
Ertai's Study of Lesser Wizards

Quarterly Report Q2

Temporal Inept

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Funded by the Friends of Ertai Society

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1 Introduction

Ertai's Quarterly Report Q2 provides a quantitative survey of cEDH cards and decks with updates following the release of War of the Spark (WAR).

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1.1 Data

The cEDH decks, selected in this survey, were taken from AverageDragon's Conglomerate¹, the decklists were scraped from tappedout.net² and deckstats.net³ and are current as of May 29, 2019. Card meta data was retrieved from Cockatrice's⁴ card database.

Full listings of the data compiled for generation of the figures can be found in the Appendixes (of the full version) or downloaded from <https://github.com/TemporalInept/ESoLW>.

1.2 Contact

I can be contacted via a variety of methods:

- Email: TemporalAdept@Mail.com
- Discord: DM to TemporalInept#1413
- Reddit: PM to Temporal_Inept
- TappedOut: https://tappedout.net/users/Temporal_Inept

Feel free to contact me regarding any desired additions, with corrections or hate mail if that is your thing.

¹<https://docs.google.com/spreadsheets/d/1iAcKkzvW55kbRPzAo-AK1Bs43n5S1jk2RaTYBOoF124>

²<https://tappedout.net>

³<https://deckstats.net>

⁴<https://cockatrice.github.io>

1.3 Additions

Since the last Quarterly, land parsing has been added and is reflected in the charts. Lands are now collated by categories (Definition A.7), plurality (Definition A.5), and utility (A.6).

Another addition is the playability ratio (PR) (Definition A.1) which has been calculated for and added to card types (Section 2.2). PR provides another way of identifying and comparing staples. For example, in Creatures, Noble Hierarch⁵ is ranked 13th by count but by the PR, it is ranked 1 and is the only creature with a PR of 1.

Individual decks now have six charts, adding land producer, mana plurality, land categories and mana base (Definition A.13).

1.4 Future Considerations

With the next quarterly, I hope to port the reporting to a web-based format, most likely mtgsalvation.com to allow users to read the report without having to download the pdf file.

The initial intent of this project was to survey cEDH cards by their purpose/effect i.e. draw, counter-spell etc. This will require some form of automatic "tagging" of cards and a major code rewrite which I have already begun. However, I am not able to put a time table on this endeavor.

1.5 Remainder of Paper

The remainder of this paper covers card stats in Section 2, deck stats in 3 with individual deck listings in Section ???. Appendix A provides definitions used in the survey and Listings of full tables can be found in Appendix ??.

2 Cards

As of the release of WAR, there are 18715 legal cards in the multiverse with. The 63 surveyed cEDH decks used 879 unique cards⁶.

As a comparison of cards found in the Multiverse versus cards found in cEDH decks, the following tables break down the ratios of Multiverse to cEDH cards by type, by color and by color identity.

Table 1: Multiverse to cEDH types

	Land	Creature	Artifact	Enchantment	Instant	Planeswalker	Sorcery
MTG	626	9991	1844	2304	2327	191	2118
cEDH	130	306	133	73	141	11	128
Per.	0.21	0.03	0.07	0.03	0.06	0.06	0.06

⁵<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=179434>

⁶A complete listing (Card-histogram-alphabetically.tsv) of all cards can be downloaded from <https://github.com/TemporalInept/ESoLW>

Table 2: Multiverse to cEDH colors

	White	Blue	Black	Green	Red	Colorless	Gold
MTG	2878	2812	2856	2835	2847	2549	1938
cEDH	53	173	95	152	73	259	74
Per.	0.02	0.06	0.03	0.05	0.03	0.10	0.04

Table 3: Multiverse to cEDH color identities

	White	Blue	Black	Green	Red	Colorless	Gold
MTG	2876	2818	2860	2821	2853	1915	2572
cEDH	57	182	108	156	76	159	141
Per.	0.02	0.06	0.04	0.06	0.03	0.08	0.05

Throughout the remainder of the survey, unless otherwise specified, all graphs/tables refer to the color identity (Definition A.12) of cards vice their color.

Before moving on, each of the last four previous releases only had two cards make the cEDH cut. With WAR, there were 13 additions: Blast Zone, Narset, Parter of Veils, Bolass Citadel, Karn, the Great Creator, Jace, Wielder of Mysteries, Ashiok, Dream Render, Narset's Reversal, Finale of Devastation, Finale of Promise, Niv-Mizzet Reborn, Dovins Veto, Neoform and Emergence Zone.

2.1 By Color Identity

In this section, cards are broken down by color identity to include Colorless and Gold. Each section shows the top 20, CMC histogram and card type histogram.

2.1.1 White Cards

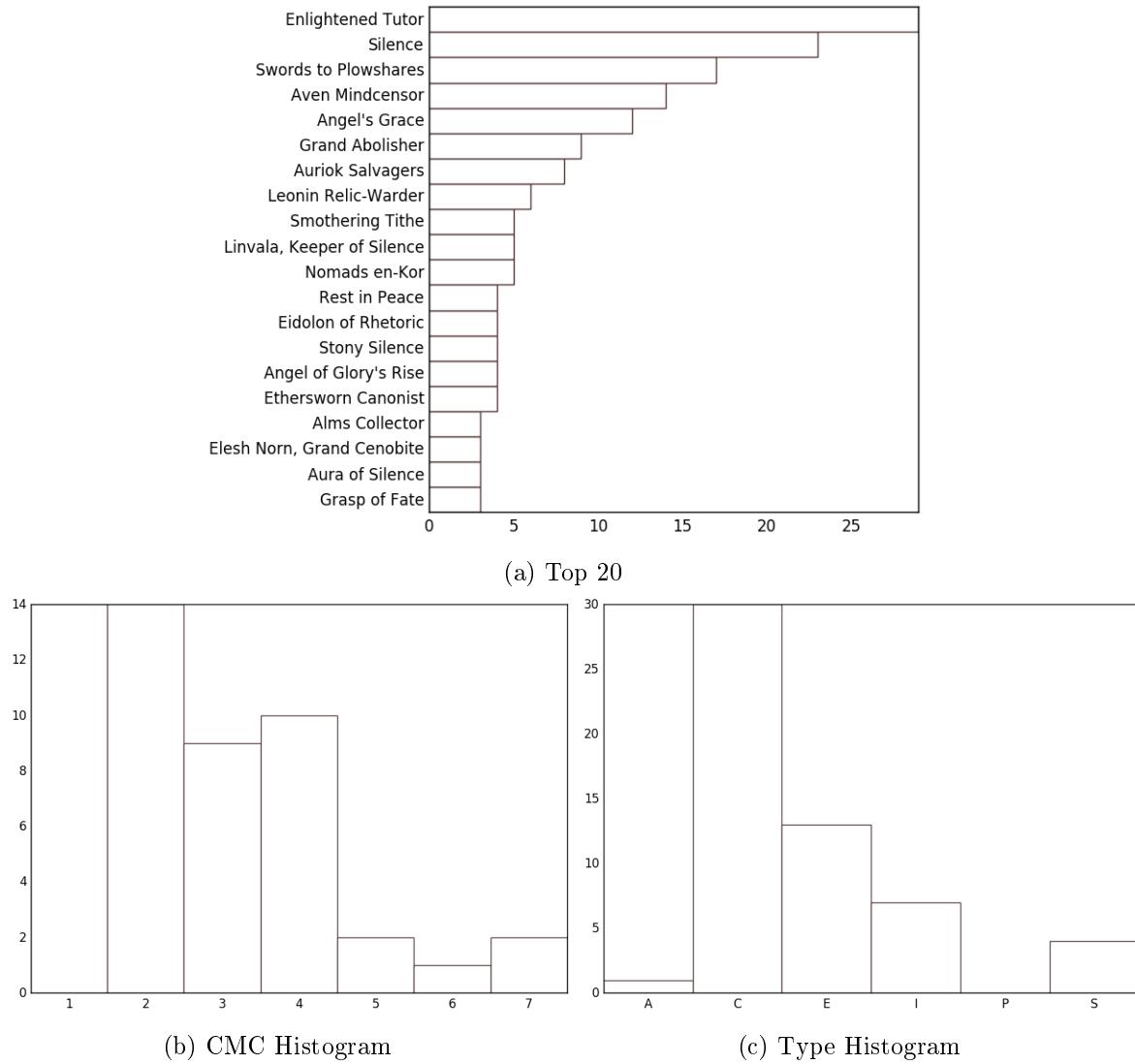


Figure 1: White Cards

2.1.2 Black Cards

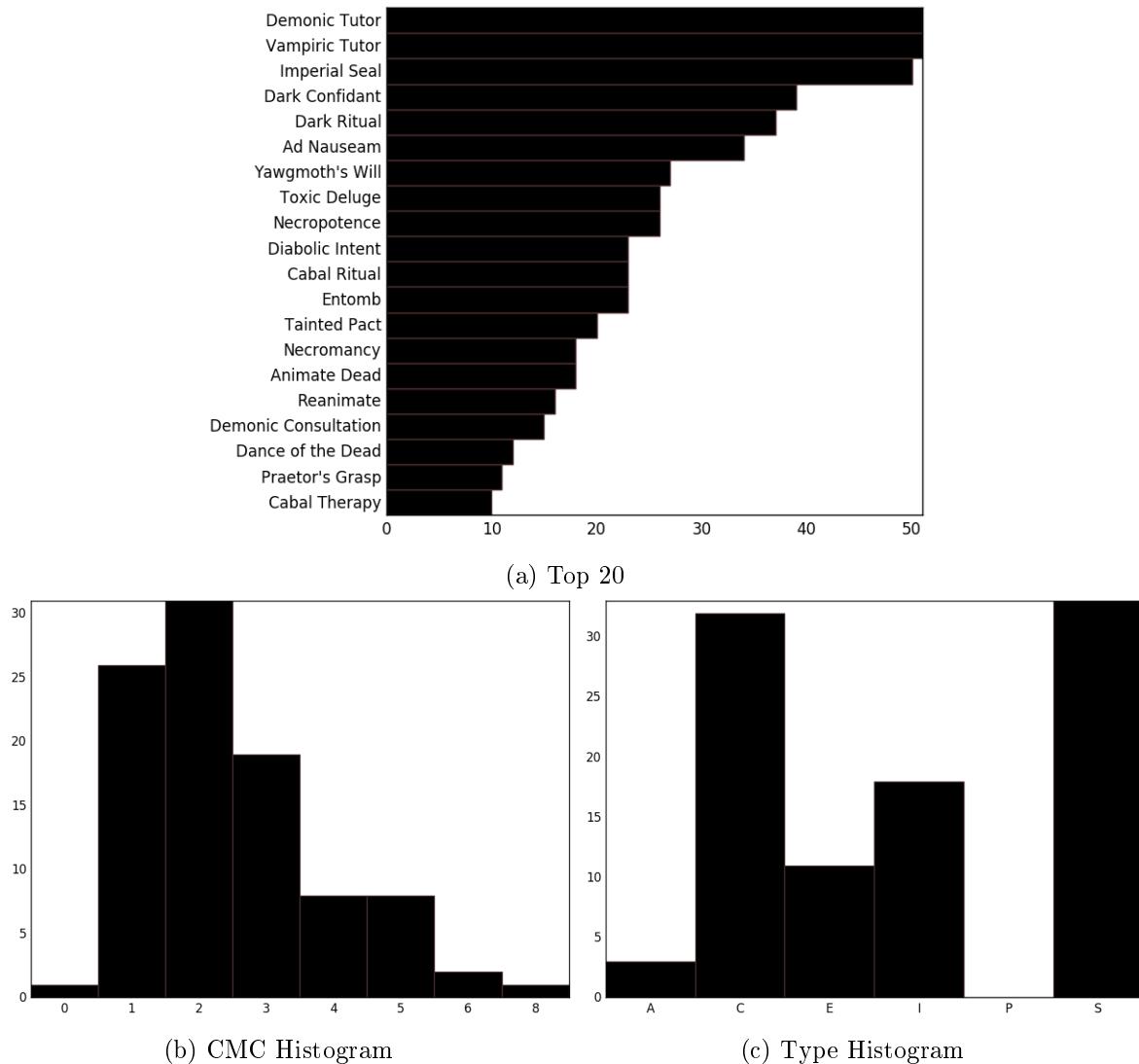


Figure 2: Black Cards

2.1.3 Blue Cards

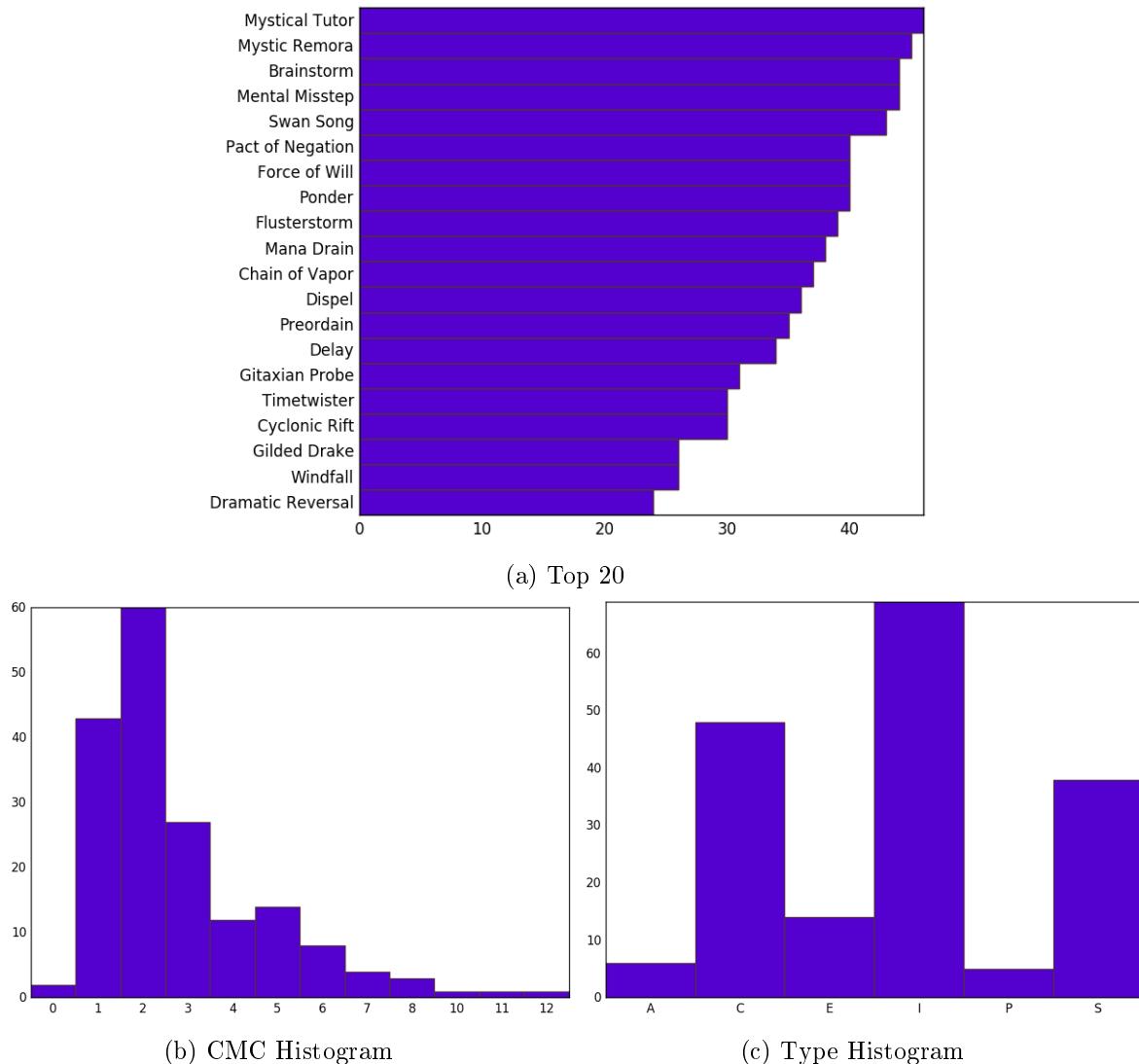


Figure 3: Blue Cards

2.1.4 Green Cards

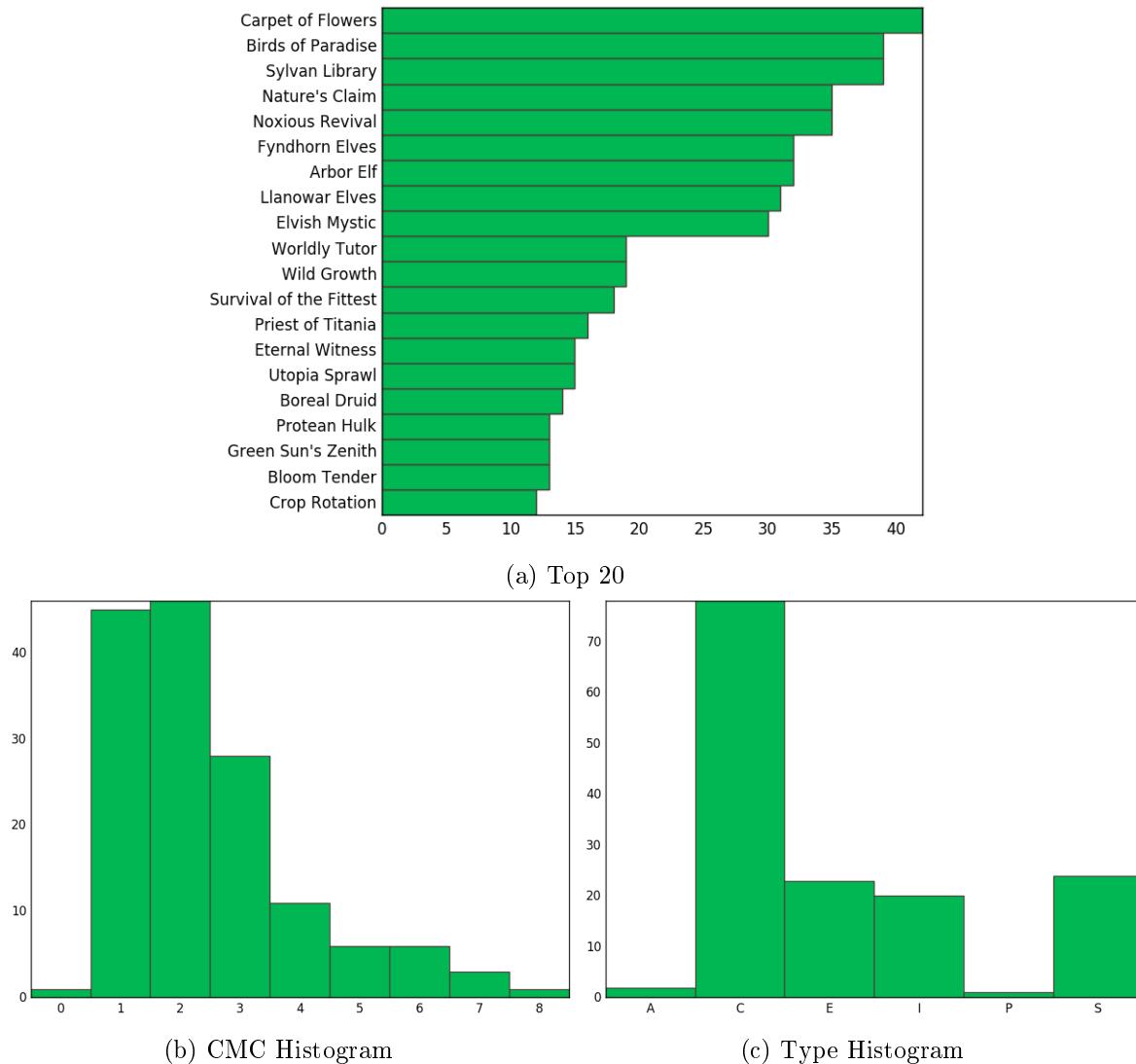


Figure 4: Green Cards

2.1.5 Red Cards

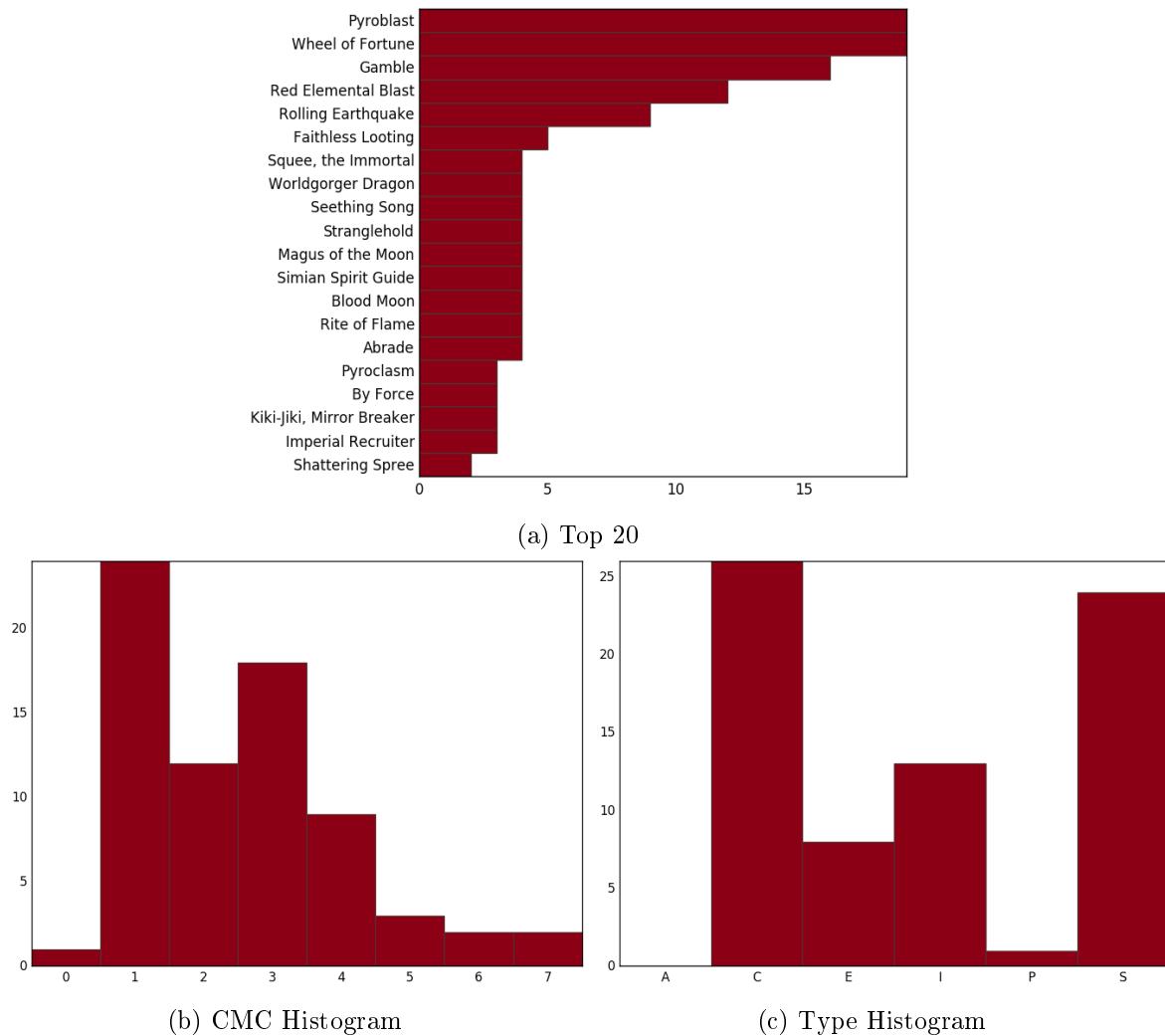


Figure 5: Red Cards

2.1.6 Colorless Cards

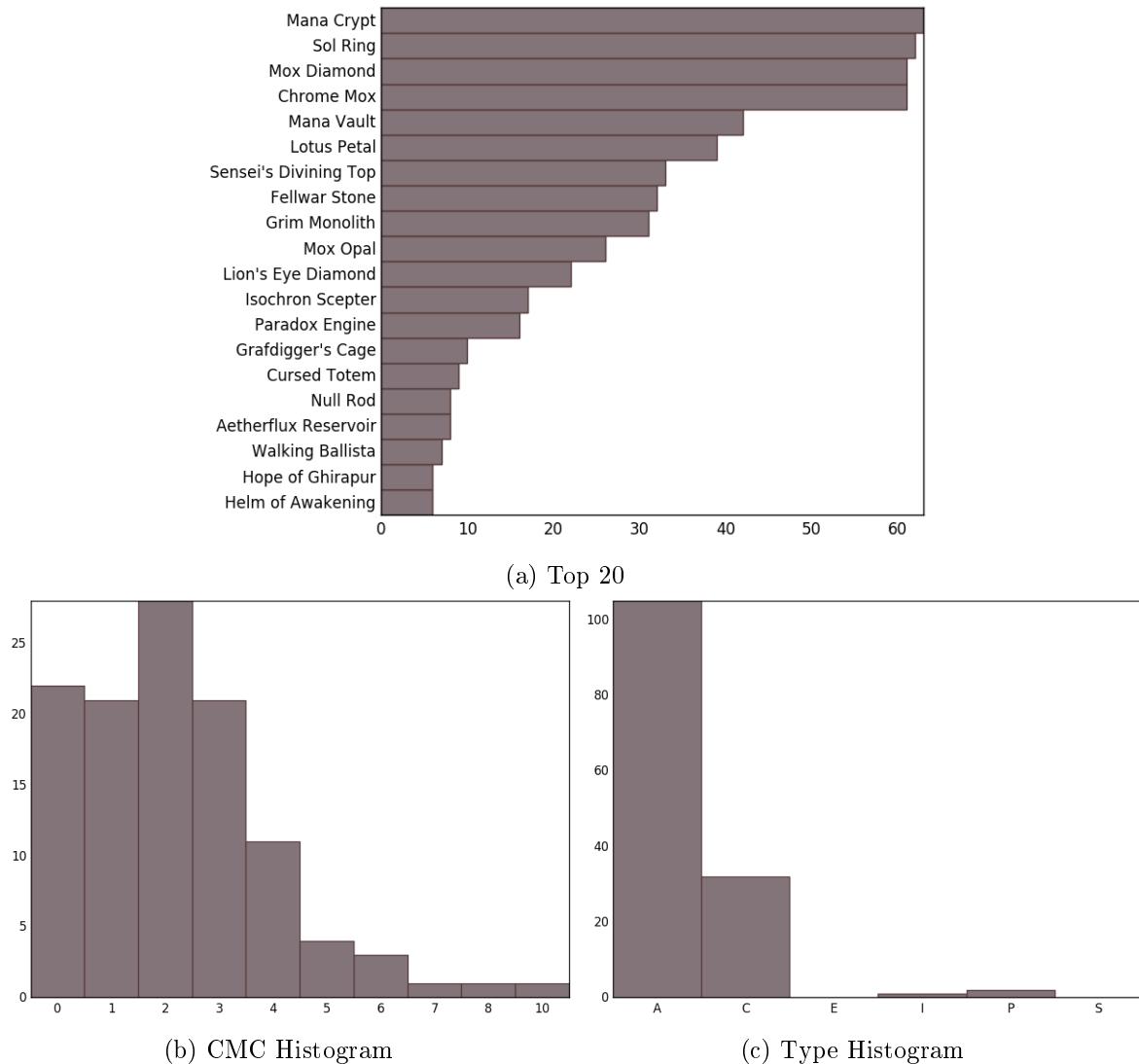


Figure 6: Colorless Cards

2.1.7 Gold Cards

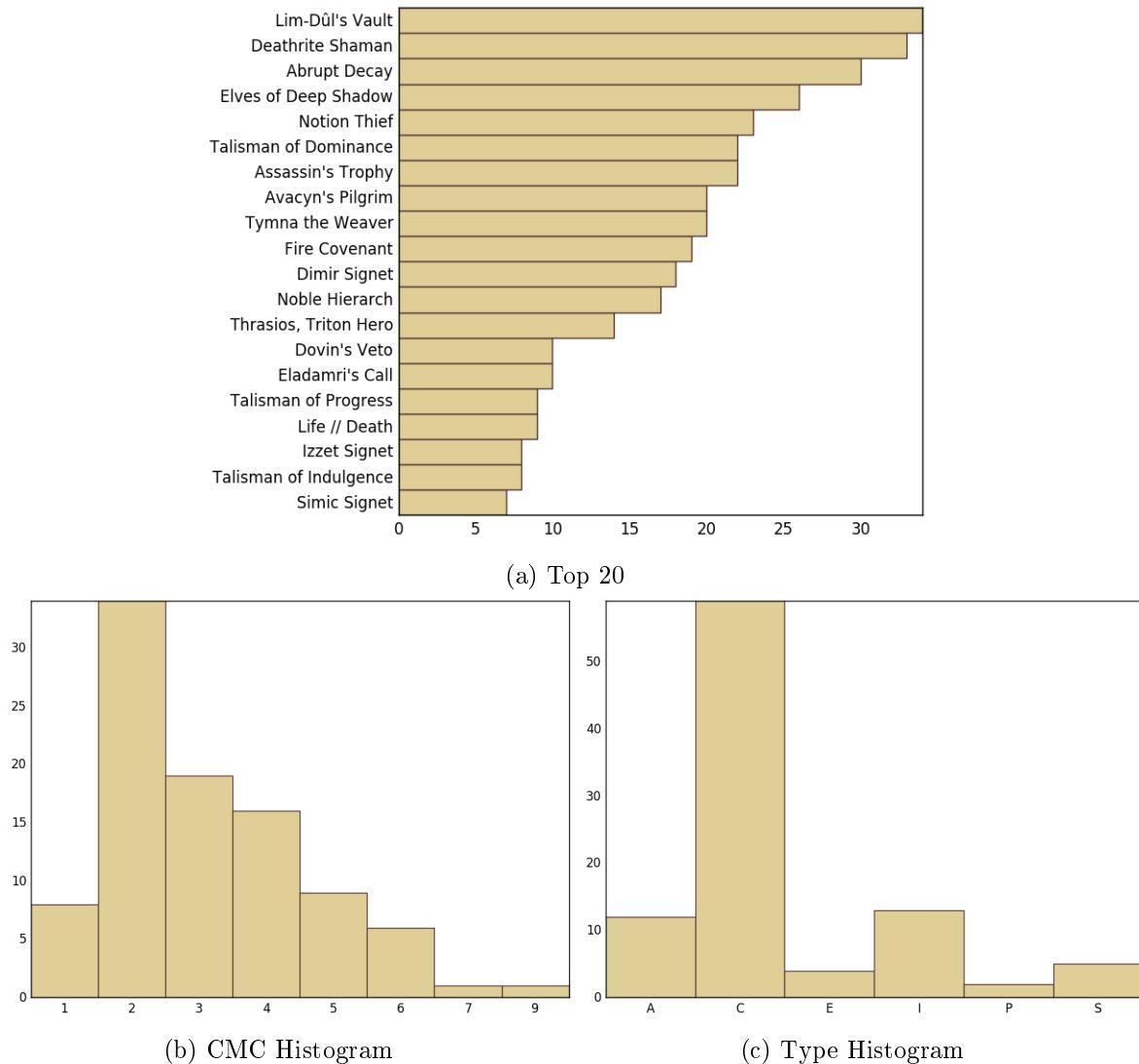


Figure 7: Gold Cards

2.2 By Type

This section breaks down cards by type. Where applicable, each type has charts for the top 20, top 20 by playability ratio (Definition A.1), color identity, CMC and alternate/reduced CMC (Definitions A.2 and A.3).

2.2.1 Lands

For lands, we show the top 20, a break downs of land categories (Definition A.7), land plurality (A.5) and land utility categories (A.6).

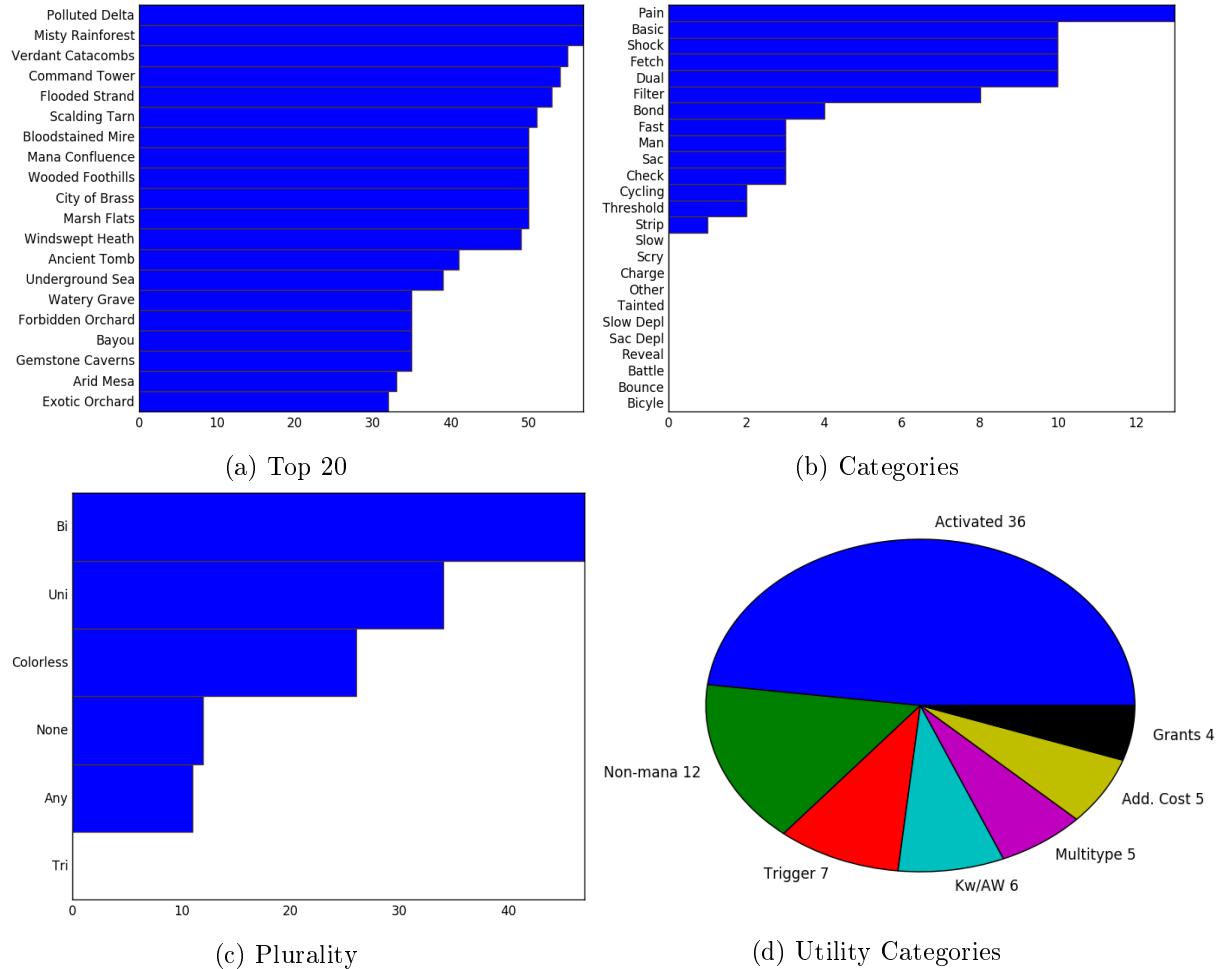


Figure 8: Lands

2.2.2 Creatures

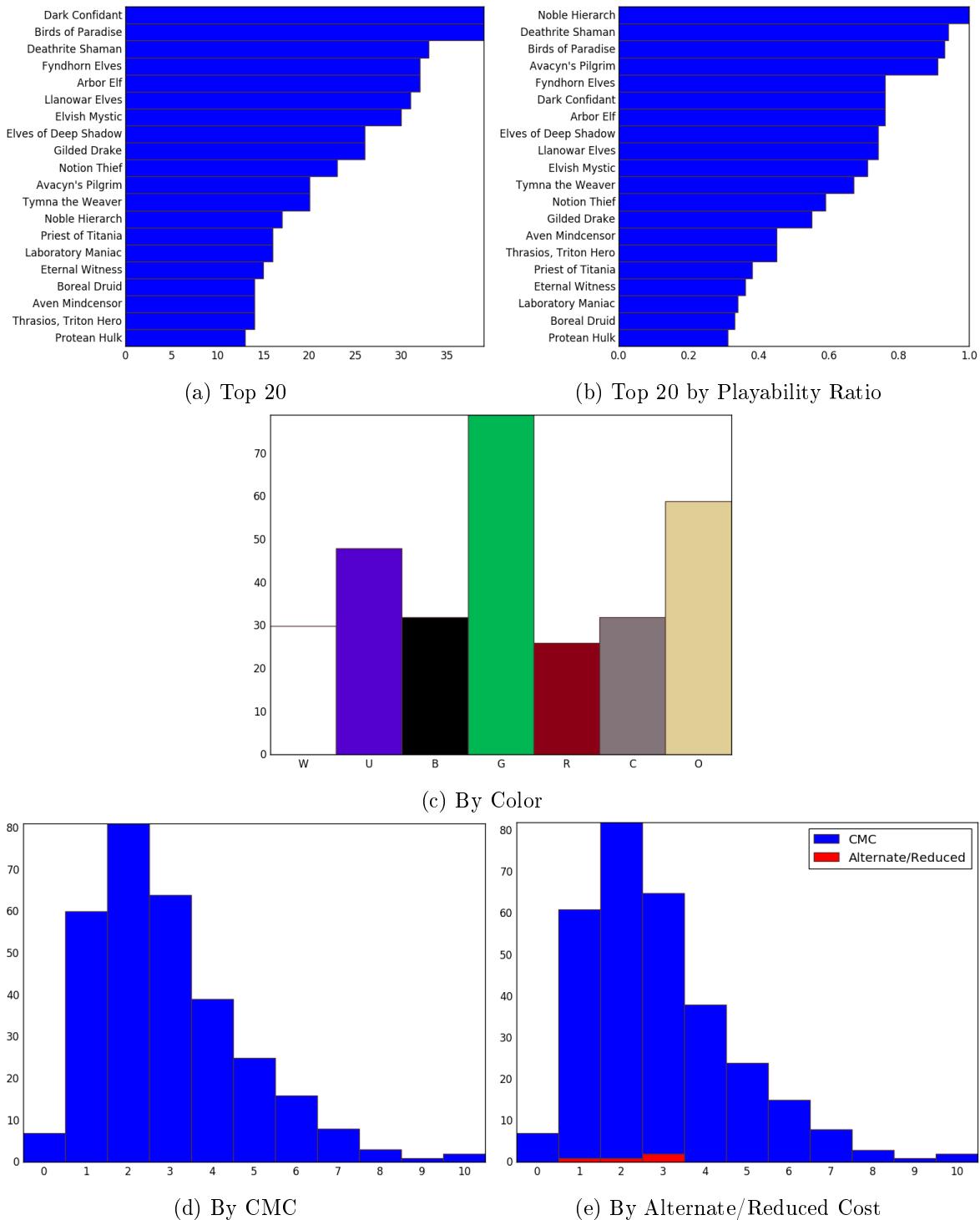


Figure 9: Creatures

2.2.3 Artifacts

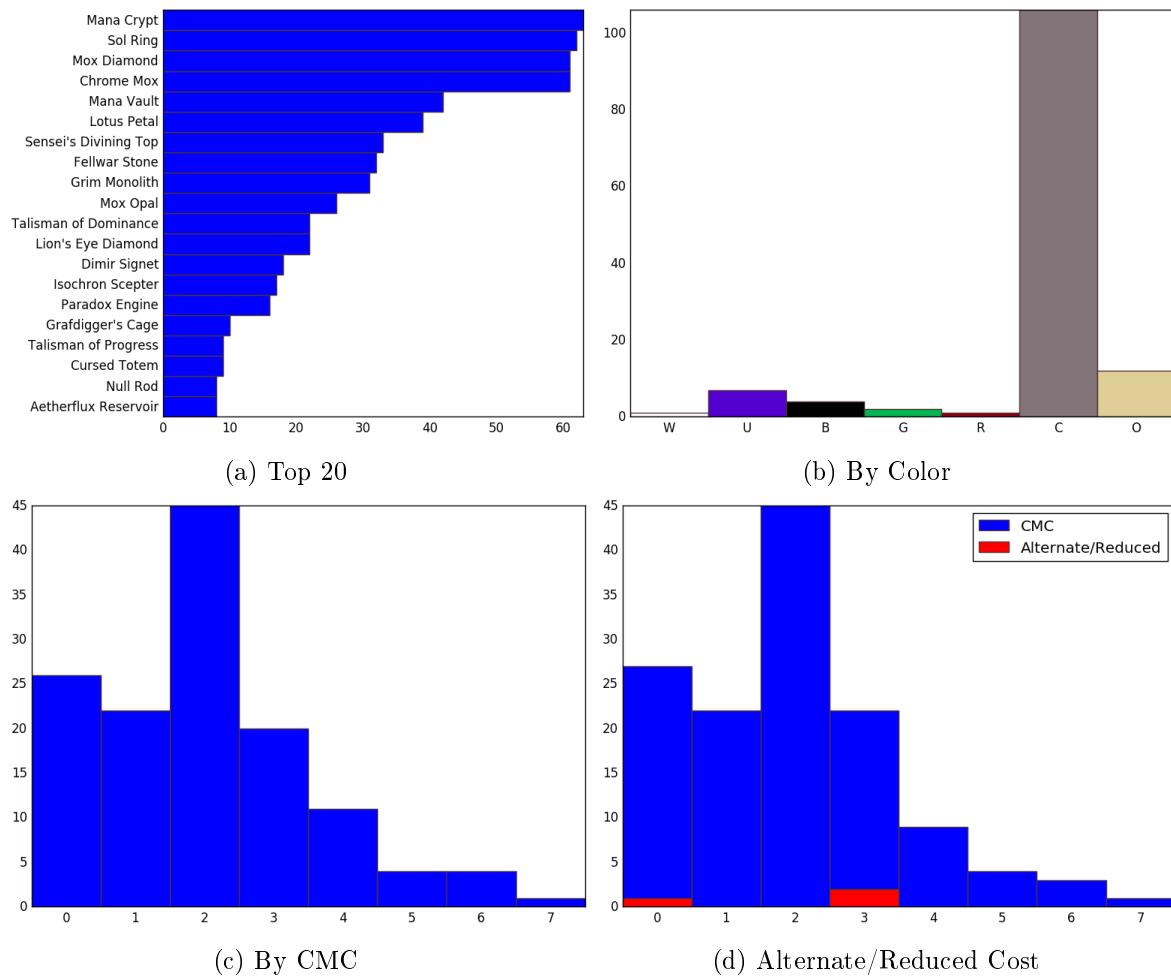


Figure 10: Artifacts

2.2.4 Enchantments

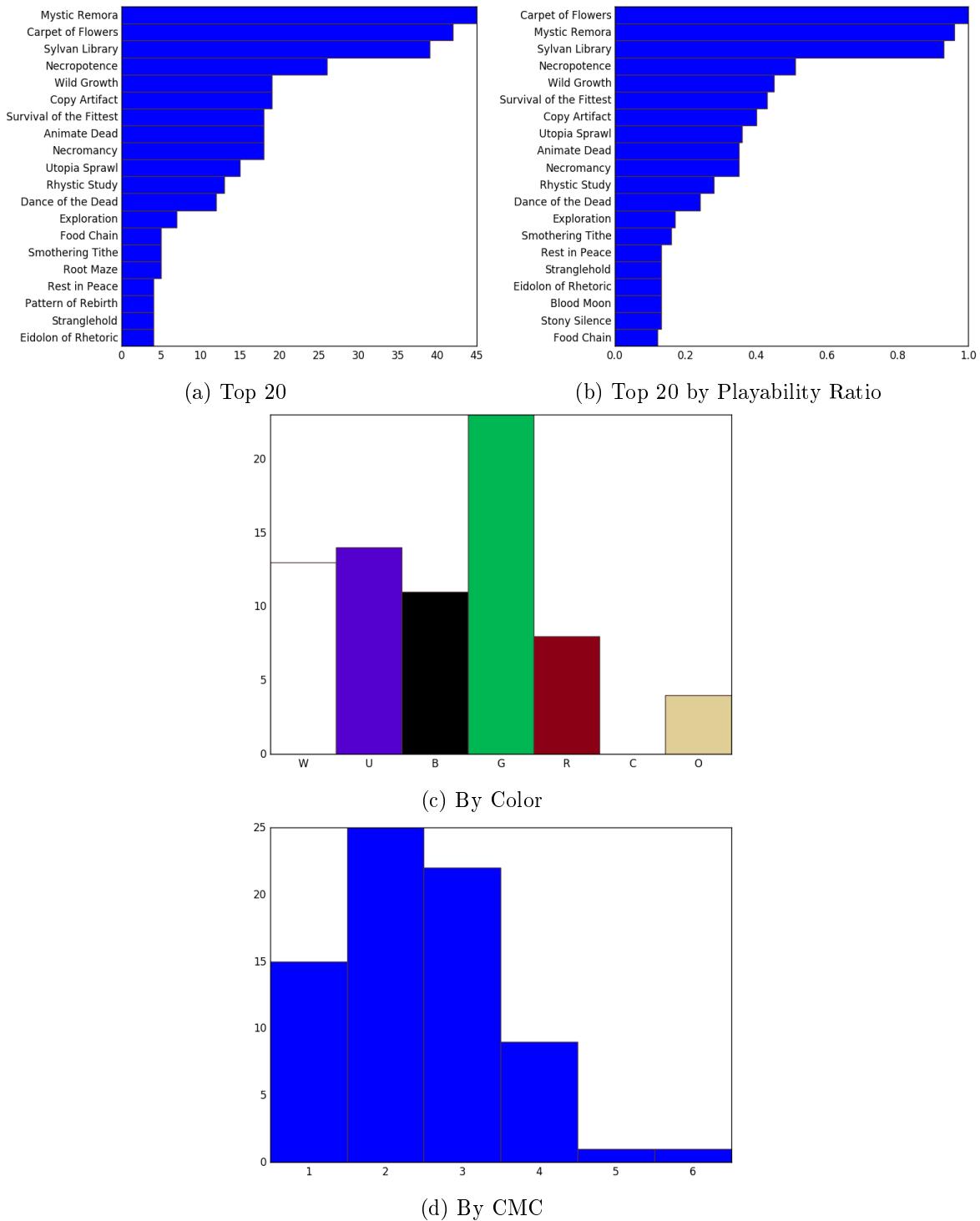


Figure 11: Enchantments

2.2.5 Instants

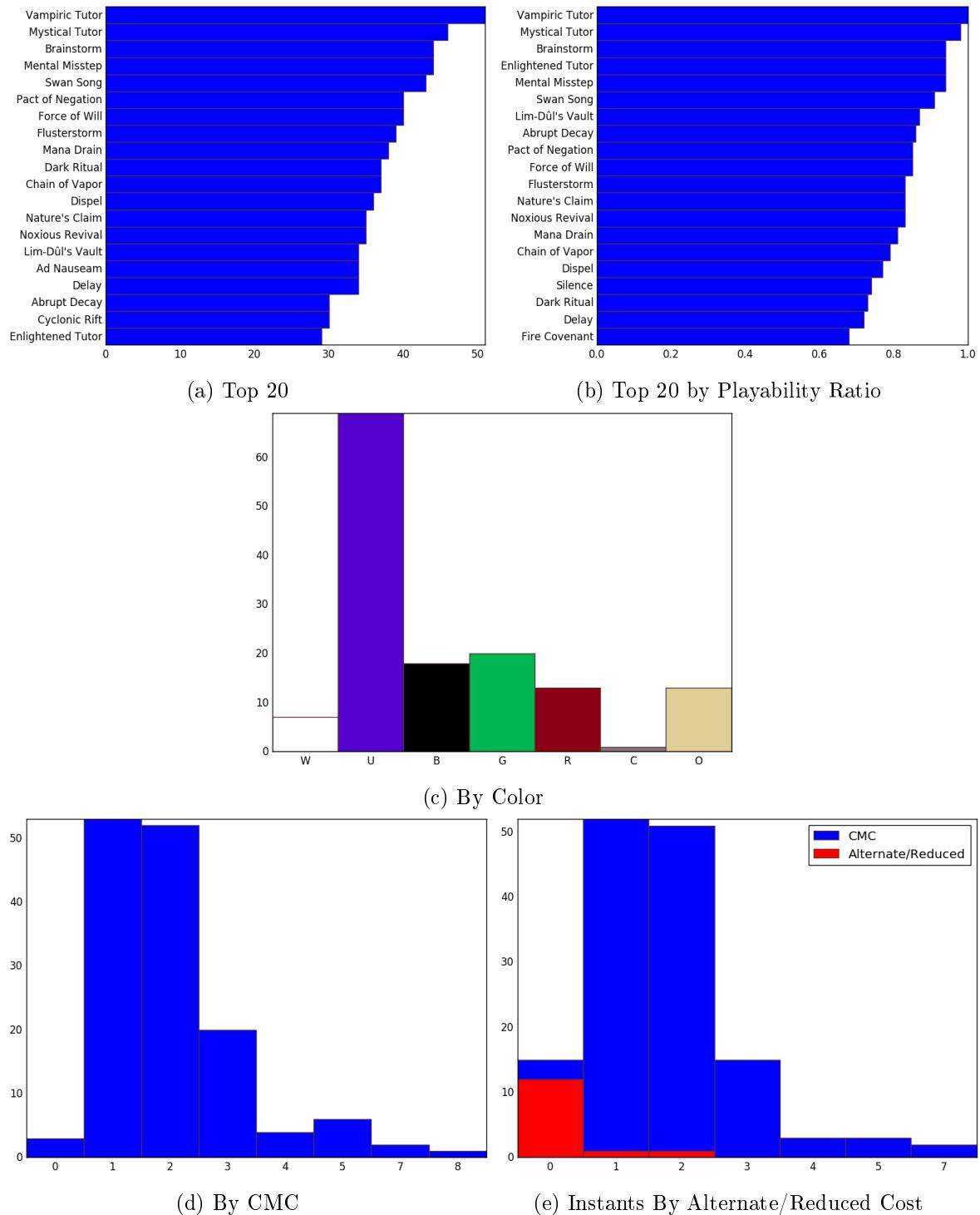


Figure 12: Instants

2.2.6 Planeswalkers

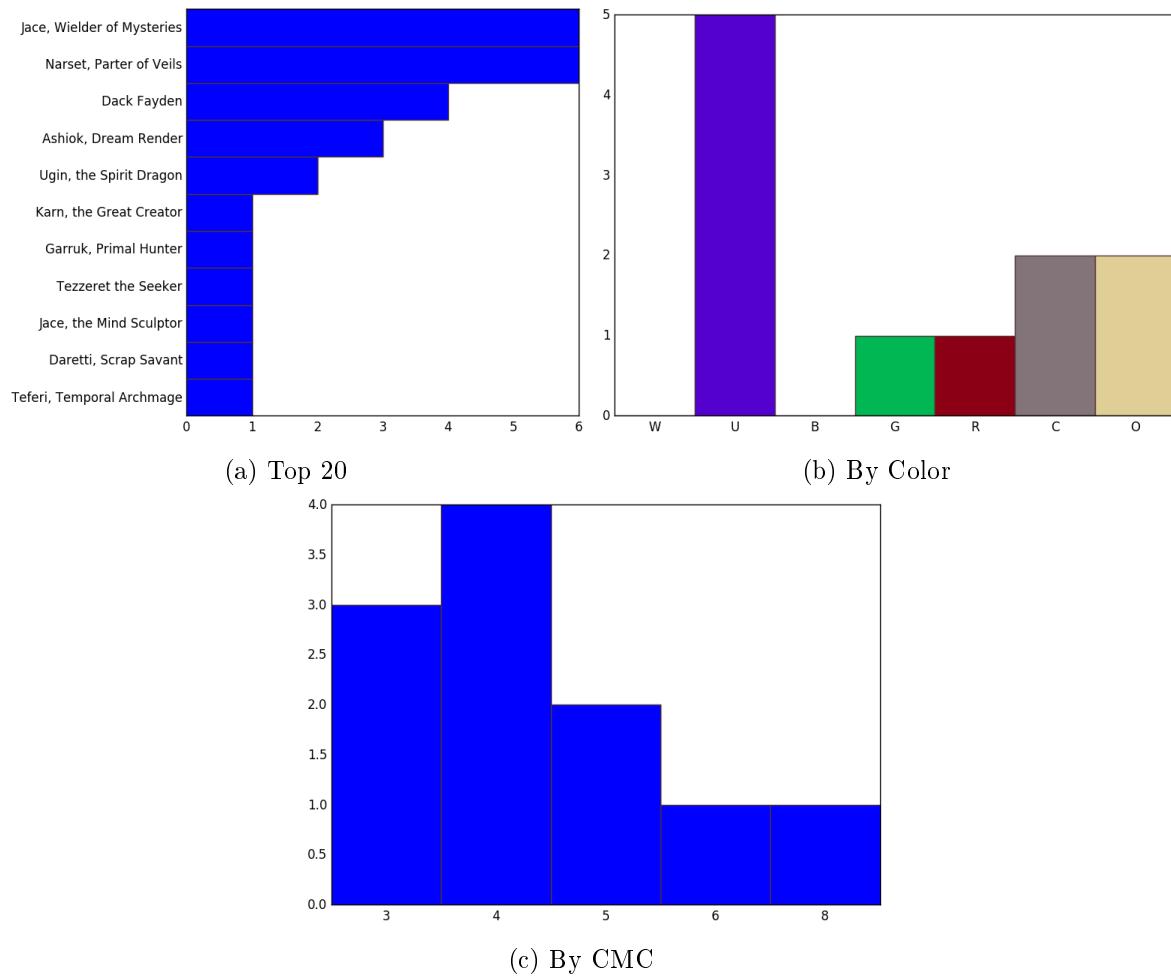


Figure 13: Planeswalkers

2.2.7 Sorceries

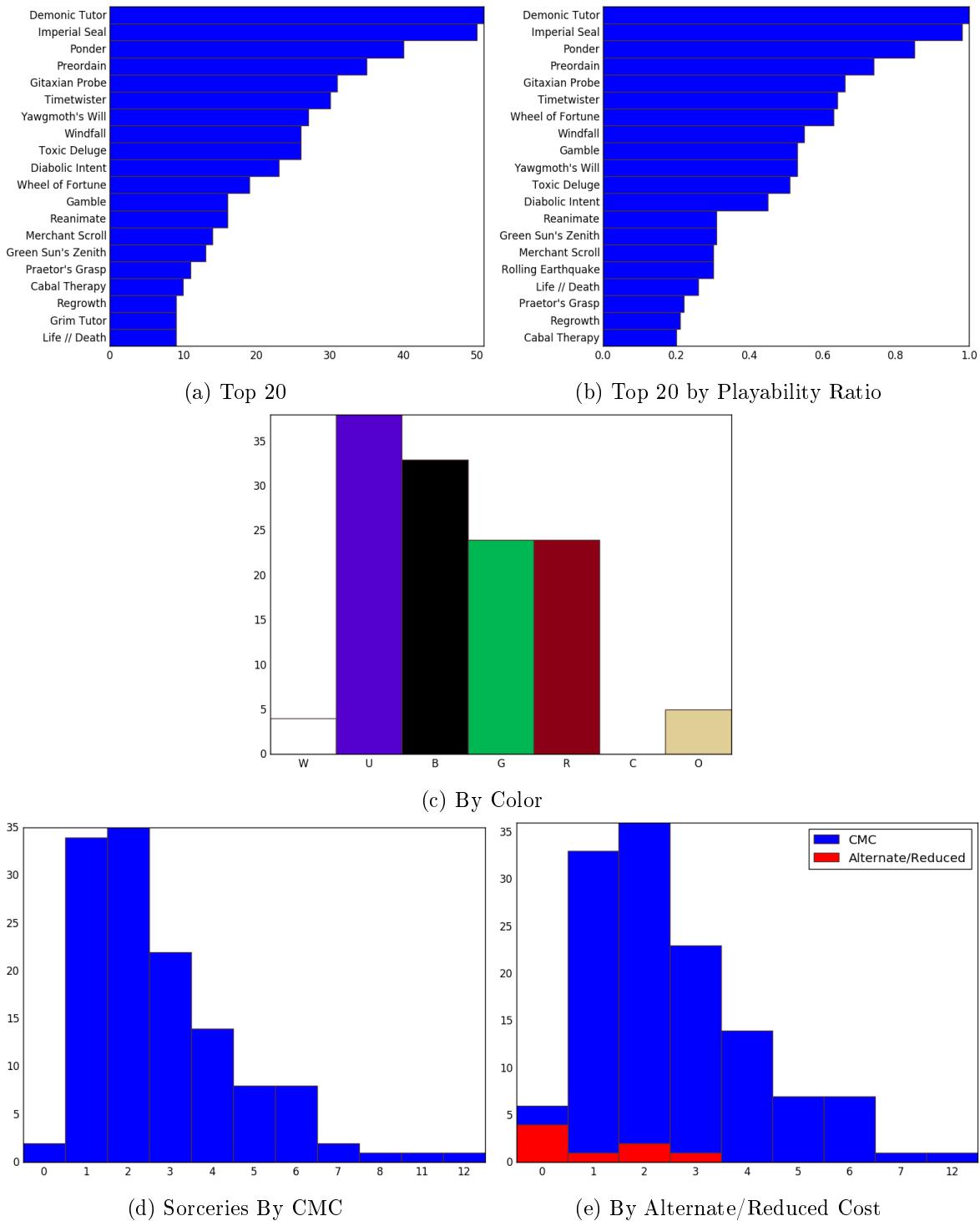


Figure 14: Sorceries

2.3 Alternate and Reduced Casting Cost

This section covers Alternate (Definition A.2) and Reduced casting costs (Definition A.3).

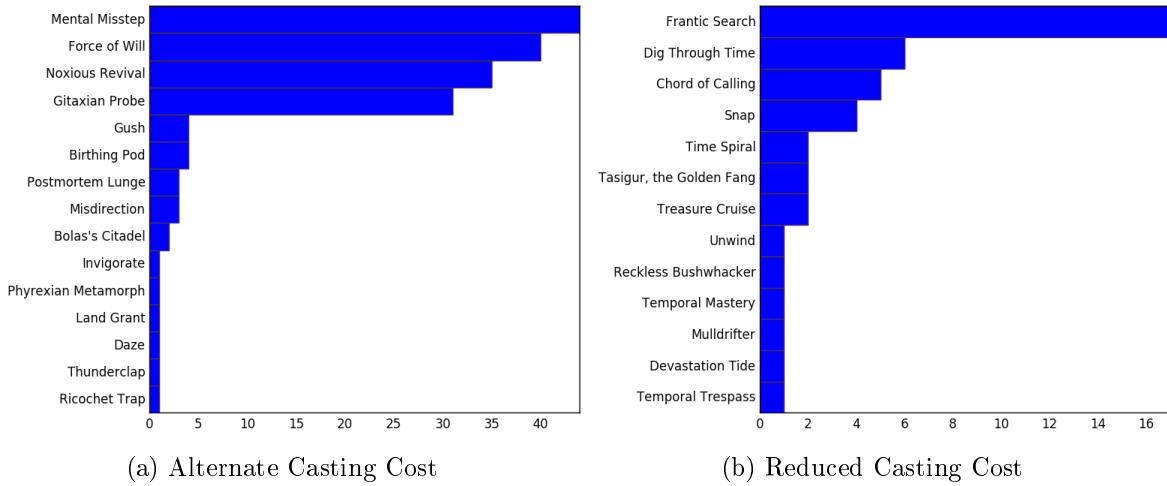


Figure 15: Alternate and Reduced Casting Costs

2.4 Multiple Mana

This section covers cards with multiple mana symbols in the casting cost.

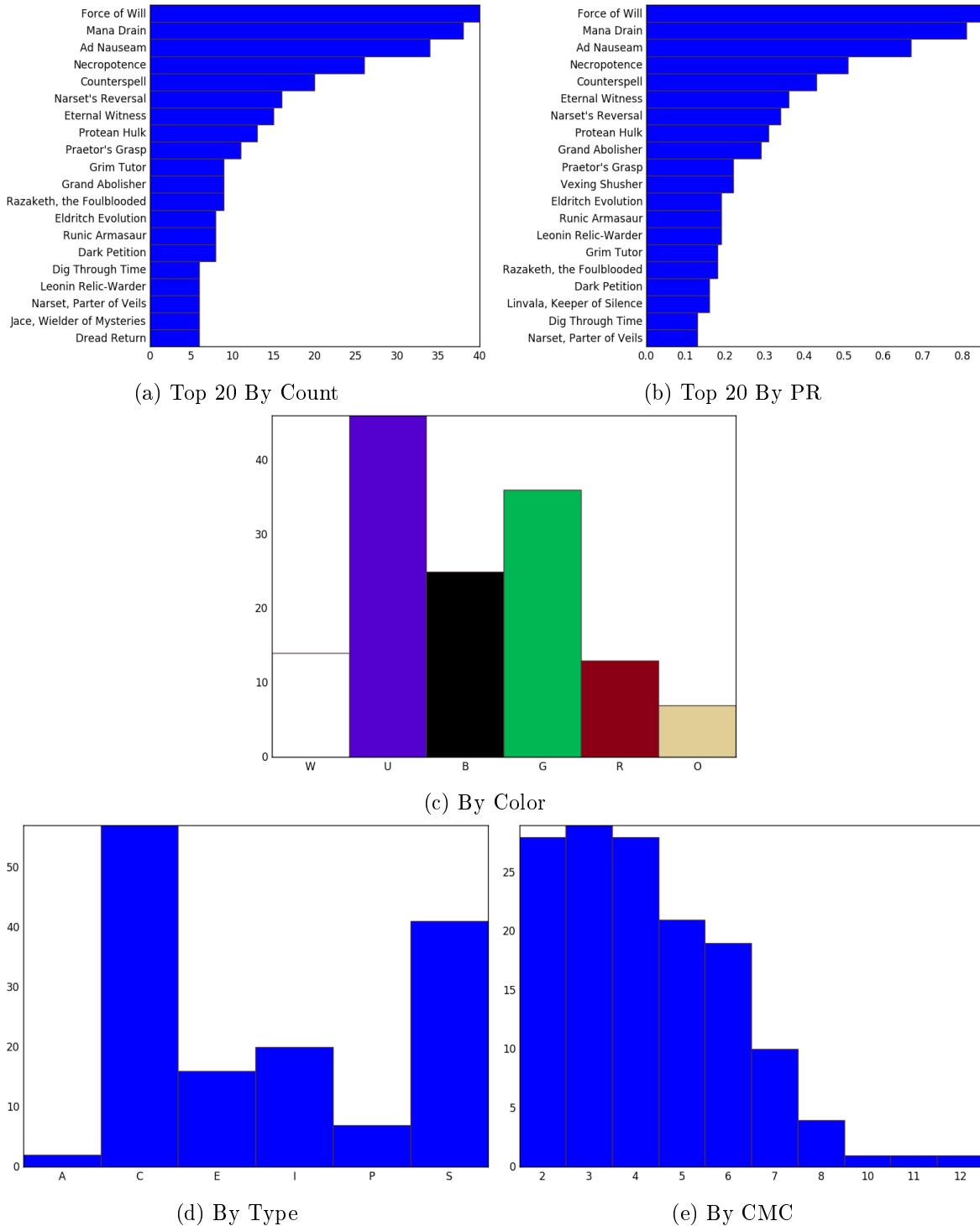


Figure 16: Multiple Mana

2.5 Keywords and Ability Words

This section provides a look at the ability words and keywords present in cEDH cards.

NOTE: The Figures below are sorted by the unique count of the Keyword (or Ability Word). That is, duplicate occurrences of cards are not counted. The Tables in Appendix ?? show both the unique count and the total count and the online version also includes the names of the cards for each Keyword (or Ability Word).

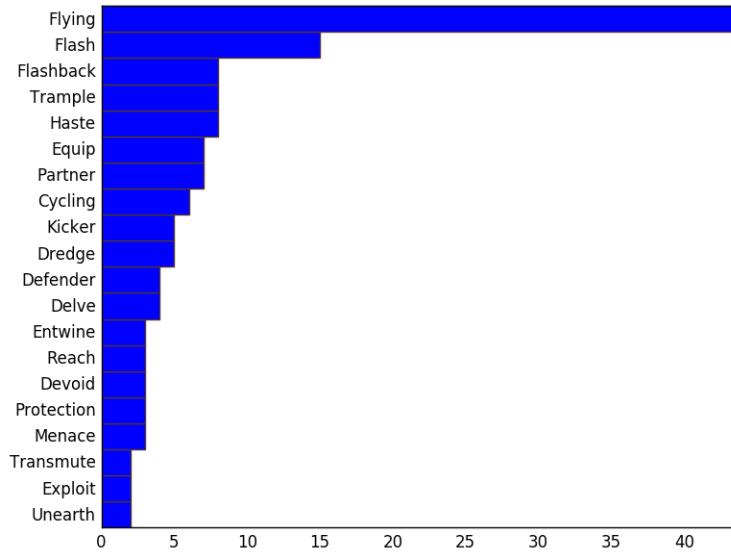


Figure 17: Top 20 Keywords

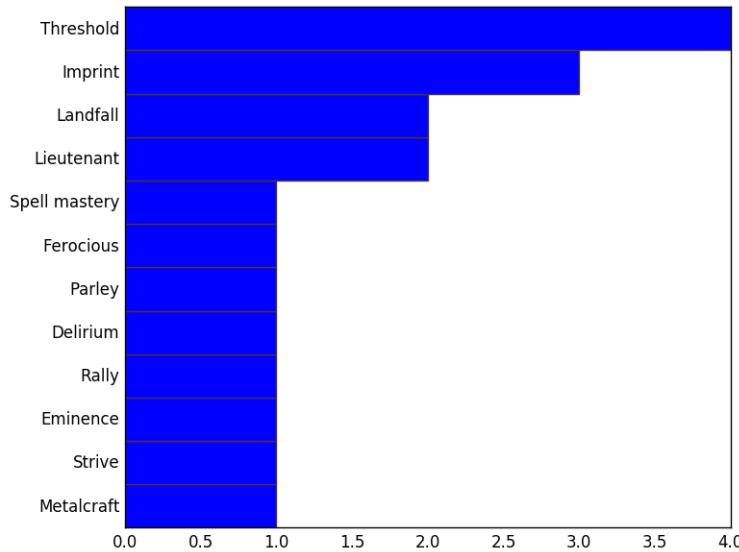


Figure 18: All Ability Words

2.6 Abilities and Triggers

2.6.1 ETBs and Triggered Abilities

This sections provides a look at enters the battlefield (ETB) and non-ETB triggered abilities⁷.

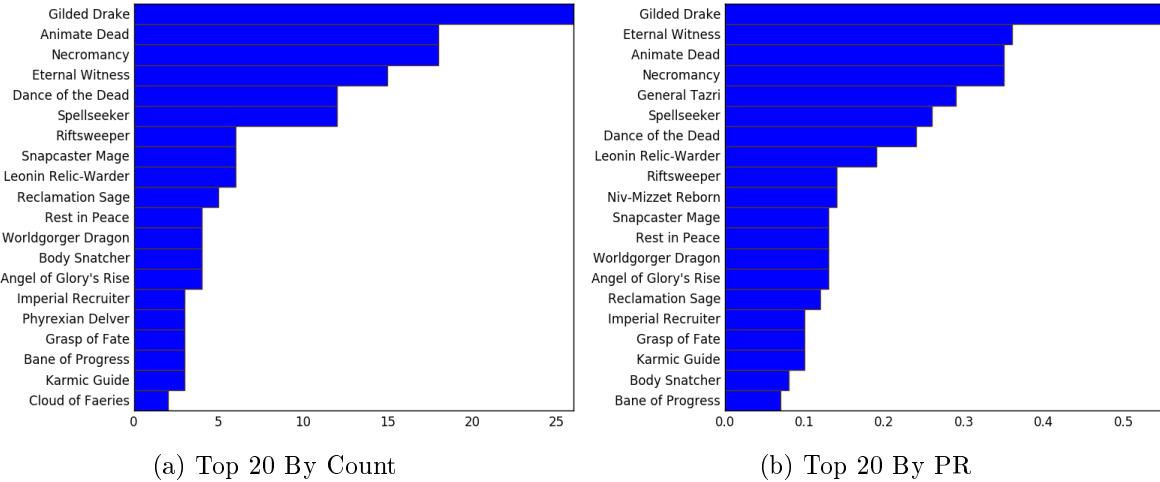


Figure 19: ETBs

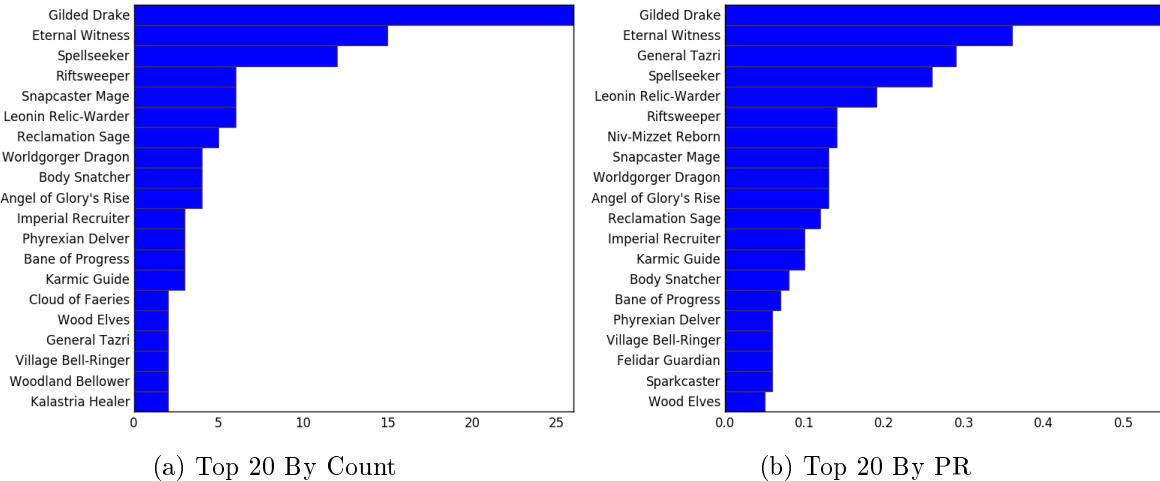


Figure 20: Creature ETBs

⁷Several cards that would be considered negative triggers were hard-coded for exclusion. These include cards like City of Brass and Mana Crypt. The full list of exclusions is available in the Appendix.

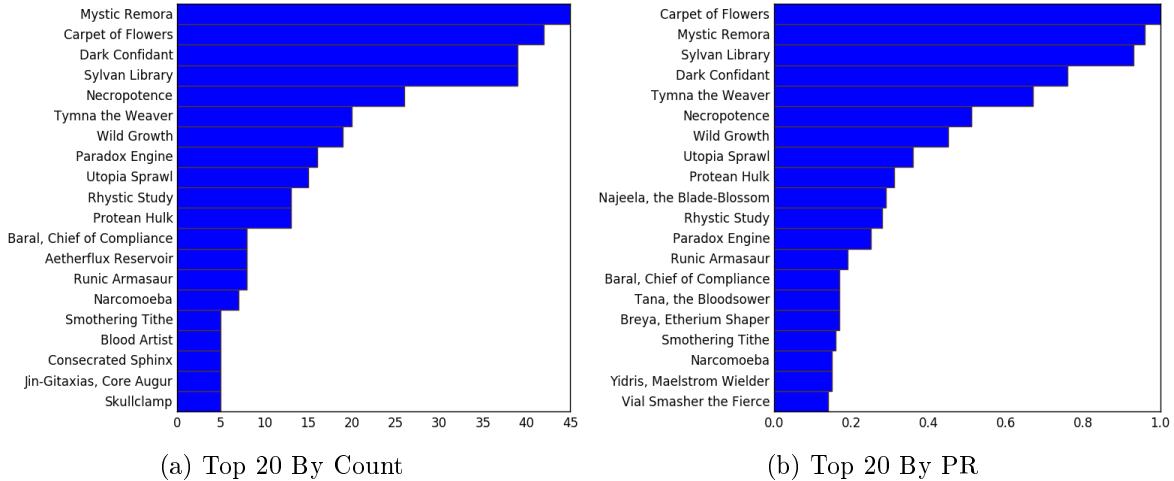


Figure 21: Non-ETB Triggers

2.6.2 Activated Abilities

This section covers Activated Abilities found in cEDH cards. It does not include lands that only tap for mana.

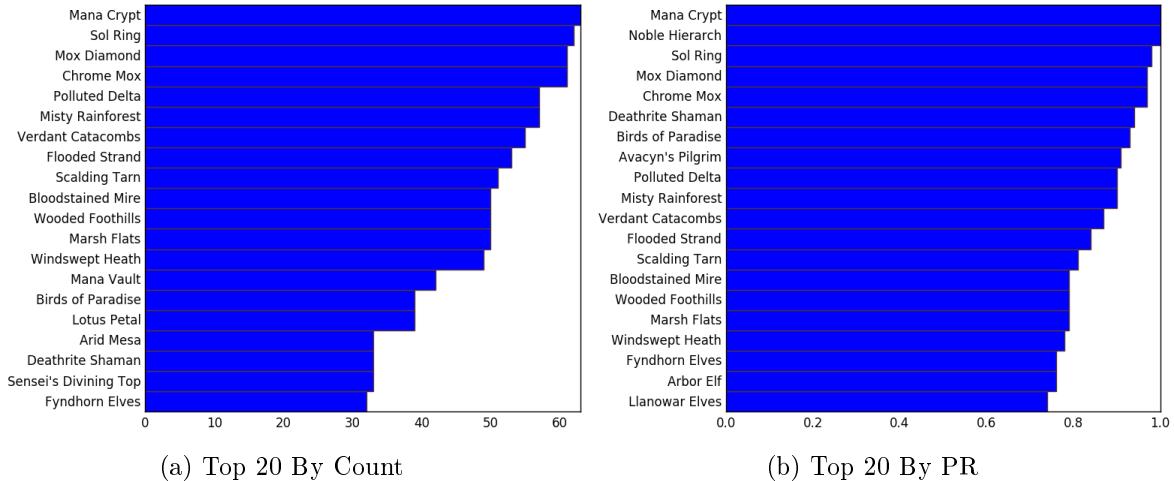


Figure 22: All Activated Abilities

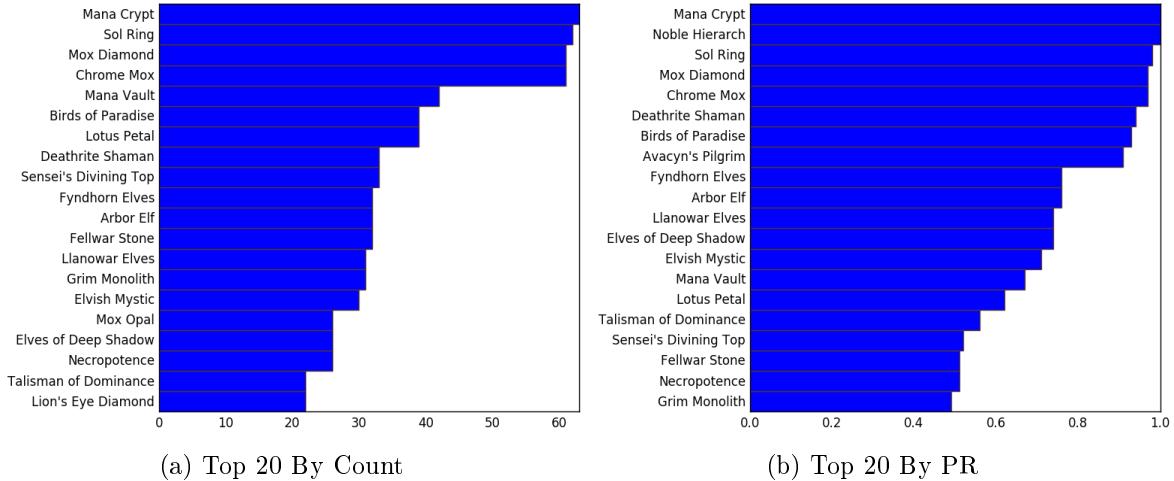


Figure 23: Nonland Activated Abilities

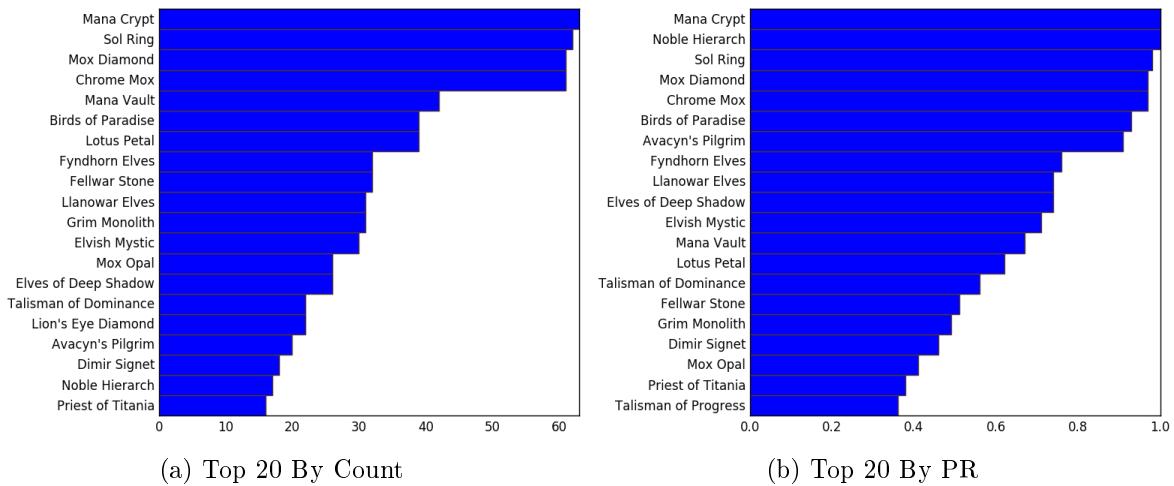


Figure 24: Mana Activated Abilities

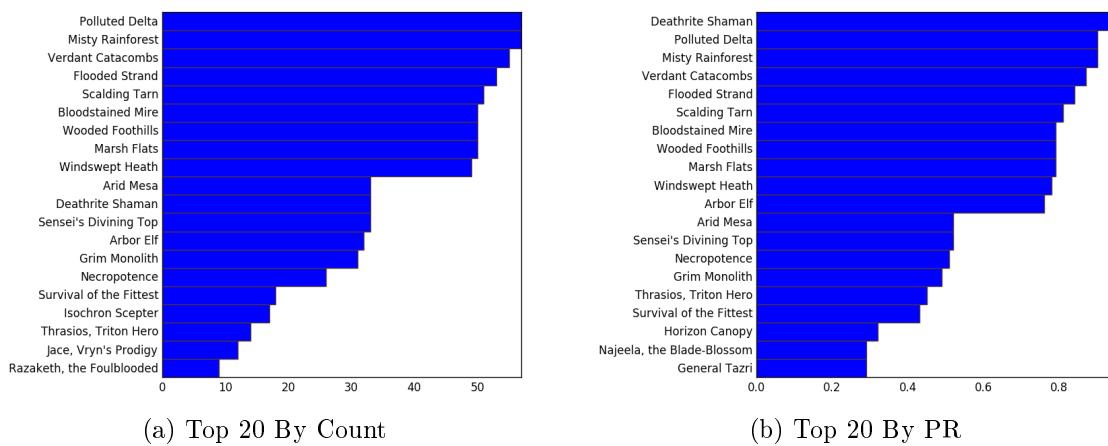


Figure 25: Non-mana Activated Abilities

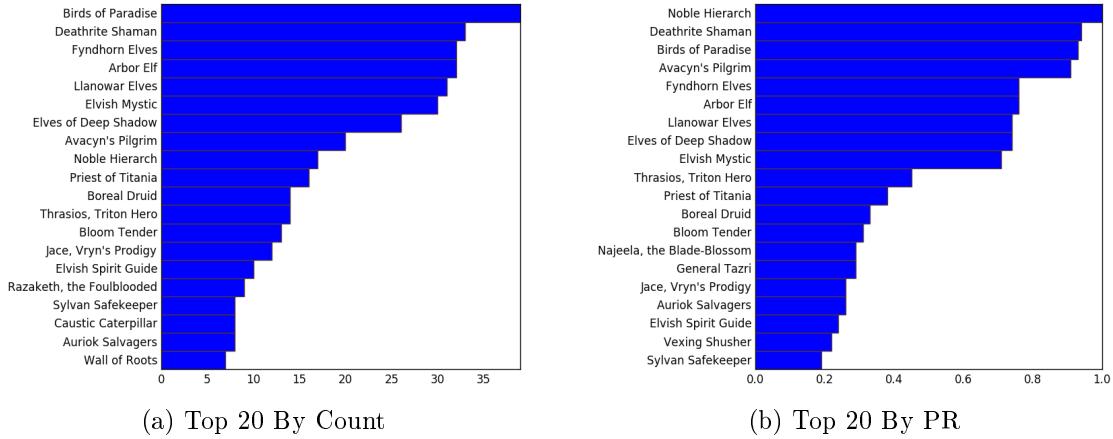


Figure 26: Creature Activated Abilities

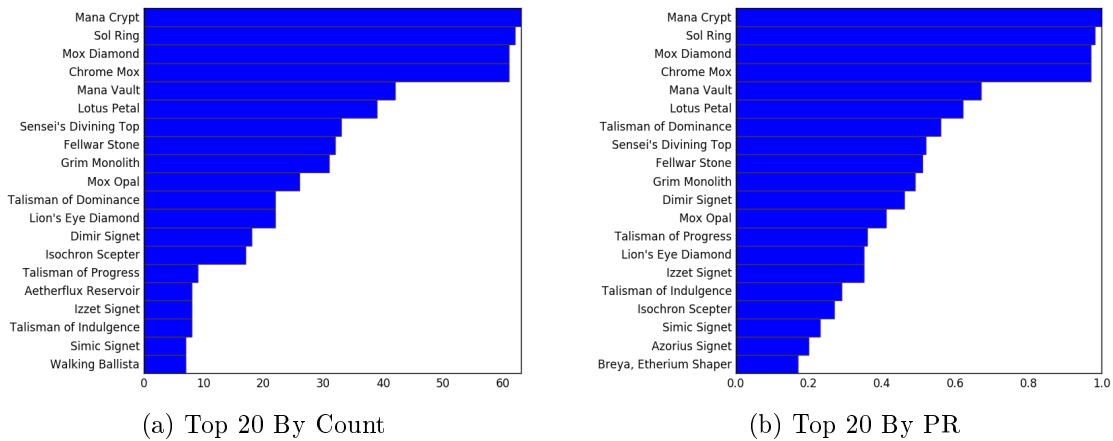


Figure 27: Artifact Activated Abilities

3 Decks

A total of 63⁸ cEDH decks were surveyed. This section, shows the range (low, high and average) of card types, land categories and mana producers as well as a side by side comparison of basic stats. Since the Q1 report, 4 decks have been added, 2 were removed and 27 were updated. Table 4 has an additional column "Status" which reflects the changes in decks from last quarter.

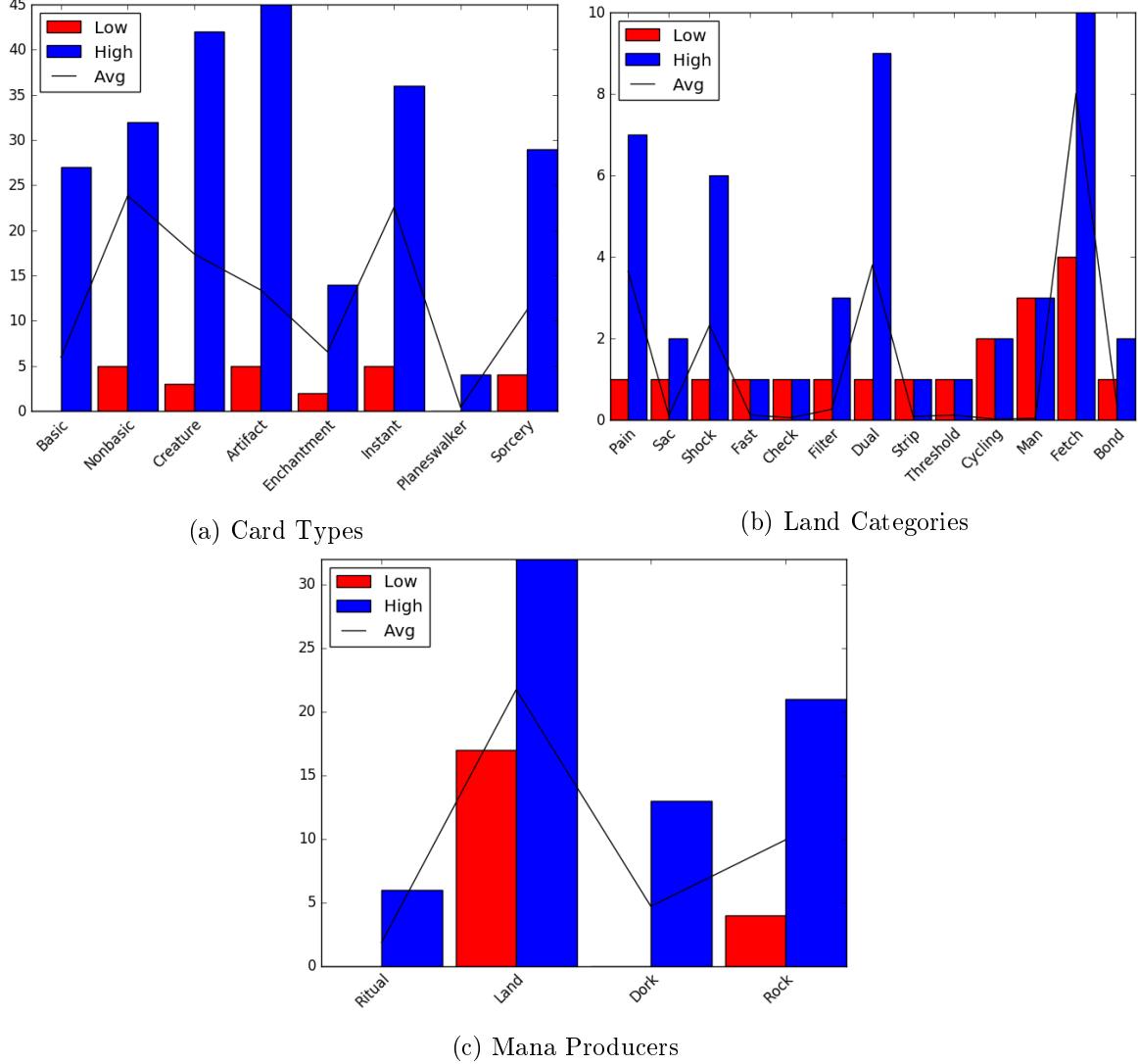


Figure 28: Deck Comparisons

Table 4: Side by side deck comparison

Deck	Status	Color	Lands			Spells					
			CMC	IR	B.	NB	A	C	E	I	P
4c Lightning Druid	Update	WUBG	1.77	0.44	0	29	10	28	6	15	0
											13

⁸ At the time AverageDragon's conglomerate was downloaded, there were 61 decks. We have included two previous decks that were removed, Bad Farm and Mad Farm

Table 4: Side by side deck comparison

Deck	Status	Color	CMC	IR	Lands				Spells			
					B.	NB	A	C	E	I	P	S
4c Rashmi	Update	UBRG	1.97	0.57	2	28	14	9	10	28	1	8
5c Lightning Druid	No Change	WUBRG	1.70	0.44	0	29	9	29	8	14	0	12
BUGR Paradox Scepter	No Change	UBRG	1.72	0.61	2	26	15	7	8	30	0	12
Bad Farm	Removed	WBG	1.56	0.46	4	25	17	21	9	18	0	10
Baral Control	No Change	U	2.19	0.64	25	6	17	5	4	33	1	9
Blood Pod	No Change	WBRG	2.30	0.30	6	27	9	36	12	8	0	4
Breakfast Hulk	Update	WUBG	1.72	0.55	0	29	5	23	5	26	0	12
Breya Consultation	Update	WUBR	1.73	0.68	2	27	17	6	2	33	1	13
Buried Alive Razaketh Sidisi	No Change	B	1.72	0.44	21	11	29	13	3	13	0	16
Divergent Control	No Change	UBRG	1.94	0.61	2	28	17	4	8	28	0	13
Doomsday Breya	No Change	WUBR	1.88	0.61	0	28	16	9	5	28	1	14
Doomsday Yidris	No Change	UBRG	1.88	0.61	2	26	17	7	4	28	0	16
Doomsday Zur	No Change	WUB	1.82	0.67	9	19	16	5	4	33	0	14
E-MAN	No Change	WUBG	1.86	0.61	2	26	16	12	7	28	0	9
Edric Turns	Update	UG	2.11	0.41	9	20	7	33	5	17	0	12
Food Chain Niv	New	WUBRG	1.71	0.62	1	27	6	23	6	28	0	9
Food Chain Prossh	No Change	BRG	1.83	0.47	4	24	10	33	7	16	0	9
Food Chain Tazri	Update	WUBRG	1.69	0.62	1	27	6	22	5	28	0	11
Gitrog Dredge	Update	BG	1.78	0.55	4	32	8	19	8	17	0	12
Godot Helm	Update	R	2.21	0.50	18	14	40	9	3	11	1	8
Grixix Consultation	Update	UBR	1.81	0.61	3	27	14	5	5	30	1	15
Grixix Twin	No Change	UBR	2.18	0.57	2	30	11	9	5	24	1	18
HE-MAN	No Change	WUBG	1.71	0.60	4	24	16	7	9	28	0	12
Harvest Animar	Update	URG	2.10	0.36	2	29	8	42	6	11	0	6
High Tide Jace	Update	U	2.31	0.57	27	5	14	5	3	30	1	15
Honorbru Meren	Update	BG	2.17	0.29	8	23	8	30	12	8	0	12
Hulkweaver	No Change	WUBG	1.93	0.47	3	27	6	29	11	21	0	5
Jeleva Storm	No Change	UBR	2.03	0.58	7	21	14	5	4	28	0	21
Kess Storm	Update	UBR	1.86	0.60	9	19	16	6	3	29	1	17
Kraum's MANLY Combo	Update	WUBR	1.80	0.63	2	27	17	6	5	31	2	10
Mad Farm	Removed	WBR	1.56	0.46	4	25	19	19	5	16	0	16
Melt Banana	No Change	UBRG	1.64	0.54	0	28	20	8	5	18	0	21
Meta Pod	Update	WBRG	2.19	0.34	4	28	10	30	14	10	0	6
Midrange Yisan	Update	G	2.32	0.24	21	13	15	34	11	5	0	4
Mimeo Reanimator Hulk	No Change	UBG	2.26	0.53	4	26	7	24	6	25	0	10
Momir Hackball	No Change	UG	1.55	0.58	9	20	6	31	5	23	0	6
Najeela Hermit Hulk	No Change	WUBRG	1.69	0.52	0	29	5	25	6	26	0	9
Najeela Tempo	Update	WUBRG	1.59	0.64	0	30	6	17	8	31	1	7
Nooze Reanimator	No Change	UBRG	2.03	0.50	3	27	9	21	9	19	0	13
Opus Consultation	New	WUBR	1.86	0.64	1	29	15	7	5	30	1	12
Opus Thief	Update	WUBR	1.93	0.57	1	29	13	8	7	25	1	16
Paradox Arcum	No Change	U	1.93	0.56	14	15	45	22	3	18	0	4

Table 4: Side by side deck comparison

Deck	Status	Color	CMC	IR	Lands				Spells			
					B.	NB	A	C	E	I	P	S
Paradox Scepter Thrasios	Update	WUBG	1.68	0.68	1	27	13	12	5	32	0	10
Paradox Sisay	No Change	WG	2.13	0.39	5	25	20	34	7	10	0	5
Rad Farm	Update	WUBG	1.59	0.64	2	28	8	17	9	29	0	7
Rashmi Control	No Change	UG	2.07	0.72	15	14	11	10	3	36	0	11
Razakats	Update	WUBG	2.09	0.53	3	27	5	27	7	20	0	11
SBT Grave Combos	No Change	UBG	1.83	0.53	0	28	6	28	7	24	0	8
Sacred Hulk	New	WUBG	1.52	0.63	1	28	5	22	6	30	1	7
Scepter Control	Update	UBG	1.94	0.57	5	26	11	7	9	28	2	12
Scion Reanimator	No Change	WUBRG	2.24	0.53	1	29	6	23	7	21	1	12
Seasons Pastigur	Update	UBG	2.20	0.51	3	27	15	12	9	23	3	8
Selvala Brostorm	Update	G	2.48	0.39	23	8	10	27	7	15	1	13
Shimmer Zur	No Change	WUB	1.80	0.68	9	20	22	5	3	31	0	11
Shuffle Hulk	Update	WUBG	1.79	0.49	0	29	5	27	8	23	0	8
Sidisi Ad Naus Fishbowl	No Change	B	1.43	0.44	21	11	41	10	2	7	0	14
T&T Hulkball	No Change	WBRG	1.84	0.49	3	28	8	29	7	19	0	6
Tazri Hulk	No Change	WUBRG	1.92	0.56	0	28	6	26	6	25	0	10
Teferi Chain Veil	Update	U	2.41	0.51	21	10	17	4	8	25	4	11
Varolz Hulk	No Change	BG	1.73	0.42	8	21	7	26	10	17	0	13
Xantcha Combo-Control	New	BR	2.10	0.34	10	22	17	3	9	10	0	29
Zuran Consultation	Update	WUB	1.89	0.66	3	27	16	4	9	30	1	10

3.1 Color Identity and Commanders

A look at top commanders, deck colors and mana symbol distribution⁹.

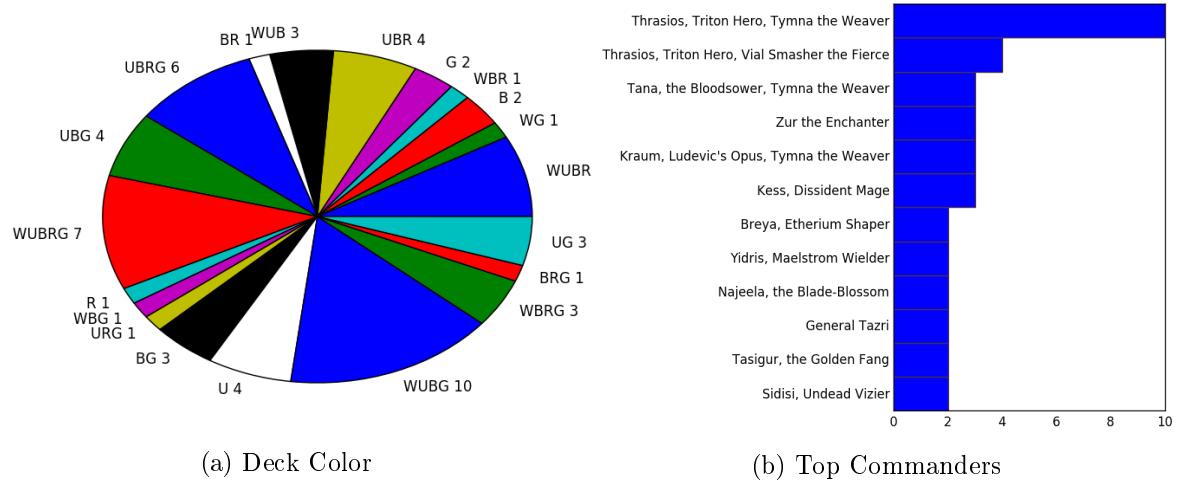


Figure 29: Commanders and Color Identity

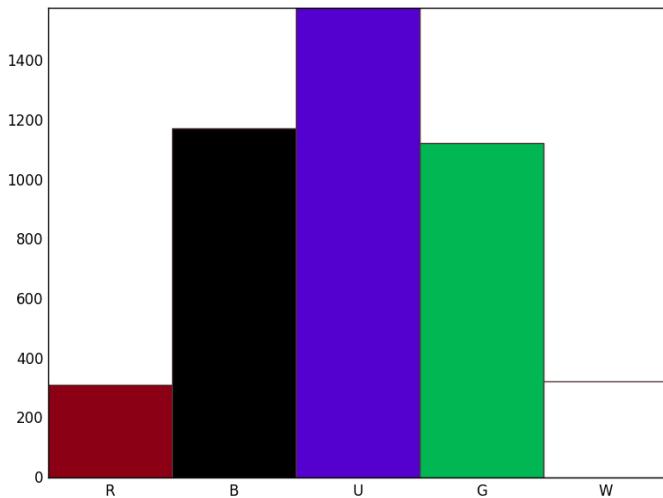


Figure 30: Mana Symbol Distribution

⁹Note, we still have a bell shaped curve here

Appendix A Definitions and Calculations

As related to card types and casting. Sections 2.2 and 2.3 displays charts with Alternate and Reduced casting costs.

Definition A.1. Playability Ratio is the ratio of the number of decks a card is present in to the number of decks the card could be played in.

Definition A.2. Alternate Casting Cost is identified by the phrase "rather than pay[ing] [its]this spell's] mana cost" and includes cards with Phyrexian Mana in the casting cost.

Definition A.3. Reduced Casting Cost is calculated by finding any keyword or ability word that reduces the casting cost i.e. Madness or Improvise. In all cases (except Emerge, Offering) the max allowable reduction is assumed. For example, consider Improvise: the RCC of Barricade Breaker¹⁰ is 0 but the RCC of Bastion Inventor¹¹ is U because it is assumed that the caster has enough artifacts to tap for the amount of colorless mana. RCC also takes into account cards that untap lands upon casting or ETB (but at present does not consider Planeswalkers that can untap lands via an activation).

Definition A.4. Multiple Mana cards have two or more colored mana symbols in the casting cost.

As related to lands. Sections 2.2.1 and 3 as well as the decklists in Section ?? show charts on lands. Where possible, I have attempted to use the official terms, only using commonly accepted slang if necessary. In some case, I have used terms not used by the community to avoid confusion.

Definition A.5. Land Plurality defines the color/type of mana that can be produced by the land (also applies to Rocks, Dorks and Rituals):

1. None: does not produce mana
2. Colorless: can only produce colorless mana
3. Uni: can produce a single colored mana (in some cases can produce colorless mana as well)
4. Bi: can produce one of two colored mana
5. Tri: can produce one of three colored mana
6. Any: can produce any colored mana (or type as in the case of Reflecting Pool¹²). Does not consider restrictions as i.e Command Tower¹³ or Exotic Orchard¹⁴.

Definition A.6. Utility Land have abilities or effects other than producing mana. They are broken down into categories identified by one or more criteria as follows:

1. Activated: lands with non-mana activated abilities
2. Additional Cost: (Add. cost) lands that require an additional cost to add mana i.e. Phyrexian Tower¹⁵ or activate a non-mana ability. This excludes Pain, Sac and Sac Depletion lands.

¹⁰<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=423811>

¹¹<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=423697>

¹²<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=382342>

¹³<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=451195>

¹⁴<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=446986>

¹⁵<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=456844>

3. Trigger: lands that have a triggered ability
4. Kw/AW: lands with keywords or ability words
5. Non-mana: lands that have no mana abilities
6. Multi-type: lands that have an additional type i.e. Dryad Arbor¹⁶
7. Grants: any land that "grants" a trigger i.e. The Tabernacle at Pendrell Vale¹⁷ or a type, ability etc i.e. Urborg, Tomb of Yawgmoth¹⁸

Definition A.7. Land Categories are identified using the definitions found at <https://mtg.gamepedia.com> and are broken down as follows:

1. Basic: Plains, Mountain, Island, Swamp, Forest, Wastes
2. Dual: in this survey, dual lands refer only to the ten original rare lands printed from Alpha to Revised. They are bi-lands with two basic land types.
3. Tainted: bilands that tap for C., If the player controls a Swamp, they can tap for B or a second color depending on the individual card.
4. Bounce: lands which enter tapped and have a higher mana production (taps for 2 mana), but bounce one land back to the owner's hand on etb. Lands from the Visions require an untapped land of specified basic type be returned to hand.
5. Conditional Lands enter tapped unless a condition exists/is met
 - (a) Shock: bi-lands with two basic land types and a static replacement ability that causes it to enter tapped unless its controller pays two life
 - (b) Reveal: bi-land that enters tapped unless its controller reveals a card hand. Combines tribal taplands (reveal a card with specified creature type) and "regular" (reveal a card of the specified land type)
 - (c) Battle: bi-lands with two basic land types that enter tapped unless its controller has two or more basic lands
 - (d) Bond: bi-lands that enter tapped unless there are two or more opponents
 - (e) Fast: (a.k.a. Scar) bi-land that enters tapped unless its controller has two or fewer other lands
 - (f) Check: enters tapped unless you control a basic land, corresponding w/ either color the land can produce
6. Slow: bi-land that taps for C or a colored mana. If tapped for colored mana, does not untap during controller's next untap step.
7. Slow Depletion: bi-land that taps for C or a colored mana. If tapped for a colored, mana puts a depletion counter on it which is removed during the upkeep. It does not untap during the untap step if there is a depletion counter on it

¹⁶<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=282542>

¹⁷<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=201236>

¹⁸<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=456850>

8. Scry: bi-land that enters tapped and controller scrys on ETB.
9. Cycling: lands with the cycling keyword. Color cycling lands enter tapped. A subset is one of the 5 Amonkhet bicycling lands
10. Activated abilities (mana or non-mana)
 - (a) Filter: takes one (or more) mana and produces a combination of one or more colored mana.
 - (b) Man: can turn itself into a creature
 - (c) Fetch: lands that can be sacrificed to search their controller's library for a land of a specific basic land type
 - (d) Pain: deals damage (or requires life) when tapped for colored mana
 - (e) Threshold: considered a subset of Pain lands. A uni-land that deals damage when tapped. Has an activated ability requiring Threshold and sacrificing the land
 - (f) Sac: (slang) taplands which can be tapped to for mana or tapped and sacrificed to produce one mana of any color or two colored mana. Crystal Vein¹⁹ does not enter tapped.
 - (g) Sac Depletion: lands that enter with counters, whenever the land is tapped for mana, a counter is removed. When there are no more counters, the land is sacrificed
 - (h) Charge: lands that enter with charge counter(s). Remove a charge counter to add one mana of any color
 - (i) Strip: has an activated ability requiring sacrifice (and possibly paying mana) to destroy target land

As related to deck listings. Sections ?? displays information and charts on each deck.

Definition A.8. Cumulative CMC calculates the percentage of cards up to and including each CMC from 0 to the highest CMC in the deck.

Definition A.9. Mana Producer breaks down the decks mana producers into lands, dorks (creatures), rocks (noncreature artifacts and enchantments) and rituals (instants or sorceries). This does not count lands that do not produce mana, such as fetch lands. Note at present it does not count cards like High Tide²⁰ or Rain of Filth²¹ that do not produce mana in and off themselves but "grant" the ability.

Definition A.10. Mana Plurality is the same as land plurality but applies to all mana producers in the deck.

Definition A.11. Interaction Ratio (IR) is ratio of nonland interactive cards to nonland cards where interactive is defined as any card that is an instant, has flash or a non-mana activated ability that can be activated on opponent's turns.

Definition A.12. Color Identity the color or colors of any mana symbols in the card's mana cost or rules text, plus any colors defined by its characteristic-defining abilities or color indicator.

¹⁹<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=270466>

²⁰<https://gatherer.wizards.com/pages/card/Details.aspx?multiverseid=1872>

²¹<https://gatherer.wizards.com/Pages/Card/Details.aspx?multiverseid=5831>

Definition A.13. Mana Base the mana base of a deck is calculated as the "optimal" mana that could be produced by all of a deck's mana producers at one time. The optimal mana of a mana producer is calculated via the following heuristics:

1. if it could produce colorless or colored mana, returns the amount of colored mana (even if the amount of colorless is greater).
2. if it could produce X of one color and Y of another color, returns whichever is greatest.
3. if it could produce any number of colored mana, returns Gold.