

MST

A Kenrith Breakfast Primer

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1 Introduction

1.1 What's That Stupid Name?

MST is happy to continue a long lasting cEDH tradition of nondescript, samey sounding and confusing names. MST stands for "Marmalade Sandwich and Tea". Still not convinced? A marmalade Sandwich is layered (just as the combos of the deck), and adding a Tea to it makes it a royal (Kenrith) breakfast (the nickname of our primary Hulk pile).

1.2 What Is This 40 Page Monster?!

The goal of this primer is to be, to use the words of Spleenface on the [Into the North Podcast](#) "an elementary textbook". But since writing an honest to god textbook is too much work, let's just say this is our attempt at a "review article". We assume that you have a decent grasp of the rules of Magic the Gathering and Commander, know basic terminology like "Control" or "Stax" and are aware of what cEDH is in general. We will not assume any prior knowledge of cards, archetypes in the format etc. When we talk about other decks another primer for those will generally be linked in case you want to find out more about those. So if you are a veteran of this beautiful clusterfuck of a format, you might as well skip the sections that sound trivial to you.

Besides, half of this is single card discussion anyway :P

1.3 Why MST?

What Is MST?

MST is a highly layered, proactive combo deck. That means that we run a lot of different combos that overlap in cards as much as possible and we try to spend as our resources to get closer to our win rather than stopping others.

Why Breakfast?

Breakfast is what allows for that tight layering. As we'll see in [the Combo chapter](#), Breakfast, Hermit Druid, Flash Hulk and manual Consult lines all allow us to win using the same finishers. The plethora of combos that result from that mean that we are faster than most any other deck in the format. Additionally the current layering is done in such a way that exiling any single card from our deck doesn't affect our ability to win, so we can recover from most positions with relative ease.



Why Kenrith?

Besides the full five colour identity all of Kenny's abilities actually do something for us

-  Giving haste for just one mana means that in the midgame, drawing or tutoring a Hermit Druid is a sorcery speed kill without the need to pass the turn.
-  Reanimation at instant speed allows gives us extra redundancy and value if the game goes long.
-  While this is a worse version of [Thrasios, Triton Hero](#)'s draw ability, it's still reasonable in grindy games.
-  While life-gain doesn't sound very exciting it turns out to be decently relevant against Blood Pod-style decks and has come in handy for us way more often than it should have - *thanks Chance*
-  Out of all the abilities this one is probably the most fringe. It messes with combat which is decent against decks that rely on getting through for combat damage (like [Najeela](#) and [Tymna](#)), as well as randomly killing [Phantasmal Image](#).

So he is an mediocre combo piece, a medium grind engine and has fringe utility while also allowing us to play with all legal cards. All in all that's why we think Kenrith could be one of the truly cEDH viable commanders.

1.3.1 Kenrith vs Tymna & Thrasios

Alright, Thrasios and Tymna have solidified their position as the absolute top of generic (as in "non-strategy specific") commanders. They are cheap to cast, offer a deep cardpool due to being in 4 colours, and draw a lot of cards in different ways. This all makes them incredibly powerful grind engines, and every other generic commander will have to offer something very unique to make up for not having the insane card advantage T&T offer.

There are viable alternatives however - [Gitrog Monster](#), [First Sliver](#) and [Najeela](#) are some prominent examples. The reason they work is that they offer something TnT can't - combo lines (Dredge stuff for Gitrog, Food Chain lines for Sliver, infinite combat steps for Najeela).

We're approaching Kenrith in a similar way. While our glorious King can provide value and card advantage throughout the game, we mostly use him as added combo redundancy with his red and black abilities, with the added benefit of sometimes drawing cards, pumping creatures or gaining life in games where we can't finish fast.

1.3.2 Is This Deck for You?

Why you might like it	Why you might dislike it
You like to focus on your plan while playing	You prefer to focus on stopping others
You like redundancy and having a backup line for every situation	You prefer to maximize average card quality over resilience
You like redundancy and having a backup line for every situation	You have personal or meta reasons to not want to run a graveyard-reliant deck.

2 Comboing

Ok, so this deck has a bunch of combos and a lot of enablers for said combos (and sometimes even enablers for enablers), so we'll tackle all that step by step. (Oh, btw, all the images are links to the shown card(s))

2.1 Hermit Druid

[Hermit Druid](#) is a strange (but friendly) fellow from the forest that will swiftly go through our entire library on his search for his basic land friends. Sadly, like for Mario, what he seeks is in another castle, so he moves on to continue his everlasting journey, leaving a huge mess behind. But that's ok, because - unlike our good pal Hermit Druid - we thrive on chaos and disorder.

The sad story of Hermit Druid's never-ending quest aside, he's a ridiculously powerful enabler for grave strategies like ours. No basics in the deck means one activation mills the entire library, which is exactly what we want. We have 3 ways to play Hermit Druid, with up- and downsides for each:

2.1.1 Hermit Druid + Passing the Turn

This is the most risky way to play Hermit Druid as it tells our opponents exactly what we're planning, and gives them a turn to prepare themselves. However, a turn 1 or sometimes 2 Hermit Druid is still a strong play that puts a lot of pressure on the table, forcing them to immediately find answers or lose the game.



2.1.2 Hermit Druid + Haste

Druid's biggest problem is that he generally has to survive a turn cycle before he can be activated due to summoning sickness - however, haste effects allow us to go for the win immediately without giving our opponents time to prepare their defenses. We use [Kenrith, the Returned King](#) as our haste enabler during the mid- and lategame, where "Druid, pass" gets a lot weaker.

2.1.3 Hermit Druid (in Graveyard) + Reanimation

There are times when our Druid gets countered or killed before we can activate him, and we need a backup plan. Reanimation effects provide us with that backup, allowing us another shot at winning next turn. [Shallow Grave](#) is especially effective as it also provides Druid with haste, so

we can go for the win again immediately. Shallow Grave in hand also allows us to get a little bit sneaky with Druid...

2.1.4 Shallow Oracle

So, sometimes a Druid will survive a turn cycle, but our opponents will represent too much interaction to reasonable go for the win in our turn. This is a pretty awkward spot to be in, but thanks to Shallow Grave, we can use a (honestly pretty fringe) line that gives us an instant speed win off an active Druid.

- Shallow Grave in hand
- Activate [Hermit Druid](#), milling our library.
- As Druid's ability puts everything into our grave at once, we get to determine the order of the milled card as they enter the graveyard during the ability's resolution, and stack [Thassa's Oracle](#) on top of everything else.
- Cast Shallow Grave, reanimating Oracle.
- Oracle enters the battlefield and triggers.
- Let the Oracle trigger resolve, win.



We can also replace Shallow Grave with Kenrith's black ability if we have **4** available. However, our opponents will be more likely to see the line coming, as our reanimation effect is sitting on the board.

2.2 Cephalid Breakfast

Since we're in **1B1G** colours (with the minor 3-colour splash), it only makes sense that our second strange game-winning 2-drop creature is a blue one. [Cephalid Illusionist](#) is magic's version of Squidward and as such really likes his privacy, and if someone should dare to interrupt his clarinet practice, he gets proper pissed and starts throwing around everything in tentacle-reach. Again, something we're not unhappy about.

In boring (but actually relevant) terms - every time Cephalid Illusionist gets targeted will trigger his ability and mill us for 3. So now we need something that can target him for free - like [Nomads en-Kor](#). With both in play, Nomads can target the Illusionist as often as we want, milling us as much as we need. While this does require a second combo piece, the combo isn't affected by summoning sickness and gives us the ability to sometimes keep a few cards in the deck if we're trying to win with [Thassa's Oracle](#) (see [here](#)).



2.2.1 Shallow Oracle - Breakfast

We can also use Breakfast to enable the Shallow Oracle line described above ([see here](#)), but it works a little bit different:

- [Shallow Grave](#) in hand
- Use Breakfast combo to mill until [Thassa's Oracle](#) is milled.
- Stack the last 3 milled cards so that Oracle is on top.
- Cast Shallow Grave, reanimating Oracle.
- Oracle enters and triggers.
- In response to the trigger continue to mill with Breakfast until our library is small enough for Oracle to win.
- Let the Oracle trigger resolve, win.

2.3 Protean Hulk

Everyone's favorite combo enabler! [Flash](#) + [Protean Hulk](#) offers another cheap 2-card, instant speed win, as well as a lot of flexibility. Turns out to-board multi-tutors are pretty decent.



2.3.1 Breakfast Pile

- Hulk dies.
- Grab [Nomads en-Kor](#), [Cephalid Illusionist](#), [Grand Abolisher](#) and any 1-drop.
- Mill your deck with the Breakfast combo described above ([see here](#))
- Win with one of the methods described [below](#)

This is our most cost-effective line, using only 3 cmc on the combo line, giving us space to add Grand Abolisher for protection. While this is our only pile that only works at sorcery speed, Grand Abolisher provides by far the best protection possible.



2.3.2 Oracle Pile

- Hulk dies.
- Grab [Nomads en-Kor](#), [Cephalid Illusionist](#), [Thassa's Oracle](#) and any 1-drop.
- Mill your library with breakfast in response to the Oracle trigger.
- Let the Oracle trigger resolve, win.

This is our primary instant speed pile. It doesn't require additional mana after Flash, can't be disrupted by removal or counterspells, and even allows us to keep a few cards in our library in case something goes wrong (like [Stifle](#), [Angel's Grace](#) or [Hushwing Gryff](#)).



2.3.3 Spellseeker Pile

- Hulk dies.
- Grab [Spellseeker](#) and [Thassa's Oracle](#).
- Seeker grabs [Demonic Consultation](#)
- Cast Consultation in response to the Oracle trigger, naming any card not in the deck (like Abandon Hope or Paradox Engine, get creative!).
- Let the Oracle trigger resolve, win.

This is our secondary instant speed line. It costs an additional , but it's still a pretty clean line that ignores removal. [Tainted Pact](#) can replace Demonic Consultation for one more colourless mana in case Consultation was cast already or discarded somehow.



2.4 Ending The Game

So, we've done our homework, we've milled our library, what now? There are a few important things we have at our disposal now:

Narcomoeba	This friendly jellyfish will readily hop out of our grave when we mill it to offer us company on our journey - and its life. Hm, that got dark real quick. Moving on.
Fatestitcher	Another helping hand that wants to join us from beyond the grave. Here we have to pay to unearth our friend, but it can immediately tap to untap whatever mana source we used to unearth it, making it another "free" creature.
Cabal Therapy	Ok, no more friendly faces, now we're trading lives for dark favors. This allows us to trade one of our creatures for a free discard effect. While trying to correctly guess a counterspell in someone else's hand can be a fine play, we will often target ourselves to discard combo pieces that got stuck in our hand.

Dread Return This is our bread and butter: sacrificing three creatures to reanimate another creature completely for free. This will generally target [Thassa's Oracle](#), but there are other lines with fringe value like the one outlined here.

2.4.1 Thassa's Oracle

Once we resolve [Dread Return](#) on [Thassa's Oracle](#), her trigger goes on the stack. On resolution, if the number of  mana symbols on our battlefield is higher *or equal* to the number of cards in our deck, we win. Importantly this means that even someone kills the little fish lady at this point, we still win the game.

2.4.2 Hulk-Therapy

If [Thassa's Oracle](#) got exiled, we have another line that will win the game:

- Flashback [Dread Return](#) targeting [Protean Hulk](#).
- Flashback [Memory's Journey](#) targeting [Laboratory Maniac](#) [Spellseeker](#) and [Gitaxian Probe](#).
- Flashback [Cabal Therapy](#), sacrificing the Hulk.
- Hulk dies, grabbing Labman and Spellseeker.
- Spellseeker finds Gitaxian Probe.
- Cast Gitaxian Probe, win with Labman.



2.5 Memory's Journey

Especially during early win attempts with Druid or manual Breakfast it can happen that our [Dread Return](#) gets countered and we don't have the mana or cards to go for a backup. When that happens, our only option will often be to flashback [Memory's Journey](#) to shuffle some cards back into our deck and have another shot next turn (if we get one). What exactly we're targeting can vary heavily depending on our mana situation, hand, graveyard, the pod composition, etc. but here are a few suggestions:

[Thassa's Oracle](#)

Even if it's the first card we draw and we immediately cast it, since there are going to be at most 2 cards left in the deck, we win on resolution.

[Shallow Grave](#)

Acts as a second Thassa's Oracle if it gets countered - and even if it resolves and the trigger gets stopped somehow we can sacrifice it to [Cabal Therapy](#) and then get it back.

[Laboratory Maniac](#)

This isn't amazing, as we still need to draw a card, but it's an option.

Pact of Negation

If you decide you are all in on the "Cast Thassa's Oracle" plan, it can be useful to have access to some extra counter magic.

Mana Crypt / Dockside Extortionist

If we can generate enough mana to cast Kenrith, we might be able to use him as a reanimation effect. This is incredibly expensive tho, and thus very situational.

2.6 Manual Oracle Lines

If we happen to draw our [Thassa's Oracle](#), we can also just cast it and respond to its trigger with either [Demonic Consultation](#) or [Tainted Pact](#) to exile our library and win if the trigger resolves.

We can use the Breakfast to mill ourselves as well and use Oracle to win afterwards, even if [Dread Return](#) isn't available.

[Laboratory Maniac](#) can replace Thassa's Oracle for both lines, assuming we have a way to draw a card. This is crazy risky in comparison though, as removal on Labman will lose us the game on the spot. Getting our card draw countered and leaving us with an exiled library isn't necessarily a loss, but also not a great spot to be in, so we really want to have protection if we use manual Labman lines.



2.7 Komboing With Kenny

Having [Kenrith, the Returned King](#) on the board opens up a few combo lines for us that are important to keep in mind whenever the game goes longer and casting our 5cmc commander becomes more relevant.

2.7.1 Hasty Druid

The most common line is to play a [Hermit Druid](#) with Kenrith in play and immediately give it haste with Kenrith's ability for an immediate win if we're not stopped. If we have enough open we can even beat most removal spells by giving the Druid again and activating it in response.

2.7.2 Reanimation

Another strong line for us is to use Kenrith's ability to put [Thassa's Oracle](#) into play after we've milled ourselves out. is obviously a lot, but when games go long and we get to a position where we have a lot of mana available, having access to reanimation that isn't spell-based (i.e. ignoring counterspells) is incredibly powerful.

This is also a very good follow-up if we can resolve and hasten a Hermit Druid, giving us a line that beats a surprising amount of countermagic that would otherwise be able to stop our [Dread Return](#).

Having a way to repeatably reanimate our creatures is also far from irrelevant in grindy matches - and even the ability to give our opponents their creatures back comes in handy every now and then.

Note that the reanimation works at instant speed, allowing for instant speed wins off Hermit Druid or manual Breakfast combo.

2.8 Ad Nauseam

With this deck being able to draw it's combo pieces and still find ways to win without too much trouble (unlike most older Hulk decks) having a way to draw a bunch of cards at once has become a lot more attractive. [Ad Nauseam](#) is a ridiculously powerful card that often enough will win the game if it resolves. With a mix of a starting life total of 40, access to fast mana, cost-efficient combos, and the fact that there isn't a lot of damage being thrown around in most games, Ad Naus will often be able to draw us 10+ non-land cards - all at instant speed. And the high density of A+B combos we're running will generally let us turn those cards into a win (often with protection).



2.8.1 What to Look For

Something that might seem obvious, but is still worth talking about, is what cards we're trying to find off Ad Nauseam. Clearly we want something that wins us the game, but it's important to realise what cards will do the job, even if the needed line isn't super obvious.

Drawing [Flash](#) and [Protean Hulk](#) is simple enough, but what if the draw is something like [Worldly Tutor](#), [Dread Return](#), [Shallow Grave](#) and [Cabal Therapy](#)? Is that a win, assuming enough mana, the Naus happened at the end step before our turn, and there are no other creatures in play on our side? If we draw more and find [Narcomoeba](#), does that change anything?

This deck has a ton of ways to get to a winning position, so it's important to be aware of as many as possible. Here's a few examples, but in the end the best way to learn is to practice Ad Nauseams and for each card trying to figure out if we've got enough to win already - and if not, going further and checking again.

- Flash + Eldritch Evolution with a [Fyndhorn Elves](#) on the board (sacrifice Elves for Spellseeker grabbing Summoner's Pact for Protean Hulk)
- Nomads en-Kor + Mystical Tutor (finding any tutor that can grab [Cephalid Illusionist](#) immediately)
- Hermit Druid + Diabolic Intent (sacrifice Druid to find [Shallow Grave](#), reanimate Druid with haste)
- Thassa's Oracle + Worldly Tutor (finding Spellseeker for [Demonic Consultation](#))
- Thassa's Oracle + Neoform + Shallow Grave with no other creatures (sacrifice Oracle to find Spellseeker, grabbing Demonic Consultation, Shallow Grave to get Oracle back)

Knowing when to stop digging for more cards is also important. If we already have Flash and Hulk in hand, we might want to draw more cards to find protection for our Flash, but if we end up drawing too many pieces we wanted to get off the Hulk trigger, it could end up making our line more complicated, or even prevent us from getting there at all.

That isn't to say it's always wrong to dig for protection, but it's important to be aware of what cards would make our lines more complicated and then weighing our chances. This differs heavily from game to game.

Also keep in mind that if we've just resolved an Ad Nauseam at a decent life total it's relatively unlikely our opponents have ways to counter instants.

One more relevant thing to remember is that we can absolutely cast a "value" Ad Naus that doesn't win the game but restock our hand, maybe give us a bunch of interaction or card advantage engines. This is mostly relevant in games where we have to cast the Naus in our own turn, or our life total is under serious pressure. Speaking of when to cast Naus...

2.8.2 Ad Naus Timing

While Ad Nauseam is crazy powerful it's also very expensive, making it hard to cast it in our turn and then have enough mana to still be able to win off the cards we've drawn.

Luckily for us, Ad Nauseam is an instant, so we can get a little tricky with it. Generally we'll try to resolve our Naus at the end step before our next turn, giving us the most information about what our opponents are doing, and allowing us to untap and go for the win with a huge hand.

We can also cast our Naus in response to a game-ending threat to try to find an answer. While it's obvious that we'll also try to find a win, it's still a lot more likely for our Naus to resolve than otherwise. Here we want try to let as much interaction as possible been thrown around before we actually cast the Naus, increasing our chances both to resolve it and to turn it into a win later on.

3 Gameplay

3.1 Matchups

We basically have two types of games - races, and slow games where we have to sandbag and play more cautiously.

Races generally feel favoured, as Druid and Breakfast both race most other fast decks, and the same goes for Flash Hulk if we have the right hand for it (say, Hulk and a cheap tutor in hand). In these pods we want to keep a hand that presents a t2-3 win and pretty much go for it ASAP without respecting our opponents' potential interaction too much, unless it's very obvious that they're keeping something up.

Now, against decks heavy on stack interaction or stax pieces we want to slow down a fair bit. While we definitely can steal games by slamming an early Druid on the table, it's by no means consistent. Getting an early Library or Bob down is generally superior. Ramp-heavy hands are also strong, as an early Kenrith gives us some fair game and sets us up for a few mid- and lategame combo lines. Having both ramp and draw engines is pretty much perfect.

It can still be right to play an early Druid with no intention of going for a win next turn, just to see how the rest of the table responds - basically using the Druid to gain information and maybe even disrupt their board development by forcing them into leaving mana up for our turn. This depends on the pod though and can go quite wrong if there is another fast deck around, as people might not interact with them, seeing it as kingmaking (Druid on the board generally looks like a sure win if it untaps, so we can't really argue 'we might not get there, just stop the other guy').

3.1.1 Stax

Dedicated stax decks are generally decent matchups, as they often slow down the entire table, not just us. A slow table allows us to sit back, develop our mana and try to use other people's interaction to our advantage. The biggest thing that can go wrong here is that one of the other decks isn't affected by the stax pieces and pulls ahead too much for anyone to stop it. If you find yourself in a very stax heavy meta, you might want to consider cutting some of the more sketchy instant speed interaction like [Force of Will](#) for more combo enablers like [Shuko](#) or more stax removal like [Natural State](#). Additionally our manual [Consult Lines](#) are very hard to stax out.



3.1.2 Midrange/Adaptive Combo

This is probably the most common archetype in meta right now. If they get greedy with tutoring or getting their engines online early (for example tapping out for Tymna or Najeela) we sometimes get to punish them. If we can't, we need to get some card advantage online, lean back, eventually cast a Kenrith, sculpt our hand to find a protected win or at least a win with backup and try to execute on that win when there is a decent opening. Knowing our opponents' decks is pretty relevant here as we'll need to make a lot of judgement calls about how far they are from winning and how much interaction they might have in hand.

3.1.3 Control

While there are very few dedicated control decks in the meta right now, they do exist. In general we always have to assume they have answers. So we'll try to get a card advantage engine online as fast as possible, get a Kenrith out and slowly assemble Flash Hulk. Flash is by far the best wincon here as we get to time it around our opponents' interaction. Usually there will be a point in time where a big counter war fires off, stripping everyone of their interaction, giving us a great opportunity to smugly grin and cast our Flash, ideally making a snarky remark about how killing everyone also answers whatever was put on the stack.

In pods with one control deck and some other adaptive or proactive decks, that strategy gets us there often enough that the matchup is not really bad, but as soon as we're staring down [Tasigur Control](#), [Consult Kess](#) and [4c Rashmi](#)... yeah, we don't feel so great anymore.



3.1.4 Mixed Pods

It's rare to find a game with three strategies in the same category, but it's very common to find games with everyone being somewhat midrange, or somewhat staxy, or somewhat whatever, creating a weird, possibly changing hierarchy in terms of speed. In these pods we have to figure out which decks will try to be the late-game powerhouses, which decks just try to tempo into a mid-game win after some interaction or stax pieces being played, and which decks might just be in our situation, trying to be fast.

Due to the variable nature of these pods it's hard to give hard and fast rules about them, but we generally want to try to go for a relatively early win attempt unless we feel safe in setting up a few value engines (Library + Kenrith for example) and grind along for a while. Here it's important to not get too risky with the early win though - if we activate our Druid with no protection, the alternative to winning might just be losing the game on the spot, and that's often not worth it. Hulk and Breakfast lines are very nice here, as we can still play the game if they stop us. We are absolutely able to take games in the later stages, but other decks can grind a good amount better than us, so we need to find ways to disrupt them and slow them down before they get to a point where we no longer can.

Incentivising fights between the rest of the table is valuable here, as it uses up other people's resources. Evening out the power level of different decks can also help. Say player A is pulling ahead and player B played a Rhystic Study. We can now play into the Rhystic Study to give player

B cards, making him a bigger threat to player A and more likely to be able to interact with player A. This is a dangerous game however, as we could easily just push player B into a winning position, so we have to get a decent idea of what people's current game-plan is, how far away they are from winning themselves, in what way that would happen, and what kind of interaction everyone could have.

Another key way to make sure that we don't fall behind is to just not use our interaction on our opponents. A great way of doing this is just sporadically saying "I'm on breakfast, count me F6 permanently", whether you have interaction up or not.

3.2 Mulligans

Most of our keepable hands fall into one of two categories, fast hands, with a direct route to victory by T3 and grindy hands, with some sort of value engine and enough mana to actually start to grind. On 7 cards it's generally preferable to keep a fast hand, after all, the early game is when this deck really shines. It's also pretty easy to find a hand that kills fast, so it's often worth it to mulligan aggressively for a fast hand, especially in pods that can't punish us for it.

3.2.1 Fast Hands

In certain pods (particularly when playing against other proactive decks) all we want to do is present a kill as fast as possible. Remember that any one mana tutor able to find Hermit Druid does present a Turn 3 kill, so we can reasonably expect to find a hand that presents a fast kill and has some kind of backup or protection.



Figure 3.1: a five card hand with a turn 3 kill and a backup plan

We can go fairly low and still find hands that kill early, so we don't have to feel bad if we end up mulliganing a bunch if we are in a very proactive pod.

3.2.2 Grindy Hands

Our grindier hands shine in highly interactive pods, but can be fine even outside them. Generally having access to plenty of mana and/or a grind engine is the most important. If you find yourself in a pod with another Hulk deck, you shouldn't keep these hands unless you have access to a piece of interaction though.



Figure 3.2: a grindy six card hand, a decent amount of mana, a counter spell and a draw engine

Usually a grindy hand wants to make either a T3 Kenrith or have a T1-T2 value engine online. Depending on the pod and turn order, some of our value engines will be stronger than others - Mystic Remora in a creature-heavy pod isn't amazing, neither is Oakhame Adversary in the non-green pod. Sylvan Library and Dark Confidant are fine in most situations. In a similar fashion, some ramp hands are better in certain situations than others - triple dorks into T3 Kenrith with only 2 lands is perfectly fine in a vacuum, but if we're against three decks that we expect to run cheap boardwipes or Cursed Totems, we might want to reconsider.

If we're looking to keep a slow hand we can also pretend to be an interactive deck for a bit and keep a mediocre hand with a Swan Song and a Nature's Claim. It allows us to control the game for a bit while we set up for a combo attempt or dig for our value engines. Also it makes us look more midrangey and a little bit less... "omg they resolved a vamp tutor, SHIELDS UP EVERYONE".

3.3 The Early-Game

When we kept our hand we essentially decided if we want to go for an aggressive or a grindy game. If we happened to go for the former, we already goldfished our hand mentally, we just need to execute on that and adapt as our opponents interact with us. If we went for a grindy hand, the first turns are all about ramping up to 5-ish mana and getting a draw engine going. In fact, if we happened to ramp really hard, we might even be content with just slamming Kenrith as our way to generate card advantage.

3.4 The Mid-Game

Let's say by now we are pretty low on resources but do have a grind engine online. If the latter isn't true, we focus on that, if the former isn't true, well, great! A pretty reliable strategy now is to lay low and do our best not to look scary. We can complain about drawing pieces when we do, tap out for Kenrith and sandbag tutors. Politics is our most powerful tool here. Another really powerful tool is theatre, if you convince your opponents you have nothing, or are trying to help them, they often won't punish you. Great examples are casting a something like a [Silence](#) saying that you can "stop them for at least one turn" if an opponent has something big like a main-phase [Ad Nauseam](#) on the stack, more often than not, they will let your silence resolve giving you a clean kill with the instant speed lines. Between getting a grind engine online and finally going for a kill, we generally try to keep interaction up. At least one counterspell so we have the semblance of protection against an opponents Flash.

If you are interested in getting better at politics, check out the gameplay section in the Shuffle Hulk primer and the Chicken article found [here](#) for some pointers.

3.5 Tips and Tricks

Magic is a complex game and allows for all sorts of little tricks that can end up giving us an advantage. Here are a few of them:

- **Flash + Summoner's Pact :**

By casting Flash and in response casting the Summoner's Pact we can prevent [Silence](#) stopping us from casting our Flash after finding [Protean Hulk](#).

- **Kenrith Activations:**

Similarly we can activate Kenny's  ability, hold prio and activate the  ability targeting a [Hermit Druid](#) in the yard. That way, if we have another  available we can play around a removal spell.

- **Breakfast:**

We can do the same with Breakfast, just hold priority and stack a bunch of activations to play around [Sudden Shock](#). Note, this does not work if the player holding that card up would get their next turn before us.

- **Kenrith Forced Draw:**

Kenrith's  ability says "target player" and is not a may. So if someone else is going off with [Thassa's Oracle](#), we can make them draw in response to the trigger and kill them.

- **Nomads en-Kor :**

Turns out: Nomads actually has text outside the combo. We can redirect a bunch of damage, say 4 to Kenny, 1 to [Deathrite Shaman](#) etc. to give the little guys a huge virtual butt for blocks.

- **Sylvan Library :**

Library is very weird. It is a triggered ability during draw step, so between drawing for turn

and drawing from library you get priority. That means if your natural draw is a topdeck tutor you can use it right away.

- **Thassa's Oracle + Demonic Consultation :**

Make sure to always cast Oracle first so you can potentially respond to a Silence. Here you don't need to hold prio since the order of the two resolving doesn't matter.

- **Tainted Pact :**

This might be a surprise, but the card does not actually say "exile your library" so you can just take one of the last few cards when you are winning with Oracle.

- **Carpet of Flowers :**

You can use it the turn you play it by going to your second main phase.

4 Builds

4.1 The Primer List

4.1.1 Philosophy

When Path and I sat down together to brew this deck there where a few things we decided on early:

- The deck should race all meta decks
- Combo pieces should form A+B combos if possible
- Drawing/losing any single card shouldn't turn off those combos (though it can make them worse)

To see how this impacted our deckbuilding, let's look at the defacto best Hulk pile in cEDH right now: Cephalid Illusionist, Nomads en-Kor, Thassa's Oracle.

If you are playing Flash right now and you are in the colours, you really should be playing these. So, with just those, Breakfast isn't an A+B combo, however, when we add Dread Return we move from 2 "non-A+B" draws to 1. Now we can add Hermit Druid as a one card combo to increase our ability to race.

4.1.2 Advantages

As per our philosophy, we can race basically any meta deck. We are also happy to draw any card except Dread Return, Fatestitcher, Narcomoeba, Cabal Therapy, Memory's Journey. And no single one of these impacts our ability to kill from any position. As a mostly generic 5c deck we also get to play all the good grind engines additionally our density of 2 card combos and tutors means that our end step nauses tend to kill from 20 life. Finally, when Kenny is on the board he is a real monster, not only is a 5/5 pretty huge, but most of his abilities synergise well with what our deck is doing.

4.1.3 Disadvantages

While 5 cards one doesn't want to draw isn't nearly as much as other, more pure racing decks, play, it's still a cost you feel when you draw into them at inopportune times. We also don't get to play Trassius and Tymna, so we are effectively down a card in our opener and we don't have access to the cheap bodies and early card draw.

4.1.4 Flex Slots

Potential Cuts	
Azra Oddsmaker	A great card to make the deck more grindy.
Laboratory Maniac	Maybe you prefer Jace for the better consult lines over Lab Man and it's better Hulk recovery if we don't have Thassa's Oracle.
Chain of Vapor	If you feel you need less interaction or if you can afford to tailor it more to the things you need to remove.
Nature's Claim	When you see very little Artifact and Enchantment hate.
Red Elemental Blast	Can be cut to tailor your counter package to your meta (or if it is regularly dead).
Oakhame Adversary	If you have to pay 4 on the regular or want to be less grindy and more race-y.
Rhystic Study	Can be cut to make the deck more lean and faster.
Finale of Devastation	A decent cut if you want higher card quality and don't like to Druid too much.
Shallow Grave	One of this slot is pretty much needed, but you can cut it for Postmortem Lunge .

Potential Adds	
Jace, Wielder of Mysteries	If you feel like you need a 3rd of this effect this is the add.
Cyclonic Rift	If you need more removal that answers anything.
Lim-Dûl's Vault	To increase tutor density to help with racing.
Eladamri's Call	This one is pretty decent at finding Druid in the mid/late and Hulk/Breakfast pieces early.
Spell Pierce	Great counter if you need to answer early Grafcages or fight a lot of counter wars.
Autumn's Veil	Sometimes you really want a 3rd Silence no matter how bad it is.
Lightning Greaves	A Nomads en-Kor that works under Cursed Totem and enables Druid+haste. Great for racing.
Shuko	For breakfast this is even better than Greaves, but loses the Druid lines.
Torch Courier	One of the better haste enablers. Also gives you Thassa's Oracle+Goblin+Druid as a 3rd Hulk pile
Aven Mindcensor	Pretty good grind staple, buys you a lot of time.
Postmortem Lunge	Gets back Druid and Thassa's Oracle, fantastic if you see a lot of removal or if you want a 2nd Shallow Grave.

4.2 How to Adapt

4.2.1 When Do You Adapt?

While testing with no particular focus is ok, when you want to change a card in the deck you should generally try to be problem oriented. What does that mean? Well, it means thinking about problems the deck has and trying to solve them by changing a card. So, play the deck a bunch and take notes whenever you notice an issue with the deck. Once the game is done, try to evaluate if the issue is actually an issue with the deck, if you misplayed or if you just got unlucky. Ok let's say it's actually an issue with the deck. Now comes the hard part: try to evaluate whether fixing it is even worth it. A deck can't be the best on every angle, so there *will* be trade-offs.

4.2.2 How Do I Find a Solution?

Ok, so you now know that there is an issue and you want to fix it. How to go about it? Well [Scryfall](#) is generally the answer. Try to figure out what type of effect solves that issue. Tend to fall behind in the mid/late and want to grind better? Add more card draw. If other people manage to race you or you feel like you can't possibly grind with other people in your pod, you might want to add more tutors, fast mana or combo enablers to get under your opponents.

So, at this point we need to make a cut. Think about why you made that add. Did you want to increase density of a specific effect? Ok then better not cut one of the existing ones. Wanted to tailor your interaction, well, maybe cut an interactive spell that was lackluster.

4.2.3 I Changed a Card, What Now?

It is important to stay critical of each card you add, well every card really. When novel boardstates come up, ask yourself if the card really does what you want it to (even if you have not seen it yet). Also try to keep in mind whether the card you cut would have been good in that spot. If all that extra play experience under your belt you can then at a later point make the decision whether to keep the card again, but now with better information.

4.3 Budgeting

Budgeting cEDH lists is hard. Many of the expensive spells are expensive in part because their effect is very powerful and unique. But this section is attempting to give an outline how you can create a functional list if you can't proxy or afford the expensive stuff.

4.3.1 The Mana

Let's start with the hardest part: the mana. Bad mana is really punishing, taplands are a big no-no when you are trying to go fast and we actually need access to most colours. But fear not, there is a lot we can do.

How to Build a Manabase

Since our deck is mostly cheap, color intense spells, colours are the most important part. So let's figure out how many sources of each colour we need. If you want to do this properly, check the article on Hypergeometrics in [Further Reading](#), if you don't, you'll find Frank Karsten's Mana-Math article there, which, while I don't agree with all his assumptions, is a good place to start. To use the numbers in his spreadsheet we need to know which spells we want to cast when. Here is the list of requirements I would have for this deck's manabase:

Color	Requirement	Sources needed
Green	Dork on 1 (vital!)	>23
Blue	Flash plus Dispel on 4	26
Black	Vamp Tutor on 1	23
White	Cast Nomads on 3	19
Red	Pyro/Azra on 3	19

Let's now chat about what counts as a source. I generally count things that can produce the given color with decent consistency if I don't already have access to it. This definition isn't particularly good when you play Jace and Necropotence in the same deck, as the 2nd and 3rd source become more important, but for this deck, you generally want the first instance of a color way more than any of the following. So [Noble Hierarch](#) will not be counted as a green source, but it does count for blue and white. Fetches will be considered to produce any color that they can fetch. Since almost all of your lands produce colors and you don't tend to keep one-landers with no additional fixing, this assumption is reasonably close to our play experience.

With all of that in mind, add the best lands (or "packages" like fetches + shocks) you can afford that bring you closest to your goals until you hit a the number of colored and total mana sources you are happy with.

Fetch-Shock: \$1000 build

At this point we cut Mox Diamond and the OG duals, replacing them with shocks and random untapped lands. [This](#) is approximately where you end up. You don't really give up much except for your lands dealing more damage to you.

Cheapo-Fetch-Shock: \$750 build

Here things start to change more drastically. Losing 5 rainbow lands means we need to go pretty deep. Sadly there aren't a ton of green+[blue/black] lands that cast a dork on 1, so we need to resort to playing some fast lands. [This](#) manabase is still pretty functional.

Fetchless: \$500 build

Now it really starts hurting. Not only do we need to play 2 more lands just for fixing, but we also aren't even really consistent at the most import things like having green mana in our opener. For reference, we'll need to mulligan around 1 in 5 of our hands because there is no green land in them. If you are playing this deck with that manabase, I'd strongly consider saving up another \$50 or so to buy at least the cheapest 3 of the fetches.

4.3.2 Build to Your Limitation

Mana is boring you say? You want to talk about spells? Well ok then, I'll stop ranting about mana...

So let's talk about limitations, shall we? The most obvious one is that some cards like Mana Crypt, Dark Confidant, Force of Will etc are pretty expensive. If you look through the list of the most pricy cards in the deck, you'll notice that they are Mana, Interaction and Grind Staples. So where does that leave us?

Well, some cards have slightly worse, but cheaper versions of them. For example [Misdirection](#) looks a little bit like [Force of Will](#) if you squint really hard, get drunk and hit your head against the wall. And for interaction in general, there are plenty decent choices, so these are no problem.

Grindy cards like [Dark Confidant](#) are trickier to replace with similar cards, if there were any, we'd just run them in addition to Bob after all. So if you budget the deck down, you will end up with a deck that grinds quite a bit worse than the primer list, which means you'll need to focus more on your early game. The easiest way to do that, is to add more A+B combo pieces. [Shuko](#), [Lightning Greaves](#) and [Shaman en-Kor](#) for example all combo with Cephalid Illusionist (or things that find your squiddy friend), so you'll have an early kill more often if you play them. Since these cards tend to be not particularly playable in... well basically anything, they also tend to be cheap.

So in short, your average budget list will tend to be more of a drag racer than the primer is.

4.4 A Couple Sample Lists

- [\\$750 Build](#) (cheapest pricepoint for which I'd recommend this deck)
- [\\$1200 List](#) (from here upgrading doesn't add too much)
- [Fully Decked Out](#)
- [Chalky's Paper List](#) (mostly cards-I-own.dec)

5 Card Discussion

This card discussion is relatively extensive, so if you want to skip stuff, please feel free to do so.
I wish I had done so while writing...

5.1 Combo pieces

These are all the cards we need to actually win. Most of these are at best medium if you don't assemble a combo.

 <p>Hermit Druid</p> <p>Summon Druid {1}{G} Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard. Seeking the company of plants ensures that your wits will go to seed. Illustration by Heather Hudson © 2019 Wizards of the Coast, Inc.</p>	<p>Hermit Druid</p> <p>Druid is a one card wincon in this deck. He is a prime enabler for T2 and T3 kill. While T2 "Druid, go" doesn't get there all the time, a one-card-kill is still worth the include.</p>
 <p>Cephalid Illusionist</p> <p>Creature — Cephalid Wizard Whenever Cephalid Illusionist becomes the target of a spell or ability, put the top three cards of your library into your graveyard. {1}{B}{G} This turn prevent all combat damage that would be dealt to and dealt by target creature you control. Illustration by Peter van der Laan © 2019 Wizards of the Coast, Inc.</p>	<p>Cephalid Illusionist</p> <p>Squidward is probably the most important card in the deck. He is really easy to enable, allows for controlled mill into the kill and doesn't randomly kill us if our foes have too much stuff unlike his Druid friend.</p>

 <p>Nomads en-Kor</p> <p>Creature — Kor Nomad Soldier</p> <p>0/1 The next 1 damage that would be dealt to Nomads en-Kor this turn is dealt to target creature you control instead.</p> <p><i>The kor forsake root for the winding of life, earth, forsake voice for the silence of the mind, forsake all else for the poverty of isolation.</i></p> <p>0/0 1/1 © 2013 Wizards of the Coast</p>	<h3>Nomads En-Kor</h3> <p>This is Squidwards friend who constantly pokes him (so Spongebob?). Being only a single mana means that Squidward and Spongebob (i.e. Breakfast) makes a fantastic Hulk pile with space left for additional stuff.</p>
 <p>Protean Hulk</p> <p>Creature — Beast</p> <p>5/5</p> <p>When Protean Hulk dies, search your library for any number of creature cards with total converted mana cost 6 or less and put them onto the battlefield. Then shuffle your library.</p> <p><i>"Meat and eggs. We cat!"</i></p> <p>Borborygmus</p> <p>0/0 6/6 © 2013 Wizards of the Coast</p>	<h3>Protean Hulk</h3> <p>Speaking of which... Hulk's death trigger is probably among the most busted things in magic. We get to tutor several things directly to the battlefield. That should be a win in most any situation. The only difficulty is getting the death-trigger in the first place, but that is solved by our next card.</p>
 <p>Flash</p> <p>Instant</p> <p>1/1</p> <p>You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by up to 2.</p> <p><i>No tactic transforms a battle like a well-timed carnivore.</i></p> <p>0/0 1/1 © 2013 Wizards of the Coast</p>	<h3>Flash</h3> <p>Flash doesn't only allow us to cheat on the mana cost of Hulk, it also allows us to do so at instant speed. These two cards together are responsible for the existence of several decks and are arguably the most busted thing one can do in the format. Being able to represent a win as long as we can generate is... yeah... pretty dece.</p>
 <p>Dread Return</p> <p>Sorcery</p> <p>2/3</p> <p>Return target creature card from your graveyard to the battlefield.</p> <p>Flashback — Search these creatures.</p> <p>You may return this card from your graveyard for its flashback cost. Then exile it.</p> <p>The will to return can overpower the will to survive.</p> <p>0/0 0/0 © 2013 Wizards of the Coast</p>	<h3>Dread Return</h3> <p>Another great way to cheat on mana is this little puppy. It allows us to win off of a Druid activation with no additional cost* by animating a big thing that combos with things in our yard.</p>

 <p>Thassa's Oracle</p> <p>Creature — Merfolk Wizard</p> <p>When Thassa's Oracle enters the battlefield, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them into your hand and the rest into the bottom of your library in a random order. If X is greater than or equal to the number of lands you control, draw an additional card.</p> <p>● in the mana costs of permanents you control counts toward your devotion to blue.</p> <p>07/104 — © 2010 Wizards of the Coast</p>	<h3>Thassa's Oracle</h3> <p>Which is mostly going to be this fishy friend. This card is just bonkers. It's cheaper than lab man, doesn't need a draw, can't be interacted with by removal... If you are familiar with older builds, TO invalidates them all by being way too flexible and resilient (see here).</p>
 <p>Laboratory Maniac</p> <p>Creature — Human Wizard</p> <p>If you would draw a card while your library has no cards in it, you win the game instead.</p> <p>His mind whirled with grand plans, never thinking of what might happen if he were to succeed.</p> <p>08/104 — © 2010 Wizards of the Coast</p>	<h3>Laboratory Maniac</h3> <p>Which is driven by this bad TO impersonator. If you can avoid going for this, do so. It's just soooo much easier to interact with and punishes you hard if they do.</p>
 <p>Demonic Consultation</p> <p>Instant</p> <p>Name a card. Remove the top six cards of your library from the game, then reveal cards from the top of your library until you reveal the named card. Put that card into your hand and remove all other cards revealed this way from the game.</p> <p>Illustr. Rob Alexander — © 2010 Wizards of the Coast LLC - All Rights Reserved</p>	<h3>Demonic Consultation</h3> <p>While this might look like a tutor to the untrained eye, in this deck it's really "exile your library". When you cast this in response to TO trigger and name "Abandon Hope" for example, that's a kill. So it enables both manual lines and the Seeker Pile.</p>
 <p>Tainted Pact</p> <p>Instant</p> <p>Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card in your library. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.</p> <p>Illustr. Adam Rex — © 2010 Wizards of the Coast LLC - All Rights Reserved</p>	<h3>Tainted Pact</h3> <p>This is mostly a backup for Consult, but sometimes it's a really bad impulse and very very rarely instant speed Demonic Tutor (say if you have consult in hand and just need the TO to win).</p>

5.2 Combo Support

These are all the cards that aren't directly creating game winning combos, but help us enable them. Most of them are bad cards in a vacuum, but they do what we need them to do. Some of these could be cut to improve overall card quality, but it will be at the cost of combo resiliency. -Pathrogas

 <p>Narcomeba</p> <p>Creatura — Illusione</p> <p>Volare Quando la Narcomeba viene messa nel tuo cimitero dal tuo grimorio, puoi metterla sul campo di battaglia. “Che cosa lancia per pescare un sogno?” —Indovinello di Ravnica</p> <p>1/1</p>	<p>Narcomoeba</p> <p>This little Jellyfish is a free creature when we activate the Druid giving us the second of the three creatures we need to sac to Dread Return. An unconditional, free version of this effect is way too powerful not to run. This is an essential piece to make early druids work.</p>
 <p>Fatestitcher</p> <p>Creature — Zombie Wizard</p> <p>You may tap or untap another target permanent. Usearch 4 (Return this card from your graveyard to play. It gains haste. Remove it from the game at end of turn or if it would leave play. Unearth only as a sorcery.)</p> <p>1/2</p>	<p>Fatestitcher</p> <p>This is our third ""free"" creature. Requiring untapped mana after the Druid activation is not the most trivial requirement, but Stitcher is still fairly valuable for early Druid lines.</p>
 <p>Grand Abolisher</p> <p>Creature — Human Cleric</p> <p>During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. “Your superstitions and mummurings are useless chaff before my righteousness.”</p> <p>2/2</p>	<p>Grand Abolisher</p> <p>Flailing randomly is not all that the knight in shining armor does, he also shuts down any* interaction our opponents might have after Flash trigger resolve. Technically not needed, but having protected lines after a resolved Flash Hulk is still very strong.</p>

 <p>Vexing Shusher</p> <p>This is kind of like a weird version of Grand Abolisher that requires mana and doesn't protect us from non-counterspell interaction. The upside is that it protects Flash during our opponents turns and that it itself can't be countered. It's awkward, it's chunky, it's expensive, but it's an effect this deck can make good use of.</p>	
 <p>Shallow Grave</p> <p>This is a way to get a hasty druid and it also allows for instant speed kills from Breakfast or Hermit Druid in play. While it can be awkward at times, it's generally the best reanimation effect in this deck.</p>	
 <p>Cabal Therapy</p> <p>Allows us to discard a combo piece stuck in hand and sacrifice a Protean Hulk for one of the backup lines (as seen here).</p>	

5.3 Tutors

Tutors mean we play a dozen or so copies of all the cards we want and also allow us to adapt to plenty situations. Tutors are the bread and butter of cEDH, giving decks their defining consistency and allowing us to focus on a specific plan.

 <p>Demonic Tutor</p> <p>Sorcery</p> <p>Search your library for a card, put that card into your hand, then shuffle your library.</p> <p>Beware the generosity of demons.</p> <p>013/264 • 0RKA-E0N • Jack Stillwell © 2018 Wizards of the Coast</p>	<p>Demonic Tutor</p> <p>D-Tutor is the classic among the tutors, gets us the card immediately, has no further restrictions and is relatively cheap. This is a must include in literally every  deck.</p>
 <p>Diabolic Intent</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, sacrifice a creature.</p> <p>Search your library for a card and put that card into your hand. Then shuffle your library.</p> <p>113/264 • BBG-E0N • Jonn Bransell © 2018 Wizards of the Coast</p>	<p>Diabolic Intent</p> <p>This is basically Demonic Tutor - at least if we have a Dork in play. This requirement is very low for a deck like this one that plays all the good dorks, however, so it is also a must include.</p>
 <p>Vampiric Tutor</p> <p>Instant</p> <p>Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.</p> <p>True power is achieved through blood and sweat. But mostly blood.</p> <p>171/264 • EMA-E0N • Raymond Swanland © 2018 Wizards of the Coast</p>	<p>Vampiric Tutor</p> <p>While Vamp is card disadvantage and gets us the card with delay, we often don't feel it. Endstep or Upkeep Vamps are very common place, we get our card still immediately while paying one mana less than D-Tutor. It is worth noting though, that multiples of this effect stack very poorly as we essentially need a full turn cycle for each.</p>

 <p>Worldly Tutor</p> <p>Search your library for a creature card and reveal that card to all players. Shuffle back the rest of your library, then put the revealed card back on top of it.</p> <p>"Asafis soon had the rhino eating from his palm and the snake waiting at his heels." —Afari, Tales</p> <p>Illustration by David O'Connor © 2009 Wizards of the Coast, Inc. All rights reserved.</p>	<h3>Worldly Tutor</h3> <p>Adding a restriction to vampiric tutor makes it a lot less powerful. Worldly tutor still finds a lot of combo pieces and answers to both creatures and artifacts/enchantments though, so it is still worth its weight in gold.</p>
 <p>Mystical Tutor</p> <p>Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.</p> <p>The student searches the world for meaning. The master finds worlds of meaning in the search.</p> <p>Illustration by Lennart Looij © 2010 Wizards of the Coast, Inc. All rights reserved.</p>	<h3>Mystical Tutor</h3> <p>Mystical is significantly better at finding answers and worse at finding combo pieces (you often need to tutor for a tutor there). On average it's probably a little worse than Wordly, but it is still too good not to run.</p>
 <p>Summoner's Pact</p> <p>Search your library for a green creature card, reveal it, and put it into your hand. Then shuffle your library.</p> <p>At the beginning of your next upkeep, pay XBB. If you don't, you lose the game.</p> <p>Illustration by Roby Rupp © 2009 Wizards of the Coast, Inc. All rights reserved.</p>	<h3>Summoner's Pact</h3> <p>While Pact is a little awkward as a tutor because of the colour restriction and the large cost if it is cast for value, just being a proper second copy of Protean Hulk alone is probably more than good enough to justify its slot.</p>
 <p>Finale of Devastation</p> <p>Search your library and/or graveyard for a creature card with converted mana cost X or more, put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +$\text{X}+\text{X}$ and gain haste until end of turn.</p> <p>Some spells sing a quiet tune. Others roar.</p> <p>Illustration by Matt Stewart © 2010 Wizards of the Coast, Inc. All rights reserved.</p>	<h3>Finale of Devastation</h3> <p>Finale is basically a Demonic Tutor for creatures only - we still pay the cmc of the creature you are getting and two for the tutor. The difference is that Finale changes the colour up a bit. Again, our creatures are our primary combo engines and also have answer to most relevant permanent types. Great card in the deck.</p>

 <p>Green Sun's Zenith</p> <p>Sorcery</p> <p>Search your library for a green creature card with converted mana cost X or less, put it onto the battlefield, then shuffle Green Sun's Zenith into its owner's library.</p> <p><i>As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.</i></p> <p>168/364 U MTG-A-2016-048a by Scott Koenig</p>	<h3>Green Sun's Zenith</h3> <p>Being cheaper than Finale is amazing, but it finds neither piece of breakfast and none of the removal dorks. So this is mostly a 3 mana copy of Hermit Druid which is not amazing, but good enough to keep it's slot for now. If you want you can play Dryad Arbor giving GSZ the floor of being Llanowar Elves at the cost of playing a tapland.</p>
 <p>Neoform</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, sacrifice a creature.</p> <p>Search your library for a creature card with converted mana cost X or less, put it onto the battlefield, then sacrifice the creature. If the sacrificed creature's converted mana cost, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle your library.</p> <p>208/364 U MTG-A-2016-048b by Brian Selby</p>	<h3>Neoform</h3> <p>This very modern-friendly tutor turns any dork into a Druid or a Cephalid Illusionist. It's not quite as flexible as Finale and is card disadvantage, but it lives in a very healthy and mana-efficient spot.</p>
 <p>Spellseeker</p> <p>Creature — Human Wizard</p> <p>When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.</p> <p><i>Mages and warriors recruited from across Kylm display their skills at Valor's Reach.</i></p> <p>169/364 U MTG-A-2016-048c by Scott Koenig</p>	<h3>Spellseeker</h3> <p>The TO-Update brought big changes with it - including the "promotion" from tutor to combo piece of Spellseeker (congrats to her I guess) since now she is part of our backup hulk pile (see here).</p>

5.4 Interaction

Given that we are a very proactive deck, we don't really want to answer stuff our opponents are doing. Our interaction package is mostly designed to answer the stuff our opponents might have to stop us. We also try to be as light on interaction as we can afford to increase the consistency of presenting early wins, so blanket answers and those that don't force us to keep mana up during our opponents turns are the best kind of interaction for us.

 <p>Assassin's Trophy</p> <p>Instant</p> <p>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.</p> <p>A power vacuum for the Azorius. A keepsake for Fraska.</p> <p>152/315 • Rare • Story Spotlight GKIN • EN • Sea McKinnon</p>	<p>Assassin's Trophy</p> <p>Unconditionally solving any problem permanent is something I gladly pay two mana for, heck, Trophy could read "as an additional cost sacrifice your firstborn" and I'd still put it into any deck that can cast it.</p>
 <p>Abrupt Decay</p> <p>Instant</p> <p>Abrupt Decay can't be countered by spells or abilities.</p> <p>Destroy target nonland permanent with converted mana cost 3 or less.</p> <p>The worst part isn't the pain, or the smell, or even the fear of death. It's hearing the clatter of bone on stone and knowing the bones are yours.</p> <p>001/315 • Rare • Qualifier WNC14 • EN • Rob Schreiner</p>	<p>Abrupt Decay</p> <p>This is very similar to Trophy as the average cmc in cEDH is pretty low. You lose some flexibility but you gain the crazy relevant "can't be countered" line. Again, any deck that can cast it.</p>
 <p>Force of Vigor</p> <p>Instant</p> <p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.</p> <p>Destroy up to two target artifacts and/or enchantments.</p> <p>The vines overgrew the construct, snapping gears and soaking up aether.</p> <p>164/315 • Rare • MTG-Arena M19-14 • EN • Randy Vargas</p>	<p>Force of Vigor</p> <p>Most of the permanents that shut us down are Artifacts or Enchantments like Grafdigger's Cage or Rest in Peace so a free removal spell that potentially kills two of those hate pieces is amazing. Occasionally it also answers one of the most popular wincons in Isochron Scepter + Dramatic Reversal.</p>

 <p>Nature's Claim</p> <p>Instant</p> <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>"The timeless, tireless jaws of nature shall one day devour us all." —Sildark, artificer of Omu</p> <p>178/248 C BFZ-EN-016 by Randy Strickland</p>	<h3>Nature's Claim</h3> <p>Claim is great for the same reasons Force of Vigor is, but instead of being free and putting you down a card, it's just very mana efficient.</p>
 <p>Pact of Negation</p> <p>Instant</p> <p>Counter target spell. At the beginning of your next upkeep, pay $\\$ \bowtie \\$. If you don't, you lose the game.</p> <p>"Those who expect betrayal at every turn are seldom disappointed." —Jace Beleren</p> <p>179/248 C BFZ-EN-017 by Jason Chan</p>	<h3>Pact of Negation</h3> <p>A counterspell that you have to pay some time in the distant future is probably the best thing you could possibly have in order to fight your win through.</p>
 <p>Dispel</p> <p>Instant</p> <p>Counter target instant spell.</p> <p>"I said we should destroy the Eldrazi. Ugin wanted to return them to stasis. Ugin's arguments were . . . unconvincing." —Jace Beleren</p> <p>180/248 C BFZ-EN-018 by Jason Chan</p>	<h3>Dispel</h3> <p>Most interaction in cEDH comes in the form of instant, so Dispel is an invaluable counterspell in a deck that doesn't try to stop other people and only wants to protect their own stuff.</p>
 <p>Swan Song</p> <p>Instant</p> <p>Counter target enchantment, instant, or sorcery spell. Its controller puts a 2/2 blue Bird creature token with flying onto the battlefield.</p> <p>"The most enlightened mages create beauty from violence." —Medomai the Ageses</p> <p>181/248 C BFZ-EN-019 by Peter Mohrbacher</p>	<h3>Swan Song</h3> <p>Very similar to Dispel, slightly more flexible, but giving a 2/2 flier to a Tymna player can feel bad on occasion.</p>

 <p>Flusterstorm</p> <p>Counter target instant or sorcery spell unless its controller pays 1. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>235/280 M/Buy-a-Box M14-148, Urza's Return</p> <p>© 2010 Wizards of the Coast & Matt Stewart</p>	<p>Flusterstorm</p> <p>Fluster is arguably the best defensive counterspell. Putting 10 copies on the stack all countering that feared Ad Nauseam means they basically can't counter back unless they have their own copy. On the other hand, when protecting your own spell it's very close to Dispel in powerlevel.</p>
 <p>Silence</p> <p>Your opponents can't cast spells this turn. (Spells cast before this resolves are unaffected.) "Take a quiet moment to reflect on your sins." —Cleph, Order of Redeemed Souls</p> <p>Wayne Reynolds</p> <p>© 2010 Wizards of the Coast 19-210</p>	<p>Silence</p> <p>This is kind of like a counterspell in the sense that if you cast it before you try to combo it is a must-counter for your opponents. So similarly to a counterspell it forces your opponents to have an additional piece of interaction.</p>
 <p>Veil of Summer</p> <p>Instant M20</p> <p>Draw a card if an opponent has cast a black or black and blue spell this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the target of blue or black spells or abilities your opponents control.)</p> <p>M20-210, Lake Silence</p> <p>© 2010 Wizards of the Coast</p>	<p>Veil of Summer</p> <p>Basically Silence, but it sometimes cantrips. Awesome card, play it in any deck that can.</p> <p><i>Note: the card reads "can't be countered" so it works for REB, unlike its sibling Autumn's Veil.</i></p>
 <p>Noxious Revival</p> <p>Instant</p> <p>(You can pay with either 1 or 2 life.) Put target card from a graveyard onto top of its owner's library. "Dead or alive, zombies are stronger than Yn-Glava's vengeful mummies." —Verminus, Voice of Hunger</p> <p>M20-210, Matt Stewart</p> <p>© 2010 Wizards of the Coast</p>	<p>Noxious Revival</p> <p>A card that is free to cast, is graveyard hate and allows us to "top deck tutor" a spell from our yard is just the kind of flexibility that we're looking for.</p>

 <p>Gilded Drake</p> <p>Flying When Gilded Drake comes into play, exchange control of Gilded Drake for target creature one of your opponents controls or sacrifice Gilded Drake. <i>Buyer beware.</i></p> <p>Illustr. Bob Eggleton © 2001 Wizards of the Coast, Inc. 3/3</p>	<h3>Gilded Drake</h3> <p>Arguably the best creature "removal" spell in all of commander. There are a lot of creatures that, if you end up stealing them can put you solidly ahead. It also answers commanders better than any pointed removal spell ever could. The only downside is that it is worse in the face of symmetrical hatebears like Containment Priest or Hushbringer</p>
 <p>Mental Misstep</p> <p>Instant</p> <p>(U) can be paid with either 1 or 2 life. Counter target spell with converted mana cost 1.</p> <p><i>Your first mistake was thinking it would let you live long enough to make a second.</i> —Sarweax, Gitaxian seerite</p> <p>Illustr. Eric Yang © 2010 Wizards of the Coast LLC. 3/3</p>	<h3>Mental Misstep</h3> <p>Mental Misstep is slightly awkward counter since it is very restrictive. The best way to play it in this deck is probably to become part of the Hodl-Gang and just keep in hand until somebody inevitably casts Dispel targeting your Flash.</p>
 <p>Chain of Vapor</p> <p>Instant</p> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.</p> <p>Illustr. Eric Yang © 2010 Wizards of the Coast LLC. 3/3</p>	<h3>Chain of Vapor</h3> <p>Chain removes any permanent for a single mana and can randomly turn into a Rain of Filth if you happen to have a few pieces of fast mana. That's a very unique and irreplaceable effect. However it comes at a huge huge cost. It's awkward if you have a piece or kenny out and it's a temporary solution to a permanent problem.</p>
 <p>Red Elemental Blast</p> <p>Instant</p> <p>Choose one — • Counter target blue spell. • Destroy target blue permanent. <i>Nothing restrains a burning passion.</i></p> <p>Illustr. Eric Yang © 2010 Wizards of the Coast LLC. 3/3</p>	<h3>Red Elemental Blast</h3> <p>REB and its sibling Pyroblast are both very decent cards in Water heavy metas. Their ceiling is crazy high being modal counter spell or vindicate for a single Water, but at their floor they are either uncastable or do nothing. If you happen to be in a spot where you want to run one and not the other, run REB as we don't care about emptying our hand and that one can't be redirected by Spellskite</p>

5.5 Grinding Cards

This is the stuff that allows us to rebuild after a failed attempt, or set up for a protected kill in the mid game. They generally provide card advantage or filtering.

 <p>Sylvan Library</p> <p>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</p>	<p>Sylvan Library</p> <p>"At the beginning of your draw step, you lose 8 life and draw 2 additional cards" just generically good card advantage and lets us use a resource we have trouble utilizing otherwise. Probably among our better grind engines.</p>
 <p>Dark Confidant</p> <p>Creature – Human Wizard</p> <p>At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.</p>	<p>Dark Confidant</p> <p>AKA Bob. This also allows us to utilize our life total and draws us at least one extra card each turn. Also a good grind engine, but the reveal part can be awkward at times and if we get real unlucky we might lose 14 life in two turns.</p>
 <p>Oakhame Adversary</p> <p>Creature – Elf Warrior</p> <p>This spell costs 2 less to cast if your opponent controls a green permanent. Deathouch</p> <p>Whenever Oakhame Adversary deals combat damage to a player, draw a card.</p> <p>The elves remember every secret path from the days when they ruled the realm</p>	<p>Oakhame Adversary</p> <p>What if I told you there is another version of Bob that didn't suffer from all these issues? Oh and it also blocks Tymna.</p>

 <p>Mystic Remora</p> <p>Cumulative Upkeep: 1 Whenever target opponent successfully casts a non-creature spell, you may draw a card. That player may pay 4 to counter this effect.</p> <p>Illustration by Ken Meyer Jr. © 2010 Wizards of the Coast LLC. All rights reserved.</p>	<p>Mystic Remora</p> <p>The fish as it's often called is not quite as consistent as Library, especially because many experienced players will vehemently demand "<i>no-one feed the fish</i>", but when somebody thinks they can't not feed it, you often get to draw more cards than you can play.</p>
 <p>Ponder</p> <p>Sorcery</p> <p>Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.</p> <p><i>Tomorrow belongs to those who prepare for it today.</i> —Dan Scott</p> <p>Illustration by Steven Saylor © 2010 Wizards of the Coast LLC. All rights reserved.</p>	<p>Ponder</p> <p>Cantrips are great at filtering our draws in the mid-game while they aren't quite as good as tutors they still increase the consistency and flexibility enough to justify them.</p>
 <p>Preordain</p> <p>Sorcery</p> <p>Scry 2, then draw a card. (If scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)</p> <p>Illustration by Steven Saylor © 2010 Wizards of the Coast LLC. All rights reserved.</p>	<p>Preordain</p> <p>Similar to Ponder, but only sees 3 cards. Still great.</p>
 <p>Brainstorm</p> <p>Instant</p> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> <p>Illustration by Steven Saylor © 2010 Wizards of the Coast LLC. All rights reserved.</p>	<p>Brainstorm</p> <p>Brainstorm is a little special. If you have access to a fetchland, tutor or other shuffle effect, it can feel a lot more like Ancestral Recall than a cantrip (especially in a deck with a bunch of "bad" cards), but if you don't it doesn't really filter your draw so much as getting an advance on your draw steps. We are unsure if it is better or worse than Ponder and Preordain, but what we do agree on is that it is worth an include.</p>

 <p>Gitaxian Probe</p> <p>Sorcery</p> <p>(\$ can be paid with either 1 or 2 life.) Look at target player's hand.</p> <p>Draw "My flesh holds no secrets, monster. The spirit of Mirrodin will fight on." Vy Covalt, Mirran resistance</p> <p>© 2010 Wizards of the Coast LLC. 35325</p>	<h3>Gitaxian Probe</h3> <p>Git Probe can be decently useful for spot checking for interaction and drawing the card you tutored to the top of your library with cards like Vampiric Tutor immediately. I'd generally not cycle it for the lulz unless I am semi desperate.</p>
 <p>Ad Nauseam</p> <p>Instant</p> <p>Reveal the top card of your library and put that card into your hand. You may pay 1 life to convert mana cost. You may repeat this process any number of times.</p> <p>When the task spilled over into undeath, he stopped calling it his life's work.</p> <p>© 2010 Wizards of the Coast, Inc. 35320</p>	<h3>Ad Nauseam</h3> <p>If you are running a crazy lean version Ad Naus isn't a crazy card to play. An endstep Naus is pretty much always a kill. But this deck has a hard to powering it out. I'd encourage you to experiment with it depending on your specifics of your context, but at 5 mana it's a real investment and a counter can set you too far back on tempo to recover.</p>
 <p>Rhystic Study</p> <p>Enchantment</p> <p>Whenever an opponent plays a spell, you may draw a card unless that player pays 1.</p> <p>Friends teach what you want to know. Enemies teach what you need to know.</p> <p>Blue - Iricle Nubia</p> <p>© 2010 Wizards of the Coast, Inc. 35322</p>	<h3>Rhystic Study</h3> <p>This is a real staple grind engine. However 3 mana is quite a lot, so it's more of a card for people who want to play the deck slower rather than just racing.</p>
 <p>Azra Oddsmaker</p> <p>Creature — Azra Warrior</p> <p>At the beginning of combat on your turn, you may discard a card. If you do, choose a creature. Whenever that creature deals combat damage to a player this turn, you draw two cards.</p> <p>"I never give odds on my own fights. Unless, of course, you want to bet against me..."</p> <p>© 2010 Wizards of the Coast, Inc. 35324</p>	<h3>Azra Oddsmaker</h3> <p>While Azra is a bit more expensive than the other grind engines, seeing two cards is fantastic and discarding one is actually kind of upside, too, since we have some cards we actually want to discard. A 3/3 is a relevant statline, too, while Tymna and Pyroclasm see play.</p>

5.6 Mana

The stuff that actually allows us to cast our spells.



Rainbow lands

Is there any better fixing than an untapped Rainbowland? No. That's why we play all versions of this. Yes, even [Tarnished Citadel](#). Colour screw is so much worse than a Bolt to the face. Don't be greedy, play them all.



Fetches

We play all ten fetches. Each of them is able to find any colour meaning they are awesome fixing.



Duals

To give our fetches something to fetch nothing works better than the $\alpha\beta$ UR duals. We notably do not play [Plateau](#) because we are relatively light on both α and β . We'd much rather have [Badlands](#) and [Savannah](#) than a [Plateau](#) since the latter one doesn't cast that many spells in our deck.



Shocks

Turns out in our deck [Bayou](#) and [Tropical Island](#) are so good, we are happy to run backups for them that **shock** us in the face.



Mana Crypt

This is arguably the most busted card in EDH. While we don't have a ton to do with the colourless mana, it allows us to play ahead on curve on the crucial first three turns.



Sol Ring

While this might look a lot like mana crypt it means that we have to give up access to a coloured mana on the turn we cast it. This means that it often turns out to be very awkward to fit into a curve, which means we sometimes don't end up casting it until turns 3 to 4.



Moxen

[Mox Diamond](#) and [Chrome Mox](#) allow us to fix us and get access to more coloured mana ahead of curve this is incredibly strong and more than worth the card disadvantage.

 <p>Carpet of Flowers</p> <p>This card regularly produces 2-4 mana, fixes your colours and pays for itself if you cast it in main phase 1 (go to main two and the carpet triggers). Carpet doesn't only look like a Monet painting it's as least as valuable as one in a cEDH deck.</p>	
 <p>Birds of Paradise</p> <p>The BoP (do not confuse with the homophone Bob) both ramps us and fixes our mana. We give up our turn one play and instead potentially do it on two with better mana and more options, amazing card.</p>	
 <p>Deathrite Shaman</p> <p>In a format with as many fetches as this one DRS is a BoP that is easier to cast while also offering some random utility. With a DRS out trying to reanimate Razaketh is really awkward and it means that if somebody else has graveyard hate, you actually have a chance at stopping Shuffle or Gitrog while comboing.</p>	
 <p>Noble Hierarch</p> <p>Another mana dork that fixes us for multiple colours and has random upside. You'd be crazy not to play it.</p>	

 <p>Avacyn's Pilgrim</p> <p>Creature — Human Monk</p> <p>E: Add \diamond to your mana pool. “Avacyn’s protection is everywhere. From the holy church to the sacred glade, all that we see is under her blessed watch.”</p> <p>118/248 C MTG-1ED © 2017 Wizards of the Coast</p>	<h3>Avacyn's Pilgrim</h3> <p>While being worse than Noble in the sense that it only fixes us for a single colour, one mana acceleration that is also fixing is way too good not to play it.</p>
 <p>Llanowar Elves</p> <p>Creature — Elf Druid</p> <p>E: Add \diamond. As patient and generous as life, as harsh and merciless as nature.</p> <p>046/500 C MTG-1ED © 2018 Wizards of the Coast</p>	<h3>Llanowar Elves</h3> <p>This little fella doesn't fix our colours, but it still ramps us for coloured mana at the low cost of \diamond. While it's nothing super exciting it's more than good enough to play the full three copies.</p>
 <p>Dockside Extortionist</p> <p>Creature — Goblin Pirate</p> <p>When Dockside Extortionist enters the battlefield, create X Treasure tokens, where X is the number of lands you control and each token has “Sacrifice this artifact: Add one mana of any color.” “A small price to keep such pretty things safe!”</p> <p>124/214 R MTG-1ED © 2018 Wizards of the Coast</p>	<h3>Dockside Extortionist</h3> <p>Speaking about something exciting: How about a ritual that regularly produces 6-7 mana that don't float away, are in any combination of colours and randomly combos with other stuff we play already. Dockside is dumb people, play it in anything red.</p>
 <p>Nurturing Peatland</p> <p>Land</p> <p>E: Pay 1 life: Add \diamond or \diamond. 1, E: Sacrifice Nurturing Peatland: Draw a card. New life is born within its shadows.</p> <p>143/214 R MTG-1ED © 2018 Wizards of the Coast</p>	<h3>Horizon Lands</h3> <p>Horizon Lands are great. They give us an insurance policy against flood for the low low turn-ly payment of one life. They also have fringe value in that we can sometimes use them to draw a card from our Memories Journey or a top deck tutor immediately. Since \diamond is our most important colour we play both Nurturing Peatland and Waterlogged Grove.</p>

5.7 Notable Exclusions

 <p>Gamble</p> <p>Sorcery</p> <p>Search your library for a card, put that card into your hand, discard a card at random, then shuffle your library.</p> <p>"STUFF AND SUNDRIES AND MUNITIONS!" —Breches, gunner of the Belligerent</p> <p>132/254 • EVERGREEN</p>	<p>Gamble</p> <p>Gamble is strong when you only need a single specific card and tend to have a full grip (think Najeela), we tend to be low on cards and often have cards in hand we do not want to discard since many of our combos consist of two cards you assemble in hand.</p>
 <p>Necromancy</p> <p>Enchantment</p> <p>You may choose to play Necromancy as an instant. If you do, bury it at the end of turn. When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were a creature card, and Necromancy becomes a creature enchantment targeting that creature. If Necromancy leaves play, bury the creature.</p> <p>Illus. Pete Venters</p> <p>133/254 • EVERGREEN</p>	<p>Necromancy</p> <p>While Necromancer is a second way of getting a Hulk trigger, the deck isn't really built to take advantage of it, we don't play Entomb, we don't have a reanimation package etc. <i>PSA: If you play this card, don't trust the printing - the sacrifice happens in the Clean Up step, so you can endstep Necromancy and see the Hulk die that very turn.</i></p>
 <p>Wild Cantor</p> <p>Creature — Human Druid</p> <p>(4) can be paid with either 3 or 3. Sacrifice Wild Cantor: Add one mana of any color to your mana pool. They are the voice of the wild, crying out with nature's fury and bringing forth its primeval might.</p> <p>134/254 • EVERGREEN</p>	<p>Wild Cantor</p> <p>This card means we have two separate, free, instant speed Hulk piles by removing the 💀 requirement of the Seeker Pile, but that is a pretty low priority and a 1 mana Lotus Petal is a really bad card.</p>
 <p>Jace, Wielder of Mysteries</p> <p>Legendary Planeswalker — Jace</p> <p>If you would draw a card while your library has no cards in it, you win the game instead. Target player puts the top two cards of their library into their graveyard. Draw a card. —8: Draw seven cards. Then if your library has no cards in it, you win the game.</p> <p>034/254 • EVERGREEN</p>	<p>Jace, Wielder of Mysteries</p> <p>Jace is better for manual lines than Lab Man, but you need to seriously twist the mana base to cast him (when we tested him we had to cut Peatland, Scrubland and Badlands). Jace + consult is also a 5 mana line that you really need to back up with counter magic, so that kill is more clunky than even Druid + 💀 Kenny activation.</p>

 <p>Aven Mindcensor</p> <p>Creature — Bird Wizard</p> <p>Flash Toughness 3</p> <p>If an opponent would search a library, that player searches the top four cards of that library instead.</p> <p>"The only question we need to ask is how best to fulfill the will of the God-Pharaoh."</p> <p>008/315 • MTG-008 • Eric Deschamps • © & © 2017 Wizards of the Coast</p>	<h3>Aven Mindcensor</h3> <p>The birb is a fantastic tempo piece. Many decks need to remove it before they can win and it cripples many tutor dense decks like Flash decks or Najeela. It's a tad clunky and not very proactive, but sometimes the best offence is a good defence.</p>
 <p>Spell Pierce</p> <p>Instant</p> <p>Counter target noncreature spell unless its controller pays $\text{2}\spadesuit$.</p> <p>"A fool's fire is quickly quenched." —Shaper Kumania</p> <p>088/315 • MTG-008 • DEREK HENDRICKS ALEXANDER • © & © 2017 Wizards of the Coast</p>	<h3>Spell Pierce</h3> <p>It's one mana and hit's most things we care about, but it loses a lot of its power later in the game unless you find yourself in a counter war.</p>
 <p>Mystical Dispute</p> <p>Instant</p> <p>This spell costs $\text{2}\spadesuit$ less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays $\text{3}\clubsuit$.</p> <p>"Poor, lost mage. Your feet are on land, yet you're in over your head, aren't you?"</p> <p>089/315 • MTG-008 • EASTONNA BURKE • © & © 2017 Wizards of the Coast</p>	<h3>Mystical Dispute</h3> <p>Dispute is interesting. Its floor is still a real (but bad) card you can (but don't want to) cast at 3 mana mana leak, but if you find yourself in a very \clubsuit meta, it can outperform Spell Pierce or other conditional 1 mana counters</p>

6 Appendix

6.1 Additional Resources

- [The Oracle Core](#) - A TnT Fish Hulk skeleton.
- [Sickrobot's Shuffle Hulk Primer](#) - one of the better written Hulk primers with a large Gameplay section
- [Chicken](#) - a game-theory perspective on priority bullying and tapping out aggressively
- [the cEDH discord](#) - a great place to chat and test
- [Cockatrice](#) - the best magic platform for magic testing
- [Commander Library](#) - Discords for most commanders
- [the cEDH decklist database](#) - a place where you can find most primers and decklists
- [Frank Karsten's Mana Math](#)
- [Short Article on Hypergeometrics](#)
- [Hypergeometric Calculator](#)

6.2 Our Lists

- [Pathrogas' List](#)
- [Chalky's List](#)