

Mana Ramp Guide



While ramping isn't something exclusive to Commander, it certainly is at home in a format that's all about big plays and long-lasting games, making cards like Cultivate and Kodama's Reach enduring staples. This article will focus on ramp through the means of acquiring lands, whether to your hand or directly to the battlefield. I'm leaving out artifacts, creatures, and other means of generating mana, as this is another topic that deserves an article itself. Keep in mind that we're talking about casual Commander here; competitive EDH can almost be considered a different format. Let's look at these two cards; Rampant Growth and Farseek. On first sight, these cards seem to be very similar. The main difference is that Rampant Growth can even search a basic Forest, while Farseek can find anything but a Forest. However, if we take another look at Farseek, it doesn't mention that the land you search must be a basic land. This opens the door to many dual lands, including shock lands, Battle lands, Amonkhet cycle lands, and other lands that include the basic land type. Good ramp spells don't limit us to only basic land cards, but rather let us search multicolor mana sources.