



**MARCH  $\phi$  OF THE  
MACHINE**



M  
V

# GREEN

|    |   |                              |   |
|----|---|------------------------------|---|
| S  | 4 | Glistening Dawn              | R |
| S  | 5 | Vorinclex                    | M |
| S  | 7 | Ancient Imperiosaur          | R |
| A+ | 3 | Invasion of Ikoria           | R |
| A+ | 3 | Polukranos Reborn            | R |
| A+ | 3 | Wrenn and Realmbreaker       | M |
| A+ | 4 | Doomskar Warrior             | R |
| A  | 2 | Invasion of Ixalan           | R |
| A  | 2 | Streetwise Negotiator        | U |
| A  | 4 | Gnottvold Hermit             | U |
| A- | 2 | Cosmic Hunger                | C |
| A- | 2 | Ozolith, the Shattered Spire | R |
| A- | 3 | Tandem Takedown              | U |
| A- | 4 | Invasion of Zendikar         | U |
| A- | 5 | Invasion of Shandalar        | M |
| A- | 6 | Timberland Ancient           | C |
| B+ | 2 | Herbology Instructor         | U |
| B  | 2 | Deeproot Wayfinder           | R |
| B  | 2 | Portent Tracker              | C |
| B  | 4 | Converter Beast              | C |
| B- | 3 | Tribute to the World Tree    | R |
| B- | 4 | Chomping Kavu                | C |
| B- | 4 | Fertild's Favor              | C |
| B- | 4 | Storm the Seedcore           | U |
| C+ | 2 | Wary Thespian                | C |
| C+ | 3 | Kami of Whispered Hopes      | U |
| C+ | 3 | War Historian                | C |
| C+ | 5 | Tangled Skyline              | U |
| C+ | 8 | Copper Host Crusher          | U |
| C  | 4 | Crystal Carapace             | C |
| C  | 5 | Wildwood Escort              | C |
| C- | 1 | Placid Rottentail            | C |
| C- | 2 | Atraxa's Fall                | C |
| C- | 3 | Overgrown Pest               | C |
| C- | 3 | Sandstalker Moloch           | U |
| C- | 3 | Serpent-Blade Assailant      | C |
| C- | 5 | Bonded Herdbeast             | C |
| C- | 5 | Invasion of Muraganda        | U |
| D+ | 1 | Arachnoid Adaptation         | C |
| D+ | 2 | Iridescent Blademaster       | C |
| D+ | 3 | Blighted Burgeoning          | C |
| D+ | 5 | Ravenous Sailback            | U |
| D  | 1 | Seed of Hope                 | C |
| D  | 2 | Vengeant Earth               | C |

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# GREEN

|    |   |                               |   |
|----|---|-------------------------------|---|
| A+ | 4 | Goreclaw, Terror of Gal Stoma | R |
| A- | 4 | Renata, Called to the Hunt    | U |
| B  | 2 | Fynn, the Fangbearer          | U |
| C+ | 5 | Yedons, Grave Gardener        | R |
| D+ | 8 | Vorinclex, Voice of Hunger    | M |

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## BLUE

|    |   |                          |   |
|----|---|--------------------------|---|
| A+ | 2 | Rona, Herald of Invasion | R |
| A+ | 3 | Chrome Host Seedshark    | R |
| A+ | 4 | See Double               | R |
| A+ | 5 | Jin-Gitaxias             | M |
| A  | 3 | Xerex Strobe-Knight      | U |
| A  | 4 | Zephyr Singer            | R |
| A  | 5 | Corruption of Towashi    | U |
| A- | 2 | Faerie Mastermind        | R |
| B  | 2 | Order of the Mirror      | C |
| B  | 2 | Skyclave Aerialist       | U |
| B  | 4 | Meeting of Minds         | C |
| B  | 4 | Wicked Slumber           | U |
| B- | 1 | Captive Weird            | U |
| B- | 1 | Omen Hawker              | U |
| B- | 2 | Oracle of Tragedy        | U |
| B- | 2 | Zhalfrin Shapecraft      | C |
| B- | 3 | Preening Champion        | C |
| B- | 4 | Invasion of Vryn         | U |
| B- | 5 | Astral Wingspan          | U |
| C+ | 5 | Transcendent Message     | R |
| C  | 3 | Eyes of Gitaxias         | C |
| C  | 4 | Protocol Knight          | C |
| C  | 6 | Artistic Refusal         | U |
| C  | 6 | Thunderhead Squadron     | C |
| C- | 2 | Saiba Cryptomancer       | C |
| C- | 3 | Furtive Analyst          | C |
| C- | 3 | Invasion of Segovia      | R |
| C- | 4 | Oculus Whelp             | C |
| D+ | 2 | Assimilate Essence       | C |
| D+ | 2 | Disturbing Conversion    | C |
| D+ | 2 | Moment of Truth          | C |
| D+ | 2 | Stasis Field             | C |
| D+ | 3 | Ephara's Dispersal       | C |
| D+ | 6 | Tidal Terror             | C |
| D  | 2 | Change the Equation      | U |
| D  | 2 | Expedition Lookout       | C |
| D  | 2 | Negate                   | C |
| D  | 4 | Invasion of Kamigawa     | U |
| D  | 4 | Temporal Cleansing       | C |
| D  | 5 | Halo-Charged Skaab       | C |
| F  | 5 | Invasion of Arcavios     | R |
| F  | 6 | Complete the Circuit     | R |

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## BLUE

|    |    |                            |   |
|----|----|----------------------------|---|
| B+ | 2  | Tetsuko Umezawa, Fugitive  | U |
| B- | 2  | Beral, Chief of Compliance | R |
| B- | 4  | Inga Rune-Eyes             | U |
| C- | 3  | Emry, Lurker of the Loch   | R |
| D- | 10 | Jin-Gitaxias, Core Augur   | M |

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## RED

|    |   |                         |   |
|----|---|-------------------------|---|
| S  | 6 | Chandra, Hope's Beacon  | M |
| A+ | 3 | Nahiri's Warcrafting    | R |
| A+ | 4 | Urabrask                | M |
| A+ | 7 | Etali, Primal Conqueror | R |
| A  | 2 | Volcanic Spite          | C |
| A  | 3 | Voldaren Thrillseeker   | R |
| A  | 4 | Rampaging Raptor        | R |
| A  | 4 | Stoke the Flames        | U |
| A  | 5 | Fearless Skald          | U |
| A- | 2 | Khenra Spellspear       | U |
| A- | 8 | City on Fire            | R |
| B+ | 2 | Bloodfeather Phoenix    | R |
| B+ | 2 | Invasion of Tarkir      | M |
| B  | 3 | Karsus Depthguard       | C |
| B- | 2 | Furnace Gremlin         | U |
| B- | 2 | Invasion of Mercadia    | U |
| B- | 2 | Trailblazing Historian  | C |
| B- | 3 | Into the Fire           | R |
| B- | 4 | Invasion of Kaldheim    | R |
| C+ | 3 | Harried Artisan         | U |
| C  | 2 | Burning Sun's Fury      | C |
| C  | 2 | Raf's Reinforcements    | C |
| C  | 4 | Invasion of Karsus      | R |
| C  | 4 | Redcap Heelslasher      | C |
| C  | 5 | Onakke Javelineer       | C |
| C  | 6 | Furnace Host Charger    | C |
| C- | 1 | Beamtown Beatstick      | C |
| C- | 1 | Lithomantic Barrage     | U |
| C- | 2 | Pyretic Prankster       | C |
| C- | 2 | Wrenn's Resolve         | C |
| C- | 3 | Invasion of Regatha     | U |
| C- | 3 | Searing Barb            | C |
| C- | 4 | War-Trained Slasher     | C |
| D+ | 1 | Akki Scrapchomper       | C |
| D+ | 3 | Furnace Reins           | U |
| D+ | 3 | Hangar Scrounger        | C |
| D+ | 3 | Marauding Dreadship     | C |
| D+ | 5 | Ramosian Greatsword     | U |
| D+ | 6 | Shatter the Source      | C |
| D+ | 7 | Shivan Branch-Burner    | U |
| D  | 1 | Coming In Hot           | C |
| D  | 1 | Mirran Banesplitter     | C |
| D  | 2 | Thrashing Frontliner    | C |
| D  | 4 | Scrappy Bruiser         | U |

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## RED

|    |   |                             |   |
|----|---|-----------------------------|---|
| S  | 4 | Zada, Hedron Grinder        | U |
| A  | 3 | Captain Lannery Storm       | R |
| A- | 1 | Ragavan, Nimble Pillager    | M |
| B+ | 5 | Urabrask the Hidden         | M |
| B- | 3 | Squee, the Immortal         | R |
| C+ | 3 | Valdok, Keeper of the Flame | U |

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V**BLACK**

|    |   |                           |   |
|----|---|---------------------------|---|
| S  | 4 | Invasion of Innistrad     | M |
| S  | 5 | Archpriest of Shadows     | R |
| S  | 5 | Sheoldred                 | M |
| A+ | 3 | Ayara, Widow of the Realm | R |
| A+ | 8 | Hoarding Broodlord        | R |
| A  | 2 | Grafted Butcher           | R |
| A  | 3 | Bloated Processor         | R |
| A  | 4 | Pile On                   | R |
| A  | 6 | Invasion of Fiora         | R |
| A- | 3 | Collective Nightmare      | U |
| A- | 3 | Completed Huntmaster      | U |
| A- | 7 | Breach the Multiverse     | R |
| B  | 2 | Blightreaper Thalid       | U |
| B  | 2 | Final Flourish            | C |
| B  | 4 | Deadly Derision           | C |
| B  | 6 | Phyrexian Gargantua       | U |
| B- | 1 | Scorn-Blade Berserker     | U |
| B- | 2 | Gift of Completion        | U |
| B- | 3 | Unseal the Necropolis     | C |
| B- | 4 | Consuming Aetherborn      | C |
| B- | 4 | Nezumi Freewheeler        | U |
| C+ | 1 | Ichor Drinker             | C |
| C+ | 3 | Vanquish the Weak         | C |
| C+ | 5 | Failed Conversion         | C |
| C+ | 5 | Invasion of Ulgrotha      | U |
| C  | 4 | Invasion of Eldraine      | U |
| C  | 7 | Gloomfang Mauler          | C |
| C- | 1 | Corrupted Conviction      | C |
| C- | 2 | Bladed Battle-Fan         | C |
| C- | 2 | Nezumi Informant          | C |
| C- | 2 | Traumatic Revelation      | C |
| C- | 3 | Etched Familiar           | C |
| C- | 3 | Flitting Guerrilla        | C |
| C- | 3 | Ichor Shade               | C |
| C- | 3 | Render Inert              | U |
| C- | 6 | Merciless Repurposing     | U |
| D+ | 1 | Mirrodin Avenged          | C |
| D+ | 2 | Aetherblade Agent         | C |
| D+ | 2 | Dreg Recycler             | C |
| D+ | 4 | Tenured Oilcaster         | C |
| D+ | 5 | Etched Host Doombringer   | C |
| D- | 3 | Glistening Deluge         | U |

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V**BLACK**

|    |   |                             |   |
|----|---|-----------------------------|---|
| S  | 5 | Skothryx, the Blight Dragon | M |
| S  | 7 | Sheoldred, Whispering One   | M |
| A- | 3 | Ayara, First of Locthwain   | R |
| B- | 2 | Tymaret, Chosen from Death  | U |
| C- | 4 | Horobl, Death's Wail        | R |
| D- | 5 | Seizan, Perverter of Truth  | R |
| D- | 5 | Yargle, Glutton of Urborg   | U |

# WHITE

|    |   |                             |   |
|----|---|-----------------------------|---|
| S  | 4 | Archangel Elspeth           | M |
| S  | 4 | Elesh Norn                  | M |
| S  | 5 | Boon-Bringer Valkyrie       | R |
| A+ | 2 | Dusk Legion Duelist         | R |
| A+ | 3 | Monastery Mentor            | M |
| A+ | 5 | Sunfall                     | R |
| A  | 3 | Progenitor Exarch           | R |
| A  | 5 | Knight-Errant of Eos        | R |
| A- | 2 | Invasion of Gobakhan        | R |
| A- | 3 | Guardian of Ghirapur        | R |
| A- | 3 | Seal from Existence         | U |
| A- | 4 | Heliod, the Radiant Dawn    | R |
| B  | 2 | Norn's Inquisitor           | U |
| B  | 2 | Realmbreaker's Grasp        | C |
| B  | 3 | Phyrexian Awakening         | U |
| B- | 1 | Elspeth's Smite             | U |
| B- | 1 | Enduring Bondwarden         | C |
| B- | 3 | Cut Short                   | C |
| B- | 3 | Invasion of Belenon         | U |
| B- | 4 | Tiller of Flesh             | U |
| B- | 6 | Alabaster Host Intercessor  | C |
| C+ | 3 | Zhalirin Lancer             | U |
| C+ | 4 | Bola Slinger                | C |
| C  | 1 | Kor Halberd                 | C |
| C  | 2 | Sun-Blessed Guardian        | U |
| C  | 3 | Attentive Skywarden         | C |
| C- | 1 | Tarkir Duneshaper           | C |
| C- | 2 | Aerial Boost                | C |
| C- | 2 | Alabaster Host Sanctifier   | C |
| C- | 2 | Angelic Intervention        | C |
| C- | 2 | Swordsworn Cavalier         | C |
| C- | 3 | Invasion of Theros          | R |
| C- | 3 | Phyrexian Censor            | U |
| C- | 3 | Seraph of New Capenna       | U |
| C- | 5 | Golden-Scale Aeronaut       | C |
| D+ | 2 | Sunder the Gateway          | C |
| D+ | 3 | Invasion of Dominaria       | U |
| D+ | 3 | Kithkin Billyrider          | C |
| D+ | 3 | Scrollshift                 | C |
| D+ | 4 | Inspired Charge             | C |
| D+ | 4 | Knight of the New Coalition | C |
| D+ | 5 | Infected Defector           | C |
| D  | 3 | Sigiled Sentinel            | C |
| D- | 1 | Surge of Salvation          | U |

# WHITE

|    |   |                             |   |
|----|---|-----------------------------|---|
| S  | 7 | Elesh Norn, Grand Cenobite  | M |
| A+ | 5 | Kennith, the Returned King  | M |
| A  | 2 | Anafenza, Kith-Tree Spirit  | R |
| A- | 2 | Sram, Senior Edificer       | R |
| B+ | 2 | Thalia, Guardian of Thraben | R |
| B- | 2 | Daxos, Blessed by the Sun   | U |
| C+ | 4 | Ikwende, Pride of Famarul   | U |

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# MULTICOLOR

|    |   |                               |   |
|----|---|-------------------------------|---|
| S  | 5 | Glossa, Herald of Predation   | R |
| S  | 5 | Quintorius, Lonemaster        | R |
| S  | 6 | Kroxa and Kunoros             | M |
| S  | 6 | Yangle and Mutani             | R |
| A+ | 2 | Botanical Brawler             | U |
| A+ | 2 | Invasion of New Phyrexia      | M |
| A+ | 2 | Marshal of Zhalfir            | U |
| A+ | 3 | Baral and Karl Zev            | R |
| A+ | 5 | Djeru and Hazoret             | R |
| A+ | 5 | Hidetsugu and Kairi           | R |
| A+ | 7 | Ghalla and Mauren             | R |
| A  | 3 | Zimone and Dina               | M |
| A  | 4 | Thalia and The Gitrog Monster | M |
| A  | 5 | Invasion of Tokvada           | R |
| A  | 5 | Rankle and Tortran            | R |
| A- | 3 | Halo Forager                  | U |
| A- | 3 | Invasion of Amonkhet          | U |
| A- | 3 | Mutagen Connoisseur           | U |
| A- | 4 | Drana and Lirvata             | R |
| A- | 4 | Inga and Eiska                | R |
| A- | 4 | Invasion of Moag              | U |
| A- | 5 | Borborygmos and Fblthp        | M |
| A- | 5 | Zurgo and Ojutai              | M |
| A- | 6 | Kogla and Yidaro              | R |
| B+ | 2 | Mirror-Shield Hoplite         | U |
| B+ | 3 | Elvish Volkeeper              | U |
| B+ | 4 | Invasion of Kylem             | U |
| B  | 4 | Invasion of Xenex             | U |
| B- | 4 | Rampaging Geoderm             | U |
| B- | 5 | Omnath, Locus of All          | R |
| C+ | 3 | Emant and Glada               | R |
| C+ | 4 | Sculpted Perfection           | U |
| C  | 2 | Invasion of Azgol             | U |
| C  | 2 | Invasion of New Capenna       | U |
| C  | 2 | Invasion of Pyrulea           | U |
| C- | 2 | Invasion of Kaladesh          | U |
| C- | 3 | Stormclaw Rager               | U |
| C- | 5 | Joyful Stormsculptor          | U |
| D+ | 2 | Invasion of Ergamon           | U |
| D+ | 5 | Invasion of Alara             | R |
| D+ | 6 | Invasion of Lorwyn            | U |

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# MULTICOLOR

|    |   |                                |   |
|----|---|--------------------------------|---|
| S  | 5 | Grimgrin, Corpse-Born          | M |
| S  | 5 | Aurelia, the Warleader         | M |
| S  | 6 | Gyruda, Doom of Depths         | R |
| A+ | 2 | Raff, Weatherlight Stalwart    | U |
| A+ | 3 | Lumus of the Dream-Den         | R |
| A+ | 4 | Umori, the Collector           | R |
| A+ | 5 | Keruga, the Macrocosm          | R |
| A+ | 6 | Brudiclad, Telchor Engineer    | R |
| A  | 3 | Judith, the Scourge Diva       | R |
| A  | 4 | Atris, Oracle of Half-Truths   | R |
| A  | 5 | Obosh, the Preypiercer         | R |
| A  | 5 | Yarok, the Desecrated          | M |
| A  | 5 | Yorion, Sky Nomad              | R |
| A- | 2 | Reyav, Master Smith            | U |
| A- | 4 | Arimathes, Slumbering Isle     | R |
| A- | 5 | Imodi, Celebrant of Bounty     | U |
| B+ | 3 | Zirda, the Dawnwaker           | R |
| B+ | 4 | Ezur, Claw of Progress         | M |
| B+ | 5 | Jegantha, the Wellspring       | R |
| B  | 2 | Kroxa, Titan of Death's Hunger | M |
| B  | 3 | Aagar, the Freezing Flame      | U |
| B  | 3 | Lutri, the Spellchaser         | R |
| B  | 6 | Firesong and Sunspeaker        | R |
| B- | 2 | Shanna, Sisay's Legacy         | U |
| B- | 3 | Kaheera, the Orphanguard       | R |
| C+ | 4 | Atraxa, Praetors' Voice        | M |
| C+ | 4 | Teyss Karlov                   | R |
| C+ | 5 | Niv-Muzet Reborn               | M |
| C  | 2 | Dina, Soul Steeper             | U |
| C  | 4 | Talgam, Ojutai Master          | R |
| C  | 5 | Firja, Judge of Valor          | U |
| C- | 4 | Lathiel, the Bounteous Dawn    | R |
| D+ | 2 | Juri, Master of the Revue      | U |
| D+ | 4 | Radha, Coalition Warlord       | U |
| D  | 4 | Rona, Sheoldred's Faithful     | U |

## COLORLESS

|           |   |                                 |          |
|-----------|---|---------------------------------|----------|
| <b>A-</b> | 3 | Sword of Once and Future        | <b>M</b> |
| <b>B+</b> | 3 | Skittering Surveyor             | <b>G</b> |
| <b>B-</b> | 3 | Halo Hopper                     | <b>C</b> |
| <b>B-</b> | 5 | Invasion of Ravenna             | <b>M</b> |
| <b>C-</b> | 2 | Flywheel Racer                  | <b>C</b> |
| <b>D+</b> | 2 | Kitesail                        | <b>C</b> |
| <b>D-</b> | 1 | Um of Godline                   | <b>C</b> |
| <b>D-</b> | 3 | Realmbreaker, the Invasion Tree | <b>R</b> |
| <b>F</b>  | 6 | Physixian Archivist             | <b>C</b> |



## LANDS

- C Bloodfell Caves
- C Blossoming Sands
- C Drizzle Backwater
- C Jungle Hollow
- C Rugged Highlands
- C Scoured Barrens
- C Swiftwater Cliffs
- C Thornwood Falls
- C Tranquil Cove
- C Wind-Scarred Crag

# MULTIVERSE LEGENDS

| WHITE |                               |
|-------|-------------------------------|
| S     | 7 Elesh Norn, Grand Cenobite  |
| A+    | 5 Kenrith, the Returned King  |
| A     | 2 Anafenza, Kin-Tree Spirit   |
| A-    | 2 Sram, Senior Edificer       |
| B+    | 2 Thalia, Guardian of Thraben |
| B-    | 2 Daxos, Blessed by the Sun   |
| C+    | 4 Kwende, Pride of Ferneth    |

| BLUE |                              |
|------|------------------------------|
| B+   | 2 Tetsuko Umezawa, Fugitive  |
| B-   | 2 Barat, Chief of Compliance |
| B-   | 4 Inga Rune-Eyes             |
| C-   | 3 Emry, Lurker of the Loch   |
| D    | 10 Jin-Gitaxias, Core Augur  |

| BLACK |                                |
|-------|--------------------------------|
| S     | 5 Skithiryx, the Blight Dragon |
| S     | 7 Sheoldred, Whispering One    |
| A-    | 3 Ayara, First of Locthwain    |
| B-    | 2 Tymaret, Chosen from Death   |
| C-    | 4 Horobi, Death's Wall         |
| D+    | 5 Seizan, Perverter of Truth   |
| D+    | 5 Yargle, Glutton of Urborg    |

| RED |                               |
|-----|-------------------------------|
| S   | 4 Zada, Hedron Grinder        |
| A   | 3 Captain Lannery Storm       |
| A-  | 1 Ragavan, Nimble Pilferer    |
| B+  | 5 Urabrask the Hidden         |
| B-  | 3 Squire, the Immortal        |
| C+  | 3 Valduk, Keeper of the Flame |

| GREEN |                                 |
|-------|---------------------------------|
| A+    | 4 Goreclaw, Terror of Gal Sissa |
| A-    | 4 Renata, Called to the Hunt    |
| B-    | 2 Fynn, the Fangbearer          |
| C+    | 5 Yedora, Grave Gardener        |
| D+    | 8 Vorinclex, Voice of Hunger    |

| MULTICOLOR |                                  |
|------------|----------------------------------|
| S          | 5 Grimgrin, Corpse-Born          |
| S          | 6 Aurelia, the Warleader         |
| S          | 6 Gyruda, Doom of Depths         |
| A+         | 2 Raff, Weatherlight Stalwart    |
| A+         | 3 Lurms of the Dream-Den         |
| A+         | 4 Umori, the Collector           |
| A+         | 5 Keruga, the Macrosage          |
| A+         | 6 Brudiclad, Telchor Engineer    |
| A          | 3 Judith, the Scourge Diva       |
| A          | 4 Atris, Oracle of Half-Truths   |
| A          | 5 Obosh, the Preysplencer        |
| A          | 5 Yarak, the Desecrated          |
| A          | 5 Yoron, Sky Nomad               |
| A-         | 2 Reyav, Master Smith            |
| A-         | 4 Arimethes, Slumbering Isle     |
| A-         | 5 Imoi, Celebrant of Bounty      |
| B+         | 3 Zinda, the Daemwaker           |
| B+         | 4 Ezuri, Claw of Progress        |
| B+         | 5 Jegantha, the Wellspring       |
| B          | 2 Kroxa, Titan of Death's Hunger |
| B          | 3 Aegar, the Freezing Flame      |
| B          | 3 Lutri, the Spellchaser         |
| B          | 6 Firesong and Sunspeaker        |
| B-         | 2 Shanna, Sisay's Legacy         |
| B-         | 3 Kaheera, the Orphanward        |
| C+         | 4 Atraxa, Praetors' Voice        |
| C+         | 4 Teysa Karlov                   |
| C+         | 5 Niv-Mizzet Reborn              |
| C          | 2 Dina, Soul Steeper             |
| C          | 4 Taigam, Ojutai Master          |
| C          | 5 Firja, Judge of Valor          |
| C-         | 4 Lathiel, the Bounteous Dawn    |
| D+         | 2 Juri, Master of the Revue      |
| D+         | 4 Radha, Coalition Warlord       |
| D          | 4 Rona, Sheoldred's Faithful     |















# Tricks / Instant -speed Spells




































|      |                            |  |          |
|------|----------------------------|--|----------|
| 0-1* | Aerial Boost               |  | Instant  |
| 0-2* | Cut Short                  |  | Instant  |
| *    | Elsbeth's Smite            |  | Instant  |
| *    | Surge of Salvation         |  | Instant  |
| 2    | Alabaster Host Intercessor |  | Creature |
| 1*   | Angelic Intervention       |  | Instant  |
| 2*   | Scrollshift                |  | Instant  |
| 2*** | Inspired Charge            |  | Instant  |

|     |                      |  |          |
|-----|----------------------|--|----------|
| 0-3 | Meeting of Minds     |  | Instant  |
| 0-3 | Wicked Slumber       |  | Instant  |
| 0-4 | Artistic Refusal     |  | Instant  |
| 0-5 | Complete the Circuit |  | Instant  |
| 0-X | Transcendent Message |  | Instant  |
| 1/2 | Ephara's Dispersal   |  | Instant  |
| 2   | Tidal Terror         |  | Creature |

|   |                       |  |             |
|---|-----------------------|--|-------------|
| 1 | Assimilate Essence    |  | Instant     |
| 1 | Disturbing Conversion |  | Enchantment |
| 1 | Moment of Truth       |  | Instant     |
| 1 | Negate                |  | Instant     |
| 1 | Saiba Cryptomancer    |  | Creature    |
| 1 | Zhalfrin Shapcraft    |  | Instant     |
| 1 | Change the Equation   |  | Instant     |
| 1 | Faerie Mastermind     |  | Creature    |
| 2 | See Double            |  | Instant     |

|     |                      |   |          |
|-----|----------------------|---|----------|
| 0-2 | Collective Nightmare |      | Instant  |
| 0-3 | Pile On              |    | Instant  |
|     | Corrupted Conviction |    | Instant  |
|     | Mirrodin Avenged     |    | Instant  |
| 2   | Gloomfang Mauler     |    | Creature |
| 1   | Bladed Battle-Fan    |  | Artifact |
| 1   | Final Flourish       |  | Instant  |

|   |                       |   |         |
|---|-----------------------|---|---------|
| 2 | Unseal the Necropolis |    | Instant |
| 2 | Vanquish the Weak     |    | Instant |
| 2 | Deadly Derision       |    | Instant |
| 2 | Invasion of Innistrad |    | Battle  |
| 4 | Merciless Repurposing |  | Instant |

|   |                      |   |          |   |                              |   |             |
|---|----------------------|---|----------|---|------------------------------|---|-------------|
|   |                      |   |          |    | Archnoid Adaptation          |      | Instant     |
| 0-1    | Burning Sun's Fury   |    | Instant  |    | Seed of Hope                 |    | Instant     |
| 0-5    | Shatter the Source   |    | Instant  | 2   | Crystal Carapace             |    | Enchantment |
|   |                      |   |          | 2   | Timberland Ancient           |    | Creature    |
| 0-2   | Stoke the Flames     |    | Instant  | 2   | Ozolith, the Shattered Spire |    | Artifact    |
|    | Coming In Hot        |    | Instant  | 1    | Cosmic Hunger                |    | Instant     |
|   | Mirran Banesplitter  |   | Artifact | 1    | Vengeant Earth               |    | Instant     |
|   |                      |   |          | 1    | Sandstalker Moloch           |  | Creature    |
| 2   | Furnace Host Charger |  | Creature |   |                              |   |             |
| 1    | Volcanic Spite       |  | Instant  | 1    | Tandem Takedown              |  | Instant     |
|   |                      |   |          | 3    | Fertilid's Favor             |  | Instant     |

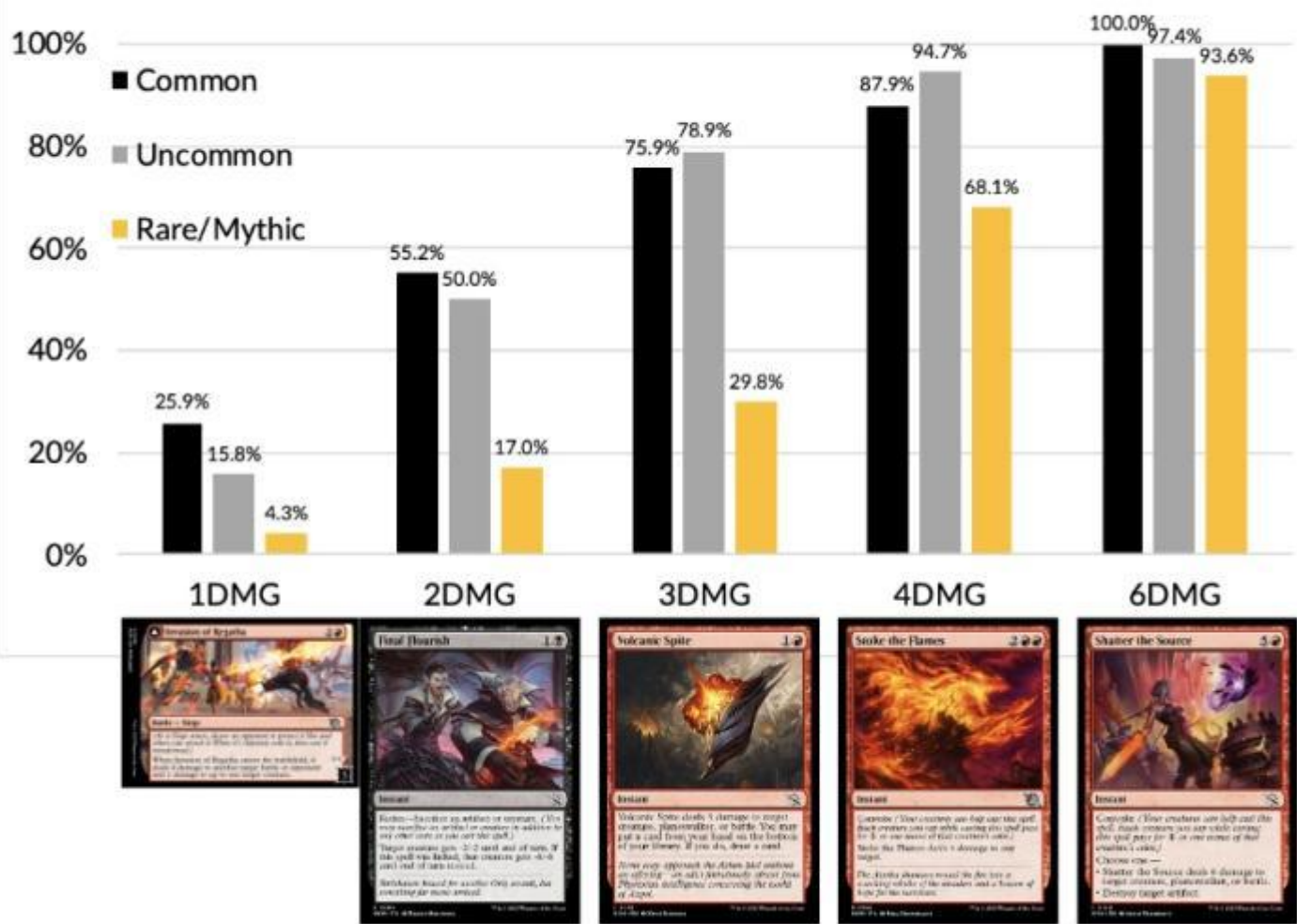


Errant and Giada



Creature

## Damage Based Removal in MOM based on target's rarity



# Removals

|   |  |  |   |  |
|---|--|--|---|--|
| <p><b>Realtbreaker's Grasp</b> 1*</p>  <p>Enchantment — Aura</p> <p>Enchant artifact or creature<br/>Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.</p> <p><i>The Invasion Tree wasn't merely a conduit through which to breach planes. It was a living, writhing extension of Phyrexia's will.</i></p> <p>C 0033<br/>MOM • EN • ARSÜR NARBODKIN</p>                                 | <p><b>Seal from Existence</b> 1**</p>  <p>Enchantment</p> <p>Ward 3 (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3.)</p> <p>When Seal from Existence enters the battlefield, exile target nonland permanent an opponent controls until Seal from Existence leaves the battlefield.</p> <p>U 0035 Story Spotlight<br/>MOM • EN • ANATO FINSTABER</p> | <p><b>Alabaster Host Intercessor</b> 5*</p>  <p>Creature — Phyrexian Samurai</p> <p>When Alabaster Host Intercessor enters the battlefield, exile target creature an opponent controls until Alabaster Host Intercessor leaves the battlefield.</p> <p>Plainscycling 2 (2, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> <p>3/4</p> <p>C 0093<br/>MOM • EN • KONSTANTIN PORUBOV</p>   | <p><b>Stasis Field</b> 1</p>  <p>Enchantment — Aura</p> <p>Enchant creature<br/>Enchanted creature has base power and toughness 0/2, has defender, and loses all other abilities.</p> <p><i>Old glitches in mage-ring function became critical tools in Vryn's defense.</i></p> <p>C 0079<br/>MOM • EN • JINHO BAE</p>   | <p><b>Disturbing Conversion</b> 1</p>  <p>Enchantment — Aura</p> <p>Flash<br/>Enchant creature<br/>When Disturbing Conversion enters the battlefield, each player mills two cards.<br/>Enchanted creature gets -X/-0, where X is the number of cards in its controller's graveyard.</p> <p>C 0054<br/>MOM • EN • ANNA METURA-LASIKOWSKA</p>   |
| <p><b>Assimilate Essence</b> 1</p>  <p>Instant</p> <p>Counter target creature or battle spell unless its controller pays 4. If they do, you incubate 2. (Create an Incubator token with two +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p><i>"You have no viable escape vector. Cease your resistance and accept perfection."</i></p> <p>C 0047<br/>MOM • EN • KONSTANTIN PORUBOV</p> | <p><b>Change the Equation</b> 1</p>  <p>Instant</p> <p>Choose one —</p> <ul style="list-style-type: none"> <li>Counter target spell with mana value 2 or less.</li> <li>Counter target red or green spell with mana value 6 or less.</li> </ul> <p><i>"It's not your fault. Strixhaven taught you an imperfect premise. Okay, the imperfect execution was your fault."</i></p> <p>U 0050<br/>MOM • EN • ALIX BRANWYN</p>          | <p><b>Artistic Refusal</b> 4</p>  <p>Instant</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)</p> <p>Choose one or both —</p> <ul style="list-style-type: none"> <li>Counter target spell.</li> <li>Draw two cards, then discard a card.</li> </ul> <p><i>Errant wouldn't allow anything to stop her from decorating the streets of New Capenna.</i></p> <p>U 0046<br/>MOM • EN • OLIVIER BERNARD</p> | <p><b>Deadly Derision</b> 2</p>  <p>Instant</p> <p>Destroy target creature or planeswalker. Create a Treasure token. (It's an artifact with "e, Sacrifice this artifact: Add one mana of any color.")</p> <p><i>Daretti looked down disdainfully. "You call yourself machines? Where's the elegance? Nothing but ugly piles of scrap."</i></p> <p>C 0099<br/>MOM • EN • GABRIELS</p> | <p><b>Merciless Repurposing</b> 4</p>  <p>Instant</p> <p>Exile target creature. Incubate 3. (Create an Incubator token with three +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p><i>As the harvesters bore away the last of his limbs, what remained of Urabrask heard Elesh Norn say, "Leave the traitor be."</i></p> <p>U 0117 Story Spotlight<br/>MOM • EN • ARSÜR NARBODKIN</p> |

**Pile On** 3



**Instant**

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Destroy target creature or planeswalker.

Surveil 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.)

R 0122  
MOM • EN • JAYFER CILARRO

**Invasion of Innistrad** 2



**Battle — Siege**

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

Flash

When Invasion of Innistrad enters the battlefield, target creature an opponent controls gets -1/3/-13 until it of turn.

M 0115  
MOM • EN • ALEXEY KRUGLOV

**Invasion of New Capenna** 4



**Battle — Siege**

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When Invasion of New Capenna enters the battlefield, you may sacrifice an artifact or creature. When you do, exile target artifact or creature an opponent controls.

U 0238  
MOM • EN • DIEGO GIBERT

**Urn of Godfire** 1



**Artifact**

2: Add one mana of any color.

6, ♣, Sacrifice Urn of Godfire: Destroy target creature or enchantment.

*Ephara blessed the defenders of Theros with godfire, a Nyx-infused incendiary substance that burned without fuel.*

C 0266  
MOM • EN • OVIDIO CARRAGENA



# Sweepers

Sunfall

3



Sorcery

Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and “2: Transform this artifact.” It transforms into a 0/0 Phyrexian artifact creature.)

“Let the light scour away your imperfect flesh.”  
—Helioid

R 0040  
MOM • EN

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4

Invasion of Fiora



Battle — Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When Invasion of Fiora enters the battlefield, choose one or both —

- Destroy all legendary creatures.
- Destroy all nonlegendary creatures.

3/6

4

R 0114  
MOM • EN

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2

Invasion of Karsus



Battle — Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When Invasion of Karsus enters the battlefield, it deals 4/4 3 damage to each creature and each planeswalker.

4/4

4

R 0146  
MOM • EN

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Into the Fire

2



Sorcery

Choose one —

- Into the Fire deals 2 damage to each creature, planeswalker, and battle.
- Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

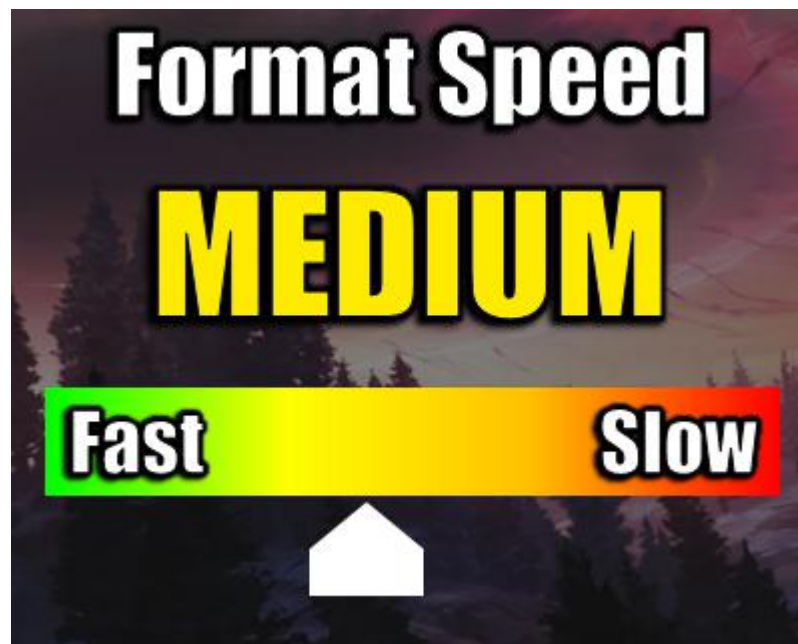
The rest of the Gatewatch retreated. Chandra and Wrenn went in blazing.

R 0144  
MOM • CH

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# Généralités

- Beaucoup de bombes dans le set
  - En jouer autant que la base de mana le permet
  - Avoir le plus de réponses possibles (et prioriser ces pick)



Bombe Tier 0  
72% WR

**Atraxa, voix des praetors** 3 3 3

Créature légendaire : phyrexian et ange et horreur

Vol, vigilance, contact mortel, lien de vie  
 Au début de votre étape de fin, proliférez. (Choisissez n'importe quel nombre de permanents et/ou de joueurs, puis donnez-leur à chacun un autre marqueur de chaque sorte déjà présente.)  
 \* Apprenez à ces personnes le prix de leur insolence. \*  
 —Elesh Norn

4/4

M 0163  
 MUL - FR - NATHA & ALEXA BERNARDOZ  
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**Boon-Bringer Valkyrie** 3 3 3

Créature — Angel Warrior

Backup 1 (When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)  
 Flying, first strike, lifelink  
 Her blades were twin beacons, calling the worthy to glory and the wretched to despair.

4/4

M 0209  
 MDM - EN - HANNOVA COLE  
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**Borborygmus and Fblthp** 2 4 4

Legendary Creature — Cyclops Homunculus

Whenever Borborygmus and Fblthp enters the battlefield or attacks, draw a card, then you may discard any number of land cards. When you discard one or more cards this way, Borborygmus and Fblthp deals twice that much damage to target creature.  
 1 : Put Borborygmus and Fblthp into its owner's library third from the top.

6/5

M 0218  
 MDM - EN - EDDY SEWARD  
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**Breach the Multiverse** 5 3 3

Sorcery

Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types.  
 "All worlds will know perfection."  
 —Elesh Norn

5

M 0204  
 MDM - EN - STEVE SPOFFORD  
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**Chandra, Hope's Beacon** 4 2 2

Legendary Planeswalker — Chandra

Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn.  
 +2 : Add two mana in any combination of colors.  
 +1 : Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards.  
 -X : Chandra, Hope's Beacon deals X damage to each of up to two targets.

5

M 0134  
 MDM - EN - KURBAN BAKKER  
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**Chrome Host Seedshark** 2 4

Créature — Phyrexian Shark

Flying  
 Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)

2/4

M 0281  
 MDM - EN - DENKOT CHAMBERLA  
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**Elesh Norn, Grand Cénobite** 5 3 3

Créature légendaire : phyrexian et praetor

Vigilance  
 Les autres créatures que vous contrôlez gagnent +2/+2.  
 Les créatures que vos adversaires contrôlent gagnent -2/-2.  
 \* Révivez-vous, prisonniers bons ! La glorieuse lumière du parachèvement est proche. Bonsoir, nous sortirez le Maître de son sommeil. \*

4/7

M 0133  
 MUL - FR - FLAVIO GADIN  
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**Erali, Primal Conqueror** 5 3 3

Legendary Creature — Elder Dinosaur

Trample  
 When Erali, Primal Conqueror enters the battlefield, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs.  
 9 : Transform Erali. Activate only as a sorcery.

11/11

7/7

M 0137  
 MDM - EN - SHAN PARCOUST  
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**Glissa, Herald of Predation** 3 3 3

Legendary Creature — Phyrexian Zombie Elf

At the beginning of combat on your turn, choose one —  
 • Incubate 2 twice. (To incubate 2, create an Incubator token with two +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)  
 • Transform all Incubator tokens you control.  
 • Phyrexians you control gain first strike and deaththoux until end of turn.

3/5

M 0226  
 MDM - EN - CHRIS BELARANSKI  
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**Hoarding Broodlord** 5 3 3 3

Créature — Dragon

Convoke  
 Flying  
 When Hoarding Broodlord enters the battlefield, search your library for a card, exile it face down, then shuffle. For as long as that card remains exiled, you may play it.  
 Spells you cast from exile have convoke.

7/6

M 0110  
 MDM - EN - TAP SWANSON  
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**Invasion of New Phyrexia**

Battle — Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)  
 When Invasion of New Phyrexia enters the battlefield, create X 2/2 white and blue Knight creature tokens with vigilance.

7/7

M 0289  
 MDM - EN - STEVE SPOFFORD  
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**Kogla and Yidaro** 2 2 2 3 3

Legendary Creature — Ape Dinosaur Turtle

When Kogla and Yidaro enters the battlefield, choose one —  
 • It gains trample and haste until end of turn.  
 • It fights target creature you don't control.  
 2 : Discard Kogla and Yidaro: Destroy up to one target artifact or enchantment. Shuffle Kogla and Yidaro into your library from your graveyard, then draw a card.

7/7

M 0244  
 MDM - EN - CHRIS RAE  
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**Sheoldred** 3 3 3

Legendary Creature — Phyrexian Praetor

Menace  
 When Sheoldred enters the battlefield, each opponent sacrifices a nontoken creature or planeswalker.  
 4 : Exile Sheoldred, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if an opponent has eight or more cards in their graveyard.

4/5

M 0125  
 MDM - EN - SHAN PARCOUST  
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**Sheoldred la Susurrante** 5 3 3

Créature légendaire : phyrexian et praetor

Traverse des marais (Cette créature ne peut pas être bloquée tant que le joueur défenseur contrôle au moins un marais.)  
 Au début de votre entretien, renvoyez sur le champ de bataille une carte de créature ciblée depuis votre cimetière.  
 Au début de l'entretien de chaque adversaire, ce joueur sacrifie une créature.

6/6

M 0146  
 MUL - FR - FLAVIO GADIN  
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**Vorinclex** 3 3 3

Legendary Creature — Phyrexian Praetor

Trample, reach  
 When Vorinclex enters the battlefield, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle.  
 0 : Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

6/6

M 0201  
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# Mythic Uncommons

**Captive Weird**

**Creature — Weird**

Defender

3  $\text{Ⓢ}$ : Transform Captive Weird. Activate only as a sorcery. ( $\text{Ⓢ}$  can be paid with either  $\text{Ⓢ}$  or 2 life.)

*Izzet researchers agreed to keep the unusual weird contained until they understood the extent of its powers.*

3/3

1/3

U 0049  
MON • EN • MANUEL CASTAÑÓN  
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**Halo Forager**

**Creature — Faerie Rogue**

Flying

When Halo Forager enters the battlefield, you may pay  $\text{X}$ . When you do, you may cast target instant or sorcery card with mana value  $\text{X}$  from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

3/1

U 0227  
MOM • EN • KEVIN SIBILARZA  
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**Invasion of Amonkhet**

**Battle — Siege**

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When Invasion of Amonkhet enters the battlefield, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts top three cards of their library into their graveyard.)

4/4

U 0231  
MOM • EN • FORUBAS UGONIAS  
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- Beaucoup d'unco notées B+ voir plus
- Format profondément Midrange
- Concernant les tricks avec 'Convoke' = ne pas oublier de regarder si pause sur MTGA pouvant l'évoquer, avec créatures untapped et mana-full-tapped

# Les mécaniques

# « Battle »

- Permet de ralentir les parties
  - Encore plus de décisions impactantes
- Jouer des flyers early pour l'attaquer vite
- (+) = ceux qui flippent rapidement



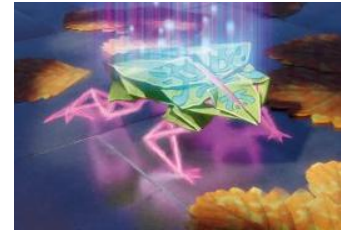


- Ne pas surjouer les 'Battle', surtout sans un plan pour les flip
  - Donc jouer d'abord moyen de la flip (créatures ++)
- Comparables à jeu d'échec = avoir un coup d'avance
- Les decks aggro peuvent s'en passer en draft (pas valable en scelled)
- Quand le compteur du côté 'up' arrive à 0 → le côté 'down' est casté (et pas vrai flip)

- On choisit la cible (protecteur) de la face-up
  - Si on veut donner une autre cible que ses points de vie à un adversaire = on peut se cibler
    - Très souvent = cibler adversaire
- Le seul moyen de faire flip une 'Battle' c'est de faire descendre le compteur à 0
  - Détruire / exiler = non !
  - 'enlever les marqueurs du permanent ciblé' = oui
- Le côté down se lance alors => contrable copiable

- Une bonne 'Battle' s'en est une qui a un bon côté up (ne pas se focaliser car que sur le côté down)
- Nombre moyens de 'Battle' par deck pour être bien = 2
- Ne pas rentrer une 'Battle' de principe juste parce que elle est dans nos couleurs

# « Convocation »



- Réduction du CCM
  - En engageant des créatures dégagées contrôlées
- Les créatures comptent dans le CCM incolore ou coloré partagé du spell (donc CCM possible du spell final = 0)
- (+) = vigilance (car créatures peuvent attaquer, servir dans le CCM, défendre)



# DFC

- Activable en sorcery
- Utilisation possible du mana phyrexian
- Impossibilité de revenir face-up seule
  - Le blink le fait par contre



# « Backup »

- Boost en +1/+1 une créature
  - Possibilité de s'auto-cibler
  - Si cible une autre créature, celle-ci obtient la/les capacités de la dite carte



# « Incubate »

- Ne pas copier le jeton car 0/0 !



Les couleurs



Début de format



# Vert

- Gros thons ++
  - Certains sont meilleurs que les autres
  - Sorts de ramp pour arriver plus vite
- Bons sorts de fixing mais peu de removals
  - Permet souvent de jouer Sultaï (trois meilleurs couleurs)

# Meilleures communes

++



++



# Meilleures uncos



U 0194  
MOM - FR DIEGO GISBERT

▲ Invasion de Zendikar 3



Bataille : siège

*(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)*

Quand l'Invasion de Zendikar arrive sur le champ de bataille, cherchez dans votre bibliothèque jusqu'à deux cartes de terrain de base, mettez-les sur le champ de bataille engagées, puis mélangez. 4/4

3

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Fort céleste éveillé ▼



● Créature : élémental

Vigilance, célérité

Tant que le Fort céleste éveillé est sur le champ de bataille, c'est un terrain en plus de ses autres types.

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

*Nahiri tenta de plier Zendikar à la volonté de Phyrexia. En réponse, le monde se dressa contre elle.*

4/4

U 0194  
MOM - FR DIEGO GISBERT

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# Bleu

- Excellente couleur de support
  - Complète le W pour 'Knights aggro'
  - Incubation tokens
  - Mill
- Sorts de draw et de bounce ++
- Meilleur couleur du set avec le B

# Meilleures communes

|  |   |  |  |
|--|---|--|--|
| <p style="text-align: center;">++</p> <p><b>Ephara's Dispersal</b> 2</p>  <p>Instant</p> <p>This spell costs 2 less to cast if it targets an attacking creature.</p> <p>Return target creature to its owner's hand. <i>Surveil 2.</i> (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.)</p> <p><small>C. 0054<br/>MOM - EN - ANAKI (ANGELA WANG)</small></p> | <p style="text-align: center;">++</p> <p><b>Preening Champion</b> 2</p>  <p>Creature — Bird Knight</p> <p>Flying</p> <p>When Preening Champion enters the battlefield, create a 1/1 blue and red Elemental creature token.</p> <p><i>On Kylem, the omens of impending invasion went largely unnoticed, drowned out by the everyday fanfare of Valor's Reach.</i></p> <p>2/2</p> <p><small>C. 0073<br/>MOM - EN - ALEX BRANNEN</small></p> | <p><b>Eyes of Gitaxias</b> 2</p>  <p>Sorcery</p> <p>Incubate 3. (Create an Incubator token with three +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>Draw a card.</p> <p><i>No longer bound by the myopic limitations of flesh, Ekhen would truly see the realms.</i></p> <p><small>C. 0057<br/>MOM - EN - CREST BALANESCU</small></p>              | <p><b>Meeting of Minds</b> 3</p>  <p>Instant</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)</p> <p>Draw two cards.</p> <p><i>"If something seems impossible, you probably haven't tried asking for help."<br/>—Niambi, cleric of Dominaria</i></p> <p><small>C. 0048<br/>MOM - EN - MURRAY CEEAN</small></p> |
| <p><b>Order of the Mirror</b> 1</p>  <p>Creature — Human Knight</p> <p>3: Transform Order of the Mirror. Activate only as a sorcery. ( can be paid with either * or 2 life.)</p> <p><i>The Magic Mirror of Vantress showed Gadrina a twisted vision of black oil and bloody machines.</i></p> <p>3/3</p> <p>2/1</p> <p><small>C. 0072<br/>MOM - EN - ANDREW MEE</small></p>   | <p><b>Temporal Cleansing</b> 3</p>  <p>Sorcery</p> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> <p><i>"Note's not a good time."</i></p> <p><small>C. 0080<br/>MOM - EN - DOMENIC MAYER</small></p>           | <p><b>Tidal Terror</b> 4</p>  <p>Creature — Octopus</p> <p>Whenever Tidal Terror attacks, you may tap two other untapped creatures you control. If you do, Tidal Terror can't be blocked this turn.</p> <p>Islandcycling 2 (2, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> <p>5/6</p> <p><small>C. 0082<br/>MOM - EN - NICOLAUS GREENEY</small></p> |  |

# Meilleures uncos





▲ Invasion de Kamigawa 3



Bataille : siège

*(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exécutez-le, puis lancez-le transformé.)*

Quand l'Invasion de Kamigawa arrive sur le champ de bataille, engagez 2/3 une cible, artefact ou créature, qu'un adversaire contrôle et mettez un marqueur « étourdissement » sur elle. *(Si un permanent avec un marqueur « étourdissement » devait devenir dégagé, retirez-lui en un à la place.)*



▼ Saboteurs des toits



● Créature : lunaéen et ninja

Vol  
À chaque fois que les Saboteurs des toits infligent des blessures de combat à un joueur ou à une bataille, piochez une carte.

*Kamigawa se développait si vite que les informations de Jin-Gitaxias étaient déjà obsolètes à l'arrivée des envahisseurs.*

2/3

# Rouge

- Meilleure couleur pour flip les 'Battle'
- Pas mal de removals de type burn
- Pump-spells / boosts à l'attaque
  
- Moins bonne couleur du set, ne pas la jouer en principale à moins d'avoir une bombe +++

# Meilleures communes

++

**Volcanic Spite** 1

**Instant**

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

*None may approach the Ashen Idol without an offering—an edict fortuitously absent from Phyrexian intelligence concerning the world of Azgol.*

C 0170  
MOM · EN · KEVIN SOMMERS

**Beamtown Beatstick**

**Artifact — Equipment**

Equipped creature gets +1/+0 and has menace. (It can't be blocked except by two or more creatures.)

Whenever equipped creature deals combat damage to a player or battle, create a Treasure token.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

C 0181  
MOM · EN · KONSTANTIN POLSKOY

**Furnace Host Charger** 5

**Creature — Phyrexian Giant**

Haste

Mountaincycling 2 (2: Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

*With barely a moment's warning, a one-giant avalanche crashed into Kaldheim's defenders.*

5/5

C 0140  
MOM · EN · ANDRIAS ZATHELM

**Pyretic Prankster** 1

**Creature — Devil**

3: Transform Pyretic Prankster. Activate only as a sorcery. ( can be paid with either or 2 life.)

*It'd played the same prank a hundred times, never noticing the flame's slowly evolving pattern.*

3/2

2/1

C 0167  
MOM · EN · FRANCIS TUCK

**Thrashing Frontliner** 1

**Creature — Phyrexian Viashino**

Trample

Whenever Thrashing Frontliner attacks a battle, it gets +1/+1 until end of turn.

*With Urabrask in hiding, the masterless Furnace Host was unleashed on the Multiverse to spread mayhem and destruction.*

2/2

C 0167  
MOM · EN · PUSIL KOUSSIMETS

**War-Trained Slasher** 3

**Creature — Wolverine Dinosaur**

Menace (This creature can't be blocked except by two or more creatures.)

Whenever War-Trained Slasher attacks a battle, double its power until end of turn.

*"That's my girl. Just don't eat it—wouldn't want you getting an upset stomach again."  
—Jalma, Ikorian bondar*

4/3

C 0172  
MOM · EN · FRANCIS TUCK

**Wrenn's Resolve** 1

**Sorcery**

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

*Even as she burned, Wrenn bent Realmbreaker to her will.*

C 0173  
MOM · EN · STEVE SPOFFORD

# Meilleures uncos





## Invasion de Mercadia

1



### Bataille : siège



*(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)*

Quand l'Invasion de Mercadia arrive sur le champ de bataille, vous pouvez vous défausser d'une carte. Si vous faites ainsi, piochez deux cartes.

3/3

4

## Forgeflammes kyren



Créature : goblin et sortisan

2 , défaussez-vous d'une carte : Créez deux jetons de créature 1/1 bleue et rouge Élémental. Les créatures que vous contrôlez gagnent +1/+0 et acquièrent la célérité jusqu'à la fin du tour.

*Inspirés par les récits légendaires de Shroi, leur héros, nombre de jeunes gobelins kyrens s'évertuent à émuler ses talents magiques et son courage face au danger.*

3/3

# Noir

- Couleur saturée en removals et thème 'Sacrifice'
- Pour un archétype aggro avec B = servira à tempo via les removals à foison
- Meilleur couleur du set avec le U

# Meilleures communes

++



# Meilleures uncos





U 0113  
MOM - FR  
CRISTI BALANESCU

**Invasion d'Eldraine** 3



**Bataille : siège**

*(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)* 2/2

Quand l'Invasion d'Eldraine arrive sur le champ de bataille, un adversaire ciblé se défait de deux cartes. 4

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**Faeries piquantes**



**Créature : peuple fée**

Vol

Au début de l'entretien de chaque adversaire, si ce joueur a deux cartes ou moins dans sa main, les Faeries piquantes lui infligent 2 blessures.

*Quand la cour tomba, les feries d'Eldraine abandonnèrent leurs farces habituelles au profit de tours plus mortels.*

2/2

U 0113  
MOM - FR  
CRISTI BALANESCU

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# Blanc

- Couleur agressivement efficace avec beaucoup de petites créatures chiantes
- Permet de flipper les 'Battle' plus facilement
  - Et de snowball ++
- 'Angelic Intervention' va créer des soucis
- Reste l'avant-dernière couleur

# Meilleures communes

**Alabaster Host Intercessor** 5\*



**Creature — Phyrexian Samurai**

When Alabaster Host Intercessor enters the battlefield, exile target creature an opponent controls until Alabaster Host Intercessor leaves the battlefield.

Plainscycling 2 (2, Discard this card; Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

3/4

C 0004  
MOM · EN · KONSTANTIN POLINSKY

**Alabaster Host Sanctifier** 1\*



**Creature — Phyrexian Cleric**

**Lifelink**

*"Heliod shines his light on all things, excising the shadows of doubt. Rejoice, for beneath his purifying eyes, Theros is united as one!"*

2/2

C 0004  
MOM · EN · KONSTANTIN POLINSKY

**Angelic Intervention** 1\*



**Instant**

Target creature or planeswalker you control gains protection from colorless or from the color of your choice until end of turn. If it's a creature, put a +1/+1 counter on it. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything with that quality.)

*Elspeth shone like a sixth sun, inspiring hope in the Mirrans and terror in Neo Phyrexia.*

2/2

C 0005  
MOM · EN · ANANDI (ANGELA WANG)

**Attentive Skywarden** 2\*



**Creature — Phyrexian Kor**

**Flying**

Whenever Attentive Skywarden deals combat damage to a player or battle, transform up to one target Incubator token you control.

*The same sturdy kitesail that once carried her safely through the Roil now allows her to monitor the pods' progress from above.*

2/2

C 0007  
MOM · EN · JESSE MUIR

**Realmbreaker's Grasp** 1\*



**Enchantment — Aura**

Enchant artifact or creature

Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

*The Invasion Tree wasn't merely a conduit through which to breach planes. It was a living, writhing extension of Phyrexia's will.*

2/2

C 0033  
MOM · EN · ADRIK NARIBOSKI

**Sunder the Gateway** 1\*



**Sorcery**

Choose one —

- Destroy target nontoken artifact or enchantment an opponent controls.

Incubate 2. (Create an Incubator token with two +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)

- Incubate 2, then transform an Incubator token you control.

2/2

C 0039  
MOM · EN · TITUS LUTER

**Scrollshift** 2\*



**Instant**

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.

Draw a card.

*Bim lashed out with the only weapon she'd never run out of: lecture notes.*

2/2

C 0034  
MOM · EN · BRIAN SEB

# Meilleures uncos

U 0020  
MOM - FR ANTONIO JOSÉ MANZANERO  
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**Invasion de Belenon** 2\*



**Bataille : siège**

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)

Quand l'Invasion de Belenon arrive sur le champ de bataille, créez un jeton de créature 2/2 blanche et bleue Chevalier avec la vigilance.

5

U 0021  
MOM - FR DENYS TSUPERKO  
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**Invasion de Dominaria** 2\*



**Bataille : siège**

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)

Quand l'Invasion de Dominaria arrive sur le champ de bataille, vous gagnez 4 points de vie et vous piochez une carte.

4/4

5

**Antienne de guerre de Belenon**



Enchantement

Les créatures que vous contrôlez gagnent +1/+1.

« Comme une flûte qui transforme le souffle en musique, nous sommes l'instrument qu'utilisent les Vents sacrés pour rendre leur glorieuse justice. »

U 0020  
MOM - FR ANTONIO JOSÉ MANZANERO  
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**Protectrice de la foi de Serra**



Créature : ange

Vol, vigilance

« J'étais là quand Phyrexia a condamné le royaume de Serra d'un simple contact. J'étais là quand Yaugzebul a échoué à conquérir Dominaria. Et je serai encore là quand Elesh Norn ne sera plus. »

4/4

U 0021  
MOM - FR DENYS TSUPERKO  
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**Norn's Inquisitor** 1\*



**Creature — Phyrexian Knight**

When Norn's Inquisitor enters the battlefield, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)

Whenever a permanent you control transforms into a Phyrexian, put a +1/+1 counter on it.

1/1

0029 MOR • EN • Denis Zanevski

**Phyrexian Awakening** 2\*



**Enchantment**

When Phyrexian Awakening enters the battlefield, incubate 4. (Create an Incubator token with four +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)

Phyrexians you control have vigilance.

0030 MOR • EN • Andrei Nekrasov

**Phyrexian Censor** 2\*



**Creature — Phyrexian Wizard**

Each player can't cast more than one non-Phyrexian spell each turn.

Non-Phyrexian creatures enter the battlefield tapped.

Quintorius muffled a sob as he watched the thing that was once Professor Pitnik "confiscate" yet another priceless historical tome.

3/3

0031 MOR • EN • Alexey Kavulya

**Seal from Existence** 1\*\*



**Enchantment**

Ward 3 (Whenever this enchantment becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3.)

When Seal from Existence enters the battlefield, exile target nonland permanent an opponent controls until Seal from Existence leaves the battlefield.

0033 Story Spotlight MOR • EN • Anazi Eberhardt

**Zhalfirin Lancer** 2\*



**Creature — Human Knight**

Whenever another Knight enters the battlefield under your control, Zhalfirin Lancer gets +1/+1 and gains vigilance until end of turn.

The Phyrexians armored themselves against blades, fire, and every conjuration they could think of. She brought a war rhino.

3/3

0045 MOR • EN • Nino Yella

**Seraph of New Capenna** 2\*



**Creature — Angel Soldier**

Flying

4: Transform Seraph of New Capenna. Activate only as a sorcery. ( can be paid with either or 2 life.)

The angels had vowed to protect New Capenna. She was determined to uphold that vow, no matter the cost.

3/3

2/2

0036 MOR • EN • Aaron J. Riley

**Sun-Blessed Guardian** 1\*



**Creature — Human Cleric**

5: Transform Sun-Blessed Guardian. Activate only as a sorcery. ( can be paid with either or 2 life.)

Light glinted off the raised weapons of the Sun Empire, filling her with an unbreakable hope . . .

3/3

2/2

0038 MOR • EN • Brian Yelton

**Surge of Salvation** \*



**Instant**

You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.

No Molexian had ever laid eyes on an angel, but when protective Halo flooded the Multiverse, they knew a divine blessing was at hand.

0041 Story Spotlight MOR • EN • Dominik Mayer

**Tiller of Flesh** 3\*



**Creature — Phyrexian Knight**

Whenever you cast a spell that targets one or more permanents, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)

2/4

0044 MOR • EN • Nino Yella

# Et les autres cartes à remarquer



### Invasion d'Ergamon

2 2

#### Bataille : siège

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)

Quand l'Invasion d'Ergamon arrive sur le champ de bataille, 3/4 créez un jeton Trésor. Puis vous pouvez vous défausser d'une carte. Si vous faites ainsi, piochez une carte.

5

### Chargeur des falaises de Truga



#### Créature : rhinocéros

##### Piétinement

Quand le Chargeur des falaises de Truga arrive sur le champ de bataille, vous pouvez vous défausser d'une carte. Si vous faites ainsi, cherchez dans votre bibliothèque une carte de terrain ou de bataille, révélez-la, mettez-la dans votre main, puis mélangez.

Sur Ergamon, dans toute la Jungle de Truga, prédateurs et proies firent une trêve jusqu'à ce que le dernier des envahisseurs soit anéanti.

3/4

### Invasion de Kaladesh

2 2

#### Bataille : siège

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)

Quand l'Invasion de Kaladesh arrive sur le champ de bataille, créez un jeton de créature-artefact 1/1 incolore Mécanoptère avec le vol.

\*/4

4

### Ailedéther, navire amiral de l'Écaille dorée



#### Artefact légendaire : véhicule

##### Vol

La force d'Ailedéther, navire amiral de l'Écaille dorée est égale au nombre d'artefacts que vous contrôlez.

Pilotage 1 (Engages n'importe quel nombre de créatures que vous contrôlez dont la force totale est supérieure ou égale à 1 : Ce véhicule devient une créature-artefact jusqu'à la fin du tour.)

Inspiré par la grâce des ptérodontes d'Ixalan, Saheli construisit sa propre version.

\*/4

### Invasion de Kylem

2 2 \*

#### Bataille : siège

(Au moment où un siège arrive, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)

Quand l'Invasion de Kylem arrive sur le champ de bataille, ciblez jusqu'à deux créatures. Chacune d'elles gagne +2/+0 et acquiert la vigilance et la célérité jusqu'à la fin du tour.

5

### Binomes de la Lice de la Bravoure



#### Rituel

Créez deux jetons de créature 3/2 rouge et blanche Guerrier avec « À chaque fois que cette créature et au moins un autre jeton de créature attaquent, mettez un marqueur +1/+1 sur cette créature. »

« Faisons tâter de notre bon vieux gauche-droite à ces affreux ! »

### Invasion de Lorwyn

4 2 2

#### Bataille : siège

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)

Quand l'Invasion de Lorwyn arrive sur le champ de bataille, détruisez une créature non-Elfe ciblée qu'un adversaire contrôle avec une force inférieure ou égale à X, X étant le nombre de terrains que vous contrôlez.

\*/\*

5

### Forces de vanneurs



#### Créature : elfe et guerrier

La force et l'endurance des Forces de vanneurs sont chacune égales au nombre de terrains que vous contrôlez.

L'apparence des Phyrexians était si offensante que les parfaits et les dysmèles formèrent contre toute attente une alliance pour les détruire.

\*/\*

**Invasion de Moag** 2  



**Bataille : siège**

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)  
Quand l'Invasion de Moag arrive sur le champ de bataille, 3/3 mettez un marqueur +1/+1 sur chaque créature que vous contrôlez.

**5**

**Dryades porteuses de floraison**



**Créature : dryade**

**Parade 2** (À chaque fois que cette créature devient la cible d'un sort ou d'une capacité qu'un adversaire contrôle, contrez ce sort ou cette capacité à moins que ce joueur ne paie 2.)  
Au début de votre étape de fin, mettez un marqueur +1/+1 sur une créature ciblée que vous contrôlez.

Face à la volonté implacable de Phyrexia, les dryades de Moag dressèrent un bouclier d'été vivant.

**3/3**

**Invasion de Pyrulée**  



**Bataille : siège**

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)  
Quand l'Invasion de Pyrulée arrive sur le champ de bataille, 4/4 regard 3, puis révélez la carte du dessus de votre bibliothèque. Si c'est un terrain ou une carte recto-verso, piochez une carte.

**4**

**Platecorne gargantuesque**





**Créature : bête**

**Piétinement, parade 2**  
Les autres permanents transformés que vous contrôlez ont le piétinement et parade 2.

Pour le platecorne, les branches de l'Arbre d'Invasion étaient aussi fragiles qu'une fougère pyrulienne.

**4/4**

**Invasion de la Nouvelle-Capenna**  



**Bataille : siège**

(Au moment où un siège arrive sur le champ de bataille, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)  
Quand l'Invasion de la Nouvelle-Capenna arrive sur le champ de bataille, vous pouvez sacrifier un artefact ou une créature. Quand vous faites ainsi, exilez une cible, artefact ou créature, qu'un adversaire contrôle.

**4**


**Canon incinérateur sacré**



**Artefact : équipement**

À chaque fois que la créature équipée attaque, mettez un marqueur +1/+1 sur cette créature et sur chaque autre créature que vous contrôlez qui partage un type de créature avec elle.  
Équipement 1

« Ils utilisent ma réserve de halo pour faire quoi ? »  
—Jetmir

**Invasion de Xerex** 2   



**Bataille : siège**

(Au moment où un siège arrive, choisissez un adversaire pour le protéger. Vous et les autres pouvez l'attaquer. Quand il est vaincu, exilez-le, puis lancez-le transformé.)  
Quand l'Invasion de Xerex arrive sur le champ de bataille, renvoyez jusqu'à une créature ciblée dans la main de son propriétaire. \*\*

**4**

**Paladin de vertex**



**Créature : ange et chevalier**

**Vol**  
La force et l'endurance du Paladin de vertex sont chacune égales au nombre de créatures que vous contrôlez.

Sur Xerex, les Phyrexians, avec leur esprit trop littéral, commirent la pire des erreurs : ils tentèrent de comprendre ce qu'ils voyaient.

**\*\***



**Mutagen Connoisseur** 1

Creature — Vedalken Mutant

Flying, vigilance  
Mutagen Connoisseur gets +1/+0 for each transformed permanent you control.

*Much to the Phyrexians' delight, sheer curiosity drove many to willingly surrender to completion.*

0/5

U 0248  
MOM - EN - ALEX BRUCK

**Rampaging Geoderm** 2

Creature — Dinosaur Beast

Trample, haste  
Whenever you attack, target attacking creature gets +1/+1 until end of turn. If it's attacking a battle, put a +1/+1 counter on it instead.

*The Phyrexian juggernaut found itself crushed between a rock and a hard place.*

3/3

U 0251  
MOM - EN - KERRY YABUS

**Mirror-Shield Hoplite** 2

Creature — Human Soldier

Vigilance  
Whenever a creature you control becomes the target of a backup ability, copy that ability. You may choose new targets for the copy. This ability triggers only once each turn.

*In the shield's gleaming surface, the Phyrexian saw a reflection of what it once had been, and perished.*

2/2

U 0247  
MOM - EN - ALEX BRUCK

**Marshal of Zhalfir**

Creature — Human Knight

Other Knights you control get +1/+1.  
\*♦, ♦: Tap another target creature.

*"How kind of our foes to move in such perfect, predictable unison. Split into squadrons and execute the Lion's Claws!"*

2/2

U 0244  
MOM - EN - DANIEL TAY

**Joyful Stormsculptor** 3

Creature — Human Shaman

When Joyful Stormsculptor enters the battlefield, create two 1/1 blue and red Elemental creature tokens.  
Whenever you cast a spell that has convoke, Joyful Stormsculptor deals 1 damage to each opponent and each battle they protect.

2/3

U 0243  
MOM - EN - CHRISTINA KRAUS

**Sculpted Perfection** 2

Enchantment

When Sculpted Perfection enters the battlefield, incubate 2. (Create an Incubator token with two +1/+1 counters on it and "2: Transform this artifact." It transforms into a 0/0 Phyrexian artifact creature.)  
Phyrexians you control get +1/+1.

2/2

U 0253  
MOM - EN - CHRIS SEAMAN

**Stormclaw Rager** 1

Creature — Ogre Warrior

1, Sacrifice another creature or artifact: Put a +1/+1 counter on Stormclaw Rager and draw a card. Activate only as a sorcery.

*No amount of spilled oil and crushed metal could slake her bloodlust.*

2/2

U 0254  
MOM - EN - NICHOLAS ELLIS



# Les sous-estimées



# Les sur-estimées



- Sauf en scelled



# Do Not Draft List

**Seizan, Perverter of Truth** 3 3 3



**Legendary Creature — Demon Spirit** 

At the beginning of each player's upkeep, that player loses 2 life and draws two cards.

*"In its hatred for the mortal realms, it fought on the side of the invaders, heedless of its own eventual fate."*  
—Records of the Living Historians

6/5

R 0015  
MUL • EN • K&L/MAIL

**Jin-Gitaxias, Core Augur** 8 0 0



**Legendary Creature — Phyrexian Praetor** 

**Flash**  
At the beginning of your end step, draw seven cards.  
Each opponent's maximum hand size is reduced by seven.

*His knowledge of the Multiverse enabled New Phyrexia to strike each plane with surgical precision.*

5/4

M 0011  
MUL • EN • KEKAI KOSAKI

**Vorinclex, Voice of Hunger** 6 4 4



**Legendary Creature — Phyrexian Praetor** 

**Trample**  
Whenever you tap a land for mana, add one mana of any type that land produced.

Whenever an opponent taps a land for mana, that land doesn't untap during its controller's next untap step.

7/6

M 0029  
MUL • EN • FUNGSIAN

**Complete the Circuit** 5 4



**Instant** 

**Convoke** (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

You may cast sorcery spells this turn as though they had flash.

When you next cast an instant or sorcery spell this turn, copy that spell twice. You may choose new targets for the copies.

8 0053  
MCM • EN • IAN RYAN

# Les fixeurs



- Les dual-lands sont dans les land-slots et pas les common-slots !



## Les archétypes de draft

# Archetype Ranks



**Graveyard**



**Knights**



**Incubate**



**Convoke**



**Transform**



**Counters**



**Sacrifice**



**Battles**



**Phyrexians**



**Backup Aggro**



# UW Knights



- Archétype de niche
- Aggro
  - Curve
  - Tricks / boosts
  - Tempo
- Possibilité de go-wide avec pump-spells
- Archétype le plus supporté du set



# MOM Azorius Skeleton

LIMITED  
by j2sJosh

- 0 mythic
- 2 rare
- 4 uncommon
- 34 common



SIDEBOARD

|   |   |   |   |   |
|---|---|---|---|---|
| <p><b>Swordsmen Cavalier</b> 3.0<br/>2<br/>Creature — Human Knight<br/>Swordsmen Cavalier has first strike as long as another Knight entered the battlefield under your control this turn.<br/><i>The finest Knights of Balinor are equally proficient in courtesy and combat.</i></p>  | <p><b>Order of the Mirror</b> 1.4<br/>2<br/>Creature — Human Knight<br/>3.0. Threshold Order of the Mirror Activate only as a sorcery. (You can't be paid with color ♣ or 2 life.)<br/><i>The Magic Mirror of Dunsen showed Carrow a twisted vision of black and bloody realities.</i></p>  | <p><b>Marshal of Zhalfir</b> 2.4<br/>1<br/>Creature — Human Knight<br/>Other Knights you control get +1/+1. ♣, ♠. Tap another target creature.<br/><i>"How kind of our duty to serve in such perfect, predictable order. Still our squabbling and chaotic the Lion's Clan!"</i></p>   | <p><b>Avalencia, Kin-Tree Spirit</b> 3.0<br/>1<br/>Legendary Creature — Spirit Soldier<br/>Whichever player controls Avalencia controls the battlefield and the opponent's life total. (If that player can't do anything during combat, you control and pay for it.)<br/><i>The Mountain Lizard could be enough for the spirit of Avalencia, and money could mean an enhancement.</i></p> | <p><b>Protecting Champion</b> 2.4<br/>2<br/>Creature — Bird Knight<br/>Flying<br/>When Protecting Champion enters the battlefield, create a 1/1 blue and red Elemental creature token.<br/><i>On Balm, the center of impending creative soul fights, revealed, defined, and by the accurate Justice of Blue's Reach.</i></p>  |
| <p><b>Shield Sentinel</b> 2.0<br/>2<br/>Creature — Human Knight<br/>Shield 1: When this creature enters the battlefield, put a +1/+1 counter on target creature. (That creature ignores a game's defining ability until end of turn.)<br/>Vigilance<br/><i>"How far has the shield light? I will see it if I break apart."</i></p>  | <p><b>Zhalirin Lancer</b> 2.0<br/>1<br/>Creature — Human Knight<br/>Whenever another Knight enters the battlefield under your control, Zhalirin Lancer gets +1/+1 and gains vigilance until end of turn.<br/><i>The Phoenix armored themselves against pain, fire, and sharp organization they could stand of. She brought a new idea.</i></p>  | <p><b>Yerex Stride-Knight</b> 2.4<br/>1<br/>Creature — Human Knight<br/>Flying, vigilance<br/>3.0. Create a 2/2 white and blue Knight creature with vigilance. Activate only if you're not yet or more with the land.<br/><i>Yerex broke the line of water to reach the plane. On Azorius, really reach, he found the ocean.</i></p>      | <p><b>Knight of the New Coalition</b> 3.0<br/>2<br/>Creature — Human Knight<br/>Vigilance<br/>When Knight of the New Coalition enters the battlefield, create a 2/2 white and blue Knight creature with vigilance.<br/><i>Belief in a new coalition of Azorius, every Protect Knight from the day might come when they will be added to their Phoenix.</i></p>                            | <p><b>Protector Knight</b> 3.4<br/>2<br/>Creature — Human Knight<br/>When Protector Knight enters the battlefield, tap target creature on opponent's control. Put a red counter on that creature. If you control another Knight, (if a permanent with a red counter would become unblocked, remove one from it instead.)<br/><i>"Yerex, you're proper care of vigilance!"</i></p> |
| <p><b>Knight-Emote of Eos</b> 4.0<br/>1<br/>Creature — Human Knight<br/>Convoke<br/>When Knight-Emote of Eos enters the battlefield, look at the top six cards of your library. You may reveal up to two creature cards with mana value X or less from among them, where X is the number of creatures that convoke Knight-Emote of Eos. Put the revealed cards into your hand.<br/><i>"How far has the shield light? I will see it if I break apart."</i></p> | <p><b>Arcotic Intervention</b> 1.0<br/>2<br/>Sorcery<br/>Target creature or planeswalker you control gains protection from creatures of from the color of your choice until end of turn. If it's a creature, put a +1/+1 counter on it. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything with that ability.)<br/><i>Black, blue, and a red one, together they are the Azorius and more to Star Phoenix.</i></p> | <p><b>Ephara's Dispersal</b> 2.4<br/>2<br/>Sorcery<br/>This spell costs 8 less to cast if it targets an attacking creature.<br/>Ephara targets creature on its owner's hand, shield 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.)</p> | <p><b>Inspired Charge</b> 3.0<br/>1<br/>Creature<br/>Creatures you control get +2/+1 until end of turn.<br/><i>"Let's show these waffles from what a real army looks like!"</i><br/><i>—Shalla, Knight of Zhalfir</i></p>   | <p><b>Invasion of Balinor</b> 2.0<br/>1<br/>Sorcery<br/>When Invasion of Balinor enters the battlefield, create a 1/1 blue and red Elemental creature token.<br/><i>"Yerex, you're proper care of vigilance!"</i></p>   |
| <p><b>Island</b> 8<br/>Basic Land — Island</p>  | <p><b>Plains</b> 8<br/>Basic Land — Plains</p>  | <p><b>Tranquil Cove</b> 1<br/>Land<br/>Tranquil Cove enters the battlefield tapped.<br/>When Tranquil Cove enters the battlefield, you gain 1 life.<br/>♠, All ♠ in ♠.<br/><i>The sky darkened and the sun turned to red. The path of Flame Sentinel led to Sun Phoenix.</i></p>  |   |   |

# BW Incubate

- 'Incubate' tokens
- Synergies  
'phyrexians'



# MOM Orzhov Skeleton

LIMITED  
by J2ajosh

- 0 mythic
- 2 rare
- 4 uncommon
- 34 common



|   |  |   |  |   |
|---|--|---|--|---|
| <br>Ebon Drake<br>2<br>Creature — Phoenix Dragon<br>Flying<br>Ebon Drake deals one of its attacks to another creature. If another creature blocks it, you may sacrifice it to deal 2 damage to that creature. If another creature blocks it, you may sacrifice it to deal 2 damage to that creature. If another creature blocks it, you may sacrifice it to deal 2 damage to that creature.              | <br>Doom Skeleton<br>2<br>Creature — Phoenix Skeleton<br>Flying<br>If Skeleton an artifact or creature, each opponent loses 1 life and you gain 1 life.   | <br>Eerie's Impulsion<br>1<br>Enchantment — Aura<br>When Eerie's Impulsion enters the battlefield, sacrifice 2.   | <br>Cursed Bancho<br>1<br>Creature — Phoenix Human<br>Flying<br>When Cursed Bancho enters the battlefield, Phoenix you control gain bonus until end of turn.<br>Other Phoenix you control get +1/+1.  | <br>Cursed Familiar<br>1<br>Creature — Phoenix Dog<br>Flying<br>When Cursed Familiar enters the battlefield, Phoenix you control gain +1/+1 and you gain 1 life. |
| <br>Carnivorous Broomwing<br>1<br>Creature — Phoenix Elf Wizard<br>Flying<br>If Broomwing another creature or artifact, Skeleton 1. If another creature blocks it, you may sacrifice it to deal 2 damage to that creature. If another creature blocks it, you may sacrifice it to deal 2 damage to that creature. If another creature blocks it, you may sacrifice it to deal 2 damage to that creature. | <br>Assaultive Skycaptain<br>2<br>Creature — Phoenix Air<br>Flying<br>Whenever Assaultive Skycaptain deals combat damage to a player or battle, sacrifice it to the target creature unless you win.   | <br>Luna Kyrion<br>1<br>Legendary Creature — Spirit Archer<br>Flying<br>The second time Luna Kyrion enters the battlefield, you may sacrifice it to deal 2 damage to each opponent.   | <br>Alchemist Head Intervention<br>2<br>Enchantment — Aura<br>When Alchemist Head Intervention enters the battlefield, target creature you control becomes a 1/1 Alchemist Head Intervention until the battlefield.   | <br>Small Firebird<br>2<br>Creature<br>Flying<br>Whenever Small Firebird enters the battlefield, sacrifice it unless you win the duel.                           |
| <br>Deathly Decree<br>2<br>Enchantment<br>Whenever target creature or enchantment is dealt damage, you may sacrifice it to deal 2 damage to that creature or enchantment. If you do, you may sacrifice it to deal 2 damage to that creature or enchantment.  | <br>Lumber the Gateway<br>2<br>Enchantment<br>Whenever target creature or enchantment is dealt damage, you may sacrifice it to deal 2 damage to that creature or enchantment. If you do, you may sacrifice it to deal 2 damage to that creature or enchantment. | <br>Tremulous Spectation<br>1<br>Enchantment<br>Whenever target creature or enchantment is dealt damage, you may sacrifice it to deal 2 damage to that creature or enchantment. If you do, you may sacrifice it to deal 2 damage to that creature or enchantment. | <br>Bleeding Sapling<br>1<br>Enchantment<br>Whenever target creature or enchantment is dealt damage, you may sacrifice it to deal 2 damage to that creature or enchantment. If you do, you may sacrifice it to deal 2 damage to that creature or enchantment. | <br>Phenician Awakening<br>1<br>Enchantment<br>Whenever Phenician Awakening enters the battlefield, sacrifice 4.   |
| <br>Sculpted Perfumery<br>1<br>Enchantment<br>Whenever Sculpted Perfumery enters the battlefield, sacrifice 2.   |  |   |  |   |
| <br>Ebon Lord<br>8<br>Enchantment — Aura<br>Flying   | <br>Ebon Lord<br>8<br>Enchantment — Aura<br>Flying  | <br>Sword of Sorrow<br>1<br>Enchantment — Aura<br>Flying  |  |   |

SIDEBOARD

# BR Aggro



- Sous-thème équipement
- Sous-thème 'Back-up'
- Il faut être seul dessus pour avoir accès aux uncos et rares (indispensables)
- Stratégie équipement > 'Back-up' (car de dernier n'a pas trop de cartes)



# MOM Boros Skeleton

LIMITED  
by [2ajosh]

- 0 mythic
- 1 rare
- 5 uncommon
- 34 common



SIDEBOARD

|   |   |  |  |   |  |
|---|---|--|--|---|--|
| <p><b>1</b></p> <p>Enchantment — Human Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, put a +1/+1 counter on target creature. If that's another enchantment, it gains the following abilities until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p> | <p><b>1</b></p> <p>Enchantment — Insect Wizard</p> <p>Enchant 1.<br/>Example: <i>Elvesa Spellcaster</i> can cast a <i>spell</i> without paying its mana cost. (This spell costs 0.)<br/>"I'll tell it to kill you, Albus!"</p>  | <p><b>2</b></p> <p>Creation — Phantasmal Effect</p> <p>Enchant 1.<br/>Lifelink<br/>"I'll tell it to kill you, Albus!"</p>  | <p><b>2</b></p> <p>Creation — Phantasmal Wizard</p> <p>Enchant 1.<br/>Lifelink<br/>"I'll tell it to kill you, Albus!"</p>  | <p><b>1</b></p> <p>Enchantment — Human Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p> |  |
| <p><b>2</b></p> <p>Creation — Human Knight</p> <p>Enchant 1. (When this enchantment enters the battlefield, put a +1/+1 counter on target creature. If that's another enchantment, it gains the following ability until end of turn.)<br/>"I'll tell it to kill you, Albus!"</p>  | <p><b>2</b></p> <p>Creation — Kithkin Knight</p> <p>Enchant 1.<br/>"I'll tell it to kill you, Albus!"</p>   | <p><b>2</b></p> <p>Creation — Human Knight</p> <p>Enchant 1.<br/>"I'll tell it to kill you, Albus!"</p>  | <p><b>1</b></p> <p>Creation — Angel Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, put a +1/+1 counter on target creature. If that's another enchantment, it gains the following ability until end of turn.)<br/>"I'll tell it to kill you, Albus!"</p>         | <p><b>2</b></p> <p>Enchantment — Human Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p> |  |
| <p><b>1</b></p> <p>Enchantment — Human Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p>   | <p><b>1</b></p> <p>Enchantment — Human Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p> | <p><b>2</b></p> <p>Enchantment — Equipment</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p> | <p><b>1</b></p> <p>Enchantment — Equipment</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p> | <p><b>1</b></p> <p>Enchantment — Equipment</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p>    |  |
| <p><b>1</b></p> <p>Enchantment — Human Wizard</p> <p>Enchant 1. (When this enchantment enters the battlefield, it gets +1/+1 until end of turn.)<br/>When this enchantment enters, put the following enchantment on target creature you control.<br/>"I'll tell it to kill you, Albus!"</p>   |   |  |  |   |  |
| <p><b>8</b></p> <p>Basic Land — Mountain</p>  | <p><b>8</b></p> <p>Basic Land — Plains</p>  | <p><b>1</b></p> <p>Land</p> <p>When a creature enters the battlefield, it gets +1/+1 until end of turn.<br/>"I'll tell it to kill you, Albus!"</p>   |  |   |  |

# WG Counters

- +1/+1 counters
- Gagnables via 'Back-up' notamment



# MOM Selesnya Skeleton

LIMITED  
by [2ajosh]

- 0 mythic
- 2 rare
- 4 uncommon
- 34 common



SIDEBOARD

|  |  |   |   |   |
|--|--|---|---|---|
| <p><b>1</b></p> <p>Flacid Sporeling</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1. Flacid Sporeling has an activated ability that costs 1. It can be activated only if you control a creature with flying. Activate only as a sorcery.</p>  | <p><b>1</b></p> <p>Lodestone Bonfire</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>          | <p><b>1</b></p> <p>Sensory Negation</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When the creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>         | <p><b>1</b></p> <p>Aerial Evoker</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>       | <p><b>2</b></p> <p>Alabaster Bone Sculptor</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p> |
| <p><b>1</b></p> <p>Crestfallen, King-Overlord</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p> | <p><b>2</b></p> <p>Karyon Blade Assassin</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>      | <p><b>2</b></p> <p>Skeletal Sentinel</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p> | <p><b>1</b></p> <p>Kain of Withered Branches</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p> | <p><b>1</b></p> <p>Reda Slinger</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>            |
| <p><b>2</b></p> <p>Chomping Sprig</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>                   | <p><b>2</b></p> <p>Alabaster Bone Interceptor</p> <p>Creature — Spirit Walker</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p> | <p><b>2</b></p> <p>Angelic Intervention</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>    | <p><b>2</b></p> <p>Censer Blitzer</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>            | <p><b>1</b></p> <p>Gleeful, the Whimsical Spirit</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p> |
| <p><b>1</b></p> <p>Carnage</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>                          |  |   |   |   |
| <p><b>8</b></p> <p>Basic Land — Swamp</p>  | <p><b>8</b></p> <p>Basic Land — Plains</p>   | <p><b>1</b></p> <p>Blasphemous Launch</p> <p>Enchantment — Aura</p> <p><b>Ability:</b><br/>2.4.1.1. When this creature enters the battlefield, put a +1/+1 counter on target creature. If that creature doesn't have the following ability, deal 1 of damage to that creature. This ability can be activated only if you control a creature with flying.</p>      |   |   |



# UB Goodstuff Value



- Capacité 'adversaire avec 8+ cards dans son graveyard' = non viable
- Préférer un deck valuetown / gestion / draw / grind





# UR Convoke

- Pose de petits tokens
- Spells reste présents
- +/- pump-spells pour booster tout ce joli monde / 'Convoke'



# MOM Izzet Skeleton

LIMITED  
by j2ajosh

- 0 mythic
- 1 rare
- 5 uncommon
- 34 common



SIDEBOARD

|   |   |  |   |   |
|---|---|--|---|---|
| <p><b>1</b></p> <p>Creature — Wizard</p> <p>Defender</p> <p>3: Transform Captive Wielder. Activate only as a sorcery. (You can't pay with other than 2 life.)</p> <p>Your opponents spend to keep the wizard soul contained until they understand the extent of its powers.</p>   | <p><b>2</b></p> <p>Creature — Human Knight</p> <p>3: Transform Order of the Mirror. Activate only as a sorcery. (You can't pay with other than 2 life.)</p> <p>The Magic Mirror of Izzet showed Carrow a twisted vision of black and red bloody reaches.</p>  | <p><b>1</b></p> <p>Creature — Inland Warrior</p> <p>Trample</p> <p>Process (Whenever you cast a noncreature spell, that creature gets a 2/1 boost and of none.)</p> <p>3: Transform Khrota Spellswar. Activate only as a sorcery. (You can't pay with other than 2 life.)</p>                      | <p><b>2</b></p> <p>Artifact Creature — Ingot</p> <p>Combiner (Your creature can help cast this spell. Each creature you tap while casting this spell pays for 1 of the mana of that creature's color.)</p> <p>Fielded by an imaginative child, produced by a mischievous fiend, and blessed by an otherworldly spirit.</p>            | <p><b>2</b></p> <p>Creature — Elf Knight</p> <p>Flying</p> <p>When Preventing Champion enters the battlefield, create a 1/1 blue and red Elemental creature token.</p> <p>On Entry, the cost of landing creature tokens is halved. Activated only by the creature's abilities.</p>  |
| <p><b>1</b></p> <p>Legendary Creature — Queen Wizard</p> <p>Whenever a creature or player that an opponent controls is dealt damage, damage of a given Wizard, an spell you controlled dealt damage to it this turn, draw a card.</p> <p>Though Phoenixes breathe fire, Aeron's flames are hot as hell, they have spread and have it again in both of them.</p> | <p><b>1</b></p> <p>Creature — Bird Phoenix</p> <p>Combiner</p> <p>Flying, Vigilance</p> <p>When Zephyr Singer enters the battlefield, put a flying creature on each creature that controlled it.</p>  | <p><b>1</b></p> <p>Creature — Human Mage</p> <p>When Jorulf Stormsculptor enters the battlefield, create two 1/1 blue and red Elemental creature tokens.</p> <p>Whenever you cast a spell that has counters, Jorulf Stormsculptor deals 1 damage to each opponent and each token they control.</p> | <p><b>2</b></p> <p>Creature — Octopus</p> <p>Whenever Tidal Terror enters, you may tap two other untapped creatures you control. If you do, Tidal Terror can't be blocked this turn.</p> <p>Islandwalking (You discard this card during your turn for one Island card, and if you do, you draw that single.)</p>                      | <p><b>2</b></p> <p>Artifact</p> <p>Volcanic Spire deals 1 damage to target creature, player that's in battle. You may pay a card from your hand on the basis of your library. If you do, draw a card.</p> <p>After you approach the Aether, the volcanic spire will erupt, drawing fire from the mountain, consuming the land it rings.</p> |
| <p><b>2</b></p> <p>Enchantment</p> <p>This spell costs 2 less to cast if it targets an attacking creature.</p> <p>Enchant target creature in the opponent's hand. Scattered 2 (Look at the top two cards of your library, then put any number of those that you preferred and the rest on top of your library in any order.)</p>                                | <p><b>1</b></p> <p>Enchantment</p> <p>Combiner (Your creature can help cast this spell. Each creature you tap while casting this spell pays for 1 of the mana of that creature's color.)</p> <p>Stoke the Flames deals 1 damage to any target.</p> <p>The Aether flames used the fire into a swirling vortex of the wizard's red of bones of his for the sorcery.</p> | <p><b>2</b></p> <p>Enchantment</p> <p>Combiner (Your creature can help cast this spell. Each creature you tap while casting this spell pays for 1 of the mana of that creature's color.)</p> <p>Draw two cards.</p> <p>Countering spells usually, you probably aren't taking the Aether.</p>       | <p><b>1</b></p> <p>Enchantment</p> <p>Combiner (Your creature can help cast this spell. Each creature you tap while casting this spell pays for 1 of the mana of that creature's color.)</p> <p>Destroy one...</p> <p>Whenever the Source deals 1 damage to target creature, planeswalker, or token, it destroys target artifact.</p> | <p><b>2</b></p> <p>Enchantment</p> <p>Create two 1/1 blue and red Elemental creature tokens.</p> <p>"Good thing maintenance never got around to deactivating the Inferno plasma displacement conduits!"</p>   |
| <p><b>8</b></p> <p>Basic Land — Island</p>  | <p><b>8</b></p> <p>Basic Land — Mountain</p>  | <p><b>1</b></p> <p>Land</p> <p>Swiftwater Cliffs enters the battlefield tapped.</p> <p>When Swiftwater Cliffs enters the battlefield, you gain 1 life.</p> <p>1: Add 1 to ♠.</p> <p>1: Add 1 to ♠.</p> <p>1: Add 1 to ♠.</p>   |   |   |

# UG Transform



- // Phyrexian Incubators
- // DFC flip cards
- (-) = long à mettre en place





# RB Sacrifice

- Lien avec 'Treasures' / artéfacts = reste à déterminer



# MOM Rakdos Skeleton

LIMITED  
by j2josh

- 0 mythic
- 2 rare
- 5 uncommon
- 33 common

0 1 2 3 4 5 6+



|   |  |  |   |  |
|---|--|--|---|--|
|  <p><b>2</b><br/>Lilith Devil<br/>Creature — Demon, Vampire<br/>Flying<br/>* Fall like Devil from your graveyard. Sacrifice 2. Activate only as a sorcery. * Use to pay cost color * or 2. * * *<br/>* If you have the artifact, it requires you to pay 1. * * *<br/>* If you have the artifact, it requires you to pay 1. * * *</p> |  <p><b>2</b><br/>Pensive Provoke<br/>Creature — Demon<br/>* Transition Pensive Provoke. Activate only as a sorcery. * Use to pay cost color * or 2. * * *<br/>* If you have the artifact, it requires you to pay 1. * * *</p>         |  <p><b>2</b><br/>Bony Ravager<br/>Creature — Demon, Beast<br/>* Ravages an artifact or creature. Each opponent loses 1 life and you gain 1 life.<br/>* Ravages an artifact or creature. Each opponent loses 1 life and you gain 1 life.<br/>* Ravages an artifact or creature. Each opponent loses 1 life and you gain 1 life.</p> |  <p><b>1</b><br/>Fervent Goggles<br/>Equipment — Artifact<br/>* Fervent Goggles give +2/+0 and +1/+0.<br/>* Fervent Goggles give +2/+0 and +1/+0.<br/>* Fervent Goggles give +2/+0 and +1/+0.</p>                  |  <p><b>2</b><br/>Arcane Informant<br/>Creature — Elf, Wizard<br/>* When Arcane Informant enters the battlefield, each opponent discards 2 cards.<br/>* When Arcane Informant enters the battlefield, each opponent discards 2 cards.</p>      |
|  <p><b>2</b><br/>Lilith Devil<br/>Creature — Demon, Vampire<br/>Flying<br/>* Fall like Devil from your graveyard. Sacrifice 2. Activate only as a sorcery. * Use to pay cost color * or 2. * * *<br/>* If you have the artifact, it requires you to pay 1. * * *</p>   |  <p><b>1</b><br/>Flying Colossus<br/>Creature — Giant, Spirit<br/>Flying<br/>* Flying Colossus deals 2 damage to each opponent. Flying Colossus deals 2 damage to each opponent. Flying Colossus deals 2 damage to each opponent.</p> |  <p><b>1</b><br/>Mortivore Raven<br/>Creature — Spirit, Raven<br/>* Mortivore Raven creates an artifact. * Mortivore Raven creates an artifact. * Mortivore Raven creates an artifact.</p>   |  <p><b>1</b><br/>Compulsed Flamewalker<br/>Creature — Human, Wizard<br/>* Compulsed Flamewalker creates an artifact. * Compulsed Flamewalker creates an artifact. * Compulsed Flamewalker creates an artifact.</p> |  <p><b>1</b><br/>Arcane Vision of the Storm<br/>Legendary Creature — Elf Wizard<br/>* Arcane Vision of the Storm creates an artifact. * Arcane Vision of the Storm creates an artifact. * Arcane Vision of the Storm creates an artifact.</p> |
|  <p><b>1</b><br/>Lilith Devil<br/>Creature — Demon, Vampire<br/>Flying<br/>* Fall like Devil from your graveyard. Sacrifice 2. Activate only as a sorcery. * Use to pay cost color * or 2. * * *<br/>* If you have the artifact, it requires you to pay 1. * * *</p>  |  <p><b>2</b><br/>Molten Spirit<br/>Creature — Spirit<br/>* Molten Spirit deals 2 damage to each opponent. Molten Spirit deals 2 damage to each opponent. Molten Spirit deals 2 damage to each opponent.</p>                          |  <p><b>1</b><br/>Enagic Destroyer<br/>Creature<br/>* Enagic Destroyer creates an artifact. * Enagic Destroyer creates an artifact. * Enagic Destroyer creates an artifact.</p>  |  <p><b>1</b><br/>Fervent Eyes<br/>Equipment — Artifact<br/>* Fervent Eyes give +2/+0 and +1/+0.<br/>* Fervent Eyes give +2/+0 and +1/+0.</p>  |  <p><b>2</b><br/>Mawdriving Breakship<br/>Creature — Beast<br/>* Mawdriving Breakship deals 2 damage to each opponent. Mawdriving Breakship deals 2 damage to each opponent. Mawdriving Breakship deals 2 damage to each opponent.</p>       |
|  <p><b>1</b><br/>Lilith Devil<br/>Creature — Demon, Vampire<br/>Flying<br/>* Fall like Devil from your graveyard. Sacrifice 2. Activate only as a sorcery. * Use to pay cost color * or 2. * * *<br/>* If you have the artifact, it requires you to pay 1. * * *</p>   |  |  |   |  |
|  <p><b>8</b><br/>Mawdriving Breakship<br/>Basic Land — Mountain</p>  |  <p><b>8</b><br/>Mawdriving Breakship<br/>Basic Land — Swamp</p>  |  <p><b>1</b><br/>Mawdriving Breakship<br/>Land</p>   |   |  |

SIDEBOARD



# GB Midrange



- Value / grinde
- Sous-thème  
'Incubator tokens'



# MOM Golgari Skeleton

LIMITED  
by J2josh

- 0 mythic
- 1 rare
- 5 uncommon
- 34 common



SIDEBOARD

|  |   |  |   |   |
|--|---|--|---|---|
| <p><b>1</b></p> <p>Creature — Spirit</p> <p><b>1</b> Shriekspire Chaffed becomes only a 1/1 creature. <b>1</b> You can't pair with other <b>1</b> or <b>2</b> cards.</p> <p>Challenge: Deal the rest of the damage of other cards from this creature's abilities to <b>1</b> target.</p> | <p><b>2</b></p> <p>Creature — Human Agent</p> <p><b>1</b> Aurilblade Agent's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>The Creature of Aurilblade had always been a creature of the past, but now it's a creature of the future.</p>         | <p><b>2</b></p> <p>Creature — Spirit</p> <p><b>1</b> Purport Tracker's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>At the end of the game, the creature that was paired with Purport Tracker is returned to its owner's hand.</p>             | <p><b>1</b></p> <p>Creature — Elf Warrior</p> <p><b>1</b> Serpent-Blade Assassin's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>"Serpent-Blade Assassin was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p> | <p><b>2</b></p> <p>Artifact — Pod</p> <p>Overgrown Pod enters the battlefield with a <b>1</b> or <b>2</b> counter on it. You can't pair with other <b>1</b> or <b>2</b> cards.</p> <p>Overgrown Pod's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p>                               |
| <p><b>1</b></p> <p>Creature — Phoenix</p> <p>When Chick Yolkwing enters the battlefield, you draw 2. <b>1</b> You can't pair with other <b>1</b> or <b>2</b> cards.</p> <p>Challenge: Deal the rest of the damage of other cards from this creature's abilities to <b>1</b> target.</p>  | <p><b>2</b></p> <p>Creature — Phoenix</p> <p>When Cremator Blast enters the battlefield, you draw 2. <b>1</b> You can't pair with other <b>1</b> or <b>2</b> cards.</p> <p>Challenge: Deal the rest of the damage of other cards from this creature's abilities to <b>1</b> target.</p> | <p><b>1</b></p> <p>Artifact — Storm</p> <p>Aurora Called to the Storm's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>At the end of the game, the creature that was paired with Aurora Called to the Storm is returned to its owner's hand.</p> | <p><b>1</b></p> <p>Creature — Elf Warrior</p> <p>Midwood Escort's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Midwood Escort was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>                           | <p><b>1</b></p> <p>Artifact — Phoenix</p> <p>Crimson World of Prodigies enters the battlefield with a <b>1</b> or <b>2</b> counter on it. You can't pair with other <b>1</b> or <b>2</b> cards.</p> <p>Crimson World of Prodigies's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> |
| <p><b>2</b></p> <p>Artifact</p> <p>Foul Feast's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Foul Feast was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>  | <p><b>1</b></p> <p>Artifact</p> <p>Carnage Rampage's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Carnage Rampage was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>                                     | <p><b>2</b></p> <p>Artifact</p> <p>Dwally Decision's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Dwally Decision was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>                                    | <p><b>1</b></p> <p>Artifact</p> <p>Traumatic Revelation's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Traumatic Revelation was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>                             | <p><b>1</b></p> <p>Artifact</p> <p>Elphard Burrowing's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Elphard Burrowing was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>   |
| <p><b>1</b></p> <p>Artifact</p> <p>Landed Skiff's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Landed Skiff was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>  | <p><b>1</b></p> <p>Artifact</p> <p>Carnage Rampage's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Carnage Rampage was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>                                     |  |   |   |
| <p><b>8</b></p> <p>Basic Land — Swamp</p>  | <p><b>8</b></p> <p>Basic Land — Swamp</p>   | <p><b>1</b></p> <p>Artifact</p> <p>Sample Hollow's abilities are disabled if you're not paired with a <b>1</b> or <b>2</b> card.</p> <p>Sample Hollow was never meant to be a warrior, but she was always meant to be a warrior's warrior."</p>  |   |   |

# RG Battle

- Poser des 'Battle' puis rusher dessus pour prendre le dessus
  - Deviennent souvent des menaces de mid-fin de game ++
- Monsters >>> humans
- Attention au piège de jouer trop de 'Battle' (max. 4)



# MOM Gruul Skeleton

LIMITED

by j2ajosh

- 0 mythic
- 1 rare
- 5 uncommon
- 34 common



SIDEBOARD

|  |   |   |  |   |
|--|---|---|--|---|
| <p><b>2</b></p> <p>Wary Therapist</p> <p>Creature — Cat Beast</p> <p>When Wary Therapist enters the battlefield at dawn, reveal 1. Look at the top card of your library. You may put that card into your graveyard.</p> <p>The Cabaret performance had ruined its charge... so here come the audience and meeting in perfect harmony.</p> <p>3/1</p> | <p><b>2</b></p> <p>Thrashing Frontliner</p> <p>Creature — Phyrexian Warrior</p> <p>Thraump</p> <p>Whenever Thrashing Frontliner attacks a battle, it gets +1/+1 until end of turn.</p> <p>This Chubak is leading the marauding Phantoms that you unleashed on the battlefield to spread warlike and chaotic ideas.</p> <p>3/1</p>   | <p><b>2</b></p> <p>War Historian</p> <p>Creature — Human Monk</p> <p>Reach</p> <p>War Historian has indestructible as long as it attacked a battle this turn.</p> <p>All children on Kamigawa learn the Epic War Histories with Knight Jiro's stories ready upon themselves, and no time was wasted in dispatching...</p> <p>3/1</p>                            | <p><b>2</b></p> <p>Overgrown Pest</p> <p>Creature — Pest</p> <p>When Overgrown Pest enters the battlefield, put on the top five cards of your library. You may reveal a card as it enters based on the top card. Put that card on the bottom of your library as a random card.</p> <p>If only the high-ranking studies could have seen what fate one of their pest projects will be upon...</p> <p>3/2</p> | <p><b>1</b></p> <p>Rampaging Goro-draa</p> <p>Creature — Elemental Beast</p> <p>Dauntless, brave.</p> <p>Whenever you attack, target one king creature gets +1/+1 until end of turn. If it's attacking a battle, put a +1/+1 creature on it instead.</p> <p>The Phlozzian experiment found that crushed animals a rock and a hard place.</p> <p>3/1</p>                                   |
| <p><b>1</b></p> <p>Chomping Kuma</p> <p>Creature — Kuma</p> <p>Backlash 1 (When this creature enters the battlefield, put a +1/+1 creature on target creature. If that's another creature, it gains the following abilities until end of turn.)</p> <p>This creature can't be blocked by creatures with power 2 or less.</p> <p>3/1</p>              | <p><b>2</b></p> <p>War-Trained Slasher</p> <p>Creature — Multicolored Beast</p> <p>Menace (This creature can't be blocked except by one or more creatures.)</p> <p>Whenever War-Trained Slasher attacks a battle, double its power until end of turn.</p> <p>"That's not fair, but that's not an official's way of saying an after school sports..."</p> <p>Infants, please, please.</p> <p>4/1</p> | <p><b>1</b></p> <p>Kumata, Called to the Hunt</p> <p>Legendary Beastman Creature — Dragon</p> <p>Menace (This creature can't be blocked except by one or more creatures.)</p> <p>Whenever Kumata, Called to the Hunt attacks a battle, double its power until end of turn.</p> <p>Each other creature you control gains +1/+1 until end of turn.</p> <p>4/1</p> | <p><b>2</b></p> <p>Onakke Leveler</p> <p>Creature — Ogre Spirit</p> <p>Reach</p> <p>Onakke Leveler deals 2 damage to target player or battle.</p> <p>With the right balance spirit, there's only one Onakke Leveler that needs to be dealt with. A real step outside the box is all it takes to eliminate a creature's menace.</p> <p>3/4</p>  | <p><b>2</b></p> <p>Volcanic Spike</p> <p>Artifact</p> <p>Volcanic Spike deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library if you do, then a card.</p> <p>Now we're approaching the dawn. All of our efforts were also previously shown that Phlozzian intelligence concerning the world is deep.</p> <p>3/1</p> |
| <p><b>2</b></p> <p>Copper Blunger</p> <p>Artifact</p> <p>Target creature you control deals damage equal to its power to another target creature, planeswalker, or battle.</p> <p>The Copper Blunger could only be stronger against Dr. Koma, it found out.</p> <p>3/1</p>  | <p><b>1</b></p> <p>Impassioned Lightning</p> <p>Lightning Bolt</p> <p>Impassioned Lightning deals 3 damage to target creature, planeswalker, or battle.</p> <p>It's not just the lightning that's important, it's the lightning that's important.</p> <p>3/1</p>  | <p><b>1</b></p> <p>Impassioned Lightning</p> <p>Lightning Bolt</p> <p>Impassioned Lightning deals 3 damage to target creature, planeswalker, or battle.</p> <p>It's not just the lightning that's important, it's the lightning that's important.</p> <p>3/1</p>  | <p><b>1</b></p> <p>Impassioned Lightning</p> <p>Lightning Bolt</p> <p>Impassioned Lightning deals 3 damage to target creature, planeswalker, or battle.</p> <p>It's not just the lightning that's important, it's the lightning that's important.</p> <p>3/1</p>   | <p><b>1</b></p> <p>Impassioned Lightning</p> <p>Lightning Bolt</p> <p>Impassioned Lightning deals 3 damage to target creature, planeswalker, or battle.</p> <p>It's not just the lightning that's important, it's the lightning that's important.</p> <p>3/1</p>  |
| <p><b>8</b></p> <p>Forest</p> <p>Basic Land — Forest</p>   | <p><b>8</b></p> <p>Mountain</p> <p>Basic Land — Mountain</p>  | <p><b>1</b></p> <p>Rugged Highlands</p> <p>Land</p> <p>Each Mountain you control gains +1/+1.</p> <p>These Rugged Highlands return the battlefield, one more time.</p> <p>4/4</p> <p>The Rugged Highlands player's name, which is the Rugged Highlands player's name, is the Rugged Highlands player's name.</p> <p>3/1</p>                                     |  |   |

# Archétype caché = 5C

- Se base sur les bombes 5C
- Fixeurs à prioriser
  - Puis removals inconditionnels
- Base bicolore classique avec du vert + splash(s)



Scellé

—

Les différences d'avec le Draft

- Repérer les bombes (nombreuses ++)
  - Rares
  - Mythics
  - Mythic-uncommons
  - Multiverse Legends
- En jouer autant que la base de mana le permet
  - Duel-lands +++
- Garder quand même un coup d'œil sur la curve
  - + tricks / cheap removal + bombes = emmènent loin
- Ne pas surjouer les 'Battle', surtout sans un plan pour les flip (mais jouer les meilleures)

- Trier dans un second temps les autres cartes
  - Celles que je vais jouer
  - Celles qui pourraient être jouées
- Puis sortir les fixeurs
- Attention à ne pas se focus uniquement sur les 'Battle'
  - Et surtout à ne pas avoir de plan pour les switcher
-





- Très fort contre aggro

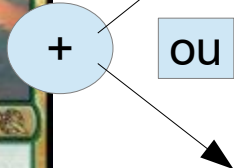
- Tricks de combats très forts pour supporter aggro

Les combos



+/-





# Conclusions générales

- Beaucoup de bombes
  - Et aussi beaucoup de bonnes gestions, à prioriser donc
- Nombre moyens de 'Battle' par deck pour être bien = 2
- Format Midrange ++
- Sultaï ++

# Mes performances / Couleurs préférées

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By Plavix

<https://twitter.com/SevinFlorian>