

DECK NAME

COMMANDER

COLOR IDENTITY

W U B R G C

Lands 37 Ramp 10 Card Draw 10 Removal / Interaction 10 Wipes / Protection 5 Win Cons / Synergy 28

■ LANDS

1 / 37

35 if your curve is low, 38-39 if it is high, up to 42 for landfall

 RAMP

1 / 10

Cast your best cards a turn or two early

CARD DRAW

1 / 10

Whoever runs out of cards runs out of answers

REMOVAL / INTERACTION

1 / 10

Answer the threat that would end the game

WIPE / PROTECTION

1 / 5

Reset when behind, protect when ahead

■ WIN CONS / SYNERGY

1 / 28

Your commander and the deck's actual plan

BEFORE YOU SLEEVE IT UP

- ☐ Every color in my commander's identity has enough sources
 - ☐ I can cast something on turns 1-3, not just turn 6
 - ☐ At least two ways to win, not one fragile combo
 - ☐ Every card is inside my commander's color identity