



<https://www.moxfield.com/decks/Q0doiEueckCUs4bmVwscdw>

Hello, My name is Ash (DreamsOfAshiok) and this is my 4c Lumra guide. A few things to preface, I am not a magic professional, I am a 24 year old who just wants to make this guide to be able to share my thoughts with the masses, I am not claiming I am good at the game, I got top 8 in 3 of the 4 challenges I've played in with this deck. These are my thoughts on this deck. If you have any further questions feel free to reach out on Twitter. I am offering this guide for free, however, if it has value or you do well using this guide and want to contribute, donate the money to The Trevor Project.

In this guide I'll go over how the combo works, the hands I would keep, the reasons I play the cards I do, and then a sideboard guide for some of the top decks in pioneer.

4c Lumra is a deck that tickles my brain, it's a strong midrange deck that has a combo built within it. The combo can include many interchangeable peices, the basic and easiest loops are two of either:



Then you need:



Additionally, you need either 2 Omnaths or a Kenrith



And lastly, you need some mana generation with any of these

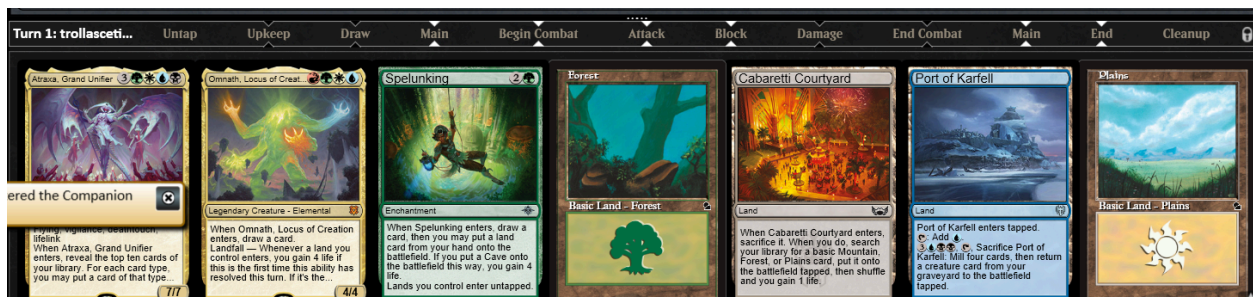


The most common loop is to start by having a Spelunking in play. With Spelunking allowing our lands to come in untapped we can abuse our reclamation effects (Lumra / Analyst), we usually use Port of Karfall to reanimate a Lumra, which brings the port back along with a bunch of fetch lands. The fetch lands enter untapped so you can use The World Tree to float mana or have a landfall mana producer (Cobra / Nissa) in play. You can repeat this to mill your entire deck then put a kenrith into play to haste and make your Lumra infinitely powerful. Another way to kill when your Spelunkings are gone which allows port to enter untapped, you can start by reanimating the lumra with Kenrith to replace the port loop. You don't need Lumra, you can

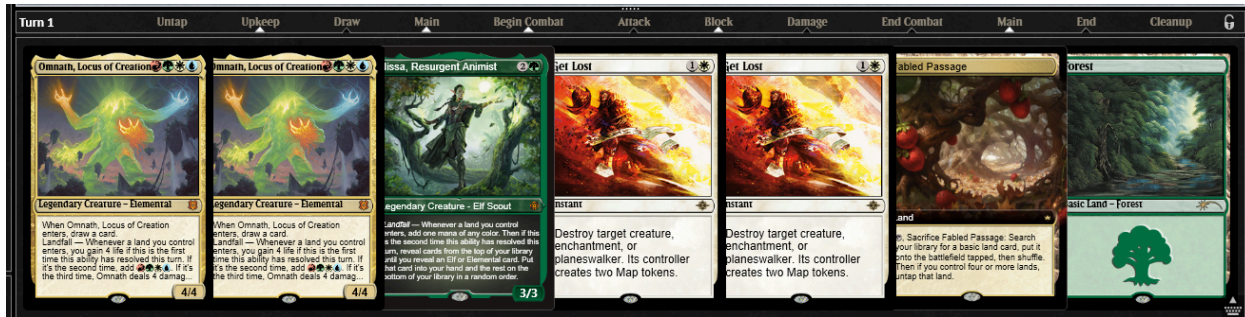
replace her with an Aftermath Analyst. The World Tree works in this loop to tap your fetches before they head to the graveyard. The other way to kill if you can't kill through combat is you can make infinite mana so you can use kenrith to make them draw their deck. If that doesn't work, we can loop Omnaths. With two ports you can animate Omath, leave the draw trigger on stack, reanimate a Lumra, and then repeat this and legend rule our Omath never actually drawing the card library is empty. You'll be able to kill with the third trigger of each Omath.

## Mulligans

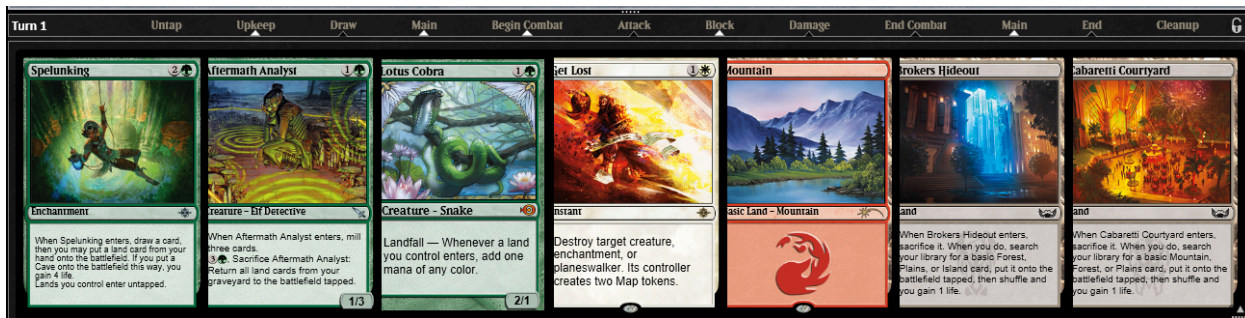
I'll admit this deck looks very dopey, not a lot of hands look so insane with this deck but this deck snowballs so hard if you're able to cast your spells, any hand with a t2 Sylvan Caryatid is an instant keep, and hands with cobra and 2 lands are often kept as well. I will also keep any hand that has a spelunking, that card allows for a lot of insane draws. It sets up Omath and Nissa well for the following turns. Now if you are not me and get a little unlucky and don't see these cards I think it's reasonable to keep certain hands against decks without the nutty cards in your opener. For example, if my op reveals a Jegantha, I am okay if I have some amount of holes or get lost in my opening hand. That is often a reasonable keep against Jegantha. If my opponent reveals a Kaheera or Yorion I often will keep 5 land hands and b over the moon. Being a deck with 38 lands and being able to just keep hitting your land drops you will eventually be able to spam your threats and overwhelm your opponent.



For example this hand is perfect in my mind, we just have the ability to set up Omath land to stabilize and we are able to cast any card we draw. We play port turn 1, if we draw removal we can play the Plains, if not we play the Forest or just play Plains to scare. Next turn we Spelunking and put into play the fetch, this hand sets up well and has the ability to interact. It has the important combo pieces.



This hand is interesting, if I see my op reveal a Jegantha and I am on the draw I think I am very likely going to keep this hand. We have two removal spells against a likely aggro deck, if its sack this hand isn't that bad either; We can answer a Fable or Mayhem Devil. Against no info or Yorion I would mulligan. The reason I would mulligan is because this hand needs to draw two lands and if it doesn't you just die. Id rather look for a land that has a lot of land but needs some cards to cast.



This hand is interesting for a few reasons. It's very much a keep, the question is how do we sequence this hand on the play? I would go turn one courtyard for a Forest, this land has less value since we already have a Mountain in hand and a hideout can also get white. Against any black or red-based deck I would just play my hideout and get a plains if they don't I would jam the mountain and cobra, this sets up for spelunking to puke our hand into play.



The only case I would keep this hand is if I were on the draw against a Jegantha deck in the blind. Kenrith isn't great as a threat for 5 mana, it's really a 7 or 8 drop card because it needs to do something and the mana is awkward here. Playing port tapped early is really difficult if you want to both play portable hole on turn 1 or 2 and Nissa on 3. We need the green source for

Nissa on 3 and an untapped land on 4 for kenrith. This hand could get lucky but I think overall it just won't play well and we have to mulligan.



Last hand and this would be an easy keep on the draw and I'd be infinitely sad and keep on the play, this hand has a solid gameplan, just get lucky and don't play your cobra on 2.

### HEY MR STREAMER HOW ABOUT THIS CARD????



I am aware, Get Lost fucking sucks. However, it kills High Noon, Ashiok and early creatures. There isn't anything better, I promise you. Yes the new dread card is fine, but doesn't kill Ashiok. I am sorry to burst your bubble.



Chained to the Rocks is unplayable in this deck because that makes it a rare turn 2 play, hole is just solid and it also deals with High Noon which is on the rise in popularity.



Memory Deluge is the most contested card in the slot, I've heard a lot of people hate this card in the deck because it is hard to cast with two blue mana, but the perks of this are it has a good selection, can be milled while comboing to help find spelunkings to try and kill, instant speed allows us to combo. The only downside of this card is the casting cost, you do get more cards with escape and you do get another land which helps setting up with comboing however I think deluge is just the move due to its being milled and to help with comboing, it's the same reason I like Atraxa in this deck, speaking of which.



Atraxa is the top end of this deck as the big I kill you threat, when things are going wrong and we need cards to try and catch up we can just slam an Atraxa, no cheating it in, unless you count port. Being able to find Spelunking is big, so using port to put an Atraxa into play to set up the combo is big. Other cards I've tried in this slot are Bonny Pall and Zacama. Both cards were impressive but Zacama not doing anything on ETB when you port it back is really sad. I think Bonny just doesn't see enough cards and for one more mana we can have Atraxa which makes me want to play it more.



Ill-timed is the best board clear for the slot because of the other roles that it can fill. Sure Supreme Verdict is uncounterable and there's cheaper board clears. However, the Pioneer meta is pretty diverse so cards that can fill multiple roles reign supreme for our deck. Using Ill-Timed as a Divination is not exciting but it's still fine. You also can use it as Faithless Looting for certain scenarios where you want to pitch your lands to bring them back untapped if you don't have a land drop and have a reclamation effect.

## Sideboard guide and how I feel about the match ups.

### Izzet Phoenix

+2 Titania +3 dispute +2 negate +2 deafening silence  
-4 Cobra -2 Ill timed explosion -3 portable hole

I used to board out Get Lost over P Hole but the uptick in Ashiok means we should be keeping more. This match-up is decently good. Phoenix is consistent so it can be hard but this deck does a really powerful thing, game one is free but games 2 and 3 are the harder ones where they play more counter magic for your creatures. We want to be able to hold up interaction while casting our spells. Like protecting our Omnaths with dispute when we can.

We also want to be playing defense on the stack with cards like negate and dispute answering Proff's and Ledger Shredder. Cobra doesn't really do anything since it just dies to a stiff breeze. We want to negate the value impulse can bring for them. Now it only hits Nissa sometimes.

### Rakdos Piss stains

+2 Titania +2 Knockout blow +2 Deafening silence +2 Beza  
-1 Kenrith -3 Deluge -2 Atraxa -2 Cobra

This match-up is tough, I've won it a lot but some draws you're just dead, and there's nothing you can do. For example, the draws with the fling card we usually die, if we just dodge the turns where they make a big dude and throw it at us we can win this match-up. I often like looking for hands that can get to Omnath quickly rather than mulliganing for interaction. Another way to try and win is to start getting Lumra online as quickly as possible. The fetch lands gaining life is a good way to bridge the early turns to then get Lumra into play to get more value off these lands, gaining 4 often. A lil Omnath if you will.

Sideboarding wise, a lot of these top end threats are just hard to get too, we are never reasonably casting deluge or Atraxa and not dying. Cobra is the only card I could see, maybe keeping some in because we do have to be fast but recently I've been having them bring in Fatal Push and getting your cobra pushed is such a bad feeling. We are cutting Kenrith because it just doesn't do enough in the mu.

### UWU control

+2 Negate +3 Mystical dispute  
-4 P hole -1 Get lost

This match-up is pretty free, it's very hard for them to be able to deal with all the threats our deck has, it's also hard for them to interact with port when we have a landed spelunking. There have been newer versions where they've been playing High Noon, I haven't played against that

version too much but I assume if they are running it we can keep in the other Get Lost and cut the Ill-Timed Explosions instead. In this match, just respect No More Lies when you can and make the most valuable play you can every turn.

### **Jund Sac**

+2 Beza +1 Starfall invocation +2 Titanias  
-4 Cobra -1 Lumra

This match has been very good. I think the only times I lose are to variance from my own deck and when they can combo kill me. The cobras die to a stiff breeze, we just want some solid blockers which Beza and Titania provide.

### **Angels**

+1 Starfall invocation  
-1 portable hole

There isn't much to say here other than this might be our best match up. Just don't die early and you can never lose this match, you go infinite so their life total doesn't matter.

### **Rakdos Mid**

+2 Beza  
-2 Lotus cobra

Tons of removal minimal sb needed. All our threats replace themselves and any hand with spelunking just goes insane in this match. It's been really good for me when we can dodge patterns of Thoughtseize into threat into Ashiok.

### **Gruul Piss stains**

+2 Beza +2 Titania +2 Deafening silence +2 Knockout blow  
-2 Atraxa -1 Lumra -3 Memory deluge -1 Kenrith -1 Cobra

This match is a lot harder than the other prowess deck due to blossoming defense, we rather play into the black interaction than the green protection. I think this may be the hardest aggro deck for us to interact with.

### **Convoke**

+2 Beza +1 Starfall +2 Titania  
-3 Memory deluge -1 kenrith -1 lumra

You aren't likely going to combo kill this mu so kenrith can go out. Titania is good at bridging the midgame to get you to lumra, it blocks everything well except the 4/4s. Get lost becomes a really awkward removal spell here however I think it's still good enough to keep them in. You are just trying to stabilize to get to your powerful turns. The deck can snowball and win but convoke is faster.

### **Green**

-1 portable hole  
+1 Starfall invocation

I understand it looks weird cutting a portable hole against the elf deck but if we are on the draw we are not reasonably casting it on an elf since all our lands come into play tapped. This match is likely the best one when it comes to combo decks which are typically bad. Just try and go fast, mulligan hands for speed over interaction.

### **RW High Noon**

-2 ill timed explosion

+2 Negate

This deck has been on the rise recently and it's a really good matchup for us. We have four portable holes and get lost all deal with the namesake card High Noon. We also can just combo through a high noon by returning the creatures with port. I've also been trying frillback over Titania and that has been helping here as well.

### **Final thoughts**

Deck is very good against control and midrange, very okay against aggro and bad against faster combos.

