

Omnath Ritual Deck Guide

Now that RC LA is over with and I've had some time to reflect on the deck and some of my choices, I wanted to write up a guide on the deck, to help others out with how to navigate different matchups.

As always my guides are completely free, but if someone wants to support the guide, DM me on twitter or discord

If there are any matchups you have questions about, reach out on twitter or discord @xove3212 on both.

<https://www.mtggoldfish.com/deck/7591980#paper>

Deck Summary

Omnath ritual abuses the cascade mechanic to cascade into the birthing ritual every time, making shardless agent a 1 card gameplan. Unlike other cascade decks, the card we cascade into is actually castable, this makes us less weak to hate that would be better against other cascade decks such as consign or vexing bauble.

The deck is loaded with free spells, ETB creatures, and interaction. Free spells are especially strong in this deck where riddlers refill hands efficiently, and rituals draw you multiple cards a turn. Depending on the matchup you want to either be mulliganing for a birthing ritual setup (shardless or ritual+riddler) as fast as possible, or mulliganing for as much interaction as possible.

Deck changes from the RC

Aang was a last minute include that underperformed for the most part, so I'm cutting it for another clarion conqueror mainboard, conqueror has too many relevant matchups right now, and 1 of creatures are extremely easy to find in this deck.

The other change im making is removing the endurance in the sideboard for another mystical dispute, with the downtick in goryos and rise in control, id rather have another dispute right now.

Matchups

Broodscale

In-

- 2 Clarion Conqueror
- 2 Wear // Tear
- 3 Obsidian Charmaw

Out-

- 3 Subtlety
- 1 Omnath
- 2 Force of Negation
- 1 Elesh Norn

This matchup is probably 60/40, I faced it 4 times in LA, beating it 3 out of the 4 times. Game 1 is typically a tossup, but if you can establish a ritual early, and chain hellkites, it's easy. This is one of the matchups where hellkite over other land destruction creatures is important, yes the double red sucks, sometimes it will screw you over, but in a matchup where killing them before they slam emrakul is this important, having a 4 / 5 flier is huge.

Game 2/3 Gameplan is simple, keep hands with rituals and a way to kill a hatepiece, and the rituals will do the rest, having 7 land destruction effects in your deck makes each birthing ritual likely to be a stone rain. Clarion shuts down the combo and all their spawns, which hurts their mana, they have to waste dismembers on it, lowering their life total making it easier to kill them before they land emrakul. If possible save binding for if they do emrakul you, most of the time the 13 life from solitude gives them too much time to find a combo or another emrakul.

Izzet Prowess

In-

- 2 High noon
- 2 Teferi (Unless they are on boomerang)

Out-

- 4 Birthing Ritual (only 2 out if they are on boomerang)

This matchup is rough but doable, probably 40/60. I cut all the rituals if they are not on boomerang basics, but I leave 2 in if they are. Free spells put in work in this matchup, try to save bindings for cutters or slickshots. I bring in the Teferi's since with highnoon to lock them to 1 spell a turn cycle, and the bounce is strong with highnoon out. Omnath carries.

Esper Blink

In-

- 3 Mystical Dispute
- 2 Teferi
- 1 Elesh Norn

Out-

- 4 Magmatic Hellkite
- 1 Clarion Conqueror
- 1 Force of negation

This matchup is hilariously easy, probably 80/20. All your creatures are bigger and better than theirs, and they eventually lose the game when you find the elesh norn. Just do your best to keep phelia off the table, and its easy.

Affinity

In-

- 2 Clarion Conqueror
- 3 Mystical Dispute
- 2 Wear // Tear
- 1 Elesh Norn

Out-

- 3 Subtlety
- 2 Force of Negation
- 2 Magmatic Hellkite
- 1 Force of Negation

This is a good matchup, probably 60/40. Affinity can always lucksac, so its always a stressful matchup and its never free, rush out elesh norn as soon as possible, it stops weapons manufacturing, and all the kappa triggers. Omnath mana is an easy way to kill kappa by paying for the ward cost, and the lifegain can be too much for them to get through.

Goryo's Vengeance

In-

- 3 Mystical Dispute
- 2 Teferi
- 1 Elesh Norn

Out-

- 4 Magmatic Hellkite
- 1 Clarion Conqueror
- 1 Subtlety

This is a 50/50 matchup, if they reanimate a guy, its fine, just try to stop the ephemerate on it. Our card advantage engine is stronger and more reliable than theirs. These games take a long

time and you are likely to go to time, play fast. Elesh norn is a house they dont have good answers for, and its typically lights out when it hits the field.

Boros Energy

In-

- 1 Elesh Norn
- 2 Wear // Tear

Out-

- 2 Magmatic Hellkite
- 1 Clarion Conqueror

Another 50/50 matchup, especially since I no longer run sweepers in the board. If you want this matchup to be better, or have a lot of energy in your metagame, run brotherhoods end in the board. Otherwise this is a completely doable matchup that relies on keeping them off of guide/pride nonsense. Elesh Norn is what turns the corner in this matchup, the double ETBs lets you outgrind them, and Norn is hard to kill without dedicating multiple cards for it. It also turns off guide triggers, ajani etb, and spyro.

Domain Zoo

In-

- 2 Teferi
- 2 Wear // Tear

Out-

- 1 Magmatic Hellkite
- 1 Clarion Conqueror
- 2 Force of negation

This matchup is favored 60/40. There are a lot of flavors of zoo right now, so if they are on the riddler phelia version, I'd play the second elesh norn. Zoo plays strong interaction in the sideboard, and presents a quick clock, but we have good ways to get rid of their enchantments, and riddler is an amazing blocker against all their creatures.

Storm

In-

- 2 High noon
- 2 Wear // Tear
- 2 Teferi
- 2 Clarion Conqueror

Out-

- 4 Birthing Ritual
- 4 Magmatic Hellkite

This can be a rough matchup if you dont draw the right half of your deck, probably 45/55. Game 1 is a race so keep reducers off the field for as long as you can and close the game out quick. Once you can cascade into your high noons, the matchup becomes easier, try to establish an

early clock, teferi once again helps lock them to one spell a turn cycle to buy you more time. The clarions are in cause hellkite is so useless against them, they also turn off Ral planeswalker side and are an effective clock.

Tron

In-

2 Clarion Conqueror

2 Wear // Tear

3 Charmaw

Out-

1 Elesh norn

2 Solitude

1 Omnath

3 Subtlety

This matchup is quite good, probably 65/35. Mulligan for shardless or ritual+riddler hands, and start blowing up lands as quick as possible. The games they win are the trinisphere games, so we bring in lots of artifact hate pieces, conquerors shut down spawns, and karn. As long as you can establish a ritual early, you win easily.

UW Chant

In-

3 Dispute

2 Teferi

Out-

4 Solitude

1 Magmatic Hellkite

I was 0-2 in this matchup this weekend, with my PT win and in loss against Corey Burkhart being one of them. I still think this matchup is 50/50. We have a lot of ways to keep teferi off the field, and lots of instant speed spells, the main issue is narset, keep their walkers off the table as best you can and hope for the best.