

Jumpstart Cube Packets

Principles

Lists need to be both modular and self-contained, while at the same time feeling adequately different from each other. Many mechanics are at least sort of parasitic, so be sure to feature aspects of them that aren't. For instance, the Morph list has several cards that make use of Manifest so that the other half of the deck can get in on the face-down fun, and the Infectious list contains several repeatable infect-granters so that the other half of the list isn't fighting the attempt to win via poison.

Additionally, glue cards are helpful. Many lists use counters in some way or another: often +1/+1 counters, but also many with a stray Planeswalker, or more exotic counter types. Therefore, cards that incidentally proliferate are good, such as Tezzeret's Gambit for draw or Volt Charge for burn. There's a moderate amount of lists that are full-on tribal, and many more have one or two cards that care about a creature type. Therefore, quality Changelings like Mirror Entity or Taurean Mauler are good to add more support.

Since lists are paired at random, monocolored lists are strongly preferred. While three colors is manageable, a high amount of two-colored lists raises the chance of four-colored decks, which are likely to be pretty bad.

Changelog

7/27/2020:

- Added Abyssal
- Added Dimir
- Eldrazi: Spiced up land base with more utility.
 - Wastes → Ash Barrens
 - Wastes → Zhalfirin Void
 - Wastes → Shrine of the Forsaken Gods
 - Wastes → Mirrorpool
- Heliod: Shifted to be slightly more aggressive and on net stronger.
 - Plains → Hall of Heliod's Generosity
 - Lagonna-Band Storyteller → Legion's Landing
- Morph: Buffing power and adding a bit of repeatability to morph creatures.
 - Write Into Being → Ixidron
- Infectious: Amped up threat by bringing in Skithiryx.

- Corpse Cur → Skithiryx, the Blight Dragon
- Innistrad: Refining one of the earlier lists.
 - Swamp → Geier Reach Sanitarium
 - Swamp → Drownyard Temple
 - Crow of Dark Tidings → Stitcher's Supplier
- Scaling: Shifted proliferate to lands, added Rosheen Meanderer to turbocharge the X spells.
 - Forest → Karn's Bastion
 - Bloom Hulk → Rosheen Meanderer
- Ornery: Added a lot more ways to damage your own creatures and subbed in Foe-Razer Regent for fight payoff.
 - Forest → Desert
 - Brindle Shoat → Acorn Catapult
 - Snapping Sailback → Foe-Razer Regent
 - Cartouche of Strength → Monstrous Onslaught
- Selesnya: Growing Ranks is a bit too strong and monotonous in play, so I'm replacing it with the more expensive Song of the Worldsoul which is potentially more powerful, but less predictable.
 - Growing Ranks → Song of the Worldsoul

7/31/2020:

- Added Gruul
- Well-Armed: Shift in a more aggressive direction with more distinct roles for the creatures, and removing the probably too strong Batterskull.
 - Brass Squire → Puresteel Paladin
 - Stonehewer Giant → Danitha Capashen, Paragon
 - Batterskull → Tatsumasa, the Dragon's Fang
- Lightning: Hell's Thunder doesn't actually fit the deck's mechanical theme.
 - Hell's Thunder → Sentinel Tower
- Golgari: Worm Harvest is a bit too good and too repetitive in its gameplay. Cutting it for another token generator; hopefully this won't make Hogaak too weak.
 - Worm Harvest → Iazoni, Thousand Eyed
- Evershifting: Made it a little more aggressive, amped up the misfit tribal element.
 - Plains → Rustic Clachan
 - Plains → Griffin Canyon
 - Morophon the Boundless → Blade Splicer

8/5/2020:

- Added Consumption

- Added Azorius
- Renamed Fine Print to Blood Price

8/11/2020:

- Added Boros

8/12/2020:

- Added Izzet
- Orzhov: Debtor's Knell is big and powerful, but it doesn't fit super well with the generally weak and incremental creatures in the Orzhov list. Wake the Dead is a better option as pseudo-removal that plays well with the Aristocrats element.
 - Debtor's Knell → Wake the Dead
- Rainbow: Tezzeret's Gambit doesn't fit the many-colored theme as strongly, but proliferate is good glue and it does function otherwise in a similar way.
 - Painful Truths → Tezzeret's Gambit

8/16/2020:

- Added Reanimation
- Added Dragon's Hoard

8/17/2020:

- Added Synthesis

9/8/2020:

- Reanimation: Another Gruesome Menagerie that doesn't take up a deck slot? Great!
 - Swamp → Agadeem's Awakening // Agadeem, the Undercrypt
- Revamped Scaling list completely to give it a stronger theme: Landfall

10/5/2020:

- Heliod: Added another lifegain effect that looks like a land.
 - Plains → Skyclave Cleric // Skyclave Basilica
- Exile: Skyclave Apparition operates more interestingly than Fiend Hunter, offering more windows for permanent removal and a different target selection.
 - Fiend Hunter → Skyclave Apparition
- Warped Mirror: Self-only clones are risky, especially in this list, but not if they can double as a tapland!
 - Island → Glasspool Mimic // Glasspool Shore
- Abyssal: Replacing the colorless land that grinds out extra card draws with a blue source that can instead be a huge amount of card draw. I think this is a slight power down.

- Bonders' Enclave → Sea Gate Restoration // Sea Gate, Reborn
- Reanimation: This list really likes the black MDFCs. Here's another dinky reanimation spell that looks like a land. Also switching Augur of Skulls for Nullpriest of Oblivion to reduce the feels-bad of having no hand on turn three while pushing the theme a bit harder
 - Swamp → Malakir Rebirth // Malakir Mire
 - Augur of Skulls → Nullpriest of Oblivion
- Chaos: This list can have its creatures suddenly be about to die, such as from an unlucky Karplusan Minotaur or a lucky Mirror March, and having a way to cash those in is nice.
 - Mountain → Kazuul's Fury // Kazuul's Cliffs
- Lightning: It's a land that's also a cheap spell! It's not the most on-theme, but eh.
 - Mountain → Spikefield Hazard // Spikefield Cave
- Scaling: Replaced with alternate Landfall version
- Ornerly: Another list where there's an MDFC that does exactly the sort of thing the list goes for.
 - Forest → Khalni Ambush // Khalni Territory
- Animism: As a midrange list, it can handle a tapland with a slow effect on the spell side that ties in with the value theme.
 - Forest → Bala Ged Recovery // Bala Ged Sanctuary
- Evershifting: Party offers something that fits nicely with the misfit tribal theme, and Archpriest is aggressive.
 - Enduring Sliver → Archpriest of Iona

11/7/2020:

- Abyssal renamed to Benthic

11/9/2020:

- Legend of Gideon: Making slightly more aggressive and moving the counter synergy from Ozolith to a Nesting Grounds.
 - The Ozolith → Taranika, Akroan Veteran
 - Daring Archaeologist → Teshar, Ancestor's Apostle
 - Plains → Nesting Grounds
- Warped Mirror: Blinkmoth Nexus opens up some new strategic possibilities such as using clones for ramp and added reliability for ninjas.
 - Island → Blinkmoth Nexus
- Benthic: This list is too strong. I'm removing the card that most enables the deck to drop giant sea monsters well ahead of curve and replacing it with a looter that doesn't also ramp (but instead serves as ramp payoff).
 - Arcane Artisan → Enclave Cryptologist

- Consumption: Switching the board wipes. Lethal Vapors was more fair than I expected; perhaps I'll later shift it back in.
 - Lethal Vapors → Plague Reaver
- Animism: Trying to shore up the deck's problem of not really doing anything by giving it more cheap spirits that can be soulshifted back, but which are relevant at most phases of the game.
 - Kodama's Reach → Ugin's Conjurant
 - Ghost-Lit Nourisher → Permeating Mass
 - Rootrunner → Shinen of Life's Roar

11/11/2020:

- Created Titans, a fifth list for green themed around ramp and Eldrazi.

11/12/2020:

- Synthesis: Completely revamped to give a focus on incremental manipulations and combos, often involving artifacts.
- Azorius: Improved the mana base.
 - Calciform Pools → Hallowed Fountain
 - Azorius Guildgate → Seachrome Coast
- Dimir: Improved the mana base.
 - Dimir Guildgate → Clearwater Pathway // Murkwater Pathway
 - Dimir Aqueduct → Clearwater Pathway // Murkwater Pathway
- Rakdos: Improved the mana base, added another free discard outlet.
 - Graven Cairns → Blackcleave Cliffs
 - Rix Maadi, Dungeon Palace → Mountain
 - Drill Bit → Azra Oddsmaker
- Gruul: Improved the mana base.
 - Gruul Turf → Cragcrown Pathway // Timbercrown Pathway
 - Gruul Guildgate → Cragcrown Pathway // Timbercrown Pathway
- Selesnya: Improved the mana base, reduced ability to gum up the board slightly. Mirror Entity is on watch as too powerful at closing games out.
 - Selesnya Guildgate → Branchloft Pathway // Boulderloft Pathway
 - Selesnya Sanctuary → Branchloft Pathway // Boulderloft Pathway
 - Selesnya Evangel → Selesnya Charm
- Orzhov: Improved the mana base, tweaked removal to be more on-theme.
 - Orzhov Basilica → Brightclimb Pathway // Grimclimb Pathway
 - Orzhov Guildgate → Godless Shrine
 - Leechridden Swamp → Swamp
 - Mortify → One Thousand Lashes

- Izzet: Improved the mana base, brought to 20 cards, incorporated Adventures.
 - Missing card → Brazen Borrower
 - Izzet Guildgate → Riverglide Pathway // Lavaglide Pathway
 - Izzet Boilerworks → Riverglide Pathway // Lavaglide Pathway
 - Mizziuum Mortars → Street Spasm
- Golgari: Improved the mana base, switched out Deathreap Ritual. Hogaak is on the watchlist for too easily leading to repetitive gameplay.
 - Golgari Guildgate → Overgrown Tomb
 - Golgari Rot Farm → Nurturing Peatland
 - Deathreap Ritual → Deadly Allure
- Boros: Improved the mana base.
 - Boros Guildgate → Sacred Foundry
 - Boros Garrison → Needleverge Pathway // Pillarverge Pathway
- Simic: Improved the mana base.
 - Simic Guildgate → Breeding Pool
 - Simic Growth Chamber → Breeding Pool
- Bolas: Improved the mana base and did swap Lazotep Plating for Callous Dismissal to give the list a bit better early interaction and less blowout potential.
 - Darkwater Catacombs → Clearwater Pathway // Murkwater Pathway
 - Shadowblood Ridge → Riverglide Pathway // Lavaglide Pathway
 - Thriving Bluff → Vivid Marsh
 - Lazotep Plating → Callous Dismissal

11/13/2020:

- Eldrazi: Eldrazi Mimic fits the list better than Eternal Scourge.
 - Eldrazi Mimic → Eternal Scourge

12/14/2020:

- Added Conspiracy, a black list that compensates for deliberately terrible cards with a potent set of conspiracies.
- Viridian Engine: Improving removal while reducing straight beatdown power.
 - Ezuri's Brigade → Wicked Wolf
- Titans: Improving interaction, and replacing the lost ramp target. Possibly too few green sources now?
 - Forest → Urza's Factory
 - World Breaker → Unnatural Aggression
- Evershifting: Increasing changeling density somewhat.
 - Unconventional Tactics → Impostor of the Sixth Pride

1/26/2021:

- Incorporated Kaldheim, and made some other minor edits.
- Well-Armed: Halvar fits perfectly: An equipment lord that also functions as a solid equipment. Replacing Kemba to prevent the off-theme playstyle of turtling and making a titanic army of cats.
 - Kemba, Kha Regent → Warchanter Skald
 - Heavenly Blademaster → Halvar, God of Battle // Sword of the Realms
- Legend of Gideon: Good fit with counter manipulation gives Tyrite Sanctum over Mobilized District.
 - Mobilized District → Tyrite Sanctum
- Consumption: Tergrid fits absolutely perfectly and makes for a strong upgrade on the underwhelming Torment of Scarabs. Withercrown also matches what the list is doing, so I'm cutting Choice of Damnations for it to reduce the number of haymakers and bring the curve down.
 - Torment of Scarabs → Tergrid, God of Fright // Tergrid's Lantern
 - Choice of Damnations → Withercrown
- Chaos: Not making a substitution now, but keep an eye on Tibalt's Trickery.
- Lightning: Living Lightning is relatively bland payoff for using spells for damage. Toralf is a lot more exciting, even if his hammer doesn't fit as well in this creature-light list.
 - Living Lightning → Toralf, God of Fury // Toralf's Hammer
- Dragon's Hoard: Not making a substitution now, but Monarch fits with the list's play style.
- Animism: Maskwood Nexus is an enormously powerful card here; let's see if the synergies it enables are worth losing the very efficient Carven Caryatid. Pyre of Heroes is another tribal payoff card worth considering, but I don't think any of the new Changelings quite make the cut.
 - Carven Caryatid → Maskwood Nexus
- Viridian Engine: Esika's Chariot fits perfectly with the list's plan. Cutting Darksteel Juggernaut to add a resilient artifact threat with better gameplay to it.
 - Darksteel Juggernaut → Esika's Chariot
- Rakdos: Dream Devourer helps you get hell (or heck) bent, protects your cards from your own discard effects, and is a decent aggressive creature.
 - Jagged Poppet → Dream Devourer
- Golgari: Trimmed Hogaak for repetitive gameplay, and the fairly unexciting Molderhulk. Instead, we have two synergistic but vulnerable threats.
 - Hogaak, Arisen Necropolis → Egon, God of Death // Throne of Death
 - Molderhulk → Tormod, the Desecrator
- Rainbow: Not sure about this, but I'm replacing Crystalline Crawler with Esika. Esika is cheaper and less bursty as mana fixing, and has more of a distinct role once you hit five

colors. But I don't like that the Legendary text isn't elsewhere supported on this list (I know, I know, Genju makes lands legendary), and double green could make her impractical to use in a five-colored list. We'll see.

- Crystalline Crawler → Esika, God of the Tree // The Prismatic Bridge

2/5/2021:

- Added Shadows, a black morph list which will hopefully be adequately distinct from the blue morph list.

2/8/2021:

- Making changes based on feedback from the test on 2/7/2021.
- Blood Price: Scourge of the Skyclaves is more practical and I think has better gameplay to it than Death's Shadow.
 - Death's Shadow → Scourge of the Skyclaves
- Rakdos: Thanks for pointing it out, Tim, a bounceland indeed doesn't fit with a Hellbent list.
 - Rakdos Carnarium → Blightstep Pathway // Searstep Pathway

3/28/2021:

- Continued changes from the 2/7/2021 test.
- Legend of Gideon: James is right that the heavy color requirements can't support multiple lands that don't produce white mana. Without both Nesting Grounds and Tyrite Sanctum, however, I don't think I can support the counter theme. So I'm rotating that largely out.
 - Crystalline Giant → Traxos, Scourge of Kroog
 - Nesting Grounds → Plains
- Innistrad: Power increase and reducing the number of colorless lands.
 - Geier Reach Sanitarium → Agadeem's Awakening // Agadeem, the Undercrypt
- Shadows: I think having this be a Morph list is a mistake, relative to a combat supremacy list that makes use of Morph.
 - Qarsi High Priest → Kor Dirge
 - Haunted Cadaver → Headhunter
 - Scroll of Fate → Sharpened Pitchfork
- Viridian Engine: Nerf to the list's overpowering value by reducing the clue generation.
 - Ulvenwald Mysteries → Rusted Slasher
- Titans: Reducing the number of lands that don't tap for green.
 - Urza's Factory → Lotus Field
 - From Beyond → World Breaker
- Azorius: Amp up the defender theme, hopefully raise the power slightly.
 - Cathedral Membrane → Perimeter Captain

- Render Silent → Disallow
- Overrule → Wall of Omens

4/4/2021:

- Incorporating Strixhaven. Not the best set for the Jumpstart cube. It's heavily multicolored, and designed to be mechanically distinctive from the existing Ravnica guilds. It's focused on instants and sorceries, in an environment that doesn't lean that way. And one of the cooler mechanics, Learn, has very few cards in each color, so I'd have to badly violate the singleton guideline.
- Lightning: Never tried out Toralf, but what seems a better fit is Storm-Kiln Artist!
 - Toralf, God of Fury // Toralf's Hammer → Storm-Kiln Artist
- Added Alphas and Lorehold

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Eldrazi (C — Midrange, Ramp)

What it adds: Color-permissive but very expensive beat-down. Shifts deck in direction of ramp and heavily towards lategame. Kozilek is pretty unbeatable, but 10 mana is a lot.

1x Ash Barrens
 1x Warped Landscape
 1x Ruins of Oran-Rief
 1x Spawning Bed
 1x Karn's Bastion
 1x Zhalfirin Void
 1x Shrine of the Forsaken Gods
 1x Mirrorpool

1x Endless One
 1x Eldrazi Mimic
 1x Warden of Geometries
 1x Kozilek's Channeler
 1x Endbringer
 1x Ulamog's Crusher
 1x Artisan of Kozilek
 1x Kozilek, the Great Distortion

1x Everflowing Chalice
 1x Warping Wail
 1x Titan's Presence
 1x Hedron Archive

Heliod (W — Aggro, Enchantments, Lifegain)

What it adds: White enchantment and lifegain list. Plays best with other white lists and with additional enchantments.

1x Hall of Helioid's Generosity
1x Thriving Heath
1x Skyclave Cleric // Skyclave Basilica
5x Plains

1x Alseid of Life's Bounty
1x Daxos, Blessed by the Sun
1x Eidolon of Countless Battles
1x Helioid, Sun-Crowned
1x Helioid's Emissary
1x Daybreak Chimera
1x Reverent Hoplite

1x Legion's Landing
1x Sentinel's Eyes
1x Omen of the Sun
1x Dreadful Apathy
1x Skybind

Well-Armed (W — Aggro, Artifacts)

What it adds: Relatively aggressive equipment and equipment support. Best if the other half of the deck has evasive creatures that hold equipment well.

1x Ancient Den
1x Thriving Heath
6x Plains

1x Leonin Shikari
1x Puresteel Paladin
1x Stoneforge Mystic
1x Stone Haven Outfitter
1x Danitha Capashen, Paragon
1x Warchanter Skald
1x Halvar, God of Battle // Sword of the Realms

1x Bloodforged Battle-Axe
1x Viridian Longbow
1x Fleetfeather Sandals

1x Hammer of Nazahn
1x Tatsumasa, the Dragon's Fang

Exile (W — Control, Exile, ETB)

What it adds: Controlling white deck with lots of flicker effects and devastating removal spells that take care to optimize. Best with additional ETB effects.

1x Thriving Heath
1x Endless Sands
6x Plains

1x Charming Prince
1x Skyclave Apparition
1x Mangara of Corondor
1x Angel of Condemnation
1x Magus of the Disk
1x Restoration Angel
1x Sunblast Angel

1x Ephemerate
1x Rally the Ancestors
1x Eerie Interlude
1x Ghostway
1x Parallax Wave

Notes: Careful of Restoration Angel's non-angel clause!

Legend of Gideon (W — Aggro, Gideon, Counters, Historic)

What it adds: Aggressive white list with legendary/historic synergies and a certain amount of counter and artifact synergies.

1x Thriving Heath
1x Karakas
1x Tyrite Sanctum
1x Eiganjo Castle
4x Plains

1x Cenn's Tactician
1x Kytheon, Hero of Akros
1x Anafenza, Kin-Tree Spirit
1x Companion of the Trials
1x Taranika, Akroan Veteran
1x Teshar, Ancestor's Apostle
1x Traxos, Scourge of Kroog

1x Gideon's Triumph
1x Heart of Kiran
1x Gideon Blackblade
1x Gideon of the Trials
1x Weatherlight

Warped Mirror (U — Midrange, Copying)

What it adds: Copying and primarily soft removal. Rather slow and very weak on its own, but capable of taking advantage of strong effects from the other deck half or the opponent's deck. Ninjas encourage the deck to play more aggressively.

1x Thriving Isle
1x Vesuva
1x Glasspool Mimic // Glasspool Shore
1x Blinkmoth Nexus
4x Island

1x Cryptoplasm
1x Mist-Syndicate Naga
1x Walker of Secret Ways
1x Clever Impersonator
1x Identity Thief
1x Sakashima's Student (note: expensive and I don't have one!)
1x Stunt Double
1x Wall of Stolen Identity
1x Duplicant

1x Narset's Reversal
1x Mirror Match
1x Supplant Form

Morph (U — Midrange, Morph)

What it adds: Trickery with face-down creatures. Morph creatures don't have the best stats, but they do have some effective ways to screw with opponents' plans. This creature-heavy list plays the tempo plan, albeit with bad creatures. So that the other half of the deck can get in on the fun, there's a good number of cards that use Manifest.

1x Thriving Isle
1x Zoetic Cavern
6x Island

1x Aphetto Alchemist
1x Stratus Dancer
1x Willbender
1x Jeskai Infiltrator
1x Shaper Parasite
1x Unblinking Bleb
1x Chromeshell Crab
1x Ixidron
1x Vesuvan Shapeshifter

1x Cloudform
1x Primordial Mist
1x Scroll of Fate

Time (U — Combo, Counters, Extra Turns)

What it adds: A grindier blue deck that stacks up massive power turns by manipulating time. Best with a list that can shore up this one's weak early game. Bonus points for additional upkeep triggers.

5x Island
1x Nesting Grounds
1x Magosi, the Waterveil
1x Thriving Isle

1x Epochrasite

1x Chronozoa
1x Aeon Chronicler
1x Riftwing Cloudskate

1x Clockspinning
1x Midnight Clock
1x Paradox Haze
1x Savor the Moment
1x Karn, Scion of Urza
1x Temporal Distortion
1x Temporal Manipulation
1x Reality Strobe

Benthic (U — Midrange, Card Draw, Ramp)

What it adds: Beefy blue sea monster list with a ton of card draw and payoffs for card draw. Light on removal, and best with lists that can shore up its relatively weak early game and appreciate extra cards.

1x Sea Gate Restoration // Sea Gate, Reborn
1x Mikokoro, Center of the Sea
1x Thriving Isle
1x Lonely Sandbar
1x Shelldock Isle
3x Island

1x Enclave Cryptologist
1x Nadir Kraken
1x Sea-Dasher Octopus
1x Xyris, the Writhing Storm (Plus an Unexpected Potential to make it playable)
1x Serpent of Yawning Depths
1x Tolarian Kraken
1x Elder Deep-Fiend

1x Mind Stone
1x Ominous Seas
1x Kiora, Behemoth Beckoner
1x Midnight Clock
1x Whelming Wave

Synthesis (U — Control/Combo, Artifacts, Counters)

What it adds: A blue list with plenty of removal, and a wide range of tricks up its sleeves.

Manipulate counters, tap and untap creatures, and empower artifacts as you find a way to win.

1x Vivid Creek
1x Holdout Settlement
1x Crawling Barrens
1x Nesting Grounds
4x Seat of the Synod

1x Benthic Biomancer
1x Thrummingbird
1x Animating Faerie
1x Farmstead Gleaner
1x Leech Bonder
1x Serrated Biskelion

1x Contagion Clasp
1x Power Conduit
1x Umbral Mantle
1x Pemmin's Aura
1x Lux Cannon
1x Contagion Engine

Infectious (B — Aggro, Poison)

What it adds: Infect is a strong alternate win condition, but it can work at cross-purposes to how most lists want to win with damage. Consequently, this list has several ways to grant creatures infect, as well as proliferate effects to push towards victory with proliferate. Quite aggressive.

1x Inkmoth Nexus
1x Thriving Moor
6x Swamp

1x Plague Stinger

1x Ichorclaw Myr
1x Phyrexian Crusader
1x Whispering Specter
1x Hand of the Praetors
1x Reaper of Sheoldred
1x Skithiryx, the Blight Dragon

1x Tainted Strike
1x Contagion Clasp
1x Glistening Oil
1x Grim Affliction
1x Grafted Exoskeleton

Innistrad (B — Midrange, Graveyard, Zombies, Madness)

What it adds: A medium-speed, somewhat grindy list that is good at getting cards in and out of the graveyard. Good with other graveyard synergies and zombies.

1x Thriving Moor
1x Agadeem's Awakening // Agadeem, the Undercrypt
1x Drownyard Temple
5x Swamp

1x Cryptbreaker
1x Stitcher's Supplier
1x Asylum Visitor
1x Elusive Tormentor
1x Graveshifter
1x Voldaren Pariah
1x Soul of Innistrad
1x Distended Mindbender

1x Tragic Slip
1x Dark Salvation
1x Liliana of the Veil
1x Ever After

Blood Price (B — Midrange, Lifegain)

What it adds: Life-management black list with strong but costly removal. Heavy color costs mean it plays best with other black lists.

2x Ifnir Deadlands

1x Hall of the Bandit Lord

1x Urborg, Tomb of Yawgmoth

1x Thriving Moor

3x Swamp

1x Scourge of the Skyclaves

1x Vault Skirge

1x Garza's Assassin

1x Murderous Rider

1x Vampire Nighthawk

1x Spawn of Mayhem

1x Cavalier of Night

1x K'rrik, Son of Yawgmoth

1x Font of Agonies

1x Measure of Wickedness

1x Demonic Embrace

1x Dismember

Consumption (B — Control, Punisher)

What it adds: Controlling black list that exhausts the opponent's resources with painful choices and sacrifice effects before finishing them off with an undercosted beater that needs an empty board to attack.

1x Spawning Pool

1x Thriving Moor

6x Swamp

1x Ogre Marauder

1x Plague Reaver

1x Desecration Demon

1x Clackbridge Troll
1x Tergrid, God of Fright // Tergrid's Lantern

1x Do or Die
1x Withercrown
1x Inevitable End
1x Phyrexian Totem
1x Sword-Point Diplomacy
1x Captive Audience (Plus an Unexpected Potential)
1x Curse of the Cabal

Reanimation (B — Midrange, Graveyard, Sacrifice)

What it adds: A reanimation-focused list that reins in the swinginess of reanimation by mostly limiting it to smaller creatures. Not as aggressive as the curve suggests, but pairs well with other aggressive lists.

1x Thriving Moor
1x Agadeem's Awakening // Agadeem, the Undercrypt
1x Malakir Rebirth // Malakir Mire
5x Swamp

1x Archfiend's Vessel
1x Cabal Therapist
1x Nullpriest of Oblivion
1x Orzhov Enforcer
1x Isareth the Awakener
1x Liliana, Heretical Healer
1x Woe Strider
1x Void Beckoner

1x Unearth
1x Call of the Death-Dweller
1x Gruesome Menagerie
1x Command the Dreadhorde

Shadows (B — Midrange, Morph)

What it adds: Black can get in on the morph game too! How isn't this redundant with blue's Morph list? While that one uses face-down creatures to bank spell-like effects (akin to Foretell), this list has a lot less power stored in creatures' being turned face-up. Instead, most creatures here are good at combat in some way, and morph serves to obscure what talent that creature has. Like Morph, this list incorporates manifest to get the other half of the deck to also do face-down shenanigans.

1x Malakir Rebirth // Malakir Mire

1x Thriving Moor

1x Zoetic Cavern

5x Swamp

1x Ruthless Ripper

1x Headhunter

1x Silumgar Assassin

1x Aphetto Exterminator

1x Ebonblade Reaper

1x Grim Haruspex

1x Azra Smokeshaper

1x Soul Collector

1x Sharpened Pitchfork

1x Kor Dirge

1x Gift of Doom

1x Ghastly Conscription

Chaos (R — Midrange, Coin Flipping)

What it adds: Big red with a strong randomness theme.

1x Thriving Bluff

1x Kazuul's Fury // Kazuul's Cliffs

6x Mountain

1x Magus of the Scroll

1x Goblin Kaboomist

1x Fireflux Squad
1x Karplusan Minotaur
1x Two-Headed Giant
1x Capricious Efreet
1x Yidaro, Wandering Monster

1x Krark's Thumb
1x Fiery Gambit
1x Molten Birth
1x Wirefly Hive
1x Mirror March

Notes: I chose coin flip cards that still work okay even without Krark's Thumb. With the exception of Fiery Gambit, they have bad but not intolerable failure cases, and get very good with Krark's Thumb. The other cards fit into the randomness theme, but again in an exploitable way.

Elemental Fire (R — Aggro, Elementals)

What it adds: Aggressive red list with tribal themes and a certain amount of graveyard recursion for later on. Best with other aggressive lists, or ones that can make use of this list's reach.

1x Thriving Bluff
1x Flamekin Village
6x Mountain

1x Flamekin Harbinger
1x Ashling the Pilgrim
1x Brighthearth Banneret
1x Thunderkin Awakener
1x Incandescent Soulstoke
1x Rage Forger
1x Glarewielder
1x Nova Chaser
1x Spitebellows

1x Force of Rage
1x Mimic Vat
1x Chandra, Novice Pyromancer

Lightning (R — Control, Burn, Instant & Sorceries)

What it adds: Control and burn with a few high-cost finishers. Plays best with other instant and sorcery heavy lists.

1x Thriving Bluff

1x Spikefield Hazard // Spikefield Cave

6x Mountain

1x Electrostatic Field

1x Weaver of Lightning

1x Storm-Kiln Artisan

1x Hostility

1x Burst Lightning

1x Lightning Bolt

1x Electrodominance

1x Finale of Promise

1x Lightning Storm

1x Rift Bolt

1x Volt Charge

1x Sentinel Tower

Dragon's Hoard (R — Control, Dragons, Forced Attacks, Defenses)

What it adds: Force your opponents to disturb your dragons, which aren't aggressive unless provoked. Good with additional defensive tools to withstand the attacks and reach to complement the evasive threats.

1x Thriving Bluff

1x Haven of the Spirit Dragon

6x Mountain

1x Slumbering Dragon

1x Dragon Egg

1x Gadrak, the Crown-Scourge

1x Kazuul, Tyrant of the Cliffs

1x Warmonger Hellkite

1x Skin Invasion

1x Besmirch

1x Lust for War

1x Awaken the Sky Tyrant

1x Trove of Temptation

1x Sarkhan the Masterless

1x Stone Idol Trap

Scaling (G — Midrange, X-Costs, Counters)

What it adds: A green list with rewards both direct and indirect for playing lands. Landfall gives you direct rewards, and X-cost effects let you use that mana for more powerful effects as the game wears on.

1x Gruul Turf

1x Simic Growth Chamber

1x Turntimber Symbiosis // Turntimber, Serpentine Wood

1x Field of Ruin

4x Forest

1x Elvish Reclaimer

1x Lotus Cobra

1x Tangled Florahedron // Tangled Vale

1x Vastwood Hydra

1x Voracious Hydra

1x Evolution Sage

1x Fertilid

1x Kazandu Mammoth // Kazandu Valley

1x Undergrowth Champion

1x Waker of the Wilds

1x Scale Up

1x Ordeal of Nylea

Ornery (G — Midrange, Fight, Enrage)

What it adds: Midrange green with creatures that respond to injury, and ways to make that happen. Best with lists that offer ways to protect its creatures or grow them to withstand more.

1x Desert
1x Thriving Grove
1x Khalni Ambush // Khalni Territory
5x Forest

1x Ulvenwald Tracker
1x Viridian Emissary
1x Hornet Nest
1x Sporeweb Weaver
1x Golden Guardian
1x Neyith of the Dire Hunt
1x Grothama, All-Devouring
1x Foe-Razer Regent

1x Setessan Tactics
1x Rite of Passage
1x Acorn Catapult
1x Monstrous Onslaught

Animism (G — Midrange, Spirits, Graveyard)

What it adds: Recursive green list that drowns the opponent in card advantage. Best with lists that like the graveyard.

1x Thriving Grove
1x Okina, Temple to the Grandfathers
1x Bala Ged Recovery // Bala Ged Sanctuary
5x Forest

1x Ugin's Conjurant
1x Permeating Mass
1x Shinen of Life's Roar
1x Strangleroot Geist

1x Elder Pine of Jukai
1x Kodama of the South Tree
1x Forked-Branch Garami
1x Harbinger of Spring
1x Iname, Life Aspect

1x Winding Way
1x Moldervine Cloak
1x Maskwood Nexus

Viridian Engine (G — Midrange/Support, Artifacts, Tokens, Lifegain)

What it adds: Artifact-based green midrange with life gain, card draw, and surprising burst. Best with lists that can make use of the resource generation this one provides.

1x Inventors' Fair
1x Thriving Grove
3x Tree of Tales
3x Forest

1x Gilded Goose
1x Archbound Ravager
1x Tireless Tracker
1x Fierce Witchstalker
1x Rusted Slasher
1x Wicked Wolf
1x Fangren Marauder

1x Lifecraft Awakening
1x Nuisance Engine
1x The First Iroan Games
1x Esika's Chariot
1x Trading Post

Titans (G — Midrange, Ramp, Exile)

What it adds: A true ramp strategy to green. Ramp into giant Eldrazi, fueling that ramp by bringing cards in and out of exile. Incidentally combat decks that try to use the graveyard. Very weak on removal, so best paired with a list that can provide answers.

1x Blighted Woodland
1x Field of Ruin
1x Lotus Field
1x Thriving Grove
4x Forest

1x Deathrite Shaman
1x Scavenging Ooze
1x Ulvenwald Captive
1x Eternal Scourge
1x Void Attendant
1x Blight Herder
1x Oblivion Sower
1x World Breaker
1x Decimator of the Provinces

1x Pyxis of Pandemonium
1x The Binding of the Titans
1x Unnatural Aggression

Azorius (WU — Control, Defender)

What it adds: Pillowfort control with a defender subtheme. Best with lists that aren't relying on early aggression.

1x Prahv, Spires of Order
1x Hallowed Fountain
1x Azorius Chancery
1x Seachrome Coast
1x Thriving Heath
1x Thriving Isle
1x Plains
1x Island

1x Perimeter Captain
1x Wall of Runes
1x Wall of Omens
1x Opal-Eye, Konda's Yojimbo
1x Soulsworn Jury
1x Sky Hussar
1x Azor, the Lawbringer

1x Disallow
1x High Alert
1x Dovin Baan
1x Martial Law
1x Precognitive Perception

Dimir (UB — Aggro/Control, Mill)

What it adds: Relatively aggressive list that aims to kill by milling the opponent out. Since the other half of the list won't support mill, this list has cards like Paranoid Delusions, Whispering Madness, and Stern Mentor to deputize other creatures into the mill game. Additionally, this list can play second fiddle in a more conventional plan with its evasive creatures and tutoring.

1x Duskmantle, House of Shadow
1x Dimir Aqueduct
2x Clearwater Pathway // Murkwater Pathway
1x Thriving Isle
1x Thriving Moor
1x Island
1x Swamp

1x Dimir Infiltrator
1x Nightveil Sprite
1x Thief of Sanity
1x Dimir House Guard
1x Sewer Nemesis
1x Stern Mentor
1x Belltower Sphinx

1x Paranoid Delusions

1x Psychic Strike
1x Grisly Spectacle
1x Startled Awake
1x Whispering Madness

Rakdos (BR — Aggro, Discard)

What it adds: Aggressive list with lots of discard and little concern for who suffers. Pairs best with other aggressive lists and ones that don't mind maybe being hellbent.

1x Blood Crypt
2x Blackcleave Cliffs
1x Rakdos Guildgate
1x Blightstep Pathway // Searstep Pathway
1x Keldon Megaliths
1x Swamp
1x Mountain

1x Changeling Outcast
1x Dream Devourer
1x Rakdos Guildmage
1x Thrill-Kill Assassin
1x Anje's Ravager
1x Azra Oddsmaker
1x Neheb, the Worthy
1x Rakdos Augermage
1x Bloodhall Priest
1x Hazoret the Fervent

1x Light Up the Stage
1x Anthem of Rakdos

Gruul (RG — Midrange, Punisher)

What it adds: Gruul beatdown with a ton of hosers that punish your opponents for trying to do anything clever.

1x Skarrg, the Rage Pits

2x Cragcrown Pathway // Timbercrown Pathway

1x Gruul Turf

1x Thriving Bluff

1x Thriving Grove

1x Mountain

1x Forest

1x Burning-Tree Emissary

1x Immolation Shaman

1x Gruul Spellbreaker

1x Scab-Clan Berserker

1x Taurean Mauler

1x Zurzoth, Chaos Rider

1x Ghor-Clan Rampager

1x Ruric Thar, the Unbowed

1x Skarrgan Firebird

1x Hidden Herd

1x Collision // Colossus

1x Rhythm of the Wild

Selesnya (GW — Midrange, Tokens)

What it adds: Token swarms and synergy. Snowbally, since it relies on having a board to make its spells affordable. Best with lists that have a lot of cheap creatures.

1x Vitu-Ghazi, the City Tree

1x Selesnya Sanctuary

2x Branchloft Pathway // Boulderloft Pathway

1x Thriving Grove

1x Thriving Heath

1x Plains

1x Forest

1x Emmara, Soul of the Accord

1x Mirror Entity

1x Wayfaring Temple

1x Bramble Sovereign

1x Venerated Loxodon

1x Impervious Greatwurm

1x Call of the Conclave

1x Selesnya Charm

1x Conclave Tribunal

1x Scatter the Seeds

1x Song of the Worldsoul

1x Hour of Reckoning

Orzhov (WB — Midrange/Combo, Tokens, Burn)

What it adds: Bleeder deck that pecks down the opponent with flying tokens and life loss. Best with token makers, pump effects, and burn.

1x Thriving Heath

1x Thriving Moor

1x Godless Shrine

1x Orzhov Basilica

1x Brightclimb Pathway // Grimclimb Pathway

1x Orzhova, the Church of Deals

1x Plains

1x Swamp

1x Basilica Screecher

1x Blood Artist

1x Orzhov Enforcer

1x Ministrant of Obligation

1x Teysa, Orzhov Scion

1x Belfry Spirit

1x Blind Obedience

1x Trespasser's Curse

1x Wake the Dead

1x Pillory of the Sleepless

1x Kaya, Ghost Assassin

1x One Thousand Lashes

Izzet (UR — Combo/Control, Burn, Instants & Sorceries)

What it adds: Spell-based combo-control. Best with other lists that have a lot of instants and sorceries.

1x Emergence Zone
1x Thriving Isle
1x Thriving Bluff
2x Riverglide Pathway // Lavaglide Pathway
1x Izzet Boilerworks
1x Island
1x Mountain

1x Brazen Borrower

1x Repeal
1x Street Spasm
1x Expansion // Explosion
1x Stolen by the Fae
1x Electrolyze
1x Risk Factor
1x Thunderheads
1x Primal Amulet
1x Ral, Storm Conduit
1x Refuse // Cooperate
1x Double Vision

Golgari (BG — Midrange, Graveyard)

What it adds: Graveyard focused deck with dredge for filling the graveyard quickly and a number of cards to consume it.

1x Grim Backwoods
1x Thriving Moor
1x Thriving Grove
1x Overgrown Tomb
1x Nurturing Peatland
1x Golgari Rot Farm

1x Swamp

1x Forest

1x Deathrite Shaman

1x Golgari Thug

1x Boneyard Mycodrax

1x Egon, God of Death // Throne of Death

1x Varolz, the Scar-Striped

1x Woe Strider

1x Tormod, the Desecrator

1x Golgari Grave-Troll

1x Iazoni, Thousand-Eyed

1x Deadly Allure

1x Drown in Filth

1x Dread Return

Boros (RW — Control, Lifegain, Burn)

What it adds: Yes, yes, Boros is aggro. But it's hard to make for a distinctive identity that way. So instead Boros here is lifegain synergy control. Best against decks that it doesn't share a color with, and with lists that support grinding with tokens.

1x Sunhome, Fortress of the Legion

1x Thriving Bluff

1x Thriving Heath

1x Sacred Foundry

1x Needleverge Pathway // Pillarverge Pathway

1x Boros Garrison

1x Mountain

1x Plains

1x Aurelia, Exemplar of Justice

1x Firemane Avenger

1x Wojek Embermage

1x Firemane Angel

1x Dawn of Hope

1x Lava Coil

1x Lightning Helix
1x Deafening Clarion
1x Searing Meditation
1x Ajani, Strength of the Pride
1x Brightflame
1x Outlaw's Merriment

Lorehold (RW — Midrange, Graveyard)

What it adds: An alternate take on RW that emphasizes the color pair's graveyard interactions. Fuel the graveyard by discarding and drawing, then find potent rewards for using it as a resource. Light on removal, but resistant to opposing interaction.

1x Geier Reach Sanitarium
1x Needleverge Pathway // Pillarverge Pathway
1x Thriving Bluff
1x Thriving Heath
1x Arid Mesa
1x Sacred Foundry
1x Mistveil Plains
1x Mountain

1x Grim Lavamancer
1x Magus of the Wheel
1x Pulsemage Advocate
1x Stonebound Mentor
1x Thalia's Geistcaller
1x Ox of Agonas
1x Quintorius, Field Historian

1x Escape Velocity
1x Lorehold Excavation
1x Desecrated Tomb
1x Sevinne's Reclamation
1x Séance

Simic (GU — Midrange, Counters)

What it adds: +1/+1 counter synergy and efficiently costed creatures that can grow out of control.

1x Thriving Grove
1x Thriving Isle
2x Breeding Pool
1x Simic Growth Chamber
1x Novijen, Heart of Progress
1x Forest
1x Island

1x Experiment One
1x Combine Guildmage
1x Incubation Druid
1x Merfolk Skydiver
1x Plaxcaster Frogling
1x Renegade Krasia
1x Sharktooth
1x Helium Squirtle
1x Roalesk, Apex Hybrid

1x Rapid Hybridization
1x Cytoshape
1x Give // Take

Bolas (UBR — Control, Bolas)

What it adds: Flavorful controlling list with a theft theme and some high-cost haymakers. Best with lists that don't make its mana any worse that can keep it alive until the Bolases start dropping.

1x Crumbling Necropolis
1x Thriving Isle
1x Thriving Moor
1x Vivid Marsh
1x Watery Grave
1x Interplanar Beacon

1x Clearwater Pathway // Murkwater Pathway
1x Riverglide Pathway // Lavaglide Pathway

1x Soul Diviner
1x Wasp of the Bitter End
1x Nicol Bolas, the Ravager
1x God-Eternal Bontu

1x Dreadhorde Invasion
1x Callous Dismissal
1x Torment of Hailfire
1x Deliver Unto Evil
1x Visage of Bolas
1x Slave of Bolas
1x Nicol Bolas, God-Pharaoh
1x Nicol Bolas, the Deceiver

Rainbow (WUBRG — Midrange, Five-Color, Counters)

What it adds: Prismatic excitement! Most cards here are functional on fewer colors, but get a lot stronger when you add more. Best with decks that are okay with a more scattered mana base.

1x Bloodstained Mire (BR fetch)
1x Cascading Cataracts
1x Flooded Strand (WU fetch)
1x Steam Vents (UR shock)
1x Stomping Ground (RG shock)
1x Temple Garden (GW shock)
1x Vivid Grove
1x Vivid Marsh
1x Watery Grave (UB shock)
1x Chamber Sentry
1x Paradise Druid
1x Dragonsoul Knight
1x Esika, God the the Tree // The Prismatic Bridge
1x Fleshformer
1x Etched Oracle
1x Woodland Wanderer

1x Farseek
1x Infused Arrows
1x Tezzeret's Gambit
1x Genju of the Realm

Notes: There's a tricky balance to hit here. Getting to five colors shouldn't be trivial, but it should be reasonable to accomplish. Moreover, once you're there, I'd rather not have gameplay get too repetitive (hence why I excluded Worldheart Phoenix).

Evershifting (W + Planechase, Aggro, Misfit Tribal)

What it adds: Relatively straightforward list that's augmented by a Planechase deck unique to it. Both players use the Planechase deck, though this list is better-calibrated to take advantage of it. Plays well with tribal lists and ones that can generate a lot of mana.

1x Thriving Heath
1x Blinkmoth Nexus
1x Griffin Canyon
1x Rustic Clachan
4x Plains

1x Archpriest of Iona
1x Impostor of the Sixth Pride
1x Metallic Mimic
1x Pack Leader
1x Blade Splicer
1x Mirror Entity
1x Irregular Cohort
1x Changeling Hero
1x Valiant Changeling

1x Shields of Velis Vel
1x Fractured Powerstone
1x Settle Beyond Reality

Planar deck:

1x Chaotic Aether
1x Spatial Merging

1x Gavony
1x Glen Elendra
1x Glimmervoid Basin
1x Lair of the Ashen Idol
1x Panopticon
1x Pools of Becoming
1x Sanctum of Serra
1x Undercity Reaches
1x Velis Vel
1x Windriddle Palace

Conspiracy (B + Conspiracies, Support)

What it adds: Power for a price! Deliberately terrible black list that compensates for the fact that it's full of junk by coming with an array of potent conspiracies to provide power that can't be obtained through other means.

6x Swamp
1x Crypt of Agadeem
1x Thriving Moor

1x Festering Newt
1x Dross Hopper
1x Maralen of the Mornsong
1x Soot Imp
1x Kheru Bloodsucker
1x Dark Revenant
1x Chimney Imp
1x Evil Eye of Urborg

1x Echoing Decay
1x Grave Peril
2x Spy Kit (I know I usually have 1-ofs, but this card seems important enough to break that rule)

Conspiracies:

1x Assemble the Rank and Vile
1x Brago's Favor
1x Immediate Action

1x Muzzio's Preparations
1x Power Play
1x Sentinel Dispatch
1x Unexpected Potential

The Great Contraption (R + Contraptions, Aggro, Artifacts)

What it adds: Aggressive red artifact list that uses contraptions for staying power and to set up power turns. Best with aggressive lists, and helped significantly by blink and artifact synergies.

1x Foundry of the Consuls
1x Thriving Bluff
4x Great Furnace
2x Mountain

1x Cogmentor
1x Wrench-Rigger
1x Atog
1x Gadrak, the Crown-Scourge
1x Pia Nalaar
1x Steamflogger Boss
1x Garbage Elemental
1x Steamflogger of the Month

1x Galvanic Blast
1x Shrapnel Blast
1x Sculpting Steel
1x Work a Double

Contraption deck:

1x Applied Aeronautics
1x Bee-Bee Gun
1x Buzz Buggy
1x Dictation Quillograph
1x Division Table
1x Head Banger
1x Inflation Station
1x Lackey Recycler
1x Targeting Rocket

1x Tread Mill
1x Twiddlestick Charger
1x Widget Contraption

Alphas (G + Commander, Control, Legendary)

What it adds: Green list that will always be up on cards, but is reliant on synergies to muster much raw power. Commanders aren't very powerful, but they are resilient threats.

1x Okina, Temple to the Grandfathers
1x Path of Ancestry
1x Opal Palace
5x Forest

1x Hope of Ghirapur
1x Guardian Augmenter
1x Reki, the History of Kamigawa
1x Kolvori, God of Kinship // The Ringhart Crest
1x Thunderfoot Baloth

1x Ancient Animus
1x Arcane Signet
1x Road of Return
1x Myth Unbound
1x Obscuring Haze
1x Kamahl's Will
1x Genesis Storm

Commanders:

The Prismatic Piper
Anara, Wolvid Familiar