

CZ0579: JIMMY'S PERSONAL COMMANDER DECKS RANKED

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CLAP AND SLATE

ROOM TONE

- 1) INTRO JIMMY

@jfwong - @commandcast

We're trying something a little different for today's episode. We refer to our decks a lot on the podcast and want to provide a little context for those comments. So today I'm going to do a tour of my 8 Commander decks, ranking them from F- to S-tier. BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: BRAD EZZELL****

2) MAIN TOPIC: **JIMMY'S COMMANDER DECKS RANKED**

I've highlighted four "Cornerstone" cards in each deck to show you what the deck does. But I also like building with cards you don't necessarily see a lot. So I've also highlighted one "Weirdo" or "Pet" card for each deck that may not be the most powerful include, but has some neat synergy or is a personal favorite.

v

The true test of a commander deck is longevity. With new commanders coming out every few months, how long will it stick around? How long will I continue to pack it up for game night? So I've ranked all of my decks on their likelihood to survive long term. F being a deck that will likely be taken apart in the next year. S being a forever deck.

KYKAR, WIND'S FURY

1URW - *Legendary Creature — Wizard Bird, 3/3*

Flying

Whenever you cast a noncreature spell, create a 1/1 white Spirit creature token with flying.

Sacrifice a Spirit: Add RED

PLAN

- This deck's plan is to pump out a ton of token creatures with its Commander, Young Pyromancer, and Monastery Mentor, then use effects like Zada, Hedron Grinder and Mirrorwing Dragon to play single target cantrips like Expedite or Leap to draw a ton of cards and punch through damage.
- Setting up the board is extremely important with this deck. Being in Jeskai means you are restricted to artifact ramp for the most part, so early game just focus on ramping and getting

Kykar or any of the token creators out. Imperial Recruiter / Recruiter of the Guard will help find the right pieces. Then when the time is right, play out your single target cantrips and punch in for damage.

CORNERSTONES

- Monastery Mentor (token maker)
- Mirrorwing Dragon (target everything!)
- Shadow Rift / Shelter / Leap / Fists of Flame / Crimson Wisps / Expedite (punch through)
- Lier, Disciple of the Drowned / Mavinda, Students' Advocate (recursion)

PET CARD

- Mavinda, Students' Advocate

COMBOS?

- Fists of Flame is often the wincon
- Angelfire Ignition has been MVP in multiple games
- The real combos happen with Mirrorwing Dragon, Zada, and Feather the Redeemed

RANKING

- C
- It's fun and does something a little unconventional, but can feel a little single direction after a while.

NEHEB, THE ETERNAL

3RR - Legendary Creature — Warrior Minotaur Zombie - 4/6

Afflict 3 (Whenever this creature becomes blocked, defending player loses 3 life.)

At the beginning of your postcombat main phase, add for each 1 life your opponents have lost this turn.

PLAN

- This is the big-damage win in a single turn deck. Do damage to your opponents and get so much mana in your second main phase you can blow them all out with a couple of big spells.
- Go extremely fast and ramp out Neheb before anyone can mount a defense, use some spells / combat to rack up the damage on opponents, and destroy them with a couple of big X spells.

CORNERSTONES

- Price of Progress / Flame Rift
- Heartless Hidetsugu
- Chandra's Ignition
- Crackle with Power / Bonfire of the Damned

PET CARD

- Mana Seism

COMBOS?

- Heartless Hidetsugu is bonkers, Lithoform Engine can help get the win, Final Fortune is the most Jimmy way to win / go out

RANKING

- F
- I haven't touched this deck in a while and there are 5-10 new cards that would fit really well into here like Imodane the Pyrohammer, Virtue of Courage, Ojer Axonil, Solphim, Mayhem Dominus and I just haven't taken the time to put any in. I'm always changing the commander to my Mono Red deck, and there's a good chance this evolves into an Ojer Axonil, Deepest Might deck.

OBUUN, MUL DAYA ANCESTOR

1RGW - Legendary Creature — Elf Spirit - 3/3

At the beginning of combat on your turn, up to one target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is Obuun's power. It's still a land.

Landfall — Whenever a land enters the battlefield under your control, put a +1/+1 counter on target creature.

PLAN

- This is a middle of the road power level Landfall deck that puts out Obuun and a bunch of land-matters creatures, and plays a typical beat-em-up style.
- Get Obuun out, make some of your lands huge with landfall triggers, and smack opponents for trample damage. Let your other land-matters creatures help bolster the effort. Win by attacking.

CORNERSTONES

- Moraug, Fury of Akoum
- The Mending of Dominaria
- Felidar Retreat
- Kamahl, Heart of Krosa

PET CARD

- Trove Warden

COMBOS?

- This deck isn't very combo-tastic - it's just trying to do regular landfall shenanigans
- Conduit of Worlds / Crucible of Worlds to replay fetches
- Mina and Denn, Wildborn; Burgeoning; Oracle of Mul Daya - all ways to drop lots of lands

RANKING

- B
- This is one my staple "can bring to any convention and playgroup" decks - it's just the right sweet spot of power level that it will never dominate a game, but can always hang, and plays a faster game because of the damage it can output with the Commander's ability. I'll be keeping this around and noodling around with additions to it for a while longer.

MIIRYM, SENTINEL WURM

3GUR - Legendary Creature — Dragon Spirit - 6/6

Flying, ward

Whenever another nontoken Dragon enters the battlefield under your control, create a token that's a copy of it, except the token isn't legendary.

PLAN

- It's Dragon-time. Miiryum is one of the most busted Dragon commanders ever printed, and it just wants you to play as many Dragons as possible - Legendary doesn't matter here as well, so play Legendaries to your heart's content.
- Miiryum is also one of the most need-to-remove cards ever, so try to get her out while you have cheat abilities in play like Sneak Attack or Elvish Piper or big ramp like Docksides / Ancient Copper Dragon.

CORNERSTONES

- Food Chain / Sneak Attack
- Dragon Tempest
- Niv-Mizzet, Parun
- Spark Double / Irenicus's Vile Duplication

PET CARD

- Final Fortune

COMBOS?

- Food Chain is the big one, otherwise Sneak Attack / Dragon Tempest is usually how you guarantee victory

RANKING

- B
- While I love this deck dearly, it's linear, and Miiryum has such a reputation about it that it's very hard to get it to stick without immediately being removed.]

MIDROLL POINT #1

MAGNUS THE RED

3UR - Legendary Creature — Demon Primarch - 4/5

Flying

Unearthly Power — Instant and sorcery spells you cast cost less to cast for each creature token you control.

Blade of Magnus — Whenever Magnus the Red deals combat damage to a player, create a 3/3 red Spawn creature token.

PLAN

- Magnus is here to play huge instants and sorceries thanks to the token army you've generated
- This deck's special theme is a Polymorph strategy to get some extra value creatures out and keep the action going

CORNERSTONES

- Stolen by the Fae
- Occult Epiphany
- Muse Vortex
- Crackle with Power

PET CARD

- Tempt with Vengeance / Skittering Invasion

COMBOS?

- Reality Spasm allows you to keep the magic going
- Chaotic Transformation can sometimes catch a TON of important targets

RANKING

- C
- While this deck can be a lot of fun, I'm having trouble tuning it to the exact power level I'm looking for. It's also similar to a lot of my other decks where the Commander dictates the whole game - if Magnus is gone, it's much harder to find the win.

RAGGADRAGGA, GOREGUTS BOSS

2RG - legendary Creature — Human Boar - 4/4

Each creature you control with a mana ability gets +2/+2.

Whenever a creature you control with a mana ability attacks, untap it.

Whenever you cast a spell, if at least seven mana was spent to cast it, untap target creature. It gets +7/+7 and gains trample until end of turn.

PLAN

- This is a no-mana rocks deck that runs tons of mana dorks to generate huge mana and blow people out of the water with 7+ Mana Value spells
- Ramp ramp ramp, Raggadragga into some huge 7+ drops, smack for a ton, and rinse and repeat

CORNERSTONES

- Selvala, Heart of the Wilds
- Quirion Ranger
- End-Raze Forerunners
- Zopandrel, Hunger Dominus

PET CARD

- Wrap in Vigor

COMBOS?

- Viridian Joiner and Selvala are the best mana dorks because they create mana based on power, you can also generate a ton with Devoted Druid. I purposefully don't run Craterhoof in this deck because I'm tired of winning with it - End-Raze Forerunners is the closest I'll get

RANKING

- A
- This deck is just so much fun to pilot and play - and it's linear but really can hang in there with more powerful decks. Plus, any deck where players have to ask to re-read the commander 2 or 3 times is a win in my book.

MARCHESA, THE BLACK ROSE

1UBR - Legendary Creature — Human Wizard - 3/3

Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)

Other creatures you control have dethrone.

Whenever a creature you control with a +1/+1 counter on it dies, return that card to the battlefield under your control at the beginning of the next end step.

PLAN

- This is a Grixis powerhouse deck with tons of value pieces and the ability to steal opponents creatures and keep them forever with Marchesa's ability.
- Get out your engine pieces like sacrifice outlets, consistent card draw, and some scary creatures, then begin to pick apart your opponents' boards with threaten effects and sac them after getting a +1/+1 counter on them. Grind them out.

CORNERSTONES

- Sower of Temptation
- Saw in Half
- Unspeakable Symbol
- Mikaeus, the Unhallowed

PET CARD

- Thalagos Deceiver / Reef Worm

COMBOS?

- Uncivil Unrest
- Rowan, Scion of War

RANKING

- A
- This is the first deck I've built and as a result it has been tuned, de-powered, powered, and everything in between during its long history. After playing Don Andres on Game Knights, it just says to me that there will be more support for stealing other people's stuff in the future, so I look forward to where my next round of upgrades will take me.

THE BEAMTOWN BULLIES

1BRG - Legendary Creature — Warrior Ogre Devil - 4/4

Vigilance, haste

{Tap}: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it.

(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)

PLAN

- This is the meanest deck I have. The Beamtown Bullies can gift some really awful creatures to your opponents, and it's very hard to interact with. It can often end someone's game on the spot, and not in the "fun" way.
- Fill up your graveyard with mill or discard or tutors and get the Bullies out. On the next turn rotation, do some wheeling and dealing, and gift someone a creature that either makes or breaks their day, and watch the chaos ensue.

CORNERSTONES

- Hermit Druid
- Tortured Existence
- Entomb
- Leveler / Eater of Days

PET CARD

- Feldon of the Third Path

COMBOS?

- Unmarked Grave / Entomb to get Leveler, Eater of Days, Bronze Bombshell, Phyrexian Negator, Hellcarver Demon into the graveyard, then just wreck your poor opponents

RANKING

- A
- This is one of my most fun decks to play because of the panic that it causes my opponents. Look - no one wants to get Levelered or Eater of Days'ed out, so it's always fun to see just how much of a deal a player is willing to strike to avoid the punishing effects of those cards. Heck, sometimes you need to play a Hellcarver Demon for yourself as a last ditch effort to survive (or a Tempting Wurm).

MIDROLL POINT #2

GIADA, FONT OF HOPE

1W - Legendary Creature — Angel

Flying, vigilance

Each other Angel you control enters the battlefield with an additional +1/+1 counter on it for each Angel you already control.

{Tap}: Add W. Spend this mana only to cast an Angel spell.

PLAN

- This is an upgraded deck from the Secret Lair deck “Angels: They’re Just Like Us but Cooler and with Wings”. One of my favorite cards ever printed was the Gisela and Bruna flip combo into Brisela, Voice of Nightmares, and I always wanted to build a deck that could flip them together. When this precon came out, it was the perfect way to build it.
- It really depends on what your opening hand looks like - sometimes it’s just Giada into powerful Angels, other times you’re doing a lot more setup and ramp and waiting to play Farewell before busting out the flying army.

CORNERSTONES

- Thalia’s Lancers / Search for Glory
- Kindred Boon
- Righteous Valkyrie / Archangel of Thune
- Starnheim Aspirant

PET CARD

- Righteous Aura

COMBOS?

- Sunblast Angel / Twilight Shepherd
- Bruna and Gisela

RANKING

- B
- This deck is similar to my Obuun deck, and I can give it to almost anyone to play and they can figure it out pretty easily. As such, it’s not terribly exciting, but when I want to keep things simple it does just the trick.

PAKO & HALDAN

PAKO, ARCANE RETRIEVER

3RG - Legendary Creature — Elemental Dog - 3/3

Partner with Haldan, Avid Arcanist

Haste

Whenever Pako, Arcane Retriever attacks, exile the top card of each player's library and put a fetch counter on each of them. Put a +1/+1 counter on Pako for each noncreature card exiled this way.

HALDAN, AVID ARCANIST

2U - Legendary Creature — Human Wizard

Partner with Pako, Arcane Retriever (When this creature enters the battlefield, target player may put Pako into their hand from their library, then shuffle.)

You may play lands and cast noncreature spells from among cards you exiled that have fetch counters on them, and you may spend mana as though it were mana of any color to cast those spells.

PLAN

- I love playing other people's cards, and this deck does exactly that. It's super efficient and deadly, Pako starts fetching cards quickly, and when Haldan comes out, the fireworks go off.
- Pako gets out to a fast start and exiles as many cards as possible. When the time is right, Haldan joins the fight and begins to control the table until you win with opponents' spells, or Pako just smacks them to death.

CORNERSTONES

- Seedborn Muse
- Aggravated Assault
- Submerge
- Memory Lapse

PET CARD

- Oblivion Sower

COMBOS?

- Expel from Orazca, Memory Lapse, Hinder, and Submerge are all ways to get people's cards on top of their libraries for Pako to then fetch out

RANKING

- S
- This is my most competitive deck and the one I always lean on if I'm trying to win some games. Plus, it lets me do one of my favorite things - play my opponents' stuff. I'll be keeping this around and tuning it forever.

SAMWISE GAMGEE

GW - Legendary Creature — Peasant Halfling

Whenever another nontoken creature enters the battlefield under your control, create a Food token. (It's an artifact with "{Tap}, Sacrifice this artifact: You gain 3 life.")

Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)

PLAN

- This is a super value based Lord of the Rings deck that's all about creating tons of Food tokens and using them for tons of value to beat your opponents down with some sweet Vorthos synergy
- Get Samwise out and synergize with all of the various creatures in the deck for a powerful and trigger-filled game. Build back from board wipes quickly, play some of the most iconic characters from Lord of the Rings, and smash face with value.

CORNERSTONES

- Jaheira, Friend of the Forest
- Teshar, Ancestor's Apostle
- Academy Manufactor
- Elessar, the Elfstone (Cloudstone Curio)

PET CARD

- Sarinth Steelseeker

COMBOS?

- Cloudstone Curio and other flicker effects like Gilraen, Dunedain Protector or Emiel the Blessed let cards like Samwise the Stouthearted or any of the ETB creatures get out of control, especially with Commander Samwise's triggered ability. I've found that this deck just takes TONS of game actions every time it gets played, it's rarely ever out of gas.

RANKING

- S
- I'm so pleased that there are so many in-universe cards in this deck like Wood Elves, Swords to Plowshares, Ring of Barahir (Sword of the Animist) so I can still feel like it's super themed to Lord of the Rings, and just powered up by Magic's cool creatures (instead of the other way around). The deck is really unassuming at first but always pulls off some impressive stuff and can hang at most tables.

WHAT DID I LEARN?

- I definitely like to build decks that are focused around the Commander, but ultimately I'm looking for a fun time at the table with decks that aren't usually focused on hard control or stopping other players from doing what they want.
- I've only kept a few decks over the years from what we build in Game Knights, it's led me to be really selective about what I decide to keep playing and what I move on from quickly. But when a deck sticks, I tend to keep it together for awhile unless it really isn't speaking to me anymore.
- I've started to disassemble a few older decks and realized that I can pair new Commanders with the deck to make it fresh again. For instance, I once had a Anafenza the Foremost tokens based deck, and the Commander was just there as a graveyard hate effect. It's been awhile since I've played that deck, but now that there is a new Frodo and Sam partner deck that is Abzan, I'm putting it back together again and it feels really fresh and new.

3) TO THE LISTENERS

What do you think? Did I surprise you with anything? Any decks you want to build now? Any hot tech you think I might be missing in my decks?

****CARD KINGDOM #2** **ULTRA PRO #2****

4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Eric Lem; Megan Yip; Gaurav Gulati; Jordan Pridgen; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Katie Cole; Mitch Trafford; Josh Lee Kwai; and Rachel Weeks.**

Miiryam, Sentinel Wurm

Fiery Islet

Waterlogged Grove

Ancient Copper Dragon

Irenicus's Vile Duplication

Bala Ged Recovery

Windswept Heath

Glasspool Mimic

Rhystic Study

Final Fortune

Somberwald Sage

Rhythm of the Wild

Bogardan Hellkite

Goldspan Dragon

Cultivate

Niv-Mizzet, Parun

Mystic Remora

Preordain

Farseek

Strip Mine

Heroic Intervention

Sarkhan's Triumph

Tropical Island

The Great Henge

Command Tower

Yavimaya Hollow

Finale of Devastation

Arcane Signet

Boseiju, Who Endures

Sylvan Library

Three Visits

Mystical Tutor

Terror of the Peaks

Firkraag, Cunning Instigator

Cyclonic Rift

Tooth and Nail

Serum Visions

Scourge of the Throne

Sarkhan, Soul Aflame

Frontier Bivouac

Dragon Tempest

Ketria Triome

Gamble
Chaos Warp
Sol Ring
Mana Vault
Swiftfoot Boots
Utvvara Hellkite
Sneak Attack
Thought Vessel
Misty Rainforest
Ancient Silver Dragon
Jeska's Will
Atsushi, the Blazing Sky
Selvala's Stampede
Jeweled Lotus
Time Warp
Spark Double
Taiga
Fellwar Stone
Elvish Piper
Stomping Ground
Alchemist's Refuge
Mana Crypt
Rampant Growth
Prismatic Vista
Vandalblast
Otwara, Soaring City
Savage Ventmaw
Stormbreath Dragon
Fertile Ground
Carpet of Flowers
Steam Vents
Ragavan, Nimble Pilferer
Scalding Tarn
Reliquary Tower
Nature's Lore
Wooded Foothills
Food Chain
Windfall
Ancient Tomb
Dockside Extortionist
Dragonspeaker Shaman
Temple of the False God

Old Gnawbone
Survival of the Fittest
Knollspine Dragon
Command Beacon
6x Mountain
2x Island
4x Forest

Magnus the Red

Perplexing Test
Turnabout
Mana Vault
Dockside Extortionist
Reiterate
Scalding Tarn
Alrund's Epiphany
Sensei's Divining Top
Comet Storm
Fellwar Stone
Sol Ring
Teferi's Puzzle Box
Mystic Remora
Reliquary Tower
Windfall
Change of Plans
Izzet Boilerworks
Faithless Looting
Consecrated Sphinx
Field of the Dead
Skittering Invasion
Treasure Vault
Prismatic Vista
Merchant Scroll
Mystical Tutor
Phyrexian Altar
Stolen by the Fae
Mana Drain
Past in Flames
Command Tower
Fierce Guardianship
Reality Spasm
Crackle with Power
Misty Rainforest
Mystic Speculation
Grim Monolith
Flooded Strand
Lightning Greaves
Steam Vents
Torrential Gearhulk
Valakut Awakening

Arid Mesa
Cascade Bluffs
Emergence Zone
Sakashima the Impostor
Blasphemous Act
Dragon Fodder
Fall of the Titans
Mystic Sanctuary
Divergent Transformations
Chaos Mutation
Command Beacon
Rhythic Study
Tempt with Vengeance
Mirrorpool
Echo of Eons
March of Reckless Joy
Sublime Epiphany
Chaotic Transformation
Lazotep Plating
Mystic Retrieval
Jeska's Will
Mana Geyser
Jeweled Lotus
Mana Crypt
Ghired's Belligerence
Cyclonic Rift
Castle Vantress
Tasliman of Creativity
Scour from Existence
Spell Burst
Submerge
Muse Vortex
Commune with Lava
Fabled Passage
Personal Tutor
Shivan Reef
Occult Epiphany
Fiery Islet
Notorious Throng
Vandalblast
Wheel of Fortune
Urza's Saga

Time Stretch

4x Island

4x Snow-Covered Island

4x Mountain

3x Snow-Covered Mountain

Kykar, Wind's Fury

Plateau

Strip Mine

Shadow Rift

Expedite

Skullclamp

Mystic Retrieval

Merchant Scroll

Irenicus's Vile Duplication

Sol Ring

Opt

Feather, the Redeemed

Hallowed Fountain

Arcane Lighthouse

Reflecting Pool

Orvar, the All-Form

Submerge

Guttersnipe

Shelter

Wayfarer's Bauble

Force of Negation

Mana Confluence

Mystic Remora

Jeskai Ascendancy

Underworld Breach

Frantic Search

Mirrorpool

Steam Vents

Command Tower

Sulfur Falls

Gamble

City of Brass

Rogue's Passage

Azorius Chancery

Izzet Signet

Sacred Foundry

Imperial Recruiter

Tundra

Arid Mesa

Archmage Emeritus

Talisman of Creativity

Leap

Valakut Awakening
Narset's Reversal
Fellwar Stone
Fists of Flame
Mavinda, Students' Advocate
Sea Gate Restoration
Crimson Wisps
Mystic Sanctuary
Wheel of Fortune
Preordain
Accelerate
Scalding Tarn
Mana Crypt
Izzet Boilerworks
Chrome Mox
Prismatic Vista
Talisman of Conviction
Young Pyromancer
Battle Hymn
Sensei's Divining Top
Vandalblast
Zada, Hedron Grinder
Mirrorwing Dragon
Raugrin Triome
Fierce Guardianship
Storm-Kiln Artist
Narset, Enlightened Exile
Arcane Signet
Smothering Tithe
Monastery Mentor
Echo of Eons
Deep Analysis
Snapcaster Mage
Jeska's Will
Rhystic Study
Faithless Looting
Mystic Monastery
Final Fortune
Volcanic Island
Dockside Extortionist
Lier, Disciple of the Drowned
Recruiter of the Guard

Angelfire Ignition
Cascade Bluffs
Muddle the Mixture
Swords to Plowshares
Dragon's Rage Channeler
Reliquary Tower
Teferi's Protection
Shivan Reef
Talisman of Progress
Past in Flames
Flooded Strand
2x Island
Plains
2x Mountain

Obuun, Mul Daya Ancestor

Return of the Wildspeaker

Winds of Abandon

Temple Garden

Ashaya, Soul of the Wild

Krosan Grip

Splendid Reclamation

Azusa, Lost but Seeking

Ancient Greenwarden

Stomping Ground

Xenagos, God of Revels

Teferi's Protection

Moraug, Fury of Akoum

Yedora, Grave Gardener

Arid Mesa

Life from the Loam

Sylvan Library

Harrow

Needle Spires

Traverse the Ulvenwald

Command Tower

Vandalblast

Felidar Retreat

Cultivate

Elvish Reclaimer

Roiling Regrowth

Path to Exile

Gruul Turf

Boros Garrison

Sunbaked Canyon

Conduit of Worlds

Terramorphic Expanse

Jungle Shrine

Zendikar's Roil

Swords to Plowshares

Kamahl, Heart of Krosa

Rampant Growth

Courser of Kruphix

Burgeoning

Rustvale Bridge

Nature's Lore

Yavimaya, Cradle of Growth

Exploration
Crucible of Worlds
Dryad of the Ilysian Grove
Prismatic Vista
Field of the Dead
Valakut Exploration
Rishkar's Expertise
Jeska's Will
Clifftop Retreat
Lotus Cobra
Scute Swarm
Arcane Signet
Titania, Protector of Argoth
Geode Rager
Temple of the False God
Awakening of Vitu-Ghazi
Myriad Landscape
Trove Warden
Sun Titan
Heroic Intervention
Harmonize
Three Visits
Horn of Greed
Sword of the Animist
Tireless Provisioner
Kura, the Boundless Sky
Selesnya Sanctuary
Wooded Foothills
Oracle of Mul Daya
Sol Ring
Mina and Denn, Wildborn
Omnath, Locus of Rage
Wrenn and Six
Rampaging Baloths
Kodama's Reach
Fabled Passage
The Mending of Dominaria
Oblivion Sower
Krosan Verge
Karametra, God of Harvests
Evolving Wilds
Sunpetal Grove

Elvish Rejuvenator
Bane of Progress
Invasion of Kaldheim
Snow-Covered Forest
5x Forest
4x Plains
3x Mountain

Neheb, the Eternal

Bonfire of the Damned

Sol Ring

Ancient Tomb

Mana Vault

Mana Crypt

Mana Geyser

Commune with Lava

Increasing Vengeance

Heartless Hidetsugu

Solemn Simulacrum

Gamble

Chandra's Ignition

Pyroblast

Scroll Rack

Valakut, the Molten Pinnacle

Spinerock Knoll

Fellwar Stone

Scalding Tarn

Ravaging Blaze

Price of Progress

Repercussion

Reiterate

Crackle with Power

Devil's Play

Temple of the False God

Valakut Awakening

Vedalken Orrery

Lithoform Engine

Jaya's Immolating Inferno

Extraplanar Lens

Lotus Petal

Fork

Everflowing Chalice

Sensei's Divining Top

Anger

Acidic Soil

Ruby Medallion

Chandra, Torch of Defiance

Past in Flames

Starstorm

Arid Mesa

Fall of the Titans
Mana Seism
Bloodstained Mire
Final Fortune
Burnished Hart
Lightning Greaves
Wheel of Misfortune
Myriad Landscape
Wayfarer's Bauble
Winds of Change
Glorious End
Tectonic Reformation
Doubling Cube
Chrome Mox
Earthquake
Forgotten Cave
Reforge the Soul
Grim Monolith
Flame Rift
Faithless Looting
Treasonous Ogre
Blasphemous Act
Chaos Warp
Wasteland
Furnace of Rath
Mind Stone
Thought Vessel
Banefire
Outpost Siege
Dictate of the Twin Gods
Finale of Promise
Arcbond
Fireblast
23x Snow-Covered Mountain

Haldan, Avid Arcanist

Pako, Arcane Retriever

Mystical Tutor

Izzet Boilerworks

Simic Growth Chamber

Dack Fayden

Growth Spiral

Command Tower

Force of Will

Mystic Remora

Oracle of Mul Daya

Explore

Trinket Mage

Rogue's Passage

Hinder

Seedborn Muse

Aggravated Assault

Cyclonic Rift

Sol Ring

Blasphemous Act

Reality Shift

Force of Vigor

Codex Shredder

Noxious Revival

Vedalken Orrery

Jeska's Will

Leyline of Anticipation

Gruul Turf

Wooded Foothills

Three Visits

Talisman of Curiosity

Emergence Zone

Sword of Feast and Famine

Expel from Orazca

Urza's Saga

Mystic Sanctuary

Fellwar Stone

Birds of Paradise

Dockside Extortionist

Exploration

Steam Vents

Scroll Rack

Halimar Depths
Chaos Warp
Nature's Lore
Stomping Ground
Rhythic Study
Memory Lapse
Seize the Day
Relentless Assault
Preordain
Boseiju, Who Endures
Oblivion Sower
Submerge
Mana Crypt
Brainstorm
Fury Storm
Breeding Pool
Tropical Island
Otawara, Soaring City
Wild Growth
Force of Negation
Thought Vessel
Wilderness Reclamation
Snapcaster Mage
Deluxe Dragster
Courser of Kruphix
Misty Rainforest
Ancient Tomb
Temporal Mastery
See Double
Temporal Spring
Temple of the False God
Vandalblast
Arcane Signet
Ketria Triome
Summer Bloom
Farseek
Mirri's Guile
Bala Ged Recovery
Field of the Dead
Mirage Mirror
Sylvan Library
Reclaim

Reliquary Tower

Jeweled Lotus

Sensei's Divining Top

Windswept Heath

Scalding Tarn

Mana Drain

Wheel of Fortune

Snow-Covered Forest

Snow-Covered Mountain

Snow-Covered Island

2x Island

2x Forest

2x Mountain

Raggadragga, Goreguts Boss

Bala Ged Recovery

Castle Garenbrig

Klauth's Will

Jeska's Will

Priest of Titania

Heroic Intervention

Freyalise, Llanowar's Fury

Guardian Project

The Great Henge

Taiga

Wirewood Symbiote

Ohran Frostfang

Elvish Mystic

Comet Storm

Marwyn, the Nurturer

Tibalt's Trickery

Zopandrel, Hunger Dominus

Growing Rites of Itlimoc

Selvala, Heart of the Wilds

Rhythm of the Wild

Boseiju, Who Endures

Terastodon

Reap the Past

End-Raze Forerunners

Beast Whisperer

Beast Within

Awaken the Woods

Wirewood Lodge

Deflecting Swat

Dolmen Gate

Maze of Ith

Prismatic Vista

Llanowar Elves

Noxious Revival

Fauna Shaman

Kazuul's Fury

Allosaurus Shepherd

Valakut Awakening

Kessig Wolf Run

Command Tower

Defiler of Vigor

Wooded Foothills
March of Reckless Joy
Fabled Passage
Old Gnawbone
Vitalize
Loxodon Warhammer
Collector Ouphe
Quirion Ranger
Windswept Heath
Vandalblast
Bloodstained Mire
Yavimaya Hollow
Emergence Zone
Rootbound Crag
Devoted Druid
Birds of Paradise
Natural Order
Shaman of Forgotten Ways
Wrap in Vigor
Spire Garden
Stomping Ground
Fangorn, Tree Shepherd
Treasure Vault
Sheltered Thicket
Eternal Witness
Fyndhorn Elves
Reliquary Tower
Nature's Claim
Concordant Crossroads
Rishkar, Peema Renegade
Radha, Heir to Keld
Gamble
Blasphemous Act
Silkguard
Regal Force
Return of the Wildspeaker
Force of Vigor
Nyktos, Shrine to Nyx
Winding Canyons
Den of the Bugbear
Sylvan Library
Boreal Druid

Kamahl, Heart of Krosa

Akroma's Memorial

Viridian Joiner

Cinder Glade

Yavimaya, Cradle of Growth

Fury of the Horde

7x Forest

3x Mountain

Marchesa, the Black Rose

Underground River

Sulfurous Springs

Muddle the Mixture

Cyclonic Rift

Rhystic Study

Disciple of Bolas

Snapcaster Mage

See Double

High Market

Dack's Duplicate

Drowned Catacomb

Jeska's Will

Steam Vents

Sulfur Falls

Bolas's Citadel

Sol Ring

Breach the Multiverse

Sower of Temptation

Dimir Signet

The One Ring

Reef Worm

Dauthi Voidwalker

Reanimate

Saw in Half

Badlands

Bribery

Shizo, Death's Storehouse

Phyrexian Tower

Mystic Remora

Watery Grave

Ancient Tomb

Invasion of Kaldheim

Black Market Connections

Bloodstained Mire

Agatha's Soul Cauldron

Wheel of Fortune

Electrodominance

Sensei's Divining Top

Verdant Catacombs

Mana Vault

Talisman of Dominance

Dack Fayden
Phyrexian Metamorph
Unspeakable Symbol
Faithless Looting
Anger
Dockside Extortionist
Phyrexian Altar
Talion, the Kindly Lord
Fierce Guardianship
Rowan, Scion of War
Shivan Reef
Blood Crypt
Necropotence
Force of Will
Greater Gargadon
Rogue's Passage
Thalakos Deceiver
Cursed Mirror
Demonic Tutor
Scalding Tarn
Mystical Tutor
Toxic Deluge
Sidisi, Undead Vizier
Polluted Delta
Sneak Attack
Ashnod's Altar
Uncivil Unrest
Vandalblast
Chainer, Nightmare Adept
Miren, the Moaning Well
Cascade Bluffs
Urborg, Tomb of Yawgmoth
Talisman of Creativity
Archpriest of Shadows
Wasteland
Opal Palace
Temple of Deceit
Altar of Dementia
Command Tower
Izzet Boilerworks
Temple of the False God
Liliana, Dreadhorde General

Glen Elendra Archmage
Underground Sea
Wurmcoil Engine
Flooded Strand
The Scarab God
Beseech the Mirror
Ayara, Widow of the Realm
Mystic Confluence
Mikaeus, the Unhallowed
Volcanic Island
Solemn Simulacrum
2x Swamp
2x Island
1x Mountain

Samwise Gamgee

Balin's Tomb

Windswept Heath

Sarath Steelseeker

Gilded Goose

Silverback Elder

Sol Ring

Lae'zel's Acrobatics

Exotic Orchard

Shigeki, Jukai Visionary

Savannah

Inn of the Prancing Pony

Arwen, Mortal Queen

Academy Manufactor

Aragorn, Company Leader

Slip on the Ring

Farmer Cotton

Horizon Canopy

The Battle of Bywater

Field-Tested Frying Pan

Overgrown Farmland

Shire Terrace

Reki, the History of Kamigawa

Wood Elves

Emiel the Blessed

Minas Tirith

Ash Barrens

Great Hall of the Citadel

Trail of Crumbs

Frodo Baggins

Crown of Gondor

Loran of the Third Path

Fauna Shaman

War of the Last Alliance

Heroic Intervention

Tireless Provisioner

Reclamation Sage

Motivated Pony

Delighted Halfling

Peregrin Took

The Shire

Palantir of Orthanc

Lost to Legend
Wayfarer's Bauble
Shire Shirriff
Banquet Guests
Boromir, Warden of the Tower
Radagast the Brown
Horn of the Mark
Gingerbread Cabin
Sam, Loyal Attendant
Elven Chorus
Clever Concealment
Temple Garden
Overwhelming Stampede
Rosie Cotton of South Lane
Reprieve
Flowering of the White Tree
Samwise the Stouthearted
Elessar, the Elfstone
Boseiju, Who Endures
Gilraen, Dunedain Protector
Austere Command
Jaheira, Friend of the Forest
Gwaihir, Greatest of the Eagles
Fangorn Forest
Treebeard, Gracious Host
Merry, Warden of Isengard
The Grey Havens
Command Tower
Bilbo's Ring
Branchloft Pathway
Farhaven Elf
Ring of Barahir
Canopy Vista
Dawn of a New Age
The One Ring
Bountiful Promenade
Swords to Plowshares
Gandalf the White
Bala Ged Recovery
Guardian Project
The Gaffer
Prize Pig

Scattered Groves

Path to Exile

Plaza of Heroes

Teshar, Ancestor's Apostle

Beast Within

6x Plains

5x Forest

The Beamtown Bullies

Eater of Days

Overgrown Tomb

Leveler

Animate Dead

Hellcarver Demon

Cinder Glade

Eternal Witness

Bayou

Takenuma, Abandoned Mire

Mines of Moria

Boseiju, Who Endures

Persist

Agadeem's Awakening

Gamble

Smoldering Marsh

Bojuka Bog

Reanimate

Farseek

Bronze Bombshell

Verdant Catacombs

Bala Ged Recovery

Cathartic Reunion

Valki, God of Lies

Balefire Dragon

Fauna Shaman

Command Tower

Wheel of Fortune

Underworld Breach

The Black Gate

Arcane Signet

Malakir Rebirth

Taiga

Toxic Deluge

Bane of Progress

Stitch Together

Ignoble Hierarch

Old Stickfingers

Scourge of the Throne

Stomping Ground

Feldon of the Third Path

Unmarked Grave

Winds of Change
Perpetual Timepiece
Stitcher's Supplier
Noxious Revival
Acidic Slime
Jeska's Will
Dockside Extortionist
Terastodon
Magewright's Stone
Deathcap Glade
Phyrexian Negator
Badlands
Valakut Awakening
Dualcaster Mage
Anger
Sting, the Glinting Dagger
Bloodstained Mire
Faithless Looting
Thrill of Possibility
Tempting Wurm
Tortured Existence
Fellwar Stone
Wooded Foothills
Traverse the Ulvenwald
Canyon Slough
Survival of the Fittest
Hermit Druid
Ramunap Excavator
Shatterskull Smashing
Tibalt's Trickery
Ziatora's Proving Ground
Return of the Wildspeaker
Culling Ritual
Field of the Dead
Professional Face-Breaker
Prismatic Vista
Vandalblast
Blasphemous Act
Palantir of Orthanc
Entomb
Worldgorger Dragon
Sheltered Thicket

Breach the Multiverse

Lightning Greaves

Curse of Bounty

Assassin's Trophy

Blood Crypt

Three Visits

Knollspine Dragon

Giada, Font of Hope

Myriad Landscape

Sejiri Shelter

Sephara, Sky's Blade

Entreat the Angels

Angel of Vitality

Eiganjo, Seat of the Empire

Shattered Angel

Archangel of Thune

Serra Ascendant

Thalia's Lancers

Mana Vault

Esper Sentinel

Ancient Tomb

Search for Glory

Valkyrie Harbinger

Dawnbreak Reclaimer

Pearl Medallion

Winding Canyons

Land Tax

Path to Exile

Angelic Field Marshal

Court of Grace

Invoke the Divine

Mana Crypt

Swords to Plowshares

Sword of the Animist

Mazemind Tome

Swiftfoot Boots

Archaeomancer's Map

Angel of Destiny

Arden Angel

Endless Atlas

Angel of Finality

Deep Gnome Terramancer

Starnheim Aspirant

Lion Sash

Lotus Field

Kor Haven

Twilight Shepherd

Archivist of Oghma

War Room

Righteous Valkyrie
Smothering Tithe
Everflowing Chalice
Tome of Legends
Commander's Plate
Sunblast Angel
Nyktos, Shrine to Nyx
Breathkeeper Seraph
Angel of the Ruins
Urza's Saga
Treasure Vault
Path of Ancestry
Mind Stone
Karmic Guide
Farewell
Urza's Incubator
Archangel of Tithes
The One Ring
Lyra Dawnbringer
Angel of Serenity
Bruna, the Fading Light
Sol Ring
Wayfarer's Bauble
Teferi's Protection
Karoo
Cavern of Souls
Minas Tirith
Arcane Signet
Gisela, the Broken Blade
Lightning Greaves
Glorious Protector
Emeria Shepherd
Righteous Aura
The Book of Exalted Deeds
Grasp of Fate
Emeria, the Sky Ruin
Kindred Boon
Emeria's Call
20x Plains