

4-Color Blink Deck Guide/SB Guide

List:

4 Abundant Growth
1 Boseiju, Who Endures
1 Breeding Pool
4 Counterspell
2 Dress Down
1 Eladamri's Call
1 Endurance
2 Ephemerate
2 Eternal Witness
4 Expressive Iteration
4 Flooded Strand
1 Fury
1 Hallowed Fountain
4 Ice-Fang Coatl
1 Ketria Triome
3 Lightning Bolt
2 March of Otherworldly Light
4 Misty Rainforest
4 Omnath, Locus of Creation
1 Otawara, Soaring City
4 Prismatic Ending

1 Raugrin Triome
1 Sacred Foundry
2 Snow-Covered Forest
1 Snow-Covered Island
1 Snow-Covered Plains
1 Sokenzan, Crucible of Defiance
4 Solitude
1 Steam Vents
1 Stomping Ground
4 Teferi, Time Raveler
1 Temple Garden
4 Windswept Heath
3 Wooded Foothills
4 Wrenn and Six

3 Chalice of the Void
1 Emrakul, the Promised End
3 Endurance
1 Flusterstorm
2 Force of Vigor
2 Supreme Verdict
2 Veil of Summer
1 Yorion, Sky Nomad

SB Guide

UR MURKTIDE

-This matchup I have found to be pretty favorable, and if the Murktide opponent doesn't understand their role in the matchup or Sideboards incorrectly or even just uses their Ragavans incorrectly the Matchup skews to our favor.

-Post board games I recommend fetching a good amount of basics, obviously use your judgement based on the context of your hand, but I found fetching 1 triome and the rest basics allowed me to play my cards on time while playing around blood moon, in addition if you ever draw abundant growth blood moon becomes even less of a consideration. But, always play around it if you can, it feels bad getting cheesed out of a very winnable game with that card.

-So lets talk about how I sideboarded last weekend.

Out

4 Counterspell

1 Eternal Witness

2 Dress down

1 Ephemerate

In

3 Endurance

2 Veil

1 Fluster

2 Verdict

Reasoning

-I really found Counterspell specifically not what I wanted to be doing in the matchup, sure it can help stick a threat through their counter magic, but at 2 mana its pricey and I found to be lingering in my hand. As a result, I bring in 1 mana cryptic command and Fluster to help resolve my threats while also being a convenient one mana.

-Eternal Witness gets gummed up in your hand in this matchup and you can never really establish the Ephemerate combo, for that reason we trim on one, and one Ephemerate because of that reasoning aswell as its sometimes hard to establish an elemental plus ephemerate turn.

-Dress Down comes out here, obviously its cute sometimes flashing it in and making their murktides 3/3s or making their DRC 1/1s and pinging it with Wrenn, but it just isn't good post board.

-Endurance is an absolute allstar, card is legitimately busted and can lead to turns of flashing it in, them countering it, move to my turn 4 and can just resolve Teferi with potential Veil or Fluster Backup.

-We bring in Verdict here to sweep away the board, and sometimes just having the threat of it in the 95 can really make them play more into your 2 for 1 gameplan without overextending which favors you. If they do overextend, we have the option.

-Teferi is a must stick in this matchup, the opponent is bringing in Dress Downs, Disputes, Subtelys, and will fight over this, be ready to flash in threats on their end step to tap them out of low.

-Another note, Dashed Ragavan is most assuredly a way we lose this matchup, try saving your bolts for their Ragavans, DRC is manageable (if kept in post board) especially with W&6.

Elementals

Out

2 March of Otherworldly Light

2 Bolt

In

1 Emrakul, the Promised End

1 Endurance

2 Verdict

Reasoning

-We take out march here because it usually will trade down on cards and just feels really clunky in the matchup overall.

-Bringing in Emrakul is a No brainer and most post board games come down to this card. Keep checking their lands and Graveyard to get a general idea of when this card is coming if they have it so you can somewhat prepare for it.

-Endurance Comes in just as a card that can pressure planeswalkers while also flashing in to snag a couple lands out of their graveyard to make their Wrenns worse or making their Emrakul come down a few turns later. I'm not ecstatic bringing it in, but I'm not mad either.

-This matchup I found to be pretty close, while I think they have slightly more game, if they don't draw their Caverns, I found my counterspells can clean house which allows me to be in the driver seat most of the game.

-I really do think Elementals is no good right now compared to Counterspell 4-C, It gives so much more play to the deck in my opinion and allows you to set up disgusting combos of Ephem+Counterspell+Witness.

Yawgmoth

Out

4 Ice-Fang Coatl

1 Boseiju

2 Teferi Time Raveler

In

3 Endurance

2 Veil

2 Verdict

Reasoning

-I take out the Ice-Fangs because it doesn't really accomplish much for us, best case scenario we trade with an undying creature which evidently just comes back. But, a non-zero amount of time they have a stuck Yawg and you are playing a 2 mana creature that cycles, its not great.

-I take out the Boseiju because they have basically zero targets, other than snagging a Peatland or an Arbor.

-Teferi is not terrible in this matchup, on the play bouncing a wall of roots feels amazing, but many times they get gummed up in your hand while holding up the necessary counterspell to not literally die or let them draw 4 cards.

-Endurance is amazing here, stops them mid combo and can lead to turns of turn 4 verdict plus endurance to clean everything up.

-Verdict I found to be okay, obviously not great against Gris, but it just seems like a necessary evil, but I'm not 100% confident I am correct.

-Veil I found to be really nice, when they bring in 4 Thoughtseize and can usually negate a Gris activation.

Hammer

Out

1 Endurance

2 Counterspell

1 Teferi

In

2 Force of Vigor

2 Verdict

Reasoning

-Endurance is really not good here, obviously can flash in to ambush a creature, but it just isn't good, pretty easy cut.

-I trim 2 counterspell because they can just be horrific against their saga based draws, and can just be really clunky in your hand when you draw multiples ever.

-I used a similar thought process with teferi, while on the play you can bounce a saga which feels really nice, but drawing multiples is a recipe for disaster when you can't just use them for Solitude Fodder.

-Force is amazing here, a play to keep in the back of your mind is to bounce your abundant growth with teferi to hold up the alternate casting cost of force.

-Verdict comes in here to help clean up Karnstructs while also just allowing you to focus on their Sigarda's Aids and having a card in your hand to clean everything else up.

Living End

Out

3 Bolt

4 Ending

2 March

In

3 Chalice

3 Endurance

2 Veil

1 Flusterstorm

Reasoning

-All these cards are a no brainer to take out, and to bring in.

-I found this matchup to be really really good post board, and if you can snag a preboard game you should be a high percentage to win the match.

-Don't forget that they only have 3 Living end, a non-zero amount of games you can get them to cast all their living ends, but please please keep in mind they have Endurance and can throw them back in their deck.

-Navigating the first two turns is essential, I found myself casting EI on the play on 2 to just dig for more answers, and sometimes can just hit the chalice and the EI is divination.

Rhinos

Out

1 Endurance

3 Bolt

1 Boseiju

2 Dress Down

1 Ending

In

3 Chalice

2 Verdict

2 Veil

1 Flusterstorm

Reasoning

-This matchup I found to be superb through and through, all your cards are just insane against them.

-I take out endurance because unfortunately it can not block a Rhino, and I want better cards out of the board (It can be good against Brazen Borrower, but not good enough to keep in).

-Bolt comes out because the only target in the deck is Shardless agent, BB, and Bonecrusher, cards eh in this matchup.

-Bosejiu comes out, you must fetch basics in this matchup, like as I said before, one triome and basics I found to be a really good formula, and we are keeping in 5 clean answers to moon and 4 Teferi to bounce it and eventually counter it when they replay it. I found blood moon to not be an issue as crazy as that sounds.

-Dress Down comes out, not really what you want to be doing.

-I trim on one ending here, I found that post board they play a more tempo gameplan with tapping your mana sources, or flashing in BB, ETC. So Ending can get gummed up in your hand.

-These cards coming in are no brainers, what feels insane is to veil a BB on your teferi or Chalice to just literally win the game on the spot essentially.

-To keep in mind is to not really ever fall into the trap of minusing Teferi unless you absolutely need to, they have many ways to incrementally do damage to it (Bonecrusher and Fire // Ice).

Amulet (I wish you were good <3)

Out

3 Bolt

1 Endurance

In

2 Force

2 Verdict

Reasoning

-I played Amulet for so many years, I had my first couple finishes with the deck, it is so near and dear to my heart. I hate to see it be so meh right now.

-Bolts come out because best case scenario is they mess up with Azusa and you bolt it with the land trigger on the stack to prevent their third land drop, or snag a Karnstruct.

-Endurance comes out, cards bad in this matchup.

-I really could see trimming some teferis to bring in a chalice or two, I think you use your discretion, but I found me being able to just counterspell them to prevent getting blown out by Cavern.

-I found myself when I draw boseiju to wait for their Cavern to blow it up because when you have verdicts and counterspells that actually work the matchup because pretty trivial.

-Force comes in, no brainer, can hit Dryad, Amulet, Saga.

-Verdict comes in here, because really shouldn't ever go for haste because of the threat of Solitude, so Verdict is an all star to clean the board up.

Mirror

Out

2 Marches

3 Bolt

1 Boseiju

In

1 Emrakul

3 Endurance

1 Flusterstorm

1 Verdict

Reasoning

-Marches come out here, they don't hit planeswalkers and I really don't want to be spending 5 mana on killing a Omnath.

-Bolts are pretty mediocre, game one they are fine on the draw to help catch you up by bolting their Wrenn and minusing your wrenn to deal with it. But overall doesn't really kill much.

-Boseiju comes out because it has practically zero targets you ever want.

-Endurance is a no brainer, can make their Wrenns, Witnesses and Emrakuls all worse. While also being a 3 mana $\frac{3}{4}$ with flash.

-Flusterstorm has a lot more targets than veil in this matchup. Sometimes just not having to use 2 mana to counter a EI or Call or even a Counterspell can be a huge difference. Save your counterspells for their threats, use flusterstorm aggressively sometimes.

-I like verdict a lot more on the draw, so sometimes you can just keep the bouseiju in on the play, but Verdict is great catch you back up.

What I'd like to change?

-Cut the Marches for a mixture of another bolt or 2 Heat or 1 and 1, March is pretty mediocre in the fact that it cant deal with Planeswalkers and cant 1 for 1 a T1 Ragavan on the Draw

-Make room for another Bouseiju in the 75

-Make room for 2 Mystical Dispute in the sideboard, whether that means moving the Emrakul to the Main, not entirely sure.

I'd love to talk about more decks, or if you have any thoughts on how I sideboarded in my Twitter Comments <3.

-Josh Warsaw

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