

- 1) UPKEEP STEP
 - 2) MAIN TOPIC
 - 3) TO THE LISTENERS
 - 4) CLEAN-UP PHASE
-

1) INTRO JIMMY & DJ

@jfwong - **@JumboCommander** - @commandcast

Commander is a format dominated by big splashy spells. Right? Not always!

Today we would like you to consider the humble 1 drop. Here are the best 1 mana spells in commander.

.... Besides Sol Ring

****CHANNEL FIREBALL** **ULTRAPRO #1** **PATREON: MARK MICHAUD (MEE-SHOW)****

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2) THE BEST ONE-DROPS IN COMMANDER

Whether your decks are battle-cruiser or cEDH, powerful one-drops are always going to be an important part of your deck. We have talked a lot about some of the best removal spells in Path to Exile or Swords to Plowshares, or counterspells like Swan Song and An Offer You Can't Refuse, so why are one-drops important?

1. *Efficiency* - outside of 0 mana spells, 1 mana is the cheapest a card can cost. These spells can often give you a big mana advantage (a 1 mana removal spell vs a 6 drop creature)
2. *Curve* - One-drops fit really well into any curve. It allows you to cast more than one spell a turn or hold up interaction and still have done something on your turn.
3. *Interaction* - Cheap interaction means you're ok if you don't use it on a turn rotation. The more situational your card is, the less you want it to cost. As a player, you never want to hold up a ton of mana for an expensive counterspell or situational effect that you don't end up playing.

HOW DID WE MAKE OUR SELECTIONS?

- No one-drops that need a lot of support to make them powerful (or are large mana sinks)
 - **Fireball** is 1 mana value but actually isn't from a practical standpoint
 - **Hexdrinker** is a powerful creature but requires a lot of mana to sink into it
 - **Phyrexian Dreadnought** is a powerful creature but requires a lot of setup
- Categorized by general category (Ramp, Card Draw, Tutors, etc.)
- Jimmy and DJ both made selections for each category and narrowed it down from there
- No budget restriction!

RAMP

Sol Ring is the first card that will automatically come to mind for most players when discussing one drop ramp but we're not here to talk about that! There are actually many options in this category (more than the rest), so let's take a look:

Carpet of Flowers - dependent on opponent's playing Islands, a cEDH staple, triggers on both main phases so you choose when to add mana. If played on Turn 1, can add a LOT of mana over a game.

Curse of Opulence - dependent on creature combat, all opponents also benefit from it

Exploration - lots of decks want extra land drops, but requires card draw to be effective

Burgeoning - dependent on very early card draw to fully maximize

Deathrite Shaman - the "Planeswalker" mana dork

Enchantment effects can be more resilient than mana dorks and are underplayed source of ramp

Wild Growth - only adds Green but enchants any land

Utopia Sprawl - adds any color, but can only enchant a Forest

Our pick for Best One-Drop Ramp? (that's not Sol Ring)

RITUALS

Sustained mana over an entire game is undoubtedly strong but sometimes we only need a little burst of mana to go off. Rituals lead to turns with multiple spells played per turn.

High Tide - a storm Classic, can lead to game-winning turns

Bubbling Muck - High Tide but for Black

Dark Ritual - classic, but only creates Black mana

Mana Vault - can also be classified as ramp, but because of timing + untap costs it acts like a ritual

Candelabra of Tawnos - Extremely expensive and narrow, but lots of combo potential

Magus of the Candelabra - budget version of the Candelabra

Our pick for Best One-Drop Ritual?

CARD DRAW

Card draw is a critical component in commander. Tons of one-drops are cantrips (replaces itself / draws a single card) but we want to look for cards that can draw multiple cards over the course of a game.

Mystic Remora - another cEDH staple. Has a cumulative upkeep. Sometimes not great in casual pods

Esper Sentinel - new powerhouse for Commander. One card a turn, but better in more casual settings

Land Tax - can draw TONS of cards in a game, but are all lands. Can lead to discarding.

Skullclamp - requires X/1 creatures. Low equip cost and 2 cards per creature is big game in the right deck

Our pick for Best One-Drop Card Draw?

TUTORS

Tutors are one of the most efficient ways to increase the power of your deck by giving you access and redundancy with your powerful cards, answers, and combo pieces. First, we have the classic tutors, one in each color:

Enlightened Tutor - Artifact or Enchantment to the top of your library

Mystical Tutor - Instant or Sorcery to the top of your library

Vampiric Tutor - Any card to top of library

Gamble - Any card to hand, but then you discard one randomly

Worldly Tutor - Creature to the top of your library

Our vote for most powerful from these tutors?

Here are some other one-drop tutors that are a little more specific in their use:

Demonic Consultation - another cEDH staple - very powerful and all about the combo potential

Crop Rotation - There are some powerful lands in magic. This tutor could be a Gaea's Cradle, Glacial Chasm, or even a Thespian's Stage that will turn a Dark Depths into a 20/20 Indestructible Merit Lage.

Entomb - instant speed, one card to graveyard. Many decks can utilize cards in graveyards.

Lots of options - what's our vote for best one-drop tutor?

MIDROLL BREAK

RECURSION / REUSE

These types of cards can often come as a surprise to other players - being able to bring something huge out of your graveyard or save a creature from removal can often be all it takes to swing a game.

Reanimate - one of the most powerful reanimation effects ever printed - great with 40 life in EDH

Malakir Rebirth - MDFC so it doesn't take a land spot, saves a creature from dying and triggers ETBs

Ephemerate - Rebound means you get the spell twice- fetching it with creatures like Spell Seeker then blinking that or any other powerful ETB ability. Instant speed means you can dodge single target removal

Our pick for Best One-Drop Recursion / Reuse?

COMBO

Training Grounds - combos with a TON of cards in Magic's history. Commander staple with **Thrasios**,

Triton Hero - does require a Commander or a strong theme to include in your deck

Amulet of Vigor - Gets better every single set! There are always powerful cards that use "Enters the Battlefield tapped" as a way to regulate their power level. This card can also combo off with tons of other effects like Bouncelands.

Our pick for Best One-Drop Card?

SAC OUTLETS

Sacrifice outlets are becoming very common in Commander because of their utility / ability to protect against things like people stealing your Commander / cards. However, do you need sacrifice payoffs for sac outlets to be worth playing?

Viscera Seer - a classic card in Aristocrats deck, and the Scry ability can add up over time

Carrion Feeder - not as powerful as Viscera Seer, but can grow to a significant threat in the right deck

Our pick for Best One-Drop Sac Outlet?

DAMAGE

One mana usually doesn't translate into a lot of damage to your opponents. Lightning Bolt for 3 damage is pretty solid, but isn't that powerful in Commander. Let's take a look at some other options that can lay on some hurt.

Berserk - Essentially doubles a Creature's power + trample. Also a funny removal spell.

Rites of initiation - Large risk/reward but can function as a finisher

Bloodchief Ascension - Takes some time to get going, but when it does... it gets to work!

Our pick for Best One-Drop Damage Dealer?

HASTE

Haste for everyone can be dangerous. This type of spell is played because it's used as a 'play this on the turn I want to try and win' type of effect. The one mana value is crucial here to fit it in with the other spells you play that turn.

Mass Mysteria - Red already has lots of Haste granters like **Anger** and **Fervor**

Concordant Crossroads - Same effect as above but in Green

What about Haste on a creature?

Ragavan, Nimble Pilferer - One of the most powerful one-drops ever printed Is this good enough in commander? The ramp alone is valuable and if this steals a card it is very efficient.

Legion Loyalist - Gives your entire team First Strike and Trample with Battalion

Wayward Guide-Beast - Can be good in a deck that wants to play specific lands again

Our pick for Best One-Drop Haste?

INTERACTION

There are plenty of one mana removal spells but some just outperform others for obvious reasons.

Swords to Plowshares - Life gain is minimum downside compared to an instant speed Exile

Path to Exile - Getting a land is a little larger downside, but efficiency is still great

Rapid Hybridization - Gives a 3/3 that usually isn't significant

Pongify - Same as above

Nature's Claim - Artifact or Enchantment is powerful!

Defile - Kills indestructible, but probably needs to be in Mono Black

Red Elemental Blast / **Pyroblast** - specifically color-hate against Blue. Also acts as a counterspell in Red

Our pick for Best One-Drop Interaction?

COUNTERSPELLS

The cheaper the counterspell the better because it allows the player to keep the mana open and the counterspell available through more situations.

Swan Song - counters a LOT of spells, gives a 2/2 flier

An Offer You Cannot Refuse - noncreature spells only, but gives 2 treasures

Flusterstorm - requires a lot of spells to have been played that turn to be effective

Our pick for Best One-Drop Counterspell?

FAVORITE OVERALL

Jimmy: Amulet of Vigor

DJ: Bloodchief Ascension

3) **TO THE LISTENERS:**

What's your favorite one drop? Is there something we missed or undervalued?

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

4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Shauna Gilles, Arthur Meadowcroft, Ashlen Rose, Ladee Danger, Manson Leung, Craig Blanchette, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Mitch Trafford, and Evan Limberger.**

-Special thanks to **Geoffrey Palmer** for the living card animations (**@LivingCardsMTG**)