

THE
BROTHERS' WAR



deathsie's BROTHERS WAR TERLIST

WHITE		
S 3	Siege Veteran	R
S 4	Myrel, Shield of Argive	M
S 5	Platoon Dispenser	M
S 6	Steel Seraph	R
A 1	Recruitment Officer	U
A 3	In the Trenches	M
A 3	Kayla's Command	R
A 4	Tocasia's Welcome	R
A 4	Loran, Disciple of History	U
A 4	Static Net	U
A 4	Thopter Architect	U
A 5	Autonomous Assembler	R
A 7	Combat Thresher	U
B 1	Loran's Escape	C
B 1	Yotian Frontliner	U
B 2	Disenchant	C
B 3	Airlift Chaplain	C
B 3	Loran of the Third Path	R
B 6	Mass Production	U
C 1	Lay Down Arms	U
C 1	Survivor of Korlis	C
C 2	Ambush Paratrooper	C
C 2	Deadly Riposte	C
C 2	Phalanx Vanguard	C
C 2	Powerstone Engineer	C
C 2	Recommission	C
C 3	Prison Sentence	C
C 3	Warlord's Elite	C
C 3	Urza's Sylex	M
C 4	Scrapwork Cohort	C
C 5	Great Desert Prospector	U
D 1	Meticulous Excavation	U
D 1	Military Discipline	C
D 2	Calamity's Wake	U
D 2	Soul Partition	R
D 3	Kayla's Reconstruction	R
D 3	Union of the Third Path	C
D 3	Yotian Medic	C
D 5	Aeronaut Cavalry	C
D 5	Repair and Recharge	U
D 5	Tocasia's Onulet	C
F 3	Veteran's Powerblade	C

BLUE		
S 2	Surge Engine	M
S 5	Teferi, Temporal Pilgrim	M
A 2	Drafna, Founder of Lat-Nam	R
A 2	Thopter Mechanic	U
A 2	Zephyr Sentinel	U
A 3	Skystrike Officer	R
A 3	Urza, Powerstone Prodigy	U
A 4	Urza's Command	R
A 7	Arcane Proxy	M
A 8	One with the Multiverse	M
B 2	Scatter Ray	C
B 3	Hurkyl, Master Wizard	R
B 3	Wing Commando	C
B 4	Take Flight	U
C 1	Weakstone's Subjugation	C
C 1	Combat Courier	C
C 2	Air Marshal	C
C 2	Curate	C
C 2	Fallaji Archaeologist	C
C 3	Stern Lesson	C
C 3	Urza's Rebuff	C
C 4	Involuntary Cooldown	U
C 4	Mightstone's Animation	C
C 5	Koilos Roc	C
C 6	The Temporal Anchor	R
C 8	Spotter Thopter	U
C 9	Hulking Metamorph	U
D 2	Defabricate	U
D 2	Machine Over Matter	C
D 2	Coastal Bulwark	C
D 3	Forging the Anchor	U
D 3	Third Path Savant	C
D 4	Lat-Nam Adept	C
D 4	Retrieval Agent	C
D 5	Desynchronize	C
D 5	Flow of Knowledge	U
D 5	Keeper of the Cadence	U
D 7	Hurkyl's Final Meditation	R
D 7	Terisian Mindbreaker	R
D 9	Depth Charge Colossus	C
F 3	Splitting the Powerstone	U

BLACK		
S 2	Misery's Shadow	R
S 3	Gix, Yawgmoth Praetor	M
S 4	Gixian Puppeteer	R
S 5	Gix's Command	R
A 1	Ashnod, Flesh Mechanic	R
A 2	Transmogrant's Crown	R
A 3	Gurgling Anointer	U
A 4	Hostile Negotiations	R
A 5	Overwhelming Remorse	C
A 5	Painful Quandary	R
A 7	Phyrexian Fleshgorger	M
B 1	Gnawing Vermin	U
B 2	Diabolic Intent	R
B 2	Go for the Throat	U
B 2	Powerstone Fracture	C
B 3	Gix's Caress	C
B 3	Transmogrant Altar	C
B 4	Scrapwork Rager	C
B 5	No One Left Behind	U
B 6	Disciples of Gix	C
B 6	Goring Warplow	U
C 1	Disfigure	C
C 1	Dreams of Steel and Oil	U
C 1	Clay Revenant	C
C 2	Emergency Weld	C
C 2	Thraxodemon	C
C 2	Ashnod's Harvester	U
C 3	Battlefield Butcher	U
C 3	Carrion Locust	C
C 3	Gruesome Realization	U
C 4	Ravenous Gigamole	C
C 5	Trench Stalker	C
D 1	Ashnod's Intervention	C
D 2	Gixian Infiltrator	C
D 2	Thran Vigil	U
D 2	Dredging Claw	C
D 2	Razorlash Transmogrant	R
D 3	Gixian Skullflayer	C
D 3	Kill-Zone Acrobat	C
D 3	Moment of Defiance	C
D 4	Fateful Handoff	R
D 6	Corrupt	U

RED		
S 3	Draconic Destiny	M
S 6	Tyrant of Kher Ridges	R
S 9	Skitterbeam Battalion	M
A 1	Mishra's Command	R
A 2	Feldon, Ronom Excavator	R
A 2	Horned Stoneseeker	U
A 2	Obliterating Bolt	U
A 3	Excavation Explosion	C
A 3	Phyrexian Dragon Engine	R
A 4	Visions of Phyrexia	R
B 1	Monastery Swiftspear	U
B 3	Brotherhood's End	R
B 3	Giant Cinderma	U
B 3	Mechanized Warfare	R
C 1	Mishra's Research Desk	U
C 2	Bitter Reunion	C
C 2	Dwarven Forge-Chanter	C
C 2	Sardian Cliffstomper	U
C 3	Conscripted Infantry	C
C 3	Mishra, Excavation Prodigy	U
C 3	Penregon Strongbull	C
C 3	Tomakul Scrapsmith	C
C 4	Arms Race	U
C 4	Sibling Rivalry	C
C 5	Mishra's Juggernaut	C
C 7	Blitz Automaton	C
C 8	Fallaji Dragon Engine	U
D 1	Goblin Blast-Runner	C
D 2	Mishra's Domination	C
D 2	Roc Hunter	C
D 2	Whirling Strike	C
D 2	Scrapwork Mutt	C
D 4	Fallaji Chaindancer	C
D 4	Mishra's Onslaught	C
D 4	Pyrrhic Blast	U
D 5	Unleash Shell	C
D 6	The Fall of Kroog	U
D 7	Over the Top	R
D 7	Heavyweight Demolisher	U
F 3	Raze to the Ground	C

GREEN		
S 2	Awaken the Woods	M
S 5	Rootwire Amalgam	M
S 6	Titania's Command	R
A 2	Fauna Shaman	R
A 3	Argothian Opportunist	C
A 3	Gwenna, Eyes of Gaea	R
A 3	Titania, Voice of Gaea	M
A 3	Simian Simulacrum	R
B 1	Bushwhack	U
B 1	Teething Wurmlet	R
B 2	Blanchwood Prowler	C
B 2	Epic Confrontation	C
B 2	Sarinth Steelseeker	U
B 2	Mask of the Jade crafter	U
B 4	Obstinate Baloth	U
B 6	Cradle Clearcutter	U
B 7	Boulderbranch Golem	C
B 7	Iron-Craw Crusher	U
B 10	Rust Goliath	C
C 1	Alloy Animist	U
C 1	Giant Growth	C
C 1	Haywire Mite	U
C 2	Gaea's Gift	C
C 3	Perimeter Patrol	C
C 3	Wasteful Harvest	C
C 4	Hoarding Recluse	C
C 4	Shoot Down	C
C 5	Fallaji Excavation	U
C 5	Gaea's Courser	U
D 1	Audacity	U
D 1	Citanul Stalwart	C
D 2	Argothian Sprite	C
D 2	Tomakul Honor Guard	C
D 3	Blanchwood Armor	U
D 3	Burrowing Razormaw	C
D 4	Fade from History	R
D 4	Tawnos's Tinkering	C
D 5	Perennial Behemoth	R
D 6	Gnarroot Pallbearer	C
F 3	Fog of War	C

MULTICOLOR

S	1	Clay Champion	M
S	2	Third Path Iconoclast	U
S	4	Urza, Prince of Kroog	R
S	6	Bladecoil Serpent	M
A	2	Harbin, Vanguard Aviator	R
A	2	Yotian Dissident	U
A	3	Arbalest Engineers	U
A	3	Junkyard Genius	U
A	3	Queen Kayla bin-Kroog	R
A	4	Saheeli, Fillgree Master	M
A	5	Hero of the Dunes	U
A	5	Mishra, Tamer of Mak Fawa	R
B	3	Legions of Ashes	R
B	3	Urza, Lord Protector	M
B	4	Battery Bearer	U
B	4	Mishra, Claimed by Gix	M
B	4	Skyfisher Spider	U
B	4	Yotian Tactician	U
C	2	Evangel of Synthesis	U
C	4	Fallaji Vanguard	U
C	4	Tocasia, Dig Site Mentor	R
C	6	Sarinth Greatwurm	M
D	2	Hajar, Loyal Bodyguard	R
D	5	Deathbloom Ritualist	R
D	5	Tawnos, the Toymaker	R

COLORLESS

S	8	Cityscape Leveler	M
S	9	Portal to Phyrexia	M
A	3	Liberator, Urza's Battlethopter	R
A	4	Symmetry Matrix	U
A	5	The Mightstone and Weakstone	R
B	2	Levitating Statue	U
B	3	Reconstructed Thopter	U
B	3	Thran Spider	U
B	6	Argivian Avenger	U
C	2	Energy Refractor	C
C	3	Supply Drop	C
C	3	Tower Worker	C
C	5	Steel Exemplar	U
D	1	Goblin Firebomb	C
D	1	Spectrum Sentinel	U
D	2	Aeronaut's Wings	C
D	2	Mine Worker	C
D	2	Thran Power Suit	U
D	4	Slagstone Refinery	U
D	4	Stone Retrieval Unit	C
D	5	Power Plant Worker	C
D	5	Swiftgear Drake	C
D	8	Su-Chi Cave Guard	U
F	2	The Stone Brain	R
F	3	The Stasis Coffin	R

LANDS

A	Argoth, Sanctum of Nature	R
B	Evolving Wilds	C
B	Mishra's Foundry	R
C	Blast Zone	R
C	Fortified Beachhead	R
C	Tocasia's Dig Site	C
D	Battlefield Forge	R
D	Brushland	R
D	Llanowar Wastes	R
D	Underground River	R
F	Demolition Field	U
F	Hall of Tagsin	R

RETRO ARTIFACTS

S	4	Helm of the Host	M
S	4	Phyrexian Processor	M
S	6	Wurmcoil Engine	M
A	2	Altar of Dementia	M
A	3	Staff of Domination	M
A	7	Platinum Angel	M
B	4	Mystic Forge	M
B	6	Ramos, Dragon Engine	M
B	8	Sundering Titan	M
C	5	Mind's Eye	M
D	2	Mesmeric Orb	M
D	4	Aetherflux Reservoir	M
D	4	Perilous Vault	M
D	6	Caged Sun	M
F	0	Mox Amber	M
B	2	Sigil of Valor	U
B	2	Swiftfoot Boots	U
B	3	Burnished Hart	U
B	3	Pristine Talisman	U
B	5	Self-Assembler	U
C	0	Mishra's Bauble	U
C	1	Chromatic Star	U
C	1	Soul-Guide Lantern	U
C	2	Elsewhere Flask	U
C	2	Millstone	U
C	3	Foundry Inspector	U
D	0	Bone Saw	U
D	1	Springleaf Drum	U
D	2	Ichor Wellspring	U
D	2	Liquimetal Coating	U
D	3	Jalum Tome	U
F	0	Ornithopter	U
F	1	Ivory Tower	U
A	2	Blackblade Reforged	R
A	2	Mazemind Tome	R
A	3	Chromatic Lantern	R
A	3	Scrap Trawler	R
B	3	Adaptive Automaton	R
B	4	Goblin Charbelcher	R
B	4	Quicksilver Amulet	R
B	5	Precursor Golem	R
C	2	Journeyer's Kite	R
C	2	Key to the City	R
C	2	Runechanter's Pike	R
C	3	Inspiring Statuary	R
C	3	Quietus Spike	R
C	3	Sculpting Steel	R
C	4	Lodestone Golem	R
C	6	Keening Stone	R
D	0	Astral Cornucopia	R
D	2	Phyrexian Revoker	R
D	2	Sword of the Meek	R
D	3	Ashnod's Altar	R
D	3	Semblance Anvil	R
D	4	Unwinding Clock	R
D	4	Well of Lost Dreams	R
D	5	Door to Nothingness	R
D	5	Gilded Lotus	R
D	5	Psychosis Crawler	R
F	2	Defense Grid	R
F	2	Howling Mine	R
F	2	Thorn of Amethyst	R
F	3	Cloud Key	R

Ranking System:

- S Basically Cheating:** Hands down best bombs in the game. Pick them and play them
- A Exceptional:** First pickable cards that you're always estatic to see and to play! Provides big incentives to go into those colours
- B Above Average:** High pick. Powerful core cards that you're happy to play and pick a few cards into the pack, but not quite first pick
- C Average:** Decent support cards that will help fill out your deck with playables but you don't need to pick them highly and they might even wheel
- D Below Average:** Situational filler cards that you can live without, but are playable as the 22nd or 23rd cards if you're short on playables
- F Unplayable:** Unexciting waste of space that's not worth a card most of the time. Too hard to use effectively and often you'll be better off playing another basic land in this slot instead

Tricks / Instant -speed Spells

1



2



3

Supply Drop 3

Artifact

Flash

When Supply Drop enters the battlefield, target creature you control gets +2/+2 until end of turn.

*. #. Sacrifice Supply Drop: Draw a card.

Nine armaments, fresh provisions, and best of all, dry socks.

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Union of the Third Path 2

Instant

Draw a card, then you gain life equal to the number of cards in your hand.

Tirinia City at last opened its ivory towers to all who sought respite from the endless war.

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Stern Lesson 2

Instant

Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "Add #. This mana can't be spent to cast a nonartifact spell.")

"The brothers are brilliant, but their quarreling will be the death of me."

—Tocasia, journal entry

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Urza's Rebuff 1, 4, 4

Instant

Choose one —

- Counter target spell.
- Tap up to two target creatures.

"As usual, my brother's maneuvers are brash and impulsive."

—Urza

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Moment of Defiance 2, 3

Instant

Target creature gets +2/+1 and gains lifelink until end of turn.

Draw a card.

"What are you waiting for? Let's not keep the buzzards waiting."

—Urza

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Fog of War 3

Instant

You gain 1 life for each creature on the battlefield. Prevent all combat damage that would be dealt this turn by creatures with power 3 or less.

So thick was the fog on Argoth's shores that the brothers' forces passed within shouting distance of each other without realizing it.

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Wasteful Harvest 3

Instant

Mill five cards. You may put a permanent card from among the cards milled this way into your hand. (It will a card, put the top card of your library into your graveyard.)

Whenever you cast a spell, if the amount of mana spent to cast that spell is greater than Liberator, Urza's Battlehopper's power, put a +1/+1 counter on Liberator.

Once the brothers discovered the pristine island of Argoth, the war came down to who could plunder it faster.

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Liberator, Urza's Battlehopper 3

Legendary Artifact Creature — Hopper

Flash

Flying

You may cast colorless spells and artifact spells as though they had flash.

Whenever you cast a spell, if the amount of mana spent to cast that spell is greater than Liberator, Urza's Battlehopper's power, put a +1/+1 counter on Liberator.

1/2

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4

Mishra's Onslaught 3

Instant

Choose one —

- Create two 1/1 colorless Soldier artifact creature tokens.
- Creatures you control get +2/+0 until end of turn.

"Hah. Urza has underestimated my strength yet again."

—Mishra

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Tawno's Tinkering 3

Instant

Put two +1/+1 counters on target artifact, creature, or land you control. Untap that permanent. If it isn't a creature, it becomes a 0/0 creature in addition to its other types.

While his master tried to surpass nature, Tawno aimed to capture its beauty.

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Pyrrhic Blast 3

Instant

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

Pyrrhic Blast deals damage equal to the sacrificed creature's power to any target. Draw a card.

Only the quartermaster kept for their loss.

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Urza's Command 2, 4, 4

Instant

Choose two —

- Creatures you don't control get -2/-0 until end of turn.
- Create a tapped Powerstone token.
- Create a tapped 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."
- Scry 1, then draw a card.

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Hostile Negotiations 3

Instant

Exile the top three cards of your library in a face-down pile, then exile the top three cards of your library in another face-down pile. Look at the cards in each pile, then turn a pile of your choice face up. An opponent chooses one of those piles. Put that pile into your hand and the other into your graveyard. You lose 3 life.

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5

Desynchronize 4, 4

Instant

Target nonland permanent's owner puts it on the top or bottom of their library. Scry 2.

Before Kayla could pull Tiferi's spirit back, the overloaded temporal anchor failed, and he was set adrift in the currents of time.

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Koilos Roc 4, 4

Creature — Bird

Flash

Flying

When Koilos Roc enters the battlefield, create a tapped Powerstone token. (It's an artifact with "Add #. This mana can't be spent to cast a nonartifact spell.")

3/3

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Unleash Shell 3, 3

Instant

Unleash Shell deals 5 damage to target creature or planeswalker and 2 damage to that permanent's controller.

The new cannon's destructive power more than made up for its unpredictable blast radius.

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Flow of Knowledge 4, 4

Instant

Draw a card for each Island you control, then discard two cards.

"Focus your mind. Do you hold a piece of the ocean or a thousand drops of rain?"

—Horbil

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Overwhelming Remorse 4, 4

Instant

This spell costs 1 less to cast for each creature card in your graveyard.

Exile target creature or planeswalker.

Tocasia's face haunted his vision. The explosion still rang in his ears. Mishra kept running and never once looked back.

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Hurky's Final Meditation 4, 4, 4, 4

Instant

As long as it's not your turn, this spell costs 3 more to cast.

Return all nonland permanents to their owners' hands. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage means off, and "this turn" and "until end of turn" effects end.)

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Removals



- Removals inconditionnels

- Surtout W et B

- W = liés à des enchantements (donc plus fragiles) et plus dangereux sur les « Prototypes » (idem U)
- B = possède le meilleur removal commun du set (4B) qui exile (donc empêche « Unearth » et réanimation) mais ne peut pas (trop) gérer les menaces de early



- R = soumis à la loi du sacrifice (assez facilement trouvable)



- Removals attachés à un permanent



• Damage-based removals

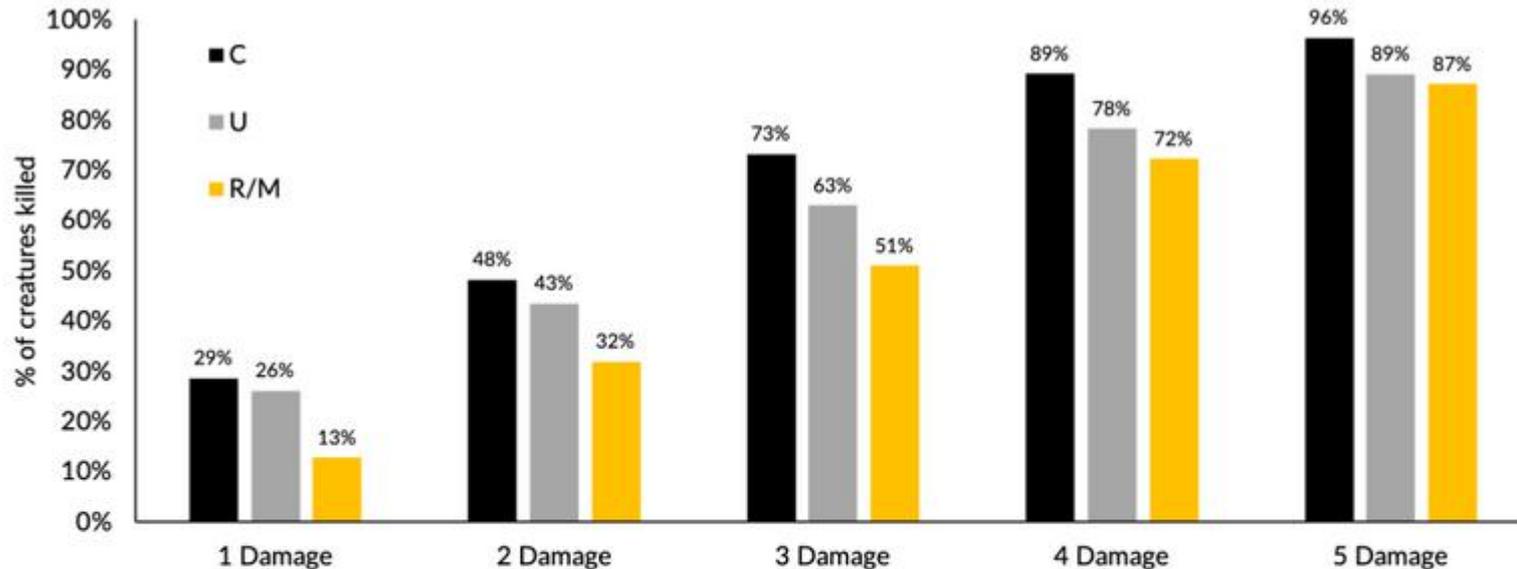
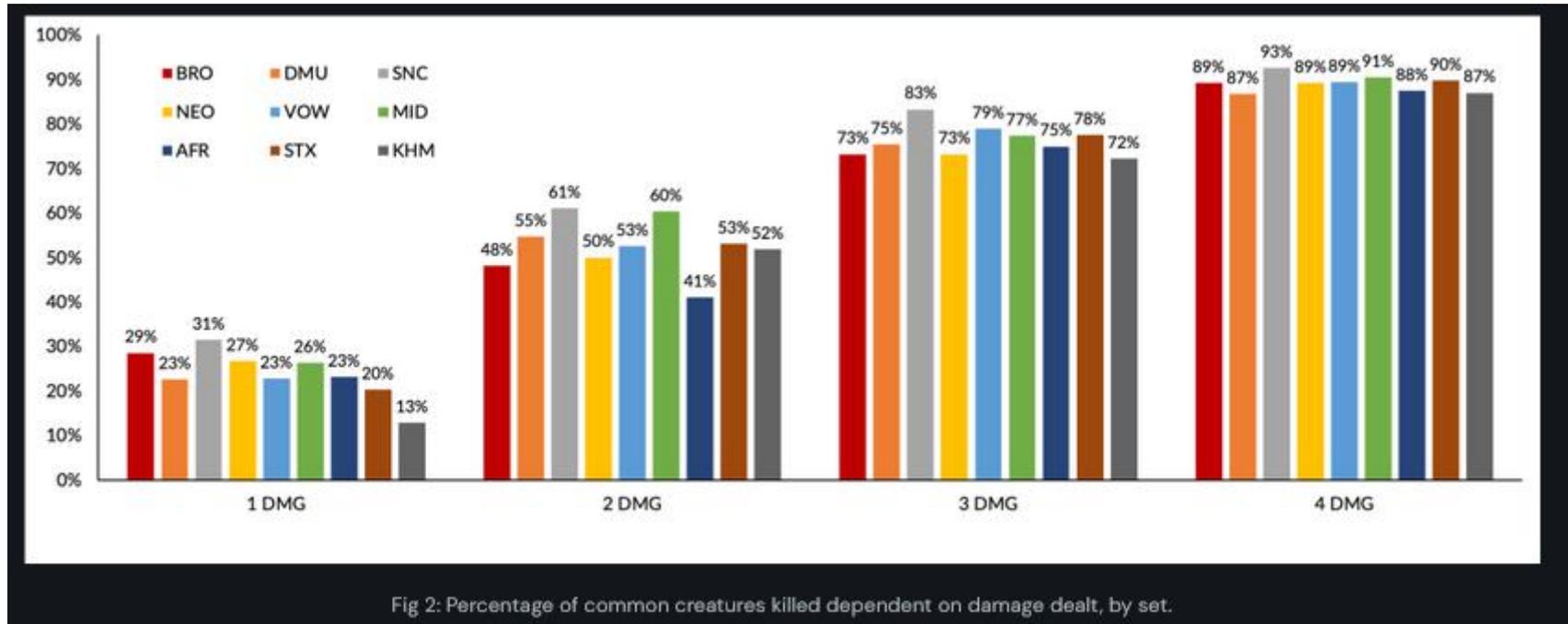


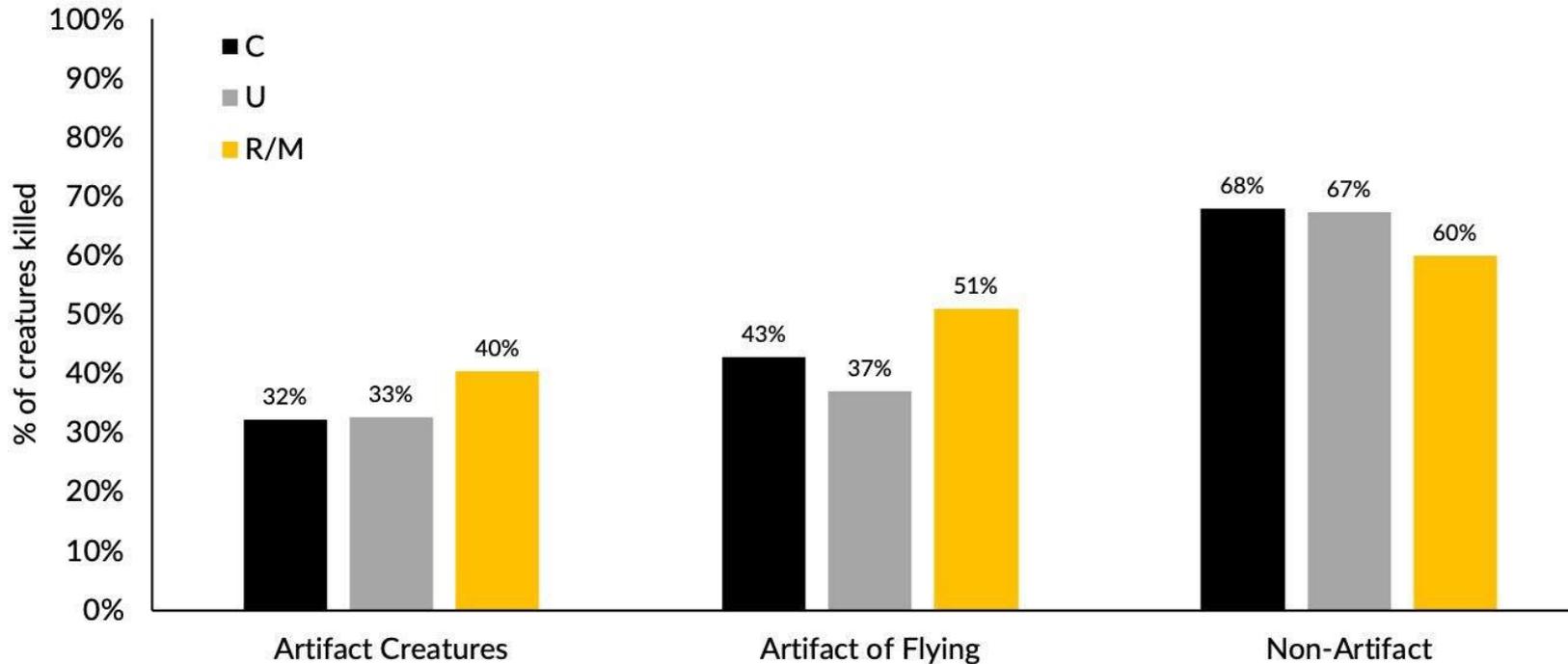
Fig. 1: Percentage of creatures killed by damage removal dependent on damage dealt and creature rarity.



==> BRO = pas mal de créatures à 1 d'endurance (29% des créatures du set), ce qui est Plus que tous les autres set (sauf SNC mais il existait les « shield counters ») MAIS assez peu de gestion pour le faire en early

==> « Disfigure » gère environ la moitié des créatures du set (ce qui est moins que ses précédents sets) mais reste fort car utilisable aussi en tricks

• Removals conditionnels



+



+



- Removals dépendant de la taille des créatures



- Removals dépendant de quantités de manas

Archétypes mono-colors ?



• Removals de tempo

- Pour des decks aggro mais moins aggro que les autres (souvent base U)
- Très fort contre la meilleure commune U du set (qui anime un artefact en 4/4)
- Corrects dans des builds UR Tempo / Prowess / Spells ou UW Flyers



+ Control

+ Tempo

• Sweepers



-peu d'effet de surprise

-bcp de X/1 dans le set

-plutôt carte de side

-détruit 54% des créatures du set (60% des communes)
-les capacités se résolvent dans l'ordre de la carte



-stratégie = avoir des artefacts pas chers à ETB + win-con non-artefacts

-nécessite d'avoir au moins 11-12 sources de R
-permet de dé-ramp l'oppo



-ramp dans cette carte
fera gagner beaucoup de games

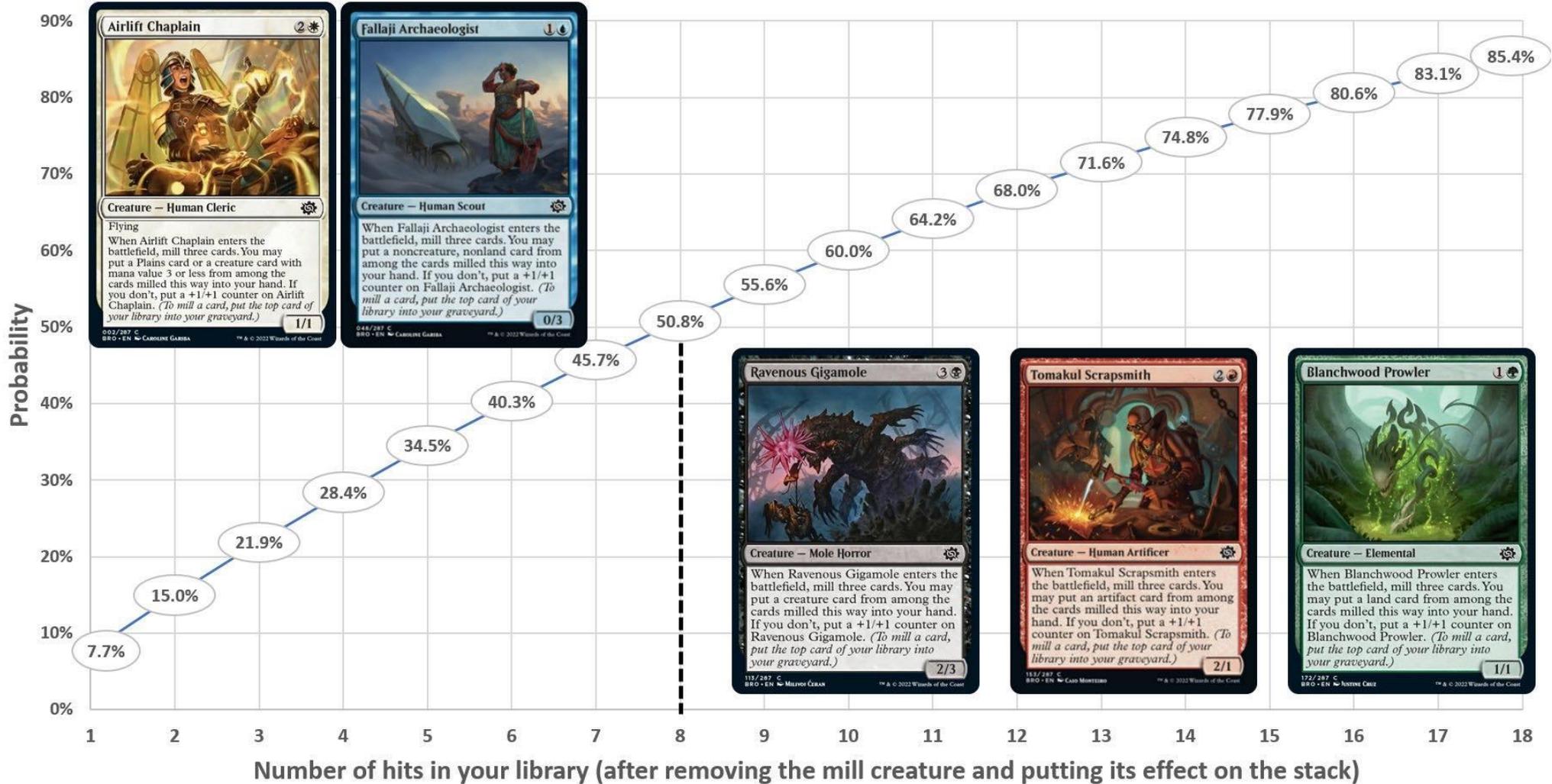


-plutôt lent et cher
donc plutôt pour
des decks lents
-ne prend pas un slot de
land (18ème land)

Généralités

- Un set consacré majoritairement aux artefacts (100)
- Archétypes bicolores ET mono-colores ?
 - Fixeurs très peu nombreux
 - Plutôt une couleur principale et une couleur secondaire
 - Les cartes 3C+ sont difficiles à jouer
 - Surtout sans vert
- La récursivité semble présente ++
 - « Unearth »
 - Carte du type « Reanimator »

Probability to hit a card of a specific type with a mill 3 creature



Avoir au moins 15 cartes dans le deck concerné pour avoir 75% de probabilité de trigger
 -facile pour G et B
 -moyennement facile pour R
 -difficile pour U et W

==> toutes forces confondues, on place quand même la W en troisième position de puissance
 Car capacité d'évasion et souvent arrivera 2/2 Vol

- Les cartes « Fly » semblent performantes
- Format qui semble assez agressif à première vue
- Les « Lithoforces » permettent de jouer des grosses capacités activées, même chères
 - Les cartes qui en créent en effet-bonus seront d'autant plus importantes



- Peu de place pour les decks control en Limité
 - Peu de gros sort de pioche
 - Juste GB et UG vont être plus lents
 - Si c'est le cas rendra les removals pas cher et tricks +++



- Format de bombes

- Souvent incolores donc les decks en ont régulièrement
- Removals plutôt faibles en comparaison (tout comme les communes)

- Trois cartes différentes par protagonistes (1 unco, 1 rare, 1 mythique) à trois âges différents



- Le format regorge de tokens 1/1-> les X/1 sont facilement gérables
- Les decks mono-color, d'abord jugés peu probables, sont réels mais pas si bons que ça
-

Les mécaniques

« Prototype »

- Permet d'avoir deux CCM différents (un petit + un gros) pour s'adapter au stade dans la game
- Si blink / réanimée / copiée = revient en version ultime (+)
- Si le coût bas est payé, cela change le CCM à la lancée (voir la couleur!)
 - ==> la carte est considérée (si lancée pour un coût plus faible) comme « prototypée » dans la pile et sur le champ de bataille uniquement
- Semble meilleur en Scellé qu'en Draft



« Powerstone » / « Lithoforce »

- Permet de ramp dans des sorts artefacts
- Capacité qui semble plus forte qu'il ne semble en limité (permet de ramp dans grosses menaces / ...)
 - Notamment les versions Megazord des cartes « Prototypes »
 - Notamment les cartes avec beaucoup/de chères capacités activées
- Utilisable pour « Unearth » (CA)



« Unearth »

- Capacité de récursion, désormais aussi sur des artefacts
- La créature qui revient à la célérité (+) mais est exilée en fin de tour (-)
- Capacité activée donc incontrable / stifle ok
- Rend auto-mill viable +/-
- R (7) > W (4) > B/G (3) > U/incolore (2)



« Meld »

- Concerne trois cartes (2 mythiques et 1 rare)
- Les cartes, réunies par paires, forment un « Megazord » en verso



Urza, Planeswalker



Legendary Planeswalker — Urza

You may activate the loyalty abilities of Urza, Planeswalker twice each turn rather than only once.

- +2** : Artifact, instant, and sorcery spells you cast this turn cost 2 less to cast. You gain 2 life.
- +1** : Draw two cards, then discard a card.
- 0** : Create two 1/1 colorless Soldier artifact creature tokens.
- 3** : Exile target nonland permanent.
- 10** : Artifacts and planeswalkers you control gain indestructible until end of turn. Destroy all nonland permanents.

7

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Titania, Gaea Incarnate



Legendary Creature — Elemental Avatar

Vigilance, reach, trample, haste

Titania, Gaea Incarnate's power and toughness are each equal to the number of lands you control. When Titania enters the battlefield, return all land cards from your graveyard to the battlefield tapped.

3 ♣ : Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land.

★/★

256/287 M
BRO • EN CRISTI BALANESCU

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Mishra, Lost to Phyrexia



Legendary Artifact Creature — Phyrexian Artificer

Whenever Mishra, Lost to Phyrexia enters the battlefield or attacks, choose three —

- Target opponent discards two cards.
- Mishra deals 3 damage to any target.
- Destroy target artifact or planeswalker.
- Creatures you control gain menace and trample until end of turn.
- Creatures you don't control get -1/-1 until end of turn.
- Create two tapped Powerstone tokens.

9/9

163/287 M
BRO • EN CHRIS RAHN

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Retro-artifacts & Reprints

- Cartes d'extensions antérieures avec un design rétro (63)
+ quelques rééditions non artefacts
- Valables en limité
(créées pour les formats étendus style « Historic »)



Corrupt 5

Sorcery

Corrupt deals damage equal to the number of Swamps you control to target creature or player. You gain life equal to the damage dealt this way.

One misstep in the swamp and the evil that sleeps beneath will rise to find you.

—Dave Allsop

225/269 R
R19 • EN • KEY WALKER

Burnished Hart 3

Artifact Creature — Elk

3, Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Forged by divine hands to wander mortal realms.

—Yeong-Hao Han

2/2

118/269 U
KTX • EN • STEVE ARNDT

Astral Cornucopia 3

Artifact

Astral Cornucopia enters the battlefield with X charge counters on it.

☉: Choose a color. Add one mana of that color to your mana pool for each charge counter on Astral Cornucopia.

—Alexei Brictot

185/264 C
DTX • EN • WAYNE REYNOLDS

Springleaf Drum 1

Artifact

☉, Tap an untapped creature you control: Add one mana of any color to your mana pool.

"The music is in the drum. I simply coax it out to be heard."

—Seh McKinnon

239/272 U
O R1 • EN • DAS SCOTT

Phyrexian Revoker 2

Artifact Creature — Horror

As Phyrexian Revoker enters the battlefield, name a nonland card. Activated abilities of sources with the chosen name can't be activated.

"To be in the presence of a revoker is to be truly alone."

—Kara Vrist, Neurok agent

2/1

225/269 R
R19 • EN • KEY WALKER

Monastery Swiftspear 2

Creature — Human Monk

Haste

Prowess (*Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.*)

The calligraphy of combat is written with strokes of sudden blood.

1/2

118/269 U
KTX • EN • STEVE ARNDT

Epic Confrontation 1

Sorcery

Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (*Each deals damage equal to its power to the other.*)

No matter the timeline, some legends will endure.

185/264 C
DTX • EN • WAYNE REYNOLDS

Sigil of Valor 2

Artifact — Equipment

Whenever equipped creature attacks alone, it gets +1/+1 until end of turn for each other creature you control.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

With each honor he earns, Gideon paves the path to his redemption.

239/272 U
O R1 • EN • DAS SCOTT

Battlefield Forge

Land

☉: Add 1 to your mana pool.

☉: Add ☉ or * to your mana pool. Battlefield Forge deals 1 damage to you.

244/372 R
O R1 • EN • DARRELL BIRCH

Llanowar Wastes

Land

☉: Add 1 to your mana pool.

☉: Add ☉ or ♣ to your mana pool. Llanowar Wastes deals 1 damage to you.

248/372 R
O R1 • EN • ROB ALEXANDER

Bone Saw

Artifact — Equipment

Equipped creature gets +1/+0.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Once a simple tool, it—like everything else on Zendikar—has been turned into a weapon against the Eldrazi.

161/184 C
GOW • EN • KEY WALKER

Brothers' War
and Retro Artifact
reprints for Explorer

Twilight Strife 2



Each player draws one extra card each turn during his or her draw phase.

Illustration by: David S. Laflamme

Gravel Pitfall 3



0: Sacrifice one of your creatures to add 2 colorless mana to your mana pool. This effect is played as an interrupt. You may not sacrifice a creature that is already on its way to the graveyard.

Illustration by: Aaron Mendicino

Iron Tower 1



During your upkeep phase, gain 1 life for each card in your hand above four.

Faithful scholarship abhors all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illustration by: Marjorie Orloff-Klein

Storm Clouds 3



2: Draw a card from your library, then immediately discard a card of your choice to your graveyard.

This rainstorm rite was responsible for many of Ureca's victories, though he never fully comprehended its mystical runes.

Illustration by: Tom Whalen

Brushland 4



0: Add 1 to your mana pool.
0: Add 1 to your mana pool.
Brushland deals 1 damage to you.
0: Add 1 to your mana pool.
Brushland deals 1 damage to you.

Illustration by: Matthew Reinhart

Underground River 4



0: Add 1 to your mana pool.
0: Add 1 to your mana pool.
Underground River deals 1 damage to you.
0: Add 1 to your mana pool.
Underground River deals 1 damage to you.

Illustration by: Scott McQuinn

Goblin Charbelcher 3



Artifact

3, 0: Reveal cards from the top of your library until you reveal a land card. Goblin Charbelcher deals damage equal to the number of nonland cards revealed this way to target creature or player. If the revealed land card was a Mountain, Goblin Charbelcher deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

Illustration by: Stephen Tapscott

Mesmeric Orb 2



Artifact

Whenever a permanent becomes untapped, that permanent's controller puts the top card of his or her library into his or her graveyard.

A step in one direction is two steps away from another.

Illustration by: David Martin

Mind's Eye 3



Artifact

Whenever an opponent draws a card, you may pay 1. If you do, draw a card.

Ideas drift like petals on the wind. I have only to lift my face to the breeze.

Illustration by: Edward F. Weisz

Sundering Titan 8



Artifact Creature

When Sundering Titan comes into play, choose a land of each basic land type, then destroy those lands.

When Sundering Titan leaves play, choose a land of each basic land type, then destroy those lands.

Illustration by: Jon Morley

Well of Lost Dreams 3



Artifact

Whenever you gain life, you may pay X, where X is less than or equal to the amount of life you gained. If you do, draw X cards.

Some say the knowledge lost during the Ritual of Rebuking is returned through the well's waters.

Illustration by: Jeff Meehan

Door to Nothingness 5



Artifact

Door to Nothingness comes into play tapped.

0: Sacrifice Door to Nothingness: Target player loses the game.

"All memory of your existence will be wiped from reality. You will die, and no one will mourn."

—Mennarch

Illustration by: Greg Burchard

Sword of the Meek 2



Artifact — Equipment

Equipped creature gets +1/+2.

Equip 2

Whenever a 1/1 creature comes into play under your control, you may return Sword of the Meek from your graveyard to play, then attach it to that creature.

Illustration by: Felipe Sobral

Thorn of Amethyst 2



Artifact

Noncreature spells cost 1 more to play.

Mined from a cave in the Dark Mountains, it shines brightest when no one is looking.

Illustration by: Greg Lukacz

Elsewhere Flask 2



Artifact

When Elsewhere Flask comes into play, draw a card.

Sacrifice Elsewhere Flask: Choose a basic land type. Each land you control becomes that type until end of turn.

One night Oona borted the sky. The next night she aligned the stars and released it.

Illustration by: Carl Frank

Quietus Spike 3



Artifact — Equipment

Equipped creature has deathtouch.

Whenever equipped creature deals combat damage to a player, that player loses half his or her life, rounded up.

Equip 3

Illustration by: Mark Brink

Lodestone Golem 4



Artifact Creature — Golem

Nonartifact spells cost 1 more to cast.

Someone it sways the Fisher. It brings a strange weight, a blockade in the flow of spells.

—Neyan Dar, Jazoom halmage

Illustration by: Glenn Rabe

Keening Stone 6



Artifact

3, 0: Target player puts the top X cards of his or her library into his or her graveyard, where X is the number of cards in that player's graveyard.

As it spins, dead voices shriek in an ever-increasing cacophony, rending the mind asunder.

Illustration by: Flying Pork

Wurmcoil Engine 6



Artifact Creature — Wurm

Deathtouch, lifelink

When Wurmcoil Engine is put into a graveyard from the battlefield, put a 3/3 colorless Wurm artifact creature token with deathtouch and a 3/3 colorless Wurm artifact creature token with lifelink onto the battlefield.

Illustration by: Greg Burchard

Go for the Throat 3



Instant

Destroy target nonartifact creature.

Having flesh is increasingly a liability on Mirrodin.

Illustration by: David S. Laflamme

Psychosis Crawler 5



Artifact Creature — Horror

Psychosis Crawler's power and toughness are each equal to the number of cards in your hand.

Whenever you draw a card, each opponent loses 1 life.

"If that brain can't figure out the secret of the worm, then add more brains."

—Rhinis, Hand of the Augur

Illustration by: Stephen Meneses

Caged Sun 6



Artifact

As Caged Sun enters the battlefield, choose a color.

Creatures you control of the chosen color get +1/+1.

Whenever a land's ability adds one or more mana of the chosen color to your mana pool, add one additional mana of that color to your mana pool.

Illustration by: Scott Chen

Pristine Talisman 3



Artifact

0: Add 1 to your mana pool. You gain 1 life.

"Tov's and artisans can be destroyed, but the act of creation is inviolate."

—Elspeth Tirel

Illustration by: David S. Laflamme

Unwinding Clock 4



Artifact

Untap all artifacts you control during each other player's untap step.

"The partisans have unearthed a strange artifact. Now know its origin, but it gives them hope of a life beyond."

—Elspeth's Journal

Illustration by: Mark Brink

Altar of Dementia 2



Artifact

Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

"It is not that you will go mad. It is that you will beg for madness."
—Ibbath

Illustration: Brian Borchers

Phyrexian Processor 4



Artifact

When Phyrexian Processor comes into play, pay any amount of life.

4, 6: Put a **Minion** token into play. Treat this token as a black creature with power and toughness each equal to the amount of life paid at the time Phyrexian Processor came into play.

Illustration: Ron Spencer

Defense Grid 2



Artifact

During each player's turn, spells played by another player cost an additional 3.

"We've managed to keep the goblins in their assigned areas, but there's little we can do about the mail."
—Whip Tongue, machine technician

Illustration: Mark Tobin

Quicksilver Amulet 4



Artifact

4, 6: Choose a creature card in your hand and put that creature into play.

"Wonderful! You got a lion on your first try. Now put it back."

Illustration: Douglas Shuler

Diabolic Intent 1



Sorcery

As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Illustration: Dave Dorman

Staff of Domination 3



Artifact

1: Untap Staff of Domination.

2, 6: You gain 1 life.

3, 6: Untap target creature.

4, 6: Tap target creature.

5, 6: Draw a card.

Illustration: Theodoros

Journeyer's Kite 2



Artifact

3, 6: Search your library for a basic land card, reveal it, and put it into your hand. Then shuffle your library.

"From the clouds, you can see as far as the distant horizon. It's a reminder of the infinite possibilities of everyday life."
—Nebora, master hitemaker

Illustration: Tomasz

Mishra's Bauble 0



Artifact

1: Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

"Arcana is a babbling joll! Phyrexian technology is our greatest blessing. Take this delightful trinket for instance..."
—Hedra, Riverrind master

Illustration: Gajop

Chromatic Star 1



Artifact

1, 6: Sacrifice Chromatic Star: Add one mana of any color to your mana pool. When Chromatic Star is put into a graveyard from play, draw a card.

"This item is not from... now. It reflects a sky no longer seen and gleams with hope that does not exist."
—Zavalu, acolyte of Korlis

Illustration: Andy Wachter (Gibbadeili)

Cloud Key 3



Artifact

As Cloud Key comes into play, choose artifact, creature, enchantment, instant, or sorcery.

Spells you play of the chosen type cost 1 less to play.

The musical sound of its turning triggers the numbers of revelation.

Illustration: Theodoros

Obstinate Baloth 2



Creature — Beast

When Obstinate Baloth enters the battlefield, you gain 4 life.

If a spell or ability an opponent controls causes you to discard Obstinate Baloth, put it onto the battlefield instead of putting it into your graveyard.

Illustration: Chris Rahn

Painful Quandary 3



Enchantment

Whenever an opponent casts a spell, that player loses 5 life unless he or she discards a card.

"For each word spoken, one forgotten. For each thought, a memory rotten."
—Moriok incarnation

Illustration: Mike Mearns

Liquimetal Coating 2



Artifact

6: Target permanent becomes an artifact in addition to its other types until end of turn.

"They'll soon become accustomed to tearing skin that is not their own."
—Elesh Norn, Grand Cenobite

Illustration: Sebastian Duda

Precursor Golem 5



Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

Illustration: Gajop

Semblance Anvil 3



Artifact

Imprint — When Semblance Anvil enters the battlefield, you may exile a nonland card from your hand.

Spells you cast that share a card type with the exiled card cost 2 less to cast.

Forged from what it forges.

Illustration: Ray Segar

Adaptive Automaton 3



Artifact Creature — Construct

As Adaptive Automaton enters the battlefield, choose a creature type.

Adaptive Automaton is the chosen type in addition to its other types.

Other creatures you control of the chosen type get +1/+1.

Such loyalty can only be made.

Illustration: Kyle Kirby

Swiftfoot Boots 2



Artifact — Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control, and it can attack and 6 as soon as it comes under your control.)

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Illustration: Benjamin Wilson

Runechanter's Pike 2



Artifact — Equipment

Equipped creature has first strike and gets +X/+0, where X is the number of instant and sorcery cards in your graveyard.

Equip 2

As sharp as its bearer's words of faith.

Illustration: Gajop

Ramos, Dragon Engine 6



Legendary Artifact Creature — Dragon

Flying

Whenever you cast a spell, put a +1/+1 counter on Ramos, Dragon Engine for each of that spell's colors.

Remove five +1/+1 counters from Ramos: Add 5 to your mana pool. Activate this ability only once each turn.

Illustration: Mike Mearns

Brothers' War and Retro Artifact reprints for Historic

Les couleurs

COLOR RANKINGS

BEST

WORST



Au final pas si mal



Vert

- Possède les créatures les plus imposantes du set
- Bons combat tricks et sorts de fight (inhabituel pour cette couleur)
- Niveau moyen des communes assez élevées

Meilleures communes

Argothian Opportunist 2



Creature — Human Scout

When Argothian Opportunist enters the battlefield, create a tapped Powerstone token. (It's an artifact with "☼: Add ☼. This mana can't be spent to cast a nonartifact spell.")

"Nature adapts. So should we."

3/2

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Argothian Sprite 1



Creature — Faerie

Argothian Sprite can't be blocked by artifact creatures.

7: Put two +1/+1 counters on Argothian Sprite.

"Make the exhaust vents smaller next time!"

—Urza, notes to his engineers

2/2

168/287 C. BBO - EN. Ryan Sotoyuki. © & © 2022 Wizards of the Coast

Epic Confrontation 1



Sorcery

Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

"You've let yourself grow old, and your light is dimming. Shall we talk one last time, or must I slay you now?"

—Mishra, to Urza

176/287 C. Story Spotlight. BBO - EN. Lucas Garrano. mtgstory.com. © & © 2022 Wizards of the Coast

Shoot Down 3



Sorcery

Exile target artifact, enchantment, or creature with flying.

Gwenna stayed her hand only once, to save young Harbin's life—a mistake she would never repeat.

180/287 C. Story Spotlight. BBO - EN. Eric Lammiman. mtgstory.com. © & © 2022 Wizards of the Coast

Blanchwood Prowler 1



Creature — Elemental

When Blanchwood Prowler enters the battlefield, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Blanchwood Prowler. (To mill a card, put the top card of your library into your graveyard.)

1/1

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Gaea's Gift 1



Instant

Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

When it came to fighting an army of trees, even Mishra's best generals were stumped.

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Meilleures uncocs

Trilhar 



Feitiço 

Escolha um —

- Procure em seu grimório um card de terreno básico, revele-o, coloque-o em sua mão e depois embaralhe.
- A criatura alvo que você controla luta com a criatura alvo que você não controla. (Cada uma causa dano igual ao seu poder à outra.)

174/287 U
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Mask of the Jadecrafter 



Artifact 

X, ♣, Sacrifice Mask of the Jadecrafter: Create an X/X colorless Golem artifact creature token. Activate only as a sorcery.

Unearth 2 ♣ (2 ♣: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

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Cradle Clearcutter 



Artifact Creature — Golem 

Prototype (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)   **1/3**

♣: Add an amount of ♣ equal to Cradle Clearcutter's power.

A thousand years of growth, harvested in minutes.

3/6

188/287 U
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Audace 



Enchantement : aura 

Enchanter : créature

La créature enchantée gagne +2/+0 et a le piétinement.

Quand l'Audace est mise dans un cimetière depuis le champ de bataille, piochez une carte.

Le courage survit aux courageux.

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Animiste d'alliage 



Créature : humain et druide 

2 ♣ : Jusqu'à la fin du tour, un artefact non-créature ciblé que vous contrôlez devient une créature-artefact 4/4.

« Ce métal appartenait à Argoth avant d'être arraché du sol. Il appartient désormais à nouveau à Argoth. »

1/1

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Obstinate Baloth   



Créature — Beast 

When Obstinate Baloth enters the battlefield, you gain 4 life.

If a spell or ability an opponent controls causes you to discard Obstinate Baloth, put it onto the battlefield instead of putting it into your graveyard.

4/4

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Gaea's Courser  



Créature — Centaur Soldier 

Whenever Gaea's Courser attacks, if there are three or more creature cards in your graveyard, draw a card.

“Even the leaves oppose your being here. What hope have you against nature's might?”

4/5

185/287 U
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Chercheur d'acier de Sarinth  



Créature : humain et artificier et éclaireur 

À chaque fois qu'un artefact arrive sur le champ de bataille sous votre contrôle, regardez la carte du dessus de votre bibliothèque. Si c'est une carte de terrain, vous pouvez la révéler et la mettre dans votre main. Si vous ne mettez pas la carte dans votre main, vous pouvez la mettre dans votre cimetière.

« Ce déchet métallique est laid, mais il peut servir. »

1/2

189/287 U
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Bleu

- Les sorts impactant sont surtout non-créatures
 - Notamment contresorts
 - Removals ++ (communs)
- Beaucoup de « Soldier » et « Wizards » +/- battlecruiser-decks

Meilleures communes

Weakstone's Subjugation 1



Enchantment — Aura

Enchant artifact or creature
When Weakstone's Subjugation enters the battlefield, you may pay 3. If you do, tap enchanted permanent.
Enchanted permanent doesn't untap during its controller's untap step.

072/287 C
BRD · EN · Scott Kressner

Fallaji Archaeologist 1



Creature — Human Scout

When Fallaji Archaeologist enters the battlefield, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Fallaji Archaeologist. (To mill a card, put the top card of your library into your graveyard.)

048/287 C
BRD · EN · Caroline Garcia

Mightstone's Animation 3



Enchantment — Aura

Enchant artifact
When Mightstone's Animation enters the battlefield, draw a card.
Enchanted artifact is a creature with base power and toughness 4/4 in addition to its other types.

054/287 C
BRD · EN · Scott Kressner

Stern Lesson 2



Instant

Draw two cards, then discard a card.
Create a tapped Powerstone token. (It's an artifact with "Cost: Add Cost. This mana can't be spent to cast a nonartifact spell.")
"The brothers are brilliant, but their quarreling will be the death of me."
—Tocasia, journal entry

044/287 C, Story Spotlight
BRD · EN · Liz Searns

Wing Commando 2



Creature — Human Soldier

Flying
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
"The voids are weaker at the top."

073/287 C
BRD · EN · David Albeck-Rasmussen

Scatter Ray 1



Instant

Counter target artifact or creature spell unless its controller pays 4.

Mishra's army demanded the secrets of the Third Path. Hurkyl's followers graciously showed them.

061/287 C
BRD · EN · Jonathan Alexander Mize

Meilleures uncos



Urza, Powerstone Prodigy 2 4

Legendary Creature — Human Artificer

Vigilance

1, 4: Draw a card, then discard a card. Whenever you discard one or more artifact cards, create a tapped Powerstone token. This ability triggers only once each turn. *(The token is an artifact with "4". Add 4. This mana can't be spent to cast a nonartifact spell.)*

1/3

068/287 U
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Zephyr Sentinel 1 4

Creature — Human Soldier

Flash
Flying

When Zephyr Sentinel enters the battlefield, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on Zephyr Sentinel.

2/1

074/287 U
RRD • EN • Jeremy Baskin
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Defabricate 1 4

Instant

Choose one —

- Counter target artifact or enchantment spell. If a spell is countered this way, exile it instead of putting it into its owner's graveyard.
- Counter target activated or triggered ability.

045/287 U
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Métamorphe imposant 9

Créature-artefact : changeforme

Prototype (Vous pouvez lancer ce sort avec un coût de mana, une couleur et une taille différents. Il garde ses capacités et ses types.) 2 0 0
3/3

Vous pouvez faire que le Métamorphe imposant arrive sur le champ de bataille comme une copie d'un artefact ou d'une créature que vous contrôlez, excepté que c'est une créature-artefact en plus de ses autres types, et que sa force et son endurance sont égales à la force et à l'endurance du Métamorphe imposant.

7/7

076/287 U
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Thopter Mechanic 1 4

Creature — Human Artificer

Whenever you draw your second card each turn, put a +1/+1 counter on Thopter Mechanic.

When Thopter Mechanic dies, create a 1/1 colorless Thopter artifact creature token with flying.

"You want me to install a seat belt? Please. You're lucky to get a seat!"

2/1

066/287 U
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Rouge

- Bons removals, dans différents points de la curve
- Semble au dessus du W en terme d'aggro, ce qui compense avec des communes en-dessous
- Les uncors semblent moyennement ouf
- Cartes plutôt orientées vers des archétypes (sacrifices, spells)

Meilleures communes



Meilleures uncos



Plan parfait =
1) exhumer un thon
2) le sacrifier fin de tour
3) coller la force dans la tête pour finir la game

Noir

- Quelques bons removals (dont deux communes ++)
- Récursivité / lien avec graveyard ++
 - Et donc aussi lien ++ avec le sacrifice
- Semble être la meilleure couleur à première vue

Meilleures communes



-péon à sacrifier
+++



Meilleures uncos



Bien avec Unearth seulement (-)

Bien avec Unearth seulement (-)



Super carte ou pas assez de cibles ?

Blanc

- Quelques bons removals
 - Qui vont donc dépendre de la rapidité du format
- Créatures très orientées « Soldier » (et un peu « Uneath ») donc plutôt aggro
- Thème « force 3 ou moins » ++
- Récursivité ++ (sous-thème « Uneath »?)
- Bons CCM2 communs

Meilleures communes

+ Midrange



+ Aggro



Meilleures uncos

Recruteuse militaire *



Créature : humain et soldat

3* : Regardez les quatre cartes du dessus de votre bibliothèque. Vous pouvez révéler une carte de créature avec une valeur de mana inférieure ou égale à 3 parmi elles et la mettre dans votre main. Mettez le reste au-dessous de votre bibliothèque dans un ordre aléatoire.

« Chaque nom sur cette liste est déjà celui d'un héros ! Y ajoutez-vous le vôtre ? »

2/1

025/287 U
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Frontalier yotien 1



Créature-artefact : soldat

À chaque fois que le Frontalier yotien attaque, une autre créature ciblée que vous contrôlez gagne +1/+1 jusqu'à la fin du tour.

Exhumation * (* : *Remplacez cette carte sur le champ de bataille depuis votre cimetière. Elle acquiert la célérité. Exilez-la au début de la prochaine étape de fin ou si elle devait quitter le champ de bataille. N'exhumez que lorsque vous pourriez lancer un rituel.*)

1/1

042/287 U
BRD - FR - JONAS GARNIER
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Filet statique 3*



Enchantement

Quand le Filet statique arrive sur le champ de bataille, exilez un permanent non-terrain ciblé qu'un adversaire contrôle jusqu'à ce que le Filet statique quitte le champ de bataille.

Quand le Filet statique arrive sur le champ de bataille, vous gagnez 2 points de vie et vous créez un jeton Lithoforce engagé. (C'est un artefact avec * : Ajoutez *. Ce mana ne peut pas être dépensé pour lancer un sort non-artefact. *)

2/3

027/287 U
BRD - FR - JONAS GARNIER
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Thopter Architect 3*



Creature - Human Artificer

Whenever an artifact enters the battlefield under your control, target creature gains flying until end of turn.

"She'll only fly once. Make it count!"

2/3

029/287 U
BRD - EN - MICHAEL BUCK
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Loran, Disciple of History 3*



Legendary Creature - Human Artificer

Whenever Loran, Disciple of History or another legendary creature enters the battlefield under your control, return target artifact card from your graveyard to your hand.

Urza and Mishra may have been Tocasia's most famous students, but Loran was the true heir to her legacy.

3/3

015/287 U
BRD - EN - CHERI BALANESKI
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Combat Thresher 7



Artifact Creature - Construct

Prototype (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) 2*

1/1

Double strike
When Combat Thresher enters the battlefield, draw a card.

3/3

015/287 U
BRD - EN - VICTOR BARABIER
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Repair and Recharge 3**



Sorcery

Return target artifact, enchantment, or planeswalker card from your graveyard to the battlefield. Create a tapped Powerstone token. (It's an artifact with * : Add *. This mana can't be spent to cast a nonartifact spell.)

*"Throw the bodies out. They'll just weigh down the frame."
—Rolf, Argivian mechanic*

3/1

024/287 U
BRD - EN - BEN WOOTEN
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Scrapwork Cohort 4



Artifact Creature - Soldier

When Scrapwork Cohort enters the battlefield, create a 1/1 colorless Soldier artifact creature token.

Unearth 2* (2* : *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.*)

3/1

037/287 C
BRD - EN - CAM MORTIMER
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-potentiellement
la meilleur
unco
du set

Et les cartes incolores ?



Les sous-estimées



Artefact gratuit



-coût payé via les
« Lithoforces »
-rend les ETB ++
Et « Unearth » +



-fort pour « unearth »
/ auto-mill

Les sur-estimées

buildaround



-la plupart des bombes sont des artefacts
=
à voir si reste ici

-que 4 cibles dans l'extension

Les fixeurs

Vaillant de Citanul 



Créature : elfe et druide et soldat 

☼, engagez un artefact ou une créature dégagée que vous contrôlez : Ajoutez un mana de la couleur de votre choix.

Les ravages incessants de la Guerre Fratricide avaient pollué la terre de Terisiare et noirci son firmament. Les défenseurs d'Argoth étaient déterminés à protéger leur île d'un sort similaire.

1/1

175/287 C
BRO • FR • ALEXANDER LEZIKOV

Ritualiste à fleurs de mort 



Créature : elfe et psychogoue 

☼ : Ajoutez X manas de la couleur de votre choix, X étant le nombre de cartes de créature dans votre cimetière.

Chaque ami mort était une graine de regret, impatiente de germer à nouveau au nom de Gaïa.

3/5

204/287 R
BRO • FR • THOMAS STROE

Trancheur de nacelles 



Créature-artefact : golem 

Prototype (Vous pouvez lancer ce sort avec un coût de mana, une couleur et une taille différents. Il garde ses capacités et ses types.)  2 ☼

1/3

☼ : Ajoutez une quantité de ☼ égale à la force du Trancheur de nacelles.

Mille ans de croissance, récolté en quelques minutes.

3/6

198/287 U
BRO • FR • BLANKEN

Gwenna, Yeux de Gaïa 



Créature légendaire : elfe et druide et éclaircur 

☼ : Ajoutez deux manas de la combinaison de mana coloré de votre choix. Ne dépensez ce mana que pour lancer des sorts de créature ou activer des capacités de créature ou de carte de créature.

À chaque fois que vous lancez un sort de créature de force supérieure ou égale à 5, mettez un marqueur +1/+1 sur Gwenna, Yeux de Gaïa et dégagez-la.

2/3

185/287 R
BRO • FR • STEVE PRESCOTT

Bushwhack 



Sorcery 

Choose one —

- Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

174/287 U
BRO • EN • ARTHUR MAXAMONOV

Réfracteur d'énergie 



Artefact 

Quand le Réfracteur d'énergie arrive sur le champ de bataille, piochez une carte.

2 : Ajoutez un mana de la couleur de votre choix.

« L'énergie brute contient des possibilités infimes. »
—Urza

234/287 C
BRO • FR • MARCO PIZZARONI

Étendues sauvages en évolution 



Terrain 

☼, sacrifiez les Étendues sauvages en évolution : Cherchez dans votre bibliothèque une carte de terrain de base, mettez-la sur le champ de bataille engagée, puis mélangez.

« On retrouve une certaine beauté dans la destruction. Certains considèrent cette guerre comme un chef-d'œuvre. »
—Ashnod

245/287 C
BRO • FR • SAM BRIDY

Brushland 



Land 

☼ : Add ☼.

☼ : Add ☼ or *. Brushland deals 1 damage to you.

“Urza fortified every thirty miles on the path to Tomakul, creating a network of trenches the brothers would trade for decades.”
—The Antiquities War

259/287 R
BRO • EN • THOMAS STROE

Salle de Tagsin 



Terrain 

☼ : Ajoutez ☼.

1, ☼ : Ajoutez un mana de la couleur de votre choix.

☼, ☼ : Créez un jeton Lithoforce engagé. (C'est un artefact avec * ☼ : Ajoutez ☼. Ce mana ne peut pas être dépensé pour lancer un sort non-artefact. *)

Les machines des Thrans n'étaient pas vraiment mortes ; elles étaient en sommeil... dans l'attente.

263/287 R
BRO • FR • CHRISTIAN DIMITROV

4 derniers « Painlands »





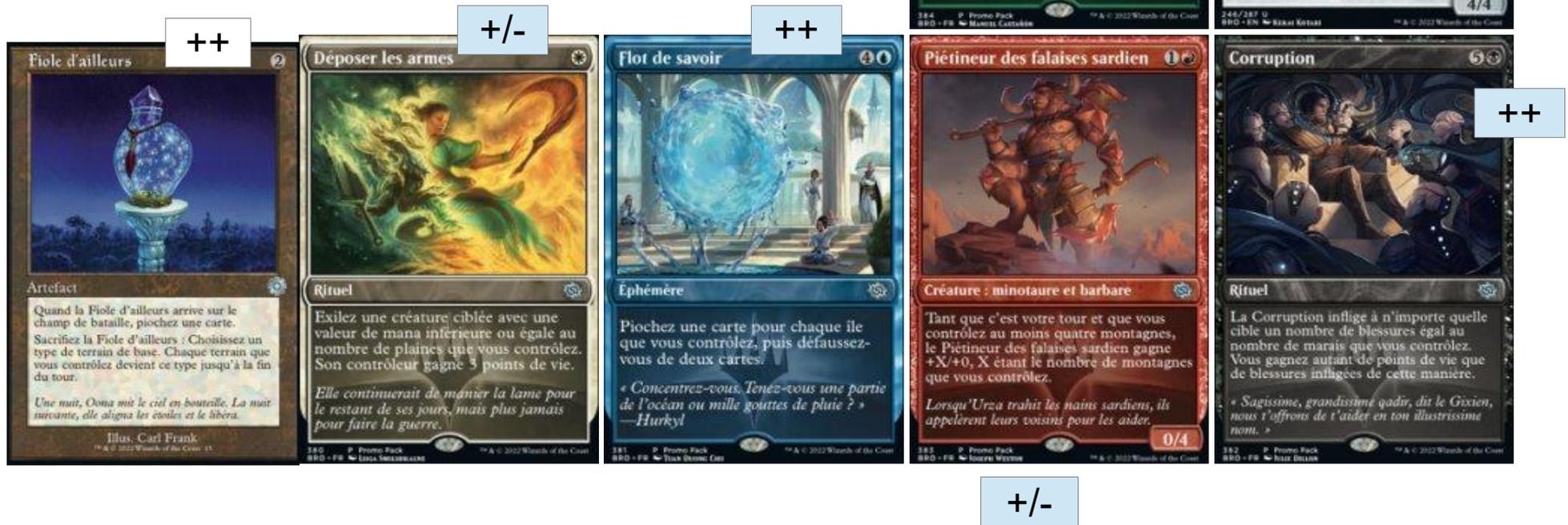
Les archives permettent au final un fixing mieux que l'on pensait au départ



Les archétypes de draft

Archétype Mono-Color

- Plutôt bicolore avec une couleur très dominante ?
- Semble complexe à mettre en place = à voir (sauf si en multiple)
- Ne pas jouer ces cartes en bicolore
- Nécessite 14 sources (couleur principale +/- 3 sources d'une autre pour 1 à 2 cartes)



RG Midramp

- Stratégie = poser des grosses menaces tôt + tricks / burn spells
- Gros late game via les « Prototypes »
- Utilité des « Lithoforces »
- Archétype midrange + ramp



BRO Gruul

LIMITED
by j2sjosh

0 mythic
1 rare
4 uncommon
35 common

0 1 2 3 4 5 6+



SIDEBOARD

2
Artifact Creature — Dog
When Scrapwork Muttr enters the battlefield, you may discard a card. If you do, draw a card.
Unearth 1 (1) (1) Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step if it would leave the battlefield. (Unearth only as a sorcery.)
2/1

2
Creature — Faerie
Argothian Sprite can't be blocked by artifact creatures.
T: Put two +1/+1 counters on Argothian Sprite.
"Make the exhaust vents smaller next time!"
—Ura, warden to his engineers
2/2

2
Creature — Human Soldier
Reach
"Never track the roc itself with your eyes, for it will misp with the sun at its back and blind you. Instead, track its shadow and, when it's almost upon you, have your javelin spread with all your might."
—Ura, warden to his engineers
3/1

1
Legendary Creature — Human Soldier
Sacrifice Hajar, Loyal Bodyguard: Legendary creatures you control get +1/+0 and gain indestructible until end of turn.
"I've stood by Mishra's side from the beginning. I will not abandon him now."
3/3

1
Creature — Dinosaur Beast
Trample
Players can't gain life.
"Don't excavate too far into these caverns. I promised your patron I'll return you in one piece."
—Dwara
4/3

1
Creature — Human Artificer
When Arbalist Engineers enters the battlefield, they die.
• Arbalist Engineers deals 1 damage to any target.
• Put a +1/+1 counter on target creature. It gains trample and haste until end of turn.
• Create a tapped Powerstone token. (It's an artifact with "Add 1". This mana can't be spent to cast a nonartifact spell.)
2/2

1
Creature — Human Scout
When Argothian Opportunist enters the battlefield, create a tapped Powerstone token. (It's an artifact with "Add 1". This mana can't be spent to cast a nonartifact spell.)
"Nature adapts. So should we."
3/2

1
Creature — Beast
When Obsinate Baloth enters the battlefield, you gain 4 life.
If a spell or ability an opponent controls causes you to discard Obsinate Baloth, put it onto the battlefield instead of putting it into your graveyard.
4/4

1
Artifact Creature — Juggernaut
Trample
Mishra's Juggernaut attacks each combat if able.
Unearth 5 (5) (5) Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step if it would leave the battlefield. (Unearth only as a sorcery.)
5/3

2
Artifact Creature — Construct
Trample (You may cast this spell with different mana, one color, and rate. It both in abilities and type.)
3/2
Haste
"While Dain's machines ferried debris, Mishra had to end the war quickly."
6/4

2
Instant
Target creature gets +2/+0 and gains first strike and trample until end of turn.
"I will trust desert steel in Fallaji hands over a soulless machine any day."
—Hajar, Mishra's bodyguard
1/2

1
Instant
Unleash Shell deals 5 damage to target creature or planeswalker and 2 damage to that permanent's controller.
"The new cannon's destructive power more than made up for its unspeakable blast radius."
1/2

1
Sorcery
Choose one —
• Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
• Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
"Who's in control grows old, and over light is shining. Shall we talk one last time, or shall I flip you now?"
—Mishra, to Ura
1/2

2
Sorcery
Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)
"Who's in control grows old, and over light is shining. Shall we talk one last time, or shall I flip you now?"
—Mishra, to Ura
1/2

2
Sorcery
Excavation Explosion deals 3 damage to any target. Create a tapped Powerstone token. (It's an artifact with "Add 1". This mana can't be spent to cast a nonartifact spell.)
"Dra's engineers could take rocks to dig out a powerstone. The goblin taren's so painstaking."
1/2

1
Sorcery
Exile target artifact, enchantment, or creature with flying.
"Growth started far behind only once, to save young Harbin's life—a mistake she would never repeat."
1/2

8
Basic Land — Forest
1/2

8
Basic Land — Mountain
1/2

1
Land
• Sacrifice Evolving Wilds. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
"Without the interfering hands of civilization, nature still always shapes itself in its own hands."
1/2

RB Sacrifice

- Stratégie = sacrifice créature(s) / artefact(s) pour valeur
- Tire profit de la récursivité ?
 - «Unearth» = ressources à sacrifier ?
- Archétype punchy avec thème « Sacrifice »



BRO Rakdos

LIMITED

by j2sjosh

0 mythic

1 rare

7 uncommon

32 common



SIDEBOARD

<p>2</p> <p>Creature — Goblin</p> <p>Goblin Blast-Runner gets +2/+0 and has menace as long as you sacrificed a permanent this turn.</p> <p>Most goblins can light a fuse and run, but only the cleverest remember to drop the bomb.</p> <p>1/2</p>	<p>1</p> <p>Legendary Creature — Human Artificer</p> <p>Disabuse Whenever Ashnod, Flesh Mechanist attacks, you may sacrifice another creature. If you do, create a tapped Powerstone token.</p> <p>#. Trade a creature card from your graveyard. Create a tapped 3/3 colorless Golem artifact creature token.</p> <p>1/1</p>	<p>2</p> <p>Creature — Demon</p> <p>#. #. Sacrifice another creature or artifact. Draw a card.</p> <p>Ursa and Mishra weren't the only denizens of Teraviva to crave the powerstone's energy.</p> <p>2/2</p>	<p>1</p> <p>Creature — Lizard</p> <p>Menace</p> <p>When Horned Stoneseeker enters the battlefield, create a tapped Powerstone token. (It's an artifact with "#. Add #. This mana can't be spent to cast a nonartifact spell.")</p> <p>When Horned Stoneseeker leaves the battlefield, sacrifice a Powerstone.</p> <p>2/2</p>	<p>2</p> <p>Creature — Phyrexian Human</p> <p>Whenever you sacrifice another permanent, put a +1/+1 counter on Gician Infiltrator.</p> <p>"Tirna City's fall is inevitable. My master's plan runs as sure and steady as the oil in my veins."</p> <p>2/1</p>
<p>1</p> <p>Creature — Human Artificer</p> <p>When Junkyard Genius enters the battlefield, create a tapped Powerstone token. (It's an artifact with "#. Add #. This mana can't be spent to cast a nonartifact spell.")</p> <p>#. #. Sacrifice another creature or artifact. Until end of turn, other creatures you control get +1/+0 and gain menace and haste.</p> <p>2/2</p>	<p>2</p> <p>Creature — Human Soldier</p> <p>Whenever Kill-Zone Acrobat attacks, you may sacrifice another creature or artifact. If you do, Kill-Zone Acrobat gains flying until end of turn.</p> <p>Her circus training proved surprisingly valuable on the battlefield.</p> <p>3/2</p>	<p>2</p> <p>Creature — Minotaur</p> <p>#. Sacrifice an artifact. Penregon Strongbull gets +1/+1 until end of turn and deals 1 damage to each opponent.</p> <p>His child-biting act was meant only to his canther-punting routine.</p> <p>2/3</p>	<p>1</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>"When Thrasia offered peace, Ursa merely turned her down. Mishra made her people pay for the insult."</p> <p>1/1</p>	<p>1</p> <p>Sorcery</p> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Destroy target creature or planeswalker.</p> <p>"Mew! When the powerstone blows, that blowtorch will be nothing but a hole in the ground." —Ashnod, to Hagar</p> <p>1/1</p>
<p>1</p> <p>Sorcery</p> <p>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>In desperation, they called on his memory of a lightning storm that nearly killed his wife. When he opened his eyes, only smoke and dust remained.</p> <p>1/1</p>	<p>2</p> <p>Sorcery</p> <p>Excavation Explosion deals 3 damage to any target. Create a tapped Powerstone token. (It's an artifact with "#. Add #. This mana can't be spent to cast a nonartifact spell.")</p> <p>Ursa's engineers could take rocks to the core of a powerstone. The goblin weren't so painstaking.</p> <p>1/1</p>	<p>2</p> <p>Sorcery</p> <p>Gain control of target artifact or creature until end of turn. Untap it. It gains haste until end of turn. Create a tapped Powerstone token. (It's an artifact with "#. Add #. This mana can't be spent to cast a nonartifact spell.")</p> <p>1/1</p>	<p>1</p> <p>Artifact</p> <p>#. Sacrifice Mishra's Bauble. Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</p> <p>"The society of my great-uncle's husband lie in the world where it was forged: the grato-stamped mallet of Phyrexia." —Jerez, diary</p> <p>1/1</p>	<p>1</p> <p>Artifact</p> <p>#. #. Sacrifice Chromatic Star. Add one mana of any color.</p> <p>When Chromatic Star is put into a graveyard from the battlefield, draw a card.</p> <p>1/1</p>
<p>1</p> <p>Artifact</p> <p>When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.</p> <p>#. Sacrifice Soul-Guide Lantern. Exile each opponent's graveyard.</p> <p>#. #. Sacrifice Soul-Guide Lantern. Draw a card.</p> <p>1/1</p>				
<p>8</p> <p>Basic Land — Mountain</p> <p>1/1</p>	<p>8</p> <p>Basic Land — Swamp</p> <p>1/1</p>	<p>1</p> <p>Land</p> <p>#. Sacrifice Evolving Wilds. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Without the interfering hands of civilization, nature still always shapes itself to its own needs.</p> <p>1/1</p>		

UR Spells

- Stratégie = pay-off (Prowess ++) + spells
- Jouer des créatures « Prowess »
+
- Sorts non-créatures
 - Boosts
 - Créer des créatures
 - Gestion / tricks / draw
- Sorts NC = éphémères / rituels / artefacts / enchantements / PW
- Plus agressif que l'on pense
(synergies)



BRO Izzet

LIMITED
by j2sjosh

0 mythic
1 rare
7 uncommon
32 common

0 1 2 3 4 5 6+



SIDEBOARD

Monastery Swiftspear 1
Creature — Human Monk
Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
She focused her mind on the volcano's fiery, and here erupted its blood.

Dwarven Forge-Chanter 2
Creature — Dwarf Wizard
Word—Pay 2 life. (Whenever this creature becomes the target of a spell or ability you opponent controls, counter it unless that player pays 2 life.)
Poisoning (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Thopter Mechanic 1
Creature — Human Artificer
Whenever you draw your second card each turn, put a +1/+1 counter on Thopter Mechanic.
When Thopter Mechanic dies, create a 1/1 colorless Thopter artifact creature token with flying.
"You want me to install a new bolt? Please. You're lucky to get a nut!"

Third Path Iconoclast 1
Creature — Human Monk
Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.
"When all you have is a hammer, everything looks like a nail. I merely respond expanding our toolbox."

Wing Commando 2
Creature — Human Soldier
Flying
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
"The walls are weaker at the top."

Kollos Roc 1
Creature — Bird
Flash
Flying
When Kollos Roc enters the battlefield, create a tapped Powerstone token. (It's an artifact with "♦ Add ♦. This mana can't be spent to cast a nonartifact spell.")

Tyrant of Kher Ridges 1
Creature — Dragon
Flying
When Tyrant of Kher Ridges enters the battlefield, it deals 4 damage to any target.
♦ Tyrant of Kher Ridges gets +1/+0 until end of turn.
"In war, dragons don't see odds, just odds themselves."

Blitz Automaton 1
Artifact Creature — Construct
Provoke (You may cast this spell with different mana, one color and one. It has no abilities and tap.)
Haste
While Uzi's machines jammed defenses, Mishra had to find the war quickly.

Curate 1
Instant
Survive 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Draw a card.
"Ah! This must be one of the ancient keys he... No, wait. It's just another puzzle key."

Stern Lesson 2
Instant
Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "♦ Add ♦. This mana can't be spent to cast a nonartifact spell.")
"The brothers are brilliant, but their engineering will be the death of me."
—Evanos, journal entry

Obliterating Bolt 1
Sorcery
Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.
"In desperation, I've called on his memory of a lightning storm that nearly killed his family. When he opened his eyes, only smoke and dust remained."

Excavation Explosion 2
Sorcery
Excavation Explosion deals 3 damage to any target. Create a tapped Powerstone token. (It's an artifact with "♦ Add ♦. This mana can't be spent to cast a nonartifact spell.")
Uzi's engineers could take trouble in the cut a permission. The public weren't so painstaking.

Mishra's Bubble 1
Artifact
♦ Sacrifice Mishra's Bubble: Look at the top card of target player's library. Draw a card and begin the beginning of the next turn's upkeep.
"The secret of my grandfather's Ambition lies in the world below it: one trapped the great-stained master of Ichoria."
—Baral, diary

Chromatic Star 1
Artifact
♦ ♦ Sacrifice Chromatic Star: Add one mana of any color.
When Chromatic Star is put into a graveyard from the battlefield, draw a card.

Soul-Guide Lantern 1
Artifact
When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.
♦ ♦ Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.
♦ ♦ Sacrifice Soul-Guide Lantern: Draw a card.

Weakstone's Subjugation 1
Enchantment — Aura
Enchant artifact or creature
When Weakstone's Subjugation enters the battlefield, you may pay ♦. If you do, tap enchanted permanent. Enchanted permanent doesn't untap during its controller's untap step.

Bitter Reunion 1
Enchantment
When Bitter Reunion enters the battlefield, you may discard a card. If you do, draw two cards.
♦ Sacrifice Bitter Reunion: Creatures you control gain haste until end of turn.
"My master usually opened the purple lanterns. Uzi and Mishra could and only do blood."

Mightstone's Animation 2
Enchantment — Aura
Enchant artifact
When Mightstone's Animation enters the battlefield, draw a card.
Enchanted artifact is a creature with base power and toughness 4/4 in addition to its other types.

Inland 8
Basic Land — Island
Tap to add ♦.

Mountains 8
Basic Land — Mountain
Tap to add ♦♦.

Evolving Wilds 1
Land
♦ ♦ Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Without the interfering hands of civilization, nature still always shape itself in its own hands.



RW Aggro

- Stratégie = Go-Wide Aggro ++
+ gagner avant que l'adversaire mette en place son plan de jeu
- Utilité des jetons ?
- Très bien avec les créatures « Unearth » car récursivité avec la célérité
 - 1ère vague aggro
 - 2ème vague « Unearth »
- Pas d'obligation d'avoir des « Soldiers »



Bro Boros

LIMITED
by j2sjosh

- 0 mythic
- 1 rare
- 7 uncommon
- 32 common



SIDEBOARD

1
Monastery Swiftspear
Creature — Human Monk
Haste
Process (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
She focused her mind on the volcano's fury and here she is!

1
Recruitment Officer
Creature — Human Soldier
3 Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them, and put it into your hand. Put the rest on the bottom of your library in a random order.
"Every name on this list is already a hero! Will you add your own to it?"

1
Dwarven Forge-Chanter
Creature — Dwarf Wizard
Word — Pay 2 life. (Whenever this creature becomes the target of a spell or ability on opponent control, counter it unless that player pays 2 life.)
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

2
Ambush Paratrooper
Creature — Human Soldier
Flash
Flying
Creatures you control get +1/+1 until end of turn.
"It would be jolly to fight a dragon against his own. Let's hit it from above."

1
Phalanx Vanguard
Creature — Human Soldier
Vigilance
Whenever an artifact enters the battlefield under your control, Phalanx Vanguard gets +1/+0 until end of turn.
The cool, sleek automata beside her surround her own iron resolve.

2
Roc Hunter
Creature — Human Soldier
Reach
"Never touch the roc itself with your eye, for it will sweep with the sun at its back and blind you. Instead, reach its shadow and, when it's almost upon you, leave your javelin speared with all your might."

1
Tomakul Scrapsmith
Creature — Human Artificer
When Tomakul Scrapsmith enters the battlefield, mill three cards. You may put an artifact card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Tomakul Scrapsmith. (This mill is a card, put the top card of your library into your graveyard.)

2
Airriff Chaplain
Creature — Human Cleric
Flying
When Airriff Chaplain enters the battlefield, mill three cards. You may put a Plains card or a creature card with mana value 3 or less from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Airriff Chaplain. (This mill is a card, put the top card of your library into your graveyard.)

1
Queen Kayla bin-Kruog
Legendary Creature — Human Noble
Flash
Discard all the cards in your hand, then draw that many cards. You may choose an artifact or creature card with mana value 1 you discarded this way, then do the same for artifact or creature cards with mana values 2 and 3. Return those cards to the battlefield. Activate only as a sorcery.

2
Scrapwork Cohort
Artifact Creature — Soldier
When Scrapwork Cohort enters the battlefield, create a 1/1 colorless Soldier artifact creature token.
Unearth 2 (2) Return this card from your graveyard to the battlefield. It gains haste. Break it at the beginning of the next end step or if it would leave the battlefield. (Unearth only as a sorcery.)

1
Fallaji Vanguard
Creature — Human Soldier
Fire strike
Whenever Fallaji Vanguard or another creature enters the battlefield under your control, target creature gets +2/+0 until end of turn.
"The Burnished Banner will show the World that the Sontaran Marches bring to the Coalition!"

2
Whirling Strike
Instant
Target creature gets +2/+0 and gains first strike and trample until end of turn.
"I will truly desert side in Fallaji hands over a conflict machine any day."
—Hajir, Mizara's bodyguard

1
Obliterating Bolt
Sorcery
Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.
In desperation, Pev called on his memory of a lightning storm that nearly killed his family. When he opened his eyes, only smoke and dust remained.

2
Excavation Explosion
Sorcery
Excavation Explosion deals 3 damage to any target. Create a tapped Powerstone token. (It's an artifact with "no mana can't be spent to cast a nonartifact spell.")
One's enemies could take tools to dig out a potterstone. The public aren't so painstaking.

1
Chromatic Star
Artifact
Sacrifice Chromatic Star: Add one mana of any color.
When Chromatic Star is put into a graveyard from the battlefield, draw a card.
Blue Ace Hester-Olsendell
"I'd love to see you try to dig out a potterstone."

1
Soul-Guide Lantern
Artifact
When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.
Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.
Sacrifice Soul-Guide Lantern: Draw a card.

1
Elsewhere Flank
Artifact
When Elsewhere Flank enters the battlefield, draw a card.
Sacrifice Elsewhere Flank: Choose a basic land type. Each land you control becomes that type until end of turn.
One night Osha killed the sky. The next night she aligned the stars and released it.

1
Prison Sentence
Enchantment — Aura
Enchant creature
When Prison Sentence enters the battlefield, exile 2.
Enchanted creature can't attack or block, and its activated abilities can't be activated.
This prisoner was once healthy and vibrant, and another brother used to walk for them.

8
Mountain
Basic Land — Mountain

8
Plains
Basic Land — Plains

UW Soldiers

- Stratégie = Fly + Aggro-Tempo
- « Soldiers » au premier plan ++ (masse critique)
- Semble fort si open
- Utiliser les générateur de jetons 1/1 soldats-artefacts (Go-Wide)
- Finir via tricks / removals



BRO UW

LIMITED
by j2sjosh



Recruitment Officer 1 Creature — Human Soldier Flash Whenever you attack with five or more Soldiers, you may reveal a creature card with mana value 3 or less from among those and put it into your hand. Put the rest on the bottom of your library in a random order. <i>"Every name on the list is already a hero! Will you add your own to it?"</i> 2/1	Ambush Paratrooper 2 Creature — Human Soldier Flash Flying Whenever you control get +1/+1 until end of turn. <i>"It would be folly to fight a dragon on its own. Let's hit it from above!"</i> 1/2	Phalanx Vanguard 2 Creature — Human Soldier Vigilance Whenever an artifact enters the battlefield under your control, Phalanx Vanguard gets +1/+0 until end of turn. <i>"The cool, sleek automata beside her mirrored her own iron resolve."</i> 2/2	Air Marshal 2 Creature — Human Soldier Flying Whenever a target Soldier gains flying until end of turn. <i>"Today our blades remember Krog! May the seven brass gods be with us!"</i> 2/1	Zephyr Sentinel 1 Creature — Human Soldier Flash Flying When Zephyr Sentinel enters the battlefield, return up to one other target creature you control to its owner's hand. If it was a Soldier, put a +1/+1 counter on Zephyr Sentinel. 2/1
Harbin, Vanguard Aviator 1 Legendary Creature — Human Soldier Flying Whenever you attack with five or more Soldiers, creatures you control get +1/+1 and gain flying until end of turn. <i>"Mine is my birthright, father. Let me fight for it."</i> 3/2	Airlift Chaplain 2 Creature — Human Cleric Flying Whenever Airlift Chaplain enters the battlefield, mill three cards. You may put a Plains card on a creature card with mana value 3 or less from among the cards until this way into your hand. If you don't, put a +1/+1 counter on Airlift Chaplain. (If you still can't, put the top card of your library into your graveyard.) 1/1	Wing Commando 2 Creature — Human Soldier Flying Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn. <i>"The walls are weaker at the top."</i> 2/2	Scrapwork Cohort 2 Artifact Creature — Soldier Whenever Scrapwork Cohort enters the battlefield, create a 1/1 colorless Soldier artifact creature token. Unearth 2 (2): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step if it would leave the battlefield. (Unearth only as a sorcery.) 3/1	Vorian Tactician 1 Creature — Human Soldier Other Soldiers you control get +1/+1. <i>"Time for the Iron Alliance to remind the other army how inhospitable the Second Marcher can be."</i> 3/4
Aeronaut Cavalry 1 Creature — Human Soldier Flying When Aeronaut Cavalry enters the battlefield, put a +1/+1 counter on another target Soldier you control. <i>"The ground is where wars are won." —Harbin, vanguard aviator.</i> 3/4	Loran's Escape 1 Instant Target artifact or creature gains hexproof and indestructible until end of turn. Story 1. <i>"A Thoria City guard, Faldin pressed the pistol into Loran's hands and urged her to run. Help run with her."</i> 2/1	Disenchant 1 Instant Destroy target artifact or enchantment. <i>"One down, several thousand more to go."</i> 2/1	Bone Baw 1 Artifact — Equipment Equipped creature gets +1/+0. Equip 1 <i>In a world where death is always violent, steel weapons are as common as rocks.</i> 1/1	Prison Sentence 2 Enchantment — Aura Enchant creature When Prison Sentence enters the battlefield, exile 2. Exhausted creature can't attack or block, and its activated abilities can't be activated. <i>The prisoners were ineffective political pawns, an elite brother cartel enough to trade for them.</i> 2/1
Static Net 1 Enchantment When Static Net enters the battlefield, exile target nonland permanent an opponent controls until Static Net leaves the battlefield. When Static Net enters the battlefield, you gain 2 life and create a tapped Powerstone token. (It's an artifact with "W. Add 6. This means can't be spent to cast a nonartifact spell.") 2/1	Inland 8 Basic Land — Island 1/1	Plains 8 Basic Land — Plains 1/1	Evolving Wilds 1 Land Sacrifice Evolving Wilds. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Without the interfering hands of civilization, nature had always shape itself to its own needs. 1/1	

SIDEBOARD



GW ETB Artefacts

- Stratégie = Beat-down + Artefacts
- Artefacts au premier plan
 - « Lithoforces »
 - Créatures-artefacts
 - Artefacts autres
- Plan synergique ++
 - Cartes qui font arriver des « Lithoforces » en parallèle
- Plus de capacité à ramp que les autres archétypes W
 - Donc plus de jouabilité des cartes « Prototype »



Bro Selesnya

LIMITED

by j2sjosh



SIDEBOARD

<p>Blanchwood Prowler 2</p> <p>2</p> <p>Creature — Elemental</p> <p>When Blanchwood Prowler enters the battlefield, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Blanchwood Prowler. (If you mill a card, put the top card of your library into your graveyard.)</p> <p>1/1</p>	<p>Argothian Sprite 1</p> <p>1</p> <p>Creature — Faerie</p> <p>Argothian Sprite can't be blocked by artifact creatures.</p> <p>Put two +1/+1 counters on Argothian Sprite.</p> <p>Make the exhaust veins smaller next time!</p> <p>—Urza, notes to his engineers</p> <p>2/2</p>	<p>Powerstone Engineer 2</p> <p>2</p> <p>Creature — Human Artificer</p> <p>When Powerstone Engineer dies, create a tapped Powerstone token. (It's an artifact with "e: Add ♠. This mana can't be spent to cast a nonartifact spell.")</p> <p>"Bill there's your problem—mana's just burning out! by thirty percent. I can push that up."</p> <p>2/1</p>	<p>Vorian Dissident 1</p> <p>1</p> <p>Creature — Human Artificer</p> <p>Whenever an artifact enters the battlefield under your control, put a +1/+1 counter on target creature you control.</p> <p>"I joined this year to prove my homeland, not to destroy someone else's."</p> <p>1/1</p>	<p>Sarlith Steelspeaker 1</p> <p>1</p> <p>Creature — Human Artificer Scout</p> <p>Whenever an artifact enters the battlefield under your control, look at the top card of your library. If it's a land card, you may reveal it and put it into your hand. If you don't, put the card into your hand, you may put it into your graveyard.</p> <p>"This metal junk is ugly, but it's got to work."</p> <p>1/2</p>
<p>Airlift Chaplain 2</p> <p>2</p> <p>Creature — Human Cleric</p> <p>Flying</p> <p>When Airlift Chaplain enters the battlefield, mill three cards. You may put a Plains card or a creature card with mana value 1 or less from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Airlift Chaplain. (If you mill a card, put the top card of your library into your graveyard.)</p> <p>1/1</p>	<p>Argothian Opportunist 2</p> <p>2</p> <p>Creature — Human Scout</p> <p>When Argothian Opportunist enters the battlefield, create a tapped Powerstone token. (It's an artifact with "e: Add ♠. This mana can't be spent to cast a nonartifact spell.")</p> <p>"Nature adapts. So should we."</p> <p>3/2</p>	<p>Scrapwork Cohort 2</p> <p>2</p> <p>Artifact Creature — Soldier</p> <p>When Scrapwork Cohort enters the battlefield, create a 1/1 colorless Soldier artifact creature token.</p> <p>Unearth ♣ ♠ (♠ ♠) — Returns this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step if it would leave the battlefield. Unearth only as a sorcery.</p> <p>3/1</p>	<p>Mylek, Shield of Argive 1</p> <p>1</p> <p>Legendary Creature — Human Soldier</p> <p>During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. Whenever Mylek, Shield of Argive attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control.</p> <p>3/4</p>	<p>Boulderbranch Golem 1</p> <p>1</p> <p>Artifact Creature — Golem</p> <p>Protege (You may cast this spell with different mana costs, colors, and race. It costs no abilities and exile.)</p> <p>3/3</p>
<p>Gaea's Gift 1</p> <p>1</p> <p>Instant</p> <p>Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It can't be the target of spells that affect your opponents' control. Damage and abilities that say "destroy" don't destroy it.)</p> <p>When it comes to fighting an enemy of yours, even Mishra's best generals were outmatched.</p> <p>1/1</p>	<p>Bushwhack 1</p> <p>1</p> <p>Sorcery</p> <p>Choose one —</p> <p>1: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</p> <p>2: Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> <p>"She's in control from all and over light is shining. Shall we talk one last time, or—Mishra, to Urza"</p> <p>1/1</p>	<p>Epic Confrontation 1</p> <p>1</p> <p>Sorcery</p> <p>Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> <p>"She's in control from all and over light is shining. Shall we talk one last time, or—Mishra, to Urza"</p> <p>1/1</p>	<p>Shoot Down 1</p> <p>1</p> <p>Sorcery</p> <p>Exile target artifact, enchantment, or creature with flying.</p> <p>Governa stayed her hand only once, to save young Harbin's life—a mistake she would never repeat.</p> <p>1/1</p>	<p>Mishra's Bauble 1</p> <p>1</p> <p>Artifact</p> <p>1: Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</p> <p>"The secret of my grandfather's hubris lies in the world where it was forged: the grave-stained streets of Phyrexia."</p> <p>—Jerald, diary</p> <p>1/1</p>
<p>Chromatic Star 1</p> <p>1</p> <p>Artifact</p> <p>1: ♠, Sacrifice Chromatic Star: Add one mana of any color.</p> <p>When Chromatic Star is put into a graveyard from the battlefield, draw a card.</p> <p>1/1</p>	<p>Energy Refractor 1</p> <p>1</p> <p>Artifact</p> <p>When Energy Refractor enters the battlefield, draw a card.</p> <p>Add one mana of any color.</p> <p>"Raw energy contains infinite possibility."</p> <p>—Urza</p> <p>1/1</p>	<p>Static Net 1</p> <p>1</p> <p>Enchantment</p> <p>When Static Net enters the battlefield, exile target nonland permanent an opponent controls until Static Net leaves the battlefield.</p> <p>When Static Net enters the battlefield, you gain 2 life and create a tapped Powerstone token. (It's an artifact with "e: Add ♠. This mana can't be spent to cast a nonartifact spell.")</p> <p>1/1</p>	<p>Forest 8</p> <p>8</p> <p>Basic Land — Forest</p> <p>1/1</p>	<p>Marsh 8</p> <p>8</p> <p>Basic Land — Plains</p> <p>1/1</p>
<p>Evolving Wilds 1</p> <p>1</p> <p>Land</p> <p>1: Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Without the interfering hands of civilization, nature still always shapes itself to its own needs.</p> <p>1/1</p>				

UG Big Ramp Artefacts

- Stratégie = Ramp dans bombes (4 +/- 1)
- Sous-thème ramp
 - « Lithoforce »
 - Accélérateurs
- Objectif =
 - Jouer les créatures « Prototype » pour leur coup de Megazord



BRO Simic

LIMITED
by j2sjosh



SIDEBOARD

<p>Blanchwood Prowler 1 2 Creature — Elemental When Blanchwood Prowler enters the battlefield, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Blanchwood Prowler. (To mill a card, put the top card of your library into your graveyard.) 1/1</p>	<p>Burnished Hart 1 Artifact Creature — Horse Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield, then shuffle. (Fired by divine hands to mangle mortal realities.) Blk. Young-Hao Ho 2/2</p>	<p>Argoghian Opportunist 2 2 Creature — Human Scout When Argoghian Opportunist enters the battlefield, create a tapped Powerstone token. (It's an artifact with "♦♦ Add ♦. This mana can't be spent to cast a nonartifact spell.") "Nature adapts. So should we." 3/2</p>	<p>Qweema, Eyes of Gaea 2 1 Legendary Creature — Elf Druid Scout ♦♦ Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of a creature or creature card. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Qweema, Eyes of Gaea and untap it. 2/3</p>	<p>Stone Retrieval Unit 3 1 Artifact Creature — Construct When Stone Retrieval Unit enters the battlefield, create a tapped Powerstone token. (It's an artifact with "♦♦ Add ♦. This mana can't be spent to cast a nonartifact spell.") Automatons could be rebuilt. Powerstones could not. 2/3</p>
<p>Battery Bearer 2 1 Creature — Human Artificer Creatures you control have "♦♦ Add ♦. This mana can't be spent to cast a nonartifact spell." Whenever you cast an artifact spell with mana value 6 or greater, draw a card. She always leads the charge. 3/4</p>	<p>Kollos Roc 4 1 Creature — Bird Flash Flying When Kollos Roc enters the battlefield, create a tapped Powerstone token. (It's an artifact with "♦♦ Add ♦. This mana can't be spent to cast a nonartifact spell.") 3/3</p>	<p>Cradle Clearcutter 3 1 Artifact Creature — Golem Protepsis (You may cast this spell with different mana cost, color, and race. It keeps its abilities and types.) ♦♦ Add an amount of ♦ equal to Cradle Clearcutter's power. A thousand years of growth, harvested in minutes. 1/3 3/6</p>	<p>Boulderbranch Golem 7 2 Artifact Creature — Golem Protepsis (You may cast this spell with different mana cost, color, and race. It keeps its abilities and types.) When Boulderbranch Golem enters the battlefield, you gain life equal to its power. "Artifice is not the only form of creation." —Thrasios 6/5</p>	<p>Hulking Metamorph 2 1 Artifact Creature — Shapeshifter Protepsis (You may cast this spell with different mana cost, color, and race. It keeps its abilities and types.) You may have Hulking Metamorph enter the battlefield as a copy of an artifact or creature you control, except it's an artifact creature. It's subject to its other types, and its power and toughness are equal to Hulking Metamorph's power and toughness. 6/10 2/7</p>
<p>Gaea's Gift 1 1 Instant Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It can't be the target of spells, abilities, and opponent control. Damage and effects that say "destroy" don't destroy it.) When it comes to fighting an army of creatures, Masha's best generals were stamped. 1/1</p>	<p>Stern Lesson 2 2 Instant Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "♦♦ Add ♦. This mana can't be spent to cast a nonartifact spell.") "The teachers are brilliant, but their murmuring will be the death of us." —Tasuta, journal entry 1/1</p>	<p>Shoot Down 3 1 Sorcery Exile target artifact, enchantment, or creature with flying. Qweema stayed her hand only once, to save young Harbin's life—a mistake she would never repeat. 1/1</p>	<p>Mask of the Jadecraftier 2 1 Artifact ♦♦♦ Sacrifice Mask of the Jadecraftier: Create an XX colorless Golem artifact creature token. Activate only as a sorcery. Unearth ♦♦♦ (♦♦♦ Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1</p>	<p>Driestein Talisman 3 1 Artifact ♦♦♦ Add ♦♦♦ You gain 1 life. "Both and artisans can be destroyed, but the act of creation is inviolate." —Elphelt Tird 1/1 Blk. Mint Center 2/2</p>
<p>Weakstone's Subjugation 4 2 Enchantment — Aura Enchant artifact or creature When Weakstone's Subjugation enters the battlefield, you may pay ♦♦. If you do, tap enchanted permanent. Enchanted permanent doesn't untap during its controller's upkeep step. 1/1</p>	<p>Mightstone's Animation 3 2 Enchantment — Aura Enchant artifact When Mightstone's Animation enters the battlefield, draw a card. Enchanted artifact is a creature with base power and toughness 4/4 in addition to its other types. 1/1</p>			
<p>Forest 8 Basic Land — Forest 1/1</p>	<p>Island 8 Basic Land — Island 1/1</p>	<p>Evolving Wilds 1 Land ♦♦ Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Without the interfering hands of civilization, nature still always shapes itself to its own needs. 1/1 Blk. Storms Be-Enin 1/1</p>		

UB Draw 2

- Stratégie = triggers sur « Draw 2 » via pay-off + gagner via le CA
- Pay-off à plutôt bas CCM => deck tempo ? À voir...
 - Plus agressif que l'on pense
- Rappelle le thème de UR en limité « Throne of Eldraine »



BRO Dimir

LIMITED

by j2sjosh

- 0 mythic
- 1 rare
- 7 uncommon
- 32 common



SIDEBOARD

<p>2</p> <p>Artifact Creature — Construct</p> <p>2. Sacrifice Combat Courier: Draw a card.</p> <p>Unearth 4 (4: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p> <p>1/1</p>	<p>2</p> <p>Creature — Demon</p> <p>3. Sacrifice another creature or artifact: Draw a card.</p> <p>Urza and Mishra weren't the only geniuses of Loriana to covet the "occasional" source.</p> <p>2/2</p>	<p>1</p> <p>Creature — Human Artificer</p> <p>Whenever you draw your second card each turn, put a +1/+1 counter on Thopter Mechanic.</p> <p>When Thopter Mechanic dies, create a 1/1 colorless Thopter artifact creature token with flying.</p> <p>"She came me to install a seat belt? Please. You be lucky to get a seat!"</p> <p>2/1</p>	<p>1</p> <p>Creature — Phyrexian Human Cleric</p> <p>When Evangel of Synthesis enters the battlefield, draw a card, then discard a card.</p> <p>As long as you've drawn two or more cards this turn, Evangel of Synthesis gets +1/+0 and has menace.</p> <p>"Forge the future in metal and oil!"</p> <p>2/3</p>	<p>1</p> <p>Creature — Insect Horror</p> <p>Flying</p> <p>When Carrion Locust enters the battlefield, exile target card from an opponent's graveyard. If it was a creature card, that player loses 1 life.</p> <p>No bones. No flesh. No followers.</p> <p>2/1</p>
<p>1</p> <p>Creature — Phyrexian Horror</p> <p>Flying</p> <p>Whenever you draw your second card each turn, put a +1/+1 counter on Gurgling Anointer.</p> <p>When Gurgling Anointer dies, return another target creature card with mana value less than or equal to Gurgling Anointer's power from your graveyard to the battlefield.</p> <p>1/3</p>	<p>2</p> <p>Artifact Creature — Phyrexian Horror</p> <p>When Scrapwork Rager enters the battlefield, you draw a card and you lose 1 life.</p> <p>Unearth 3 (3: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p> <p>2/2</p>	<p>1</p> <p>Creature — Mole Horror</p> <p>When Ravenous Gigamole enters the battlefield, mill three cards. You may put a creature card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Ravenous Gigamole. (To mill a card, put the top card of your library into your graveyard.)</p> <p>2/3</p>	<p>2</p> <p>Creature — Beast Horror</p> <p>As long as you've drawn two or more cards this turn, Trench Stalker has deathtouch and lifelink.</p> <p>It can hear a punched heartbeat from a thousand paces away.</p> <p>4/5</p>	<p>1</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>When Thiana offered peace, Urza merely turned her down. Mishra made her people pay for the insult.</p>
<p>2</p> <p>Instant</p> <p>Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "no card" on. The mana can't be spent to cast a manafilter spell.)</p> <p>"The brothers are brilliant, but their overwilling will be the death of me." —Tocasia, journal entry</p>	<p>2</p> <p>Instant</p> <p>This spell costs 1 less to cast for each creature card in your graveyard.</p> <p>Exile target creature or planeswalker.</p> <p>Ducania's face haunted his vision. The explosion still rang in his ears. Mishra hope running and never once looked back.</p>	<p>1</p> <p>Sorcery</p> <p>Return target artifact or creature card from your graveyard to your hand. Create a 1/1 colorless Soldier artifact creature token.</p> <p>Scurrying repair bots quickly turned the tide of many battles, patching damaged automatons back into fighting form.</p>	<p>1</p> <p>Sorcery</p> <p>Choose two —</p> <ul style="list-style-type: none"> Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. Destroy each creature with power 2 or less. Return up to two creature cards from your graveyard to your hand. <p>Each opponent sacrifices a creature with the highest power among creatures they control.</p>	<p>1</p> <p>Artifact</p> <p>Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</p> <p>"The secrets of my great-uncle's handbook lie on the table! There it was! Found! The great-uncle's notes of Phyrexia!" —Serevs, diary</p>
<p>1</p> <p>Artifact</p> <p>3. Sacrifice Chromatic Star: Add one mana of any color.</p> <p>When Chromatic Star is put into a graveyard from the battlefield, draw a card.</p>	<p>1</p> <p>Artifact</p> <p>When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.</p> <p>Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard. 1. Sacrifice Soul-Guide Lantern: Draw a card.</p>			
<p>8</p> <p>Basic Land — Island</p>	<p>8</p> <p>Basic Land — Swamp</p>	<p>1</p> <p>Land</p> <p>Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Without the interfering hands of civilization, nature still always shapes itself to its own needs.</p>		

BW Aggro / Graveyard ?

- Stratégie = Go-Wide + récurssion
- Utilise les créatures de CCM 3 ou moins
 - Dont les jetons
 - Dont petites créatures
 - « Unearth »
- Go-wide ?
 - Oui avec la Gold



BRO Orzhov

LIMITED
by j2sjosh

0 mythic

1 rare

6 uncommon

33 common



SIDEBOARD

Recruitment Officer 1
 Creature — Human Soldier
 1 ● Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. For the rest on the bottom of your library in a random order.
"Every name on this list is already a hero! Will you add your own to it?"
 2/1

Thraxodemon 2
 Creature — Demon
 3 ● Sacrifice another creature or artifact. Draw a card.
Uras and Mishra weren't the only demons of Terrence to covet the Powerstone's energy.
 2/2

Ambush Paratrooper 2
 Creature — Human Soldier
 Flash
 Flying
 ● Creatures you control get +1/+1 until end of turn.
"It would be jolly to fight a dragon on top of a hill. Let's let it prove about."
 1/2

Phalanx Vanguard 1
 Creature — Human Soldier
 Vigilance
 Whenever an artifact enters the battlefield under your control, Phalanx Vanguard gets +1/+0 until end of turn.
The cool, sleek automata beside her mirrored her own iron resolve.
 2/2

Airlift Chaplain 2
 Creature — Human Cleric
 Flying
 When Airlift Chaplain enters the battlefield, mill three cards. You may put a Plains card or a creature card with mana value 3 or less from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Airlift Chaplain. (If with a card, put the top card of your library into your graveyard.)
 1/1

Warlord's Elite 2
 Creature — Human Soldier
 As an additional cost to cast this spell, tap two untapped artifacts, creatures, and/or lands you control.
"The Warlord thinks we've gone soft, does he? The Fist of Progress will prove him wrong!"
 4/4

Guryleg Anointer 1
 Creature — Phyrexian Horror
 Flying
 Whenever you draw your second card each turn, put a +1/+1 counter on Guryleg Anointer.
 When Guryleg Anointer dies, return another target creature card with mana value less than or equal to Guryleg Anointer's power from your graveyard to the battlefield.
 1/3

Reverous Gigamole 1
 Creature — Mode Horror
 When Reverous Gigamole enters the battlefield, mill three cards. You may put a creature card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Reverous Gigamole. (If mill a card, put the top card of your library into your graveyard.)
 2/3

Hero of the Dunes 1
 Creature — Human Soldier
 When Hero of the Dunes enters the battlefield, return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. Creatures you control with mana value 3 or less get +1/+0.
Heavy fought her name but not her resolve.
 3/2

Disfigure 2
 Instant
 Target creature gets -2/-2 until end of turn.
With a snap of metal like a strike of lightning, the tide of war shifted in Mishra's favor.

Overwhelming Remorse 2
 Instant
 This spell costs 1 less to cast for each creature card in your graveyard.
 Exile target creature or planeswalker.
Avacosta's face haunted his vision. The crimson evil rang in his ears. Mishra kept running and never once looked back.

Recommission 2
 Sorcery
 Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters the battlefield this way, it enters with an additional +1/+1 counter on it.
"The power hawks into it? If we don't lay claim to it, the Fallaji will!"

Legions to Ashes 1
 Sorcery
 Exile target nonland permanent an opponent controls and all tokens that player controls with the same name as that permanent.
"For the love of the seven brass gods, it's a city of academics! Here are they doing this!" —Sheraman, Uras' lieutenant

Mishra's Bauble 1
 Artifact
 ● Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.
"The acuity of my grand-uncle's intellect is in the world where it now finds the grave-rotted remains of Phyrexia." —Thrac, diary

Soul-Guide Lantern 1
 Artifact
 When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.
 ● Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard. E, ● Sacrifice Soul-Guide Lantern: Draw a card.

Static Net 1
 Enchantment
 When Static Net enters the battlefield, exile target nonland permanent an opponent controls until Static Net leaves the battlefield.
 When Static Net enters the battlefield, you gain 2 life and create a tapped Powerstone token. (It's an artifact with "no AddW. This mana can't be spent to cast a nonartifact spell.")

Dunes 8
 Basic Land — Plains

Swamp 8
 Basic Land — Swamp

Evolving Wilds 1
 Land
 ● Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
 Without the interfering hands of civilization, nature had always shaped itself to its own needs.

GB Graveyard

- Stratégie = valuetown via graveyard
- Intérêt de remplir son graveyard
 - Auto-mill
- Sous-thème « Unearth »
- Créatures avec effet(s) à la mort
- Créatures à effet en fonction du nombre de créatures dans le cimetière



BRO Golgari

LIMITED
by j2sjosh



SIDEBOARD

<p>1</p> <p>Thraxodemon</p> <p>1</p> <p>Creature — Demon</p> <p>3. Sacrifice another creature or artifact: Draw a card.</p> <p><i>Urza and Mishra weren't the only deities of Teraviva to coast the powerlines of energy.</i></p> <p>2/2</p>	<p>2</p> <p>Blanchwood Prowler</p> <p>2</p> <p>Creature — Elemental</p> <p>When Blanchwood Prowler enters the battlefield, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Blanchwood Prowler. (To mill a card, put the top card of your library into your graveyard.)</p> <p>1/1</p>	<p>1</p> <p>Argothian Sprite</p> <p>1</p> <p>Creature — Faerie</p> <p>Argothian Sprite can't be blocked by artifact creatures.</p> <p>Put two +1/+1 counters on Argothian Sprite.</p> <p><i>"Make the exhaust vents smaller next time."</i></p> <p><i>—Urza, wiser to his engineers</i></p> <p>2/2</p>	<p>2</p> <p>Argothian Opportunist</p> <p>2</p> <p>Creature — Human Scout</p> <p>When Argothian Opportunist enters the battlefield, create a tapped Powerstone token. (It's an artifact with "♣: Add ♣. This mana can't be spent to cast a nonartifact spell.")</p> <p><i>"Nature adapts. So should we."</i></p> <p>3/2</p>	<p>1</p> <p>Carrion Locust</p> <p>1</p> <p>Creature — Insect Horror</p> <p>Flying</p> <p>When Carrion Locust enters the battlefield, exile target card from an opponent's graveyard. If it was a creature card, that player loses 1 life.</p> <p><i>No honor. No glory. No leftovers.</i></p> <p>2/1</p>
<p>2</p> <p>Scrapwork Rager</p> <p>2</p> <p>Artifact Creature — Phyrexian Horror</p> <p>When Scrapwork Rager enters the battlefield, you draw a card and you lose 1 life.</p> <p>Unearth ♣ (♣): Return this card from your graveyard to the battlefield. It enters battle. Exile it at the beginning of the next end step if it would leave the battlefield. Unearth only as a sorcery.</p> <p>2/2</p>	<p>1</p> <p>Obstinate Baloth</p> <p>1</p> <p>Creature — Beast</p> <p>When Obstinate Baloth enters the battlefield, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard Obstinate Baloth, put it onto the battlefield instead of putting it into your graveyard.</p> <p>4/4</p>	<p>2</p> <p>Ravenous Gigamole</p> <p>2</p> <p>Creature — Mole Horror</p> <p>When Ravenous Gigamole enters the battlefield, mill three cards. You may put a creature card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on Ravenous Gigamole. (To mill a card, put the top card of your library into your graveyard.)</p> <p>2/3</p>	<p>1</p> <p>Skyfisher Spider</p> <p>1</p> <p>Creature — Spider</p> <p>Reach</p> <p>When Skyfisher Spider enters the battlefield, you may sacrifice another creature. When you do, destroy target nonland permanent.</p> <p>When Skyfisher Spider dies, you may gain 1 life for each creature card in your graveyard. If you do, exile Skyfisher Spider from your graveyard.</p> <p>3/2</p>	<p>1</p> <p>Goring Warplow</p> <p>1</p> <p>Artifact Creature — Construct</p> <p>Protections (You may cast this spell only if none of the listed abilities apply.)</p> <p>1/1</p> <p>Deathrattle</p> <p>Bull to crush tools and teeth in equal measure.</p> <p>5/4</p>
<p>1</p> <p>Boulderbranch Golem</p> <p>1</p> <p>Artifact Creature — Golem</p> <p>Protections (You may cast this spell only if none of the listed abilities apply.)</p> <p>3/3</p> <p>When Boulderbranch Golem enters the battlefield, you gain life equal to its power.</p> <p><i>"Artifice is not the only form of invention."</i></p> <p>6/5</p>	<p>1</p> <p>Go for the Throat</p> <p>1</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>When Titania offers peace, Urza neverly turned her down. Mishra made her people pay for the peace.</p> <p><i>"Artifice is not the only form of invention."</i></p> <p>6/5</p>	<p>2</p> <p>Overwhelming Remorse</p> <p>2</p> <p>Instant</p> <p>This spell costs 2 less to cast for each creature card in your graveyard.</p> <p>Exile target creature or planeswalker.</p> <p><i>"Urza's face haunted his vision. The explosion still rang in his ears. Mishra kept running and never once looked back."</i></p> <p>6/5</p>	<p>1</p> <p>Bashwhack</p> <p>1</p> <p>Sorcery</p> <p>Choose one —</p> <ul style="list-style-type: none"> Search your library for a basic land card, reveal it, put it into your hand, then shuffle. Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) <p><i>"Who's the strongest goes die, and your light is dimming. Shall we talk one last time, or shall I take you myself?"</i></p> <p><i>—Mishra, to Urza</i></p> <p>6/5</p>	<p>1</p> <p>Epic Confrontation</p> <p>1</p> <p>Sorcery</p> <p>Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> <p><i>"Who's the strongest goes die, and your light is dimming. Shall we talk one last time, or shall I take you myself?"</i></p> <p><i>—Mishra, to Urza</i></p> <p>6/5</p>
<p>1</p> <p>Emergency Weld</p> <p>1</p> <p>Sorcery</p> <p>Return target artifact or creature card from your graveyard to your hand. Create a 1/1 colorless Soldier artifact creature token.</p> <p>Scavenging repairs both quickly turned the tide of many battles, patching damaged automata back into fighting form.</p> <p>6/5</p>	<p>1</p> <p>Titania's Command</p> <p>1</p> <p>Sorcery</p> <p>Choose two —</p> <ul style="list-style-type: none"> Exile target player's graveyard. You gain 1 life for each and milled this way. Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. Create two 2/2 green Bear creature tokens. Put two +1/+1 counters on each creature you control. <p>6/5</p>	<p>1</p> <p>Soul-Guide Lantern</p> <p>1</p> <p>Artifact</p> <p>When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.</p> <p>♣: Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.</p> <p>♣: Sacrifice Soul-Guide Lantern: Draw a card.</p> <p>6/5</p>		
<p>8</p> <p>Forest</p> <p>Basic Land — Forest</p> <p>6/5</p>	<p>8</p> <p>Swamp</p> <p>Basic Land — Swamp</p> <p>6/5</p>	<p>1</p> <p>Evolving Wilds</p> <p>Land</p> <p>♣: Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Without the interfering hands of civilization, nature still always shapes itself in its own mind.</p> <p>6/5</p>		

Scellé

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Les différences d'avec le Draft

Cartes-clefs

- « Disenchant » = en jouer autant que on en a si on joue W
- Les contre-sorts restent encore ici puissants, surtout contre des gros thons



- Les cartes « Prototypes » semblent meilleures en Scellé qu'en Draft
 - On aime la flexibilité en Scellé
- Les joueurs ouvriront souvent des cartes fortes mais dans des archétypes différents ce qui rend les « Prototypes » jouables en incolores en haut de curve viables
 - Et donc des games plus longues
- Format de bombes
 - Souvent incolores
 - Souvent les pools en ont 3+
 - Si pas de bombe = curve + évacion

Les combos



+ Sacrifice



+ « Unearth »





+ « Unearth »





+ carte « Uneathée »





+ removals
« unicolor-oriented »





Stratégie turbo-fog (scellé)

Conclusions générales

Mes performances / Couleurs préférées

Références / Bibliographie

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