Introduction

Included are the templates to create your own versions of the Regalia from Brandon's Commander Cube. These are created in a way as to not infringe on any image copyrights. I have purchased a license to distribute the icons included, and have taken care not to use any trademarked images (like the tap symbol or the mana symbols) owned by Wizards of the Coast. Note that you print this, the printer might give an error about the margins, but that shouldn't matter.

I realize that one could make proxy cards that look far more like Magic cards, and could use wording that better approximates MTG styles, but have deliberately chosen to go a different direction. That said, feel free to use these how you please! Make your own versions, change up the template, and experiment. So that you can, though, let me explain some things I've learned by playing this cube.

First: Avoid Regalia that require players to track them or the information on them during the draft. A handful are fine (particularly if they aren't things that will change combat math, or lead to "gotcha!" moments if they're forgotten.) But mostly, Regalia are best if they focus on drafting and deckbuilding.

Second: it's best of you stick to theme on the different subtypes of regalia. This really helps people understand the draft before going in, and keep in mind why they'd want one of each. Crowns change color identity. Scepters let you add extra cards to your deck during deckbuilding. Cloaks play with mana costs and lands. The exception is Tattoos, which can do anything--but by only doing that with one type, you can significantly cut down on complexity and memory issues.

Third: Encourage themes. The goal is to not make it too easy to draft a perfect deck, but to facilitate decks that can be built to theme instead of just being a pile of "good cards" in color.   You can tell from my cards here, particularly the scepters and cloaks, that I support certain themes in my cube. (Defenders matter, Auras/Equipment, some tribal synergies. You can also tell that "border-matters" is an idea I like for my cube, and have gone to great lengths to include lots of old school cards from original legends.) Once you design your version of a commander cube, you'll likely want to tweak these designs to fit the themes you're building toward. I will say, however, that the silver-border, foil, and old-school themes have been very popular.

Fourth: Make sure to add in some extra support for one and two color decks. Going in, I was worried that five color decks wouldn't get enough fixing, but quickly found that wasn't as big a problem as I expected. Instead, people who wanted to build a lean, two-color deck had trouble getting enough playables. Tweaking some regalia to support this play style has helped aggressive decks and two-color decks work, though perhaps a little more could be done. (There's a fine balance to be found here.)

Just so you know, I do have a couple of very strange regalia that I play that aren't in this file. These tattoos were complex enough that I removed them before the Game Knights broadcast. One forces a player to use all cards they draft, and makes them have a 250 card deck, but lets them play "momir basic." (A normally on-line only format we play with dry erase markers and blank cards. We also include a Battle of Wits in that sleeve.) Another lets them play their commander face-down in the command zone, and make the commander a ninja. (They have to change commanders between games in one-on-one.) I've found a few silly, fun regalia like that can really shake up a draft now and then. Also note that some of the tattoos (those with "Special Rarity" are meant to be included with specific creatures, packaged in the same sleeve. (These are all tattoos, like the ones I made for the original Elder Dragons or Sliver Queen.)

Anyway, good luck! Look at the spreadsheet of my cube, in a separate file, for more detailed explanations on why I made certain design choices, and what I've learned from them when approaching this project.   (Also, please forgive typos or mistakes--I know there will be some.)
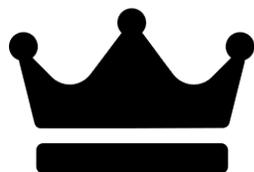
Brandon

Pearl Crown
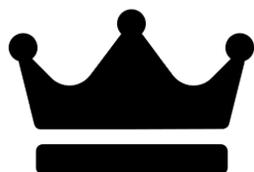
Regalia-Crown   Uncommon

Your Commander has a White Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Pearl Crown

Regalia-Crown   Uncommon

Your Commander has a White Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)
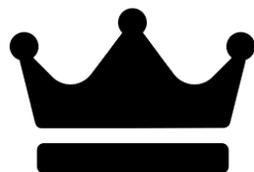
Sapphire Crown

Regalia-Crown   Uncommon

Your Commander has a Blue Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Sapphire Crown

Regalia-Crown   Uncommon

Your Commander has a Blue Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)
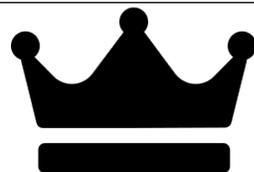
Jet Crown

Regalia-Crown   Uncommon

Your Commander has a Black Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)
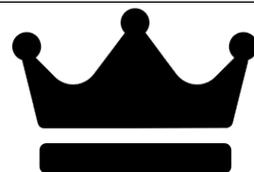
Jet Crown

Regalia-Crown   Uncommon

Your Commander has a Black Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Ruby Crown

Regalia-Crown   Uncommon

Your Commander has a Red Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Ruby Crown

Regalia-Crown   Uncommon

Your Commander has a Red Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Emerald Crown

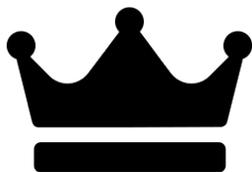Regalia-Crown   Uncommon

Your Commander has a Green Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Emerald Crown
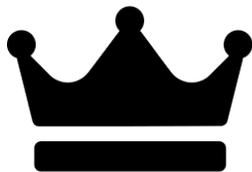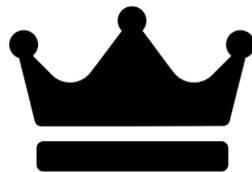
Regalia-Crown   Uncommon

Your Commander has a Green Color Identity in addition to its others.

(Your commander may normally bear only one of each type of Regalia.)

Diamond Crown

Regalia-Crown   Rare

Before you begin a game, choose a color and note it.

Your commander has the chosen Color Identity in addition to its others.
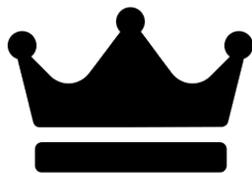
Lotus Crown

Regalia-Crown   Mythic Rare

Draft this card face up. You may exile the next card you draft beneath Lotus Crown. That card may not be put in your deck.

Your commander has the Color Identities of any cards exiled with Lotus Crown in addition to its others.

Iron Crown

Regalia-Crown   Common

So Long as your commander has two or fewer color identities, you may build a 50 card deck instead of a 60 card deck.

(A 50 card deck would contain 21-22 lands and 28-29 Spells)

Iron Crown

Regalia-Crown   Common

So Long as your commander has two or fewer color identities, you may build a 50 card deck instead of a 60 card deck.

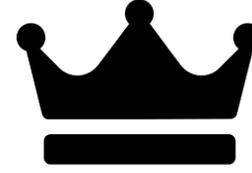*(A 50 card deck would contain 21-22 lands and 28-29 Spells)*

Iron Crown

Regalia-Crown   Common

So Long as your commander has two or fewer color identities, you may build a 50 card deck instead of a 60 card deck.

(A 50 card deck would contain 21-22 lands and 28-29 Spells)

??? Crown

Regalia-Crown   Rare

(INSERT YOUR OWN TEXT HERE BEFORE PRINTING.)

Beastcaller's Scepter	Beastcaller's Scepter	Scepter of Warding	Scepter of Warding
Regalia-Scepter Uncommon	Regalia-Scepter Uncommon	Regalia-Scepter Uncommon	Regalia-Scepter Uncommon
Choose a creature type. During deckbuilding, you may search the undrafted cards from the cube (those that weren't made into packs) and add any two with the chosen creature type into your deck.	Choose a creature type. During deckbuilding, you may search the undrafted cards from the cube (those that weren't made into packs) and add any two with the chosen creature type into your deck.	During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any three creatures with defender into your deck.	During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any three creatures with defender into your deck.

Enchanter's Scepter	Enchanter's Scepter	Clockwork Scepter	Clockwork Scepter
Regalia-Scepter Uncommon	Regalia-Scepter Uncommon	Regalia-Scepter Uncommon	Regalia-Crown Uncommon
During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any two auras into your deck.	During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any two auras into your deck.	During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any two artifacts into your deck.	During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any two artifacts into your deck.

Iron Scepter

Regalia-Scepter Uncommon

So long as your commander is has two or fewer color identities, during deckbuilding, you may search the undrafted cards from the cube (those that weren't made into packs) and add any three to your deck.

Iron Scepter

Regalia-Scepter Uncommon

So long as your commander is has two or fewer color identities, during deckbuilding, you may search the undrafted cards from the cube (those that weren't made into packs) and add any three to your deck.

Scepter of Conjuration

Regalia-Scepter Common

During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any one into your deck.

Scepter of Conjuration

Regalia-Scepter Common

During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any one into your deck.

Scepter of Conjuration

Regalia-Scepter Common

During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any one into your deck.

Legendary Scepter

Regalia-Scepter Mythic Rare

Your deck may contain only silver bordered cards, foil cards, and old school cards. During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any ten of them to your deck.
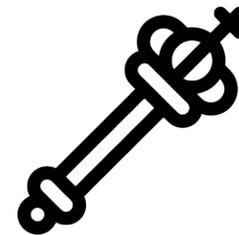
Staff of the Heroes

Regalia-Scepter Rare

During deckbuilding, you may you may search the undrafted cards from the cube (those that weren't made into packs) and add any two planeswalker cards into your deck.

?? Scepter

Regalia-Scepter Rare

(INSERT YOUR OWN TEXT HERE BEFORE PRINTING.)

Diamond Cloak

Regalia-Cloak   Uncommon

You may put non-basic lands in your deck, regardless of their color identity.

You may put foil cards in your deck, regardless of their color identity.

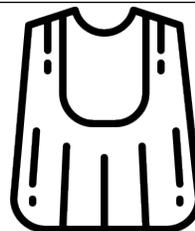## Diamond Cloak

Regalia-Cloak   Uncommon

You may put non-basic lands in your deck, regardless of their color identity.

You may put foil cards in your deck, regardless of their color identity.

Jester's Cape

Regalia-Cloak   Uncommon

Silver-bordered cards spells you play (including your commander) cost one less mana.

(This reduces only the generic mana cost, not colored mana cost.)

Jester's Cape

Regalia-Cloak   Uncommon

Silver-bordered cards spells you play (including your commander) cost one less mana.

(This reduces only the generic mana cost, not colored mana cost.)

Mantle of the Elders

Regalia-Cloak   Uncommon

Spells you play that have the "old school" border (including your commander) cost up to two less mana.

(This reduces only the generic mana cost, not colored mana costs. Cards with the old school border are ones printed before Mirrodin.)
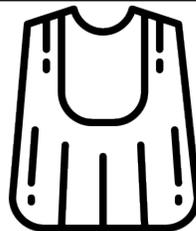
Mantle of the Elders

Regalia-Cloak   Uncommon

Spells you play that have the "old school" border (including your commander) cost up to two less mana.

(This reduces only the generic mana cost, not colored mana costs. Cards with the old school border are ones printed before Mirrodin.)

Mantle of the Gods

Regalia-Cloak   Uncommon

You may put non-basic lands in your deck, regardless of their color identity.

You may put enchantment cards in your deck, regardless of their color identity.

Mantle of the Gods

Regalia-Cloak   Uncommon

You may put non-basic lands in your deck, regardless of their color identity.

You may put enchantment cards in your deck, regardless of their color identity.

Iron Cloak

Regalia-Cloak   Uncommon

So long as your commander has two or fewer color identities, lands in your hand have Cycling 2. (Pay two mana: discard this card then draw a card.)
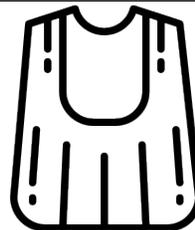
Iron Cloak

Regalia-Cloak   Uncommon

So long as your commander has two or fewer color identities, lands in your hand have Cycling 2. (Pay two mana: discard this card then draw a card.)

Conjurer's Cape

Regalia-Cloak   Uncommon

Note the name of a card you drafted.

You may include that card in your deck regardless of its color identity. You may spand mana of any color to pay that card's casting cost or to activate its abilities.

Conjurer's Cape

Regalia-Cloak   Uncommon

Note the name of a card you drafted.

You may include that card in your deck regardless of its color identity. You may spand mana of any color to pay that card's casting cost or to activate its abilities.

Conjurer's Cape

Regalia-Cloak   Uncommon

Note the name of a card you drafted.

You may include that card in your deck regardless of its color identity. You may spand mana of any color to pay that card's casting cost or to activate its abilities.

Coat of the Master Magus

Regalia-Cloak   Rare

Your commander has all five colors as their color identity. Non-basic lands you control gain "Tap: Add one colorless mana or one mana of any color.

You may not cast creature spells other than your commander.

Violet Lotus Cloak

Regalia-Cloak   Mythic Rare

At the beginning of your upkeep, if your commander is in the command zone, you may put a storage counter on target land.

Lands you control have: "Tap, Remove X storage counters: Add X colorless mana. If X is greater than 5, you may instead add X mana of any combination of colors. Use this mana only to cast your commander."

???

Regalia-Cloak   Rare

(INSERT YOUR OWN TEXT HERE BEFORE PRINTING.)

OGEDH	OGEDH	OGEDH	OGEDH

Regalia-Tattoo   Special

This creature is an original Elder Dragon. If it is your commander, the commander tax doesn't apply to it. If it does 21 total damage to a player in a given game, they lose.

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Regalia-Tattoo   Special

This creature is an original Elder Dragon. If it is your commander, the commander tax doesn't apply to it. If it does 21 total damage to a player in a given game, they lose.

OGEDH	Mark of the Reaper	Atogagog	Mark of the Hive

Regalia-Tattoo   Special

This creature is an original Elder Dragon. If it is your commander, the commander tax doesn't apply to it. If it does 21 total damage to a player in a given game, they lose.

Regalia-Tattoo   Special

Your commander may bear no other regalia. During deckbuilding, you may note the names of five artifact creatures you drafted. They are scarecrows in addition to their other creature types.

Regalia-Tattoo   Special

Creatures you control are atogs in addition to their other creature types.

Regalia-Tattoo   Special

Your commander may bear no other regalia. Creatures you control have a base power and toughness of 1. Each creature you control shares its keywords and activated abilities with each other creature you control.

Mark of Destiny

Regalia-Tattoo   Uncommon

During deckbuilding, you may designate a non-legendary creature as your commander. It counts as legendary. Give it a name.

Mark of Destiny

Regalia-Tattoo   Uncommon

During deckbuilding, you may designate a non-legendary creature as your commander. It counts as legendary. Give it a name

Mirrored Tattoos

Regalia-Tattoo   Uncommon

During deckbuilding, pick two legendary creatures you drafted.

Those creatures each cost one more mana to cast, and are partners with one another. *(They may both be your commanders together.)*

Mirrored Tattoos

Regalia-Tattoo   Uncommon

During deckbuilding, pick two legendary creatures you drafted.

Those creatures each cost one more mana to cast, and are partners with one another. *(They may both be your commanders together.)*

Mark of Mutation

Regalia-Tattoo Uncommon

Choose another type of Regalia. Your commander may bear two, instead of one, of that type.

Mark of Mutation

Regalia-Tattoo Uncommon

Choose another type of Regalia. Your commander may bear two, instead of one, of that type.

Dragonform Tattoo (Front)

Regalia-Tattoo Mythic Rare

Your commander is an Elder Dragon in addition to its types. The commander tax doesn't apply to it. If it does 21 total damage to a player in a given game, that player loses. When you kill a player with your commander, transform this.

Mark of the Nemesis (Back)

Regalia-Tattoo Mythic Rare

Begin a sub-game of magic with you as the Archenemy. If you were playing one-on-one, your defeated enemy may pick to allies to join with them to fight you. If you were in a multi-player game, the subgame starts with all original players on a team against you. If you win this subgame, you win the draft.