**EPISODE 303: THE RAMP EPISODE**

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1) UPKEEP STEP

2) MAIN TOPIC: THE RAMP EPISODE

3) TO THE LISTENERS

4) THE END STEP

5) CLEAN-UP PHASE

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1)INTRO JIMMY & JOSH

**@JoshLeeKwai - @craigblanchette - @CommandCast**

*Tease Main Topic: Craig is here! And today we’re going to be talking all about mana acceleration. We always say you want at least 10 ramp cards in each of your decks but, with so many choices in (almost) every color these days, which do you use and why? Plus, there’s a bunch of cards where it’s kind of hard to tell if you should be counting it as ramp in your or not. We’ll try to look at some of those side-cases and see what we think.*

\*\*CARD KINGDOM call-out #1\*\*

\*\*ULTRA-PRO call-out #1\*\*

\*\*PATREON – SPENCER WATERS\*\*

2) MAIN TOPIC: **MANA RAMP**

Today’s episode is dedicated to one of the key pillars of deck building that we always talk about. Mana ramp. It’s near and dear to Craig’s heart. But before we get started:

1. **WHAT IS RAMP?**

Also called “acceleration” – it’s any card that gives you more mana than your usual “one land per turn” would allow.

**WHY DO YOU WANT TO RAMP?**

Casting bigger stuff before your opponent’s can match it is a huge advantage. Old theory of MTG “The player that spends the most mana in any given game usual wins”

**DOWNSIDE OF RAMP?**

Run out of gas.

**RAMP VS FIXING**

Explain the difference. (Land Tax is good example)

1. **THE DIFFERENT TYPES OF RAMP**

There is a ton of different types of ramp to choose from these days:

1. **Creature based:**

- (tap for mana) Birds of Paradise, Elves, Bloom Tender (Deathrite Shaman)

 **-** (untap lands) Kiora’s Follower, Voyaging Satyr

 - (Cost reducers) Nightscape Familiar

 - (make lands tap for more) Nikya of the Old Ways

1. **Artifact based:**

*Similar categories:*

 -(tap for mana) Signets, Sol Ring, etc.

 -(Make lands tap for more mana) Extra Plana Lens, Caged Sun

 -(cost reducers) The Medallions. Urza’s Incubator, etc.

1. **Enchantment based:**

-(make a single land tap for more) Wild Growth

-(make all lands tap for more) Mirari’s Wake

-(just make mana appear) Carpet of Flowers

-(makes something that makes mana) Smothering Tithe, Awakening Zone, From Beyond

-(transforms into mega-mana producer) Growing Rites, Storm the Vault

-(turns other things into mana producers) Cryptolith Rite

1. **Planeswalker based:**

-Garruk Wildspeaker, Freyalise, Nissa (Worldwaker, Steward of Elements), Xenagos

1. **Land based:**

*Comes in two types-*

1. **Search lands onto the battlefield:**

-Rampant Growth, Kodama’s Reach, Wood Elves, Solemn Simulacrum, Burnished Hart, Wayfarer’s Bauble *(these don’t go under “creature” or “artifact” because once they’ve done their thing, if the creature is destroyed you still have the land in play)*

b) **Play and extra land each turn:**

 -Exploration, Burgeoning, Oracle of Mul Daya, Azusa, Wayward Swordtooth

1. **Ramp on Lands:**

**-**Ancient Tomb, Gaea’s Cradle, Cabal Coffers (+Urborg, Expedition Map), Myriad Landscape, Temple of the False God (This card has become recently contentious - Overrated? Underrated?)

So yeah, there are a lot of different choices of ramp cards. But how do you know which ones to use? We’ll cover that, and more, after the break:

\*\*\*\*\*MIDROLL BREAK\*\*\*\*\*

1. **CHOOSING YOUR RAMP**

How do we choose which ramp to put in our deck?

-**CMC OF YOUR COMMANDER**

Assuming you want to cast your Commander asap, this will help you determine what the cmc of your ramp cards should be.

**-STRATEGY OF THE DECK**

What types of cards does your deck “like”? What payoffs/synergies do you have?

-**EFFICIENCY**

Lower cmc is generally better. But not always.

 -Gilded Lotus / Thran Dynamo?

 -The Moxen?

Now, this all sounds pretty cut and dry but there are a lot of cards where it’s kind of tough to figure if it’s ramp or not. Let’s talk about some of these and see what you think:

1. **RAMP OR NOT?**

-Omnath, Locus of Mana / Kruphix, God of Horizons

-Savage Ventmaw

-Crucible of Worlds / Ramunap Excavator

-Rituals (High Tide, Mana Geyser)

-Mana Vault (Grim/Basalt Monolith)

-Ashnod’s Altar

-Seedborn Muse (Wilderness Reclamation/Unwinding Clock)

-Magus of the Candelabra

-Keeper of Progenitus

-Bounce Lands

-Training Grounds

-Regal Behemoth / Zendikar Resurgent

-Dockside Extortionist

-Treasure Nabber

3)  **TO THE LISTENERS:**

*What is your favorite ramp card? What about that final section? Do you agree with our assessment? Are there cards in there you would consider ramp that we didn’t or vice versa?*

\*\*CARD KINGDOM CALL-OUT #2\*\*

\*\*ULTRA PRO #2\*\*

4)  **THE END STEP**

*Where we talk about something cool outside the world of Magic.*

5)  **CLEAN-UP STEP**

Our sister podcast **The Masters of Modern - @theMMcast**

Our editing, graphics and logistics team is Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss and Sam Waldow

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