

## Void Fill Blue Pill No Chill Feln Mill



This is a beginner's guide on how to play Feln Mill in Throne. Although it is written for newer players, experienced players may find it useful as well. In this guide, I will explain why I think Feln Mill is the best Throne deck for laddering right now. Then, I will explain how the deck works and go through its deckbuilding decisions (including the Market). Finally, I will explain the deck's various matchups and give general piloting advice.

### Why is Feln Mill good?

I used Feln Mill to climb from Bronze 2 to Masters rank 21 in just 4 days. Although it is not exceptionally quick at getting wins, it is also not particularly slow, which makes it suitable for grinding ladder efficiently. The reason why I think Feln Mill is the best deck is because it does well against other popular Throne decks, and is resistant to attempts at shutting it down.

There are a few strategies that are good against Feln Mill: disruption, going over the top, and aggression. However, these strategies are either not very popular, or have their advantage negated by the intricacies of the matchup. Feln Mill is built to counter many popular forms of combo disruption (see

the deckbuilding and matchup sections for specific details). Decks that go over the top of Fel'n Mill, such as Unitless Control decks, are currently unpopular in the meta. Aggressive decks, which are usually mainstays of ladder, are seeing a slight dip in popularity because they are bad against other meta decks. In addition, Fel'n Mill incidentally includes many cards that are strong against aggro, which curbs their advantage to a significant degree.

Because Fel'n Mill has so much consistency and so few weaknesses, it is very hard to beat. While the deck is not overpowered, it sits comfortably at the top of tier 1. The Throne meta right now is very diverse, and having a proactive, adaptable strategy is useful for ensuring that you have good chances against a wide variety of decks.

### **How does Fel'n Mill work?**

Fel'n Mill is a midrange combo deck. Combo decks run cards that are individually weak, but when they work together, they produce an effect that is strong enough to win the game by itself. Aggro combo decks try to assemble their combo as quickly as possible, regardless of what the opponent does, while control combo decks try to stall the game out so they can naturally draw into their combo and leisurely execute it. Fel'n Mill is a midrange combo deck, which means that it can assemble its combo in either of these ways. Which approach you will use is dependent on your opponent, the game state, and what cards you draw. This makes you a lot more adaptable, but it also means that you will need to correctly identify which approach is more suitable and make use of it.



Feln Mill's combo is relatively simple. Firstly, it makes use of cards that "mill" the enemy player, discarding cards from their deck into their void. Then, once they has many cards in their void, it casts Essence Feast and Savage Incursion, which have extremely powerful effects when the opponent has 20 or more cards in their void.

You will fall behind on board early when playing this deck, because the mill units (colloquially called "mill dorks" because of how puny they are) you play early are rather weak. Therefore, Essence Feast is important to help you regain footing on the board by clearing the enemy board. Then, you will kill them by playing Savage Incursion and attacking them with the 6/4 dragons it produces. Savage Incursion also helps to regain footing on the board, because the dragons can be immediately used as blockers. Because Savage Incursion draws cards, it often produces a snowball effect, where one Savage Incursion draws another, eventually burying the opponent in value. Typically, once you have managed to cast a fully activated Savage Incursion on a stable board, your victory is assured.

As noted before, you can either try to assemble the combo as rapidly as possible by going all-in on milling their cards and then finding Incursion, or

you can stall the board with cheap blockers and wait to naturally draw it. Which approach is more suitable depends on a variety of factors, but the most important one is the board state. For instance, if your opponent is rapidly overwhelming you with a large board, you might be forced to take risks in order to quickly assemble your combo and stabilize with an Essence Feast. Alternatively, if they are threatening to do something that would overcome Savage Incursion - such as killing you immediately with a combo of their own, or summoning a Scourge of Frosthalm from their void - then you are forced to try to Savage Incursion as early as possible and kill them with the dragons before they can do that. On the other hand, if the board state is calm, and your opponent is applying very little pressure, then you may assemble the combo safely and at your leisure.

Now that you have a general understanding of how Feln Mill works, I'm going to explain the purpose of each card in the deck, and why they were included over other alternatives.

### **Must-Includes**

The following cards are central to Feln Mill's strategy. They comprise the core of the deck's gameplan. As such, four copies of each of these cards are included in the deck.

If you've read the previous section, it should be obvious why Savage Incursion and Essence Feast have 4 copies in the deck. They are the payoffs for all your hard work, and their power is what the deck is built around!

Darkwater Vines sets the golden standard for mill dorks. For only 1 power, it mills 4 cards, which is an excellent rate. In addition, its 2/1 regen body is good for both trading with key aggro units like Plunk and League Explorer as well as chump blocking against larger units, giving you time to set up your combo. It does everything this deck wants, and it does it really well.

Sinister Rumors, like Darkwater Vines, allows you to mill 4 cards for 1 power with its third effect. Because you can choose which specific spell you

want to discard from the enemy deck, you can also use it to disrupt the opponent's gameplan by robbing them of important cards. Sinister Rumors' first mode can also be used to kill enemy units, and its second mode can be used to bring back important units from the void, both of which are effects that are useful to this deck. So, although Rumors is primarily played for the mill, it can also be used in other contexts if needed.

Exploit has a dismal rate, discarding only 1 card for 2 power. However, Plunder is excellent for ensuring that you have a smooth power curve. If you need power, Exploit gives it to you, and if you need a Treasure Trove to draw into more combo pieces, it gives that to you, too. Another benefit of Exploit is that it is disruptive - it can get rid of cards that are dangerous to you or particularly helpful to your opponent (such as their own combo pieces). And don't underestimate that 1 card it discards, either. I've won many games because Exploit gave me that 1 extra card I needed to activate Essence Feast or Savage Incursion. Note that it also triggers Darkwater Vines' ultimate!

Grenahen is a very versatile card. As a 1/3 lifesteal unit, it makes for an excellent blocker to keep you alive early, and matches up well against x/1 aggro units, which see some play. Its summon effect fetches either a unit or a spell which does damage. This means that it can fetch either a mill dork or a payoff (as both Essence Feast and Savage Incursion deal damage), whichever one you need in the current situation. Being consistently useful in advancing your gameplan means that Grenahen is an easy 4-of.

Mournful Deathcap asks you to pay 2 power for a chance at milling 3 cards every turn. Although it does not mill as explosively quickly as Vines or Rumors, it does so over and over again, forcing the opponent to deal with it or quickly fill up their void. Its 0/4 body also makes it a passable blocker early on, especially against 2 and 3 attack units in aggro decks.

Strange Broker costs 3, and mills 4 cards by itself. This isn't too impressive a rate, as Vines and Rumors mill the same number of cards for only 1 power. However, it does earn its keep in a couple of ways. Firstly, it

produces a 2/4 blocker that can repeatedly play Permafrost in the late game. Secondly, it scales in power depending on the number of Brokers you have. For instance, 1 Broker would mill 4 cards. But because Brokers trigger each other, 2 Brokers would not mill 8 cards, but 12, essentially making each Broker worth 6 cards of mill. That's an excellent rate!

Blight Pass Smuggler is your Market access. If you have any experience with the Throne format, you'll know that having access to a Market is crucial for virtually every deck that isn't all-in aggro, and Fel'n Mill is no exception. Its 1/4 body isn't too bad a blocker, either, especially against aggro. But it's mostly there for its summon effect.

Discover Talents is a dual-faced card. Think of it as a sigil that can also fetch Essence Feast or Savage Incursion in the late game, when you need those cards. It can also fetch a well-timed Exploit or Vicious Rumors to block combo decks from going off at the right moment.

### **Deckbuilding Choices**

Our autoincludes aren't enough to fill up all 50 non-power deck slots. We'll need to add 14 extra cards in our "flex" slots to round out the deck, and every Fel'n Mill deck includes different cards in that set of 14. I'm going to explain which cards I choose to include in my build of Fel'n Mill, as well as list some alternatives you may wish to consider if you want to replace these cards.

Downdark Scrounger is an important utility card. You can think of it as being an extra copy of Essence Feast or Savage Incursion that costs 2 more power and forces you to sacrifice a unit. Not very attractive - but sometimes, when you really need an Essence Feast to clear a huge board and you've just used your last one, Scrounger can come in handy. Scrounger is also an important tool against disruption. For example, if your opponent casts Sinister Rumors' mode 3 on your Savage Incursion, you'll need Scroungers to get them back so you can execute your combo. Also, Downdark Scrounger's attack trigger is sometimes relevant by allowing

Savage Incursion to kill a 4 health unit, a Snowball to kill a 2 health unit, or doubling the healing from Essence Feast.

Jotun Hurler is one of the best cards in Throne. It has made its way into virtually every non-aggro Primal deck in the past 4 years because it is an extremely easy 2 for 1. The snowball it generates is a very versatile card: it can be used to pop the aegis of an enemy unit so it doesn't survive Essence Feast, it can be used to pop the opponent's face aegis so you can discard or mill their cards, or it can simply be used to kill x/1s to help you survive the early game against aggro. Both the Hurler and the snowball can be turned into more useful cards with both Exploit's Plunder and Blight Pass Smuggler, making them useful at generating card advantage in a deck that struggles to gain any until it activates Savage Incursion. While Jotun Hurler isn't as ridiculously good as it is in decks that run more ways to abuse it, it's still a strong and welcome addition to the deck. I am confident that running at least 2 Jotun Hurlers is correct, but I categorize it as a flex slot rather than an autoinclude because the exact number of Hurlers to run (2-4) is arguable, given that we have only 8 cards that generate card advantage with it.

Two-Face mills 2 cards for 2 power, which isn't great by itself. But it comes with a 2/1 Deadly blocker, which is great against threatening units. It also allows you to pay 1 mana to mill 2 more cards when it dies and leaves its shade behind, for a total of 2 + 1 mana in exchange for milling 4 cards. This is a decent but not earth-shattering rate (2 + 1 is much better than 3 because you can allocate the mana more efficiently and flexibly), which is why it is a flex slot and not an autoinclude. I included Two-Face because I noticed two things. Firstly, my mill dorks held the ground by chump blocking, but this was ineffective against fat overwhelm units. Secondly, I often found myself just a little short of hitting 20+ cards in void and needed a bit more mill dork density. Two-Face solves both of these problems.

## **Flex Slot Alternatives**

When building the flex slots, I considered and experimented with a number of different cards. If the flex slots I have in the deck don't appeal to you, you can try replacing them with the following cards.

If you find yourself needing a bit of spot removal, Annihilate or Defile fit the bill. Annihilate is better against single-faction fatties (especially Grodov's Stranger, who can empty his void with a single attack and needs to be killed immediately), while Defile helps to take out must-kill early multifaction units, such as Champion of Chaos or Wump and Mizo.

If you find yourself wishing Jotun Hurler were as consistently a 2-for-1 as he is in other Primal decks, Strategize is another solid option that helps reduce deck variance at the expense of power. It can find discarders or payoffs, whichever you need, synergizes with Hurler, and stops you from getting stuck on power, which happens sometimes in a deck that must reach 5 power but only runs 25 power cards.

If you really want to consistently access your discarders at the expense of all else, the Krull, Xumuc Occultist and Know When To Hold 'Em package helps you efficiently recurse dead mill dorks and use them again. The downside is that you take damage, which is often risky when you're trying to survive against an early onslaught until you can stabilize with Essence Feast. You can also use Know When To Hold 'Em on turn 1 to tutor for an early Savage Incursion in a hand full of mill dorks - by the time they have 20+ cards in the void, it will have been long enough that you can play the Incursion naturally.

For pure mill amount, it doesn't get better than Malaise, which mills a whopping 6 cards for only 2 power. Like the Krull package, the downside is that you take damage. Unlike regular mill dorks, Malaise doesn't produce a blocker to chump with, which means you end up taking more damage in the long run. Still, if you're going for a build that tries to rush the combo as quickly as possible and throws caution to the wind, Malaise is a viable inclusion.



Usury Writer is an odd card, but if you want more mill and more consistency with your Grenahen, you can try it out. It demands 2 power and 3 contract in exchange for milling 5 cards, along with a 2/3 body. That's not a great rate, but if you cut Scroungers then Grenahen is going to be a lot more inconsistent, so maybe you need a unit (as opposed to a spell) to add to the list of discarders.

Reunite doubles down on the fact that Strange Brokers are worth more than the sum of their parts. It's a little slow, but being able to consistently go Strange Broker into Strange Broker for a huge mill of 12 cards might make this card worthwhile.

### **The Market**

Feln Mill has a pretty tight and well-refined Market. Every card in it has a specific role to play, and all five of them are cards I get often. In this section, I will explain the cards in the Market, their purpose, and when to get them.

Feln Banner is the simplest of all Market cards; it's protection against power screw. If you need more power, but don't have any, fetch Feln Banner from the market. Keep in mind that if you have a Mournful Deathcap on the board, Feln Banner acts as an extra source of mill, and if you have two Mournful Deathcaps, it's almost like an undepleted dual that casts Malaise for 0 when you play it. Sweet stuff!

Malaise is one of the flex cards I talked about earlier. I don't want to play them in my main deck because they don't come with blockers, but when I need a quick burst of discard to get to 20 cards in their void, I fetch Malaise. One interesting thing about Malaise is that it's fast speed. If your see a Reunite Combo opponent use Excavate, an Eccentric Officer Combo opponent use Rujin's Choice, or an opponent with no cards play a crest and immediately top the card they see, then Malaise might ruin their day while also filling their void.

Re-read fetches a spell from the void. You can use Re-read to replay a payoff that you've already played to put the nail in their coffin, essentially turning your Smugglers into fancy Discover Talents. You can also fight back against disruption like Exploit or Sinister Rumors by redrawing your discarded payoffs. You can even discard those spells yourself using Darkwater Vines' self-mill, allowing you to turn Re-read into a pseudo-tutor. Payoffs aren't the only thing you can draw with Re-read, although they will be the most common. Sometimes what you need is a Sinister Rumors or Exploit to keep a combo deck in check, a Snowball to pop the aegis on a large unit before Essence Feasting, or even cards like Annihilate (if you run it) for emergency removal.

Honor of Claws functions as card draw. You have a market card that mills (Malaise), and a market card that gets payoffs (Re-read), but if the opponent's void is empty *and* you don't have payoffs, sometimes you need to draw as many cards as possible and pray that you get enough density to assemble the cards you need. Because Re-read only tutors for a payoff if it's already been played or discarded, Honor of Claws can search for the first copy of a payoff if their void is filled and you need to end the game. Note that Honor of Claws discards a card, which means you can use it to trigger Darkwater Vines. It's also a great way to squeeze value out of any excess Jotun Hurlers you may have lying around, since you only have Exploit and Smuggler to make use of them.

Silverblade Menace is a card I think should be nerfed a little. I don't think it's overpowered in the sense that it's causing decks to win too much. I just think it's unfun to play against, and pushes out strategies I enjoy. At any rate, the main way you'll be using this card is to finish the opponent off. It's quite common for me to swing in for 18 with my three 6/4 dragons from Incursion, then burn out the rest of their life with Merchant -> Silverblade Menace. Deck that churn through a lot of spells really fast, such as Overloader Combo or the spell-heavy version of Wump and Mizo Elysian, are especially vulnerable to this. From time to time, I'll also use Silverblade Menace as a way to stabilize. For instance, I'll sometimes play Sinister Rumors against aggro to discard 4 copies of a spell, then mill them a bit

more to get 2 or 3 more spells in their void. At that point, Silverblade Menace heals me for 7, which can be great for stabilizing and getting out of reach of their remaining burn.

The Market is so tight and the cards are so irreplaceable that they're more like autoincludes than flex slots. Nevertheless, if you want to make changes to the Market, I would recommend cutting Honor of Claws - the other cards are too important to leave in. Potential replacements are Permafrost, for more cheap removal that can be played as early as turn 4, and Obstructive Flicker, a useful card that does wonders against the mirror, combo decks, and x/1 aggro. (If this deck tech gets spread around a lot, I would probably put Flicker in!)

## **Mulligans**

Feln Mill's opening hand can make or break the game. As a result, taking mulligans correctly is very important if you wish to play this deck. In this section, I'm going to give you mulligan advice assuming you are playing blind and have no idea what deck your opponent is playing. If you do recognize your opponent and know what they're playing, please refer to that deck's entry in the *Matchups* section for more specific advice on what to look for. You'll still be applying the general rules and guidelines given here, however.

Firstly, I'm going to emphasize this: don't redraw to 6 except in the most dire of circumstances. This deck really dislikes going to 6 because it needs a strong density of mill cards in order to hit critical mass and fill the opponent's void enough to go off. It also contains 4 Exploits and 4 Smugglers, exacerbating the problem. If it's a sketchy 7 that's missing a color, or that needs to topdeck well in order to get going, keep it. I suspect many players are taking mulligans to 6 more often than they should, which is why this advice bears repeating. The rule of thumb is that if you mulligan to 6 significantly more often than once in a hundred games, you should either re-examine the way you've built the deck, or go to 6 less often.

Now you know not to go to 6. But you still have to decide whether or not to redraw your first hand to 7. Most of the conventional wisdom around taking mulligans still applies. You should look for a hand that has a good mix of power and nonpower cards, that has both of your colors, and that can meet the influence requirements of the cards in your hand (take note especially of Mournful Deathcap's SS requirement). In this deck specifically, however, you'll want to look for more than just playable cards. For instance, a hand with 3 power, 2 Scroungers, a Hurler, and an Essence Feast won't be very good. Fel'n Mill requires you to first play a bunch of mill dorks, and *then* cast a payoff. As a result, your early game should consist of a decent number of mill dorks, or else any payoffs you draw will be useless and stranded in your hand.

When you examine your opening hand, mentally divide the nonpower cards into it into three categories: discarders, payoffs, and utility. Then, count the number of cards in each category you have.

Your discarders are Darkwater Vines, Sinister Rumors, Mournful Deathcap, Strange Broker, Two-Face (if you run it), Malaise (if you run it), Know When To Hold 'Em (if you run it), and Usury Writer (if you run it).

Your payoffs are Essence Feast, Savage Incursion, and Discover Talents (because it draws a payoff).

Your utility cards are everything else, including stuff like Jotun Hurlers, Exploits, Smugglers, or removal. Smugglers can tutor for discarders or payoffs in an emergency, but I don't consider them as either in my mulligan decisions unless I have a Hurler in hand. I consider Drowdark Scroungers to be utility and not payoffs, even though they can draw payoffs. This is because they cannot consistently find the first copy of the payoff barring an opponent mill effect or a lucky hit from Vines.

Grenahen can draw both discarders and payoffs, but you sometimes don't have a choice as to which one you draw (ex. if you need discarders, but there are only payoffs in the top 3 cards of your deck, then Grenahen is a

payoff, not a discarder). As a result, I consider Grenahen to add 0.5 to your discarder count, and 0.5 to your payoff count.

The ideal Fel'n Mill opening hand would be something like 3 power, 3 discarders, and a payoff. Of course, you aren't going to have the perfect hand every time, so you have to make some compromises. I think it's okay not to have a payoff, because it takes time to set up your combo and you can draw into the payoff during that time. In contrast, not having any discarders early really sets you back. As a result, I look for at least two discarders in my opening hand, and usually redraw if I don't find at least two.

Mournful Deathcap is a special exception, because it is a discarder that could, in theory, discard multiple cards. For example, if it triggers its empower effect twice, it would discard 6 cards, as much as a Strange Broker and a Two-Face (which would be enough for an opening hand). Its 0/4 body is not trivially easy to kill on turn 2 or 3, so I'm usually willing to take a chance on a hand like 4 power, a Deathcap, a payoff, and a utility card. However, make sure to also take the opponent's deck into account, if you know it. For instance, I would probably redraw my hand if I knew my opponent was running a removal-heavy control deck with 4 Call the Hits and 4 Annihilates/Defiles. Make sure to take note of the amount of power in your hand when you evaluate the Deathcap - remember that it is useless without power cards to trigger it. Also remember that Discover Talents counts as a power card, too.

Make sure to also take note of any internal synergies within the hand. A Deathcap hand with few power cards can be saved by Exploit's plunder - a common line there would be something like Exploit on 2, Deathcap + plundered sigil on 3, for instance. Similarly, Exploit and Smuggler synergize well with Jotun Hurler, and you might decide that a Smuggler counts as a discarder because it can exchange Hurler for Malaise without running out of cards too rapidly.

## **Piloting Advice**

In this section, I will go through each card in the deck and provide specific advice on how I think that card should be used. I will only go through the cards I actually included in my deck, and not the possible flex slot alternatives I suggested, because those are the cards I have the most experience with. Also, I think that if you are inexperienced enough with the deck that you still rely on this deck tech to tell you how to use your cards, you should probably not make changes to it just yet; conversely, if you are experienced enough with the deck that you know what cuts and replacements you want to make, you probably have an idea of how to use those replacements regardless.

Darkwater Vines: The natural instinct is to run this card out ASAP, then play other discarders behind it, and this instinct is usually correct, but please take note that you might lose a crucial source of discard if the opponent has removal. If you really need the Vines' mill, and you aren't under immense pressure, you may wish to wait until you can trigger Vines immediately after playing it (eg. Vines -> another source of discard immediately). Also note that your opponent's discard effects can trigger your Vines. Your Vines mills both voids, meaning that you can fill your own void with payoff cards for Scrounger to pick up. Vines is an excellent blocker early, especially against aggro, because their damage-based removal (Torch, for instance) is ineffective against it, and its 2/1 regen body provides excellent blocking or trading against most of their early units. Note that Vines provides clean blocks against both League Explorer and Plunk, two units that are important to deal with and demand answers very early on in the game. Even against non-aggro decks, Vines is an excellent chumper; if it blocks a 5/5 twice, it has gained you 10 life, which is an excellent rate for a 1 mana card that has already done its job as a mill dork. However, it fares poorly against Wump and Mizo (although that might be made up for by the fact that the Snowballs will fill up their void quickly). Also note that its regen status will not protect it from -1/-1 effects, although there aren't many you need to worry about right now, mostly just Rat King and Saloon Massacre. Finally, remember that Vows and Honor of Claws discard cards as well, and this should be taken into account when determining your Darkwater Vines sequencing.

Sinister Rumors: A lot of players like to use Sinister Rumors' third mode on the opponent's face, even when it is inappropriate to do so. If you're one of these players, you're in luck - because Fel'n Mill really needs to fill up the opponent's void quickly, using the third mode is the most common mode in this deck. You are looking to fill their void and disrupt them at the same time, so stay away from discarding cards that are likely 2-ofs, such as extremely situational cards. At the same time, you want to take cards that are problematic to you. You will rarely take removal, as it is ineffective against you (you are usually happy to trade a mill dork that has already done its job for a card, and if they are stooping to trying to remove the 6/4 dragons, they are already losing). It is also often less than a 4 of, such as decks that run 2/2 splits of Annihilate and Defiance. Counterspells, disruption, and hate are excellent cards to take - sometimes it is worth only milling 2 if it means that they can never threaten a counterspell for the rest of the game. Taking Market access is always good, as people love tucking away Mill hate in their Markets. The jackpot is if you can hit a combo card like Rebuild. That is almost always a 4-of, and it will severely disrupt the opponent. More specific advice for which cards to take with Rumors can be found in the *Matchups* section. Please remember that Rumors has two other modes as well. The first mode can be used as a discount Suffocate, especially against aggro decks where you're guaranteed to win if you survive for a bit. The second mode draws a unit. You will use this if you need to recur a strong discarder that mills more than the 4 cards the third mode would take (Deathcap with lots of power, Broker with one on the board). You can also use this to recur Scrounger to fetch a payoff, or a Smuggler to fetch a Market card. Lastly, if you have played a Silverblade Menace and they have killed it, you can recur it again to punish your opponent for heavy damage and oftentimes lethal. If your opponent refuses to kill your Silverblade Menace for this reason, keep in mind that you can kill it yourself with a Savage Incursion, Downtime Scrounger, or even Essence Feast.

Downtime Scrounger: The use of this card is fairly obvious: kill a unit, recur a payoff. I've said it earlier, but do remember that this card has an attack

trigger, and that it can allow your damaging spells to kill bigger units than they otherwise would be able to. If you need to remove Two-Face for its shade effect, but the opponent refuses to kill it, Scrounger can do the job for you. But please remember that Scrounger can only sacrifice a unit in order to draw a damaging spell from the void, which means that this line won't work if you don't have a Snowball, Essence Feast or Savage Incursion in your void already. Because Scrounger is so situational, you will often use it as fodder for your Smugglers and Exploit plunders if you don't have a Hurler, as it is useless in many situations. You will appreciate it when you get all four Savage Incursions hit by a Sinister Rumors, however! Also keep in mind that Scrounger can be played as a vanilla 2/2 if you need one for blocking purposes. If my opponent plays a League Explorer on turn 2 and I recognize that my hand is slow enough it will run me over if left unchecked, I sometimes play the Scrounger on turn 2 and hope they have no removal and have to trade with it. You rarely need Scrounger against aggro decks, anyway. Because Scrounger requires a surviving unit, make sure not to throw all your units away before you summon it. In the late game, when you're just trying to recur Incursion as often as possible, mill dorks are often useless because they already have 20+ cards. In this situation, if you have to choose which one to keep in hand (eg. from Zido, or because you played a Smuggler), keep the cheaper one in hand, as it will leave you more open power to play the fetched payoff after you play the dork + a Scrounger. Finally, remember that if a unit has a curse (like Permafrost) on it, sacrificing that unit with Scrounger will put the curse in the opponent's void, allowing you to use Scrounger to effectively mill 1.

Essence Feast: This card is a two mana Harsh Rule that heals you when it is fully activated. That is an amazing rate and stabilizes you very effectively. Take note that there are some small differences - it doesn't work against units that are immune to damage, such as Regen units. You may wish to pop the Regen during combat, or with a damaging spell, before casting Essence Feast. Also take note that you heal more with more units on the board, because it has Lifesteal. If you're planning to cast Harsh Rule when they have a board of big units and you have a board of random dorks, sometimes you'll attack with all the dorks just to push in for some free



damage before wiping the board, since they'll die anyway. But in this case, you should refrain from doing so, because you don't want the dorks to die to blocks - every dork that dies means you heal 1 less from Essence Feast. If you are planning to recurse Essence Feast with Scrounger, make sure to keep a unit in hand so you can do so, as the first Feast will wipe out all the units that you would use as fodder for Scrounger. Finally, note that Essence Feast is a very playable card even without Deadly, against a wide board of x/1s. I have won many games against Skycrag because they played a bunch of 1 health Yetis and I cast Essence Feast on turn 3 to sweep them. You can even use Essence Feast as a pseudo-discarder in this way. For instance, I often use Essence Feast to wipe boards full of tokens even if I'm not under pressure, just because I want to add all those tokens to their void.

Exploit: This card has been beloved (and at times overrated) by players all throughout Eternal ever since its release. Exploit decisions are difficult, and not always easy to make, so if the choice isn't clear, take the time to think about it. The *Matchups* section will have more detailed information on which cards are troublesome in each matchup. A lot of the time, you'll be taking the same cards as you would with Rumors, like counterspells, Market access, disruption, and combo pieces. Keep in mind, however, that it's often not worth taking a Market access card if they have two copies, as often you are really only afraid of one card from their Market (likely their Mill hate tech card). You also have the chance to take troublesome units, such as Kira or massive fliers that can go over your chump blockers.

Although Discover Talents and Re-read are typically used to get payoffs, they can also fetch Exploit in a pinch to stop a combo deck from going off, and you will sometimes find repeatedly recursing Exploit to be a strong play against an opponent with few cards in hand. Sometimes, when you are very desperate to mill as many cards as possible from your opponent's deck but they are protected by face Aegis, you can use Exploit to pop it, as it only discards 1 but can open the way for bigger mills. Finally, keep in mind that you gain information from Exploit as well. If your opponent has removal, you might Deathcaps back until they use that removal. In another

scenario, you might ordinarily not block a 3/3 with your precious Deathcap because you don't want it to die to Torch, but are able to do so after Exploiting your opponent and seeing they don't have Torch.

Grenahen: This card is a flexible and strong card filter, although you will find yourself annoyed when it whiffs. (I put Two-Face in the deck to lower the whiff chance, but it still misses sometimes.) It's a generically strong turn 2 play, but sometimes you will want to save it for a bit so you know whether you want to draw payoffs or discards with it if you have a choice. Grenahen matches up very well against aggro x/1s, having both a trade (constituting a 2 for 1 because it draws a card on Summon) as well as Lifesteal. Remember that it can also draw Jotun Hurler if you need a Snowball to pop Aegis or kill an x/1. A note of caution: Grenahen gains life, which means it makes Milos grow. Having Milos get to 4/4 instead of 3/3 is pretty bad for Mill in specific, as it means that it can no longer bounce off Deathcap or Strange Broker. So be careful with Grenahen blocks when Milos is around!

Mournful Deathcap: The most important thing to remember when playing with Deathcap is that you should try to trigger its empower effect on the same turn you play it, if possible. That is, if you could play Deathcap or another 2-drop (Grenahen, Exploit) on turn 2, you should play the other 2-drop first, and then play Deathcap + power on turn 3. Whether or not you should float power to keep to this rule depends on the situation. If you are under no pressure and have no other sources of discard, you probably want to skip a turn and make absolutely sure you can discard with it. But if you are going to use your power on the subsequent turns and have sufficient discard anyway (eg. if your turn 3 and turn 4 are Stranger Broker into Strange Broker) then it's perfectly alright to run it out early. One notable exception to the rule of holding your Deathcaps is if you have two or more. For instance, if I have two Deathcaps and a Grenahen, I would play the Deathcap over the Grenahen on turn 2, then play the second Deathcap and a power card on turn 3. The reason is simple. When you have Deathcaps on the board, you should be thinking of your power cards as milling 3 each, and try to ensure that you play as many power cards as possible with Deathcaps on the board, before they're all gone. When there are 2

Deathcaps on the field, then each power card mills 6 - they are doubled in efficiency. So when you have multiple Deathcaps, then you should try to rush them out quickly so you can maximize the mill efficiency of all your remaining power. It's worth noting that this also forces your opponent to commit their resources into removing your Deathcaps rather than developing their own board, which slows them down immensely.

Remember that when a Deathcap is on the board, any power card effectively pops face aegis as well, and you will often want to do so before playing a dork that mills 4, to ensure that the lesser mill is the negated one. Finally, remember that Deathcap has SS influence, and this can cause awkward power sequencing. For instance, you often want to play Vows as late as possible so that if you topdeck a Vines you can trigger it with the Vow, and so you can tell which influence pips you are missing (or if you are missing none at all and can avoid taking damage). So for instance, if you have a Felin Painting, a Primal sigil, and a Vow, you'll typically go Painting -> Sigil -> Vow. But if you plan to go t2 Grenahen t3 Deathcap + power, you'll have to play the Vow (discarding a Shadow sigil) on turn 2. This is so that you can play the Deathcap *before* the sigil on t3. If you had gone sigil second, you'd be forced to play the Vow before the Deathcap and miss the empower trigger. For this reason, you should generally bias to ensuring that you have SS influence as early as possible in case you topdeck a Deathcap. You will need PPP for Incursion later on, but you have plenty of time to get that, and it is very rare that you will be stuck on P anyway. Finally, unless you have plenty of discarders in hand or are confident about the contents of your opponent's hand, be wary of blocking as freely with Deathcap as you would with other mill dorks - you are vulnerable to them using a combat trick or postcombat damage spell like Torch to remove it, even if the attack itself doesn't.

Two-Face: This card is excellent against fat ground units because it's a mill dork with Deadly, something that's really valuable to have against them. Remember that you only get its second mill trigger if you block with it, and only for one turn, so time its death wisely. Most of the time, this will die in combat, or to a removal spell, but sometimes you will Scrounger it to trigger

the shade ahead of time. If you don't need the shade trigger to get cards in their void, you can also use the shade to chump block, eg. on the turn that they Snowball it. If you absolutely need the extra two cards from the shade, the opponent will sometimes try to scam you out of being able to trigger it by removing Two-Face with a fast spell on your end step, thereby not giving you a window to trigger the shade before it vanishes. Sometimes they will simply try to make your curve clunkier by forcing you to spend power on triggering the shade. Make sure not to let that happen to you if you can.

Blight Pass Smuggler: The use of this card is to fetch cards from the Market. Therefore, piloting advice for Smuggler is discussed in *The Market*.

Strange Broker: This card offers a nice 2/4 body, which can block a bunch of 3/3s and trade with Plunk. Much like with Deathcap, if you have two of them, try to rush them out in quick succession to give the opponent as little window as possible to remove one of them before the other comes down and the two synergize together. Remember that Strange Broker can also pay 7 and exhaust itself to play Permafrost; this is an excellent way of controlling the match against big non-endurance units in the late game while you wait to draw payoffs, especially must-kill cards like Grodov's Stranger, Champion of Chaos, Sediti, and Worldbearer Behemoth. Occasionally, you will find opponents who play "when a player plays a Stranger"-esque cards, the most common being Grodov's Stranger and Strange Burglar, although I have seen some people run Makkar's Stranger for reasons that elude me. Remember that Strange Broker is a Stranger too, and can trigger these effects. Also, if they play Strangers against *you*, they mill your cards, which may mean that you get more hits with Scrounger or Re-read.

Discover Talents: There's honestly not that much to say about this card, because it only exists to fetch other cards, so just look at the sections for each of those cards and figure out which card you want to fetch (it's going to be a payoff most of the time, Exploit or Rumors to murk combo sometimes, that's about it). You can use this as an ordinary power card, especially if you have Deathcap. You usually only need one Incursion to go

off unless you suspect disruption or a counterspell, as it will draw other Incursions (or tutors for those Incursions). So, if you already have an Incursion in hand, don't feel bad about inscribing, marketing/plundering, or otherwise throwing away this card. If you have an Incursion and a Discover Talents and you know they have a counterspell, play the Discover Talents first. If they refuse to counter it, you can get Exploit, then go Exploit + Incursion to be absolutely safe, or simply get another Incursion and run them out back to back. Remember that this card is essentially a 7 mana Harsh Rule when Essence Feast is activated, too.

Jotun Hurler: If you have played Primal decks in Throne before, you are probably experienced in using this card already. As mentioned before, Snowballs can be used to pop face aegis to clear the way for a mill effect, to pop aegis on an enemy unit, or to kill an x/1. Snowballs can be recurred with Scrounger if absolutely necessary (usually against aggro, but sometimes you need an emergency cheap face aegis popper so you can Exploit a combo deck about to go off). The Hurler himself can be played as a generic 3/3 to fill a board slot or to be used for Scrounger fodder. Otherwise, plundering him, trading him into the Market, or bottoming him with Strategize are the standard use cases for him. A Hurler counts as two cards, so if your opponent likes to recur Zido a lot, you can just throw away Hurler and the Snowball, essentially only spending one card after being Zido'd twice.

Savage Incursion: The most important thing to note about Savage Incursion is that it counts the cards in void after it resolves the "deal 3 damage" effect. In other words, if you have 19 cards in their void, and you use Savage Incursion to deal 3 damage to a unit and kill it, that unit will become the 20th card in the void, and it will summon 3 dragons. It is preferable to use Incursion to kill a unit or break aegis/regen than it is to just burn the opponent's face. Even if their unit has 4 health, you can hit it with Incursion, and then try to draw into a Jotun Hurler to finish it off. It is very unlikely you will regret missing that 3 damage to face, as games rarely come down to damage races. Unlike Essence Feast, Savage Incursion is perfectly fine if your opponent only has 10+ cards in the void, as it still

draws 3 cards. You can often use the first copy to draw into discarders to bump their void up to 20, then the second copy summons the dragons.

## **Matchups**

In this section, I will discuss the most common matchups you will be facing in Throne, as well as advice for dealing with them.

Overloader Combo: This combo works by casting Hardiness or Diabolic Machinations to repeatedly trigger Overloader for a lot of power, then killing you with Pyrotech Explosion. Pyrotech Explosion goes through aegis, so don't rely on Cobalt Waystone to save you. The two keys to this matchup are getting your combo online as fast as possible and disrupting theirs as much as possible. Use Rumors on Machinations, not Explosion; Machinations can fetch a card which brings back Explosion, but without Machinations, they can't go off. If Machinations is already Rumored, take Hardiness, then Explosion if you have a third Rumors. With Exploit, take the combo pieces, but prioritize Overloader first, as you can't Rumor it, and every other card is useless without it. If they don't have a combo piece in hand, take tutors like Cull the Deck and Realign the Stars. Don't bother trying to play control - rush them down aggressively and try to kill them before they get online. Chip damage with your mill dorks is very important, as it limits how much they can amplify Machinations.

Kanya Combo: This deck aims to play Kanya by playing Imperial Loyalist, then casting Fair Exchange on her, on your turn. The Renown plays Executioner, and the Fair Exchange plays Kanya from Market. Then, the Executioner pings your face, the Kanya plays a sigil, which triggers Executioner to ping your face again, and so on in an endless loop until you die. You will want to Rumor any Market access they have; failing that, Rumor any tutors, like Rujin's Choice. Use Exploit on their Market access if possible. If they hardcast Imperial Loyalist but don't hold up 3 power, try to kill her immediately with something like an Essence Feast or Savage Incursion. Save your Exploits until they Market - if you can hit their one copy of Fair Exchange or Kanya, they'll be in a tough situation. Both Rujin's Choice and Excavate move cards to the top of their deck, so you can use

mill effects to get rid of the cards they wanted to tutor. Malaise is especially good for this as it is fast speed. As with Overloader Combo, try to get your own combo online as quickly as possible and rush them down. Some decks only run a couple of copies of Executioner, so if you're lucky and mill a bunch of cards, you might be able to snipe them both, which will cause your opponent headaches.

Amphitheatre Combo: This combo aims to resolve Málaga Amphitheatre. Once it is on the board, it has two ways to combo off, and both combo packages are included in the deck. Firstly, it can play Belligerent Yeti, a spell that makes the Yeti immune from death (Indifference or Repel Darkness), and then repeatedly twist the Yeti to ping your face and gain power to twist again. Secondly, it can play Autotread, a card that makes Autotread draw cards when it does damage to your face (Reconnaissance or Sodi's Spellshaper), and repeatedly discard cards to Autotread to ping your face, then gain power and draw cards to trigger Autotread again. When playing against this deck, save Snowballs to kill Amphitheatre or exposed Autotreads/Yetis. Use Rumors/Exploit on Market access first and foremost, as both OTKs require the Amphitheatre to go off. If that fails, take whatever combo they're closest to completing. As with all other OTK combo decks, they'll assemble it sooner or later if you give them time, so rapidly fill their void and kill them with dragons as soon as you can.

Combrei Equalize: The card you should always take with Rumors is Builder's Decree, as it both bans you from playing a payoff as well as exerts a great deal of pressure on you. The secondmost priority is Equalize, because it deals with both the dragons and the card draw from Incursion. With Exploit, you should target Quicksilver Gateway as your top priority, as it makes it practically impossible for you to win when it resolves. Then prioritize Decree and Equalize in that order, as with Rumors. Don't summon more than three 6/4 dragons at a time, as the only way this deck has of dealing with them is a sweeper (Harsh Rule/Shen-Ra Speaks/Equalize), and so you want to constantly hold Incursions in your hand to refill the board every time they sweep and constantly keep them on the back foot. Keep a bunch of junk units on the field to prevent Stormhalt

Plating or other large Relic Weapons from hitting your face, and keep the pressure on. If they use a sweeper to deal with your junk units, they'll have one less sweeper for your consecutive waves of 6/4 dragons later. If you're running into Quicksilver Gateway builds too often, consider replacing the market Honor of Claws with a Burglarize. Don't do this unless it's really very common, though!

Xenan Midrange: Xenan Midrange tends to be an easy matchup, as it doesn't put on a lot of pressure early and plays units that are very easily chumpable by your mill dorks, while also not having aegis (which means they die to Essence Feast easily). Watch out for Grodov's Stranger - his attack trigger shuffles his void back into his deck, which usually means a concede for you. A lot of Xenan Midrange decks like to run Predator's Instinct with him, so make sure you hold up Annihilate if you run it, and always take Predator's Instinct with Rumors (and Grodov's Stranger with Exploit). Another card that is sometimes run against Mill is Glimpse Another Age from the Market, so make sure to aggressively take out their Market access and Exploit immediately after seeing a Merchant or Etchings.

FJS(P) Dichro: This deck is a very easy matchup for you because Dichro does not apply too much pressure and you don't really care about their removal. Just be cautious about running out Deathcap into a kill spell and hold out until you assemble your combo. Rumors/Exploit should prioritize Market access and threats that put on a lot of pressure.

Skycrag Aggro: This is a rather linear matchup. Play all your units early and efficiently, especially the ones that are good against aggro, like Vines and Strange Broker. Do not block with your Deathcap early if there is a chance it will get Torched. Play Drowdark Scrounger for tempo, as they block against League Explorer, Champion of Fury, and Plunk. You can often use Snowballs to great effect, and Essence Fury is good even if they don't have 20 cards in their void, as it snipes a lot of their x/1s. Try to minimize your Vow discards unless you really have to, as it burns you. Conversely, your Cobalt Waystones help against League Explorer and burn spells, so try your best to activate them if you can. Silverblade Menace is often a good



way to stabilize if you hold the board but are afraid of a burn spell killing you. Take care against Autotread, as it can efficiently ping down your mill dorks, especially Vines because it removes regen.

Stonescar Aggro: This matchup is similar to Skycrag Aggro, but is a lot tougher. (By which I mean you only have about a 50% winrate.) Be very cautious about running out Deathcaps, as they will often have very efficient removal for it. Champion of Chaos is your #1 biggest threat and main Exploit target, followed by Syl, No Regrets. In third place is Gemblazer Cannon/Kaleb's Persuader. Try not to gain life with Grenahen when Milos is on the board, if they play him. Don't let Blackhall Warleader snowball - chump her as often as you have to. Syl is rough against you, but she's easily blockable, so try to play only units until you get a spell (Feast or Incursion) that can kill her in one shot, hopefully taking as little damage as possible from her ability. Tempo Scroungers aren't as good in this matchup, as a 2/2 is often irrelevant against Stonescar boards (unless, of course, you need a chumper for Blackhall Warleader, or a double blocker). You may wish to consider saving them to grab Essence Feasts instead. Essence Feasts are particularly important in this matchup, as no Stonescar units have aegis.

Rakano Aggro: Tempo Scroungers are back in fashion in this matchup, as they block a variety of units, from Battlefront Dashers to Oni Inciters to Highland Sharpshooters. The strategy is similar to the strategy for Skycrag Aggro. Take Market access before all else - Rakano markets vary, but cards like Deepforged Plate and Citywide Ban are all very bad for you. If your opponent places a Warhelm on a Highland Sharpshooter, aggressively mill them for as many cards as possible in order to discard the Sharpshooter-buffed unit. Apart from that, this matchup should be very easy to play, and you should have around a 55% winrate here.

Feln Mill: The mirror is an unenjoyable matchup, which made me realize that it might have been a mistake to try to get everyone to play Mill. Darkwater Vines and Strange Brokers are less good in this matchup, as they help your opponent as well as you. Use Rumors on Savage Incursion

first, and then on their Rumors so they can't Rumors you. This matchup is all about rushing to your combo first and beating them down, so don't waste any time snowballing mill dorks or some such. Putting an Obstructive Flicker in the Market (over Honor of Claws) is an excellent way to gain an advantage in the mirror. My most important tip for this matchup: be luckier than your opponent.

Feln Reanimator: This matchup has a lot of charm to it. Both you and the opinion want to fill up their void, and the more their void fills up, the easier it is for either of you to combo off. Rumors/Exploit decisions are easy - just take Grasping at Shadows, and if that's taken, then go for card draw. This should go without saying, but please do not discard their finishers for them. You'll need a lot fewer discarders than you usually do, because Reanimator will do your job for you, so focus on digging for power, payoffs and disruption so you can get those dragons online ASAP.

Xenan Reanimator: Xenan Reanimator is like Feln Reanimator, except a lot more annoying, because Hourglass and Katra both remove cards from their void. In addition, their market often contains dedicated Mill hate, and they sometimes play Grodov's Stranger maindeck. There's nothing you can do about that, other than aggressively Exploit them and hope you get your combo in time. Pretty bad matchup, honestly.

Elysian Wump: Don't be lured in by false promises of Wump and Mizo helping you fill their void with snowballs. They will, but it's not worth it - you'd die too quickly to the transformed Wump slamming into your face while snowballing down your chump blockers. The fact that Elysian also runs a large number of counterspells, and sometimes Derry Cathain, doesn't help. Try to take advantage of the snowball spam if you can, but you'd much rather Exploit Wump and Mizo instead. Take counterspells with Rumors, but don't be afraid to play into counterspells unless it's easy to do so - you have to take risks to win against Elysian. Try to run out your Two-Faces early so they can at least block for a turn (especially against Plunk) before Wump and Mizo snowball them down.

Skycrag Sling: This matchup used to be Sling-favored, and now it's Mill-favored. The nerfs were simply too harsh, I think. Sling doesn't have a lot of early pressure, so you'll have relative freedom to set up your mill dorks and such. Rost looks scary, but he's not - without overwhelm, he's one of the most chumpable units in the game, and it doesn't matter that he lives forever, because Savage Incursion sets such a fast clock that they'll be dead by the time he unshifts. Take counterspells with Rumors, then Hailstorm once they're gone (because double Hailstorm is the only thing that can clear your 6/4s). Exploit Sling if you can. Tamarys and Kenna aren't huge deals, and Rost can be chumped for a long time. Be extremely cautious of people who run Daraka. This is an insane deckbuilding decision that happens to be good against you, as his overwhelm and stun lets him blast through your chumpers.

Hooru Kira: You may have heard it said that Kira is a really polarizing deck because the winrate fluctuates so much based on whether or not they draw Kira. Needless to say, this makes Exploit really good against Kira, because if you can remove their one copy, they're in bad shape. After Kira, take Market access (and definitely take it with Rumors), and Silverblade Intrusion after that. Pressure them with removal, especially things like snowballs, early on in the match. If you kill the Hojan or whatever, that's great. If you don't, they'll have to use a trick to defend him, which is one less trick that they're using to draw cards off their Kira or Hooru Envoy. Make sure you get value off Deathcap and Vines the very turn you play them, because they'll be rapidly silenced with Valkyrie Enforcer.

Cheering Prixis: This is, overall, a bad matchup for you, because it is one of the few decks that actually goes over the top of Savage Incursion, using Shrine to Karvet to win damage races. It attempts to set up a Cheering Section/Azurite Prixis/Tota Circle combo. Once those 3 relics are active, when a unit dies, it discards a card with Prixis, which causes Cheering Section to make a tota. Then it sacrifices tota with Cheering Section, gaining power and summoning another tota. At the end of the turn, it draws a card per tota summoned with Tota Circle. It also has a lot of token-based card draw, with Kindling Carver and Devour.

The good news is that this involves a lot of discarding cards and sending units to the void, which is something you can exploit (or Exploit). It also involves a lot of summoning x/1s that you can clear with Essence Feast or Snowballs in order to fill up their void even more. The bad news is that it also involves drawing a lot of cards and summoning a lot of buffed, charging lifesteal units to swing right back at you. Save your Snowballs for Carvers and Katos if you can, especially Carvers. Always take card draw with Rumors, and always take Shrine to Karvet (or card draw if they don't have one) with Exploit. Because this is one of the rare matchups where your opponent has inevitability, you can't dawdle around - you have to complete your combo as soon as possible using any means necessary. If all else fails, remember that you have an alternate win condition - Cheering Prixis discards and draws a metric ton of cards, which means that you have a genuine chance of decking them out if you play enough mill dorks. I have actually won a match this way when all four Incursions were in the bottom 15 cards.

Feln Midrange: This deck is surprisingly good against you. It puts on heavy, unchumpable pressure with Midnight Gale, it has Rumors on Incursion, it has Exploits to leave you dry of discarders, and Champion of Cunning continues to be a massive threat even in 2022. Many versions of Feln also run Obstructive Flicker, either maindeck or Market, which makes things even worse. Furthermore, most of Feln Mid's units can't be killed by a single Incursion (although you can Incursion + Snowball a Midnight Gale or Mother of Skies), making it tricky to use Incursion to relieve pressure, or even to put a unit into the void to activate itself when their void is at 9 or 19 cards. It's not that bad, however - with correct play, I believe you can get the matchup to around 50%, or maybe a shade under, which isn't too bad given how many cards they have that screw with you.

In this matchup, Defile (if you run it in your flex slots) is excellent, because it can cleanly kill both Mother and Gale, two units that are difficult to remove with most of Mill's suite, but which need to be dealt with promptly. Aggressively Exploiting them is also important, as if you can lessen their

pressure on you early on, it will make it much easier to survive to the mid-late game and start turning the corner with Incursions. You generally want to take counterspells with Rumors, but Exploits should focus on trying to hit their threats, especially Champion of Cunning (which needs 2 cards to deal with most of the time, but only needs 1 if you Exploit him). Feln Mid will have a lot of aegis, both on their units and their face, and it's important to clear this aegis efficiently. Hurler is a key card in this matchup, because his snowball provides the extra 1 damage to pop aegises or finish off Mother/Gale in concert with Incursion. Feln does run Iadria, which is an interesting card because it's actually more of a threat after you've gone off with Incursion than before. When you're just chumping Varas or something, Iadria is very close to a 3/4 for 4, but reducing all your dragons' health to 1 means that they can be blown out by a single Obstructive Flicker if you swing in.

Even Feln: Why the fuck do people unironically play Evenhanded Golem after the nerf? This matchup is mostly the same as Feln Midrange, except they constantly play off curve and run Temple Scribe.