Outside the game zone	5
1200.3 – Lessonboard management	5
Frequently Asked Questions	6

Introduction

This document contains specific rules of the Centurion Commander format.

For the official comprehensive game rules, please refer to the Magic rules website at Magic.Wizards.com/Rules.

Changes may have been made to this document since its publication. You can download the most recent version from our website at centurioncommander.eu/comprehensive-rules.

Centurion Rulebook

0000 – Banned cards

Legalities lists

You can't have any of these cards in a Centurion Commander game.

Only cards that are playable in sanctioned Magic The Gathering formats are legal in Commander, and, therefore, in Centurion Commander.

That excludes special border cards like:

- Gold-bordered cards (World Events promo cards / ...)
- Silver-bordered cards (Unhinged / Unglued / Unstable / Holiday cards / ...)
- Scroll-looking cards that like Conspiracies.
- Cards with a special acorn-looking holofoil or acorn-looking printed stamp.
- Square-cornered cards (Collector's Edition / ...)
- Oversized and other miscellaneous cards such as Planechase Planes, Archenemy Schemes, Vanguard cards, Helvault cards, etc.
- Cards marked offensive by Wizards of the Coast. Click [here](#) for the list. This list is a work in progress.
- Any other card that will be explicated as not legal in sanctioned play by Wizards of The Coast.

That also excludes the cards that use the “**Ante**” word:

Amulet of Quoz	Darkpact	Rebirth
Bronze Tablet	Demonic Attorney	Tempest Efreet
Contract from Below	Jeweled Bird	Timmerian Fiends

That also excludes physical abilities cards that are [Falling Star](#) and [Chaos Orb](#).

The fast subgame card (which is not an effect, but is a real card) [Shahrazad](#) is also excluded.

All cards that bring a sticker or an Attraction into the game are also banned.

Banned cards as a Commander only

These cards can't be your commander, but are still allowed in your 99 cards decklist.

Derevi, Empyrial Tactician	Inalla, Archmage Ritualist	Shorikai, Genesis Engine
Dihada, Binder of Wills	Minsc & Boo, Timeless	Urza, Lord High Artificer
Edgar Markov	Heroes	Winota, Joiner of Forces
Emry, Lurker of the Loch	Nadu, Winged Wisdom	Yuriko, the Tiger's Shadow
Eris, Roar of the Storm	Raffine, Scheming Seer	

Banned cards as a Partner/Companion only

These cards can be your commander, but not with other Commander Cards, however are still allowed in your 99 cards decklist.

[Vial Smasher The Fierce](#) as Partner

[Lutri, the Spellchaser](#) as Companion

Centurion Rulebook

Banned cards from all Centurion Commander games

You can't have any of these cards in a Centurion Commander game, in any zone of the game.

Artifacts

[Black Lotus](#)
[Chrome Mox](#)
[Grim Monolith](#)
[Jeweled Lotus](#)
[Mana Crypt](#)

[Mana Vault](#)
[Mox Diamond](#)
[Mox Emerald](#)
[Mox Jet](#)
[Mox Pearl](#)

[Mox Ruby](#)
[Mox Sapphire](#)
[Sensei's Divining Top](#)
[Sol Ring](#)
[The One Ring](#)
[Time Vault](#)

Enchantments

[Back to Basics](#)
[Fastbond](#)
[Humility](#)

[Out of Time](#)
[Parallax Tide](#)
[Survival of the Fittest](#)

[Underworld Breach](#)
[Food Chain](#)

Sorceries

[Balance](#)
[Channel](#)
[Demonic Tutor](#)

[Imperial Seal](#)
[Natural Order](#)
[Time Walk](#)

[Tinker](#)
[Treasure Cruise](#)

Instants

[Ancestral Recall](#)
[Deadly Rollick](#)
[Deflecting Swat](#)
[Dig Through Time](#)

[Entomb](#)
[Fierce Guardianship](#)
[Flash](#)
[Gifts Ungiven](#)

[Intuition](#)
[Mana Drain](#)
[Mystical Tutor](#)
[Vampiric Tutor](#)

Creatures

[Emrakul, the Aeons Torn](#)
[Emrakul, the Promised End](#)

[Necrotic Ooze](#)
[Thassa's Oracle](#)

[Trazyn the Infinite](#)

Lands

[Ancient Tomb](#)
[Field of the Dead](#)
[Gaea's Cradle](#)

[Karakas](#)
[Mishra's Workshop](#)
[Strip Mine](#)

[The Tabernacle at Pendrell](#)
[Vale](#)
[Tolarian Academy](#)

Planeswalkers

[Comet, Stellar Pup](#)

Centurion Rulebook

1000 – Basic rules

1000.1 – Commander selection

- a. Players choose a legendary creature or a specific planeswalker (the ones with “can be you commander” wording) as the commander for their deck.

1000.2 – Color identity

- a. A card’s color identity includes its color plus the color of any mana symbols in the card’s rules text.
- b. Established before the game begins, a card’s color identity cannot be altered by game effects.
- c. The cards in a deck must not feature colors outside the commander’s color identity.

1000.3 – Deck composition

- a. A Commander deck must be exactly 100 cards, including the commander(s).
- b. If using a companion, it must follow color identity and singleton rules, counting as the 101st card.
- c. Except for basic lands, no two cards may share the same English name, unless allowed by specific card rules.
- d. In addition to their deck, a player may have a “lessonboard” (see 1200 – Lessonboard).

1000.4 – Starting life total

- a. Each player begins the game with a starting life total of 25.

1000.5 – Gameplay

- a. A player may cast a commander they own from the command zone. A commander cast from the command zone costs an additional {2} for each previous time the player has cast a commander from the command zone that game. This additional cost is informally known as the “commander tax.” This is the Centurion commander variant to MTG CR 903.8 (see 1100.1 – Partner Tax).
- b. If a commander is in a graveyard or in exile and that object was put into that zone since the last time state-based actions were checked, its owner may put it into the command zone. This is a state-based action [see MTG CR 903.9a]. If a commander would be put into its owner’s hand or library from anywhere, its owner may put it into the command zone instead. This replacement effect may apply more than once to the same event [see MTG CR 903.9b].
- c. Being a commander is not a characteristic [see MTG CR 109.3], it is a property of the card and tied directly to the physical card. As such, “commander-ness” cannot be copied or overwritten by continuous effects. The card retains its commander-ness through any status changes, and is still a commander even when controlled by another player.
- d. A player loses if they receive 21 combat damage from a single Commander.
- e. Commanders adhere to the Legend rule; no player can control more than one legend of the same name.

1000.6 – Tournaments

- a. Matches are best-of-three.
- b. Recommended time limit is 50 minutes.
- c. No sideboards are used.

Centurion Rulebook

1100 – Shared commander tax

1100.1 – Partner tax

- a. A commander cast from the command zone costs an additional {2} for each previous time the player has cast a commander from the command zone that game. This additional cost is shared among all commanders that player owns.

1200 – Lessonboard

1200.1 – Definition of lessonboard

- a. A lessonboard can contain up to seven cards with the subtype Lesson.
- b. Cards in a player's lessonboard are outside the game.
- c. Cards in a player's lessonboard must follow the commander's color identity.
- d. Cards in a player's lessonboard cannot have the same name as any card in their starting deck.
- e. Cards in a player's lessonboard must each have a unique name.

1200.2 – Outside the game zone

- a. A player is allowed to take cards from the lessonboard and bring them into the game [see MTG CR 400.11b] solely by the Learn keyword [see MTG CR701.45a].
- b. Other types of cards that allow players to take cards from outside the game and bring them into the game without using specifically the Learn keyword don't function in Centurion.
- c. The lessonboard is not a sideboard, consequently no cards can be switched between the deck and the lessonboard between games (see 1000.5 – Tournaments).

1200.3 – Lessonboard management

- a. Before each game begins, players must present their lessonboard (if any) face down. Opponents may count the number of cards in their opponent's lessonboard at any time.
- b. Other items (token cards, double-faced cards represented in the deck by a substitute card, etc.) should be kept separate from the lessonboard during game play.
- c. During a game, players may look at their own lessonboard, keeping it clearly distinguishable from other cards at all times. If a player gains control of another player, they may not look at that player's lessonboard, nor may they have that player access their lessonboard.

Centurion Rulebook

Frequently Asked Questions

1. Do Cards in the lessonboard count for the deck of 100 cards?

No, the lessonboard can contain up to seven cards that are not counted in the 100 cards of the deck.

2. Can any card be a Commander?

Not every card can be your commander. Your commander must be a legendary creature, with some exceptions like specific planeswalkers (e.g., [Aminatou, the Fateshifter](#)) that can also be commanders. Non-legendary creatures cannot be commanders.

3. How does the “Commander” designation work?

Each Centurion Commander deck includes a legendary creature designated as its commander, with some exceptions like specific planeswalkers (e.g., [Aminatou, the Fateshifter](#)) that can also be commanders. This designation is an attribute of the specific card chosen, not inherent to the card itself.

The commander designation is unique to the chosen card and does not apply to other copies or versions of that card.

The commander status persists across zones (e.g., being turned face-down, copied, or exiled), as long as its commander status is publicly known.

Copies of the commander do not inherit the commander designation, preventing control of both an original commander and its copy simultaneously.

See **MTG CR 903.3**:

Each deck has a legendary creature card designated as its commander. This designation is not a characteristic of the object represented by the card; rather, it is an attribute of the card itself. The card retains this designation even when it changes zones.

4. What is the commander tax?

Commanders start in the Command Zone and can be cast following normal rules, with an additional {2} mana cost for each previous casting (commander tax).

A player may cast a commander they own from the command zone. A commander cast from the command zone costs an additional {2} for each previous time the player has cast a commander from the command zone that game. This additional cost is informally known as the “commander tax.” This is the Centurion commander variant to **MTG CR 903.8** (see 1100.1 – Partner Tax).

5. What happens when you have two commanders with the “Partner” ability?

Both start in the command zone, ready to lead your deck to victory. You can cast either of the two commanders from the command zone by paying their normal mana cost. However, there’s a small price to pay: each time you cast a commander from the command zone, you must pay an additional tax of {2} mana for each previous time you’ve cast any commander from the command zone. This tax applies to both commanders, sharing the additional cost. This rule also extends to other cards that may share the command zone, such as “background” (e.g., [Wilson, Refined Grizzly](#) + [Cultist of the Absolute](#)), “friends forever” (e.g., [Bjorna, Nightfall Alchemist](#) + [Wernog, Rider’s Chaplain](#)), and “partner with” (e.g., [Haldan, Avid Arcanist](#) + [Pako, Arcane Retriever](#)).

This is the Centurion commander variant to **MTG CR 903.8** (see 1100.1 – Partner Tax).

6. Can I use a Companion card?

Yes, you can use a Companion card in Centurion. In Centurion, each deck must have exactly 100 cards, including the commander. You can use a Companion card, like [Lurrus of the Dream-Den](#), but it must adhere to the color identity and singleton rules, effectively counting as the 101st card. Companion cards start

Centurion Rulebook

outside the game and are not in the command zone. Before shuffling your deck, you may reveal one Companion card from outside the game if your starting deck meets the requirements of the companion ability. Once per game, during your turn when you could cast a sorcery, you can pay {3} mana to bring your chosen Companion from outside the game into your hand.

See **MTG CR 702.138**:

702.138a Companion is a keyword ability that functions outside the game. It's written as "Companion—[Condition]." Before the game begins, you may reveal one card you own from outside the game with a companion ability whose condition is fulfilled by your starting deck. (See rule 103.1b.) If you do, once during that game, you may play that card from outside the game.

702.138b If a companion ability refers to your starting deck, it refers to your deck after you've set aside any sideboard cards. In a Commander game, this is also before you've set aside your commander.

702.138c Once you play the card with companion, it remains in the game until the game ends.

7. How does color identity work?

One of the most interesting aspects of Magic is the ability to explore various strategies by choosing the colors you like the most. In Centurion, this is even more important due to the presence of the commander. Your commander determines the color identity of the deck, limiting the cards that can be included. The identity of a card includes its color and any mana symbols present in the card's text.

See **MTG CR 903.4**:

The Commander variant uses color identity to determine what cards can be in a deck with a certain commander. The color identity of a card is the color or colors of any mana symbols in that card's mana cost or rules text, plus any colors defined by its characteristic-defining abilities (see rule 604.3) or color indicator (see rule 204).

8. Can I play [Basilica Screecher](#) in a mono-black deck?

Yes, you can play [Basilica Screecher](#) in a mono-black deck. Extort does not affect a card's color identity, meaning you can use extort cards in any deck that matches the card's primary color, regardless of the hybrid mana's second color. Since the colored mana symbols for extort are in the reminder text, they do not impact color identity. As a result, mono-colored extort cards, like [Basilica Screecher](#), are considered mono-colored in the Commander format and can be included in mono-black decks.

See **MTG CR 903.4c**:

The back face of a double-faced card (see rule 711) is included when determining a card's color identity. This is an exception to rule 711.4a.

9. Is it legal to run [Yavimaya, Cradle of Growth](#) in a non green Centurion deck?

Yes, you can play [Yavimaya, Cradle of Growth](#) in a deck that doesn't have green in its color identity. It has no mana symbols in its mana cost or rules text, no color indicators, and no characteristic-defining abilities for color. Additionally, it lacks basic land types that would restrict its inclusion based on color identity rules.

See **MTG CR 903.4**:

The Commander variant uses color identity to determine what cards can be in a deck with a certain commander. The color identity of a card is the color or colors of any mana symbols in that card's mana cost or rules text, plus any colors defined by its characteristic-defining abilities (see rule 604.3) or color indicator (see rule 204).

10. What is the color identity of [Ral, Monsoon Mage](#)?

[Ral, Monsoon Mage](#) has a color identity defined by its casting cost, color indicator, and rules text, including the back face of double-faced cards. Therefore, [Ral, Monsoon Mage](#) can only be included in decks that have both blue and red in their color identity.

Centurion Rulebook

See **MTG CR 903.4**:

The Commander variant uses color identity to determine what cards can be in a deck with a certain commander. The color identity of a card is the color or colors of any mana symbols in that card's mana cost or rules text, plus any colors defined by its characteristic-defining abilities (see rule 604.3) or color indicator (see rule 204).

11. Can I produce off-color mana and activate off-color abilities outside my commander's identity?

Yes, you can make mana of any color, not limited to your commander's color identity.

12. If a card refers to something "outside the game," what does it refer to?

In Centurion Commander, spells and abilities that mention cards from outside the game do not function, except for cards using the "Learn" keyword (see 1200.2 – Outside the Game Zone). Other attempts to bring in cards from outside the game through such effects will have no effect when resolved. However, cards with the companion keyword are an exception because they refer to themselves, allowing them to function within the game's rules, provided their conditions and the Commander deck-building rules are both met.

13. How do you take a mulligan in Centurion?

The mulligan rule in Centurion is the same as used in other Magic: The Gathering formats, known as the "London Mulligan". At the beginning of the game, each player draws seven cards. If you're not satisfied with your starting hand, you can choose to take a mulligan. The first player decides whether to take a mulligan, followed by the others in turn order. All players who choose to mulligan shuffle their hand into their library, draw a new hand of seven cards, then put a number of cards equal to the number of mulligans taken from the hand to the bottom of their library. This process repeats until all players are satisfied with their hands.

See **MTG CR 103.4**

Each player draws a number of cards equal to their starting hand size, which is normally seven. (Some effects can modify a player's starting hand size.) A player who is dissatisfied with their initial hand may take a mulligan. First, the starting player declares whether they will take a mulligan. Then each other player in turn order does the same. Once each player has made a declaration, all players who decided to take mulligans do so at the same time. To take a mulligan, a player shuffles the cards in their hand back into their library, draws a new hand of cards equal to their starting hand size, then puts a number of those cards equal to the number of times that player has taken a mulligan on the bottom of their library in any order. Once a player chooses not to take a mulligan, the remaining cards become that player's opening hand, and that player may not take any further mulligans. This process is then repeated until no player takes a mulligan. A player can take mulligans until their opening hand would be zero cards, after which they may not take further mulligans.

14. How does commander damage work in Centurion?

Commander damage still exists in Centurion Commander and follows the same rules.

See **MTG CR 903.10 & 903.10.a**:

903.10 The Commander variant includes the following specification for winning and losing the game. All other rules for ending the game also apply. (See rule 104).

903.10a A player that's been dealt 21 or more combat damage by the same commander over the course of the game loses the game. (This is a state-based action. See rule 704).

15. Can I defeat an opponent with their own commander?

Yes, you can win this way. Commander damage is attributed to the card itself, not the owner. The requirement is that the 21 damage must be dealt by the same commander.

Centurion Rulebook

16. What happens when my commander is countered or exiled from the battlefield?

If your commander is countered or exiled from the battlefield, you can choose to relocate it to the Command Zone.

See **MTG CR 903.9; 903.9a; 903.9b**:

903.9a If a commander is in a graveyard or in exile and that object was put into that zone since the last time state-based actions were checked, its owner may put it into the command zone. This is a state-based action. See rule 704.

903.9b If a commander would be put into its owner's hand or library from anywhere, its owner may put it into the command zone instead. This replacement effect may apply more than once to the same event. This is an exception to rule 614.5.

17. Do you draw on the first turn in Centurion?

No, the player who goes first does not draw at the beginning of their first turn.

18. How does infect work?

In Centurion, poison counters follow the rules observed in other formats. Accumulating ten poison counters results in a player losing the game.

See **MTG CR 122.1d**

If a player has ten or more poison counters, they lose the game as a state-based action. See rule 704. A player is "poisoned" if they have one or more poison counters.

