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Do you want to win the Core 2021 draft? Want to achieve 7 wins in the Arena and get a lot of gems? This M21 Project Guide can help you do just that. First, we look at the best common to each color. After that, we'll look at all ten two-color archetypes and what they're trying to do. Finally, we also rank all colors and archetypes from the best to the worst. We developed the M21 a bunch of times, so we updated the article with all the current information. For example, the best common in the green drowsiness of Tyrannodon, was not on our original list. Either way, let's see which of the best common in the Core 2021 Draft.UPDATE: If you're looking forward to developing the newest set, you can find the zendikar Ascending Project guide here. Best Commons for the main set 2021 Draft/White1. Basri's Acolyte We start with a very powerful map. As you'll see in the archetype section, each white archetype wants a few copies of this map, which will make it a pretty high choice. He plays well with the theme of getting a living, with counters No 1/1 and in the usual aggressive decks. Just imagine a curve of two drops, three drops, Acolit Basri. It will be an absurdly powerful start and you can only collect it with shared maps. Of course, there is a downside. Sometimes you have zero creatures and you only get 2/3 liflinker. However, most of the time, you will put at least one counter somewhere that is already good. Don't put Acolyte in deck with low number of creatures, try to aim for at least 15 creatures and a good curve with enough two drops.2. Swift Response/Swift Response is a very cheap and powerful deletion spell. It is better in more controlish decks, which can be a bit of a problem as white usually tends to be conquered. However, even the agri deck can find itself in the race and you'll have enough goals to use Swift Response on. Of course, you can also push opposite creatures with maps like Celestial Enforcer or Frost Breath.3. Feat of Resistance/Feat of Resistance does a lot for what looks like a simple combat trick. You can win the fight, protect your creatures from removal or even make them unblockable if your opponent has all the creatures of the same color. It can easily win you a game when thrown in the right place. It's often very hard to play around too, making it one of the best whites overall in Core 2021.Honorable Mentions/White is pretty deep and has even more good asset that works well with different synergies. For example, something like Concordia Pegasus is usually mediocre, but in a deck with a bunch of counters No.1/1, this could become the real deal. Even one counter is enough to get you 2/4 flyers, which is very nice. All that much, and Pegasus is just bonkers. Gail Swooper may also turn out to be in an aggressive deck. The life win deck might happily play an anointed chorister. Rambunctious Mut can also be strong if there are many goals for its ability. Ability. Certainly looks like a good color for the project in the M21. A safe scene can also be a good thing, and most white decks like to play one copy of it. Blue1. Roaming Ghostlight/Bouncing a creature and getting a great flyer? Yes please. Sure, Ghostlight costs five, but you get mana your money's worth of it. If you are already beating your opponent down, it closes the game very quickly. On the other hand, it is also a great game in defense. You get a blocker and your opponent has to hold his next turn of play their biggest threat. Don't forget that you can also bounce your creatures. You can get them to enter the Battelfield effect again or you can save them from something like grabbing Sphere.2. The Mistral Singer/2/2 flyer for three mana is ok. However, it will be easy to attack for 3 or 4 in the right deck. There is also a so-called threat of activation. Your opponents wouldn't want to go into battle with 2/3 (or similar sized creatures) against the opposite Singer and Open Mana. You can just throw Opt and eat their creature for free. If they don't block it, you don't even need to use your Opt anyway!3. Capturing Sphere There's not much to say about capturing the sphere. This is not the most effective removal of the spell, but it still deals with problem creatures. It's as good as it gets in blue. You will play a few copies of it in the blue decks and you will be happy with it. The Honorary Mentions of The Russian Read is a very interesting map. Card filtering is often useful, but usually it costs two mana. For one extra mana, you get 1/1 euro and fly, which can be very good. It works well with both the flying archetype and the archetype to draw maps. Frantic inventory can also be very good if you manage to get a few copies of it. Once you get three or more of them, it becomes a serious spell of a draw. Black1. Grasp of Darkness/Now is an effective spell removal! It costs double black, so it's not splashable, but it's probably its only drawback. There are 135 creatures in Core 2021. Capturing Darkness straight up kills 117 of them or 86.7% of all creatures in the format. Even the remaining 18 creatures can be solved in battle. You block their large creature and then grab it up to a manageable size. You'll also be able to get a lightweight two-to-one with Grasp in response to a pump spell. All this makes this the best black overall in the M21.2 project. Completing Blow/Finishing Blow is quite a step down from capturing the darkness. However, it still deals with any creature and is splashable. Most black decks will happily play a couple of strokes. From time to time you will kill the planeswalker, which will certainly feel great. Crypt Lurker/Best two common in black were pretty simple. For the third, there are Options. We chose Crypt Lurker, as it already has a beautiful body as 3/4 for four and very relevant abilities on the This. The ability works well with several synergies: victim, resuscitation or death triggers. You can also just get rid of something that has been blocked with enchantments like grabbing spheres. As such, Lurker is a very versatile card and will find a home in a series of black project decks. The honorable mention, as we mentioned, was some competition for the third best black overall. There are a few cards that we would like to mention. The first is Archer's Skeleton. In Core 2021 2021 23 creatures with one strength, which means that Archer kills 17.0% of all creatures. You can also finish something after the fight. Sometimes it can even be your opponent. The second card worth mentioning is Deathbloom Tallid. It has excellent stats for three drops, and a 1/1 marker can be used for value, especially in the victim deck. Red one. Scorching Dragonfire/Dragonfire is both a cheap and quite powerful removal spell. It kills banished 101 different creatures, or 74.8% of all creatures in the M21. You can also use it after a fight to get rid of the big creatures too. Exiling is not without meaning, as your opponents can get value from creatures dying or with some cemetery shenanigans. Shock/Shock is significantly worse than Dragonfire, however it still deals with almost half of the creatures (48.1%) on its own. It can remove smaller blockers, or stop early aggression. Of course, Shock can also target your opponent and help you finish the game, which is one thing that Dragonfire can't do. Spellgorger Weird/Once again had a bit of competition for third place. This card is really at its best in blue and red, but you can easily incorporate it into other decks too. Sure, you need some support to turn it on, but not so much. Just getting one counter no 1/1 on Weird makes it perfect, while the second really pushes it from above. Thus, Spellgorger Weird is the perfect card to play in any deck that has at least 8 non-creative cards. The honorary Mentions/Turn in Slag is also a very playable removal spell, albeit a bit expensive. However, it kills 92.6% of all creatures in the format, making it a pretty strong overall. The hardware part doesn't matter that much, since there are only short sword and Malefic scythe in the format. Pitchburn Devils may look as weak as 3/3 on five, but the ability is pretty good, which often gives you a good two-to-one. Green 1. Drowsing/Two drops are very important in this project format and 3/3 for two is insanely good. There are only so many ways to get a four-food creature that the flip side is just negligible. With a ton of counters No.1/1 in Core 2021, you can easily put one on this dino, which also allows you to attack. A bunch of green common can do it without going into other colors and rarities), for example: Pridemalkin/Satessan Training/Hunter's Edge/These card is all very much in play by themselves already, which makes Tyrannodon very good Pick it early - we often see him going very late in the draft, even the sixth or seventh, which is just wrong. Llanowar Visionary/A is three mana 2/2, which draws you a map already at least a playable card. On top of this, Visionary provides mana. Entering your big creatures in turn previously often can win you a game. The Llanowar Visionary is certainly one of the best green assets in the M21 draft.3. Hunter Edge/Four mana is at the higher end for a fight spell. However, it has two respective advantages. First, you can make your creature bigger, and there's some synergy with the No.1 counters in the set. Secondly, it is not a real card for the fight. It's more of a blow because your creature doesn't do damage in the process. Be careful not to throw Hunter's Edge into too much open mana, your opponent may have a removal spell that won't end well for you. But if you find the right place to throw it, it can definitely give you an edge. The Honorable Mention/Pridemalkin is also a very good card, especially after you pair it with the best green overall sleepy Tyrannodon/Green decks sometimes have problems with flyers, so having the reach of a creature with good stats is always nice. The role of the flying blocker in this set goes to Gnarled Sage. It is also a fine attacker, especially if you can trigger his ability. Artifact/Most artifact common is not anything exciting. However, there is one that we should mention. Skyscanner/Skyscanner is a wonderful playable card, as it slots beautifully in lots of different archetypes. It has flying synergy, cards draw synergy and is a free body on which you can put counters No 1/1 or just donate them for value. Speaking of archetypes, let's move on to the next part of the Core Set 2021 guide project. M21 Project Archetypes/Core Kits are usually quite simple. You play your two colors of archetypes and maybe sometimes splash the third color, but mostly you stay in two colors. Each two colored pair has an unusual pointer that highlights what the archetype is about. Let's go straight to him! Blue - White: Flyers/Blue-White does what he usually does. It clogs the ground with large blockers, attacking in the air with its effective leaflets. There are 10 creatures flying in blue and white:3 commons4 rares2 rares2 rarebesides all that there is also Skyscanner in addition to some maps that give flying, like Keen Gildemaster. So there are enough flyers if you want them. What are the winnings for this deck? Just getting flyers yourself is already very good, with flying is the best dodging ability in the project. However, There are some extra card payouts like the golden unusual Watcher of the spheres or tide skimmer. This archetype also opens up the Heavenly Enforcer, which is great once it becomes active. Black - White: Get 3 Life/Both Life/Both and whites have ways of getting a living, but this time there's a twist on the topic of life get. For your job wins, you need to get at least 3 lives. There are four wins for the deck: Griffin Aerie/Sanguine Indulgence/Silversmote/Ghoul/Indulging/Patrician/Indulgence is probably the weakest of them, while the other three are all very good, especially Griffin Aerie. If you have a repetitive effect of increasing life, this charm becomes border undefeated. However, this deck is pretty hard to come together since all your winnings are on an unusual slot and you really want a few of them. Incorporating Life Gain/So What/Opportunities/Do We Have? Something like Revitalize is fine as you get your trigger and you draw maps. However, what you really want is a repetitive way to trigger your stuff. The easiest way is to play lifelink creatures. What you will find about them is that they often do not reach 3 power on their own. Glutton's blood is an exception to the rule, however it is quite fragile for five drops. Therefore all lifelink creatures really want some counters No 1/1. This way they will be able to get 3 lives on their own. Another way is to use the Swindler Tavern. On average you will net 0 life per activation. However, if you have winning life winnings, you actually get the bonus half the time you activate it. Even if you're a little unlucky and lose some somersaults in a row, you're still likely to do well since you have a few ways to get a life on your deck. Green - White: 1/1 Counters/A bunch of cards in these colors can put 1/1 counters on your creatures. Best wins include: Basri Lt. Temperent/Venteran/Vildwood/Lash/Coolaw/Mentor/Infant part of these decks of cheap creatures with abilities. Something like Concordia Pegasus or Celestial Enforcer can be weak in itself, but when you start putting counters No.1 on them, they quickly become very real threats. So pay attention to them, and play enough creatures in your deck. You should probably aim for at least 15 creatures, so you always have something to put counters on, especially with the best overall way to do it - Basri's Lieutenant./Red - White: Aggro/Red-White color couple wants to attack with lots of creatures (as usual). Its golden quirky alpine hound is a strong value card that gets you multiple bodies. win the game. Blue - Black: Control/Blue-Black is the most control oriented archetype, with the best removal and card draw spells. The deck can play many moments and therefore take full advantage of Rewind. You can resist spells for if you have another instant like Rain Revelations as well. Reanimator/Sub-Theme/There is also a small regulator theme present (getting the creatures back from the cemetery). However, there are only two cards that get the creature back from your yard - Rise Again and obsessive Stitcher/Both work very well with Waker Waves, which can first offer you some card selection and then be your resuscitation goal. Another cool card to return is Archfiend's ship. You can use it early as a chump blocker and then return it as a 5/5 flyer. Don't get too caught up in the resorator's sub-darkness, however. If you just play all your good black and blue cards, you'll only do fine. Blue - Red: Provess/Your avarage/Red-Blue Deck wants to have many creatures with valor, but also many indelible spells to allow them. there are six creatures with valor in the set. In addition, there is also Spellgorger Weird, which has a better version of valor. All seven cards are very much in play and you will happily use them in this deck. Cards such as Overload and Goblin Wizardry and even Riddleform are especially good, as they are cards that actually make creatures, so you can have enough creatures and opportunities. This deck will also be happy to play a few copies of Opt. When you get two, you can already cut one ground, so you'll have an appropriate ratio of spells that actually do something and land. Blue - Green: Card Draw/Triggers/Blue-Green combination has a good theme for everyone who loves value. You have to draw cards and as if it wasn't good enough, some cards are also better when you do it. Here are the wins for the deck, sorted from the best to the worst: Jolrael, Mwonvuli Reculse/Lorescale/Coat/Burflist/Oak/Tolarian Kraken/All are perfectly in the playoffs, even Tolarian Kraken can certainly finish some games quickly in the right deck. Of course, you want enablers like Opt and Frantic Inventory./Sanctum of calm waters particularly nice in a deck like this, even without any other Shrines, as it gives you a repeatable draw effect. Teleri's Tutelage/Perhaps You notice that this card has disappeared from our winning cards. This is because its power level varies from unplayable to the best card in your deck. We have had similar maps in the past with the Sphinx's tutelage in Origin and mental corruption in the M19. Both times, these cards have spawned their own archetype, and there is no reason to think that this time will be different. What you want to do is design a defensive deck with lots of card draw. You need creatures with high strength and plenty of spells of removal. Don't play cards that are only good for offense. You'll basically win, enemy, not attack. If you can get a few copies of Teleri's Tutelage, the deck gets even better. However, it can only work with one copy since you play a lot of cards - Red: Sacrifice/Black-Red once again wants to donate creatures for value. For these decks to work you need three things: Some cards slot in two categories - Dire Fleet Warmonger and Goremand can be both points and wins. The treacherous Greed/Cards that temporarily steal the enemy creature are very important to the victim deck. This time we have treacherous greed. It's pretty good though getting the mano part a bit clunky. Usually you want to steal their creature, attack with it and then sacrifice it. However, if you cast greed in your first main phase, you need to hold two mana before you go into battle, otherwise it is emptied out of your mana pool. However, it's a very nice combo with something like a witch boiler. You essentially pay 4 mana to destroy the creature, draw a map and get one life. Now it's some value! Black - Green: Death Triggers/This archetype wants to see creatures die. It actually plays very well with some of the victim stuff mentioned above. If you have a victim's exit, you can get your death triggers whenever you want. (as long as you have some creatures lying around.) There are various wins for this strategy. They are listed here from the best to the worst: As an aside - life goes on it's not a win, it's just a card trap that wants to trick you into the game. This deck should not go all-in as the death trigger plan is. Just play good black and green stuff and the deck will perform. Removing spells is even better here, as they cause all your stuff. Red - Green: 4 Power/Red and Green have a lot of great creatures that works great with 4 power theme. Aside from Leafkin Avenger, you have two powerful enchantments like your big wins - The Furious Rise and Garruk Rebellion. Both provide a steady stream of card benefits. You want to have at least 8 creatures that are able to get 4 or more power into your deck before putting those enchantments in your deck. What happens when you don't reach that threshold? Well, if your deck is already good enough, you should just cut them out of your deck. On the other hand, if your deck is bad mediocre, you can play Furious Rise with just four creatures and hope that everything comes together. You will need a bit of luck anyway and Rise can be a winning card game. Core Set 2021 Project Guide: Power Rankings/Okay, it's time to rank all colors and archetypes. They all seem pretty evenly matched and you can probably win with anything. The archetypes that are at the top of our list are the only ones we think will be most successful at the beginning of this draft format. A self-correction project, especially if you're compiling with other people. So if something like black and white turns out to be the best, you expect more players compiling it, which in turn makes it worse. The best colors/Green is the deepest color - it has game cards that slot in various archetypes. You probably can't go wrong if you prefer the green cards in the M21 project. White and red are watching very closely. White has some very good overalls and a lot of two drops - which are incredibly important in this format. Red is similar, but also has some very good removal with a shock and scorching Dragonfire./Blue comes in fourth. This is at best when paired with red and medium otherwise. Black is clearly worse color, try to stay away from it if, it's wide open, for example, if you get some sweet rare black around pick 4 or later. Best Archetypes in M21 Draft/Green - White: No 1/1 Counters/Red - White: Aggro/Blue - Red: Prowess/Red - Green: 4 Power/Blue - Green: Draw/Blue Map - White: Flyers/Black - Red: Red: Sacrifice/Black - White: Life Gain/Black - Green: Death Triggers/Blue - Black: Control/Green-White Features Two Best Colors in M21 Naturally, it has the best two drops that get even better with counters No. Below are three red decks with different flavors. Red and white are aggressive, which can be very successful in this format. The red and blue is pretty much built around the deck around non-creature spells. He can definitely work wonders when he comes along. The red-green is also well transformed in the M21 project. These four decks are really above everything else. The only addition to the best decks is probably Teleri's Tutelage deck. The best versions of this may be even the best archetype in the format, however they can still get beat down with some quick starts. However, you can win with anything, even with blue-and-black control decks. So what kind of archetype excites you the most? Tell us in the comments below. More core? This is the end of our main set 2021 draft guide. However, you can still find some other resources to be even more prepared. First, you can view all the M21 maps here. Second, we have some great articles that can improve your winning rate: 8 Tips on how best to MTG How to achieve mythical in the arena? Want to play the standard? You can try one of these 21 new M21 decks. If you don't want to miss another strategy article, be sure to give us a follow on Facebook or Instagram. We'll unsuge a bunch of magic related stuff out there - new articles, spoilers, memes and codes for MTG Arena. Speaking of which, you can find all the MTGA codes currently available here. On the other hand, if you also play M21 in paper, you can find all the major 2021 products here. Either way, that's all for today. Until the next time, have fun working out and you can open Ugin, The Spirit of the Dragon in your next M21 project! Project!

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