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Double masters 2024 card list

Double Masters Set Overview The hype for Double Masters continues despite the COVID-19 pandemic. This reprint set promises to deliver with double the rare slots and increased box toppers compared to previous Masters series. Each booster pack will contain two rares and two foils, which can be of any rarity. Additionally, each pack includes 2 non-foil showcase box topper cards from a pool of 40 fan-favorite cards. Boosters now come with more rare and foil content, reducing the common card count but increasing the overall quality in limited formats. However, there's one notable absence: fetch lands reprints. Key info: • Set Symbol: 2XM • Number of Cards: 332 • Rarities: 91 common, 80 uncommon, 121 rare, 40 mythic rare Secret Lair cards don't count towards the 2020 deadline, but we're still waiting for upcoming releases like Zendikar or Commander products. Fingers crossed! No need to worry about passing on those fancy rares and mythics when opening packs in draft format - each first pick from a new pack is actually two picks. So go ahead and grab both mythic cards or use them to improve your deck, it's up to you. This means we'll have to revamp our draft simulator, but that's okay, I guess. Double Masters has concluded its spoiler season, giving us a clear view of what's coming in this reprint set. Let's take a look: The new set is all about multiplying cards and permanents, with plenty of tokens and ways to bulk up your board or stack. There are also some sweet artifact synergies going on. Here's a simple rundown of the limited archetypes for the 2-color combos: Azorius - Izzet Dimir - Golgari Rakdos - Boros Sacrifice - Orzhov Gruul - Selesnya Ferocious - Morbid Double Masters VIP Edition is WotC's answer to Collector Boosters, but for a reprint set. This means more cards, but at a higher price point. Each pack includes 35 cards: 2 showcase rares or mythics (out of 40 possible), 2 foil rares or mythics, 8 foil uncommons, 9 foil commons, and 12 full-art basic lands (with 2 being foil). The VIP Edition also comes with brand new art for popular cards from older formats like Commander, Legacy, Modern, and Pioneer. And don't even get me started on the lands - all of them are full-art beauties! Double Masters draft booster boxes are available on Amazon, each containing 24 packs (360 cards) with two rares or mythic rares in each pack. They also come with two foils, two box toppers, and two first picks. Play with some of the most powerful Magic cards ever, whether you're into Commander, Pioneer, Legacy, or all of the above. Double Masters draft booster packs give you the best of both worlds - two rare or mythic rare Magic cards and twice the shine with two foils in each pack. Each booster contains not one, but two rares, making every pick a first-rate choice. With high-powered reprints and fan favourites, Double Masters is packed with beloved - and feared - Magic: The Gathering cards. You can even snag a VIP edition collector's pack that includes 33 cards, including 23 foils, and play with some of the most dominating Magic cards ever created. Looking for keywords related to specific planeswalkers or cards in this text Valiant Knights Given article text here Summoner Swiftblade Vindicator Thopter Foundry Time Sieve Unlicensed Disintegration Vexing Shusher Vish Kai Blood Arbitrer Voice of Resurgence Weapons Trainer Yavimaya's Embrace Accomplished Automaton Adaptive Automaton Basalt Monolith Basilisk Collar Batterskull Blightsteel Colossus Bosh Iron Golem Cathodion Chief of the Foundry Chromatic Star Chrome Mox Clone Shell Cogwork Assembler Conjurer's Closet Coretapper Cranial Plating Culling Dais Darksteel Axe Darksteel Forge Duplicate Eager Construct Endless Atlas Engineered Explosives Ensnaring Bridge Everflowing Chalice Expedition Map Player Husk Gleaming Barrier Golem Artisan Golem-Skin Gauntlets Hammer of Nazahn Ichor Wellspring Iron Bully Iron League Steed Isochron Scepter Jhoira's Familiar Kuldutha Forgemaster Lightning Greaves Lux Cannon Magnifying Glass Mana Crypt Masterwork of Ingenuity Mesmeric Orb Metaspinner's Puzzioknot Mishra's Bauble Mox Opal Myr Battlesphere Myr Retriever O-Naginata Oblivion Stone Peace Strider Pentad Prism Phyrexian Revoker Pyrite Spellbomb Ratchet Bomb Sandstone Oracle Sculpting Steel Sickleslicer Skinwing Spellskite Sphinx of the Guildpact Springleaf Drum Sundering Titan Sunforger Surge Node Sword of Body and Mind Sword of Feast and Famine Sword of Fire and Ice Sword of Light and Shadow Sword of the Meek Sword of War and Peace Throne of Geth Treasure Keeper Trinisphere Tumble Magnet Vulshok Gauntlets Walking Ballista Welding Jar Wurmcoil Engine Academy Ruins Ash Barrens Blinkmoth Nexus Buried Ruin Cascade Bluffs Dark Depths Darksteel Citadel Fetid Heath Fire-Lit Thicket Flooded Grove Glimmervoid Graven Cairns High Market Maze of Ith Mishra's Factory Mystic Gate Rugged Prairie Sunken Ruins Thespian's Stage Twilight Mire Urza's Mine Urza's Power Plant Urza's Tower Wooded Bastion Karn Liberated Jace, the Mind Sculptor Plains Plains Island Island Swamp Swamp Mountain Mountain Forest Forest Wrath of God Chord of Calling This search is finished. Now the real work can begin. The Double Masters set has been released, bringing a new wave of reprints and potential impact on constructed formats such as Commander. With the full spoiler out, we examine how this set may shape the game's competitive landscape. We're bringing together an all-star crew of Magic: The Gathering authors to share their expertise on Double Masters. FromTheShire and TheChirurgieon will kick off with overviews, followed by in-depth analysis on Commander, Modern, and Pioneer formats with Pseudonymous and Star Man. Meet our panelists: - FromTheShire (Dan Gates), a Magic veteran who started playing during Revised and is back after a hiatus to share his deck-building insights. - Star Man (Sean Matoon), an experienced player since Shards of Alara, who also writes about Magic - he's here to bring competitive magic expertise. - Pseudonymous (B Phillip York), a former judge with multiple forays into competitive play and deck-building experience in various formats. - TheChirurgieon (Robert Jones), a Warhammer veteran turned Magic player since Legends, offering unique insights from his tournament experiences. Double Masters is an exciting draft set with valuable reprints. Focus on drafting towards key strategies like Eager Artifacts, Jund Sacrifice, Boros Equipment, Izzet Artifacts, Simic Ramp, and Selesnya Tokens. Key combo pieces include Lightning Greaves and combos such as Heat Shimmer + Dualcaster Mage or Time Sieve + Thopter Foundry + Sword of the Meek. Keep instant speed removal in mind to counter artifact threats. As Braids, Conjurer Adept, Sneak Attack, and Kuldutha Forgemaster combo with Chrome Mox, Mana Crypt, and Mox Opal, drafters can expect rapid development of powerful threats. The presence of these fast mana rocks alongside traditional Green ramp like Awakening Zone and Veteran Explorer will make for a thrilling experience. Moreover, the fact that half of Modern Tron deck is in the format will be a boon for players seeking to acquire its pricier components. Drafting Double Masters is not just about assembling one specific deck; rather, it's about discovering hidden gems amidst a sea of powerful cards. While it may be challenging to build the complete list even with double rare packs, opening key cards like Karn Liberated or Wurmcoil Engine in pack one can set you on the right path. The set boasts an impressive array of reprints for Commander players, including top-tier Legendarys and format-defining cards. Double Masters also contains a plethora of iconic and playable reprints across various Constructed formats, making it unlikely to open a "dud" pack. Notable Legacy inclusions include Ethersworn Canonist, Imperial Recruiter, Council's Judgement, and Force of Will, while Modern gets Dark Confidant, Death's Shadow, Goblin Guide, and Noble Hierarch. For casual players looking to draft with friends, the core concept of Double Masters - double the rares - is undeniably appealing. However, one potential drawback is the removal of tough decision-making due to the first-pick format, which may lead to an oversimplification of color choices. Despite this concern, the set's high power level and abundance of strong commons and uncommons make it an exciting prospect for drafters. Commander is the perfect format for casual players to connect with their commander, as most think of them as themselves. Unlike various short cycle times, Commander decks can be kept together for years, slowly changing as new pieces are added and removed. The focus on beautiful art and reprints of core spells is clear. Utility cards such as Skithiryx, a creature that can take players out quickly, especially with its evasion and regeneration. Blasphemous Act lets you reset the board state or end a stalemate, killing virtually everything and penalizing opponents for overextending on creatures. Rolling Earthquake is like Earthquake but better, and Toxic Deluge is a cheap and powerful board wipe that gets around regeneration or immune creatures. Atraxa, Praetors' Voice is one of the most built-around commanders due to her keyword soup, color identity, and triggered ability. Kaalia of the Vast has a low cost and can have an incredibly powerful effect by placing attacking angels into play. These cards range from powerful to absurd, like early Razaketh or Aurelia. Time Sieve is an innocuous artifact that can lead to infinite turns if not removed carefully. The Swords are long-time popular commander cards with powerful effects resistant to removal as they can be easily switched to other creatures. Blightsteel Colossus is a favorite among Commander players due to its trample, infect, and indestructible abilities, making it an engine of destruction and player removal. Into tribal decks, it can end the game quickly in Sliver, trigger a haymaker in Elf tribal, or something similar. Ad Nauseum often ends games with powerful card draw and low cmc in most cEDH decks. Godo, Bandit Warlord is arguably one of the best mono color commanders, allowing you to search for equipment cards, generate infinite combat steps, and tutor out equipment-based solutions if a player becomes immune to damage somehow. Crop Rotation enables combos and also stymies an opponent's win con by searching for any land and putting it into play at instant speed. Dread Return is a powerful reanimator that can be cast from the graveyard, providing additional value. It can be part of a win con in a mill deck or just a strong value piece. Trash for Treasure lets you exchange an artifact in play for one in the graveyard, starting a truly wondrous combo with several cards that search and place cards in your graveyard. Isochron Scepter is well known for its powerful combo with Dramatic Reversal but can also be used as a value card, dropping counterspell or tutors to put you in a powerful position. Myr Battlesphere creates 4 creatures when it enters play, totaling 5 creatures. It has 5 enters the battlefield effects and 5 sacrifice permanents. Walking Ballista is a powerful utility and combo card that's a game winner when combined with infinite mana or Helioid. Cogwork Assembler can easily be part of a win con if you combine it with Ashnod's Altar and Myr Battlesphere, giving you infinite mana and battlespheres with haste and infinite power. You need at least 7 mana to start the cycle but it's colorless mana, often easier to obtain. Jhoira's Familiar isn't a combo piece in itself but frequently enables combos by making certain spells cheaper, leading to infinite recasts. Pyrite Spellbomb is well-known for its part in the Bomberman Combo with Lion's Eye Diamond and Auriok Salvagers. Value and Utility Cards Double Masters has many value cards and utility cards for Commander, including Dark Confidant, Force of Will, Imperial Recruiter, Sneak Attack, Land Tax, Cyclonic Rift, Dualcaster Mage, Chord of Calling, Doomed Necromancer, Noble Hierarch, Auriok Salvagers, Path to Exile, Brainstorm, Frogify, Chrome Mox, Mox Opal, Mana Crypt, Duplicate, Basalt Monolith, Mishra's Bauble, Everflowing Chalice, Ichor Wellspring. The mana fixing cycle of dual lands, Maze of Ith, High Market, Blinkmoth Nexus, Buried Ruin, Ash Barrens, and Star Man's Review Reprint sets are my favorite food. Even small details, like updated Oracle text on cards, catch my attention. I've purchased new editions of cards I already owned, such as Lava Spike, to avoid potential arguments over rules and ensure I remember its capabilities despite the rule changes in April 2018. Several sets have focused on reprints since 2020, including Mystery Booster, Commander 2020, Jumpstart, Core Set 2021, and Double Masters. Although booster packs and VIP boosters are pricey, Wizards reduced the entry fee for eternal formats temporarily. Many of the reprinted cards in Double Masters are first prints or haven't been seen in years as non-foil or promotional versions. For those looking to explore Pioneer, Modern, or Legacy, it's essential to get these sets while they're available. The most valuable reprint in Double Masters for Pioneer is Thoughtseize, a staple in many formats. Another powerful card is the Scarab God, which was first reprinted in this set and excels in blue-black control decks. Cards with potential in Pioneer include Cyclonic Rift, Chord of Calling, and Voice of Resurgence. If you haven't already picked up cards like Thraben Inspector, Abrade, or Reclamation Sage, now might be the time to do so. Modern Double Masters began as an artifact-focused reprint set, similar to Ultimate Masters. Many reprinted cards in this set are artifacts, including powerful equipment like Mirran swords. These swords provide significant protection and abilities when equipped to a creature. Batterskull is a notable piece of equipment due to its living weapon ability, while Basilisk Collar excels when paired with creatures that can ping opponents for damage. Sword of Feast and Famine, Sword of Fire and Ice, and Sword of Light and Shadow are among the most powerful artifacts in this set. Cranial Plating remains a crucial element in Affinity decks, despite being banned from Standard in 2011. Its re-released version is accompanied by the first non-promo reprint of Stoneforge Mystic, which was a key component of the combo that led to its ban. Even if Mystic eats a removal spell, it serves as a valuable tutor for equipment. Other reprinted artifacts include Mishra's Bauble, Trinisphere, Ensnaring Bridge, and several Urza lands, which are essential components in prison strategies like Tron decks. Trinisphere is a cornerstone in preventing opponents from casting cheap spells, while Ensnaring Bridge protects against attacks. The Urza lands work together to create the Urzatron, granting access to seven colorless mana. Expedition Map can help complete this setup on turn three. Chromatic Star allows players to convert mana into any color, making it easier to cast desired spells. Oblivion Stone sweeps the board of problematic permanents, while Walking Ballista and Wurmcoil Engine are powerful finishers in Tron decks. Karn Liberated provides game-winning abilities that lock opponents out of the game, often paired with Ugin, the Spirit Dragon. Sundering Titan is another option to consider for attacking opponents' mana, and Mesmeric Orb is useful for popular blue-black mill decks. Isochron is also worth mentioning as an interesting artifact in Double Masters. This new set brings some valuable additions for players who enjoy artifact-based combos, with cards like Reshape and Shape Anew being reprinted from the Modern format. The inclusion of Spellskite allows players to absorb targeted spells at critical creatures or steal combat tricks from their opponents. Meanwhile, Welding Jar provides a means to regenerate important artifacts from destruction. Another notable reprint is Path to Exile, which has seen a significant drop in price due to its numerous reprints over the years. White A's return of Blade Splicer and Flickerwisp offers opportunities for decks with blink tricks, while Puresteel Paladin works well with Colossus Hammer and can be equipped with cheap or free equipment spells that enable metalcraft. Blue Jace, the Mind Sculptor is also making a comeback, having been absent since its last reprint in Masters 25. For players who prefer not to venture into blue mana, Wrath of God provides an ur-mass sweeper spell option. Other notable reprints include Master of Etherium and Phyrexian Metamorph, which may find new uses in Commander decks. Black Thoughtseize is a highly sought-after hand disruption card that will likely be in high demand. The set also brings back some powerful cards like Ad Nauseam and Dark Confidant, with the latter being a staple in Jund and other black-green midrange decks. Death's Shadow has become a Modern pillar over the last four years, while Fatal Push is universally played due to its revolt ability. Red Blood Moon remains one of the most common answers to greedy manabases, but may drop in price temporarily due to the reprint. In 2016, Magic was first printed with a secondhand value that creeps back up quickly, making it a sought-after card. Goblin Guide stands out as one of the best one-mana creatures, offering a 2/2 creature with haste for just one red mana and providing valuable information about opponents' next draws through its drawback. This rare occurrence often leads to significant damage, despite the low investment in mana. Cragganwick Cremator's inclusion in Double Masters was likely informed by its previous run in 2018, where it paired well with high-cost creatures to deal massive damage. Green Doubling Season is geared towards Commander players but has also seen success in decks featuring planeswalkers, which allows for an early boost in loyalty and ultimate ability activation. Noble Hierarch is a top-tier mana dork, causing its secondhand value to drop significantly with each reprint. Vengevine excels in decks that can recur it from the graveyard at a low cost, while Multicolor Meddling Mage's reprint was long overdue due to the emergence of five-color human decks in 2018. Fulminator Mage offers a powerful answer to dominant lands and greedy manabases as both a creature and spell. Geist of Saint Traft serves as a finisher in white-blue spirits decks, while Manamorphose remains a staple in blue-red Storm decks despite Faithless Looting's banning. Voice of Resurgence is still strong in green-white decks that punish opponents' heavy spell usage. The Urza lands have been reprinted for the first time since 2005, with filterlands from Shadowmoor and Eventide also making an appearance. Legacy players are particularly excited about the reprinting of these rare lands, which will undoubtedly increase their value. Council's Judgment makes its first reprint since 2013's Conspiracy with its powerful evasion spell abilities. The Land Tax is reprinted and proves beneficial for tax decks in Legacy. Toxic Deluge returns after being reprinted in Eternal Masters, offering a cost-effective sweeper spell. Imperial Recruiter finds Painter's Servant to create a formidable board presence. Sneak Attack provides an alternative to cheat Griselbrand or Emrakul in Show and Tell decks. Rolling Earthquake is reprinted, bringing horsemanship into modern cards. Exploration and Crop Rotation are crucial lands for the Commander format. Baleful Strix and Mox cards accelerate mana development in prison and artifact-based decks. Dark Depths and Thespian's Stage form a combo to rush the thawing of Dark Depths. Maze of Ith saves attacking creatures, while Pauper Oubliette phases out unwanted cards. Abrade becomes powerful in Double Masters, and Cast Down shoots to the top of removal lists. 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