

## Choosing a Commander



You've probably got some legendary creatures in your card collection that look like they do something really cool, but you've never had a deck to put them in. Maybe there's a creature that showed up in a recent prerelease pool that you couldn't find enough support for. Maybe you picked one up in a Conspiracy draft and have been eyeing it ever since, wishing it were Standard-legal. Maybe your legendary creature was Standard-legal once, and you've missed playing with it ever since it rotated. That creature can be the commander of your deck. You don't have to start with the commander to build every Commander deck, but it's a good way to begin to define what your deck will do. For example, my current favorite commander is Gishath, Sun's Avatar, which benefits from having a lot of other dinosaurs in the same deck. It also includes cards like Kinjalli's Caller and Commune with Dinosaurs that make dinosaurs easier to cast early on.

Your commander also limits what cards you're allowed to use. The colors of spells in a Commander deck are limited to its commander's color identity, which is determined by the mana symbols in the casting cost and ability costs of the commander. For example, you can play only black, red, and colorless cards in a Judith, the Scourge Diva deck, and you can play cards of any color in a Golos, Tireless Pilgrim deck. Golos is colorless, but their activated ability costs WUBRG, which makes them a five-color commander.