

CZ0478: The "Must-Have" Cards for your Commander Collection

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Collections take time (and money) to build. Today we have some tips to jumpstart your commander collection. Expand your staples allowing you the freedom to build more decks from your own collection.

****CHANNEL FIREBALL** **ULTRAPRO #1** **PATREON: Devin Tuck****

2) The "Must-Have" Cards for your Commander Collection

The answer to this is easy right? Just buy the most played and most expensive cards. You'll have all the staples. Buying every card is not a solution for most of us.

So we will be budget conscious in this episode. Although we will have a card in each category that is good enough to spend some money on.

Why would you want to build a collection of magic cards?

This is best for the Deck builder. A tinkerer. A brewer.

- Having access to enough cards to round out a deck means you don't need as much to brew a brand new deck.
- Have the staples that you can apply to any narrow strategy so you can see if you like the gameplay. Then invest in what you need for the deck.
- Being aware of staples will make you more conscious of having a balanced deck with all the critical categories
- These types of cards should hold value (cannot predict what gets printed) but most importantly usefulness for years which makes them good investments

There are many multicolored staples but they cannot fit in as many decks and so they are not as useful as a staple.

ARTIFACTS

Hopefully you already have a Sol Ring

- Arcane Signet
- Fellwar Stone
- Solemn Simulacrum

RAMP

Green: You can get exactly what you want/need cheaply. (Rampant Growth, Three Visits, Cultivate, Kodama's Reach, Nature's Lore)

- *Migration Path - Cycling is important*

Blue

- *Midnight Clock*
- *Search for Azcanta*

Red

- *Cursed Mirror*
- *Dockside Extortionist (Expensive)*

White

- *Deep Gnome Terramancer (A little expensive)*
- *Smothering Tithe (Expensive)*

Black

Very Black focused - not as flexible as other colors because it doesn't combine well with other colors

- *Cabal Coffers*
- *Crypt Ghast*

LANDS

Hopefully you already have a Command Tower

Fabled Passage - the staple you should get

Prismatic Vista - expensive suggestion

Kamigawa Neon Dynasty Spell Lands - A little expensive but these are the definition of staples

- *Boseiju, Who Endures (Expensive but a staple in every green deck)*

Duals + Trilands:

When it comes to lands that tap for more than one color, they are more restrictive because they can only work in decks that play the colors the land taps for. To get a full complement of dual lands you need to buy 10 cards and they are not as useful. EG:

- *My mono blue card can go in Blue, Azorius, Dimir, Izzet, Simic, Esper, Temur, and Grixis.*
- *My Watery Grave can only go in Dimir, Esper and Grixis.*

What's Worth It?

- *Shocks, Fetches, the boring stuff, look at what was just printed or reprinted.*
 - *Shocks reprinted in Secret Lair and in most recent Ravnica sets*
 - *Some Fetches reprinted in Modern Horizons 2*
- *Battleborn "If you have two or more opponents" lands (reprinted in Baldur's Gate)*
- *Prioritize untapped lands because you can have your choice of cheap and/or interesting tapped lands.*

MDFCs

Super flexible because they can replace a land spot in your deck

- *Bala Ged Recovery*
- *Malakir Rebirth*
- *Hagra Mauling*
- *Shatterskull Smashing (Mythic cycle, pay 3 life to have enter untapped on the other side)*
- *Turntimber Symbiosis (Mythic cycle)*

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

SMOOTHERS

Cheap cantrip effects that provide some filtering. Hit your land drops when you need to and move past lands to your main theme.

- *Ponder*
- *Preordain*
- *Chart a Course (also good in gy decks)*
- *Adventurous Impulse*
- *Abundant Growth*
- *Winding Way*
- *Trill of Possibility*
- *Reckless Impulse*
- *March of Reckless Joy*
- *Treasure Map*
- *Mazemind Tome*

CARD DRAW

Green

- *Sylvan Library (expensive)*
- *Tireless Tracker*
- *Harmonize*

Blue (many choices)

- *Windfall*
- *Fact or Fiction*
- *Dig Through Time*
- *Treasure Cruise*

Red

- *Not good enough to be staples? Most cards leave you at card equity, like Cathartic Reunion*
- *Other cards are impulsive draw, we included examples of that above in the Smoother section*
- *Wheel of Fortune (the most expensive ever)*

White

- *Welcoming Vampire (narrow)*
- *Monarch Mechanic*
 - *Court of Grace*

- *Palace Jailer*

Black

- *Night's Whisper*
- *Read the Bones*
- *Sign in Blood*
- *Bolas's Citadel*

TUTORS

Many people dislike tutors but they can be really useful especially when brewing and tinkering. Decks you are brewing are not as tuned so you might need to get the right cards during testing to make sure synergies work

- *Demonic Tutor (Expensive)*
- *Sidisi Undead Vizier*
- *Solve the Equation*
- *A range of tutors from Mwonvuli Beast Tracker and Fierce Empath to Survival of the Fittest and Worldly Tutor (expensive)*
- *I think a good middle ground card is Primal Command*
- *Search for Glory*
- *Open the Armory*

INTERACTION

For each color consider having a super efficient piece of single target removal, something that answers multiple threats, and multipurpose interaction that can get you closer to your strategy (or the much needed land drop)

White: Swords to Plowshares, Farewell (infinite good choices of wipe), Winds of Abandon or Forsake the Worldly (cycles)

Black: Curtain's Call, Crux of Fate (Prefer Damnation or Toxic Deluge), and The Eldest Reborn

Green: Beast Within, Bane of Progress (Pest Infestation) and Kenrith's Transformation

Blue: Rapid Hybridization, Ixidron, Neutralize (I prefer Archmage's Charm but \$\$)

Red: Chaos Warp, Blasphemous Act, Burn Down the House, Flame Blitz

Colorless: Nevinyrral's Disk, Meteor Golem - These might be too weak to compete if you are getting staples for each color.

You don't have to buy all of these cards now. But slowly looking for these types of cards and building your collection when it makes sense will pay off.

3) **TO THE LISTENERS:**

There are so many ways to build your collection. What cards do you think everyone should have access to when deckbuilding? Tell the comments what staples they need to have in their collection.

****CHANNELFIREBALL CALL-OUT #2** **ULTRA PRO #2****

4) **CLEAN-UP STEP**

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