

# commander deck building guide

**Commander deck building guide:** If you're a fan of Magic: The Gathering and looking to dive into the exciting world of Commander, you're in the right place. Commander, also known as EDH (Elder Dragon Highlander), is a popular casual format that emphasizes fun, creativity, and social interaction. In this article, we will explore the essentials of building a Commander deck, including card selection, mana base, strategies, and common pitfalls to avoid.

## Understanding the Commander Format

Before diving into deck building, it's crucial to understand the fundamentals of the Commander format. Commander is a multiplayer format typically played with four players, although it can accommodate more. Each player builds a deck around a legendary creature or Planeswalker that serves as their Commander. The deck consists of 99 other cards, all of which must adhere to the color identity of the Commander.

## Deck Building Rules

1. **Commander:** Your deck must have one legendary creature or Planeswalker as its Commander.
2. **Card Limit:** Each deck must contain exactly 100 cards, including the Commander.
3. **Unique Cards:** No two cards in your deck can have the same name, except for basic lands.
4. **Color Identity:** The color identity of your Commander dictates what colors of cards can be included in your deck. For example, if your Commander is a blue and red card, you can only include cards that are blue, red, or colorless.

## Choosing Your Commander

The first step in building your Commander deck is selecting a Commander. This choice will significantly impact your deck-building strategy.

## Factors to Consider

- **Playstyle:** Choose a Commander that aligns with your preferred playstyle. Do you like aggressive strategies, control, or combo?
- **Synergy:** Look for Commanders that have abilities that can synergize well with specific card types or strategies.
- **Theme:** Some players prefer to build around a particular theme, such as tribal, artifacts, or enchantments. Your Commander can set the tone for this theme.

# Building Your Deck

Once you have chosen your Commander, it's time to start building your deck. Here are some key components to consider.

## Card Selection

1. **Creatures:** A Commander deck typically includes a mix of creatures. Aim for 25-35 creatures, depending on your strategy.
  - **Utility Creatures:** Look for creatures that offer additional value through abilities, such as drawing cards or removing threats.
  - **Finishers:** Include powerful creatures that can help you close out the game.
2. **Instant and Sorceries:** These spells can provide immediate impact and versatility. Aim for 10-15 instants and sorceries.
  - **Removal:** Include spells that can deal with threats on the board.
  - **Card Draw:** Spells that allow you to draw cards can help maintain momentum.
3. **Enchantments and Artifacts:** These permanents can provide ongoing benefits. Aim for 5-10.
  - **Support Cards:** Look for enchantments or artifacts that enhance your creatures or provide card advantage.
4. **Lands:** A well-structured mana base is crucial. Aim for about 35 lands.
  - **Basic Lands:** Include basic lands to support your color requirements.
  - **Utility Lands:** Consider adding lands that offer additional benefits, like filtering mana or providing other effects.

## Mana Base Considerations

Building a solid mana base is essential for ensuring that you can cast your spells consistently. Here are some tips:

- **Dual Lands:** If your budget allows, include dual lands to help with color fixing.
- **Fetch Lands:** These can help you search for specific lands and improve your mana consistency.
- **Mana Rocks:** Artifacts like Sol Ring or Arcane Signet can provide additional mana acceleration.
- **Basic Lands:** Don't forget to include a mix of basic lands to ensure you can cast your spells without too much color fixing.

## Strategies for Success

Now that you have your deck built, consider these strategies for maximizing your success

during games.

## **Know Your Deck's Strengths and Weaknesses**

Understanding the strengths and weaknesses of your deck will allow you to make informed decisions during gameplay.

- Strengths: Identify your deck's primary win conditions and what it does well. Is it fast? Does it control the board? Does it generate value over time?
- Weaknesses: Acknowledge your deck's vulnerabilities. Are you lacking in creature removal? Do you struggle against certain strategies?

## **Play with Your Meta in Mind**

Every playgroup has its unique metagame. Tailoring your deck to your local meta can greatly enhance your chances of success.

- Adjust for Power Levels: If your playgroup prefers competitive decks, you may need to adjust your strategy to keep pace.
- Know Your Opponents: Understanding the decks your friends play can help you include tech cards that counter their strategies.

## **Practice and Iterate**

The best way to improve your deck is through practice. Playtest your deck with friends and be open to making adjustments.

- Gather Feedback: After games, discuss what worked and what didn't. Constructive feedback can help you make better choices.
- Be Flexible: Don't be afraid to change cards that aren't performing well. The beauty of Commander is that you can always tweak your deck.

## **Common Pitfalls to Avoid**

As you embark on your Commander deck-building journey, it's important to be aware of common pitfalls.

### **Over-Complicating Your Strategy**

While it can be tempting to include flashy cards and combos, a convoluted strategy can lead to inconsistency. Focus on a core strategy and build from there.

## Neglecting Mana Curve

A balanced mana curve can significantly improve your gameplay. Ensure that you have cards to play at every stage of the game, from early drops to late-game finishers.

## Ignoring Interaction

Commander games can be unpredictable. Failing to include interaction in your deck can leave you vulnerable to opponents' strategies. Be sure to include removal spells and counterspells as necessary.

## Conclusion

Building a Commander deck is a rewarding and enjoyable process that allows for creativity and strategy. By carefully choosing your Commander, selecting the right cards, and understanding your meta, you can create a deck that not only showcases your style but also performs well in games. Remember to practice, iterate, and most importantly, have fun! With this **Commander deck building guide**, you're well on your way to becoming a formidable opponent at your next Commander gathering. Happy deck building!

## Frequently Asked Questions

### What is a Commander deck in Magic: The Gathering?

A Commander deck is a type of Magic: The Gathering deck built around a legendary creature or planeswalker that serves as the commander. Players can include a total of 100 cards in their deck, with the stipulation that no more than one copy of any card (except basic lands) can be included.

### How do I choose a commander for my deck?

Selecting a commander should depend on your preferred playstyle and strategy. Consider the colors you want to play, the abilities of the commander, and how they fit into your overall deck theme. It's also helpful to choose a commander that has synergy with your desired card choices.

### What are the best color combinations for Commander decks?

There are several strong color combinations in Commander. Some popular ones include: Jeskai (Red, White, Blue) for tempo and control, Golgari (Black, Green) for recursion and value, and Sultai (Black, Green, Blue) for powerful card draw and graveyard strategies.

The best combination ultimately depends on your playstyle.

## **How many lands should I include in my Commander deck?**

A common rule of thumb is to include about 38-40 lands in a typical 100-card Commander deck. This can vary based on your commander's mana requirements and the mana curve of your other cards, so adjust as necessary to ensure you have a consistent mana base.

## **What types of cards should I prioritize when building my Commander deck?**

Focus on including a mix of ramp, removal, card draw, and win conditions. It's also important to consider synergy between your cards and your commander to maximize the effectiveness of your deck. Aim for a balanced approach that allows for flexibility during gameplay.

## **How can I make my Commander deck more competitive?**

To enhance the competitiveness of your Commander deck, focus on optimizing your mana curve, including efficient removal spells, and ensuring you have a clear win condition. Playtesting is crucial; adjust your deck based on performance and consider including cards that counter popular strategies in your playgroup.

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