

Goryo's Vengeance: Well Positioned and Underplayed (Thank God, the Mirror Sucks)

We've had a ton of shake ups in the modern format as of late. Underworld Breach finally had its moment in the sun, much to the chagrin of everyone not named Jesse Robkin, before summarily being taken out behind the woodshed. Then a New Set came out, a feeling so great we used to only experience it 3 times a year, but Daddy Hasbro allowed all the chocolate ice cream we desired and surely no one's ever tired of too much of a good thing. Tarkir: Dragonstorm brought with it many prospective Modern cards, but outside of the little knife that could and a guy who can't stop yelling about all the winning he's doing, nothing seems to hold a candle to Master Ajani and his catgirl polycule.

So what is to be done?

Well you hopefully read the title or the post or just know me as a person and can surmise I believe the answer to be Goryo's Vengeance. Let's take a look at the modern metagame and break down why the deck is so well positioned.

Boros

Boros Energy by Mismatchedginger

[Report Deck Name](#)

Format: Modern
Event: Modern Challenge 64 2025-05-07, 3rd Place, 7-2
Deck Source: www.mtgo.com

Deck Date: May 7, 2025
Archetype: Boros Energy

Tabletop
\$859.54

MTGO
296.27 tix

18 Mythic, 34 Rare, 10 Uncommon, 9 Common

Deck Page

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Stats

My Price

Tabletop

Arena

MTGO

Creatures (24)

4 Guide of Souls

4 Ocelot Pride

3 Ragavan, Nimble Pilferer

4 Ajani, Nacatl Pariah

2 Voice of Victory

4 Phlage, Titan of Fire's Fury

3 Seasoned Pyromancer

4 Arid Mesa

2 Elegant Parlor

4 Flooded Strand

4 Marsh Flats

1 Mountain

2 Plains

3 Sacred Foundry

Spells (6)

4 Galvanic Discharge

2 Thraben Charm

2 Deafening Silence

1 Ghost Vacuum

2 Orim's Chant

1 Celestial Purge

1 Wrath of the Skies

4 Molten Rain

1 Wear // Tear

2 Showdown of the Skalds

1 Obsidian Charmaw

Enchantments (7)

2 Static Prison

3 Goblin Bombardment

2 Fable of the Mirror-Breaker

2 Deafening Silence

1 Ghost Vacuum

2 Orim's Chant

1 Celestial Purge

1 Wrath of the Skies

4 Molten Rain

1 Wear // Tear

2 Showdown of the Skalds

1 Obsidian Charmaw

Lands (23)

3 Arena of Glory

4 Arid Mesa

2 Elegant Parlor

4 Flooded Strand

4 Marsh Flats

1 Mountain

2 Plains

3 Sacred Foundry

75 Cards Total

Buy from Card Kingdom

Buy from Cardhoarder

Buy from TCGplayer

Rent from Cardhoarder

The Boogeyman, the reason we're all here. The 30% Metagame deck. There are small changes from list to list, but Mr. Ginger's lists are always great so we'll just use his. The way we'll go about making the case for our deck will be to look at what cards they have we care about. In the main deck, we have Thraben Charm and the Sideboard we have Ghost Vacuum, Orim's Chant and to a much lesser extent Celestial Purge. And that's the end of the list. That's going to be a recurring theme. Next we can consider cards in the format that historically led to "good" Boros matchups. Cards like cheap sweepers (Pest Control, Wrath of the Skies, Pyroclasm), Solitude Scams, Spell Snare, Stern Scolding, Cheap Removal (Fatal Push, Bolt Variants, Prismatic Ending). We're going to see a lot of overlap with the cards that are strong vs prowess. As you can see, they don't have a lot of tools as long as you can stem the aggression. Holding up Thraben charm becomes a lot harder to rationalise if they aren't pressuring you. So a combo deck that can play a bunch of sweepers, cheap counters, but also kill them if they blink is quite appealing.

Prowess

Izzet Prowess

by DB_Mengu

Report Deck Name

Format: Modern
Event: Modern League 2025-05-07, 5-0
Deck Source: www.mtgo.com

Deck Date: May 7, 2025
Archetype: Izzet Prowess

Tabletop MTGO

\$418.62 **401.31** **tix**

23 Rare, 27 Uncommon, 25 Common

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Stats

My Price Tabletop Arena MTGO

Creatures (12)

4 Dragon's Rage Channeler		\$5.44
4 Monastery Swiftspear		\$1.60
4 Slickshot Show-Off		\$51.12

Spells (22)

4 Lava Dart		\$1.32
4 Lightning Bolt		\$2.00
4 Mutagenic Growth		\$4.00
4 Preordain		\$1.96
2 Violent Urge		\$0.50
4 Expressive Iteration		\$1.44

Artifacts (8)

4 Mishra's Bauble		\$4.40
4 Cori-Steel Cutter		\$60.00

Lands (18)

3 Arid Mesa		\$75.30
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3 Bloodstained Mire \$37.11

1 Fiery Islet \$0.59

3 Mountain \$0.00

2 Scalding Tarn \$50.32

3 Steam Vents \$42.48

1 Thundering Falls \$16.21

2 Wooded Foothills \$26.74

Sideboard (15)

4 Consign to Memory		\$31.96
2 Shattering Spree		\$2.10
2 Soul-Guide Lantern		\$0.48
2 Spell Pierce		\$0.50
4 Unholy Heat		\$0.80
1 Violent Urge		\$0.25

75 Cards Total

Buy from Card Kingdom \$419

Buy from Cardhoarder 401 tix

Buy from TCGplayer

Rent from Cardhoarder \$10 / wk

The new kid on the block, convincing folks Bedlam Reveler was playable from the time they registered to the first time they drew the card. Like we said earlier, many of the same axioms apply, with the caveat that Solitude is even better than against boros. Cards we care about in the Main are a big old 0 and side some lists have Surgical but most have 2 permanent based hate and a few Spell Pierce. Again, we stop the aggression, it's smooth sailing. Their scariest draws include Slickshot or Cori, which Spell Snare and Solitude handle quite effectively.

Eldrazi

Eldrazi Ramp

by Giltspire

Report Deck Name

Format: Modern

Event: Modern Challenge 32 2025-05-05 (1), 4th Place, 6-2

Deck Source: www.mtgo.com

Deck Date: May 5, 2025

Archetype: Eldrazi Ramp

Tabletop

\$785.64

MTGO

376.59 tix

18 Mythic, 29 Rare, 16 Uncommon, 13 Common

Stats

My Price

Tabletop

Arena

MTGO

Creatures (15)

4	Sowing Mycospawn	3	\$16.12
2	Writhing Chrysalis	2	\$0.58
3	Nulldrifter	7	\$9.90
2	Sire of Seven Deaths	7	\$49.00
2	World Breaker	6	\$5.14
2	Emrakul, the Promised End	13	\$38.52

Planeswalkers (5)

3	Karn, the Great Creator	4	\$17.49
2	Ugin, Eye of the Storms	7	\$86.08

Spells (10)

4	Kozilek's Command	3	\$44.56
3	Malevolent Rumble	1	\$3.00
3	Kozilek's Return	2	\$17.04

Artifacts (4)

2	Talisman of Curiosity	2	\$0.60
2	Talisman of Impulse	2	\$0.70

Enchantments (4)

4	Utopia Sprawl	1	\$3.72
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Lands (23)

1	Bojuka Bog		\$0.69
1	Breeding Pool		\$18.96

1 Cavern of Souls \$38.00

4 Eldrazi Temple \$21.44

3 Forest \$0.00

1 Gemstone Caverns \$54.14

1 Ghost Quarter \$0.49

1 Hedge Maze \$15.39

1 Misty Rainforest \$25.06

1 Sanctum of Ugin \$2.06

1 Stomping Ground \$12.18

4 Ugin's Labyrinth \$141.20

1 Verdant Catacombs \$21.70

1 Windswept Heath \$9.25

1 Wooded Foothills \$13.37

Sideboard (15)

1	Chalice of the Void	2	\$22.04
1	Engineered Explosives	1	\$2.97
1	Tormod's Crypt	1	\$0.33
3	Consign to Memory	1	\$23.97
1	Liquimetal Coating	2	\$0.25
2	Soulless Jailer	2	\$3.14
1	The Stone Brain	2	\$2.08
2	Dismember	1	\$7.20
1	Ensnaring Bridge	3	\$13.00
2	Trinisphere	3	\$44.28

76 Cards Total

Buy from Card Kingdom \$786

Buy from Cardhoarder 377 tix

Buy from TCGplayer

Rent from Cardhoarder \$9 / wk

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Alright, now we're starting to face some heat. Main Deck we've got 4 K Command, Mycospawn for Bojuka Bog and The Karnfather. Sire can also be a problem if our life

total falls too low. Assuming most of the sideboard is just for Karn, we've still got some Soulless Jailers, Trinisphere and maybe Chalices/Stone Brains. That's a lot! Thankfully when WotC printed Ancient Tomb into Modern, they also gifted us with the Ceremonious Rejection of our dreams. Mycospawn is Sorcery Speed, and both Karn and K Command play into Force of Negation. So despite the plethora of cards we don't want to see, they can't always leverage more than 1 of them at a time. We also get access to the bonus modes of Consign to Memory , pitching to FON and stopping the Goryo's trigger from exiling our monster. There's a ton of Consign usages beyond the obvious and we can talk about them in a later section. Just trust me that this is typically a good matchup despite the interaction.

UB Murktide

Dimir Murktide

by PieGonti

Report Deck Name

Format: Modern
Event: Modern League 2025-05-06, 5-0
Deck Source: www.mtgo.com

Deck Date: May 6, 2025
Archetype: Dimir Murktide

Tabletop MTGO

\$653.13 368.64 tix

13 Mythic, 23 Rare, 20 Uncommon, 19 Common

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Stats

My Price Tabletop Arena MTGO

Creatures (10)

4	Psychic Frog		\$33.68
4	Abhorrent Oculus		\$78.12
1	Harbinger of the Seas		\$3.70
1	Murktide Regent		\$11.00

Spells (32)

1	Cling to Dust		\$0.35
4	Consider		\$1.68
4	Fatal Push		\$5.04
3	Spell Snare		\$18.42
2	Thought Scour		\$0.80
4	Thoughtseize		\$27.60
4	Unearth		\$1.84
4	Counterspell		\$6.00
1	Sheoldred's Edict		\$0.97
1	Dismember		\$3.60
2	Force of Negation		\$106.62
2	Sink into Stupor		\$15.32

Lands (18) +2 MDFCs

3	Bloodstained Mire	\$37.11
1	Darkslick Shores	\$4.40
2	Island	\$0.00
2	Misty Rainforest	\$50.12
4	Polluted Delta	\$62.08
1	Swamp	\$0.00
2	Undercity Sewers	\$47.94
3	Watery Grave	\$45.45

Sideboard (15)

4	Consign to Memory		\$31.96
2	Nihil Spellbomb		\$2.08
2	Stern Scolding		\$0.72
1	The Meathook Massacre		\$21.71
1	Glistening Deluge		\$0.25
1	Harbinger of the Seas		\$3.70
1	Undercity Informer		\$0.29
1	Jace, the Mind Sculptor		\$19.08
2	Subtlety		\$11.50

75 Cards Total

Buy from Card Kingdom	\$653	Buy from Cardhoarder	369 tix
Buy from TCGplayer		Rent from Cardhoarder	\$9 / wk

Okay, okay this is actually a rough matchup. Infinite problem cards. Push, Snare, Thoughtseize, Counterspell, FON, Cling to Dust. That's just the main! Thankfully a ton of my UB opponents bring in nonsense like Consign or Harbinger, so that helps. This matchup isn't unwinnable by any stretch, it's just tough. Thankfully Bowmasters are on the decline, so that's something at least. There are some sideboard options if this becomes a larger part of the metagame, but this deck has been on the decline.

Ruby Storm

Ruby Storm

by hugofreitas1

[Report Deck Name](#)

Format: Modern
 Event: Modern Challenge 64 2025-05-07, 2nd Place, 8-2
 Deck Source: www.mtgo.com

Deck Date: May 7, 2025
 Archetype: Ruby Storm

Tabletop MTGO

\$495.89 **175.15 tix**

10 Mythic, 30 Rare, 14 Uncommon, 21 Common

Stats

My Price ▾

Tabletop

Arena

MTGO

Deck Page

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Creatures (4)

4 Rai, Monsoon Mage	1	\$20.00
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Spells (32)

2 Strike It Rich		\$1.26
4 Desperate Ritual	1	\$10.00
1 Grapeshot	1	\$0.27
4 Manamorphose	1	\$17.12
4 Pyretic Ritual	1	\$25.36
4 Reckless Impulse	1	\$1.84
4 Wrenn's Resolve	1	\$3.32
2 Glimpse the Impossible	2	\$0.48
2 Valakut Awakening	2	\$23.98
2 Wish	2	\$1.98
3 Past in Flames	3	\$4.62

Artifacts (4)

4 Ruby Medallion	2	\$28.60
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Enchantments (2)

2 Artist's Talent	1	\$9.40
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Lands (18) +2 MDFCs

3 Arid Mesa	\$75.30
2 Bloodstained Mire	\$24.74
2 Elegant Parlor	\$22.02
1 Gemstone Caverns	\$54.14
4 Mountain	\$0.00
1 Sacred Foundry	\$18.33
2 Scalding Tarn	\$50.32
1 Sunbaked Canyon	\$3.42
2 Wooded Foothills	\$26.74

Sideboard (15)

4 Orim's Chant	*	\$30.08
4 Prismatic Ending	1	\$1.96
1 Grapeshot	1	\$0.27
2 Brotherhood's End	1	\$5.48
2 Phlage, Titan of Fire's Fury	1	\$33.12
1 Empty the Warrens	3	\$0.20
1 Past in Flames	3	\$1.54

75 Cards Total

Buy from Card Kingdom \$496

Buy from Cardhoarder 175 tix

Buy from TCGplayer

Rent from Cardhoarder \$4 / wk

I know Ruby Storm Hates to see a Force of Negation/Spell Snare Deck. Game 1 just combo them or Force their Past in Flames, Kill Ral on Sight. Post Board they have Orim's Chant. That's usually it. Mulligan to combo or interaction. Easy level one stuff.

Let's synthesize what we've learned

Cards we want access to.

- Spell Snare
- Solitude/Ephemerate
- Cheap Sweepers, preferably hitting permanents, not just creatures.
- Cheap Interaction

With that said, this is my current list.

Esper Goryo's



This list accomplishes all of the goals we had in mind. Good interactive elements with a combo finish. Doesn't damage itself too harshly with the manabase.

Cards We Aren't Playing

Emperor of Bones



Look, I get it. No one wants to get off Mr Bones Wild ride, myself included. But he just isn't very strong at the moment. This list is not looking to midrange people out, so Brooke is just 4 mana Goryo's that is countered by every removal spell in the format. If the mirror picks up, or BW comes back then by all means, but until then I hope he's shelf stable.

Ketramose

The Moose. Really good with Mr Bones, great if midrange is playable (It's not). Sideboard option if things like RIP or Leyline become the norm.

Other Reanimates

I'm half-assing this section. I haven't tried most of them. Late to the party has been solid, and I think you want 5-6 copies of a reanimate effect. Props if they are white, pitching to solitude does come up.

Options to try Late to Dinner, What Must Be Done, Unburial Rites, Footsteps of the Goryo, Makeshift Mannequin etc.

Fallaji Archeologist

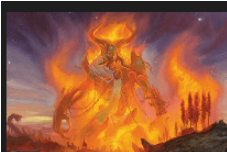

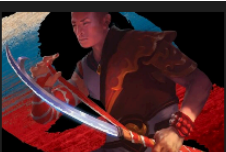
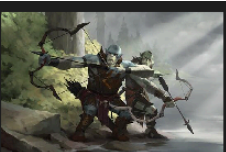
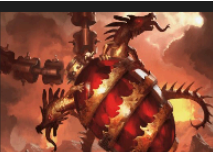

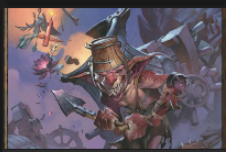


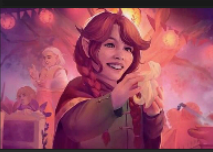

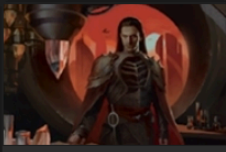
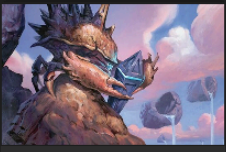
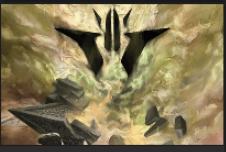

If Boros and Prowess are truly the only decks in the metagame, then slot this gal in. Otherwise this card is just so unbelievably weak. If the body matters, you can consider it, but I strongly discourage the thought.

Jace Vryn's Prodigy

Look, I'll be frank with you, I'm as shocked to see this guy here as much as you. He's really sick in these strategies, a sentence I never thought I'd get to say about my boy ever again. Similar to the Mr Bones Section, he's just not right for the metagame. 2 Mana is too expensive for a card that needs to survive to do anything. The days of the Tarmogoyf are long gone.

Now that the Main Deck is complete, let's build a sideboard.

We're preboarding against Prowess and Boros, so let's check out the other portions of the metagames and we'll discuss the options.

 <p>Boros Energy</p> <p>⚡⚡</p> <p>Phlage, Titan of Fire's Fury Ocelot Pride Ragavan, Nimble Pilferer</p> <p>META% 23.2% (509) Tabletop \$ 861</p>	 <p>Eldrazi Ramp</p> <p>⚡⚡</p> <p>Eldrazi Temple Kozilek's Command Sowing Mycospawn</p> <p>META% 7.6% (166) Tabletop \$ 555</p>	 <p>Izzet Prowess</p> <p>⚡⚡</p> <p>Cori-Steel Cutter Slickshot Show-Off Dragon's Rage Channeler</p> <p>META% 7.6% (166) Tabletop \$ 434</p>	 <p>Dimir Murktide</p> <p>⚡⚡</p> <p>Orcish Bowmasters Psychic Frog Counterspell</p> <p>META% 6.4% (140) Tabletop \$ 798</p>	 <p>Ruby Storm</p> <p>⚡⚡</p> <p>Ruby Medallion Pyretic Ritual Ral, Monsoon Mage</p> <p>META% 5.5% (121) Tabletop \$ 449</p>
 <p>Amulet Titan</p> <p>⚡⚡</p> <p>Primeval Titan Amulet of Vigor Spelunking</p> <p>META% 5.4% (118) Tabletop \$ 929</p>	 <p>Belcher</p> <p>⚡⚡</p> <p>Goblin Charbelcher Sea Gate Restoration Sink into Stupor</p> <p>META% 4.6% (101) Tabletop \$ 425</p>	 <p>Domain Zoo</p> <p>⚡⚡⚡⚡</p> <p>Tribal Flames Ragavan, Nimble Pilferer Phlage, Titan of Fire's Fury</p> <p>META% 4.0% (87) Tabletop \$ 732</p>	 <p>Affinity</p> <p>⚡⚡⚡</p> <p>Mox Opal Memnite Mishra's Bauble</p> <p>META% 3.4% (75) Tabletop \$ 636</p>	 <p>Mono-Green Basking</p> <p>⚡</p> <p>Delighted Halfling Kozilek's Command Walking Ballista</p> <p>META% 3.2% (70) Tabletop \$ 859</p>
 <p>Orzhov Midrange</p> <p>⚡⚡</p> <p>Overlord of the Balemurk Solitude Ketramose, the New Dawn</p> <p>META% 2.6% (57) Tabletop \$ 796</p>	 <p>Yawgmooth</p> <p>⚡⚡</p> <p>Yawgmooth, Thran Physician Delighted Halfling Dredger's Insight</p> <p>META% 1.7% (38) Tabletop \$ 945</p>	 <p>Mill</p> <p>⚡⚡</p> <p>Hedron Crab Tasha's Hideous Laughter Fractured Sanity</p> <p>META% 1.7% (37) Tabletop \$ 478</p>	 <p>Mono-Black Midrange</p> <p>⚡</p> <p>Kozilek's Command Nethergoyf Thoughtseize</p> <p>META% 1.4% (31) Tabletop \$ 719</p>	 <p>Jeskai Ascendancy Cc</p> <p>⚡⚡⚡</p> <p>Jeskai Ascendancy Mox Opal Tamiyo, Inquisitive Student</p> <p>META% 1.4% (30) Tabletop \$ 1,427</p>

All blue sideboards start with 4 Consign to Memory and we're no different. The 4th Force of Negation also always has a spot for me. Consign has some overlap with Eldrazi, Storm and Belcher. Murktide, we want some cheap interaction, but the best card vs them is Teferi, Time Raveler. T3F pulls double duty vs Orzhov and can be reasonable vs affinity, so we probably want at least 1. Titan is one of the combo decks that we don't have a ton for in game 1, Solitude on titan is passable, but their new loops with Analyst are problems. Cards we can play that are solid vs them are Subtlety, Thoughtseize, Ashiok. Subtlety is also good vs BW and can be reasonable vs UB. Pest Control is already a banger vs any of the mox opal decks, but we might want an additional card for urza's saga and creature decks like Broodscale or Yawgmoth. Against Storm I like to have at least 1 piece of permanent hate, you could play Damping sphere, or Drannith Magistrate.

With those considerations, this is what my sideboard currently looks like. Thoughtseize 1-2 are the next cards I'd add, so if anything underperforms, that's the first fix.



Gameplay Advice

1. Do Not Be Afraid (Of One Land Hands)

I'm saying within reason. If you have good interactive elements or a quick combo rolled up, seriously consider keeping those one landers. Replays are broken, but these are examples of hands I've kept play or draw with this list.

Hand #1



Obviously keep. We need 1 land that is not a basic plains to have our nut draw. A White card pitches to solitude, we have excess blue card to draw into Force if our Snare is dead. The point I'm trying to get across here with this extreme example is our deck does not need that many lands to function.

Hand #2



This one's a little different, but still a keep. The point of these hands is just to illustrate that most of our deck functions on 2 lands, This hand even on the play can afford to miss a land drop and still interact. A surveil, plus draw step is 60% to hit land 2, and on the draw, 75%. The counter to this knowledge is that excess land hands are significantly worse keeps.

Hand #3



This is the exception. Goryo's specifically is the card you want if you are land heavy. Each of our fetchlands is an attempt at entomb that will just win the game most of the time. With our count of Reanimate targets, we're roughly 13% on the first surveil to cast entomb, and then of course the odds get better as we draw non creatures.

Hand #4



This is a hand that I would mulligan with no known information. We are not going to beat many opponents with just a Frog. Keeping hands like these can seem appealing because we'll get to surveil a ton, but we're missing so much that there isn't a specific card we can draw that fixes our plan. Especially game 1, you really want to be pressuring the opponent by either reacting to their draw or pushing the threat of combo. A single frog is not going to cut it.

2. Learn when to deviate from standard timing.

What do I mean by this? Well there are a few set timings for casting spells that it's important to change when the cards permit. The default time to cast Goryo's Vengeance is during your opponent's end step. This gives you the most amount of looks for ephemerate/consign and can be protected by force. Pretty easy to grasp. In the matches where your life total matters, you will often Goryo's in their attack step. You don't care that the creature exiles, you care about not dying at this specific moment. A line that also comes up fairly often is casting Goryo's in response to a spell. You know you're going to cast Goryo's to block? Do it when they cast Manamorphose. But there's a ton of other times to deviate. Boros opponent has no pressure and is holding up 2 mana? Let's not cast that draw spell at the end of their turn. My Belcher opponent missed a land drop? Let's try to make their spell/snare turns more awkward in the future. Never forget that just because you have 2 mana and a loot that you do not need to cast it. Consider surveilling instead, or fetching a basic that your line wouldn't allow otherwise.

General Thoughts

Now to answer the important questions. Do I think Goryo's is the best deck in the format? Are you suggesting that folks play this for their rcq season? Do you expect the amount of hate to rise if people read this?

Do I believe this deck is the best thing to be doing? IE, the best deck.

No. I fully believe Boros Energy is the best deck in the format, and it will remain that way unless we get an insane card printed for other strategies or a banning. Boros simply is the best midrange deck Modern has ever seen and prevents other midrange decks from existing. I actively believe it's a good thing Boros is the best deck, but that's a piece for another time.

Am I Suggesting People Play This Deck In This Specific Metagame Moment?

Absolutely. There are very few graveyard hate pieces being played right now, we get to play a ton of powerful answers to the best strategies and have a stable manabase. I'll be playing the rest of my RCQ season with this list or variations.

Will the amount of hate increase from this article?

I'm going to cautiously say no. The best time to be a graveyard deck is when people don't expect it. There are not a ton of other graveyard focused strategies in the modern meta at the current moment, so even if this deck picks up some steam, I'm unsure it will be to a degree where people pack the appropriate cards.

Sideboard Guide and Tips

Boros

OUT

IN



Don't discard your creatures without a plan. Pest Control and Solitude their things, get frog hits in when you can, don't randomly die to Blood Moon. There's not a ton of tricks to utilize, but if you're not under pressure and they are leaving mana up, try to set up multiple reanimation effects or have force backup. Voice of Victory can put a damper on things, but Spell Snare is king.

Prowess

No Changes

Force is better here, you might need to stop some double strike action. The 4th copy is superfluous though. Forgot to mention this in the boros section, but in both of these matchups, you will be casting goryo's in combat more often than at the end of turn. Again Spell Snare rules, stop their pressure and then either attack a bunch with Frogs and Solitudes or do the thing.

Eldrazi With Karn

OUT

IN



This board plan will change a ton depending on their configuration, but the plans are similar. The Karn version is the scariest, so don't leave yourself open to him. When they have K command, it's very telegraphed, and oftentimes their only play. They are going to cast it whether or not you do anything. Try to not have Frogs be collateral, you can

wait to play a frog if you have consign in hand and that's usually correct. If they don't have Karn, cut the Subtleties and keep a few more Solitudes. Against Blue Tron, bring in all the counters and Teferi. If they are super in on Emrakul, you can bring in Ashiok, but it's not phenomenal. Lots of push and pull in these games. Spell Snare is not amazing, but tagging a Rumble or a Talisman comes up.

UB Murktide

OUT

IN



Pretty straightforward cuts. Force is okay at protecting things during their turn, but that's not our plan. Expect games to go long, if they are on bowmasters, cut some of the Looters. This matchup is fairly intricate, but it boils down to this question. Do they have pressure? If not, do not budge. Just continue to play out lands, do not walk into their counters. You're going to hardcast Solitudes, Atraxa, Griselbrand here. Fetch a swamp if you suspect they brought in Harbinger, but good opponents will not. Frog on the draw is the scariest thing, which is why we have the Subtleties and Snares. If you can stick

T3F on a dry board, the game is over. They typically have 1 out to a resolved planeswalker.

Storm



Game 1, try to combo very fast, or have a frog plus force backup. Games 2 and 3, not much changes, just be aware you can consign a Ral Coin toss trigger in a pinch if you just need to survive till next turn. Drannith is very hard for them to deal with and they typically don't board the removal for him.

Amulet

OUT

IN



Game 1 is a race, Force on an Amulet can slow them down, but it's usually not enough for frog beats. You will need to combo them. Game 2, Frog is never getting through. Just be aware of how much mana they can generate the following turn if they play an Amulet or Spelunking. If you have Ashiok early, that will seal things up. You can consign Bojuka Bog trigger, Prime Time ETB, Endurance, Untap Triggers on Lotus Field are particularly brutal. Spell Snare is better if they are heavy on rumble, but usually not worth it.

Belcher

OUT

IN



Fast Combo or Multiple Forces are how you win game 1. Game 2, we have so much interaction, do not tap low, we will out counter them. Tef is very good, but not the end all be all. Countering their 2 drops can be key to stranding their Flare of Denials. Remember to attack with frogs and cast spells post combat, after their creature has died to the frog beats. Do not get impatient, you'll be casting Goryo's to dig for more interaction, not to kill them. Having an Atraxa/Griselbrand in the yard just means in

counter wars you have an additional spell they need to deal with. Consign/ Tef are insane vs Lotus Bloom, you can consign the trigger that casts the spell and the Lotus stays exiled. Tef won't let them cast it in their upkeep, so the same thing applies. Very useful at stopping Tameshi functionality.

Domain Zoo

OUT

IN



They don't have a ton of interaction even post board, just try to keep the board clear and not die to a few tribal flames. Consign can counter Draco or a Leyline Binding Trigger. Sometimes they have Artifact hate, but most lists play a few Stubborn Denial effects and call it. Don't play into Doorkeeper Thrull. Their deck is mostly sorcery speed, so when they have it or Stub, it's fairly obvious. Tef is weirdly strong here, if you can bounce their threats, he neuters a lot of their counterplay.

Affinity

OUT

IN



Affinity can be a pain in game 1, they will often have a cheap graveyard hate piece in the main deck just because of the artifact synergy. It's important to kill Emry as it makes our Pest Controls way more potent as a result. Post board, again Tef is strangely good vs them. They won't tap out for Kappa early, so that's solid for us, plus Dispute and Solitude pay 4 mana are reasonable answers. Games usually go fairly long, expect to fight through multiple sagas. If wrath/PC will do more next turn, you want to hold off. Nothing worse than firing it off and dying to a construct a few turns later.

Broodscale

OUT

IN



Can be a tough match, they have Soul Cauldron in addition to the Urza's Saga artifact hate and K Command. Admittedly I haven't played against this deck a ton yet, but the plan of kill all their things has worked for me. Early Thought-Knot Seer has been the biggest pain. Spell Snare great as always. I think we need to board out Griselbrand vs Soul Caulron, but that's mostly a theory. A Game Theory.

OUT

IN

Orzhov



This deck seems to be waning in popularity as of late, which is great news for us. Similar to UB, but they have more of a clock. Expect games to go long, Atraxa cards you chose should assume that this copy is not sticking around. Eventually you can outcard them. If you life total is high, you can also deck them from Overlord triggers. Consign is interesting, but you don't want to flood on them, it's certainly possible you could want the 1st or 2nd copy. Teferi on an empty board makes many of their cards not function, and unlike UB, you know it will resolve. Wrath isn't crazy strong, but don't underestimate the power of x=3 or higher.

