

# KALDHEIM



| Green                       | D  | R  |
|-----------------------------|----|-----------------------------------------------------------------------------------|
| Esika's Chariot             | A- | A+                                                                                |
| Battle Mammoth              | A- | A+                                                                                |
| Vorinclex, Monstrous Raider | B+ | A-                                                                                |
| Tyvar Kell                  | A  | A-                                                                                |
| Elvish Warmaster            | B+ | A-                                                                                |
| Old-Growth Troll            | B+ | B+                                                                                |
| Littjara Glade-Warden       | B  | B+                                                                                |
| Jorn, God of Winter         | B  | B+                                                                                |
| Struggle for Skemfar        | B- | B                                                                                 |
| Spirit of the Aldergard     | B- | B                                                                                 |
| Sarulf's Packmate           | B  | B                                                                                 |
| Rootless Yew                | C+ | B                                                                                 |
| Realmwalker                 | B- | B                                                                                 |
| Boreal Outrider             | B- | B                                                                                 |
| Blizzard Brawl              | B- | B                                                                                 |
| Glittering Frost            | C  | B-                                                                                |
| Esika, God of the Tree      | C+ | B-                                                                                |
| Elven Bow                   | C+ | B-                                                                                |
| Toski, Bearer of Secrets    | B- | C+                                                                                |
| Rune of Might               | B- | C+                                                                                |
| Masked Vandal               | C  | C+                                                                                |
| Kolvori, God of Kinship     | C- | C+                                                                                |
| Icehide Troll               | C+ | C+                                                                                |
| Horizon Seeker              | C+ | C+                                                                                |

|                        |    |    |
|------------------------|----|----|
| Fynn, the Fangbearer   | C+ | C+ |
| Elderleaf Mentor       | C  | C+ |
| Blessing of Frost      | B- | C+ |
| Snakeskin Veil         | C  | C  |
| Sculptor of Winter     | C+ | C  |
| Ravenous Lindwurm      | C  | C  |
| Mammoth Growth         | D+ | C  |
| Guardian Gladewalker   | C- | C  |
| Grizzled Outrider      | C- | C  |
| Path to the World Tree | D  | C- |
| King Harald's Revenge  | D  | D+ |
| Roots of Wisdom        | D  | D  |
| In Search of Greatness | D  | D  |
| Gnottvold Recluse      | D+ | D  |
| Arachnoform            | D  | D  |
| Jaspera Sentinel       | D- | D- |
| Broken Wings           | D  | D- |

| Blue                      | D  | R <sup>▲</sup> |
|---------------------------|----|----------------|
| Alrund, God of the Cosmos | B+ | A              |
| Cyclone Summoner          | B+ | A-             |
| Icebind Pillar            | B  | B+             |
| Graven Lore               | B  | B+             |
| Giant's Amulet            | B- | B+             |
| Cosima, God of the Voyage | B+ | B+             |
| Bind the Monster          | B  | B+             |
| Avalanche Caller          | B+ | B+             |
| Alrund's Epiphany         | B+ | B+             |
| Frost Augur               | B- | B              |
| Cosmos Charger            | B  | B              |
| Frostpyre Arcanist        | C+ | B-             |
| Rune of Flight            | C+ | C+             |
| Pilfering Hawk            | C+ | C+             |
| Orvar, the All-Form       | B- | C+             |
| Mistwalker                | B- | C+             |
| Mists of Littjara         | C  | C+             |
| Inga Rune-Eyes            | C+ | C+             |
| Depart the Realm          | C  | C+             |
| Berg Strider              | B- | C+             |
| Behold the Multiverse     | C+ | C+             |
| Augury Raven              | B- | C+             |
| Saw It Coming             | C  | C              |
| Run Ashore                | C- | C              |

|                         |    |    |
|-------------------------|----|----|
| Reflections of Littjara | C- | C  |
| Mystic Reflection       | C  | C  |
| Littjara Kinseekers     | C  | C  |
| Karfell Harbinger       | C  | C  |
| Glimpse the Cosmos      | C  | C  |
| Draugr Thought-Thief    | C- | C  |
| Frostpeak Yeti          | C- | C- |
| Disdainful Stroke       | D+ | C- |
| Ravenform               | C- | D+ |
| Undersea Invader        | D  | D  |
| Strategic Planning      | D  | D  |
| Icebreaker Kraken       | D  | D  |
| Brinebarrow Intruder    | D+ | D  |
| Ascendant Spirit        | D- | D  |
| Annul                   | F  | F  |

| Red                        | D  | R <sup>▲</sup> |
|----------------------------|----|----------------|
| Goldspan Dragon            | A+ | A+             |
| Toralf, God of Fury        | A- | A              |
| Dragonkin Berserker        | A- | A              |
| Birgi, God of Storytelling | A- | A              |
| Quakebringer               | B+ | A-             |
| Demon Bolt                 | B+ | B+             |
| Calamity Bearer            | B  | B+             |
| Basalt Ravager             | B  | B+             |
| Squash                     | B- | B              |
| Magda, Brazen Outlaw       | B- | B              |
| Frenzied Raider            | B- | B              |
| Doomskar Titan             | B  | B              |
| Tundra Fumarole            | C+ | B-             |
| Provoke the Trolls         | C+ | B-             |
| Frost Bite                 | C+ | B-             |
| Fearless Liberator         | C+ | B-             |
| Dwarven Hammer             | C+ | B-             |
| Tuskeri Firewalker         | C+ | C+             |
| Hagi Mob                   | C  | C+             |
| Dwarven Reinforcements     | C+ | C+             |
| Axgard Cavalry             | C+ | C+             |
| Arni Brokenbrow            | B- | C+             |
| Crush the Weak             | C- | C              |
| Craven Hulk                | C  | C              |

|                       |    |    |
|-----------------------|----|----|
| Cinderheart Giant     | C- | C  |
| Breakneck Berserker   | C- | C  |
| Tormentor's Helm      | C- | C- |
| Vault Robber          | D+ | D+ |
| Rune of Speed         | C- | D+ |
| Immersturm Raider     | C- | D+ |
| Fearless Pup          | C- | D+ |
| Seize the Spoils      | D+ | D  |
| Run Amok              | D+ | D  |
| Shackles of Treachery | D- | D- |
| Dual Strike           | D  | D- |
| Tibalt's Trickery     | F  | F  |
| Smashing Success      | F  | F  |
| Reckless Crew         | F  | F  |
| Open the Omenpaths    | F  | F  |



| Black                      | D  | R <sup>▲</sup> |
|----------------------------|----|----------------|
| Valki, God of Lies         | A+ | A+             |
| Blood on the Snow          | A+ | A+             |
| Eradicator Valkyrie        | A  | A              |
| Draugr Necromancer         | A  | A              |
| Tergrid's Shadow           | B+ | A-             |
| Poison the Cup             | A- | A-             |
| Crippling Fear             | B+ | A-             |
| Burning-Rune Demon         | A  | A-             |
| Varragoth, Bloodsky Sire   | B+ | B+             |
| Feed the Serpent           | B+ | B+             |
| Weigh Down                 | B- | B              |
| Rise of the Dread Marn     | C+ | B              |
| Draugr's Helm              | B- | B              |
| Bloodsky Berserker         | B  | B              |
| Withercrown                | C+ | B-             |
| Vengeful Reaper            | B- | B-             |
| Skemfar Shadowsage         | C+ | B-             |
| Skemfar Avenger            | B+ | B-             |
| Haunting Voyage            | B  | B-             |
| Dream Devourer             | B- | B-             |
| Skull Raid                 | C  | C+             |
| Raise the Draugr           | C  | C+             |
| Priest of the Haunted Edge | C+ | C+             |
| Jarl of the Forsaken       | C+ | C+             |

|                        |    |    |
|------------------------|----|----|
| Infernal Pet           | C+ | C+ |
| Elderfang Disciple     | C+ | C+ |
| Tergrid, God of Fright | C  | C  |
| Rune of Mortality      | C+ | C  |
| Koma's Faithful        | C  | C  |
| Karfell Kennel-Master  | C+ | C  |
| Hailstorm Valkyrie     | C  | C  |
| Grim Draugr            | C- | C  |
| Egon, God of Death     | B- | C  |
| Dread Rider            | C- | C  |
| Draugr Recruiter       | C- | C  |
| Dogged Pursuit         | C- | C  |
| Deathknell Berserker   | C  | C  |
| Village Rites          | C- | C- |
| Return Upon the Tide   | D  | D  |
| Demonic Gifts          | D+ | D  |
| Duskwielder            | F  | F  |

| White                                      | D  | R <sup>▲</sup> |
|--------------------------------------------|----|----------------|
| <a href="#">Starnheim Unleashed</a>        | S  | S              |
| <a href="#">Halvar, God of Battle</a>      | A+ | A+             |
| <a href="#">Doomskar</a>                   | A+ | A+             |
| <a href="#">Glorious Protector</a>         | A  | A-             |
| <a href="#">Sigrid, God-Favored</a>        | B+ | B+             |
| <a href="#">Righteous Valkyrie</a>         | B+ | B+             |
| <a href="#">Resplendent Marshal</a>        | A- | B+             |
| <a href="#">Reidane, God of the Worthy</a> | A- | B+             |
| <a href="#">Bound in Gold</a>              | B  | B+             |
| <a href="#">Valkyrie's Sword</a>           | B- | B              |
| <a href="#">Rally the Ranks</a>            | B+ | B              |
| <a href="#">Iron Verdict</a>               | B- | B              |
| <a href="#">Clarion Spirit</a>             | B  | B              |
| <a href="#">Usher of the Fallen</a>        | B  | B-             |
| <a href="#">Shepherd of the Cosmos</a>     | C+ | C+             |
| <a href="#">Runeforge Champion</a>         | B- | C+             |
| <a href="#">Goldmaw Champion</a>           | C+ | C+             |
| <a href="#">Asgard Braggart</a>            | C+ | C+             |
| <a href="#">Story Seeker</a>               | C  | C              |
| <a href="#">Starnheim Courser</a>          | C  | C              |
| <a href="#">Stalwart Valkyrie</a>          | C+ | C              |
| <a href="#">Spectral Steel</a>             | C- | C              |
| <a href="#">Rune of Sustenance</a>         | B- | C              |
| <a href="#">Doomskar Oracle</a>            | C  | C              |
| <a href="#">Beskir Shieldmate</a>          | C  | C              |
| <a href="#">Battershield Warrior</a>       | C  | C              |
| <a href="#">Valor of the Worthy</a>        | C- | C-             |
| <a href="#">Master Skald</a>               | C- | C-             |

|                                     |    |    |
|-------------------------------------|----|----|
| <a href="#">Kaya's Onslaught</a>    | C- | C- |
| <a href="#">Gods' Hall Guardian</a> | D+ | C- |
| <a href="#">Divine Gambit</a>       | D+ | D+ |
| <a href="#">Wings of the Cosmos</a> | D  | D  |
| <a href="#">Warhorn Blast</a>       | D  | D  |
| <a href="#">Giant Ox</a>            | D+ | D  |
| <a href="#">Codespell Cleric</a>    | D+ | D  |
| <a href="#">Battlefield Raptor</a>  | D  | D- |
| <a href="#">Search for Glory</a>    | D- | F  |
| <a href="#">Revitalize</a>          | F  | F  |
| <a href="#">Invoke the Divine</a>   | F  | F  |

| Multicolored              | D  | R <sup>▲</sup> |
|---------------------------|----|----------------|
| Koma, Cosmos Serpent      | S  | S              |
| Kaya the Inexorable       | S  | S              |
| Immersturm Predator       | A+ | A              |
| Firja's Retribution       | A  | A              |
| Battle of Frost and Fire  | A  | A              |
| Niko Aris                 | A  | A              |
| Maja, Bretagard Protector | A- | A-             |
| Binding the Old Gods      | A- | A-             |
| The Bears of Littjara     | B  | A-             |
| Narfi, Betrayer King      | A- | A-             |
| Kardur, Doomscourge       | B+ | B+             |
| Fall of the Impostor      | B  | B+             |
| Moritte of the Frost      | B  | B+             |
| Sarulf, Realm Eater       | B+ | B+             |
| Showdown of the Skalds    | B+ | B+             |
| Svella, Ice Shaper        | B+ | B+             |
| Vega, the Watcher         | B+ | B+             |
| Kardur's Vicious Return   | B  | B              |
| Firja, Judge of Valor     | B- | B              |
| The Bloodsky Massacre     | B  | B              |
| The Trickster-God's Heist | A- | B              |
| Waking the Trolls         | C- | B              |
| Koll, the Forgemaster     | B- | B-             |
| Battle for Bretagard      | B- | B-             |
| Arni Slays the Troll      | B  | B-             |

|                           |    |    |
|---------------------------|----|----|
| Aegar, the Freezing Flame | B- | B- |
| The Raven's Warning       | C  | B- |
| Harald Unites the Elves   | B- | C+ |
| Harald, King of Skemfar   | B- | C+ |
| King Narfi's Betrayal     | C+ | C  |
| Invasion of the Giants    | C  | C- |
| Ascent of the Worthy      | D+ | D+ |
| Niko Defies Destiny       | D  | D+ |
| The Three Seasons         | D+ | D  |
| Forging the Tyrite Sword  | D  | D- |

| Artifacts           | D  | R ▲ |
|---------------------|----|-----|
| Maskwood Nexus      | C  | B   |
| Runed Crown         | B  | B-  |
| Cosmos Elixir       | C- | B-  |
| Replicating Ring    | C- | C+  |
| Raiders' Karve      | C- | C+  |
| Bloodline Pretender | C+ | C+  |
| Scorn Effigy        | C- | C   |
| Raven Wings         | C- | C-  |
| Goldvein Pick       | C  | C-  |
| Funeral Longboat    | D+ | D+  |
| Colossal Plow       | F  | D   |
| Pyre of Heroes      | D- | D-  |
| Weathered Runestone | F  | F   |

| Lands                   | D  | R ▲ |
|-------------------------|----|-----|
| Great Hall of Starnheim | B  | B   |
| Port of Karfell         | B  | B   |
| Gnottvold Slumbermound  | B- | B-  |
| Gates of Istfell        | B- | B-  |
| Bretagard Stronghold    | B  | B-  |
| Alpine Meadow           | B- | B-  |
| Littjara Mirrorlake     | B- | B-  |
| Rimewood Falls          | B- | B-  |
| Shimmerdrift Vale       | B- | B-  |
| Skemfar Elderhall       | B- | B-  |
| Glacial Floodplain      | C+ | C+  |
| Axgard Armory           | C+ | C+  |
| Arctic Treeline         | C+ | C+  |
| Highland Forest         | C+ | C+  |
| Ice Tunnel              | C+ | C+  |
| Snowfield Sinkhole      | C+ | C+  |
| Sulfurous Mire          | C+ | C+  |

|                       |    |    |
|-----------------------|----|----|
| Surtland Frostpyre    | C+ | C+ |
| Tyrite Sanctum        | C  | C+ |
| Volatile Fjord        | C+ | C+ |
| Woodland Chasm        | C+ | C+ |
| The World Tree        | C+ | C+ |
| Snow-Covered Island   | C+ | C+ |
| Snow-Covered Forest   | C+ | C+ |
| Faceless Haven        | C- | C  |
| Snow-Covered Swamp    | C  | C  |
| Immersturm Skullcairn | C+ | C- |
| Snow-Covered Mountain | C- | C- |
| Snow-Covered Plains   | D+ | D+ |



• Wings of the Cosmos

• Revitalize

• Invoke the Divine

• Iron Verdict

• Kaya's Onslaught

• Sigrid, God-Favored

• Glorious Protector

• Warhorn Blast

• Annul

• Brinebarrow Intruder

• Depart the Realm

• Disdainful Stroke

• Mists of Littjara

• Mystic Reflection

• Saw It Coming

• Behold the Multiverse

• Cosmos Charger

• Graven Lore

• Run Ashore

• Undersea Invader

• Village Rites

• Demonic Gifts

• Raise the Draugr

• Poison the Cup

• Rise of the Dread Marn

• Feed the Serpent

• Jarl of the Forsaken

• Tergrid's Shadow

• Frost Bire

• Dual Strike

• Run Amok

• Tibalt's Trickery

• Demon Bolt

• Open the Omenpaths

• Provoke the Trolls

• Smashing Success

• Squash

• Snakeskin Veil

• Broken Wings

• Mammoth Growth

# Généralités

# Généralités

- Pas si orienté tribal que ça
  - Plutôt orienté vers les meilleures uncors / splashing / synergies
- **Splasher** n'a jamais été aussi important que ici, dans des bombes (notamment vertes => les uncors XG sont bonnes)
- Très orienté par ses uncors
- **Bleu** = meilleure couleur = meilleures communes
- **Peu de CCM2 corrects** mais attention à Foretell trop ce qui laisse ouvert au CCM2 adverses agressifs



- Format assez **lent**
- Artéfacts pas bons
- DFC Lands = moins bien que les **snow-lands** (sauf si deck agressif)
- Snow-(bi)lands = meilleurs fixeurs du set
  - La meilleure est la Simic
- **Terrains uncos sacrificable** = corrects
  - Dans la couleur principale si possible

- Les snow-lands sont à drafter !!
  - Il y en a 1 par booster (1 ou 2 couleur(s))
    - Si pick tôt on doit se dire que un autre joueur est peut-être sur l'archétype
- Les archétypes **aggro** (à base de rouge surtout) sont souvent **ouvert** car les gens pickent haut Snow et des archétypes lents / Foretell
- Cartes avec beaucoup de texte donc format profond et difficile
  - Possibilité de drafter différemment avec les mêmes bicolorités

- 4 cartes-clefs par bicolorité (« golds »)
  - 1 saga rare
  - 1 saga unco
  - 1 créature unco
  - 1 land sacrificable pour effet
- Possibilité de jouer en bi-color, tri-color voir plus si on a des fixeurs (snow-bilands ++) et surtout en archétype Snow (jusqu'à 5C Goodstuff)



# Scellé

- BO1 ou BO3 ?
  - Le BO1 est mieux pour faire Jour 2 (Open Arena)
- Plus lent d'un tour que le draft
  - Puissance > Synergie
- cf. « Généralités Limité → Scellé »
- Le vert est le meilleure couleur du scellé car fixeurs +++
  - On débute par isoler les bombes (uncos puis rares) et les fixeurs

# Les mécaniques

- **BOAST**

- Decks aggro (+/-) et beatdown (faible valeur défensive)
- Rend les tricks et removals intéressants (pour survie créature)
  - Surtout que l'adversaire aura tendance à plus bloquer pour tuer notre bête

- **FORETELL**

- Permet d'utiliser efficacement son mana
- Supporte d'autre archétypes (2 sorts par tour)
- On joue donc moins de CCM2
- À jouer en dernier pendant notre tour

- SNOW

- Drafter les basic-lands et bilands (6 à 9 dans deck)
  - Vert > Bleu > Noir > Rouge >> Blanc
  - Si pas de Isnow-land pick 10 = pris ailleurs
- Ainsi qu'un maximum de cartes snow dans nos couleurs
- Supporte mal 2 joueurs à la table

- CHANGELING

- Ne compte par pour SNOW
- Ne compte que pour un type en trigger

- SAGAS

- Puissance !!!

- DFC

- Surtout des rares

Les couleurs

# Le vert

- Mêlé plusieurs thèmes
- Tricks intéressants
- Bons fixing → sera pas mal splashé
- Basé ++ sur ses bonnes uncors
- Pire couleur du set → sera facilement open
- Meilleure couleur pour Snow



# Meilleures communes



- permet de piocher le land n°3 si que 2 en main de départ
- bonnes stats



- excellent enabler pour archétype Snow



- permet de bien staller le board
- capacité dissuasive
- le rend quasi-imblocable

# Meilleures uncos



- booste les créature de curve
- peux suffir tout seul à gagner
- se curve bien

- proche de la carte précédente (oversize en fin de partie)
- changelin donc peut rentrer dans plusieurs stratégies

- peu cher pour un removal
- peu tuer une créature identique à la notre ou avec le deathtouch ou avec de plus d'endurance

# Le bleu

- La meilleure couleur du set
  - Meilleures communes
- Attention au piège de l'Ascendant Spirit
- Bons removals (contrairement aux précédents sets) / tempo cards
- Bons bloqueurs et capacités d'évasion
- Deuxième couleur pour bons CCM 2&3
- Important de pick 3 ou 4 Snow-lands
- Sera sur-drafté ++





# Meilleures communes



- stats honnêtes
- met la pression dès tour 3 parfois
- jouable si bloqué à 2 lands

- (-permanent neigeux !
- permet de jeter les terrains en late game)

- plaçable en tours vides par le Foretell
- permet d'assurer la pioche de ses terrains

# Meilleures uncos



- gère les menaces pour 1 mana neigeux
- anti-bête qui se déplace

- 4/4 est un bon ratio
- ne se prennent pas les removals
- terrains animables par lots
- bloque les decks aggro

- (-piocheur à un mana dans les decks Snow)
- au final peu récompensant ; bloque mal

# Le rouge

- Burn-spells puissants
- Bonne qualité de communes
  - Ok dans plusieurs style de jeux différents
- Archétype lent « BOAST »
  - Moteur à value
- Archétype rapide = créatures célérité
  - Puis finit avec volantes / burns
  - Boros = value faite en jouant 2 sorts par tour / Foretell
- Attention au piège des géants (peu)
  - Donc jouer Izzet ou Gruul avec Changelins



# Meilleures communes



-permet de bien séquencer ses plays

-gère 40% des créatures du format si 2D  
-gère 68% des créatures du format si 3D

-gère la majorité des créatures du format  
-peu de géants (8 communes & uncos)

# Meilleures uncors



- inflige au moins un dégât
- à partir de 2D fera souvent du 2 pour 1



- gère 40% des créatures du format



- ratio correct pour un CCM2
- archétype Boast ++



# Le noir

- Couleur de support ++
- Beaucoup d'éléments et synergies
  - 2 sorts/T = BW (pour le Foretell)
  - Snow (Golgari / Dimir)
  - Boast (RB)
  - Decks tribaux (elfes / berserkers)
- Excellents removals ++
- Bonne couleur pour commencer à pick car splashable
- Rarement couleur principale car beaucoup pické

# Meilleures communes



- removal inconditionnel
- sera bon dans tout deck noir
- permet de ne pas récupérer une bête au cimetière plus tard ou de l'exiler pour un effet

- offre de bons tempo-play
- profite de la meule par l'adversaire
- CCM1

- c'est un permanent neigeux !
- bloque aggro
- plus tard sert de removal
- exile => idem carte n°1

# Meilleures uncos



-removal inconditionnel  
-scry pour trouver nos  
meilleures cartes



-possible ETB tour 3



-4/4 menace pour CCM5  
-réutilisable après trade  
pour late game

# Le blanc

- Outils puissants pour decks beatdown
  - Couleur la plus agressive du set
  - Pick des CCM2 non Foretell peut permettre de grinder l'adversaire par notre rapidité
- Beaucoup de communes BOAST
  - Favorise l'agresseur
- BW semble l'association la plus puissante (lente, dépendante des uncos)
- Synergies avec auras/équipements
- Niveau des communes moyen
  - Donc puissance de la couleur définie par ses uncos
- Couleur la moins neigeuse



# Meilleures communes



- on peut enchanter les terrains qui attaquent
- la cible ne sert plus à rien !



- nos créats blanches meurent en trade de toute façon



- (-le Foretell permet de ne payer que 1 mana blanc détapé ; tue quasiment toute les créatures du format)
- trop prévisible, pas d'archétype blanc control bon

# Meilleures uncos



- bien en BW
- stats correctes
- génère des créatures avec de l'évasion
- l'adversaire voudra gérer les volantes en priorité

- effet dissuasif au block

- drop 2
- Foretell tour 3 qui récupère notre drop 2 qui a trade



**Les sous-estimées**

1

2 3

4

5

6

7



- 1) à l'aise dans tous les formats aggro
- 2) super bloqueur au sol
- 3) plus on la joue tard mieux c'est (tour 5-6)
- 4) c'est un géant pas cher / une volante azorius
- 5) peut péter des terrains neigeux
- 6) effet qui marche toujours en limité
- 7) cycle de terrains +++



Les sur-estimés







# Les archétypes

# Azorius = Foretell / Flying



- Le support de Foretell rend l'archétype fort
- Removals blancs mais aussi gestion bleue
- Archétype plutôt lent
- Bonnes communes (volantes ++)
- Bonnes volantes et bons bloqueurs au sol



## Important Uncommons

**Clarion Spirit** 1



**Creature — Spirit**

Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying.

*To the living, the horn sounds faint and mournful, but to the spirits of Istfell, it is a thunderous call that must be obeyed.*

2/2

006/285 U  
KHM • EN • ANASTASIA OUCHENIKOVA

**Inga Rune-Eyes** 3



**Legendary Creature — Human Wizard**

When Inga Rune-Eyes enters the battlefield, scry 3.

When Inga Rune-Eyes dies, draw three cards if three or more creatures died this turn.

*Every path ever charted by an Omenseeker is etched into her eyes.*

3/3

064/285 U  
KHM • EN • BRIAN SELL

**Rune of Sustenance** 1



**Enchantment — Aura Rune**

Enchant permanent

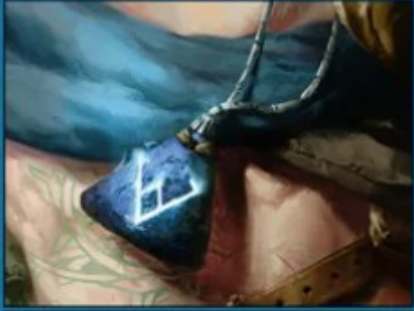
When Rune of Sustenance enters the battlefield, draw a card.

As long as enchanted permanent is a creature, it has lifelink.

As long as enchanted permanent is an Equipment, it has "Equipped creature has lifelink."

025/285 U  
KHM • EN • YEONG-HAO RAN

**Rune of Flight** 1



**Enchantment — Aura Rune**

Enchant permanent

When Rune of Flight enters the battlefield, draw a card.

As long as enchanted permanent is a creature, it has flying.

As long as enchanted permanent is an Equipment, it has "Equipped creature has flying."

075/285 U  
KHM • EN • YEONG-HAO RAN

**Kaya's Onslaught** 2



**Instant**

Target creature gets +1/+1 and gains double strike until end of turn.

Foretell \* (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

*"Your trail ends here."*

018/285 U Story Spotlight  
KHM • EN • DAARREN

**Saw It Coming** 1



**Instant**

Counter target spell.

Foretell 1 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

*"How predictable."*

076/285 U  
KHM • EN • RANDY VARGAS



## Important Commons



# Ozrhov = Ange / 2 sorts par tour



- « Jouer deux sorts par tour »
  - // Foretell du blanc
  - Archétype plus lent du blanc
  - Bon pay-off uncocs
- Moins de CA que Azorius mais meilleures removals
- 2 stratégies : aggro ou anges/value avec petits CCM



## Best Uncommons



## Best Commons



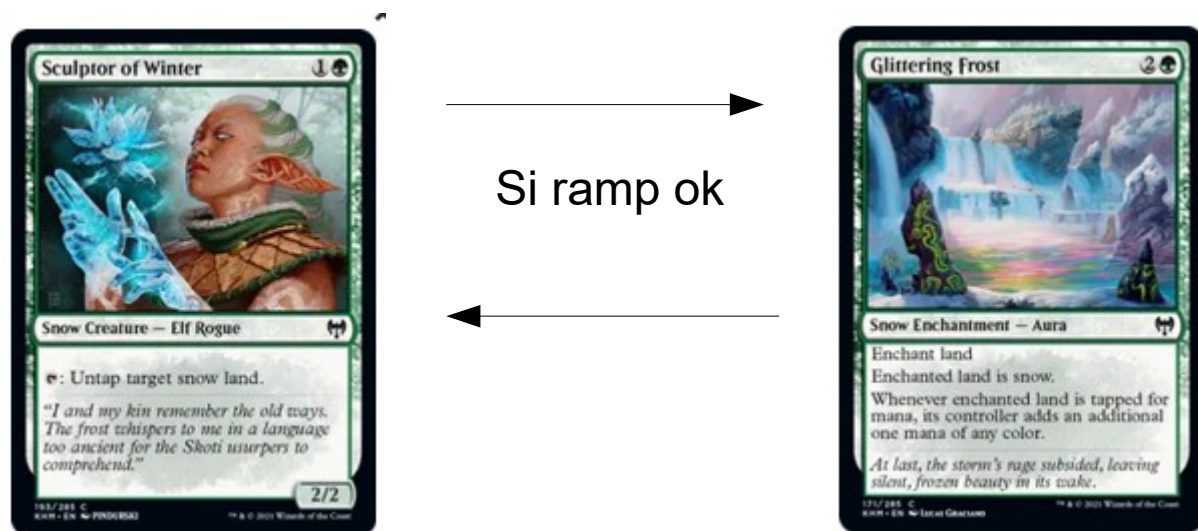


# Simic = Snow-Ramp / Changelins



- Fixeurs solides en vert
- Peu de pay-off corrects en communes/uncos → on risque de ramper dans...rien !
  - Donc à pick avant enablers
- Draw + évacion (avec tricks/boosts du vert)
- Bonnes uncos pour splasher un deck XU en XUG

- L'archétype Changelin sera vraiment sur pick de bonnes uncos/rares synergiques
  - Dans decks tribal par exemple
  - Bon lien sur deck à cheval sur deux archétypes (clercs/anges en BW, elfes/berserkers en GB)
- Deck **5-colors-Simic-Snow** possible avec bilands dans bombes





## Important Uncommons





## Important Commons



# Boros = Boast / Equipments & Auras



- Value faite en jouant 2 sorts par tour / Foretell
  - Blanc ++
- Synergie BOAST = Go-Wide = aggression
- Met facilement la pression contre les decks voulant Foretell tour 2
- Basé sur auras donc attention car sensible aux removals
- Beaucoup basé sur rares et uncos

- En deuxième partie de saison excellent car encore sous-drafté
- Possiblement deux drafteurs à la table sans poser de soucis
- Plusieurs plans de jeu possibles





## Important Uncommons





## Important Commons



# Selesnya = Go-Wide / Tokens



- On met plein de board et on met des marqueurs +1/+1 au final
- Sensible aux board-swipers
- Efficace contre les decks qui Foretell trop (pas de CCM2)
- Golds pas si bonnes => aggro pas ouf dans cette extension ; dépend de bonnes rares



## Important Uncommons



## Important Commons





# Dimir = Snow / Self-mill / Zombies



- Possibilité de jouer un deck Snow (mais moins bien que Simic)
- Rare possibilité de croiser avec du vert pour un Sultaï Snow
- Archétype Control +/- sous-thème Snow
- (-) Archétype de rares

## Important Uncommons





## Important Commons



# Izzet = Giants / Wizards



- Meilleure combinaison d'association au rouge
- Seulement 8 géants dans les communes/uncos → changelins +++
- Control plus que tempo
- Certaines cartes mono-color sont jouables ailleurs
- Peu de bonnes créatures communes ; privilégier les CCM bas en attendant les bombes et utiliser removals



## Important Uncommons





## Important Commons





# Rakdos = Berserker / Sacrifice



- Stratégie Go-Wide → on bourre sans se soucier de la mort
- Meilleure combinaison de removals
- Bons CCM2 améliorés par artéfacts/enchants/tricks
- Meilleur archétype aggro ; faible valeur défensive du Boast



## Important Uncommons



Combo !





## Important Commons



Combo !



# Golgari = Elfes / Graveyard



- Solides removals
- Possibilité de jouer un deck Snow (moins bien que Simic) : possible en Sultaï Good-stuff
- Elfes : nécessité de trouver des elfes pay-off rares / uncos => pas si bon que ça comme archétype même si tentant
- Rare possibilité de gagner aux marqueurs poison

- Possible thématique Reanimator
  - // Gold auto-meule



## Important Uncommons

**Fynn, the Fangbearer** 1



**Legendary Creature — Human Warrior**

**Deathtouch**  
Whenever a creature you control with deathtouch deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.)

"Come, Koma, and reclaim what you lost! Or does the great serpent fear a rematch?"

170/285 U  
KHM • EN • Lee Scharon

**Vengeful Reaper** 3



**Creature — Angel Cleric**

Flying, deathtouch, haste

Foretell 1 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

"Starnheim is closed to you, coward."

116/285 U  
KHM • EN • Brett Christian

**Litjara Glade-Warden** 3



**Creature — Shapeshifter**

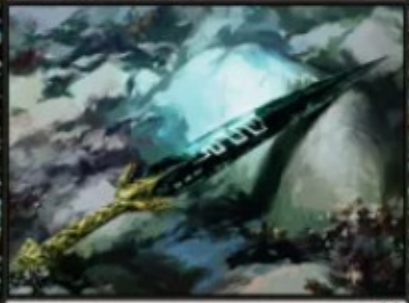
Changeling (This card is every creature type.)

2, Exile a creature card from your graveyard: Put two +1/+1 counters on target creature. Activate this ability only any time you could cast a sorcery.

In every tree, a restless spirit.

182/285 U  
KHM • EN • Derickson Alexander

**Rune of Mortality** 1



**Enchantment — Aura Rune**

Enchant permanent

When Rune of Mortality enters the battlefield, draw a card.

As long as enchanted permanent is a creature, it has deathtouch.

As long as enchanted permanent is an Equipment, it has "Equipped creature has deathtouch."

106/285 U  
KHM • EN • Yoon-Hao Rye

**Rune of Might** 1



**Enchantment — Aura Rune**

Enchant permanent

When Rune of Might enters the battlefield, draw a card.

As long as enchanted permanent is a creature, it gets +1/+1 and has trample.

As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

191/285 U  
KHM • EN • Yoon-Hao Rye

**Poison the Cup** 1



**Instant**

Destroy target creature. If this spell was foretold, scry 2.

Foretell 1 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

Dark schemes cut down what armies cannot.

103/285 U  
KHM • EN • Colin Butler



## Important Commons

**Karfell Kennel-Master** 4



Creature — Zombie Berserker

When Karfell Kennel-Master enters the battlefield, up to two target creatures each get +1/+0 and gain indestructible until end of turn. (Damage and effects that say “destroy” don’t destroy them.)

*Trapped in a realm of dead flesh and scarce hunting, the ravenous wolves of Karfell follow the Dread Morn to warm game.*

4/4

181/285 C  
KHM • EN • Jacek Barty

**Elderleaf Mentor** 3



Creature — Elf Warrior

When Elderleaf Mentor enters the battlefield, create a 1/1 green Elf Warrior creature token.

*“Our ancestors grew complacent in their divinity, allowing their lessers to topple them. Never again.”*

3/2

185/285 C  
KHM • EN • Jacek Barty

**Draugr Recruiter** 3



Creature — Zombie Cleric

Boast — 3: Return target creature card from your graveyard to your hand. (Activate this ability only if this creature attacked this turn and only once each turn.)

*“You cannot stand against us, but when you fall, you will stand with us!”*

3/3

187/285 C  
KHM • EN • Colin Butler

**Sarulf’s Packmate** 3



Creature — Wolf

When Sarulf’s Packmate enters the battlefield, draw a card.

Foretell 1: (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

3/3

192/285 C  
KHM • EN • Jacek Barty

**Raise the Draugr** 1



Instant

Choose one —

- Return target creature card from your graveyard to your hand.
- Return two target creature cards that share a creature type from your graveyard to your hand.

*“King Narfi calls. We go to war!”*

1/1

195/285 C  
KHM • EN • Jacek Barty

**Feed the Serpent** 2



Instant

Exile target creature or planeswalker.

*He spent the final moments of his existence tumbling down the length of the serpent’s jaws, driven mad by the magnitude of the Cosmos.*

2/2

198/285 C  
KHM • EN • Nicholas Gregory

# Gruul = Trolls / Ramp / Neigeux



- Bons CCM 4 et 5 du vert
- Buffs et tricks utiles pour stomper
- Deuxième meilleure association du rouge
  - Grosses créatures que le rouge n'a que peu → splash ?
- Deck good-stuff si on a de bonnes rares, et potentiellement dans toutes les couleurs



- Possibilité de jouer Gruul neigeux avec Ramp / Troll / casse-lands
  - C'est bien de casser les terrains neigeux !

## Important Uncommons

**Rootless Yew** 3



**Creature — Treefolk**

When Rootless Yew dies, search your library for a creature card with power or toughness 6 or greater, reveal it, put it into your hand, then shuffle your library.

*"We are bound to wander this forest forever. Sometimes I think it wanders with us."*  
—Ogni, Kannah scout

5/4

189/285 U  
KHM • EN • NICHOLAS GREGORY

**Crush the Weak** 2



**Sorcery**

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell 2 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

128/285 U  
KHM • EN • LUCAS GRACIANO

**Littjara Glade-Warden** 3



**Creature — Shapeshifter**

Changeling (This card is every creature type.)

2, Exile a creature card from your graveyard: Put two +1/+1 counters on target creature. Activate this ability only any time you could cast a sorcery.

*In every tree, a restless spirit.*

3/3

183/285 U  
KHM • EN • DERRICKSON ALEXANDER

**Rune of Might** 1



**Enchantment — Aura Rune**

Enchant permanent

When Rune of Might enters the battlefield, draw a card.

As long as enchanted permanent is a creature, it gets +1/+1 and has trample.

As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

191/285 U  
KHM • EN • YOUNG-HAO HAN

**Provoke the Trolls** 3



**Instant**

Provoke the Trolls deals 3 damage to any target. If a creature is dealt damage this way, it gets +5/+0 until end of turn.

*"I like burning and pillaging as much as anyone, but sometimes it's just easier to throw a rock and let the trolls do the work."*  
—Urik, Tuskeri raid leader

144/285 U  
KHM • EN • DERRICKSON ALEXANDER

**Elven Bow**



**Artifact — Equipment**

When Elven Bow enters the battlefield, you may pay 2. If you do, create a 1/1 green Elf Warrior creature token, then attach Elven Bow to it.

Equipped creature gets +1/+2 and has reach.

Equip 3

166/285 U  
KHM • EN • DALLAS WILLIAMS



## Important Commons





Les combos





Combo !



+

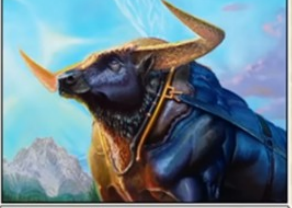


Combo !





**Giant Ox** 1



**Creature — Ox**

Giant Ox crews Vehicles using its toughness rather than its power.

*"How strong is he? Well, I once lost control of the plow, and he carved a furrow right through my house! Didn't even slow down."*

—Guldir, Beskir farmer

0/6

+

**Colossal Plow** 2



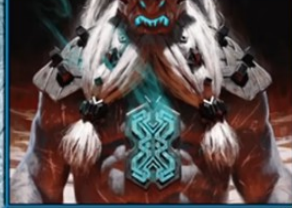
**Artifact — Vehicle**

Whenever Colossal Plow attacks, add \*\*\* and you gain 3 life. Until end of turn, you don't lose this mana as steps and phases end.

Crew 6 (Tap any number of creatures you control with total power 6 or more: This Vehicle becomes an artifact creature until end of turn.)

6/3

**Giant's Amulet**



**Artifact — Equipment**

When Giant's Amulet enters the battlefield, you may pay 3. If you do, create a 4/4 blue Giant Wizard creature token, then attach Giant's Amulet to it.

Equipped creature gets +0/+1 and has "This creature has hexproof as long as it's untapped." (It can't be the target of spells or abilities your opponents control.)

Equip 2

+

**Wings of the Cosmos**



**Instant**

Target creature gets +1/+3 and gains flying until end of turn. Untap it.

*The wolf's startled yelp changed quickly to a howl of elation as she soared over her envious packmates.*

**Run Ashore** 4



**Instant**

Choose one or both —

- The owner of target nonland permanent puts it on the top or bottom of their library.
- Return target nonland permanent to its owner's hand.

*"Which one of you slug-brained milksops forgot to make an offering to Cosima?"*

—Jolkur, navigator

+

**Draugr Thought-Thief** 2



**Creature — Zombie Rogue**

When Draugr Thought-Thief enters the battlefield, look at the top card of target player's library. You may put that card into their graveyard.

*The worst part is that you won't even remember how much he's taken from you.*

3/2

**Shackles of Treachery** 2



**Sorcery**

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gains haste and "Whenever this creature deals damage, destroy target Equipment attached to it."

*In that instant, Toralf felt only the power of the storm and the need to destroy.*

+

**Village Rites**



**Instant**

As an additional cost to cast this spell, sacrifice a creature.

Draw two cards.

*The Skelle raise scorn poles in conquered villages—cursed totems of wood and bone that sap survivors of physical strength and the will to fight back.*

**Kardur's Vicious Return** 2

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

**I** You may sacrifice a creature. When you do, Kardur's Vicious Return deals 3 damage to any target.

**II** Each player discards a card.

**III** Return target creature card from your graveyard to the battlefield. Put a +1/+1 counter on it. It gains haste until your next turn.

**Enchantment — Saga**

**Goldmaw Champion** 2



**Creature — Dwarf Warrior**

Boast — 1\*: Tap target creature. (Activate this ability only if this creature attached this turn and only once each turn.)

*"That was nothing. I once took down a frost giant with a spoon!"*

2/3

+

**Iron Verdict** 2



**Instant**

Iron Verdict deals 5 damage to target tapped creature.

Foretell \* (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

*"You'll raid nothing but mist in Istfell."*

**Berg Strider** 4



**Snow Creature — Giant Wizard**

When Berg Strider enters the battlefield, tap target artifact or creature an opponent controls. If ☉ was spent to cast this spell, that permanent doesn't untap during its controller's next untap step. (☉ is mana from a snow source.)

4/4

**Icebind Pillar** 2



**Snow Artifact**

☉, ☉: Tap target artifact or creature. (☉ can be paid with one mana from a snow source.)

*"Oh, Valki. I'm disappointed in you. How could the god of lies be so gullible?"*

—Tibalt

# Conclusions générales

- Jouer **aggro WX** (rouge/noir > vert) bien
  - Bons équipements / runes / tricks
  - Meilleurs winrates (Rakdos / Boros ++)
- Jouer **snow** si hyper-ouvert et bombes / bonnes cartes ouvertes (mais lent ++)
  - Potentiellement 3-4-5 couleurs Snow Goodstuff
- **UR Giants** est un des meilleurs archétypes mais difficile de réunir les pièces
- Possibilité de jouer mono-color dans rares cas



# Mes performances / Couleurs préférées





# Références / Bibliographie

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