

CZ421B: GOLOS BANNED

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- 1) INTRO Jimmy & JLK

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This is a special mini-isode to discuss the RC's recent decision to BAN GOLOS and UNBAN WORLDFIRE.

****CHANNEL FIREBALL CALL-OUT #1****

This is a bonus episode so we won't do UltraPro or Patreon

- 2) **MAIN TOPIC: GOLOS BANNED!**

We'll also cover Worldfire being unbanned. But let's be real the Golos banning is the bigger deal.

First, let's read the **OFFICIAL RULES COMMITTEE STATEMENT** regarding the ban:

Golos, Tireless Pilgrim has been a much-discussed card that is both popular to play with and unpopular to play against. There are many problems with the card, but the greatest is that in the low-to-middle tiers where we focus the banlist, Golos is simply a better choice of leader for all but the most commander-centric decks. Its presence crushes the kind of diversity in commander choice which we want to promote. You can drop in Golos and a few 5-color lands into a random deck and get all the ramp and card advantage you would ever want from a commander, with no worries about your mana base. Golos' ability effectively reduces the commander tax to one and once you hit seven mana (with Golos assuring that you have WUBRG and helping you get there quickly), you don't need to do anything for the rest of the game except cast spells for free—something we always want to be careful about. We've talked to the folks in Studio X and they understand the problems created by generically-powerful five-color commanders that don't have WUBRG in their mana cost. We don't expect similar cards to come from them in the future, so a surgical strike now makes sense. We understand that many players love Golos, so we don't take this action lightly. In the end, the health of the format is our primary concern and we find Golos unhealthy. While Kenrith, the Returned King is a similarly flexible and popular commander for good stuff five color decks, we see it as a clear step down from Golos.

****EDITOR NOTE****

Let's put **THE GOLOS BAN** in the black banner graphic - then the following questions can be in the orange part of the banner:

-What problem does this solve?

Was there a lot of complaining about Golos going on that we weren't hearing? It's not a cEDH card. They already talked to Studio X so this isn't a "send a message" situation. Hullbreacher made some kind of sense because people complained about it A LOT. But Golos?

-Does it really "crush" format diversity?

A lot of people used Golos to build their God-Tribal deck before Esika existed. It's also a good Maze's End deck. It's a popular Superfriend commander. It was a way people tried to make Curse decks before Lynde. Sage decks, same thing. Does that speak to homogeneity? It's open-ended, yes, but it does enable a lot of interesting builds and strategies.

-What about the player impact?

This is an extremely popular card and commander to build around. This decision can effectively wipe out tens of thousands of decks and millions of dollars spent. Again, is it worth it?

Show EDHREC screen grab (was the MOST popular Commander by a pretty decent margin)
That is A LOT of players impacted.

And Golos is the type of card that appeals to new players. We even recommended as a good first Commander to build your deck around (because it's fairly easy to do). Newsflash: New players do not like to "worry about their mana base". Deck building is daunting enough. If you have a Commander that's slightly-annoying but also a good vehicle to get new players into the format and it's not over-the-top powerful, isn't that fine? Or even good?

Maybe some players would say that it's popularity is proof that it needed to go?
Was Golos being seen at tables so often that it was annoying because of it?

Ok - let's wrap up what we think about the Golos ban.

*****MIDROLL BREAK*****

****EDITORS NOTE****

Now let's switch the black banner to say **THE WORLDFIRE UNBAN**

Let's read the card, since many will not know what it does (they haven't been allowed to play it after all). On the surface, seems like a weird card to think "Hey, we WANT that back in the format".

Let's hear the RC's reasoning: (put **OFFICIAL RULES COMMITTEE STATEMENT** in the orange part of gfx)

Worldfire was banned due to the problematic interaction with floating mana and having access to your Commander. We want to foster a Commander environment where 8- and 9-mana spells are viable and likely to show up in a game, so we evaluate the expensive ones in that context.

Unlike Coalition Victory and Biorhythm, which we continue to believe are problematic in that environment, the level of effort needed to make Worldfire effective is sufficient that we suspect it will not be as much of an issue. There are already cheaper ways to do similar things in the format. We believe the social contract and robust pregame discussions will keep Worldfire out of games in which it doesn't belong.

What do we think? Do we agree/disagree?

What other cards could be unbanned?

-Biorhythm, Coalition Victory (both are similar), Panoptic Mirror (Murph*)

-JLK Twitter poll (at time of recording - around 5K respondents):

42.5% Like both changes

12.5% Dislike both changes

33.5% Golos Ban = Bad

11.5% Worldfire Unban = Bad

They also got rid of something called Rule #10 - but its an old rule that doesn't do anything anymore so won't affect anyone.

3) TO THE LISTENERS:

What do you think of the Golos ban / Worldfire unban?

****CHANNEL FIREBALL-OUT #2****

****ULTRA PRO #1****

5) CLEAN-UP STEP

-Big thanks to our amazing team here at The Command Zone! **Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Arthur Meadowcroft, Sam Waldow, Gaurav Gulati and Truc Thai.**

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