



INNISTRAD  
CRIMSON  
VOW



Skills	J	H	S	GREEN	Ceiling	SB
	A+	A	A	Avabruck Caretaker		
	B+	B+	B+	Ulvenwald Oddity		
	B	B	B	Cemetery Prowler		
	B	B	B	Hiveheart Shaman		
	B-	B	B	Reclusive Taxidermist		
	B-	B	B-	Glorious Sunrise		
	B-	B	C+	Wolfkin Outcast		
	C+	B-	B-	Ascendant Packleader		
	C+	B	C+	Howling Moon		
	B-	C+	B-	Packsong Pup		
	B-	B-	C+	Spore Crawler		
	B-	B-	C+	Weaver of Blossoms		
	C+	C+	B-	Howlpack Piper		
	C+	C+	C+	Wolf Strike		
	B-	C	C	Hamlet Vanguard		
	C+	C+	C	Hookhand Mariner		
	C+	C+	C	Oakshade Stalker		
	C	C+	C	Apprentice Sharpshooter		
	C-	C	C+	Dawnhart Disciple		
	C-	C	C	Dig Up		
	D+	C+	C	Mulch		
	C	C-	C	Sawblade Slinger		x
	D+	C	C	Bramble Wurm		
	C	C-	C-	Dormant Grove		
	C-	C	C-	Massive Might		
	C	C-	C-	Rural Recruit		
	C	C-	C-	Sporeback Wolf		
	D	C	C	Crawling Infestation		
	C-	C-	C-	Flourishing Hunter		
	C-	C-	D+	Sheltering Boughs		
	D+	D+	C	Toxic Scorpion		
	D+	D+	C-	Infestation Expert		
	D+	D+	C-	Laid to Rest		
	D+	D+	D+	Moldgraf Millipede		
	D+	D+	D+	Nature's Embrace		
	D+	D+	D+	Retrieve		
	D	D	C	Spiked Ripsaw		
	D+	D+	D+	Witch's Web		
	D+	D	D+	Cloaked Cadet		
	D+	D+	D	Snarling Wolf		
	D	D	D	Bramble Armor		
	D-	D-	D	Cultivator Colossus		
	F	D-	D	Cartographer's Survey		
	F	F	D-	Crushing Canopy		x
	F	F	F	Splendid Reclamation		Green

Storke	J	H	S	BLUE	Celling	SB
	A	A-	A	Mirrorhall Mimic		
	B+	B+	B+	Cemetery Illuminator		
	B+	B+	B+	Dreamshackle Geist		
	B+	B+	B+	Gerald, Visionary Stitcher		
	B+	B+	B+	Hullbreaker Horror		
	B+	B+	B+	Overcharged Amalgam		
	B	B+	B	Stormchaser Drake		
	B	B	B-	Jacob Hauken, Inspector		
	B-	B	B-	Diver Skaab		
	B-	B-	B-	Gutter Skulker		
	C+	B+	C+	Lunar Rejection		
	B-	B	C+	Thirst for Discovery		
	C+	B	C+	Cobbled Lancer		
	B-	B-	C+	Cruel Witness		
	B-	B-	C+	Lantern Bearer		
	B-	C+	B-	Whispering Wizard		
	C+	B-	C+	Biolume Egg		
	C+	C+	C+	Wretched Throng		
	C+	C+	C	Binding Geist		
	C	C+	C	Stitched Assistant		
	C	C-	C+	Inspired Idea		
	C	C	C	Scattered Thoughts		
	C-	C	C	Repository Skaab		
	C	C	C-	Skywarp Skaab		
	C	C	C-	Steelclad Spirit		
	C-	C	C-	Chill of the Grave		
	C-	C-	C	Mischievous Catgeist		
	D+	C	C	Witness the Future		
	D+	C	C-	Syncopate		
	C-	D+	C-	Cradle of Safety		
	C-	D-	C+	Necroduality	C+	
	D+	C-	C-	Screaming Swarm		
	D	C-	C-	Alchemist's Retrieval		
	D+	D+	C-	Fear of Death		
	D	C-	D+	Selhoff Entomber		
	D+	D+	D+	Soulcipher Board		
	D	C-	D+	Syphon Essence		
	D	D+	D+	Geistlight Snare	C+	
	D	D+	D	Wash Away		
	F	D+	D+	Consuming Tide		
	D	D	D	Dreadlight Monstrosity		
	D	D-	D	Wanderlight Spirit		
	D-	D	D-	Winged Portent		
	D-	D-	D-	Patchwork Crawler		
	D-	D-	D-	Serpentine Ambush		

Source	J	H	S	RED	Rating	SB
	A-	A-	B+	Manaform Hellkite		
	A-	B+	B+	Ill-Tempered Loner		
	B+	B+	B+	Volatile Arsonist		
	B	B	B	Rending Flame		
	B-	B	B	Abrade		
	B	B	B-	Alluring Suitor		
	B	B-	B-	Creepy Puppeteer		
	B-	B-	B-	Flame-Blessed Bolt		
	B-	B-	B-	Voltaic Visionary		
	C+	B-	C+	Cemetery Gatekeeper		
	C+	C+	B-	Olivia's Attendants		
	C+	C+	C+	Blood Petal Celebrant		
	C	B-	C+	Dominating Vampire		
	B-	C-	C+	Ballista Watcher		
	C+	C+	C	Kessig Wolfrider		
	C	C	C+	Vampires' Vengeance		
	D+	C+	C+	Blood Hypnotist		
	C	C	C	Runebound Wolf		
	C-	C	C	Belligerent Guest		
	C-	C+	C-	Falkenrath Celebrants		
	C	C-	C	Magma Pummeler		
	C	C	C-	Markov Retribution		
	C	C-	C-	Stensia Uprising		
	C-	C	C-	Sure Strike		
	D	C+	C-	Alchemist's Gambit		
	C-	C-	C-	Hungry Ridgewolf		
	C-	C-	C-	Lambholt Raconteur		
	D	C+	C-	Sanguine Statuette		
	D+	C-	C-	Bloody Betrayal		
	D+	C-	C-	Daybreak Combatants		
	D+	C-	C-	Honeymoon Hearse		
	D+	C-	D+	Ancestral Anger		
	D+	D	C-	Chandra, Dressed to Kill		
	D+	D+	D+	Fearful Villager		
	D+	D+	D+	Lightning Wolf		
	D+	D+	D+	Reckless Impulse		
	D-	C-	D+	Curse of Hospitality		
	D+	D	D+	Frenzied Devils		
	D	D+	D+	Kessig Flamebreather		
	D	D+	D+	Lacerate Flesh		
	D	D+	D+	Voldaren Epicure		
	D	D	D	Weary Prisoner		
	D	D-	D	Pyre Spawn		
	F	D-	D-	End the Festivities		x
	D-	F	D-	Into the Night		
	F	F	F	Change of Fortune		

Sorin's	J	H	S	BLACK	Ceiling	SB
	A	A	A	Sorin the Mirthless		
	A-	A	A	Henrika Domnathi		
	A	A-	A-	Cemetery Desecrator		
	A+	B	A-	Dreadfeast Demon		
	B+	B+	B+	Bloodvial Purveyor		
	B+	B+	B+	Headless Rider		
	B	B+	B+	Falkenrath Forebear		
	B	B+	B+	Voldaren Bloodcaster		
	B	B+	B	Hero's Downfall		
	B	B	B	Concealing Curtains		
	B	B	B	Fell Stinger		
	B	B	B-	Courier Bat		
	B	B	B-	Parasitic Grasp		
	B-	B	B	Restless Bloodseeker	B+	
	B-	B-	B	Dying to Serve		
	B+	C-	B+	Toxrill, the Corrosive		
	B-	B	C+	Bleed Dry		
	C+	B-	C+	Desperate Farmer		
	C+	B-	C+	Gift of Fangs		
	C	B-	C+	Gluttonous Guest		
	C+	C	C	Bloodsworn Squire		
	C	C+	C	Path of Peril		
	C-	C+	C	Bloodcrazed Socialite		
	C	C	C	Catapult Fodder	B-	
	C	C+	C-	Doomed Dissenter		
	C	C	C	Grisly Ritual		
	C-	C+	C	Persistent Specimen		
	C	C	C	Ragged Recluse		
	C	C-	C	Archghoul of Thraben		
	C-	C	C	Blood Fountain		
	C	C-	C	Diregraf Scavenger		
	C-	C	C	Undead Butler		
	C-	C	C	Wedding Security		
	C	C-	C-	Edgar's Awakening		
	D+	C-	C-	Aim for the Head		
	C+	D+	D	Innocent Traveler		
	C-	D+	C-	Mindleech Ghoul		
	C-	C-	D+	Rot-Tide Gargantua		
	D+	D	C-	Graf Reaver		
	D+	D+	D+	Undying Malace		
	D	D+	D+	Pointed Discussion		
	D	D-	D	Groom's Finery		
	D-	D	D	Unhallowed Phalanx		
	D-	D-	D	Skulking Killer		
	D-	D-	D-	Dread Fugue		
	D-	D-	D-	Vampire's Kiss		
	F	F	F	Demonic Bargain		



Rank	J	H	S	WHITE	Celing	SS
	A	A-	A-	Faithbound Judge		
	A-	B+	B+	Katilda, Dawnhart Martyr		
	B+	B+	B+	Cemetery Protector		
	B+	B	B+	Savior of Ollenbock		
	B	B-	A-	By Invitation Only		
	B	B+	B	Voice of the Blessed		
	B+	B	B	Wedding Announcement		
	B+	B	B	Welcoming Vampire		
	B	B	B-	Angelic Quartermaster		
	B-	B	B	Lantern Flare		
	B	B	B-	Twinblade Geist		
	B-	B-	B-	Circle of Confinement		
	B-	B	C+	Hopeful Initiate		
	B-	C+	C+	Drogskol Infantry		
	B-	C+	C+	Panicked Bystander		
	B-	C+	C	Gryff Rider		
	C+	C+	C+	Gryffwing Cavalry		
	C+	C+	C+	Resistance Squad		
	C	C+	C+	Fleeting Spirit		
	C+	C	C+	Kindly Ancestor		
	C	B-	C	Sigarda's Imprisonment		
	C+	C+	C	Valorous Stance		
	C	C+	C	Thalia, Guardian of Thraben		
	C	C	C+	Traveling Minister		
	C	C	C	Distracting Geist		
	C	C	C	Heron of Hope		
	C-	C+	C-	Arm the Cathars	C+	
	C-	C	C	Dawnhart Geist		
	C	C	C-	Heron-Blessed Geist		
	C-	C	C	Ollenbock Escort		
	C-	C+	C-	Piercing Light		
	D+	C	C	Estwald Shieldbasher		
	C-	C-	C	Fierce Retribution	C+	
	C	C-	C-	Parish-Blade Trainee		
	D+	C-	C-	Adamant Will		
	C-	C-	D+	Nurturing Presence		
	D+	D+	D+	Militia Rallier		
	D+	D+	D+	Sigarda's Summons	C	
	D	D	D+	Vampire Slayer		
	D+	D-	D	Nebelgast Beguiler		
	D	D-	D	Bride's Gown		
	D	D-	D	Supernatural Rescue		
	D	F	D	Hallowed Haunting		
	D-	D-	D	Radiant Grace		
	D-	D	D-	Unholy Officiant		
	F	F	F	Sanctify		x

Stats	J	H	S	Multicolor	In-color	SB
	A	A-	A	Halana and Alena, Partners	A	
	A-	A-	A-	Anje, Maid of Dishonor	A	
	A-	A-	A-	Olivia, Crimson Bride	A	
	A-	B+	A-	Edgar, Charmed Groom	A-	
	B	B+	B	Torens, Fist of the Angels	B+	
	B-	B-	B-	Dorothea, Vengeful Victim	B	
	C+	B	B-	Runo Stromkirk	B+	
	B-	B-	B-	Wandering Mind	B	
	C+	B-	B-	Old Rutstein	B	
	C	B	B-	Sigardian Paladin	B	
	C+	C+	C+	Brine Comber	B	
	C+	C+	C+	Eruth, Tormented Prophet	B-	
	C+	C+	C+	Skull Skaab	B	
	C+	C+	C+	Vilespawn Spider	B	
	C	B-	C	Ancient Lumberknot	B-	
	C	C+	C+	Markov Purifier	B	
	C-	C+	C+	Bloodtithe Harvester	B-	
	C	C	C+	Markov Waltzer	B	
	C	D	C	Child of the Pack	C+	
	D+	C-	C	Grolnok, the Omnivore	C	
	C-	C	D+	Kaya, Geist Hunter	C+	
	D	D	D	Odric, Blood-Cursed	C	

Stories	J	H	S	Colorless	Ceiling	SB
	B	B-	B-	Dollhouse of Horrors		
	C+	C	C-	Foreboding Statue		
	C-	C	C	Boarded Window		
	D+	D	C	Investigator's Journal		
	D+	C-	D+	Wedding Invitation		
	D+	D+	D+	Honored Heirloom		x
	D	D	D+	Blood Servitor		
	D-	D+	D+	Ceremonial Knife		
	F	D	D	Lantern of the Lost		x



Stanza	J	H	S	Land	Celling	SB
	C	C	C+	Evolving Wilds		
	D+	C	C	Deathcap Glade		
	D+	C	C	Dreamroot Cascade		
	D+	C	C	Shattered Sanctum		
	D+	C	C	Stormcarved Coast		
	D+	C	C	Sundown Pass		
	F	D-	D+	Voldaren Estate		

**Adamant Will** 1

Instant

Target creature gets +2/+2 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

"I refuse to die before I see the sun rise again."

041/277 C  
VOW - EN - JAMES NEWMAN

**Fierce Retribution** 1

Instant

Cleave 5\* (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Destroy target [attacking] creature.

"It won't bring them back, but it will bring me peace."

015/277 C  
VOW - EN - SEBASTIAN GRANTER

**Lantern Flare** 1

Instant

Cleave 3\*\* (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Lantern Flare deals X damage to target creature or planeswalker and you gain X life. [X is the number of creatures you control.]

025/277 S  
VOW - EN - LEE SUTHERLAND

**Piercing Light**

Instant

Piercing Light deals 2 damage to target attacking or blocking creature. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

"Creatures of the night dissolve like shadows in the light of faith."  
—Thalia, Guardian of Thraben

050/277 C  
VOW - EN - DONALD GARCIA

**Supernatural Rescue** 3

Enchantment — Aura

This spell has flash as long as you control a Spirit.

When you cast this spell, tap up to two target creatures you don't control.

Enchant creature you control

Enchanted creature gets +1/+2.

057/277 C  
VOW - EN - ANASTASIA OUCHENKOVA

**Valorous Stance** 1

Instant

Choose one —

- Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
- Destroy target creature with toughness 4 or greater.

042/277 U  
VOW - EN - ANASTASIA OUCHENKOVA

**Alchemist's Retrieval**

Instant

Cleave 1\* (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Return target nonland permanent [you control] to its owner's hand.

To most, a terrifying apparition. To a necro-alchemist, a potent fuel source.

047/277 C  
VOW - EN - DAVID ANDREW HARR

**Chill of the Grave** 2

Instant

This spell costs 1 less to cast if you control a Zombie.

Tap target creature. It doesn't untap during its controller's next untap step.

Draw a card.

Frozen is frozen, whether it's with cold, terror, or both.

051/277 C  
VOW - EN - DUSTIN BERNARD

**Cradle of Safety** 1

Enchantment — Aura

Flash

Enchant creature you control

When Cradle of Safety enters the battlefield, enchanted creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Enchanted creature gets +1/+1.

054/277 C  
VOW - EN - DONALD LEE

**Geistlight Snare** 2

Instant

This spell costs 1 less to cast if you control a Spirit. It also costs 1 less to cast if you control an enchantment.

Counter target spell unless its controller pays 3.

Tamil had always wanted a closer look at a geist's lantern. Now he had an eternity to study one.

040/277 U  
VOW - EN - ANASTASIA OUCHENKOVA

**Hullbreaker Horror** 5

Creature — Kraken Horror

Flash

This spell can't be countered.

Whenever you cast a spell, choose up to one —

- Return target spell you don't control to its owner's hand.
- Return target nonland permanent to its owner's hand.

7/8

045/277 S  
VOW - EN - STEVEN YELNOR

**Lunar Rejection** 1

Instant

Cleave 3\* (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Return target [Wolf or Werewolf] creature to its owner's hand.

Draw a card.

047/277 U  
VOW - EN - DONALD GARCIA

**Overcharged Amalgam** 2

Creature — Zombie Horror

Flash

Flying

Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Overcharged Amalgam exploits a creature, counter target spell, activated ability, or triggered ability.

3/3

071/277 S  
VOW - EN - MATT JORDANA

**Scattered Thoughts** 3

Instant

Look at the top four cards of your library. Put two of those cards into your hand and the rest into your graveyard.

Stitchers delegate the most important tasks to assistants with a good eye for detail.

074/277 C  
VOW - EN - BRIAN VAZZA

**Serpentine Ambush** 1

Instant

Until end of turn, target creature becomes a blue Serpent with base power and toughness 5/5.

The merchant did guarantee the new bait would bring in something big.

077/277 C  
VOW - EN - JESSAMIN UNGERMAN









# Généralités

- Pas mal de capacités / thématiques semblent faibles à première vue
  - « Blood tokens »
  - « Training »
- Beaucoup de synergies reprises du set précédent
- Beaucoup de créatures avec des ETB
- Beaucoup de bombes





# Comment contrer les bombes ?

- En jouant une curve plus basse et donc en ne laissant pas le temps à l'adversaire de la jouer
- En gardant ses removals pour ces bombes au maximum
- En fouillant dans son deck pour avoir ses propres bombes plus vite

- Gros écart de niveau entre les créatures-bomb et les créatures-fillers
  - Cela rend le fait de se focaliser sur ce qui est open +++
- Le rouge était à première vue plutôt une couleur de soutien car vraiment plus faible que les autres
  - Mais sous-draftée et au final vraiment puissante +++
- Peu de fixing donc on verra surtout des decks bicolores

- Contrairement au set précédent (beaucoup de créatures faisant tempo/value)
  - CCM 2 et 3 meilleurs (donc aggro viable d'emblée)
- Les meilleures communes et uncos ont toutes des CCM bas (entre 1 et 3)
- Format très axé sur la tenue du board (attaque ou défense)



# Fin du cycle des Dual Lands



Scellé

- Jouer bicolore > tricolore sauf si fixing ET bombe(s) dans autre couleur
- « Weaver of Blossoms » passe de bonne carte à très bonne carte (splash ++)
- Technique anti-bombes =
  - En jouant une curve plus basse et donc en ne laissant pas le temps à l'adversaire de la jouer
  - En gardant ses removals pour ces bombes au maximum
  - En fouillant dans son deck pour avoir ses propres bombes plus vite





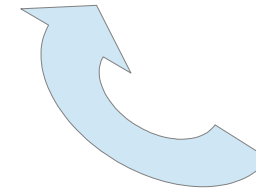
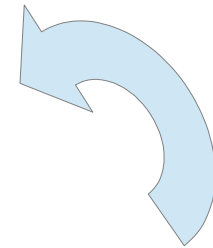
- Format plus lent que le draft car =
  - + de jeux tricolores
  - + de bombes chères
  - - de decks aggro
- Donc favoriser les cartes de meilleure qualité même si un peu plus chers
  - Sans négliger ses CCM 2 !!!
- Donc favoriser les interactions (removals, contres, défausse)

# Les mécaniques

# « Training »



- Récompense l'attaque avec des différences d'attaque
- Comme le « Mentor » mais fait grossir la créature-même
  - « Mentor » inversé donc semble moins fort en théorie (inverse le concept de curve)
- Semble faible quand on est derrière dans la game
- Rend les tricks importants





# « Cleave »



- Ressemble à un « kick » inversé

- Effet de base moyen
- On retire une partie du texte du sort contre du mana supplémentaire



- Amélioration du sort
- La couleur et le CCM de la carte restent ceux du sort !



# « Blood Token »



- Jetons qui peuvent soutenir une synergie

et/ou

- Jetons permettant de loot
  - Utile surtout en late-game

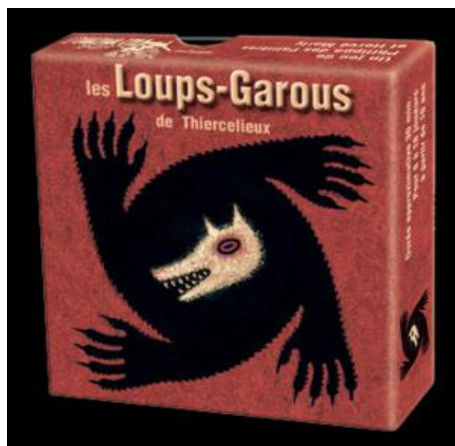




# « Day / Night »



- Représente la puissance des humains le jour et la puissance des **loups-garous** la nuit



- Les créatures loups-garous gagnent un boost à leurs capacité la nuit
- Capacité en flip de carte avant étape de dégagement
- Redevennent en face-up le jour
- Contrairement aux autres Innistrad, les cartes peuvent rentrer face-down si c'est la nuit
- Le changement opère au **prochain tour**



Synergie beaucoup moins présente que dans le set précédent

- Le CCM de la carte est celui de la face-up
- On débute une game ni jour ni nuit
- La première carte « Daybound » arrivant fait apparaître... le jour !
- Changer de face n'ajoute pas de mal d'invocation



# « Disturb »



- Permet de **relancer des créatures** depuis le cimetière (value)
- Retour sur le battlefield via sa **face down**
- Contrairement au set précédent = la face down n'est pas une créature mais un **enchantement-aura**
  - « Reflet » de la face up
  - Nécessite cible pour être lancé en face-down
  - Aura exilée si détruite / exilée / contrée





# « Exploit »



- ETB permettant de sacrifier une créature
  - Elle-même
  - ou
  - Une autre créature
- Sacrifice → effet bonus
- Relié au type « Zombie »
- Effet non obligatoire
- Capacité ne se résoud pas si la créature sacrifiée est détruite en réponse



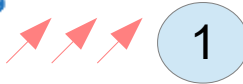
Les couleurs



# Classement à S0 et S1-2

## Color Rankings

1. Blue
2. Black
3. Green
4. White
5. Red



# Vert

- Beaucoup de très bonnes uncos
- Peu de removals donc à pick haut sur la couleur
- Bonnes créatures aggro (RG, GW) mais aussi créatures défensives (UG / GB)

# Meilleures communes

Scellé ++



-aggro ++  
-CCM 1 +++

// « training » une 1/X



# Meilleures uncocs

« Morbid Opportunist » du set



# Bleu

- Bonnes créatures (dont flyers ++)
- Bonnes cartes pour du CA
- Identité partagée entre cartes très control et tempo
- Semble être la meilleure couleur du set mais au final manque de consistance (S1-2) → s'est fait piqué la tête par le rouge
- Possède un contre qui exile (++)
- Premier set à avoir 4 contre-sorts communs / uncos



# Meilleures communes



-s'insère très bien dans les archétypes UB / UW / UG

-nécessite d'en avoir plusieurs  
-cibles à sacrifier  
++

-bonne carte défensive



-fort dans UR / UG / UW

# Meilleures uncos



-X2 dans les decks  
Full-control comme  
win-condition



-avoir > 10 créatures





-les decks U sont tempo



-dans un deck « Exploit »

# Rouge

- Bon removals communs & uncos
- Quelques créatures communes plutôt frileuses
- Apparaissait être la moins bonne couleur S0 mais au final devient la meilleure couleur du set S1-S2 avec = une excellente créature commune, un excellent removal commun (meilleure commune du set), des tricks de combat puissants

# Meilleures communes



-passe de unco à commune alors que carte puissante ++  
-meilleure commune du set



-CA est rare en rouge



-peu de decks voudront chain-block  
-permet de recycler lands après CCM5





# Meilleures uncos



# Noir

- Couleur solide
  - Créatures avec bons ETB
  - Bons removals (les meilleurs du set)
- Un peu moins de removal communs que dans MID
- Couleur avec le plus de cartes



# Meilleures communes



-bien contre aggro

-bon contre aggro  
-bien dans BW / GB  
/ RB

-bien dans BW / UB / RB



# Meilleures uncocs



+++ 1



2



3'



3

-bien dans BW / RB

# Blanc

- Les removals enchantements semblent moins fort face à une capacité comme « Exploit »
- Couleur **aggro** et concentrée sur les **créatures**
- Bons flyers en uncos



# Meilleures communes



« Exploit » rend ce genre de removal moins fort

-utile dans archétype PV et archétypes « Training »

Bon support pour « Training »

# Meilleures uncos



« Exploit » rend ce genre de removal moins fort

-bon dans deck aggro pour passer les points  
-permet le « Training » avec plus de sécurité

-versatile (contre aggro et control)





-à prendre en un maximum d'exemplaires



# Les sous-estimées



-si format aggro



-fort dans UB / UG  
-capacité de draw



-gère le graveyard  
-fort dans UB / BW



-aggro / mid / control  
-ressemble à  
« Light up the stage »



-permet de trigger  
« Training »



-RG devient aggro





# Les sur-estimées



-pas aussi facile à activer dans UW

-faible body  
-1/tour max

-rapport qualité / prix médiocre  
-capacité meh

-reste correcte mais ne pas P1P1  
-peu de créature posant des tokens créatures

-perd en force si format aggro  
-les créatures G ont déjà des gros culs





# Les fixeurs



-que en vert  
-cailloux médiocres (trop chers)  
-le splashing en draft n'est pas  
au rendez-vous



# Les archétypes

## Évolution de la méta







# UW Spirits

- Utilise de nouveau la mécanique « Disturb »
  - Récursivité = CA
  - Retour sur le battlefield en Enchantements-Auras
- Thèmes « Enchantements » + « Flying » + « Spirits »
- Jouer plutôt aggro-tempo
  - Tuer via des volantes
- Bonnes communes











# UB Zombies

- Pas de thème « Decayed »
- Utilisation des jetons pour « Exploit »
  - Jouer de petites créatures à sacrifier après (dont « Disturb »)
- Archétype midrange, semblant difficile à assembler (super si ouvert)
- Bons removals du B



++

Enabler et pay-off









# RB Vampires

- Thème « Blood-tokens »
- Jouer aggro ++
- Solides removals dans les deux couleurs (mais ne pas jouer que ça)
- Encore une fois possibilité de passer en sous-thème « Steal & Sac »
- Peu de CCM 2 fantastiques











# RG Werewolves

- Retour de la mécanique « Day & Night »
- Moins de cartes mais puissance ++
- Contrairement au set précédent = jouer aggro / mid
  - Meilleurs CCM 2/3
  - Cartes flippables en fin de curve





**Ballista Watcher** 2



**Creature — Human Soldier Werewolf**

2, ♠: Ballista Watcher deals 1 damage to any target.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

"Careful, this thing's dangerous. Wouldn't want anyone getting hurt." 5/5

145/277 U  
VOW • EN • TOMAS DECHER

**Weaver of Blossoms** 2



**Creature — Human Werewolf**

♠: Add one mana of any color.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

Living in harmony with nature . . . 3/4

226/277 C  
VOW • EN • ANDREW KOTWAS

**Abrade** 1



**Instant**

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The Falkenrath progenitor was a vicious falconer, and the line is quick to remind others of its heritage.

139/277 C  
VOW • EN • BRENNAN MORFE

**Flame-Blessed Bolt** 2



**Instant**

Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

"I noticed you were short on party favors, so I brought my own."  
—Higa, slayer-captain of Gatstaf

158/277 C  
VOW • EN • ANDREAS FARRINGTON

**Sporeback Wolf** 1



**Creature — Wolf**

As long as it's your turn, Sporeback Wolf gets +0/+2.

The mushrooms growing in the wolves' fur possess curative properties incredible enough to tempt many alchemists into risking their lives to track one down.

225/277 C  
VOW • EN • REBEKAH EASON

**Rending Flame** 2



**Instant**

Rending Flame deals 5 damage to target creature or planeswalker. If that permanent is a Spirit, Rending Flame also deals 2 damage to that permanent's controller.

"It is our duty to bring the Blessed Sleep to the dead, even if they resist that gift."  
—Grete, Order of Saint Traft

175/277 U  
VOW • EN • OLIVIA RICHARDSON

**Massive Might**



**Instant**

Target creature gets +2/+2 and gains trample until end of turn.

"Run! It's coming for us! Eventually!"  
—Yaster, Havengul shopkeeper

258/277 C  
VOW • EN • SAM COMPTON

**Oakshade Stalker** 2



**Creature — Human Ranger Werewolf**

You may cast this spell as though it had flash if you pay 2 more to cast it.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

He blends seamlessly into the forest, waiting silently for his prey. 6/3

212/277 U  
VOW • EN • ALEXANDER MONROE

**Packsong Pup** 1



**Creature — Wolf**

At the beginning of combat on your turn, if you control another Wolf or Werewolf, put a +1/+1 counter on Packsong Pup. When Packsong Pup dies, you gain life equal to its power.

A wolf pup is always dangerous, because a wolf pup is never alone. 1/1

215/277 U  
VOW • EN • ADAM PERRY

**Wolf Strike** 2



**Instant**

Target creature you control gets +2/+0 until end of turn if it's night. Then it deals damage equal to its power to target creature you don't control.

Tovolar's howlpack had scattered, but the Dire-Strain survivors were still on the hunt.

228/277 C  
VOW • EN • WENDY TAN

**Wolfkin Outcast** 5



**Creature — Human Werewolf**

This spell costs 2 less to cast if you control a Wolf or Werewolf.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

The villagers feared him. The cathars scorned him. Only in the wilds did he find a family that accepted him. 6/5

228/277 U  
VOW • EN • ALEXANDER MONROE

**Reckless Impulse** 1



**Sorcery**

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

A stitcher looks at their creation and sees the result of years of study and hours of toil. A devil sees a new plaything.

174/277 C  
VOW • EN • MATTHEW KOLLINS

**Hungry Ridgewolf** 1



**Creature — Wolf**

As long as you control another Wolf or Werewolf, Hungry Ridgewolf gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes. 2/2

161/277 C  
VOW • EN • OLIVIA RICHARDSON

**Runebound Wolf** 1



**Creature — Wolf**

3, ♠: Runebound Wolf deals damage equal to the number of Wolves and Werewolves you control to target opponent.

The wolf's captor hid his fear, but he knew someday the runes would fail, the collar would break, and the wolf would remember his face. 2/2

176/277 U  
VOW • EN • TOMAS DECHER

**Frappe assurée** 1



**Ephémère**

Une créature ciblée gagne +3/+0 et acquiert l'initiative jusqu'à la fin du tour.

Avant même que le célébrant n'ait le temps de demander si quelqu'un s'opposait à l'union entre Voldaren et Markov, Arlim avait déjà donné son avis.

179/277 C  
VOW • EN • LIZ STRAUSS





# GW Humans

- Thématique « Training »
- Decks aggro ++
  - CCM 2
  - Tricks de combat
- Stratégie Go-wide
- (-) = nécessite de bien curver / sensible aux removals / sensible aux bons bloqueurs



-entraîne toutes les 1/X rapidement



**Angelic Quartermaster** 3



**Creature — Angel Soldier**

Flying

When Angelic Quartermaster enters the battlefield, put a +1/+1 counter on each of up to two other target creatures.

"Stand strong. We will reclaim the dawn."

3/3

002/277 U  
VOW - EN - PENDING

**Gryff Rider** 2



**Creature — Human Knight**

Flying

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

"Keep your heels down and bend at the hips as your mount takes flight. She'll do the rest."  
—Anders, cathar drillmaster

2/1

015/277 C  
VOW - EN - YOUNG CARD

**Gryffwing Cavalry** 3



**Creature — Human Knight**

Flying

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

Whenever Gryffwing Cavalry attacks, you may pay 1. If you do, target attacking creature without flying gains flying until end of turn.

2/2

016/277 U  
VOW - EN - STORY SPOTLIGHT

**Resistance Squad** 2



**Creature — Human Soldier**

When Resistance Squad enters the battlefield, if you control another Human, draw a card.

"It's not that I didn't expect some defiance, but I did hope it wouldn't be so heavily armed."  
—Olivia Voldaren

3/2

032/277 U Story Spotlight  
VOW - EN - YOUNG CARD

**Ollenbock Escort**



**Creature — Human Cleric**

Vigilance

Sacrifice Ollenbock Escort: Target creature you control with a +1/+1 counter on it gains lifelink and indestructible until end of turn.

"Stay in the light. I don't know what harks in those shadows, and I'd like to keep it that way."

1/1

027/277 U  
VOW - EN - ERIC WILKINSON

**Cloaked Cader** 4



**Creature — Human Ranger**

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

Whenever one or more +1/+1 counters are put on one or more Humans you control, draw a card. This ability triggers only once each turn.

2/4

192/277 U  
VOW - EN - SONA KATZMAN

**Laid to Rest** 3



**Enchantment**

Whenever a Human you control dies, draw a card.

Whenever a creature you control with a +1/+1 counter on it dies, you gain 2 life.

"We are not here to mourn their loss. We are here to celebrate their lives."  
—Vesna, Datanhart witch

207/277 U  
VOW - EN - COLE BOYCE

**Massive Might**



**Instant**

Target creature gets +2/+2 and gains trample until end of turn.

"Run! It's coming for us! Eventually!"  
—Yaster, Havengul shopkeeper

206/277 C  
VOW - EN - JON COOPER

**Witch's Web** 1



**Instant**

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

Ever since the ritual, Ryda didn't have an appetite at the dinner table, but her long walks in the forest always seemed to satiate her hunger.

227/277 C  
VOW - EN - YOUNG-HAN HAN

**Wolf Strike** 2



**Instant**

Target creature you control gets +2/+0 until end of turn if it's night. Then it deals damage equal to its power to target creature you don't control.

Tovolar's howlpack had scattered, but the Dire-Strain survivors were still on the hunt.

218/277 C  
VOW - EN - WENDY TAN





# WB Lifegain

- Sous-thème « Vampires »
- Bons removals noirs
- Jouer (soit aggro soit) control (via removals et CA de la gold)
- Bonnes communes











# BG Toughness

- Stratégie initialement défensive via tank (archétype le plus lent)

puis

- Combos
- Dépend d'uncos à drafter en plusieurs fois car sensible aux removals





**Catapult Fodder** 2



**Creature — Zombie**

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

*These days, ghouls are the only abundant resource in Thraben.*

2/6

1/5

188/277 U  
VDW • EN • Jacek Koprowski

**Gluttonous Guest** 2



**Creature — Vampire**

When Gluttonous Guest enters the battlefield, create a Blood token. (It's an artifact with "1, ♠, Discard a card, Sacrifice this artifact: Draw a card.")

Whenever you sacrifice a Blood token, you gain 1 life.

1/4

214/277 C  
VDW • EN • Jacek Koprowski

**Restless Bloodseeker** 1



**Creature — Vampire**

At the beginning of your end step, if you gained life this turn, create a Blood token. (It's an artifact with "1, ♠, Discard a card, Sacrifice this artifact: Draw a card.")

Sacrifice two Blood tokens: Transform Restless Bloodseeker. Activate only as 3/3 a sorcery.

1/3

128/277 U  
VDW • EN • Jacek Koprowski

**Unhallowed Phalanx** 4



**Creature — Zombie Soldier**

Unhallowed Phalanx enters the battlefield tapped.

*"In case any of you new recruits were wondering, this is why we don't use mass graves anymore."*  
—Kerren of the Mausoleum Guards

1/13

155/277 C  
VDW • EN • Jacek Koprowski

**Flourishing Hunter** 4



**Creature — Wolf Spirit**

When Flourishing Hunter enters the battlefield, you gain life equal to the greatest toughness among other creatures you control.

*"I would welcome her into my pack with honor."*  
—Artim Kond

6/6

199/277 C  
VDW • EN • Jacek Koprowski

**Dormant Grove** 3



**Enchantment**

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Then if that creature has toughness 6 or greater, transform Dormant Grove.

*As the natural cycle of day and night grew twisted, old powers stirred deep in the Ulvenwald.*

3/6

198/277 U  
VDW • EN • Jacek Koprowski

**Sheltering Boughs** 2



**Enchantment — Aura**

Enchant creature

When Sheltering Boughs enters the battlefield, draw a card.

Enchanted creature gets +1/+3.

*"We're not at odds with the woods. How could we be, when we share so many enemies?"*  
—Marel, Dawnhart witch

2/6

218/277 C  
VDW • EN • Jacek Koprowski

**Sporeback Wolf** 1



**Creature — Wolf**

As long as it's your turn, Sporeback Wolf gets +0/+2.

*The mushrooms growing in the wolves' fur possess curative properties incredible enough to tempt many alchemists into risking their lives to track one down.*

2/2

225/277 C  
VDW • EN • Jacek Koprowski

**Apprentice Sharpshooter** 2



**Creature — Human Archer**

Reach

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

*Innistrad's best archers are trained by the Quiver of Kessig, an order of cathars who specialize in ranged combat.*

1/4

185/277 C  
VDW • EN • Jacek Koprowski

**Infestation Expert** 4



**Creature — Human Werewolf**

Whenever Infestation Expert enters the battlefield or attacks, create a 1/1 green Insect creature token.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

*There's only so many times she can take being asked...*

4/5

204/277 U  
VDW • EN • Jacek Koprowski

**Moldgraf Millipede** 4



**Creature — Insect Horror**

When Moldgraf Millipede enters the battlefield, mill three cards, then put a +1/+1 counter on Moldgraf Millipede for each creature card in your graveyard. (To mill a card, put the top card of your library into your graveyard.)

*Between stitchers, cultists, and scavengers, corpses are in high demand.*

2/2

206/277 C  
VDW • EN • Jacek Koprowski

**Mulch** 1



**Sorcery**

Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

*"Tread carefully. You remember what happened in the last quiet, peaceful clearing."*  
—Halana, to Alana

1/2

210/277 C  
VDW • EN • Jacek Koprowski

**Reclusive Taxidermist** 1



**Creature — Human Druid**

Reclusive Taxidermist gets +3/+2 as long as there are four or more creature cards in your graveyard.

♠: Add one mana of any color.

*All druids seek to preserve nature, but some go about it in rather unusual ways.*

1/2

214/277 U  
VDW • EN • Jacek Koprowski

**Retrieve** 2



**Sorcery**

Return up to one target creature card and up to one target noncreature permanent card from your graveyard to your hand. Exile Retrieve.

*The roots preserved the armor for a hundred years, safeguarding it for a traveler in need.*

2/5

215/277 U  
VDW • EN • Jacek Koprowski





# UG Self-mill

- Implique de se meuler un maximum de créatures
  - Donc se rapprocher de 17 créatures au maximum
- Capacité « Disturb » y trouve donc également sa place
- Implique de jouer beaucoup de créatures





**Cobbled Lancer** 4



**Creature — Zombie Horse**

As an additional cost to cast this spell, exile a creature card from your graveyard.

3 ♦, Exile Cobbled Lancer from your graveyard: Draw a card.

*"Don't worry everyone—I hear hoofbeats! The Gavony Riders are coming to save us!"*  
—Adin, Moorland villager

052/277 U  
VOW-EN ♦ Aimee Serrano

**Fear of Death** 1 ♦



**Enchantment — Aura**

Enchant creature

When Fear of Death enters the battlefield, mill two cards. (Put the top two cards of your library into your graveyard.)

Enchanted creature gets -X/-0, where X is the number of cards in your graveyard.

059/277 C  
VOW-EN ♦ Anath Forestale

**Gutter Skulker** 3 ♦



**Creature — Spirit**

Gutter Skulker can't be blocked as long as it's attacking alone.

Disturb 3 ♦ (You may cast this card from your graveyard transformed for its disturb cost.)

Geists have a knack for showing up wherever they're least expected.

052/277 U  
VOW-EN ♦ Yan Moxnes

**Lantern Bearer** 4



**Creature — Spirit**

Flying

Disturb 2 ♦ (You may cast this card from your graveyard transformed for its disturb cost.)

Val didn't know what the silent geist was offering . . .

046/277 C  
VOW-EN ♦ Zeehan Rosen

**Mischievous Catgeist** 1 ♦



**Creature — Cat Spirit**

Whenever Mischievous Catgeist deals combat damage to a player, draw a card.

Disturb 2 ♦ (You may cast this card from your graveyard transformed for its disturb cost.)

*"I never get any knitting done, but I don't entirely mind."*  
—Lorn, Lambholt innkeeper

049/277 U  
VOW-EN ♦ Benjamin Rosen

**Repository Skaab** 3 ♦



**Creature — Zombie**

Exploit (When this creature enters the battlefield, you may sacrifice a creature.)

When Repository Skaab exploits a creature, return target instant or sorcery card from your graveyard to your hand.

Created to capture the spark of genius for later use.

073/277 C  
VOW-EN ♦ Gutter Skulker

**Scattered Thoughts** 3 ♦



**Instant**

Look at the top four cards of your library. Put two of those cards into your hand and the rest into your graveyard.

Stitchers delegate the most important tasks to assistants with a good eye for detail.

074/277 C  
VOW-EN ♦ Brian Yezza

**Screaming Swarm** 5 ♦



**Creature — Bird Horror**

Flying

Whenever you attack with one or more creatures, target player mills that many cards. (To mill a card, a player puts the top card of their library into their graveyard.)

2 ♦: Put Screaming Swarm from your graveyard into your library second from the top.

075/277 U  
VOW-EN ♦ Janna Neutron

**Thirst for Discovery** 2 ♦



**Instant**

Draw three cards. Then discard two cards unless you discard a basic land card.

*"This is your only warning, alchemist. The secrets of the sea are not yours to behold. Lord Krothuss will not be so merciful next time."*  
—Runo Stromkirk

085/277 U  
VOW-EN ♦ Benjamin Rosen

**Crawling Infestation** 2 ♦



**Enchantment**

At the beginning of your upkeep, you may mill two cards. (You may put the top two cards of your library into your graveyard.)

Whenever one or more creature cards are put into your graveyard from anywhere during your turn, create a 1/1 green Insect creature token. This ability triggers only once each turn.

092/277 U  
VOW-EN ♦ Benjamin Rosen





# UR Spells

- Contrairement au set précédent = jouer en mode « Full Control » car moins de créatures à value dans le set
- Beaucoup de contres en communs / uncocs
- Tempo (removals / bounces / contres)
- Plus de filtrage de main (Blood-tokens ++)











# RW Two-Attaquers

- Stratégie aggro Go-wide
- Tricks / Pump spells
- CCM 2 ++
- Mix « Training » & « Vol »





**Angelic Quartermaster** 3

Creature — Angel Soldier

Flying

When Angelic Quartermaster enters the battlefield, put a +1/+1 counter on each of up to two other target creatures.

"Stand strong. We will reclaim the dawn."

3/3

002/277 U  
VOW • EN • PENELOPE

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**Gryff Rider** 2

Creature — Human Knight

Flying

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

"Keep your heels down and bend at the hips as your mount takes flight. She'll do the rest."  
—Anders, cathar drillmaster

2/1

015/277 C  
VOW • EN • YOUNG COO

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**Gryffwing Cavalry** 3

Creature — Human Knight

Flying

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

Whenever Gryffwing Cavalry attacks, you may pay 1. If you do, target attacking creature without flying gains flying until end of turn.

2/2

016/277 U  
VOW • EN • SEVE PREWITT

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**Célébrantes Falkenrath** 4

Créature : vampire

Menace (Cette créature ne peut pas être bloquée excepté par deux créatures ou plus.)

Quand les Célébrantes Falkenrath arrivent sur le champ de bataille, créez deux jetons Sang. (Ce sont des artefacts avec +1, -1, défaites-vous d'une carte, sacrifiez cet artefact : Piochez une carte.)

4/4

156/277 C  
VOW • FR • ANNA STEINBAUER

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**Ollenbock Escort**

Creature — Human Cleric

Vigilance

Sacrifice Ollenbock Escort: Target creature you control with a +1/+1 counter on it gains lifelink and indestructible until end of turn.

"Stay in the light. I don't know what horks in those shadows, and I'd like to keep it that way."

1/1

027/277 U  
VOW • EN • ERIC WILKERSON

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**Alluring Suitor** 2

Creature — Vampire

When you attack with exactly two creatures, transform Alluring Suitor.

"May I have this dance?"

3/3

141/277 U  
VOW • EN • JUSTINE CRUZ

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**Blood Hypnotist** 2

Creature — Vampire

Blood Hypnotist can't block.

Whenever you sacrifice one or more Blood tokens, target creature can't block this turn. This ability triggers only once each turn.

Arvon was ecstatic to offer his blood to such a captivating creature.

3/3

145/277 U  
VOW • EN • MARIE MACY

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**Frappe assurée** 1

Éphémère

Une créature ciblée gagne +3/+0 et acquiert l'initiative jusqu'à la fin du tour.

Avant même que le célébrant n'ait le temps de demander si quelqu'un s'opposait à l'union entre Voldaren et Markov, Arhim avait déjà donné son avis.

179/277 C  
VOW • FR • EST SERRAVALLE

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**Markov Retribution** 2

Sorcery

Choose one or both —

- Creatures you control get +1/+0 until end of turn.
- Target Vampire you control deals damage equal to its power to another target creature.

171/277 U  
VOW • EN • URBAN YOTI

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**Blood Petal Celebrant** 1

Creature — Vampire

Blood Petal Celebrant has first strike as long as it's attacking.

When Blood Petal Celebrant dies, create a Blood token. (It's an artifact with "1, -1, Discard a card, Sacrifice this artifact: Draw a card.")

2/1

148/277 C  
VOW • EN • EUGENIA SERRAVALLE

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**Drogskol Infantry** 1

Creature — Spirit Soldier

Disturb 3 (You may cast this card from your graveyard transformed for its disturb cost.)

He swore to protect the Moorlands. A little thing like death was no excuse to break his oath.

2/2

010/277 C  
VOW • EN • ERIN BALANICH

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**Distracting Geist** 2

Creature — Spirit

Whenever Distracting Geist attacks, tap target creature defending player controls.

Disturb 4 (You may cast this card from your graveyard transformed for its disturb cost.)

"I never did enjoy studying."

2/1

009/277 U  
VOW • EN • ANDREW MAE

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**Fleeting Spirit** 1

Creature — Spirit

, Exile three cards from your graveyard: Fleeting Spirit gains first strike until end of turn.

Discard a card: Exile Fleeting Spirit. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/1

014/277 U  
VOW • EN • EYEN ERMO

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**Twinblade Geist** 1

Creature — Spirit Warrior

Double strike

Disturb 2 (You may cast this card from your graveyard transformed for its disturb cost.)

She faced down a horde alone, saving her town at the cost of her life.

1/1

040/277 U  
VOW • EN • TIAN BERING CRO

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**Valorous Stance** 1

Instant

Choose one —

- Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
- Destroy target creature with toughness 4 or greater.

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Les combos









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WIN !!!



# Conclusions générales

- Le rouge est la meilleure couleur du set et de loin
- Favoriser les decks agressifs avec courbe de mana basse et tricks de combat pour passer sous les bombes adverses
- Certains archétypes (UG, BG) sont encore des mystères de construction et/ou de succès

# Mes performances / Couleurs préférées



# Références / Bibliographie

- Masterclass Limité / Contre-draft
  - <https://www.youtube.com/c/MagicCestChic/>
- Eliott Dragon
  - <https://www.youtube.com/c/EliottDragon/>
- Henip
  - <https://www.youtube.com/c/Henip/>
- NicolaiBolas
  - <https://www.youtube.com/c/NicolaiBolas/>
- Nizzahon Magic
  - <https://www.youtube.com/c/NizzahonMagic/>
- ChannelFireball (LSV / Lords of Limited / Ethan Saks / Reid Duke / PleasantKenobi / Marshall Sutcliffe / ... )
  - <https://www.youtube.com/c/ChannelFireballMagic/>
- El Gran Boa
  - <https://www.youtube.com/channel/UCDgcrNBwAr7oAXtgOkO4abQ/>
- Andrea Mengucci
  - <https://www.youtube.com/user/AndreaMengucci/>
- MountainManMagic
  - <https://www.youtube.com/c/MountainManMagic/>
- JiRock
  - <https://www.twitch.tv/jirock>
  - <https://www.youtube.com/user/JiRcoko/>
- JustLolaman / Scottynada /
  - <https://www.twitch.tv/Scottynada>
  - <https://www.twitch.tv/M0bieus>
  - <https://www.twitch.tv/JustLolaman>
- MTG Arena Zone (articles sur le Limité)
  - <https://mtgazone.com/guides/limited/>



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