

Meowhammer 2025
Magic: the Gathering Commander Event
Companion Adoption Drive

This year's Meowhammer 2025 event for Magic: the Gathering will be a Companion Adoption Drive is a variant Commander event built for Meowhammer 2025!

Players will set up as a usual Commander event, 4 player pods with 100 card singleton decks. You won't be alone for these games, as everyone is bringing adopted companions to their sideboard! These custom-made creatures bring wild effects, rule bending, and humor!

Registration

Event Date: **Friday, Nov 7th 2025, 7pm - 12pm**

Sign up: **\$25**

Tickets are limited, so sign up at www.sliceanddicegamecafe.com today!

Format

Players will be assigned to randomized commander pods of up to 4 players with a number of rounds to be determined by the total number of players. Each round, players will have a sideboard of Meowhammer Companion cards and Adoption counters.

What to Bring to Each Game

- Your format-legal Commander deck.
- Any dice, tokens or other accessories you may need to represent your board state
- A way to clearly and visibly track your life total
- Your charitable contributions
- A sportsman-like attitude and good humor

Deck Construction

- The current Commander ban list will be in effect for this event.
 - The banlist can be found at: [Banned & Restricted - Magic: the Gathering](#)
- Standard Commander deck construction rules will be used. Decks should be built and ready to play ahead of the event.
 - Information about the Commander format can be found at: [Commander Format](#)
- **For the main event**, we recommend bringing a thematic deck that'll play up to 10 turns (Bracket 2-3) as opposed to one that is more tuned to efficiently assemble a win around turn 5 (Bracket 4-5).

Commander Companion Adoption Drive - Detailed Setup and Rules

Commander Setup Summary

- 4 player free-for-all pods
- 99 card deck + 1 commander card
- 40 Starting Life
- 1 Free Mulligan

Pods in the following rounds will be determined by player records and/or when they were knocked out from their previous round.

Meowhammer Companion Adoption

Custom cards for this Meowhammer event will include the special keyword of “Meowhammer Companion”. Meowhammer Companion is a keyword ability that functions outside the game to create a special sideboard of additional cards that can be brought to your hand.

Event Setup

- Before the event, players will be presented with 3 Meowhammer Companion cards.
- Players will draft one of these cards, returning the rest to the event pool.
- Players will also begin with 1 Adoption counter for their games.

Rules Exceptions

- Meowhammer Companions do not need to follow commander color identity rules. You will still need to find a way to generate the mana to cast these cards!
- Multiple copies of Meowhammer Companions are allowed in a game.
- Meowhammer Companions that end up in libraries are not considered marked cards.

Game Setup

- For the rest of the event, Meowhammer Companions will be placed in the player's sideboard during a round's setup.
- A player who has a Meowhammer Companion may pay {3} mana or spend an Adoption counter to put that card from their sideboard into their hand. This action can be activated only as a sorcery.

Charitable Contributions

- If a player wishes to adopt more companions during the event, they may purchase the following donation levels:
 - \$5 donation for 1 random Meowhammer Companion
 - \$20 donation for 5 random Meowhammer Companions
- If a player wishes for more adoption counters to waive the sideboard transfer costs, they may purchase the following donation levels:
 - \$3 donation for 1 Adoption counter
 - \$10 donation for 5 Adoption counters