

Gitrog Dredge Combo - A Primer by Leptys



Note that this primer is heavily outdated, with the last major update being from early 2018. Go check [here](#) for the latest version!

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Preface - Enter The Frog



Me: "I really shouldn't be playing complicated things like Dakmor..."

Me to me: "Do it"

The Gitrog Monster is a card that has enjoyed a lot of popularity as one the top Golgari commanders all the way since its printing in Shadows Over Innistrad during the spring of 2016. All sorts of EDH enthusiasts immediately commenced brewing upon the reveal of the card as it had both a fresh build-around theme and a high competitive potential. After several iterations of the deck with the efforts of /r/CompetitiveEDH's Brewsday, MTG Salvation users such as Razzliox, DTrain5742, BobTheFunny as well as the /r/CompetitiveEDH's subreddit users JimWolfie, ShaperSavant and SaladTurtle, the deck has had a fairly consistent combo-oriented core for the past year it has been in use, evolving from the [cEDH Brew 1: Hypnotoad, the Gitgud Frog](#) to Razzliox's tuned and lauded [Getgood Monster Dredge](#).

Not counting the huge card advantage that Gitrog enables by just being on the field, her combo with Dakmor Salvage and a discard outlet (a permanent that can be used to discard cards for free at will) makes her a threat that needs to be answered in all stages of the game. This coupled with the deck's high winning speed, resiliency against conventional stax cards and inevitability even in longer games makes her a very dangerous opponent to have in most competitive metagames. The deck's winning record in the /r/CompetitiveEDH's Winter 2017 tournament also speaks volumes about its power level and adaptability in the variety of tables that it faced in the tournament.

This primer is primarily created to complement the [already great writeups](#) created by Razzliox on the same subject, as well as some other great Gitrog Monster guides out there such as kiebitzen's [Just Froggin' Around - The Gitrog Monster Primer](#). If you're looking for a more concise, well laid out step-by-step guide on tricks you can do with Gitrog in conjunction with Dakmor Salvage, I highly

recommend to check his guide out as well as Razzliox's guides if you're looking for a great jump start on Gitrog in general.

Who Am I?

Before we begin with the details I'd like to talk a bit about myself and my history with Magic to ease you into who I am, where I come from and why you should/should not listen to me in the first place. Feel free to skip this part if you want.

I'm known in most community hubs as "Leptys" (or as "Leptys207"). I live in Finland, I'm in my early twenties and I started seriously playing Magic relatively recently, in the summer of 2014. At the time I quickly hopped from the topical Ravnica-Theros Standard to Modern. I mainly played and learned the game via Magic Online due to a lack of contacts in the local area, playing mostly fringe decks like Loam, Tokens and UW Gifts Tron. During the same year I came in contact with an acquaintance who I knew played EDH. After warming up to the idea of the format, I quickly contacted him again to play several games. Needless to say, I was quickly hooked after a couple of matches.

My first deck was Toshiro Umezawa, a mono-black control deck. In the playgroup I started in, over time it proved to be a very versatile and a powerful list in our creature-oriented metagame. Due to that as well as the deck's various complex lines, it's still something that I regularly modify and play with at the more relaxed tables today. After Toshiro I started trying out things like Grenzo, Dungeon Warden goblin tribal as well as several Ephara, God of the Polis control strategies, accompanied by Wrexial, the Risen Deep mill for the most casual tables.

My foray into competitive EDH (or cEDH as many might call it) started when one of the people in our playgroup started building Jeleva, Nephalia's Scourge Doomsday storm. The deck proved to be far more powerful than any of the players in our playgroup anticipated (including the pilot), and henceforth it did take a large share of wins. The rest of the playgroup eventually grew tired of losing to the deck, but I decided to try and catch up in the arms race. While I was looking up information on the web I quickly found out about one of the main pioneers of the cEDH community: MTGSalvation, /r/CompetitiveEDH and Tappedout user Razzliox. People might know him as the creator of Jarad, Golgari Lich Lord Graveyard Midrange and as one of the creators of a tuned The Gitrog Monster combo list when the card came out in 2016. I assembled his Jarad deck some time after finding out about it and was quickly addicted to the high-stakes, high-speed action that the more competitive games had in them.

From there on, I've been playing a lot of powerful high-speed decks like Prossh, Skyraider of Kher Food Chain combo, Nin, the Pain Artist Monolith combo, Sharuum the Hegemon eggs, and even

delving into a bit of stax with Ruric Thar, the Unbowed. Today my main decks are this list as well as a Zur, the Enchanter storm deck featuring Shimmer Myr, Doomsday and Aetherflux Reservoir as its main win conditions. For a similar list that's being constantly tuned, check out Bolsheviktory's [Zur Ad Nauseam Storm](#).

My Local Metagame

Today, the playgroups I interact with have more than a few competitive decks running about. My aforementioned playmate still has his Jeleva, Nephalia's Scourge, but since our initiation the meta has enjoyed the additions such as Grand Arbiter Augustin IV control, Thrasios Triton Hero/Tymna the Weaver combo/control, Yidris, Maelstrom Wielder Doomsday storm, Tasigur, the Golden Fang land combo, Tymna the Weaver/Bruse Tarl Boorish Herder combo, Queen Marchesa stax, Krenko, Mob Boss goblins and more. The games we play usually last from turn three to turn ten. All-in-all, while our meta is usually rounded up by a variety of slower control/stax decks, games can end very quickly if there's more than one combo player at the table.

I've been playing Gitrog in this meta from the start of 2017, and the deck has had its ups and downs during the time I've played it. Overall, the environment has forced me to adapt to a more value-oriented approach to leverage the longer, interaction-heavy games as opposed to racing for the win. The deck has received many upgrades on the interaction side of things as well due to this, and there will most likely be more of interaction included as people start running more and more relevant hate towards the combo.

Why Play This Deck?

Pros & Cons

Pros

- * Has a very high speed, threatening turn 3 wins consistently
- * Has a very good ability to play the long game with its value engines if the games go grindy
- * Is very resilient to interaction, often being able to just force a win in one turn through counterspells and removal
- * Can win at instant speed, making her super scary to play against
- * Has very few real weaknesses, often playing around conventional stax cards with ease
- * Can work effectively in all stages of the game with general in play
- * Is actually very cheap to build money-wise (the essential cards cost very little)

- * Has a frog as its general for maximum style points

Cons

- * Has a low amount of stack-based interaction due to the lack of blue
- * Can have problems in stax-heavy metagames where multiple pieces disrupt the game plan too much
- * Is very weak against creature theft (Gilded Drake), extract effects (Praetor's Grasp/Bitter Ordeal) and grave-exiling replacement effects (Leyline of the Void/Rest in Peace)
- * Is very scary to play against, and therefore often the main target for counterspells and removal
- * Is often reliant on having the general on the field to function well
- * Has arguably the hardest-to-learn and the most convoluted combo in EDH

Likes & Dislikes

You might enjoy playing this deck if you:

- * Like complex combos. This deck might have one of the most intricate and convoluted combos in the history of Magic (the Gitrog + Dakmor Salvage loop), and getting to know all of its ins and outs is a one-of-a-kind learning experience.
- * Like fast combo decks. Not unlike many other competitive decks out there, our main goal is to win as quickly as possible through a combo.
- * Are entering an unknown metagame. Gitrog thrives in a large variety of metagames, as he can win quickly to outrace other fast decks as well as grind value against stax or control.
- * Have a budget. While this list is all pimped out and budgetless, it's possible to make a semi-viable version of this deck that can be as cheap as \$200. Links to a couple of budget builds can be found in a later section of this primer.
- * Like decks that require a lot of intuition. Gitrog really rewards people who take risks, as many winning lines might have only a 70%-80% chance of winning, if not less.
- * Enjoy proactive decks that can still play the long game. We are aiming to win as fast as possible, but contrary to other fast combo decks, we can just as effectively sit back and relax if people are holding up their counterspells and look for an opportunity where we can take the game.
- * Have high amounts of knowledge of the game's rules. Knowing something like Necropotence creating an exile trigger to a discarded Putrid Imp so you can Necromancy it onto the battlefield in response to the trigger is an example of how advanced lines you can, and often have to employ while piloting this deck.
- * Like playing and utilising your general often. Our gameplan often is built around resolving our general as fast as possible, then proceeding from there.

You probably won't like playing this deck if you:

- * Don't like decks with a steep learning curve. Again, the winning combo is very difficult to grasp off-hand, and it often requires a high amount of knowledge of the game's rules and a lot of goldfishing with the deck to understand completely.
- * Don't like combo decks. We are a pure, all-in combo deck, and our ways to victory without our combo are few and far between.
- * Don't like long turns. While gathering and landing the pieces that combo off is relatively simple, the combo itself takes a long time to play out. Might also apply if your playgroup frowns on having long winning turns.
- * Have a meta that has too much of stax or control in it. People like gunning down the combo players' resources to the gutter in these kinds of metagames, so brace yourself if you're going to play this deck in such an environment regardless.
- * Prefer decks without creatures. We play a ton of creatures, although we only occasionally use them for combat.
- * Prefer utilising tools provided by blue (or to a smaller extent, red/white) instead.

Commander Comparisons

So what makes this deck stand out from other decks? Many, many things actually: this deck is more or less one-of-a-kind in EDH. No competitive deck comes close to being like The Gitrog Monster, and that's a big part of the deck's appeal. As far as Lands.dec strategies go, all of them before Gitrog have been non-competitive strategies and effective only for the more casual tables. While someone like Azusa, Lost but Seeking does have a fast engine to ramp out a few Eldrazi, infinite mana combos or more recently dedicated Strip Mine lock builds, it is still considered too inconsistent and slow for actual competitive games, mostly due to a lack of tutors and draw power in the command zone.

What about other decks in the Golgari (B/G) identity? None of them are like Gitrog, but you do have options if you want to play a B/G deck of a different kind; both Varolz, the Scar-Striped and Nath of the Gilt-Leaf have relatively powerful decks for competitive tables right now, the latter going for an all-in stax plan with strong soft locks such as Contamination and Possessed Portal while the former being a relatively fresh but powerful Protean Hulk combo deck. Jarad, Golgari Lich Lord and Meren of Clan Nel Toth also have some potential to work in competitive tables, Jarad often built as an Necrotic Ooze reanimation combo deck while Meren is a more value-oriented stax/reanimation deck, kind of a hybrid between Varolz and Nath. Below there are example lists for all of the four, if you're curious:

- * Varolz, the Scar-Striped: [Varolz Hulk](#)
- * Nath of the Gilt-Leaf: [Combo? Where We're Going, We Don't Need Combo](#)

- * Jarad, Golgari Lich Lord: [Jarad's Graveyard Midrange](#)
- * Meren of Clan Nel Toth: [meren](#)

Overview

Our General

So, assuming you've already become convinced that our almighty frog lord is the path to true cEDH divinity, time to get down to the nitty-gritty. Let's start with a look to our general:



Ribbit.

The Gitrog Monster is a 5 mana 6/6 Legendary Creature - Frog Horror with Deathtouch. In the basic sense, she is a relatively costly general at 5CMC, has a big and powerful body at 6/6 and deathtouch which combined make her a good attacker and a blocker, respectively. Because we're already playing green and black as our colours, our deck is filled to the brim with fast mana like mana dorks, rituals and moxen to reliably cast our general very early. Therefore in most situations her mana cost is not too big of a problem for us. Recasting our general at 7 mana is often a way harder task if we get disrupted however, so it's important to keep this in mind when trying to cast her. Next, her abilities:

"At the beginning of your upkeep, sacrifice The Gitrog Monster unless you sacrifice a land."

By its lonesome, this ability is a downside. To be able to keep up with our land count, the deck has to include a healthy number of lands to be able to function properly (I play around 36, which is enough due to an upcoming ability) with our general on the field. It's good to know that you are able to choose which one you sacrifice (the land or Gitrog), and that the choice is revealed only upon the resolution of the trigger.

"You may play an additional land on each of your turns."

In short, an Exploration effect. This works well to balance out the "downside" of her first ability, enabling us to power out lands at a frightening pace. This ability also enables us to play spells even after tapping out to cast our general by playing an extra land from our hand.

"Whenever one or more land cards are put into your graveyard from anywhere, draw a card."

Here we go. This is what this deck is all about and makes this general just ridiculous. This ability alone makes her aforementioned "downside" to an actual upside: instead of an upkeep cost, we actually get a Phyrexian Arena! With the land count that we have we'll be playing more lands and mana sources each turn due to the second ability, making the sacrifice clause incredibly marginal and actually makes it a big upside for the longer games.

In addition to this, there is one word in there that makes this ability beyond stupid: "anywhere". This means that whether we are sacrificing a land to Gitrog, discarding a land from our hand, or even just milling a land we draw a card! This has insane synergy with a number of cards: any card with Dredge becomes a potential "Mill X, then draw a card", fetch lands become free cantrips and Bazaar of Baghdad becomes a ludicrous value engine. The deck also runs a package of cards that sacrifice, discard and mill lands to exploit this ability as much as possible, emphasizing on cards that do this often one land at a time to bypass the downside of the "one or more land cards" clause. We'll delve into this ability further in the rest of this primer, but rules-wise it's good to remember that you have to draw the card no matter what when a land hits our graveyard (or replace it with a dredge).

Revisiting Dredge

Before we proceed from here, it's good to review Dredge as a mechanic. What follows are the main rulings for Dredge in the Comprehensive Rules:

702.51. Dredge

> **702.51a** Dredge is a static ability that functions only while the card with dredge is in a player's graveyard. "Dredge N" means "As long as you have at least N cards in your library, if you would draw a card, you may instead put N cards from the top of your library into your graveyard and return this card from your graveyard to your hand."

> **702.51b** A player with fewer cards in his or her library than the number required by a dredge ability can't put any of them into his or her graveyard this way.

To put things simply, a card with Dredge N can be used to replace any instance of "draw a card" with "mill exactly N cards and put this card from your graveyard to your hand". This only works if the particular card with Dredge is in your graveyard at the moment the "draw a card" effect occurs, and if you have N or more cards in your library to be milled. It's also good to know that dredging a card is a so-called "replacement effect", which means that it doesn't use the stack and the priority doesn't cycle between players when you conduct a dredge.

Confused already? No wonder, as Dredge is one of the most complicated mechanics Wizards has ever printed on a Magic card. It's also as broken as a mechanic as it is complicated, and for this reason the deck has many ways to exploit it, mainly via our main combo enabler: Dakmor Salvage.

The Combo

Dakmor Loop, The Great Conspiracy Against the Blue Mages



Needless to say, you're rarely going to play this as your land for the turn.

How the main combo goes within the game is as follows. With The Gitrog Monster and a “discard outlet” (Wild Mongrel/Noose Constrictor/Putrid Imp/Oblivion Crown/Skirge Familiar) on the battlefield and a Dakmor Salvage in our hand, we first discard Dakmor to the outlet. Dakmor hits the graveyard, causing Gitrog's "land hit our graveyard, draw a card" trigger to occur. When this trigger resolves, we replace the draw with a dredge, getting Dakmor back to our hand and milling two cards in the process. If one or both of the two milled cards were lands, a new Gitrog draw trigger occurs. We either let this trigger resolve and draw a card, or let it stay on the stack (depending on the situation and your preference). We're now back to the original state, except that we've milled two cards and possibly put a draw trigger on the stack/drawn a card.

Because of our discard outlet we can repeat the above process as long as we have cards left in our deck, milling two cards with each dredge and netting a draw trigger every time a land is milled. Because the deck runs both Kozilek, Butcher of Truth and Gaea's Blessing we will always have cards left in our library to dredge to Dakmor until we've drawn most of our library from the extra draw triggers that have accumulated. If we run out of cards in the library due to drawing both Kozilek and Gaea's Blessing, we can simply discard Kozilek to our outlet to reshuffle your graveyard back to the library to continue the process. Eventually we'll have enough draw triggers to draw our whole deck, leaving both our graveyard and library completely empty.

After we've emptied our library and graveyard, we can start "looping" a spell of our choice to first gain infinite mana (Dark Ritual/Lotus Petal). After achieving enough mana, we can then use it to repeatedly cast a spell that will exile our opponents' libraries (Praetor's Grasp), or alternatively repeatedly search and sacrifice (Crop Rotation) a land to deal infinite damage to our opponents (Rath's Edge).

That's essentially the gist of the whole combo, and while it may already sound relatively complicated there's a lot more to the loop than it seems that needs to be explored further to completely understand it. Next we're going to go in-depth with each step of the combo as well as some ways on how we can assemble it.

Drawing Your Deck Pt. 1: How Durnit

There are several methods on how you can draw your deck when we've got the combo up and running: some are more vulnerable to interaction than others, while some may be way simpler and more convenient to demonstrate to our opponents when they ask us to demonstrate how we combo off. The most conventional ways include:

1. Resolving Gitrog's draw triggers one at a time as they occur and
 - a. **Letting the deck shuffle whenever we mill a shuffler, then repeating the process.**
This method is simple and safe from discard outlet bounce, but very slow in practice/weak to grave hate as we might draw Gaea's Blessing. Usually you never want to use this method as other methods are either faster to pull off, simpler to explain or safe from the more forms of interaction.
 - b. **Starting to dredge in response to the first shuffle trigger that occurs, milling the rest of our remaining library, then letting the shuffle resolve and repeat.** This is the easiest method to explain and fastest one to practically pull off as it includes the minimum amount of shuffling, but again is weak to grave hate. Use this method to explain your opponents how to draw your deck first, but if they want you to play it out you have to execute the loop in a more secure way (as seen below in 2b).
2. Dredging Dakmor in response to the draw triggers we get and
 - a. **Looping the library until there are more draw triggers than there are cards in the library, then shuffling Kozilek in one final time, drawing our whole library at once and finally discarding Kozilek repeatedly to get rid of our surplus triggers.** This is the simplest method in comboing off that also requires the fewest lines, but instant-speed discard outlet removal in response to a Kozilek shuffle kills us unless we can flash in a new discard outlet. Use only if you're sure your opponents have no removal spells left for your discard outlets or if you have enough mana to flash in Oblivion Crown afterwards, preferably with protection.

- b. Leaving the draw triggers on the stack and dredging in response to them like in 2a, but instead not accumulating infinite draw triggers and only drawing most of our library, then:
- discarding land cards equal to our remaining library to draw the rest of our nonland cards
 - discarding Kozilek to shuffle the lands we discarded back in
 - repeatedly dredging Dakmor enough times to equal the amount of cards we are looping (land count + Kozilek). As our deck only has lands and Kozilek in it, every dredge has a 100% chance of getting an additional draw trigger, giving us an easier time reducing our library size in a controlled manner.

For the record, this last method is the one I use by default as it provides protection from both discard outlet removal and a single instant-speed grave hate effect. If you're sure your opposition has no interaction or you have a City of Solitude out, then feel free to use whichever method you like.

Drawing Your Deck Pt. 2: The Last Land Cards & The KoziLand Technique



KoziLand!

One extra point to take note of in the last method above is that you will mill into Kozilek during different parts of the “land loop” that draws you the final cards of the deck. Because of this you’ll have to act accordingly whenever you shuffle your library; to keep drawing cards while not going above our library count to play around removal targeting our discard outlet.

To assure you won't accumulate draw triggers more than the count of cards that are being looped, resolve your draw triggers early enough until there are either 1 or 0 cards left in the deck after resolving them. If you're left with 1 card in the library instead of 0, there are two possibilities:

- a. You don't have Kozilek in your hand and it's the only remaining card in your library.
- b. You have Kozilek in your hand and the remaining card is a land card.

In both cases our goal is to make our library equal that of land card+Kozilek. In the former case, discard a land to draw Kozilek, then discard it as well to shuffle them both back in. In the latter case, just discard Kozilek and it'll shuffle in with the land. We have now reached a state where we have only a single land and Kozilek in our library, which I will from now on refer to as the "KoziLand" state.

The reason why the KoziLand state is so special is because it can be used to execute the Dakmor Loop in such a way that it is shortcuttable. Whenever you dredge Dakmor with this library composition, you're netting both a draw and a shuffle from each dredge with a 100% certainty. Furthermore, because you can always arrange both of the triggers how you prefer, all of the conditional factors that the loop included before are now removed. At this point you can dredge Dakmor and shortcut to as many draw triggers as you like, allowing you to loop any instant speed spell or self-sacrificing rock like Lotus Petal by casting/sacrificing it before the last Kozilek's shuffle resolves. The technique will be very important when trying to legally shortcut the loops we're going to be using from this point forward, which is why I'm simplifying it here by dubbing it as the "KoziLand technique".

On Shortcuts And Slow Play

At this point, you might wonder if the Dakmor Loop is shortcuttable. Simply put, the answer is yes and no. The rules of shortcutting only include loops that don't include any conditional factors, which this combo has plenty of due to having the possibility of milling between a nonland card, a land card and a shuffler (Kozilek/Blessing) every time you dredge Dakmor. After you've drawn your deck these conditional factors can be removed, but when you're emptying your library there are no ways to avoid them. Due to this, you will have to play out the "draw my deck" part of the combo in sanctioned environments unless your opponents agree to unanimously concede once you've assembled it.

Despite the annoyingly long resolution of the "draw my deck" part of the combo, it is what is called "deterministic"; something that ultimately reaches the same outcome in all permutations it is able to produce. This is why it's not regarded as controversial as Four Horsemen is because you can still vaguely determine the amount of loops required to draw your whole deck. With at least a total amount of 3 lands in your library before going off you'll be continuously chaining into loops of your library that

increase the amount of draw triggers each time while simultaneously avoiding loops that don't increase your draw triggers for more than once at a time. What this means is that our "draw trigger total" will always be increasing, even if it may take several loops more to do so. For more specifics, see [this Reddit post](#) for the run on the numbers.

As far as rules on slow play are concerned, in fully sanctioned tournaments it's up to the judge to decide whether to give out a slow play warning because of you being forced to play out the loop. Due to the combo's deterministic nature however, you are able to demonstrate that you are able to win no matter what unless people are going to try and disrupt you while you draw your deck (and these are usually rare occasions themselves). This is why it has been allowed so far in the community's leagues I've played the deck in. Of course, even though I'm constantly mentioning sanctioned tournaments, EDH is over 90% of the time played in a more lenient, casual environment when it comes to rules enforcement, so most people should not have a trouble with the combo by default. Anyway, it's still a good discussion to have with your playmates when starting to play with Gitrog, especially if you're going to apply for an event with prizes on the line.

To give some closure to this controversy, the most time-consuming part of the combo is fortunately over after emptying your library and graveyard. From here on everything is shortcuttable with the KoziLand technique and the other loops provided, so as long as you remember the lines things can be executed relatively fast. Time to proceed on to how we win the game.

Infinite Mana & Winning The Game



Now that you've drawn your deck, you may proceed to create infinite colored (usually black) mana in a number of ways, the one below being the most universally useful method:

1. Play Lotus Petal.
2. Discard a land, putting Gitrog's "draw a card" trigger on the stack.
3. Before the trigger resolves, discard Kozilek to shuffle it and the land back to your library to reach KoziLand state.
4. Before letting the draw trigger resolve, dredge Dakmor and shuffle your KoziLand library twice more for a total of three draw triggers, sacrificing Lotus Petal before the last shuffle resolves to shuffle it in.
5. Resolve your three draw triggers after the last shuffle, drawing your 3-card deck (Petal, land and Kozilek). Now you're at square one and have a single colored mana of your choice.
6. Repeat for infinite colored mana.

Take note that you can replace Lotus Petal in the loop above with Dark Ritual or a Cabal Ritual, casting the corresponding ritual at the point you would be sacrificing Petal to its ability. As Lion's Eye Diamond discards your hand when you crack it, you have to repeat step 4. as many times as you have cards in your hand + 2 to draw your shuffled hand and LED/Kozilek/land again (you get the last trigger by discarding your hand which undoubtedly had a land in it).

Now let's try a loop where we're using Skirge Familiar as our discard outlet/mana source:

1. Discard a land, putting Gitrog's "draw a card" trigger on the stack.
2. Before the trigger resolves, discard Kozilek to shuffle it and the land back to your library to reach KoziLand state.
3. Before letting the draw trigger resolve, dredge Dakmor and shuffle once more for a second draw trigger.
4. Resolve your two draw triggers, drawing your two-card deck. Now you're back at square one and you've netted 3 black mana.
5. Repeat for infinite black mana.

Additionally we can use the KoziLand technique we used to loop Lotus Petal/Dark Ritual to loop any nonland card that can be put to the graveyard at instant speed (like Lotus Petal or creatures sacrificed via Culling the Weak). This makes our library, hand and graveyard essentially the same zone for these cards, allowing us to play any of them infinite times assuming we have the mana for it. You can also loop a single sorcery-speed nonland with two cycling lands by:

1. Casting the spell of your choice and letting it resolve

2. Cycling two cycling lands, accumulating a total of four draw triggers
3. Discarding Kozilek to shuffle your spell, cyclers and Kozilek to your library in response to the draw triggers
4. Resolving your draw triggers, drawing your four-card deck
5. Repeating

The reason why we use cycling lands to loop sorcery-speed cards is purely so that the loop can be legally shortcut. If we use the regular Dakmor Loop to empty our library after reshuffling the card we cast, the loop will include the same conditional factors as in the earlier chapter: we can't know how many draw triggers we will precisely get, even though all permutations do reach the point where your library and graveyard are both empty. Just to be on the safe side I recommend using the cycling land method to loop sorcery-speed cards unless they're left in exile, if only to avoid situations where people want you to play the whole thing out.

If we are comboing out on our main phase, we can use the loop above to repeatedly cast Praetor's Grasp with two cycling lands until all of our opponents' decks are in face-down exile. After that we'll pass turn and wait until every player decks themselves, or just use one of their win conditions to win right away. Some decks also employ cards like Ebony Charm or Geth's Verdict to win at this point that also work when going off at instant speed, but the instant-speed alternative we're running (Rath's Edge) requires a bit more preparation. Next we're going to elaborate on how to win at instant speed while also showing how you can win by using the cleanup step as your discard outlet.

The Cleanup Step Win Pt. 1: The Infinite Hand Sculpt

Next comes yet another point why the Dakmor Loop is one of the most ridiculous combos in Magic: it has the power to abuse the cleanup step as a discard outlet to combo off. See the following ruling about the cleanup step, written in the Comprehensive rules:

- > **514.3.** Normally, no player receives priority during the cleanup step, so no spells can be cast and no abilities can be activated. However, this rule is subject to the following exception:
 - **514.3a** At this point, the game checks to see if any state-based actions would be performed and/or any triggered abilities are waiting to be put onto the stack (including those that trigger "at the beginning of the next cleanup step"). If so, those state-based actions are performed, then those triggered abilities are put on the stack, then the active player gets priority. Players may cast spells and activate abilities. Once the stack is empty and all players pass in succession, another cleanup step begins.

So what does this essentially mean? Let's imagine that we're in a situation where we have The Gitrog Monster on the battlefield and eight or more cards in hand, including Dakmor Salvage. We go to our

end phase and cleanup step, discarding down to seven cards and putting Dakmor into our graveyard in the process. Normally the turn would end there, but because of the ruling above a Gitrog draw trigger occurs and a new priority cycle commences. After the priority has passed between all players, the draw trigger resolves and we choose to dredge Dakmor into our hand, drawing an extra card if we milled a land. Then, *a new* cleanup step begins and we discard down to seven cards again by discarding Dakmor, then repeating this process as many times as we want. This allows us to sculpt our hand to our liking by continuously drawing new cards and discarding ones that we don't need.

The hand sculpt technique makes Gitrog a very dangerous opponent to have, as she can “go off” even without having a discard outlet on the field. It essentially makes Dakmor Salvage a one-card combo with our general. It is way more open to interaction however, and that's why the method should be used with more caution.

After starting to sculpt our hand, we're looking to land a discard outlet at instant speed on the table. This essentially means one of the following options:

1. Casting Necromancy to animate Skirge Familiar from our graveyard at instant speed
2. Flashing in an Oblivion Crown, targeting any creature we might have on the field

We usually require a black ritual to cast one of the spells above if we have no access to surplus mana. We also need to cast the ritual on the same cleanup step we're going to cast Necromancy or Oblivion Crown, as mana empties from our pool when going to the next cleanup step. If we have no open mana sources left when going to our cleanup step, we can also use the following line to get mana for either spell (note that you'll have to discard Skirge Familiar before going for this so you can animate it if using Necromancy):

1. Exile Elvish Spirit Guide, netting you G.
2. Cast Crop Rotation, fetching any land that produces black mana.
3. Tap that land for black and play Dark Ritual, netting you BBB.
4. Cast Necromancy or Oblivion Crown like described above to land a discard outlet.
5. Combo off as usual, animating a Skirge Familiar or casting infinite Dark Rituals for infinite black mana.

Finally, a word of warning about the hand sculpt: it is not legally shortcuttable nor “deterministic” and will take a considerably large amount of time to pull off, *especially* when playing around opposing interaction. In a sanctioned tournament environment, this would almost unanimously be regarded as slow play due to its properties, as it is very much akin to 4 Horsemen. However, as the rules for slow play are extremely vague and are designed for 60-minute-round tournament environments, most EDH players I've played with have so far approved the use of the combo. I still recommend consulting

players not aware of its properties before using it if they want you to play it out, as it will undoubtedly take a long time to execute.

The Cleanup Step Win Pt. 2: Infinite Green & Winning the Game



A win condition straight out of Spice Town.

Most instant-speed wins come via our cleanup step sculpt, so we're going to proceed straight from where we left off above to the next step: making infinite green mana. As we don't have any ways to land Lotus Petal nor Lion's Eye Diamond at instant speed, we need to use more creative in the ways we're going to achieve this. Long story short, there are two options:

1. Exile Elvish Spirit Guide from our hand and bring it back repeatedly by reanimating Riftsweeper via Necromancy, then sacrificing it to Culling the Weak. Note that you can use this method to retrieve any other cards you might have in exile that you'll need for the upcoming steps.
2. Have one green mana open, then use Crop Rotation to repeatedly fetch a land that can produce more than one green mana (Gaea's Cradle or Twilight Mire), then filter our infinite black mana to infinite green. Put infinite draw triggers on the stack and remove Gitrog before starting this loop (to avoid drawing a random card every time you start casting Crop Rotation).

It really doesn't matter which one of the two you'll use at this point, it all depends on your preference and occasionally on the pieces you have access to (as sometimes you might have a Riftsweeper in exile and so on). Remember that Skirge Familiar is unnecessary after landing infinite black mana, so feel free to land an Oblivion Crown and sacrifice the Familiar to Culling the Weak to gain access to Necromancy again, allowing use of the former infinite green loop.

After getting infinite green mana, it's time to start winning the game via our unique (and incredibly silly) kill condition: Rath's Edge. Our plan with Edge is very similar to the Crop Rotation trick above,

casting Rotation to fetch Edge. Next we reanimate a Dryad Arbor, then sacrifice it to Rath's Edge's ability, pinging an opponent for 1 damage. Finally, we Crop Rotate Edge away and fetch, you guessed it, Edge again. Then we repeat this process until our opposition has no life totals to speak of, netting us a win at instant speed.

One important fact to know about looping lands with Crop Rotation is that every time you sacrifice a land to the spell, Gitrog forces you to draw a card before Rotation resolves. To remove any conditional variables from the equation (such as drawing the land you were trying to fetch with Rotation) you must accumulate infinite draw triggers with Gitrog and remove her in order for the loop to be legally shortcuttable. With infinite draw triggers you can then continuously draw any pieces you shuffle into your deck with Kozilek, making the loop relatively easy to execute in comparison to the former loops. At this point you also have access to all of your cards as well as infinite black and green mana, which can be used to play around off-hand discard outlet removal in response to Kozilek's shuffle trigger (more of that in a later chapter).

Assembling The Combo With Dredge (AKA "The Dredge Tutor" Trick)



Time to test your intuitions.

Occasionally there are situations where we have an opportunity to land a discard outlet with our general on the field but don't have Dakmor in our hand. Fortunately, if we have a card with Dredge in our hand we can almost certainly win regardless, if you can draw a card in any way (usually by discarding a land). For example, if we have a Putrid Imp on the field with Gitrog, as well as a land card and Darkblast in hand, we can discard Darkblast then dredge it back by discarding the land. By dredging Blast we mill 3 cards, and if any of those cards was a land card, you can discard DarkBlast

again in response to the ensuing draw trigger to repeat the dredge. This can then be repeated until you hit a bigger dredge like Golgari Grave-Troll, then start using that to dredge instead. Eventually you'll either don't hit a land (in which case you whiff) or mill into Dakmor, allowing you to go for the win.

Razzliox, the writer and pioneer of the original Gitrog primer ran the numbers for the probabilities between hitting Dakmor and "whiffing" (as in not hitting a land with a dredge) using a sample library size of 88 cards with 30 lands (Dakmor being one of them). With this kind of library composition, dredging for 6 with no extra lands in hand gives us a 58% chance to hit Dakmor. However, with just one extra land in hand that probability will increase to 89%! If you're running Stinkweed Imp, those probabilities are 43% and 79% respectively when dredging for 5. With Life From the Loam we also often have a chance to recur 3 land cards before our combo, giving us a 75% chance of hitting Dakmor using Loam alone to dredge!

Playing Around Interaction



Fortunately, this guy's exiling effect is *not* a mana ability!

There are two main forms of instant-speed interaction that will disrupt us during our combo attempts: instant-speed removal targeting our general or discard outlet, and grave exiling effects. Fortunately, for both of these we have built-in methods of protection.

Assuming our combo pieces are targeted by removal when both are already on the battlefield, we can merely discard a land in response to that removal and keep comboing off. This applies to any piece of

removal, so if we have 3 lands in our hand when starting to combo off, we can blank 3 removal spells and so on. For this reason, it is most wise for people to go for removal when we're casting our second part of the discard outlet/Gitrog combo, to ensure that there won't be a time when both cards are on the battlefield simultaneously. For these situations, the most effective way usually is to force your way through the removal by either starting by casting Gitrog if you have mana to cast her twice, or alternatively start by landing a discard outlet first if you already have two of them in hand. This forces the opponent to remove a piece that you can land twice, allowing us to force ourselves through one removal spell if need be.

Same trick that is used to combo off in response to removal will protect our combo from any instant-speed grave exiling effects. If you're hit with a Tormod's Crypt for example, simply discarding a land to keep comboing off works wonders. For this reason, people should usually try to exile our grave when we mill to our Kozilek. However, we have a method around this as well with Gaea's Blessing, which gives us essentially two shuffle triggers available to us when going off with the combo. If somebody tries to exile our Kozilek in response to its shuffle trigger, milling into Blessing will nullify that effect by shuffling our graveyard in response and vice versa. The deck can even work around two instances of grave exiling by looping the deck via Gaea's Blessing, then using the upcoming technique.

If for some reason, you come across a point where Kozilek becomes exiled, you still have a way to bring it back from exile via Riftsweeper which is our second, post-exile layer of protection. Like demonstrated in a former part of the combo, looping Riftsweeper will allow you to get all exiled combo pieces back for your access. The loop will require Kozilek to be available to you however, so prioritize on recovering it first if he's ever exiled.

There's also the threat of people removing your discard outlet in response to your shuffle triggers after we've put infinite draw triggers on the stack, which is why we avoid doing that as long as possible in the steps of our combo. We can safely avoid making infinite draw triggers and shortcut most playlines up until the point where we've drawn our deck and accumulated infinite black and green mana. Therefore, when we're accumulating infinite draw triggers to go off with Crop Rotation and Rath's Edge we've got access to the cards and the mana to either silence the table via City of Solitude/Autumn's Veil or just keep comboing off in response to the removal spell by flashing in an Oblivion Crown, possibly Noxious Reviving it and drawing it if it gets countered for any reason.

Finally, sometimes people like to use more proactive methods of interaction to prevent you from comboing off. Most often this means stax pieces like Cursed Totem or Rest in Peace, which can be removed with a well-placed Nature's Claim and so on. However, sometimes the proactive disruption can be an effect like Praetor's Grasp or a Jeleva, Nephalia's Scourge exile effect that takes an essential combo piece, usually Dakmor out of our reach. For these situations, provided you and/or

your opposition have the correct cards to do so, you can use an alternative, non-infinite way of combo off.

Winning Without Dakmor



Your pain and your salvation, all in one.

As Dakmor is pretty much our only combo in the deck, having it exiled is often a big hurdle to our gameplan. Usually the card can be returned to use via Riftsweeper, but sometimes you just can't access Dakmor in any way, primarily when someone decides to Praetor's Grasp it.

For these situations, I've devised an alternative method of winning in a single turn, provided one of your opponents is running something like a Laboratory Maniac or Aetherflux Reservoir. The preliminary requirements for the line are to have both The Gitrog Monster and Skirge Familiar on the battlefield, Life From the Loam in hand, few land cards in hand and/or graveyard as Loam targets, and finally access to about 4-6 green mana. The line goes as follows:

1. Discard both a land and the Loam, dredging Loam back to your hand from the draw trigger. If you mill into a land, keep discarding Loam in response to the ensuing draw trigger to mill as much of your deck as you can and look for cards with dredge, Gaea's Cradle or cycling lands. Whenever you hit any other card with dredge, dredge that back to your hand too. Every discard provides you with one black mana, so you'll be quickly accumulating mana while you're dredging and drawing cards.
2. When the draw triggers have resolved, cast Loam for any lands you might have in your yard (preferably Cradle and/or cycling lands).
3. Either discard or cycle the lands you have in your hand to create more draw triggers. If you need to generate more black mana or need to find cyclers, keep discarding all of your dredge

cards in response to the draw triggers to mill. Otherwise, start drawing cards with your draw triggers instead.

4. After you've started drawing cards instead of dredging, keep discarding any lands you draw to draw more cards, eventually drawing you nonlands. This will create a ton of black mana while drawing you into a ton of gas.
5. Play any black cards you might draw with the black mana you have. Prioritize getting Cradle in play by tutoring for Exploration/Crop Rotation to increase your green mana so you can keep Loaming if you run out of lands to discard.
6. Tutor/draw into and play City of Solitude and/or Autumn's Veil when you can to silence the table.
7. Praetor's Grasp an opponent for a Laboratory Maniac/Aetherflux Reservoir.
8. Win by either dredging in to nearly 0 cards in library and discard lands to deck yourself (Labman), or alternatively generate a huge storm count by repeatedly casting and dredging either Loam or Darkblast to win through Reservoir.

If you find yourself having Dakmor Salvage continuously exiled and out of your reach *and* you don't have an opponent in your metagame who plays one of the cards above to act as your win condition, you can replace your Praetor's Grasp with a non-infinite win condition like Faith of the Devoted, Exsanguinate or an Aetherflux Reservoir of your own to win with the method while also retaining your ability to win with the conventional Dakmor Loop at sorcery speed.

Gameplan

Now that we've gone through the ins and outs of how the deck wins the game, it's time to explore the ways we can reach that goal. This Gitrog deck is a fast combo list and it favors speed and resiliency as its main weapons against other decks, seamlessly switching between the "fast combo" and "midrange" archetypes and their gameplans. On the flip side, the deck's weakness is its interaction suite (or lack thereof), so it is important to pick your battles wisely when using your interaction.

As a straight citation from [Labmaniac Sigi's Chain Veil Teferi](#) primer, here are the main variables that one must consider each time you start a game:

1. Opening Hand
2. Other Decks at The Table
3. Position at the Table

Next we're going to elaborate on these factors in detail and on how they affect Gitrog's gameplan as a whole.

Early Game & Opening Hand

Before going through our deck's specific gameplan, it's good to look at what kind of cards we're looking in our opener. Our primary hand should have a bit of everything in terms of "roles" the different cards fill in our deck. A hand with about 2-3 lands, 2-3 pieces of ramp, 1 card advantage source and 1-2 tutors/combo cards would be an ideal starter. Having interaction and/or protection in your opener is situationally relevant and often useful, but it's important to remember that we're a fast combo deck first and foremost. Winning the game quickly often acts as our primary method of "interaction", so don't be afraid to rely on the speed of your hand if you're provided with the opportunity.

To start with hands you want to mulligan, here's several types of hands that should be avoided if possible:

- **Too many lands:** As with all cEDH decks, having too many lands at expense of business cards like ramp, tutors or card advantage is not beneficial for your gameplan, as you'll often take too long to create a board presence while the opponent has locked the game down or comboed off.
- **No lands:** To keep playing through the early turns you need to have permanents in play that allow you to play spells, which is why having lands is almost always essential. 1-Landers

should be watched out for, but are keepable if the rest of your hand can be played out and is well-balanced otherwise.

- **Very slow hands:** Your primary gameplan in your opener is to get a card advantage engine going, so if your hand lacks draw, tutors or enough ramp to put Gitrog in play quickly, it should be shipped.

When you've gotten to a hand that is not one of the above and has business, the first thing to do is to evaluate the "speed" of your hand, which is primarily determined by:

1. how fast you can establish a board presence
2. how fast you can see and/or gain access to the cards in your deck

Board presence can potentially mean many things, but it essentially is measured by the amount of mana you have access to in relation to your opponents. For instance, playing out something like a Mana Crypt on turn 1 allows for a relatively strong early game board presence. Other decks can often do even better than that by playing out more fast mana rocks, or alternatively mana denial in the form of cards like Trinisphere or Winter Orb. Despite this, Gitrog can regularly outdo even them due to the high density and diversity of mana acceleration in the deck. Lands, Exploration effects, cheap mana rocks, mana-producing creatures like Llanowar Elves, black rituals... strictly speaking, our deck is littered with mana generators. These cards construct your board presence and allow you to cast more spells as well as more expensive spells faster.

After achieving a strong board presence, we next have to find ways to use that mana to drive our advantage further. That's where the other factor of "speed" comes in: the access to as many cards as possible. By default, Gitrog herself is our card advantage generator which is why hands with dedicated ramp are often good enough for a keep. Despite this, having a backup engine in your opener comes in handy in case Gitrog gets countered or removed, which happens often enough to be counted as a factor. As a rule of thumb, the slower your hand is the more you can expect interaction when Gitrog is cast, and therefore the more need there is for you to have a backup engine in hand.

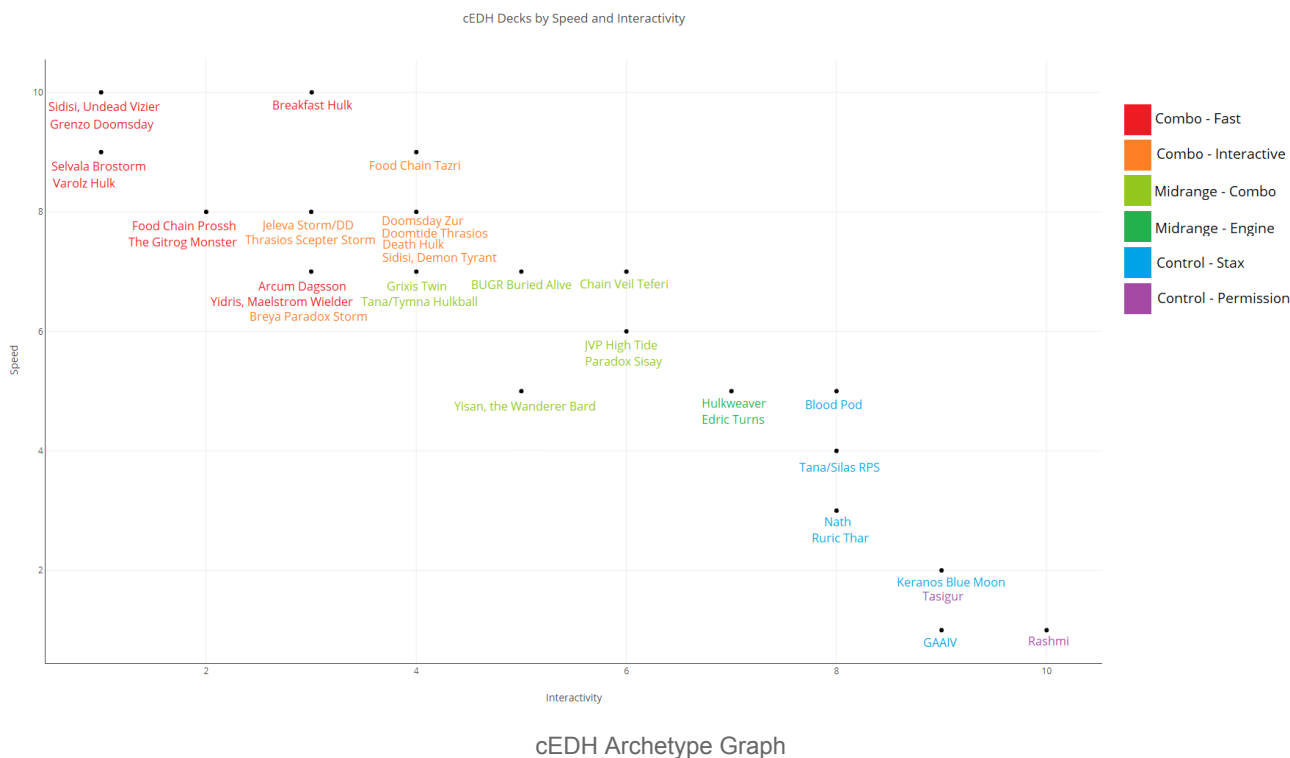
To sum up the points above, here's several types of hands that you're most often looking for:

- **Hard ramp:** A hand that can cast Gitrog by turn 2-3 will often be a good hand, as Gitrog can propel you forward as long as you have lands to follow up with after casting her.
- **Ramp + a contingency plan:** Hands that can cast Gitrog by turn 4-5 but also have business going if she gets countered are also good, especially in a control-heavy matchup. At these tables Gitrog is a prime target for removal, so a backup plan in case that happens is important.
- **Engines:** If your opener has some sort of value engine like Sylvan Library, Necropotence or Life From the Loam + a cycling land, you are often also good to go. The deck is littered with ramp and fast mana, so you'll be able to get to Gitrog mana often in no time through your engines.

- **Ramp + (a tutor for) Ad Nauseam:** Early Naus hands are almost as broken in this deck as in other fast combo decks. If you can hold up Nauseam mana to cast it by the end of turn 2, chances are you're doing very well.

Matchups

The second large factor that decides what approach we're going to make is the initial matchup. As we sit down to the table with Gitrog, take a close look at what decks your opponents are playing and consider what gameplans they might have. Classifying these by their speed and interactivity will help defining your initial role at the table. To simplify how the most used cEDH decks operate based on these two factors, here's a graph prepared by [Labmaniac Sigi](#) in his [Chain Veil Teferi](#) primer.



Upon identifying your matchups and opponents' game plans, it's time to adjust your own gameplan accordingly.

- **Up against a lot of fast combo decks?** You're likely to be the predator, and it's often a matter of racing to victory as fast as possible.
- **Up against multiple blue control decks?** Let the opposition hold up their counters and slowly accumulate value through your engines while looking for a window to combo off.

- **Up against stax?** Look for an opportunity to either combo through the stax pieces or to remove them through your removal suite.
- **Up against a mixed table?** Your plan may vary.

These gameplans may not even apply to every game, as there is a possibility of specific scenarios caused by other variables such as your opening hand, turn order and individual cards being played by your opponents. As the game advances, your role may also change in a moment's notice, so it's integral to your success to always recognize your role and when it changes, then exploit it.

Turn Order

In a multiplayer free-for-all game such as EDH, turn order has some special qualities to it in comparison to 1v1 formats. Going first is obviously an advantage, but it's often not as useful as in 1v1 as you have potentially 3 opponents eyeing your first moves. Like above, looking at your matchups is key when elaborating on the consequences of turn order. Does a stax player or a combo player go first? Does the combo player untap before or after the control player? Do you have to interact before establishing your own board presence because of turn order? These are all things that should be considered when starting a game, and even though our deck lacks in the interaction department, turn order often can affect how greedily we want to push our advantage forward. If you're going first for example, there probably won't be any stax pieces hindering you on your turn one plays. However, people might be using all they can to stop your early game plays because of the advantage you have, so plan accordingly.

Now that we've gone through most of your early game variables, it's time to take a look at how the deck fares after our initial turns.

Gitrog's Mid- & Late Game

By the time we've proceeded past the early turns that we've more or less covered above, it's time to look at our side of the board first and foremost. Do we have Gitrog on the field? If not, try to resolve her through upcoming disruption with any protection we might have access to, that usually being a land tutor for Cavern of Souls. If we already have Gitrog on field, it's time to abuse all those sweet abilities she has with lands. Fetch lands becoming cantrips is incredibly good for longevity, and if we can get access to things like Bazaar of Baghdad, Life from the Loam or Ramunap Excavator/Crucible of Worlds we can grind to value town for pretty much as long as Gitrog is up and purring. Seeing as we won't be actively losing life through these engines, they are a big factor in why Gitrog has reach

even in the longer games. It's something to keep in mind when playing against heavy interaction and/or stax, where preserving a decent life total can be incredibly relevant.

If we still can't get Gitrog to stick on the field for any reason, at this point of the game it's still more advisable to rely on the card advantage engines shown above, particularly in conjunction with Bazaar of Baghdad. As Bazaar allows us to "dig" for cards, we can slowly but surely sculpt our hand to find more fast mana that can then be used to recast Gitrog. Drawing into protection, discard outlets and dredgers will also help further the gameplan, as they help with comboing off as soon as Gitrog sticks.

Gitrog's late game is not much unlike her mid-game, as our frog overlord won't really quit grinding value for us as long as we have enough lands to feed to her. Fortunately, feeding lands often is way more easier at this point due to the deck's high land count and card-drawing power. Assuming we have no ways to combo off at this time, it's advisable to either Praetor's Grasp a win condition from one of our opponents or start removing your opponent's' mana bases with a recurring Strip Mine.

A Frog Goes To The Bazaar



Vintage Dredge turned up to 11.

When Gitrog is used in conjunction with Bazaar, things will get a bit unconventional. The important things to remember are that both draws, if replaced with a dredge, bring separate draw triggers from Gitrog due to the following ruling:

>**120.2.** Cards may only be drawn one at a time. If a player is instructed to draw multiple cards, that player performs that many individual card draws.

If for example we were to dredge from both “draw a card” effects that Bazaar provides us with and both dredges hit a land card, we get *two* Gitrog triggers put on the stack after we have discarded 3 cards and resolved Bazaar’s activation completely. We can even discard the cards we dredged back to dredge them again for more card draw and mill! These interactions with dredge make Bazaar an outright ridiculous value engine with Gitrog in most situations, and this along with the fact that it doesn’t cost us any life, is very hard to remove and very easy to recur makes it a prime target for our land tutors from midgame onwards, assuming we can’t just combo off at that time.

Single Card Discussion

Next we're going to look at cards that could go into any Gitrog combo list. There are options outside of my deck as well, which can be added or cut according to your local meta. Sample lists on the other hand, can be found below in a separate section if you're curious.

Ramp

The core of any cEDH deck, ramp is an essential part to all Gitrog decks. We run a lot of different forms of ramp, but their requirements often are that they're

1. Cost-efficient. Going above 2 CMC is often too slow for our deck, especially because we want to resolve our general as fast as possible. 1 CMC and below is often most preferable to us, which is why mana elves are our most dominant form of ramp.
2. Land-oriented. Gitrog loves playing around with lands, which is why most lands that tap for multiple mana are included. In addition, cards that allow you to sacrifice lands for mana or play more lands also work as viable forms of mana ramp.

Mana Rocks

- Mana Crypt - The most broken vintage rock, a must in any cEDH deck.
- Sol Ring - Coming right behind Mana Crypt, likewise a must-have rock.
- Mana Vault - A Dark Ritual in colorless form that allows us to play Gitrog as early as turn 2!
- Grim Monolith - 2 CMC rock that taps for symbol:3. Also makes for the 3 colorless mana required to play Gitrog.
- Chrome Mox - 0 mana allows us to play 2 CMC cards or two 1 CMC cards on turn 1, which is often very good. Exiling a card is often a trivial loss compared to the tempo gain.
- Mox Diamond - Similar to Chrome Mox, but much better as you can discard a land. With Gitrog on field you get to draw a card, too!
- Lotus Petal - A 0 CMC self-sacrificing rock. Good fast mana while also helping us get infinite mana when comboing off.
- Lion's Eye Diamond - A more desperate sort of ritual as it discards your hand, but you can use it in response to a tutor to net more mana for the spell you tutored. Also good when ramping to Gitrog quickly in case your hand is full of chaff otherwise.

Mana Dorks

- Birds of Paradise - Taps for all colors and costs symbol:G, one of our better dorks.
- Elves of Deep Shadow - Taps for symbol:B which makes it a great color fixer as well as ramp.
- Llanowar Elves - Taps for symbol:G. Pretty basic, but allows for explosive following turns.
- Elvish Mystic - Same as above.
- Fyndhorn Elves - Same as above.
- Arbor Elf - Untaps a Bayou most often, allowing for color fixing. Worst of the mana dorks we run due to its dependence on forests.
- Boreal Druid - Taps for Symbol:1. Still very decent even though I'm not running it at the moment.
- Deathrite Shaman - Usually exiles a land to make mana, but works as a toolbox dork for many situations, primarily as grave exile.
- Priest of Titania - With all the mana elves we run, it can tap for ridiculous amounts of mana. Becomes super good when your opponents play mana elves too.
- Lotus Cobra - While not a "mana dork", this snake does serious work when continuously playing lands. Playing and cracking a fetch land with Cobra on the field will net you a ton of extra mana, especially with Gitrog on the field as you can draw into more lands that you can then play for more mana.

Rituals

- Dark Ritual - The most known and broken ritual in black. Allows for very fast Gitrogs and Ad Nauseams where its main applications lie.
- Cabal Ritual - Initially a bit worse Dark Ritual, but becomes stupid with Threshold active.
- Culling the Weak - Something that we get to run because of our mana dork count. Also good when we're trying to repeatedly sacrifice creatures when comboing off.
- Rain of Filth - When decent in decks that like to recur lands, this deck makes the most of the land sacrificing clause to draw cards with Gitrog. Primarily used when going off to cash in lands for mana and cards.
- Elvish Spirit Guide - While an unconventional ritual, it's incredibly good when dodging tax effects. Also necessary to gain mana when going off at instant speed with zero open mana and part of one of our infinite green loops.

Lands

- Ancient Tomb - A staple in most cEDH decks, but actually worth tutoring a lot with your land tutors as you get to ramp while providing Gitrog with more lands to sacrifice.
- City of Traitors - Like above, but instead of costing life it sacrifices itself when playing another land. Good sacrifice target for Gitrog's upkeep triggers.
- Lake of the Dead - An MVP in the deck, as it often works as a draw engine as well as a repeatable Dark Ritual in land form. Consider tutoring for this instead of Ancient Tomb if you have swamps handy.
- Gaea's Cradle - Not as good as in something like a Prossh deck, but it does a decent job here. Protects our creature from The Tabernacle at Pendrell Vale if we come across it.
- Gemstone Caverns - It's ramp only in our opener when we are not going first, but there it's super powerful and a free land-drop.

Miscellaneous

- Carpet of Flowers - Assuming there's any person playing a blue deck in the opposition (and there often is), you'll be gaining tons of mana with this. With 1 island it's a mana dork with haste, with 2 islands it's a colored Sol Ring and it only gets better from there on.
- Exploration - Being able to play extra lands comes in especially handy in a deck that wants to continuously sacrifice them. With our high land count, playing extra lands is also a thing we do in all stages of the game.
- Wild Growth - A mana dork in enchantment form that has haste if you haven't tapped the land you attached it to. Weaker to taxing effects, but more resilient against removal than normal dorks.

Protection

First half of our interaction suite. While we lack blue counterspells in our deck, we do have several ways we have that can protect our combo, on the stack and outside of it.

- Autumn's Veil - The green version of Silence, something I'd run more of I could. Take note that it affects all spells you cast on the turn, even after it has resolved.
- Sylvan Safekeeper - An easy-to-tutor creature that shrouds our creatures from any incoming removal. Also allows us to cash in lands for cards on the turn we combo off.
- Thoughtseize (and co.) - A versatile way of both slowing down faster decks as well as protecting us from any incoming counters and/or removal on the turn we go off. Outside of that it gives information to us and the rest of the table on target opponent's hand.

- Gaea's Blessing - The deck's insurance against instant-speed grave hate when comboing off. Incredibly useful and gives the combo a lot more resilience, although a relatively dead draw otherwise.
- Noxious Revival - While it's something that could be counted as utility, Noxious is a very good card when protecting our combo. Being able to recur any card from the grave to the top of our deck is excellent when we combo off, and at other times it can be used to mess our opponents' topdecks.

Removal

The second, more prominent part of our interaction suite. Primarily tools to take down the obstacles that prevent us from winning, they can also be used to deny mana from our opponents if they seem to be comboing off too soon for our taste.

- Beast Within - *The* catch-all removal card. 3 CMC is costly, but the card's versatility is undisputed.
- Abrupt Decay - Less applicable than Beast Within, but is uncounterable and cheaper. One of our best removal spells.
- Nature's Claim - Best Disenchant in our deck, purely because of its mana cost and catch-all properties. Giving an opponent 4 life is almost always negligible.
- Toxic Deluge - Our creature wipe. We can almost always leave Gitrog on the field due to her high toughness, which makes the card pretty great.
- Seeds of Innocence - Our artifact wipe. Super good in that most of our artifacts are used to ramp on the turn they come to play only, and also allows us to wipe our opponents mana as well as any artifact-based stax cards.

Card Draw

Another part of our deck's "core". Card draw and selection engines have a big role in the deck so that you can grind and advantage even without Gitrog. They also allow you to increase your advantage further when you have Gitrog, allowing for faster and more resilient wins.

- Sylvan Library - Our most powerful card draw engine which also has a weird interaction with Dredge cards. If we're replacing all of our 3 draws with a dredge, we don't have to pay any life as we didn't "draw" any cards, something that Library specifies for us when we're looking to put cards back on the top of our library. Any two cards we draw however will have to be put on

the top (or paid 4 life for) if you decide to dredge only one or two cards, so keep that in mind. In most cases we just pay the 8 life for the pure draw power.

- Necropotence - Our second life-as-a-resource card advantage engine. Take note that we can combo off through Necropotence, as the card's grave-exiling effect is a triggered ability. We respond to all exiling triggers with either a dredge or a shuffling effect, so no cards get exiled unless we're using the cleanup step as our discard outlet (at those points you can use the Riftsweeper loop to recover any cards you might need for the later parts of the combo).
- Dark Confidant - In our deck this is almost a creature-version of Phyrexian Arena that also dodges draw-preventing hate cards. Damage is negligible unless we flip a Kozilek, which is a relatively rare occurrence. Bonus points for being a normal tutor target for our creature tutors.
- Life From the Loam (+ cycling lands) - While not something that draws us cards straight out, this becomes a serious card advantage engine when we've got Gitrog on the field. Does double duty as a Dredge card that can be later used to search for Dakmor, either with the dredge tutor trick or by just milling into it naturally.
- Bazaar of Baghdad - Usually a target for our land tutors when games get grindy like described in the earlier chapters. One extra thing of note is that on the turn you're trying to go off, tapping Bazaar on your upkeep and then sacrificing it to Gitrog is good as you get to conserve more mana from your other lands.

In addition to the above, all cards with Dredge on them also work as card advantage outlets with Gitrog on the field, and can be abused with other card-draw engines like Bazaar for maximum effect.

Tutors

In addition to our run-of-the-mill black tutors that inhabit all black cEDH decks, we've got several more specific tutors we use to either fetch for a combo piece or a card advantage engine to either combo off or accumulate more value, respectively.

- Demonic Tutor - The best tutor in the game, hands down. Pretty much an auto-include.
- Vampiric Tutor - Not as good as Demonic due to the card disadvantage, but cheaper. Instant-speed application is a good bonus.
- Imperial Seal - A sorcery-speed Vampiric Tutor. While more open to opponents' interaction it's still a very good T1 play.
- Entomb - Almost always used to get either Life From the Loam, or just Dakmor Salvage if you're looking to combo off.
- Worldly Tutor - A creature version of the top-deck tutor suite. Can be used to get a discard outlet, a value engine like Dark Confidant or Ramunap Excavator, or just Golgari Grave-Troll for the dredge tutor shenanigans if you already have a discard outlet.
- Green Sun's Zenith - In most cases works as a turn 1 mana dork by fetching a Dryad Arbor, but later on it can be used to fetch cards like Priest of Titania, Ramunap Excavator or Wild Mongrel/Noose Constrictor depending on your situation.
- Sylvan Scrying - Our primary tutor targets are Cavern of Souls, Bazaar of Baghdad or just Dakmor Salvage itself.
- Crop Rotation - A pretty awesome tutor in that it fetches onto the table and at instant-speed, drawing us a card as well if Gitrog is on the field. Above tutor targets apply, save for Dakmor Salvage. Also used in our instant-speed win line in tandem with Rath's Edge.

Combo

Here are the cards that either set you up with a situation that leads to an almost surefire win, or used as pieces for the Dakmor loop. Something to pay attention to is each card's applications outside of the combos we use to minimize the amount of dead draws in each game.

- Dakmor Salvage - Our main combo card. Works as a fine value engine if you're feeling bold and reveal it by discarding it or tutoring for it early on.
- Kozilek, Butcher of Truth - The "cheapest" graveyard-shuffling Eldrazi titan, and therefore a staple for us. While using only Gaea's Blessing as a shuffler is possible, it requires way too many dead cards like Golgari Brownscale and Grave-Shell Scarab to become viable.

Something to keep in mind if you're looking to cut Kozilek in a budget-version of the build, however.

- Putrid Imp - The cheapest discard outlet creature we have available to us. Often a primary target for Worldly Tutor.
- Wild Mongrel - A 2 CMC discard outlet creature that can also be fetched with Green Sun's Zenith. Immune to all "nonblack" removal if you can discard a card to it.
- Noose Constrictor - An alternative to Wild Mongrel that has Reach instead of insurance to "nonblack" removal. Running both is usually a waste of deck slots due to our tutor density, but it's not a big deal as to which one you run.
- Oblivion Crown - Our only discard outlet that's *not* a creature, although it requires a creature to enchant and is not immune to Cursed Totem. As a bonus it has Flash, which is super good when trying to go off at instant speed.
- Skirge Familiar - The most expensive discard outlet we run, but despite this one of the better ones as it provides mana for us as well. Most often used to accumulate infinite black mana, as well as to combo off during our cleanup step.
- Necromancy - While this is often overlooked as an utility card it's used in several parts of our combo, mainly when reanimating a discard outlet in our cleanup step, when we're reanimating Riftsweeper to recur any exiled cards back to our deck or to accumulate infinite green mana with Elvish Spirit Guide, or when we're reanimating Dryad Arbor continuously to provide us with land drops to sacrifice to Rath's Edge.
- Praetor's Grasp - A 3 CMC tutor of sorts, except it tutors from our opponent's decks. Used as our win condition after we've gotten infinite mana through our combo or as an alternative win con if we lose access to Dakmor. Outside of the combo it's a 3 CMC Mana Crypt at worst and a tutor for Ad Nauseam (or a similarly broken card) at best.
- Rath's Edge - Our instant-speed win condition. As it is also a land it can be used with all the land shenanigans Gitrog provides us with, or as some situational removal for pesky hate bears.
- Riftsweeper - Primarily it's a part of our protection package, but it's used to attain infinite green mana with Elvish Spirit Guide often enough to be considered part of the combo.
- Golgari Grave-Troll - Many iterations of the deck have enjoyed a higher number of dredge cards, and GGT is the last remaining card that has application only as such. Being the only card with Dredge 6, Grave-Troll gives us the highest amount of probability in finding Dakmor Salvage with the dredge tutor trick, which is why he warrants an inclusion.
- Ad Nauseam - The most broken card in the format right now due to our high starting life total. Assuming we have enough resources when we cast this, we'll usually be able to just draw into enough gas to win right then and there. It has to be used a bit more conservatively in Gitrog than in other decks due to the presence of Kozilek, however. I usually go to about 13 life if I haven't hit Kozilek yet, otherwise I'll go down to around the usual 5-6 life.

Lands

Time to get to the bread and butter of the lands. Aside from our colored lands and the ramp lands that were covered before, the deck likes to play several utility lands that collectively form a toolbox for specific situations. I'm not going to go through all of the colored sources, but I'll cover the ones that have extra quirks in this deck (and haven't been covered in the sections above). The deck ultimately favors utility lands that:

1. Can sacrifice themselves for cheap or no cost to maximize Gitrog's card draw.
 2. Provide effects that can be relatively strong or beneficial to our game plan even without Gitrog on the field.
- Verdant Catacombs, Misty Rainforest, Marsh Flats, Wooded Foothills, Windswept Heath, Polluted Delta, Bloodstained Mire - Our fetch land suite. All fetch lands have a nearly disgusting synergy with Gitrog who makes them free, uncounterable cantrips that also get you a land in the process. Getting these first is a top priority for most budget builds.
 - Barren Moor, Polluted Mire/Slippery Karst - Our cycling land suite. Super good with Gitrog and Life From the Loam makes them a serious value engine. Karst comes in and out of the deck when we're testing more utility lands, but having at least 2 cyclers is a must for our sorcery-speed infinite loops with Praetor's Grasp. No matter what cyclers you are using it's most essential that you can cycle them with only black mana.
 - Cavern of Souls - One of the deck's MVPs. A regular tutor target to ensure a resolved Gitrog or alternatively a resolved discard outlet creature. Lines that involve sacrificing Cavern, then recurring it and renaming it with a different creature type are not that uncommon, either.
 - Petrified Field - Another, very useful land that's most often used in Realms Uncharted piles. Helps bring out any useful lands you might have sacrificed or milled to your hand while also sacrificing itself for free to net a draw trigger from Gitrog.
 - Cabal Pit - Our creature-removal land. Gets rid of hate bears, is immune to most countermagic and becomes super effective when you can start recurring it.
 - Command Beacon - A very useful fallback land in case our general's commander tax becomes too much to bear. Makes it easy to resolve Gitrog in the later stages of the game, especially with land recursion.
 - Strip Mine - While most cEDH decks don't run this card as much, here it does double duty of being an alternative win condition with Exploration effects and land recursion (aka the Azusa-Strip Mine-Crucible lock). It's also good for removing things like The Tabernacle at Pendrell Vale, Gaea's Cradle or even blue lands from the control player when you're trying to resolve Gitrog in the early game.

- Dryad Arbor - Less of a land and more of a mana dork. Besides being an awesome tutor target for Green Sun's Zenith on turn 1, this card comes in handy in situations where you either need to sacrifice a creature for an effect (Diabolic Intent etc.) or when you're trying to provide yourself with land drops when going off with Rath's Edge (reanimating it with Necromancy). A very consistent card as well because it's a Forest, meaning you get to fetch it with your green fetch lands whenever you feel like it.

Flex Slots

Removal

- Deglamer - Enchantment removal is very important in a deck like this that can concede to several hate cards. Deglamer is here specifically to answer early Leyline of the Voids, but it has a lot of applications beside that as well like disrupting top-deck tutors and so on.
- Slaughter Pact - Free removal that hits most hate bears. Being able to pay part of the upkeep cost with the land that we sacrifice to Gitrog is a nice plus.
- Darkblast - While it's primarily "a card with Dredge 3", it can be used to kill various hate bears that bother us. If you're trying to remove the dredge package altogether it can be slotted for something more relevant in terms of removal.

Creatures

- Azusa, Lost but Seeking - While Azusa is an expensive card for ramp alone, her pros lie in being able to just grind a ton of lands to the table when we've got ramp recursion online. She also becomes sort of a combo with Strip Mine in the late game when we can start removing several lands per turn, but if you're never going for that you don't need her as much.
- Scavenging Ooze - A control piece against grave-based strategies that have sprouted up in the metagame since the unbanning of Protean Hulk and the spoiling of Razaketh, also easy to tutor for with Green Sun's Zenith on the side. Run this if you're getting outraced by the aforementioned decks often in your metagame or if you feel like having more utility against grave decks in general.

Protection

- City of Solitude - A piece of protection on our combo turn that I'm personally fond of in that it silences the whole table, allowing us to combo off with impunity (and with potential shortcuts). Eats a counterspell on our combo turn at worst, but it often tends to resolve when we reach critical mass.

Tutors

- Realms Uncharted - An expensive tutor, but something that becomes super good with Gitrog on the field and with land recursion. Common value piles include something like Petrified Field/Bazaar of Baghdad/Cavern of Souls/a value land, as well as all piles with Dakmor Salvage in them when you're going off. Still costs 3 mana however, which justifies being cut in some people's builds.
- Diabolic Intent - One of our more narrow tutors due to its situational nature. We often have a dork in the field to sacrifice to it, but if you feel like this just sits in your hand or has too big of a cost to be usable, it's something that could be cut.

Stax/Hate

- Null Rod - Our deck runs very few artifacts, which makes this card a great addition to combat faster, artifact-based decks. Also good in against every deck without green in it, as they'll be reliant on artifact ramp most often.
- Leyline of the Void - With the rise of Protean Hulk decks, this bad boy has warranted an inclusion in our list. Not many things can interact with Hulk, but this card does it and does it well.

Utility

- Crucible of Worlds - It's a card that gets thrown in and out now that Ramunap Excavator has been printed, but currently land recursion has become increasingly relevant for longer, staxier games when you're trying to out-value your opposition. Cut this with Azusa if you don't want to go for the late game Strip Mine route.
- Phyrexian Tower - A land combined with a sac outlet and a bit of ramp. Currently here to sacrifice Gitrog in response to Gilded Drakes and similar creature theft if we don't have removal already in hand. Good ramp for the turns when you're going off in other situations.

Notable Exclusions

- Chains of Mephistopheles

Chains is a very popular Gitrog card, which is why it might be the most blatant exclusion I have. The reasons here are two-fold. First, while it allows us to "combo off" with it, it is quite bad in our land-sacrifice oriented game plan with Gitrog whenever we are not going off as we're not able to get more land drops without discarding the rest of our hand. Second, Gitrog already gives us a ton of cards to break card parity with our opponents, and instead of forcing everyone to stop increasing their

hand-sizes altogether we might as well draw a ton of cards and combo off. Chains has some applications with dredge and can be run in more staxier builds, but with less and less dredge cards being run in our combo build Chains has ultimately been cut as well. I'm not covering any Chains lines in my primer, but it's something you can find in one of [razzliox's](#) primers that I linked to in the first chapter.

- Doomsday

While it has been often discussed in the past couple of months (and tested for several *dozens* of games), Doomsday fails to do here what it does best in decks with blue. The card needs you to include cheap cantrips in your deck that can open your “Doomsday pile”, and without blue our primary card to open the pile is Gitrog herself. The problem here is that when we have Gitrog and a way to sacrifice/discard a land on the field, we might as well just tutor for Dakmor Salvage to win the game. For this reason, Doomsday is a situational, high-risk and relatively expensive tutor in our list, despite its great success in blue storm decks like Jeleva and Zur.

- Hermit Druid

A great card for self-milling due to our small density of basic lands. However, with shufflers in our deck this kind of powerful self-mill property becomes incredibly marginal, often just milling into a Kozilek and drawing/dredging us a card if we hit one of those and have Gitrog on the field. Useful for tutoring dredge cards, but otherwise not really that useful in our deck.

- Stinkweed Imp

Imp was a bigger card when we were running more of a self-mill oriented game plan. After cutting Hermit Druid the card's relevance became less important, and because it has pretty much no applications aside dredge other than being a flying blocker for a general like Zur or Jeleva it was ultimately cut. It can still be run if you like to increase the deck's dredge density, and it actually should be the first card to be slotted in for that purpose.

- Burgeoning

A godly ramp-card in your opener when the rest of it is filled with lands, but other than that it has little other uses and has been underwhelming overall in the games I've played it. The lack of application was what ultimately justified the cut for me.

Stax

While competitive Gitrog stax decks are not that common, stax cards can be used in certain metas to tip the balance of power in your favor. Here are some enclosed stax cards (save for Chains of Mephistopheles that's discussed above) in Gitrog decks that I've seen people run as well as some additional includes that I think are good for an all-in stax version of the deck.

- Desolation - A favorite hate piece in Gitrog decks who like to take it slow, as you'll be able to break parity with this in most occasions.
- Oppression - Something that is less used than Desolation, but still useful for us to break parity as Gitrog draws us cards even from discarded lands.
- Planar Void - Contrary to popular belief, Gitrog can win through a grave-exiling effect... as long as it's a triggered ability. Planar Void's exiling effect is a triggered one, so you can shuffle up your grave in response to all of your grave-exiling effects, assuming you stack the triggers correctly.
- Death Cloud/Pox (and co.) - If I ever made a Gitrog deck dedicated to stax, these are the cards where I'd probably start from. With all the land recursion we have in the deck, breaking parity should be relatively easy after resolving one of these.

Budget Replacements

Competitive EDH decks are relatively expensive when getting to the fine-tuning part, and not everyone is made of money. Budget builds are therefore an incredibly important gateway to the format, and fortunately Gitrog has several ways you can build her with a budget.

Below you can find several budget iterations of the deck, courtesy of [Labmaniac_Dan](#) and his [Budget cEDH Decks](#) series. Be sure to check out the link for more budget builds of lauded cEDH lists if you're interested!

- [\\$1500](#)

- [\\$750](#)

- [\\$400](#)

- [\\$200](#)

With that out of the way, next I'm listing out the most expensive cards in our deck that can cut your expenses a lot that can also work as a "laundry list" if you eventually want to include them in your list.

Rocks

- Mana Crypt - The most powerful form of mana ramp in EDH, and in our combo build it is a relatively wanted card despite its high price. Consider getting this when you can to increase your deck's speed by a ton, as it often is a primary tutor target in our early game.
- Grim Monolith - Another mana-positive rock that allows us to get Gitrog on the field by turn 3. Very useful like Mana Crypt, but not compulsory overall. With Gitrog's high land-centric nature, depletion lands like Hickory Woodlot and Peat Bog can be useful replacements that also help you ramp to Gitrog.
- Mox Diamond - A relatively important card in despite its high \$\$\$ cost, but can be replaced by Jeweled Amulet or a depletion land like above.
- Lion's Eye Diamond - Out of the busted mana ramp, this is one of the cards that can be cut more easily due to its high price and lower amount of application than with the ramp rocks above. Be sure to run Lotus Petal in case you're removing this so you still have a rock-based infinite mana outlet that works in the Dakmor combo.

Also, if you're cutting most of your mana rocks and have a Null Rod handy for some reason, that might be a good card to slot in as you'll be pretty much immune to it.

Lands

- The Fetch Lands - As described in earlier sections, your deck is going to love these guys when you can include them due to their ridiculous synergy with Gitrog. Getting initially at least a few of the cheaper ones (from Khans of Tarkir) is advisable. Get the Zendikar fetches later on when your budget allows you to get them.
- Cavern of Souls - We want to have Gitrog in our field, and that means resolving it through counterspells. This is why Cavern is our top priority in terms of lands, so I recommend getting it relatively early when you start upgrading your deck. Fills a utility land slot, so replace it with one or (with a basic) when going the budget route.
- Bazaar of Baghdad - From the lands that we run, this is the most difficult card to evaluate as it does a lot for us while we're not going off but has no budget replacement *and* fetches a stupidly high price. The deck can however combo off without it just fine, and therefore it can be easily cut in favor of some other value card or interaction in budget builds.
- Bayou - A relatively good card in that it increases our deck's consistency a little, but its high price tag justifies an easy cut for a basic land in budget builds.
- Gaea's Cradle - While it is a land that ramps us, it is definitely not compulsory to the deck due to our lower-than-average creature count (unlike with elfball/Prossh decks). Replace with a cycling land or a depletion land of your choice.
- City of Traitors - Same as Gaea's Cradle: land-based ramp but not compulsory for the deck to run. Can be replaced with a utility land of your choice, or just a basic land if you feel like it.

Miscellaneous

- Imperial Seal - Something that I offhandedly added to the deck because I had it and it is pretty versatile despite being a slow Vampiric Tutor. I'd advise replacing it with something like Expedition Map which is a pretty decent tutor in our land-based deck.
- Azusa, Lost but Seeking/Crucible of Worlds - A relatively high-price duo these days, but like described above they're both filling flex slots right now. Replace them with Ramunap Excavator and/or with anything you would find useful yourself, like cheap interaction or a value engine.
- Dark Confidant - Another card that's pretty expensive but can be cut easily when going budget. A cheap dredge card like Stinkweed Imp is probably a good replacement, a discard outlet creature being a good alternative as well.

Sample Lists

Here's a few competitive Gitrog lists that I'd personally refer to in case you're looking for different perspectives, card choices and/or strategies revolving on Gitrog combo. All come from relatively experienced Gitrog pilots, so every single one has my blessings:

Razzliox's <http://tappedout.net/mtg-decks/getgood-monster-dredge/>

Brassmoose's <http://tappedout.net/mtg-decks/frog-snek-r-gud-frens/>

kiebitzen's <http://tappedout.net/mtg-decks/just-froggin-around-the-gitrog-monster-primer/>

Nakhla's <http://tappedout.net/mtg-decks/doomsday-frog-the-2nd-plague-of-egypt/>

Monkeryz's <http://tappedout.net/mtg-decks/mr-ribbit/>

Closing Thoughts & Credits

When all is said and done, Gitrog combo has withstood the test of time and has quickly become one of the top predators of unwary competitive EDH pods. While the list has many cards that I consider must-haves, there still are many underlying card choices between interaction, value engines and utility cards that are shaped by your local metagame. These cards can even come with a whole new play-line, strategy or technique that you then have to train yourself to execute, which in conjunction with the deck's stupidly complicated combo lines has granted a great amount of depth to it. Overall the deck has been demanding but incredibly rewarding as well, which is why it's my favorite EDH deck of all time.

I also won a decently sized tournament with it, so I guess that's a thing. :^)

Special thanks in helping me with this primer go to:

- Labmaniac Dan for initially pushing me to make the whole thing.
- Labmaniac Sigi for the general primer structure and for helping with the grammar.
- Carvuscus for cleaning up the primer layout and giving ideas.
- Reversemermaid for helping me playtest the deck and for being an unquenchable source of Gitrog knowledge (even though he doesn't even play the deck, lol).
- Brassmoose, Sugandaraja & Kiebitzen for being great fellow Gitrog players and giving me a ton of feedback, the latter's primer also helped me a ton while making this one.
- ShaperSavant & JimWolfie for generally being very involved with Gitrog's evolution ever since she was printed.

- Razzliox for being the cEDH and Gitrog forefather that brought her to the community's spotlight and inspired me to start playing cEDH in the first place.
- Everyone else from the cEDH/PlayEDH Reddit & Discord communities that I forgot to mention, you guys rock!

Last but not least, thank *you* for reading this primer. If you ever decide to walk the path of the Gitrog, may your croaks, dredges and draw triggers be ever so plentiful.

"Draw trigger on the stack"

-Leptys

Gitrog Discord

If you are interested in joining the Discord server being run by several frog savants (including yours truly), consider joining us through the following link: <https://discord.gg/4qYMtrk>. I'll try my best to answer any question through that medium as well if there are some uncertainties that this primer didn't cover. Catch you there!

Latest Changes

3/1/2018

Cuts

-Leyline of the Void

-Faerie Macabre

Adds

+Lion's Eye Diamond

+Grim Flayer

LED is once again back in the menu after a long hiatus. Despite the marginal feel-bads we get from playing more mana rocks with Null Rod already in the list, a situational Black Lotus is still... well, a situational Black Lotus. One of the only cards that allow us to win as early as turn 2 by rushing into Gitrog and a discard outlet on the field by turn 1, and also allows us to get extra mana whenever we

tutor for something. It's a one-shot discard outlet on the side, which actually becomes quite beneficial for us at times.

As LED slides back in, Leyline of the Void and Faerie Macabre are consequently cut from the official list. Both were filling flex slots to fight graveyard-oriented metagames that I have not been in much contact with, so they will be taking the back seat until the metagame springs back with more Breakfast Hulk and something like Razaketh Reanimator. More often than not, however, we're in a very bad position against them unless we sacrifice our own gameplan to stop them by aggressively mulliganing to our hate cards, which also is synonymous with a loss. Time will tell if I'll re-add them, but for now, Noxious Revival, Necromancy and Gaea's Blessing cover the graveyard hate suite.

Grim Flayer is a relatively new addition and in testing right now. Extra card selection engines that require minimal mana investment are never a bad thing, and in a combo-oriented metagame, creature removal is less apparent which in turn makes Flayer a valid candidate for the list. Will be trying him out in at least several games from now on, mainly to see how resilient the card is in competitive tables.

1/14/2018

Cuts

- Arbor Elf
- Praetor's Grasp

Adds

- +Dismember
- +Collective Brutality

Increasing the deck's removal suite while also trying out a different wincon instead of Praetor's Grasp. As creature decks with Tymna in the helm are pretty much the standard these days, having more creature removal makes sense, and cutting a situational ramp creature in this removal-heavy meta is what I'm going to do for the time being. In addition, removing Gitrog from the opposite side of the table will now be easier when combining different removal spells in the deck, as all of them have -X/-X effects in them.

11/23/2017

Cuts

- Azusa, Lost but Seeking
- The Tabernacle at Pendrell Vale
- Polluted Mire

Adds

- +Seeds of Innocence
- +Phyrexian Tower
- +Blasted Landscape

A small revision taking out Azusa as she has been doing next to nothing in my gameplans except when really desperate (trying to assemble the Strip Mine/Ramunap Excavator lock), which is why she is taking the bench for now. Same goes for Tabernacle; while the card does hurt creature decks a bit in the early game, it often doesn't do enough to hinder the opponent's gameplan unless they are an elfball combo deck or play Food Chain, but even then it's a temporary solution. Finally, Polluted Mire got removed because I realized that Blasted Landscape enters the battlefield untapped. I honestly feel like an idiot for not noticing that, but the problem is now fixed.

11/3/2017

Cuts

- Seeds of Innocence
- Lion's Eye Diamond
- Elvish Mystic
- Wild Mongrel
- Phyrexian Tower

Adds

- +Leyline of the Void
- +Null Rod
- +Arbor Elf
- +Noose Constrictor
- +The Tabernacle at Pendrell Vale

So. I found out during my 100 goldfishes that the deck can win with an Ad Nauseam pretty consistently on turn 3 with our former card setup, so here I try putting back the "hate for decks faster than us" package with the intention of keeping the average CMC of the deck below 2, while also doing some minor cuts and adds in the form of Elvish Mystic for Arbor Elf (testing the consistency of landing

it with Wild Growth) as well as Wild Mongrel for Noose Constrictor (a more relevant blocker against flying danger beats from Tymna, the Weaver lists).

Speaking of which, in the recent light of Tymna becoming a metagame predator and the main symptom of inadequate threat assessment, I've decided to start testing (a proxied) The Tabernacle at Pendrell Vale to see how well it fares in Tymna -infested metagames that are running rampant both online and offline.

10/22/2017

Cuts

- Leyline of the Void
- Null Rod
- Crucible of Worlds

Adds

- +Lotus Cobra
- +Diabolic Intent
- +Lion's Eye Diamond

After playing with it for a decent testing period I finally cut the stax/hate package. While both Null Rod and Leyline were and are great additions to the deck (Null Rod especially does some serious work), in the end they weren't compulsory to the deck's primary game plan, which is to combo off as quickly as possible. Leyline was there mainly to combat Breakfast Hulk which can win faster than we can, but for those matches the payoff really isn't worth wasting a deck slot for. I still want to keep Faerie Macabre in there for now though, as it can certainly have more application outside of getting an extra turn or two against faster grave-based strategies. Crucible of Worlds is also a great card and an awesome topdeck in a grindy game, but since we already have an arguably better Crucible effect with Ramunap Excavator I decided to cut it too, at least until I decide I don't need Macabre anymore.

As far as adds are concerned, the fast combo cards that have been sitting on the bench make a comeback. As many of us frog players already know, Lotus Cobra is a *house* in this deck: it works as a great mana accelerator in the early turns, a way to get back on your feet in a staxier game, as well as fast mana after we draw Exploration effects from Ad Nauseam. Lion's Eye Diamond, while less useful overall as mana ramp, does find often use by forcing a turn 2 Gitrog and is a main factor in our early game wins because of that. Finally, Diabolic Intent is an universal tutor for 2 mana, and sacrificing a creature in a deck with dorks is very marginal, so in short it is pretty darn good. All in all basic stuff, but the each of the three adds are very powerful and work extremely well towards the deck's combo plan while having use outside of that too, which is key.

10/6/2017

Cuts

- Scavenging Ooze
- Diabolic Intent

Adds

- +Golgari Grave-Troll
- +Darkblast

A small revision to re-include our dredge card suite, as they undoubtedly are super powerful value engines with Gitrog. So far the Protean Hulk hate package has worked well, but having more than 2 pieces of grave hate, although almost universally useful, dilutes the deck too much from its combo/value gameplan. This is why I cut Scavenging Ooze and kept Faerie Macabre and Leyline of the Void in for now. When it comes to Diabolic Intent I've run it for a while with great results, but because it fills a flex slot right now I swapped it out for the time being.

9/4/2017

Cuts

- Golgari Grave-Troll
- Lion's Eye Diamond
- Arbor Elf
- Darkblast
- City of Solitude
- Noose Constrictor

Adds

- +Leyline of the Void
- +Null Rod
- +Wild Growth
- +Scavenging Ooze
- +Faerie Macabre

+Wild Mongrel

A drastic update, which is primarily oriented to fight the Hulk/Razaketh menace while simultaneously getting rid of some utility cards that I might or might not miss. Leyline is often a must against Breakfast Hulk decks, as they usually win after resolving Flash (and after that we can't interact with them due to Grand Abolisher). Faerie Macabre is here to help with that cause as well, along with Scavenging Ooze which in turn is the easiest to tutor for.

Wild Growth is a bit more resilient dork, and while it's sort of a nonbo to remove Arbor Elf while we add Growth, it's still our "worst" dork in the deck as of now. Null Rod is also back to help with faster artifact-based decks and also to slow down every non-green deck if we so desire. Switching Wild Mongrel back in the place of Noose Constrictor is pretty obvious: turns out Reach is not that useful. Who knew?

8/7/2017

Cuts

- Chord of Calling
- Slaughter Pact

Adds

- +Azusa, Lost but Seeking
- +Crucible of Worlds

In short, Azusa-StripMine-Crucible lock is back in business and in testing. Gitrog has a surprisingly good game plan in just trying to force the Strip Mine lock in longer games, and it has extra uses in making your play lines less predictable which is always a big plus. Chord and Pact have been cut for the time being despite their lack of testing so far.

7/25/2017

Cuts

- Crucible of Worlds
- Burgeoning

- Wild Mongrel
- Lotus Cobra
- Scroll Rack

Adds

- +Ramunap Excavator
- +Chord of Calling
- +Noose Constrictor
- +Deglamer
- +Slaughter Pact

Upon the release of Ramunap Excavator, we have replaced Crucible with it as our backup land recursion engine. Because of our green creature tutor suite in addition to competitive metagames using less creature removal, Excavator has a lot more application when feeding Gitrog with further land drops and as a value engine.

Chord of Calling is to further support the above strategy, while also giving us another way to put a discard outlet on the battlefield at instant speed to further aid in instant-speed victories. Burgeoning was cut for this due to the card's underwhelming performance in most games as well as poor application outside of opening hands that have more than a few lands, something that we usually are looking to avoid anyway.

Wild Mongrel has been replaced by Noose Constrictor for the time being to test the applications of Reach, even though the difference is pretty marginal so far.

Rest of the changes are to increase the amount of interaction the deck has, as it is lacking in that department already by a large margin. Deglamer is to provide an additional way to get rid of cards like Leyline of the Void, while Slaughter Pact is being tested as an answer for troublesome 4 CMC creatures, primarily Linvala, Keeper of Silence.