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## Magic the gathering arena deck building tips

There are many decks that you can use to achieve your goals in Magic Arena. Wherever you had copied one online or are making one yourself, there are a few important features you need to be mindful of. You may include up to 250 cards in Magic Arena in constructed and 60 in limited. But you shouldn't do that. The main reason for this is that every card you select for your deck should be good. And ideally you would want to see this card in your hand as often as possible. This means that you have to keep the deck size minimal to maximize the chance to play these specific cards. Please note, that there are good commons and bad mythic rares, so rarity is not a direct measure of how good a card is. Making sure that your main gameplan uses the maximum copies of the cards (4 in constructed and as many as you can in limited) while maintaining the minimum possible allowed decksize goes a long way to increasing the deck consistency.If you will be playing best of 3 matches (traditional constructed & limited) you should also note the sideboard. Those are additional cards you can use to shape your deck after the first match. This means you have to be mindful of the cards in the sideboard. However, it's a more advanced topic to be covered later.Cutting cards in your deck to this minimum is an iterative process and highly important in any MTG deckbuilding excise.You don't have to be the best deckbuilder to be the best MTG player in the world. There are many top players that are not that good at constructing decks and have others do that for them. But you must know how the deck that is built functions. It must have a plan and a back up plan, and all the cards must advance this plan or help it take shapeThe plan of a deck is closely linked to the archetype of the deck and will be discussed in greater deal in the next section of this guide. For now it would suffice to say that if the deck you're using has an unfocused plan, e.g. using a 6 mana spell in an aggressive deck that's good only in the early game, you're likely not bringing out the full potential from the deck.You want to have an optimal amount of lands in your deck, as they enable you to play your creatures and spells. You want to avoid three types of situations. You don't want to have too little mana. This would prevent you from playing spells. If you have only 3 mana and 7 cards in hand that cost 4 mana and more this is called mana screw. You want to avoid having too much mana. If you have 7 lands and three cards that cost 1 mana on the battlefield, that's called mana flooding. You don't want to have lands of one type of mana while the cards you need to cast are of different mana requirements. If you have mountains only and 4 white cards that you can't play, that's called color screw.To avoid those three types of situations as much as possible there are some general rules of thumb regarding how many lands you want in the deck you're playing and how you play those decks. This doesn't mean that there are no exceptions, but this is a true and tested guideline.Aggressive decks that want to win in the early game (3-6th turn) are called aggressive decks or aggro. Those decks want to deal as much damage as possible as early as possible. To achieve that they play creatures and spells that cost little and can help this plan as much as possible.Examples of those deck in Magic Arena include the ever popular RDW (Red Deck Wins), Weenie White, Boros Tokens, Rakkos and Red burn and many other versions. Go fast at the start and you don't have to worry about your opponent's late game threats!Those decks usually want to keep their curve low and can get away with having 18 to 20 lands depending on their color requirements and the actual curve. Including creatures and spells that cost more than 3 mana in those decks, i.e. rekindling phoenix and experimental frenzy should be done carefully and keeping in mind the curve, adjusting it to accommodate.The downsides of most aggressive decks are mass removal spells and moderate amounts of lifegain. If the game stalls into mid and late game the aggro loses a lot of momentum.By going above 20 lands you're approaching the aggro-midrange territory. We'll be monitoring the development of decks that can potentially be called such. Examples may include token decks such as Selesnya tokens and Mardu Humans.Decks that are not aggressive and don't fall into the control category are usually called midrange. Most Combo decks are also midrange and we'll briefly cover them as well.A midrange deck wants to be the strongest in the midgame. Against aggro strategies it might employ mass or targeted removal and build the board aggro strategies can't easily breach. Using the card advantage engines allows midrange to outvalue aggro. Against control midrange decks want to race them, dealing damage and applying pressure as soon as possible. If this is not possible, midrange decks should usually have some sort of disruption plan, for example targeted discard (duress) and resilient threats (e.g. carnage tyrant).Such decks want to have access to powerful mid-game spells. To do that they need to be able to reliably play 4-6 mana spells reliably and need 22-24 lands in Magic Arena. Midrange decks are usually in more than one color and as such need rare dual lands that can come into play untapped. This is one of the reasons why midrange lists can cost a lot of rare wildcards in Arena.Combo decks mostly fall into the midrange category. Combo deck assemble the pieces to win the game in one or two turns. The rest of the deck is dedicated to drawing those pieces and protecting them. An example of a combo deck in Magic Arena is a famished paladin comboFamished paladin untaps when you gain life. If he has lifelink, e.g. from squire's devotion and a way to deal damage to the opponent via sorcerer's wand. You gain life from this damage and untap the paladin and repeat as needed 20 or 120 times.The rest of the deck may be build around protecting your combo pieces, for example having the paladin gain hexproof and draw spells to enable the combo. Of course, combo decks may be more difficult to assemble. Magic Arena combo decks include Polyraptor, mill and turbo-fog among others.We have touched upon aggro-midrange earlier. If a deck plays like midrange with elements of control, it's called tempo. This type of deck wants to win with creatures and foil the opponent with bounce and counterspells. In Magic Arena the most typical tempo deck is Mono UThis monoblue deck relies on creatures with flying and unblockable to deal damage, curious obsession to draw additional cards, counterspells to prevent removal and mass removal. Due to having only one color Mono U tempo in Arena plays fewer lands than most tempo lists, content with 20-22 lands.Wherever you're using a deck somebody has made or making your own you should now be able to tell what kind of archetype it belongs to and how to tell if it's in a good shape or not. If you're getting into trouble with mana, don't forget to check the chapter on the RNG that deals with some Magic Arena quirks and misconceptions of probability.Meanwhile, we're moving on to how those archetypes interact with each other and which archetype is the strongest. Find out in the next chapter of the guide! You think you have a good Magic the Gathering deck, but you just can't seem to win with it... Do you want to become better at MTG deck building and win more? This article will help you do just that, with these 8 easy deck building tips. Remember, if any of those steps aren't fun for you, feel free to ignore them. The main purpose of Magic the Gathering is to have fun. But if you also want to win more, this rules will help you to do just that. Note: This article mostly focuses on 60 card decks. Some stuff might be applicable to Commander, but if you want more specifics about that format, check these two articles: How to Build Your First Commander DeckHow to Improve Your Commander Deck 1. Have a Deck Building Plan Every good deck has a plan that can be described easily. Try to answer the question: "How is my deck trying to win?" Good Examples I play a lot of smaller creatures and try to defeat the opponent before they get to their more expensive cards.I try to kill or counter every threat from my opponent and then win with a powerful finisher.I play strong creatures and try to out-value cards from my opponent.I try to win with cards that care about gaining life and use lifegain synergies. Bad Examples I play Dinosaur tribal and some cards that put cards in my opponents' graveyard.I play cards that want plenty of instant and sorcery cards in my graveyard. I also have more than 30 creatures in my deck. I play every card in my collection, and sometimes I manage to win.I don't know. Single Theme So what do good plans have in common? They all focus on a single theme, and so should yours. All the cards in your deck should work towards it. Of course, you can always have a theme and a couple of subthemes. However, be careful that they can all work together. 2. Play the Correct Amount of Cards You can play up to four copies of a single card in your deck. But how should you decide between playing two or three copies. Here are some general guidelines which should help you with that. Four Copies These cards should be your most powerful cards, which you want to draw every game. You don't mind drawing multiples of them. They might be cards that you always want to see in your starting hand, such as Llanowar Elves or Fervent Champion. On the other hand, these can be corner-pieces of your deck, let's say Showdown of the Skalds or Goldspan Dragon. Three Copies You want to draw the card every game, but you don't want to get multiples of them. Think of legendary creatures - the first copy is often powerful, but the second one does absolutely nothing while the first is still alive. The same goes for Planeswalkers and other legendary permanents. That's why many green decks these days cap at three copies of The Great Henge. Two Copies Two is the most mediocre number in MTG deck building. It's often used for a card that accompanies other. For instance, let's say you are playing black deck which wants to play 6 copies of Heartless Act. You can't do that, so you play 4 of them and two copies of another removal spell, like Bloodchief's Thirst. Two copies can also be used when you're not entirely sure which of the similar effects will be better. Let's say you want to play four cheap removal spells in your deck. Both Heartless Act and Bloodchief's Thirst have their advantages in different situations. You can decide to simply play two copies of each card. One Copy There are some cards that you don't want to draw until very late in the game. Heavy control deck might play one Dream Trawler to close out the game. But you certainly don't want to draw it in the first few turns. If you play a card that tutors, such as Grim Tutor you want some silver-bullets. These are cards very good in specific situations, for example Naturalize. You want exactly one in your deck, which you can acquire with Acquisition when you need it. 3. Play Good Cards Well, this one is pretty self-explanatory. If every one of your cards is good on its own, your deck just can't be that bad. Building around synergies can be fun, but there are obvious problems with your three card combo of weak cards. Yes, Naru Meha, Master Wizard, Ghitu Journeymage and Illusionist's Stratagem can win you the game, but what happens when your opponent has a removal spell, or you don't draw all three of them? You're probably going to lose, since you're playing mediocre cards, that don't do that much by themselves. 4. Do NOT Play Extra Cards Most formats (Commander excluded) allow you to play X or more cards in your deck. But beware, this is a trap! It's impossible to build a deck of equally powerful cards. Usually there are some cards that are the best in your deck. So you want to draw them each game because you'll win with them. Each card you add to your deck after the minimal requirement will decrease your chance of drawing that powerful card. So if you want to build a better MTG deck, you have to play the minimal number of cards you're allowed to. How Many Cards in MTG Deck? Just for a quick reminder, how many cards should you play in each format: Draft: 40 cardsSealed: 40 cardsCasual: 60 cardsStandard: 60 cards + 15 sideboardModern: 60 cards + 15 sideboardCommander: 99 cards + 1 commander As with every other rule in Magic, there are some cards that can somehow break it. For example, if you're playing Battle of Wits, you'll want to go over the minimum deck size. The same is true if you want to use Yorion, the Sky Nomad as a companion. 5. Remember the Mana Curve The mana curve is essentially a curve, which you get when you make a graph of how many cards of a certain mana cost there are in a deck. Let's take a look at some average examples. Aggro As we see, there are a lot of one and two drops. After that, there are some three and four drops and the curve ends at five. Therefore, when building an aggro deck, you should always pay attention that you deck has a lot of one and two drops. Also, don't play 6+ drops, but you might get to squeeze a powerful five drop or two in there. Midrange Curve of a midrange decks is - as expected - heavier on the late game than the one we saw before. Importantly, that doesn't mean that you play a ton of four and five costing cards. You need enough early plays to pressure control and keep up with aggro decks. Control Newer players often think of control as a slower deck. Yes, control deck wins slowly, but that doesn't mean that it plays slow cards. As you can see, it's quite the opposite, as control decks play a lot of cheap interaction. So don't build your control decks without it. Otherwise, you won't be able to compete with aggressive and midrange decks. 6. Have Great Manabase There are three major things you should get in order: Play enough lands.Play correct colors of lands.Consider playing utility lands. Enough Lands There's nothing worse than staring at your hand full of spells you can't cast. Therefore, you should always play enough lands. The amount of lands depends on the type of deck you play. In general, you should follow this numbers for 60-card decks: Aggro - 22 landsMidrange - 25 landsControl - 27 lands For 100-card Commander decks, it's usually good to start with around 38 lands. You can always adjust that number depending on how many ramp spells you're playing. Correct Colors Let's say you're playing a red-white deck. You shouldn't just play 4 dual lands, 10 Mountains, 10 Plains and call it a day. You should play more Mountains than Plains, if: your cheaper cards are mostly red.some cards require double red, but no cards require double white. You might be wondering if there is some exact numbers you can apply. Well, you're in luck. There's a great article by Frank Karsten on that topic. Utility Lands You'll often hear players complain how they lost when they drew 5 lands in a row. That's why utility lands are great. These are lands which do something besides just produce mana. Some great examples are: 7. Find New Cards for Deck Building When you're working on your MTG deck building, you probably won't remember every single card in existence. But sometimes you need to know if there is a certain effect available in your colors. Or if there is another playable one drop for your aggro deck. That's where Scryfall can help you. Scryfall What Google is for websites - Scryfall is for Magic the Gathering cards. Their advanced search is great. You can search based on any criteria you can imagine - such as: Mana costCreature typeColorRules textFormat legalityetc. 8. Reevaluate Your Deck When you finish your deck building - it might not work yet. Don't give up immediately. No one builds a perfect deck from a scratch. You should rather try some changes and experiment more. However, you shouldn't change everything at once because that way you won't know which change is causing your deck to behave differently. Sometimes it can be hard to figure out what adjustments you should make. Ask your friends for feedback. They might see something you overlooked. Conclusion We hope that we helped you figure out how to build better MTG decks. If you have any questions, feel free to leave a comment below. If you're planning on building a new deck, you might want to get some new sleeves or a deck box. You can find the best MTG sleeves here, and best deck boxes here. Have you just started with Magic the Gathering? You might want to take a look at best buys for beginners, including a way to get a free sample deck. If you don't want to miss the next article, follow us on Instagram or Facebook. We post plenty of awesome stuff there, including MTG memes.

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