

Choose the evening. Then choose the box.

Margo's buying reference: a ready deck, a shared Draft and an opening session are three different activities. The most expensive box does not automatically supply the one you want.

Product	What it supplies	The sensible reason to buy
Commander deck	100 cards, 10 double-sided tokens, reference card and deck box.	Your group plays Commander. Each player needs a deck.
Draft Night	12 Play Boosters, 1 Collector Booster, 90 basic lands, 10 tokens and insert.	Four players want the supported Pick-Two Draft event.
Bundle	9 Play Boosters, Wisdom of Ages promo, 30 basic lands, Spindown, references and box.	A finite opening and sorting session. Not a ready deck.
Codex Bundle	6 Play + 2 Collector Boosters, 20 foil basics, 2 selected promos, Spindown, references and box.	You value the mixed opening and extras. The two promos are selected from six possibilities.
Play Booster display	30 packs x 14 Magic cards = 420, excluding extra counter/token cards.	You have a planned use for the packs. No particular card is guaranteed.
Collector display	12 packs x 15 Magic cards = 180.	A budgeted premium-treatment opening. Not a profit promise.

Before the wrapper comes off

1. Agree the format, who owns the opened cards and what happens to the Collector Booster in Draft Night.
2. For two complete beginners, compare the 60-card Eerie and Lifegain Theme Decks. Each person needs a deck; these are not Commander products.
3. For a specific card, identify the printing before comparing a direct single-card purchase. Random packs cannot guarantee that target.

Source: [Wizards' official collecting guide](#). Counts identify these exact products, not every edition with a similar name.

First night, fewer surprises.

Pick-Two Draft: four players

Use the insert's sequence. Three Play Boosters per player supplies the twelve-pack event. Choose two cards at a time as instructed, then build a deck of at least 40 cards from your pool plus basic lands. About 17 lands is a starting point, not a rule.

Silverquill Influence: say the triggers aloud

- 1. Killian:** an enchantment you control entering can tap and goad up to one target creature. Goad does not untap it, grant haste or override attack restrictions.
- 2. Killian's draw:** one or more creatures carrying Auras you control attacking together produces one trigger from that ability. They do not have to deal combat damage.
- 3. Scriv:** entering or attacking creates a Contract attached to a targeted opponent's creature. An illegal target means no Contract is created.
- 4. Contract:** its creature attacking an opponent of the Aura controller gets +2/+0 that turn; otherwise the creature's controller loses 2 life. It does not drain life merely for staying home.

Pack a deck, not a moving van

One complete deck; matching standard-size sleeves and spares; a box that closes without pressure; the required tokens; a visible life tracker. An illustrated mat and travel bag are useful when they solve your actual table or transport problem. Keep liquids separate.

Commander reminders

100 cards including the commander. Normally 40 starting life. Track 21 combat damage from the same commander separately. A two-mana commander tax applies for each previous cast of that commander from the command zone. Ask the organizer for a beginner-friendly teaching table.

Before a tournament

SOS is the main set; SOC is Commander; SOA is Mystical Archive. A new Archive printing does not by itself make a card Standard-legal. Check the exact card, current format rules and banned list. Silverquill Influence (2026) is not Silverquill Statement (2021).

Read further: [official release notes](#), [Killian on page 75](#); [official Commander decklists](#); [Commander format rules](#).

This is an independent Puzzlewick aid, not an official Wizards rulebook. Card text, current rules and event officials take precedence.