

GRN FIRST IMPRESSIONS

(Added in order spoiled. No time to think, first impressions only. GO!)



E: Best 3 cmc counter? This is better than forbid (almost always) since surveil seems fairly strong. I was on the fence if Dissolve (scry) was good enough, but sinister sabotage is way better than dissolve.

B: Eric is high, but not completely nuts. This card is definitely my favorite Cancel, but Forbid is insanely better whenever it's ability works. I HATE Forbid whenever it doesn't work, which is "usually," so this is my favorite counter as of right now, as Surveil makes me feel warm and fuzzy inside.



E: Probably not worth it. If I have a bunch of creatures, I don't want to have to tap them for my removal, since I am likely on the aggressive side. If I don't have creatures then I'm probably on the defensive, and don't want an overcosted O Ring.

B: God damn this is pretty. Seb McKinnon knocking it out of the park for like 4 years straight now. Oh, this has text? Seems ok. I might try it in the main cube, definitely the Board Game Cube, probably the Miser's Cube. I like the idea of an O Ring that can be Cheap/Free. I don't like 4 mana O Ring typically however. Second place behind Cast Away in my mind, but may be better in practice.



E: Goblin rabblemaster is good. This looks like a solid version of the effect. How many is too many? Might be at that point now with 4.

Ranking: Goblin Rabblemaster > ? Legion Warboss ? > Hanweir Garrison = Najeela, the Blade-Blossom

B: I rank this under Garrison, tied with Najeela. It's fine but I am VERY pessimistic about basically every Mentor card. I think this effect was greatly overvalued by R&D and I'm worried we'll see zero good mentor cards. This is the only one I like personally.



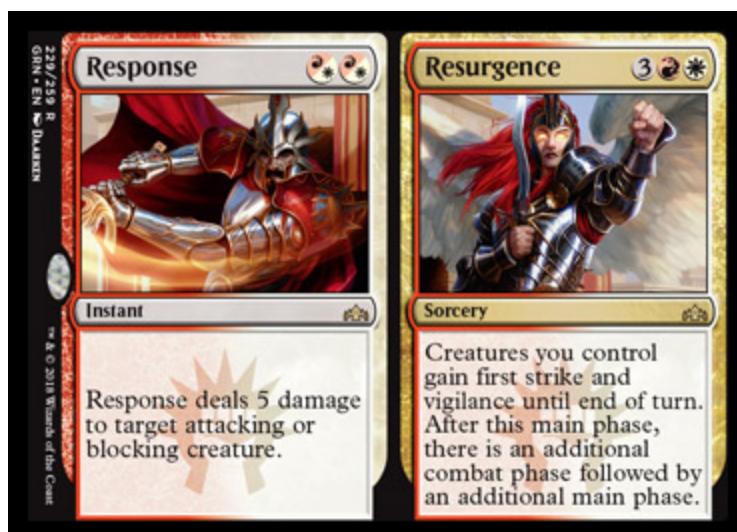
E: I like the effect, but 3GB is a tough sell. This reminds me of Gitrog in that the effect is neat, but 3GB just was not worth it. Might be worth a test to help push the value graveyard archetype, but probably a pass.

B: I like this a lot. I don't know how good it is but I despise Golgari being the "Removal" guild. Vraska being the only flagship card is fine for now, but I'd love for this to play well. Imagine how nuts this could get in BUG control with something like Brainstorm. Dig 9 cards for 1 mana? Okay. And the cards you don't choose GO IN THE YARD? My second hand? WOOOOOOO! I'll definitely test this out. I hope it sucks in standard, because the budget cubes could really use some flair in these colors.



E: Interesting for spells matters. Probably better than Talrand since it dies to less and tokens still have flying and I don't think 2/2 is that much better than 1/1 tokens with flying. Maybe good enough for lower powered?

B: I really wish this said Prowess, or at least the main effect said "Non-Creature" to make up for the high CMC for a spells matters enabler. It might still be worth testing, especially in the lower powered/budget cubes, but I feel disappointment looking at it.



E: An interesting consideration for boros. Response is nice for control, Resurgence is a decent finisher for midrange and tokens. I like the design, but the individual options are a bit weak on their own and the modality probably doesn't help enough for their CMC.

B: This is still my favorite Boros card from this set. But I hate Boros so what do I know? The modularity of this seems great especially in both halves helping in a race. First half kills Baloth blocking your Guide, or makes a Goblin Token kill a Titan in combat. Second half wins games, flat out. We don't run overrun because it's dead outside of winning midrange/control mirrors, but if it had a mode with destroy attacker or blocker? Yeah that'd be a slam dunk. Above all else, the card feels splashy and unique in its colors. Something Boros desperately lacks.



E: 6CMC blue creature with flash, flying and decent P/T is a good start. Surveil 4 is huge since you look at them all at the same time and then make the decision what to pitch and how to order. The fact it bounces an opponent's nonland permanent (not just creatures) on top of it all likely pushes this card into the territory of the other blue 6 drops.

B: Fuck. I have to find a blue 6 drop to cut. I love this card. I bet nobody tests it because 6 Blues are good and people don't like testing new things. I also bet those same people will sing the praises of this card 6 months from now going "GUYS LOOK AT THIS HIDDEN GEM!" Yeah, no shit.



E: Slam-dunk, seems great. Instant speed destroy a permanent is a very strong effect especially at 2CMC, anguished unmaking is a 3 drop and you lose life. Giving an opponent a basic land untapped (unlike path to exile) is a real down side though. Overall the effect is just worth the down side of ramping your opponent.

B: While I agree with "Slam-dunk" I'd like to reiterate my disdain for Golgari destruction spells being the only pushed things in the colors (for cube, DRS has other problems.)



E: Early potential for best name in the set. Not really good though.

B: Garbo, who put this here? Better than Ral Zarek, so 3/10, wouldn't play.



E: Vigilance bear is a fair starting point, and being a human is nice. The effect seems strong, but it depends on number of legendaries (not walkers) in a cube. For example there is ~50 in DrRuler cube. At ~50 I think this is a strong card and worth testing.

B: Don't like it at all. Defensive decks want a bigger but at 2 mana, Offensive want more power. So I'm looking at this for the effect. The effect is a corner case at best, with less than 1/10th of my cube as valid targets. I don't even plan on testing this one, and I test absolute trash.



E: Cycle complete. Also, maybe not terrible if you want to support green as support token color

B: They completed the cycle after over half a decade! I didn't even read the card past the CMC but I assume it's shitty and makes tokens. Tell me if it's good, anyone who did.



E: Probably not good enough due to starting at 1/1, but growing as you play can be strong. The mana might be interesting for storm but I just don't see it.

B: Get this shit out of here, Bring me my Shrine of Burning Rage.



E: If you want counter burn, this seems fine to support it. Can help push aggressive spells matters archetype

B: I LOVE THIS CARD! I LOVE IT SO MUCH! I don't even know if it's good but Countersquall is my all time favorite counterspell, this just seems so good to play in Grixis Control. I love a good "No, and fuck you for trying." I WILL be testing this with a smile on my stupid face.



E: Very interesting card in boros. The board wipe is reasonably costed for the effect. Giving your creatures lifelink is fairly bad at the cost. Wiping your opponent's small creatures and giving lifelink your your midrange or big creatures seems fantastic. Love that it helps push boros to a slower shell.

B: My only other Boros card I like this set, I worry that I could fill most of boros with Jeskai control/Wildfire support cards and skip out on the Boros aggro cards however. I dunno, I'll be trying it however.



E: I have been waiting for a 2 drop shatter goblin that isn't green for so long and this is so much better. This also seems strong for cube with decent stats as a bear and a huge upside. The option to destroy a nonland colorless permanent or shock a creature for 1 mana is the versatility and costing I want in my aggressive utility creatures.

B: **WOW FUCK TRON.** Also get in my cube.



E: Very similar to deep analysis, or Hieroglyphic Illumination. Being instant is nice, but having to discard and pay 4CMC to flashback kinda sucks. Overall probably good enough in lower powered lists.

B: Shallow Anal. It seems okay, I'll test it over Hieroglyphic Illumination in the Board Game Cube. I doubt it'll crack fully powered up cubes however.



E: 4CMC for a 6/6 is a decent cost, but no evasion is a big miss. Hexproof kinda makes up for lack of evasion, but even then the frost titan (pay 2 to make it lose hexproof) effect makes the hexproof kinda bad. Not being able to cast noncreature spells isn't that big of a downside, and the discard into play ability is nice. Also, green 4 CMC creatures have really prove they deserve the spot. In ramp shells I don't really care about the slot (though bramble and goreclaw might be changing my mind), and the midrange have to be on par with current midrange 4's (in the other colors as well). Overall I think it's a pass primarily because we have better now.

B: No.



E: This one is difficult to evaluate, but overall I think it is only decent. A 4CMC walker that starts a 4 loyalty and goes up to 6 is a nice start. The + looks good in a grindy graveyard/recursion value deck, but otherwise fairly bad. The - is nice, but I think -3 is too much since it goes to 1 loyalty if first ability used, and even if you plus you can only - twice and it dies. Ultimate is decent and something that could actually be a game plan. Overall I think it depends on how much you want to support the sacrifice matters or graveyard value decks.

B: Not even the best Vraska in standard. I like that they took the risk of making her + a variant on Draw a card, her - a variant on destroy a thing, and her Ult a variant on "win the game, but not really." Never seen that structure on a walker before. Oh..... Wait.....



E: Giving menace to the entire team (and +1 power) can be a game ender, but 5 mana and tap is expensive. Life gain is basically irrelevant, and bear stats is fine. This might be decent for lower powered, but even then probably better.

B: Menace is good, this card is not.



E: Obvious comparison to snapcaster mage. This costs UU and doesn't have a 2/1 body, but surveil 2 before you choose target is a big upside. The fact this helps fuel itself is not to be underestimated. It also helps other graveyard matters effects, looking at you big fish. I think the downside of UU is well worth the upside of surveil 2.

B: Look, this card is great looking, I bet in a year I'm still playing it, and the UU is probably warranted, but I'm still going to complain the whole way there about this not being 1U. I do like this though.



E: A demon with only upside, I can't believe they've done this. This is a 5CMC 6/6 flying trample creature with no downside, that alone is impressive. Pay 2 life to surveil 2 is insane, not quite griselbrand level, but close. Slam dunk include.

B: GET IN MY CUBE YOU FAT FUCK! Seriously, people were testing way worse black 5 drops up until now. He decimates his competitors for this slot. If this was white and an Angel I'd be saying "Well it's probably worth testing." but in black? There isn't even a card close to this yet, it's alone at the top of it's CMC in black. You're witnessing the birth of a new Grave Titan.



E: 4CMC for a 2/5 flyer is bad, but for a 4/5 flyer with trample, lifelink, and mentor is good. The fact it can impact the board the turn it comes down by pumping another creature is nice. The white side of the effect is kinda weak for other creatures. The only real problem with this is the competition at 4 CMC creatures in white and red; I don't think it stacks up well against them. I don't think I would fault trying this out though.

B: Eric can't read, it gives Vigilance, not lifelink. I don't like it but I'll probably test it out eventually. I have so many layers of problems with this card's design and power level, but it might still be good in Boros, because Boros. So let's break this down, White and Red 4 drops are nuts for aggro decks and good in control decks for White at least, even if Red is lacking there. So you need to be REALLY good for me to play you as a Boros card in that slot. Planeswalker good. Nahiri unique effect or Ajani power and versatility good. Beyond that power level issue, this card is a nightmare to parse, as you can see by Eric's above mistake of fucking up what ability it gave in that 9000 word paragraph. Just grant both abilities and +2/+0. It's still not that good! Why all these extra shitty useless words? So if my only other creature is a 4/4 Green Beast I can go fuck myself? Aight. These are the main Lifelink and First/Double Strike colors, she grants neither? So Vigilance is "okay" but Trample? In colors that have famously small creatures? WHY THE FUCK? Don't get me started on this being a 2/5 for 4 mana. Even if she targets herself (which I assume is the base mode, as she has Mentor and that ability fucking sucks on a 2/5) she has vigilance now, GREAT oh wait, she's a 2/5 on defense not a 4/5? Well fuck. Who the fuck thought that up? What the fuck? Why the fuck can't this dumb bitch, who's leader of a guild, kill a goddamn 3/3 flier on D? Who thought this card was a good design and released this trash to the public? SHE'S NOT EVEN THE WORST DESIGNED BOROS LEGEND IN THIS FUCKING SET!

AAAAAAAAAAAAAAAAAAAAAAAAARRRRRRRRRRRRRRRRRRRRGGGGGGGGGGGGGGGGGGHHHH
HHHHH!!!!!!!!!!!!!!!!!!!!!!!!!!!!



E: Modal cards are great, but usually not cost efficient enough for cube. A 4/3 for 3(in 2 colors) is uninspiring. A 2/1 with disenchant etb is decent (rec sage), but Q Pridemage is better at 2 drop 2/2 with exalted and pay 1 sac disenchant. A 3 drop 2/1 gain 4 life is a bad lone missionary. The modal nature probably means it should be tested.

B: Oh look something to take my mind of that last bad card, yeah, looks great, I love modal Rec Sage, get in my cube.



E: The UURR casting cost I think kills this card, but it might be in consideration for lower powered cubes that heavily supports spells matters archetype.

B: Eric, why is this here?



E: I like this for the boros artifact aggro with equipment. At the same time I hate 2 drop 1/1 creatures no matter how many keywords are added.

B: I'm a sucker for 2 drop double strikers, but I don't know if Vigilance and Trample make up for CC mana cost. I might still try it because fuck the other Boros creatures this set.



E: Connive seems fairly bad (basically the XUU version with X=2) but concoct doesn't seem terrible for lower powered cubes. The Surveil 3 helps fuel the reanimate, but 5 CMC reanimate is really bad.

B: No. I have cards I want to add to my Dimir but can't, I'm not adding HALF of a split card.



E: Similar to Angel of Invention, but probably worse. Invention is insane, so if this is even close it's good. The 4 toughness is nice on an anthem effect attached to a creature, since it won't die to bolt effects like Invention does. The tokens having lifelink is nice and better than giving it to discordant that has no evasion and 1 power. Flavor text unlikely to matter, since they will just steal this (but slight upside, so sure). The only issue is green for a token maker when the token archetype is generally W/R. I think this works fine in a midrange deck and does not have to have any other token makers in the deck. Would happily run this over Mirari's Wake.

B: I like this, I literally didn't read it until Eric threw this into the file here. I neglected the ETB ability. This is 5 power and 8 toughness over 4 bodies, and has a big butt on the right creature, sure it's not evasive or modal like everyone's favorite mono-white 5 drop, but damn if it doesn't do an admirable impression. Okay, I'm sold. Let's give this girl a whirl, even if the last text seems like flavor text built in only to fuck up my favorite deck.



E: Probably worse than Languish and maybe even Yahenni Expertise. There are 5 targets in DrRuler cube that are 3 or less CMC with 4+ toughness (that dodge yahenni) and 1(that is a wall) with 5+ (that dodge languish). There are 53 cards that are 4+CMC with less than 5 toughness where this won't kill them but languish would have.

B: NOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO.



E: Potentially interesting for a lower power cube. The Nightveil specter effect is fairly strong, and this is better. Putting 2 cards into the graveyard of an opponent can be a big downside, but you choose which ones.

B: I love this card's design, if it was a Legendary Creature I'd already have an EDH deck built around it, I just want to repeat Gonti's effect as many times in one game as possible in life. Alas, it's just not good enough for cube. Not even at a low powered budget 720 card cube. Dimir is DEEP.



E: Another lower powered cube spells matters card

B: Eric this was printed over a decade ago you nimrod. It wasn't good then either. I do love the card on a personal level though.



E: Discovery being 2 drop and a sorcery probably kills it, either and I would be interested.

Dispersal is really expensive, but the effect is fairly good late game. Probably not worth it.

B: WHY IS IT A 2 DROP SORCERY!? Change either of those facts and you can CUT OFF the second card. I just want either, both and I'll die happy today. As it stands, no I don't want this card. I want to want this card, but I don't.



E: Could be a fun card, but the fact it doesn't make the tokens already in play any better most likely kills any chance of cube worthy

B: EDH rage inducing moments ahead. Cube? I hope you play a 5 mana do nothing against me. Please? I need some free wins.



E: Battalion create a 1/1 lifelink is not bad on a 1 drop, but the base stat 1/1 is really weak.

B: Why is this here?



E: I like this card, but not for cube

B: I love this card, but not for cube.



E: Possible in the B/G graveyard value deck. Not sure I would want to use the slot in cube for this though

B: Remove “otherwise sacrifice it” from the card and we’ll talk, until then, nope.



E: I can't see the cube format that wants this. A normal list the aggro deck wants things like vortex and hellrider top end. I lower powered list aggro is likely the strongest anyways (since it is usually a budget thing and 4 mana wrath effects are kinda expensive) and I don't want to hate on the control decks trying to stabilize.

B: Can't wait to play this in my Police EDH deck, wait, this is a cube post.



E: 3 mana instant deal 4 to opponent is not really good. The jump-start on this actually boosts the power a lot, since the second 4 damage could put them quite low or dead. Drawing 3 cards is fairly good for discard 1 card pay 3 mana in the aggressive deck.

B: I think this card is secretly playable and good. I'll spoil the "he's a genius, how did he know?" posts you want to make about me. At this point, Usman has already tested it to good results. I believe him. Punisher mechanics suck, but if you make numbers big enough for low enough mana costs even uncontrollable outcomes become good for you. 6 Mana + Discard a card you don't want in hand paid in 2 payments at instant speed is a low low price for 8 damage to the face. Sometimes your opponent won't be able to take said damage, and will instead tell you to draw 3 cards. Yeah I think I built my deck in a way where 3 cards beats 4 damage. I'll take that deal.



E: Meh, white 5 drops are better than this.

B: How long is this file? Why are you making me read bad cards so much Eric? Why are all the Boros cards “Color Matters” themed? Why can’t Eric read that this is a 6 drop?



E: No idea on how to evaluate this one. The effect seems strong, but it is only for opponents so you can't build your deck around it.

B: Yawgmoth's Won't. I love this card, I love it whole lots. I want to kiss that art. It's absolutely glorious. This is not a cube card however, I'll feel safe with saying that much. Send me copies of this card!



E: Another spells matters card that might work in lower power cube

B: Oh come on. We have the one from SOI that is just better, why is this here? Bigger butt?



E: 3/2 haste for 3 is only decent given 2 color restriction. Adding threat of first strike for 2 mana is nice. I think mentor could be quite effective on this fast aggressive creature. The noncombat is basically flavor text, but it's minor upside I guess.

B: Oh look it's the card I hate more than the wordy Angel. It's the most weirdly restrictive card I've ever seen. Why does this thing not just have First Strike, why was Mentor only on creatures with power 3 or less? Why would I pay 3 mana for 3 hasty power that dies to most 1 drops in combat without having 2 more mana up? I have to pay 5 mana to make this kill a Savannah Lions in combat. Even in Anthony's museum of a cube you could safely not worry about the threat this card represents. So if you have another creature in play with power 2 or less (I hope it isn't "less" in a deck playing a 3 drop aggro creature) this guy is a whopping 4 damage haste. And your stuff can't take NON-COMBAT damage. YOU'RE THE RED PLAYER YOU DOLT! YOU HAVE THE NON-COMBAT DAMAGE! Do yourself a favor, play a card in only one of these two colors, they're all better than this guy. Goblin Rabblemaster presents a bigger threat with equally as little protection. Hanweir Garrison has a butt that at least survives a Savannah Lion without being a mana-sink. All while pumping power onto the board at a faster rate than this piece of shit. I can only assume one guy made all the Boros cards, and he made them all at 4AM the night before the set went to the printer. Also he hated Red and White players a lot. Maybe a Boros player touched him inappropriately during his childhood. I didn't even get to the ugly fucking art yet. Who let J. J. Abrams draw a magic card? Can I get some more fucking lens flare? I'm not totally fucking blinded yet. It looks like this asshole opened 50 loot crates in Fortnite to get the obnoxious shit he's wearing. FUCK THIS CARD!



E: Red future sight is cool. I could see this being good. The downside means that it only goes in aggressive decks. That said, I don't think the downside is that big in the aggressive deck, look at Flame of Keld.

B: Can't wait to play it in a Zedruu EDH deck, hard pass for cube. My initial reaction to it was "Yes. YES! SHIT!" for those who enjoy that kind of thing.



E: Better fleshbag marauder. Not bad, but I don't think fleshbag cuts it anymore

B: I like this and hate Black 3 Drops enough to test this. It's a good upgrade above Fleshbag, especially if you're in a deck that's recursive or token based. Extra toughness and not just a downside against decks that don't have creatures in play on turn 3. Yeah, probably test worthy.



E: Great aggressive 1 drop in green, very similar to experiment one. Like experiment one, this also plays fine in a midrange deck. If you want to support green aggro, this is fantastic. Might give it a try if there are 2 more printed.

B: Experiment Two. I came up with it first! Also, come back when Experiment Three through Six exist and maybe I'll play Green Aggro in cube finally. I actually do kind of like this though, just in midrange or in decks where +1/+1 matters. We're currently running that archetype as an experiment to moderate success, if the cards were cheaper I'd slam that archetype in a lower powered cube. So, pretty happy with this guy overall.



E: This is close to being good, the only as a sorcery kills it.

B: Nah.



E: Token hate with card advantage is interesting.

B: It's not card advantage in the traditional sense, more card filtering, but the deck that plays this probably does get CA out of it due to graveyard interactions. I like this a lot, but wish it was uncommon for that -2/-2 bump. I'd even accept a second black mana in the cost for it. As it stands now though? Pass.



E: Sorcery sucks. 2 1/1 lifelink is not bad for 3 though

B: Eric is officially on drugs. Fuck this card. I'm out!