

sicsmoo's Eldrazi Tron guide

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Disclaimer: This guide is not meant to be definitive or a holy grail. These are just some of my thoughts as a grinder who loves the deck and has played it a lot. There are certainly other viable strategies and things will always change as the metagame does.

Also, if you have any questions or comments I'm happy to respond as time permits. I'm on Discord as sic#3384 and in the Tron discord, which you can join with this link:

<https://discord.gg/NgZZket>

Deck history

Eldrazi Tron first came into existence when Oath of the Gatewatch was released and made Matter Reshaper, Thought-Knot Seer and Reality Smasher available, which are the current core of the deck to this day. This was during the period known as Eldrazi Winter (Jan - April 2016) during which Eye of Ugin was still legal and the various eldrazi decks dominated the Modern format. Interestingly enough, while Eldrazi Tron was extremely powerful and did see play at the time, it was actually fairly fringe as it was seen as inferior to the UW/UR/Sligh colorless builds. Once Eye was banned, the deck all but died off, lying in wait until Walking Ballista arrived with Aether Revolt in Jan 2017 to breathe new life into the archetype. Eldrazi Tron was one of the top decks in the format for most of 2017 but started to decline near the end of the year and into 2018 as the format shifted unfavorably for it, with various go-wide decks such as Humans, Spirits, Hollow One and Hardened Scales posing problems, and with midrange and control strategies receiving significant power-ups. Now in late 2019, the deck is seeing a resurgence again, having received powerups in the form of Karn, the Great Creator, Blast Zone, and Ugin, the Ineffable from War of the Spark earlier this year.

Deck overview

Eldrazi Tron is a colorless deck that is looking to leverage the power of Eldrazi Temple and the Tron lands to accelerate out Eldrazi and other big spells, the centerpieces being Thought-Knot Seer and Reality Smasher. One of the main draws to the deck is the ability to play Chalice of the Void, usually on 1, which has a crippling effect on many decks in the format, with minimal backslash on the pilot, as E-Tron only plays 4-7 1 drops in the maindeck. As a rule of thumb, when Chalice is good in the format, E-Tron is good, and vice versa.

While assembling Tron is very powerful and an important part of this deck's success, it is actually not the main focus, as opposed to in the traditional Gx Tron build, which has 4 Map, 4 Scrying, 4 Stirrings and 8 Eggs to consistently assemble the trifecta. E-Tron is just playing the 4 Maps, which more often are used to fetch Eldrazi Temple, the most important card in the deck. One Temple allows us to play Matter Reshaper on turn 2, Thought-Knot Seer on turn 3, and Reality Smasher on turn 4, regardless of what other lands we have available. And of course there is the busted double Temple turn 2 TKS draw (2.5% chance).

E-Tron is kind of "big" Midrange deck, and can act as such, or take on the role of aggro or control, depending on the matchup. The addition of Karn, the Great Creator has morphed the deck into somewhat of a toolbox strategy as well.

Opening hand selection

As noted in the previous section, the most important card in the deck is Eldrazi Temple, and as such, it is the first thing we're looking for in an opening hand, whether it be naturally, or one of the 5th-8th pseudo copies in Expedition Map. Even better but less common is access to turn 3 Tron. Then we have Mind Stone, which bridges us from 2-4 mana, which is particularly important now that Karn, the Great Creator is part of the core. So as a rule of thumb, your opener should have at least 1 of the 3 forms of fast mana to be considered a keep. Of course assuming you have a reasonable amount of things to do with the mana as well. There are certainly exceptions to this rule though, usually in situations where you have cards that are very impactful in a certain matchup ie Chalice or Relic.

Card explanations

Manabase core:

4 Eldrazi Temple: As discussed, the most important card in the deck, enables all our Eldrazi spells.

12 Tron lands: For making tons of mana.

2-3 Blast Zone: A new staple for the deck, allowing us to deal with problematic permanents/situations that we could not previously, such as Ensnaring Bridge or hordes of Humans, among many others.

1-2 Ghost Quarter: Efficient multipurpose land destruction. Used to be commonly played as a 4-of but now 1 seems to be the average. It used to be a key card in the Tron matchup especially when combined with Surgical Extraction but now that they have Great Creator it's a far less effective strategy. I like 1 for tutor utility.

1-2 Cavern of Souls: The best card against control decks.

2-3 Wastes: Gives us something to fetch off Path and Field of Ruin/GQ, and is insurance against Blood Moon. If control isn't so popular 2 is fine.

Flex slots:

If you don't need to max out on the core lands in a specific meta, there are many great options than can fill the last 1 or 2 slots:

Tectonic Edge: A heavy hitter against control and all the other big mana decks. Pairs very nicely with a Crucible of Worlds out of the side.

Scavenger Grounds: Fetchable graveyard sweeper. Particularly relevant in today's meta so it made it into my maindeck. Also has utility with KGC, as you can fetch artifacts you've exiled with the Grounds.

Sanctum of Ugin: Gets triggered by a 4/4 Ballista or All Is Dust and fetches up another threat. Commonly used in versions that run Ulamog.

Radiant Fountain: Great to have as an option to fetch if Burn or other Mono red decks are very popular.

Gemstone Caverns: Can enable some explosive draws.

Sea Gate Wreckage: Fantastic card to fetch in the mid/late game in grindy situations to make sure we don't run out of gas. Used to be a staple but has seen its stock drop with the advent of KGC.

Buried Ruin: Great value card. Can get back Walking Ballista, Chalice, Map, Wurmcoil Engine, etc. Often can be the difference in a game as we will generally be activating it later in the game with lots of mana available, but similarly to Sea Gate, its stock has dropped with KGC.

Nephelia Academy: Not the most common inclusion but can be very effective if you're seeing lots of discard. I had a lot of success with this card when Grixix Shadow was 15-20% of the meta.

Urborg, Tomb of Yawgmoth: Allows you to cast Leyline of the Void for its actual mana cost, Dismember or Surgical Extraction painlessly, and can also allow you to tap your opponents' fetchlands for mana if you're playing with Oblivion Sower and hit one. Not really worth playing if you don't have Leyline and maybe not even then.

Creatures core:

3-4 Matter Reshaper: Tons of value in a small package, more often used as a blocker but can also beat down as it comes down as early as turn 2. Is generally a 4-of but 3 is fine when grindy matchups are at a minimum in the format.

4 Thought-Knot Seer: One of the key cards; disrupts and beats down.

4 Reality Smasher: Beats down super hard and fast and is not easy to remove. Steals games more than any other card.

1-2 Endbringer: Very powerful but slow. Shines against control and midrange by allowing you to draw 2 extra cards per turn cycle. Stops Death's Shadow and Primeval Titan from attacking. Becomes a machine gun with Basilisk Collar.

3-4 (3 main, 1 side or 2/1) Walking Ballista: Is not an Eldrazi and so it doesn't synergize with Temple but makes up for it by being so flexible - early game interaction and being huge in the lategame. Also kills any creature with Basilisk Collar for less mana than Endbringer.

Flex slots:

1 Wurmcoil Engine: Again not an Eldrazi so it's not as easy to cast but it's super strong against decks like Burn, Shadow, the mirror, and Jund.

1 Hangarback Walker: Excellent in grindy matchups.

Spells core:

4 Karn, the Great Creator: Ideally gives you an answer to anything you would reasonably face. Static ability hoses artifacts. Two-card lockout combo with Mycosynth Lattice, but keep in mind creatures can still attack through it, so make sure the coast is clear or grab Ensnaring Bridge first.

4 Expedition Map: Fetches your Temple, Tron land or whatever tech land you need at the time.

4 Chalice of the Void: One of the main reasons to play the deck, as discussed. It's defensible to play 3 main and 1 side to fetch with Karn but I think in the current meta all 4 should be main.

2-3 Dismember: The most efficient and powerful removal spell available to us. Kills opposing eldrazi, Thing in the Ice, Gurmag Angler, small Death's Shadows, small Tarmogoyfs, Dark Confidant, anything out of Humans or Spirits, Baral/Electromancer, manlands, Primeval Titan(when combined with Ballista), etc.

0-3 Mind Stone: Very important for mana smoothing/acceleration, and cycles for a card when you're finished with it.

0-2 Warping Wail: A relatively weak yet very flexible card which makes it valuable enough to be included in the maindeck. Can accelerate out a threat, make a surprise blocker or even counter a powerful sorcery.

1-2 All Is Dust: An undercosted Plague Wind that also kills planeswalkers and enchantments. I like this card more than most people, often packing 3 in the 75 but its stock is pretty low right now with the mirror being so prevalent.

0-2 Ugin, the Ineffable: A generically powerful planeswalker that has solidified itself at the top of the curve alongside Endbringer and All Is Dust.

Sideboard (refer to the maindeck section for cards already discussed):

1 Mycosynth Lattice: Forms a 2-card combo with Karn, the Great Creator that locks the opponent out of the game, barring creatures on the battlefield.

0-1 Ensnaring Bridge: For fetching with KGC, shuts off large creatures such as opposing eldrazi, Titans, Awoken Horrors, Death's Shadows, as well as smaller creatures if you can get your hand small enough in time. A good 1-2 punch with Lattice.

0-1 Liquimetal Coating: Stone Rains lands when combined with KGC's +1, and deactivates lands or planeswalkers in combination with his static ability. One of the best routes to victory in the Tron matchup.

0-1 Walking Ballista: For fetching with KGC.

0-3 Spatial Contortion: 2 is fairly standard in the side, mainly for decks like humans.

0-1 Wurmcoil Engine: Showstopper fetchable with Karn.

0-1 Skysovereign, Consul Flagship: A solid threat against midrange/control and creature decks. Very good in KGC mirrors.

0-1 Tormod's Crypt: Great to fetch with KGC when you have 0 mana which happens quite often, for example when you play him on turn 3 with a Mind Stone.

0-2 Relic of Progenitus: A more robust hate card against the graveyard decks than Surgical, while also being good against Shadow and BGx and being a cantrip, but doesn't have the same

combo-breaking applications. Has great synergy with KGC, allowing you to recycle your exiled cards, including the Relic itself, for multiple uses against graveyard decks.

0-1 All Is Dust: It's just an "I win" card in so many scenarios. Important for the Humans matchup.

0-1 Torpor Orb: Hoser for humans and Titans, but also shuts off our own TKS.

0-1 Sorcerous Spyglass: Shuts off planeswalkers, Field of Ruin/GQ, Fulminator Mage, Oblivion Stone, Arcbound Ravager, Aether Vial, etc, while allowing you to look at your opponent's hand first.

0-1 Pithing Needle: The same effect for 1 less mana but you don't see their hand first. Personally I've found seeing their hand to be well worth the extra mana overall, especially with control being so big now but there is a real argument for mana efficiency when wishing with KGC.

0-1 Crucible of Worlds: For grinding with control and midrange, and anything randomly trying to destroy your lands like Hatebears or Ponza. Cards like Field of Ruin and Liliana of the Veil look pretty silly with this in play. Also can form a lock engine with a Tectonic Edge.

0-1 Grafdigger's Cage: Good graveyard hate that also shuts off Collected Company, Chord of Calling, Prime Speaker Vannifar, etc.

0-1 Witchbane Orb: Stops burn, grapeshots, targeted mill, Valakut triggers, etc.

0-1 Mystic Forge: Great value engine for grindy situations.

0-1 Basilisk Collar: Used to be a fantastic card in mirrors due to the machine gun combo and general trading up/lifegain but has lost a lot of stock as KGC turns it off. Still solid against burn and other creature mirrors.

0-2 Surgical Extraction: At a low ebb right now as graveyard decks are.. Also good against Primeval Titan decks - kill one, extract the rest. Can be used in combination with Ghost Quarter on a Tron land or Valakut.

0-4 Leyline of the Void: Not a card I generally like playing in the deck as it takes up valuable space in the sideboard and is difficult to cast at best when drawn later, but some metas can necessitate it.

0-1 Trinisphere: A solid option for decks like Phoenix, Burn, Storm, etc but we usually have that angle covered with Chalice so I'm not a big fan.

0-1 Spellskite: Ok to fetch as a blocker for KGC or as a bullet against decks like Infect or Boggles, but again Chalice is already very good there.

0-1 Ratchet Bomb: Used to be standard 2-of catch-all for hard to deal with permanents such as Amulet of Vigor, Aether Vial, Alpine/Blood Moon, Damping Sphere, anything out of Lantern or prison decks, etc. Efficient answer for Death's Shadow. Generally is good as a 2-for-1 against many aggressive decks such as Humans, Spirits, Affinity, Hatebears, etc. Also clears away tokens - good answer to Empty the Warrens. Somewhat obsolete now with the advent of Blast Zone.

0-2 Hangarback Walker: Super hard to deal with threat for Grixis Shadow and BGx, and also the mirror. Fine as a speedbump against Burn and Humans.

0-2 Dragon's Claw: For taking the edge off Burn or Mono Red Blitz.

0-2 Gut Shot: Good for killing mana dorks or cheap threats out of Humans, Spirits, Affinity, etc as early as turn 0. The surprise factor can matter when opponent sees you tapped out and goes all in on Inkmoth Nexus, for example.

0-1 Ugin, the Spirit Dragon: Not very easy to cast but a powerful sweeper effect that's also a big threat against control.

0-1 Emrakul, the Promised End: For control and combo matchups.

0-1 Batterskull: Used to actually be a maindeck card but has fallen by the wayside, not usually even being in sideboards these days, but it's a solid card against Burn, midrange, control and creature decks.

0-1 Perilous Vault: Sweeper you can pay for in installments which notably exiles all the permanents, which is relevant against Affinity which is a hard matchup, and prison decks playing Welding Jar.

Decklist

4 Matter Reshaper
4 Thought-Knot Seer
4 Reality Smasher
1 Endbringer
3 Walking Ballista

4 Karn, the Great Creator
4 Expedition Map
2 Mind Stone

4 Chalice of the Void
2 Dismember
1 All Is Dust
1 Warping Wail
2 Ugin, the Ineffable

4 Eldrazi Temple
3 Blast Zone
1 Cavern of Souls
1 Ghost Quarter
1 Scavenger Grounds
4 Urza's Tower
4 Urza's Power Plant
4 Urza's Mine
2 Wastes

SB

1 Sorcerous Spyglass
1 Spatial Contortion
2 Dismember
1 Mycosynth Lattice
1 Ensnaring Bridge
1 Liquimetal Coating
1 Walking Ballista
1 Tormod's Crypt
1 All Is Dust
2 Relic of Progenitus
1 Wurmcoil Engine
1 Torpor Orb
1 Skysovereign, Consul Flagship

Matchups

For this section I'll be using broad strokes to define each matchup as Favorable (60%+), Slightly Favorable (~55%), Even (~50%), Slightly Unfavorable (~45%) or Unfavorable (<40%). These are based on a mix of my own experiences (~2500 matches played with the deck) and educated extrapolations to account for new matchups and cards.

Eldrazi Tron

Matchup outlook: Even

-4 Chalice of the Void, -1 All Is Dust
+2 Dismember, +1 Spatial Contortion, +1 Relic, +1 Wurmcoil Engine

Here we are, with the mirror being the most prevalent matchup in the format currently. The most important factor here is who gets the bigger board presence faster. Turn 3 Tron is ideal, especially with Karn, as it means a fast Ensnaring Bridge into Lattice for the lock. If both players have an average draw, though, the games can be very interesting with lots of opportunity for interaction. Dismember is key for nuking a TKS or runaway Smasher, and Blast Zone starts doing a lot of work as the game draws out, acting as a safety valve for anything fetched with an opposing Karn, opposing Karns themselves, TKSs, etc. Post-side Spatial Contortion can neutralize an early Reshaper or Ballista, or help our own copies trade with an opposing TKS or Smasher.

Grixis Shadow

Matchup outlook: Favorable

-3 Walking Ballista, -1 Warping Wail
+2 Relic, +2 Dismember

By far the most important card in the matchup is Chalice of the Void. It single handedly shuts off almost half their deck. Try to resolve/protect it at all costs - if they pass with blue up in the early turns, don't just run it out if you can't pay for Stub. They usually have 0 ways to remove it from play in game 1 (occasionally the miser Kolaghan's Command), and usually only a few in games 2 and 3. Of course resolving it is not always easy as they have 6 discard spells to remove it proactively. One of the best cards is actually Matter Reshaper, which we are happy to chump block with to buy time and hopefully ramp us into more powerful things like Endbringer and All Is Dust. Endbringer in particular is very good because they can't counter it in game 1 and it does everything we want against them. We are trying to play the long game. Attack only if you have lethal within the next couple turns and won't die on the crackback. Playing Reality Smasher to simply block and trade with Gurmag Angler is a relatively common and good play. This is a matchup where we're focused on assembling Eldrazi Temple and Cavern of Souls to render their counterspells as useless as possible. Thought-Knot seer is fairly poor as a body as it doesn't profitably block their creatures and dies easily to Fatal Push, but its Thoughtsieze effect can be game-swinging, especially when uncounterable. Blast Zone was a huge boon for us in this matchup as it kills Death's Shadow, their scariest card, in a way they can't interact with whatsoever.

Okó Urza

Matchup outlook: Even

-3 Walking Ballista
+2 Dismember, +1 All Is Dust

Can be a bit of a slugfest as it essentially boils down to a midrange battle. This is one of the times where prior knowledge of your opponent's deck is very useful as it gives you the opportunity to play Chalice on 0 when you're on the play, which tends to slow them down considerably. This also works if they're on the play and are sandbagging their 0 drops or simply not fearing/unaware of Chalice, or obviously if you're on the play in games 2 or 3. Karn is obviously great as his static shuts off a good chunk of their artifacts and has plenty of relevant things to fetch. Spyglass for Oko or Urza is a solid go-to. Be aware they do have a decent amount of countermagic in Metallic Rebuke and Cryptic Command so it may be wise to fetch Cavern if they're holding mana up. Dismember is fantastic, killing Urza, Emry, and Goose. Post-board they may have a bit more countermagic, Assassin's Trophies and Damping Spheres. Nothing too scary but things to be aware of.

Humans

Matchup outlook: Slightly unfavorable

-4 Chalice of the Void, -1 Reality Smasher
+2 Dismember, +1 Spatial Contortion, +1 All Is Dust, +1 Torpor Orb

As it turns out, Eldrazi match up quite poorly against Humans. They go both big and wide, which can be tough for us to deal with. Champion of the Parish gets huge, Thalia's Lieutenant puts all their dorks out of Ballista range, we can't block Mantis Rider, and Reflector Mage is a huge blowout for us. Chalice of the Void has very little utility because they have Vial, Caverns and evenly spread out mana costs. Of course our best cards are the pair of All Is Dust, but that's assuming we can live to cast one, and they don't take it with Freebooter or name it with Meddling Mage. We do have some maindeck interaction in Dismembers and Warping Wail, but our best shot at winning is assembling Tron quickly and playing bombs - ideally casting AiD or a large Ballista/Endbringer. KGC into Ensnaring Bridge can work if our hand is small enough. Blast Zone is powerful but can be slow. We do get a decent amount of removal from the side in the additional Dismembers, Spatial and AID.. Also a more narrow but extremely effective hoser against them is Torpor Orb, which turns most of their creatures into vanilla beaters, which in turn shuts off their removal for Orb (currently Knight of Autumn or Deputy of Detention). The downside is that its effectiveness drops rapidly with each passing turn, and can even be too slow on turn 2 on the draw, if they have a Freebooter or Thalia. The best cards to swing the matchup are Spatial Contortion and All Is Dust.

Burn

Matchup outlook: Slightly favorable

-2 Dismember

+1 Spatial Contortion, +1 All Is Dust

The most important cards in this matchup are Chalice of the Void and Thought-Knot Seer and in many cases it's correct to mulligan to find one. If you're on the play, turn 2 Chalice on 1 is generally so crippling for them that you can win easily, especially in game 1. If you're on the draw, it becomes quite a bit less effective, but can still be a strong play on x=1. Post-board you want to cast it on 2 because it will blank the Smash to Smithereens they will have brought in, along with all their other powerful 2 drops. Chalice is not quite as effective as it used to be against the deck because they're now playing Skewer the Critics and/or Light Up the Stage which are CMC 3, even though they usually only pay 1 for them. So they have a more even spread across each CMC. There is no slam dunk wish target for Karn in this iteration of the deck. Wurmcoil is obviously good but can be slow. Consider Basilisk Collar or Dragon's Claw if you want something lighter to fetch for this mu.

G Tron

Matchup outlook: Unfavorable

-1 All Is Dust

+1 Walking Ballista

A pretty difficult matchup as they are just doing everything bigger and better than we are. Cards like Oblivion Stone and Wurmcoil Engine are really hard to beat, not to mention either Karn. In the past, a good plan was to Ghost Quarter/Surgical combo them but now that they have KGC this is far less effective. KGC gives us a clear path to victory when combined with Liquimetal Coating or Spyglass, then Lattice, but it requires us to beat them to the board which is no easy task given they are so much more likely to assemble Tron than us. Chalice on 1 can do a lot of work but if they get Map in under it it can just be useless. TKS taking their 1 relevant card and crossing your fingers in hope they don't draw another while beating down with Reality Smasher is a plan, but who am I kidding, they always draw it.

Amulet Titan

Matchup outlook: Even

-1 Warping Wail, -2 Matter Reshaper

+1 All Is Dust, +2 Dismember

They are effectively a combo deck so curving TKS into Reality Smasher is a good plan. The goal is killing them before they play a Primeval Titan or killing/controlling it once they do. Endbringer is fantastic in the matchup as it stops Titan from attacking. Ugin can blow it up. Dismember + 1 Ballista ping also kills Titan, but don't be afraid to fire off either of these effects on an early Sakura-Tribe Scout to slow them down. Also in the absence of the last point of damage, Dismember shrinking the titan to 1/1, allowing you to block with anything is fine too. Chalice is good as well, both on 1 and 0. I like 0 better because it shuts off Summoner's Pact (and Pact of Negation), putting the onus on them to naturally have one of the 4 Titans, and we don't have to slow ourselves down paying mana to cast it. KGC has multiple very effective wish targets including Torpor Orb, Coating, and Bridge. All Is Dust can be very good as they will pivot to Field of the Dead.

Infect

Matchup outlook: Favorable

-3 Reality Smasher
+2 Dismember, +1 Spatial Contortion

Yet another key matchup for Chalice, which blanks 3/4s of their spells here, though Oko out of the side and occasionally in the main can throw a wrench into this plan. Walking Ballista is a wrecking ball, and we have plenty of spot removal, along with Blast Zones. Matter Reshaper is a very solid early blocker. Karn can fetch Spyglass for Inkmoth Nexus or Oko, or a Ballista for general destruction. Mull aggressively though because without these good cards we will get run over. Reality Smashers get cut because we're playing a control role and are not interested in racing.

Jund

Matchup outlook: Slightly favorable

-4 Chalice, -1 Warping Wail
+1 All Is Dust, +2 Relic of Progenitus, +2 Dismember

Essentially a midrange mirror so there's lots of powerful plays on both sides. We want to stop their card advantage engines (Dark Confidant, Tireless Tracker) ASAP whether it be with Ballista or Dismember. Wrenn and Six isn't as big of a problem for us as long as it doesn't get to emblem, but pinging a TKS then Bolting it is a fine play for them. Karn can grab Spyglass to shut off a variety of things ie Liliana, Fulminator, etc, though it is susceptible to being shattered. Wurmcoil tends to be the best grab overall. Matter Reshaper is excellent for the grind and against Liliana in particular, whereas all our other Eldrazi are quite bad against her on an otherwise empty board. Smasher is great to take her out. Goyf can be problematic but we have

a number of ways to deal with it at least temporarily with Relic or Scavenger Grounds, and more permanently with Blast Zone or All Is Dust, which is the best thing we can do in the matchup.

Crabvine

Matchup outlook: Slightly unfavorable

-2 Dismember, -1 Endbringer
+2 Relic, +1 All Is Dust

KGC is the most important card in this matchup, with the ability to fetch Tormod's Crypt or Relic of Progenitus in game 1 as early as turn 3. Plus he can fetch Ensnaring Bridge which is the next best thing we can do, assuming we can dump our hand fast enough. Wurmcoil Engine is also very strong. It goes without saying that this matchup will be won and lost on your graveyard hate or late thereof, so you should mull to try to find it. Chalice is solid as it shuts off ~20 of their cards but we need it down early. If we can slow them down enough through that, we can race them, with Reality Smasher leading the charge, but watch out for Creeping Chill. Scavenger Grounds is very strong here as a Map target.

Mono Red Blitz

Matchup outlook: Slightly unfavorable

-2 Dismember
+1 Spatial Contortion, +1 All Is Dust

Another matchup where Chalice is extremely important. If we can land it quickly we have a good shot at winning, but they still have quite a few non 1-CMC cards, and they can just fire the spells into Chalice for the prowess triggers to get in the remaining damage. Killing their 1 drop creatures ASAP goes a long way, but unfortunately 2 of our removal spells in Dismembers are unusable because they cost so much life in the process.

UW Control

Matchup outlook: Even

-1 Warping Wail
+1 Relic

Once a favorable matchup is now even or maybe even slightly unfavorable since they've added Jace, Teferi and Field of Ruin. They have really effective spot and mass removal in the form of

Path to Exile and Supreme Verdict/Wrath of God. Cavern of Souls is the most important card - an uncounterable TKS taking the right card can be enough to swing the game. Resolving a Karn goes a long way, with Sorcerous Spyglass and Liquimetal Coating being the first go-to cards. Chalice is also very good as the UW decks are playing more and more 1-drops, and shutting off Path in particular is big game. Dismember is fine to keep in because they will bring in Lyra/Baneslayer/Monastery Mentor, and they will often flash in Clique or Snap and chump block to protect a planeswalker, so getting those out of the way is important. Even better when they tap out to fire up Colonnade. Crucible of Worlds is a nice card to have access to for this matchup because between 4 Field and 4 Path, we will run out of basics pretty quickly. Another reason why having lots of Mind Stones is important.

Storm

Matchup outlook: Favorable

-3 Matter Reshaper, -1 Endbringer, -1 Walking Ballista, -1 Ghost Quarter
+2 Relic, +1 All Is Dust, +1 Spatial Contortion, +2 Dismember

Generally a great matchup as we have so many cards that make life difficult for them. Chalice on 2 is generally lights out unless they can find their 1-of maindeck Repeal. Post-board they will have other answers to it such as Wipe Away and Shattering Spree but they still need to find one. We have Dismembers and Spatial Contortion to kill their mana dorks, plenty of hate to keep the graveyard under wraps, and Thought-Knot to take the relevant card out of their hand. This is one of the few matchups where we miss Ratchet Bomb, as it acts as insurance against a fast Empty the Warrens, though All Is Dust plays the same role a bit more slowly. Warping Wail is also fantastic as it kills Baral and counters Past in Flames, Pieces of the Puzzle or even a Grapeshot that they're trying to Remand back to their hand.

Titan Shift

Matchup outlook: Unfavorable

No sideboarding

One of the worst matchups. Similar to the other Primeval Titan deck, Amulet, we really just want to take their key card with TKS and beat down with Smasher before they can draw another. This plan doesn't work as well against Titan Shift though because they have more win-cards - 4 Scapeshifts which will kill us instantly in addition to 4 Titans which usually kills us 1 turn later. Mulling to TKS or at least Warping Wail to counter Scapeshift is necessary. Chalice on 0 is OK but they usually only have 1 or 2 Summoner's Pact. Chalice on 4 to counter Scapeshift is a

somewhat fringe option. Access to KGC helps as we can potentially shut off/kill a land with Coating if we can get on the board fast enough. Bridge stops Titan from attacking and Lattice follows. Some lists play up to 4 Mwonvuli Acid-Moss which is a huge pain, and some others play the KGC package as well, which presents another set of problems for us.