

Build Jace's conversion turn

An editorial pilot drill for the stock deck, not recorded playtesting.

1 Make the colors

Jace, Multiverse Architect costs 1WUBR. Keep hands that can progress toward those colors, not merely hands with a tempting expensive hit.

2 Supply expendable material

His -3 exiles another creature or planeswalker you control. A token can serve that role. It is exiled, not sacrificed.

3 Protect the engine

Jace's combat restriction concerns attacks at Jace planeswalkers. It does not make you or every other permanent safe.

4 Resolve the conversion

Reveal until a creature or planeswalker card appears, put it onto the battlefield, then randomize the other revealed cards on the bottom. This does not cast the card.

5 Know the starting pool

With Jace in command, the supplied 99 contains 18 creatures and one other planeswalker: 19 potential hits. Drawing or moving cards changes the remaining library.

6 Choose a useful result

Ask what the hit does immediately and after removal. A large mana value alone does not prove it advances this board.

The stock counts use a manual classification. They do not prove Oracle legality, a win rate, or the odds of a particular current library state.

Nissa draws before revealing

The first resolution each turn is the hinge, not just the first land drop.

1 Start with the right commander

Nissa, Leyline Tamer has white, blue, black and red color identity. Her name is not permission to add green cards.

2 A land enters under your control

Her landfall ability triggers. Other triggered abilities can matter; announce the order you put your own triggers on the stack.

3 Draw the card first

When Nissa's ability resolves, you draw before the first-resolution check. A creature arranged on top may therefore go into your hand.

4 Check this turn's history

Only the first resolution of this ability each turn continues into the reveal instruction. Later resolutions still draw.

5 Find a creature, not a planeswalker

With Nissa in the command zone, the unchanged stock 99 has 17 creatures. Jace moves into the main deck but is not a creature hit for Nissa.

6 Plan across turn boundaries

A legal way to put a land onto the battlefield on an opponent's turn can create another first resolution. It does not grant an extra normal land play.

Before stacking top-deck setup, point to the card you will draw and the card that will remain on top. Resolve one instruction at a time.

Read the Limited lanes

Use the set's advertised themes as draft hypotheses, not a win-rate ranking.

- 1 White-blue / Fatehold**
Surveil and scry support aggression. Choose cards that turn information into pressure.
- 2 Blue-black / Theorix**
Build toward seven cards in the graveyard. Count setup and payoffs separately.
- 3 Black-red / Stingerquill**
Noncombat damage enables the burn plan. Do not replace all damage enablers with unrelated removal.
- 4 Red-green / Konstrari**
Heartwood accelerates larger threats. Keep enough early plays to reach them.
- 5 Green-white / Vigorbloom**
Connect life gain and counters. Either half without support can stall.
- 6 White-black / Liliana**
Use small creatures, attrition and death rewards. Expendable material needs a payoff.
- 7 Blue-red / Chandra**
Noncreature spells power prowess-style play. Preserve a useful balance of threats and spells.
- 8 Black-green / Garruk**
Creatures supply value and recursion. Look for meaningful enters-or-dies effects.
- 9 Red-white / Ajani**
Counters, Cadets and Equipment build an army. Maintain a curve that can attack.
- 10 Green-blue / Jace**
Empower and support Jace planeswalker tokens. A nontoken Jace is not the same resource.

Publisher themes checked September 22, 2026. The drafting advice is editorial analysis; these lanes are not ranked by observed win rate.

The Angel your deck makes

An unofficial reminder, intentionally not a replica Magic token.

1 4 / 4

The Angel created by Ob Nixilis, the Ascended has power 4 and toughness 4.

2 WHITE

Its color is white. It is not the blue Angel represented by the mismatched early token.

3 ANGEL CREATURE / FLYING

Use a clearly labelled game aid or another agreed marker for this game object.

4 When it appears

At the beginning of each end step, Ob Nixilis checks whether you gained life that turn. Life gain during an opponent's turn can matter too. Follow the actual card for the trigger.

5 What the publisher corrected

Some early Multiverse Reforged decks include a 3/3 blue Angel token. That printed accessory does not change what the card creates.

Wizards acknowledges the mismatch in the official Commander decklist. Keep this reminder separate from the cards in your library.

Beautiful does not mean stronger

Choose between a game piece, an art preference and the opening experience.

1 For a deck

Identify the exact named card. Choose an ordinary playable version if the treatment does not matter to you.

2 For a particular artwork

Confirm the exact treatment and language against the official gallery. A similar image on a listing is not variant proof.

3 For the opening ritual

Treat Collector Boosters as randomized entertainment. Decide what you are comfortable spending before opening, without assuming resale recovery.

4 For a serial number

Wizards describes 500 serialized Bloodline Recollectors. That supply count is not your box's pull probability or a forecast of future value.

5 For preservation

Use a soft sleeve before suitable rigid protection. Keep purchase records and inspect without destructive 'authenticity' tricks.

6 A useful stopping rule

If only one exact card would make the purchase worthwhile, compare that single. A collector product can be the wrong buy even when the art is lovely.

No current prices, investment return, seller availability or hands-on fit is claimed in this field guide.