

Final Fantasy Commander Ten-Swap Calibration Sheet

A printable three-game diagnosis and ten-card upgrade worksheet that keeps the deck’s identity and the pod’s patience intact.

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Three stock games

GAME	LANDS KEPT	FIRST IMPACT	COMMANDER TURN	LONGEST DEAD CARD
1	_____	_____	_____	_____
2	_____	_____	_____	_____
3	_____	_____	_____	_____

Ten-card budget

- ☐ Four foundation slots — Mana, ramp, draw, or early interaction.
- ☐ Four engine slots — Strengthen the deck’s signature play pattern.
- ☐ Two delight slots — Keep the Final Fantasy cards that make the deck yours.

Pod-ready test

1. Goldfish two opening hands
Reject changes that remove early scaffolding.
2. Play twice before wave two
A new card earns another purchase only after real games.
3. Ask the pod
Speed, resilience, and inevitability matter more than receipt length.

Sources. Wizards: Final Fantasy Commander decklists; Wizards: Final Fantasy release notes; EDHREC: Final Fantasy precon upgrade discussion; Reddit: budget upgrades for FFVI, FFVII and FFX

Accuracy. Every figure on this sheet was read from the sources above on 2026-08-14. Prices and availability change; rules do not. Where this sheet and the rulebook disagree, the rulebook is right.

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