

White/Blue - Artifacts

White/Blue is all about the artifact synergy. I like that the payoff cards are medium when you're not getting their full value and great when you are. That means it's best to get the artifacts first and then the payoff. If you make sure to cut these early, you'll see a lot payoff later in the Draft and set yourself up to be heavily rewarded.

White/Blue Artifacts plays a proactive game, but it's not all-in aggro, similar to a regular White/Blue flyers archetype. The flexibility is what I like about White/Blue.

White/Black - Life Gain

Life Gain is one of the most synergy-based archetypes. Much like the name suggests, it tries to use gaining life to trigger different cards. What that means is that the archetype is fantastic at racing your opponent for the obvious reason that gaining life makes it harder to kill you! What that also does is make more games go longer than usual, and if your deck isn't slanted aggressively enough, you have to be wary of flooding out.

An easy way to flood out is to try to go too hard on synergy by having too many narrow cards. By narrow cards, I mean cards that basically only gain life. The possibility of flooding out is decently high regardless, given the nature of the deck. You sacrifice power from your cards to gain life, so make sure to pick up a few cards to make it easier to grind. Another way to combat flooding out is to combine your life gain with tons of evasion, making it easier to create a race, where you excel.

White/Red - Go Wide

White/Red Go Wide is an aggressive deck that uses aggressive creatures and removal to get early damage in, tokens to go wide, and then finish the game with crowd buffing cards.

The trick is to get a solid number of enablers to these "overrun" effects before you choose to include more than a few, because they are quite narrow and inefficient if you're not actually going to have a large board. So make sure that you have a good enough curve with plenty of 2-drops. It's important to stay proactive and have the right pacing, but also to have tons and tons of creatures. Playing 18 is definitely not out of the question.

White/Green - Auras

White/Green Auras is one of the least synergistic archetypes because there are just not a lot of options for the color combination. The few things it does is combine with Auras, but most of them are green, with white offering only a few additions.

A way to make Auras more valuable is if you have enough creatures that require dealing with, like creatures evasion or a powerful ability. Not only can you slam it on an evasive creature to close game faster, but enchanting a 2-drop that stopped being relevant can put more pressure on their removal.

Ways to create card advantage through card draw are also pretty good in this archetype, this is need because there's a good chance you'll get 2-for-1'd a couple of times, and being able to rebuild is important.

Blue/Black - Control

Blue/Black Control is a reactive deck that tries to outpace your opponent on card advantage. Blue/Black has tons of options for removal and only needs to have a healthy amount of 2-for-1s in order to finally run away with the game.

In Blue/Black, the creatures are weaker than in other colors, meaning that your noncreature spells need to pull more weight. If you're able to get creatures with good stats, at least defensively, that can fill an important role. You also need a few finisher creatures (big flyers for instance).

Blue/Red - Spells

Blue/Red wants to be aggressive in this set. Evasive threats and cheap interaction keep your opponent on the back foot so that they can never build the board presence necessary to stop you. Since Blue/Red spell decks don't run as many creatures as most limited decks, it's important to make the most of the creatures you do run.

In order to keep attacking, you need to ensure your opponent has a hard time blocking. Cheap removal is key here. Disperse, Shock, and Lightning Strike are all cards you want to play multiple copies of. Be wary of putting too many of these "do nothing" spells in your deck though. You want to prioritize ways to impact the battlefield and then fill in where you can. Since blue is mostly reactive and red is mostly proactive, there will be a lot of flexibility in how U/Red decks look.

Blue/Green - Ramp

Blue/Green Ramp is one of the least synergistic archetypes. It tries to defend itself in the early turns to ramp into larger threats. Then it uses its blue card draw and attrition cards to not flood out on green ramp cards and mana. Remember that it's not Blue/Black Control, so while ramping up, try to have enough big threats to close out the game at a reasonable pace.

Since Blue/Green Ramp has so much fixing built into the ramp in itself, and sees so many cards with its card draw, it's the best archetype to splash. Since you'll have access to so much mana, mana sinks get better in this archetype in particular, much like card draw.

Red/Black - Sacrifice

Red/Black Sacrifice, as the name suggests, is about playing cards with powerful effects, but forces you to sacrifice a creature to get it. This means you are looking for sacrifice outlets, but primarily cards that makes it less of a sacrifice to well, sacrifice them, or cards with an upside to do so.

When it comes to how to pace your gameplay, the deck is most often a proactive aggro deck, given that the most powerful sacrifice synergies are with Act of Treason. Since your deck is filled with synergies, hopefully, and sometimes you won't draw your synergies together in the right order, you want to make the cards as good as possible when drawn separately, preventing everything from falling apart when you do. You want to put yourself in the aggressive situation as many times as possible when drafting Red/Black Sacrifice.

Red/Green - Ramp

Red/Green Ramp is similar to Blue/Green Ramp. The key difference is instead of using card draw to counteract flooding, it has better mana sinks. That gives Red/Green Ramp, the best finishers.

Another thing that Red/Green Ramp has going for it is that the red removal makes it easier to keep up in the early game. Shock and Electrify are excellent removal spells that just don't exist in blue. If you're drafting, you might be able to pick up some of these cards quite late, since other decks just can't go to 6 mana as often, making this more of a free pick.

Black/Green - Stuff

Black/Green "Stuff" might be the least synergistic color combination in Core Set 2019. There's not really any special spell, sacrifice, or go-wide plan going on, but more of a mish mash of great creatures in green and great removal in black. Other than that, I'd draft black-green as conventionally as possible once the colors are open. Also, it's not very aggressive, so don't be too afraid to durdle around a little.