

twitter.com/o7_o7_o7_o7_o7

A large collection of Magic: The Gathering cards is displayed on a floral patterned surface. The cards are organized into several rows and columns. The top row features a variety of cards, including lands like 'Forest', 'Mountain', and 'Island', as well as creatures like 'Giant Spider' and 'Giant Spider'. The middle row shows more lands, including 'Forest', 'Mountain', and 'Island', along with creatures like 'Giant Spider' and 'Giant Spider'. The bottom row consists of a long, single-file line of lands, including 'Forest', 'Mountain', and 'Island'. The cards are laid out in a way that shows their faces, with some cards overlapping others. The background is a floral patterned surface, possibly a tablecloth or a piece of fabric.

- 4 Spelunking
- 2 Worldsoul's Rage
- 4 Aftermath Analyst
- 1 Splendid Reclamation
- 4 Bring to Light
- 4 Fable of the Mirror-Breaker
- 1 Valki, God of Lies
- 1 Scapeshift
- 4 Nissa, Resurgent Animist
- 3 Leyline Binding
- 3 Omnath, Locus of Creation
- 4 Lotus Cobra
- 4 Memory Deluge

3 Frost Bite
4 Fabled Passage
2 Snow-Covered Plains
5 Snow-Covered Forest
4 Snow-Covered Island
3 Snow-Covered Mountain
1 Snow-Covered Swamp
4 Brokers Hideout
4 Cabaretti Courtyard
2 Lotus Field
1 Echoing Deep
1 Mystic Sanctuary
1 The Hunter Maze
1 The Autonomous Furnace
3 Riveteers Overlook
2 Obscura Storefront

SB

1 Yorion, Sky Nomad
4 Pick Your Poison
2 Unlicensed Hearse
2 Torch the Tower
2 Atraxa, Grand Unifier
1 Get Lost
2 Reckoner Bankbuster
1 Extinction Event

HISTORY

This deck was the culmination of a lot of different variations on Spelunking combo, created by team Sanctum of All. [JasonILTG](#), [cftsoc](#) and I played builds of Spelunking at the Atlanta Regional Championship in December. I got to show the deck off on coverage but punted a few tough matches to finish 5-4, while Jason and cft both made day 2. These results were fine, but the deck was missing something. I was playing a Jund all-in build with Beseeches as the focal point of the deck, and [I was working on it again](#) during this RCQ season with the new upgrade in Pillage the Bog. Pillage was insane, but the deck was too fragile and too soft vs Control. You'd lose games to a single combo piece getting milled or exiled too often, and Ashiok was pretty unbeatable. That deck basically not being able to kill outside of the combo was really tough, and the deck needed another angle of attack. [The Bring to Light-focused build](#) that Jason and cft played was much better at doing that, with Yorion and BTL for Tibalt being real plans for winning games where you don't combo. But even then, the deck felt just a little short; and they both moved on to playing and tuning Jeskai Creativity instead for the Pro Tour a few months after RC Atlanta.

On May 11, Carlos Echavarria won an RCQ in Albany with [a Pioneer Aftermath Analyst deck](#).

This didn't get that much press on Magic twitter, but the list was linked in the Sanctum of All discord. The idea was really inspired, but all of us at Sanctum had a lot of changes we wanted to make. The most obvious one was that Spelunking was just a good card in Analyst decks and was already in the list, so all you'd have to do is add a tutor and a few lands in order to enable the combo that we were already very experienced with. We very quickly decided that we wanted to play Fable, Yorion, and Deluge regardless of anything else, and we talked about various builds for a while. We also worked back from the Standard Analyst deck a lot, starting with a lot of the pieces from that deck and adding the Spelunking combo and some other Pioneer-only hotness as we went.

I spent a lot of time trying to play it on Arena, and even without the critical Bring to Light I was having moderate success. A few other people on Sanctum were bouncing ideas around, especially Jason and [Noor Singh](#) who helped the most, but a lot of the deck is also just my creation too, and I was probably the person who was the most into it.

In the meantime, I had been playing RCQs with Jund Spelunking this season and doing terribly. I didn't even get above a 50% winrate over 4 RCQs, including a reCQ at NRG Indianapolis. I ran into UW a disproportionate amount of my matches, going 0-5 vs it over all of those events (including the inexplicable maindeck High Noon UW at the Indy ReCQ which made me want to throw up), making up the majority of my losses. I was getting really tilted, but I found the cards to play the new build I had cooked up to see if that'd be any better.

I played the Analyst deck at FNM for the first time and went 3-0. The list felt pretty strong, but it's just FNM so I wasn't ready to call the deck good or anything yet. I rolled up to my Saturday RCQ expecting to have fun but ultimately probably not win with my new brew, and was getting ready to resign myself to playing Phoenix moving forward to try to qualify for DC.

THE COMBO

The short version is that this combo enables a 2-card twin combo with Spelunking and BTL as the only pieces you need to draw.

The Spelunking BTL combo in this deck is as follows:

- With Spelunking and at least 5 lands in play, cast Bring to Light for at least 4 different colors.
- Cast Scapeshift off of Bring to Light. Grab Lotus Field, Lotus Field, Mystic Sanctuary, The Autonomous Furnace, and The Hunter Maze (grab whatever fetchlands or whatever you want with the rest of the lands if you had more than 5, and note that Echoing Deepes can copy any of the pieces if you've drawn them naturally and they are in your graveyard after scapeshift).
- If you're grabbing Echoing Deepes, declare what it's entering as before anything else.
- Target BTL with Mystic Sanctuary since that has to be the first thing you do when these lands enter (aside from Deepes), but be sure to put that trigger on the bottom of the stack if you are putting any fetchlands into play so you don't shuffle your Bring to Light away. I would declare that you are doing that if you're playing this deck in paper.

- Add U,G,RRR,WWW with the lands that aren't The Autonomous Furnace (you can flip the colors and drawland if you want; it doesn't matter as long as you're ending with 4 different colors floating at the end).
- Sacrifice the non-The Autonomous Furnace lands to Lotus Field.
- Resolve the Mystic Sanctuary trigger putting BTL on top of your library.
- Use a red and a white to sacrifice the Autonomous Furnace, drawing the Bring to Light you just put on top with Mystic Sanctuary.
- Cast Bring to Light for 4 colors, leaving you with 1 red or white floating. Cast Splendid Reclamation.
- Bring all of your lands back, including the two drawlands, Sanc, and 2 Lotus Fields. Target Splendid Reclamation with Mystic Sanctuary but put it on the bottom of the stack for the same reasons as above.
- Add the same mana as before, and sac 4 lands including the two Lotuses and the Sanctuary.
- Draw into the Splendid Reclamation and cast it. Put it back on top with Sanctuary, and start looping these. This costs a total of 6 mana, while the 2 lotuses and 2 lands you sacrifice along with them generate 8 mana. This gives you infinite mana of all colors.
- After adding infinite mana, sacrifice the 2nd drawland each iteration of the loop, allowing you to draw a card each iteration along with the Splendid Reclamation. This lets you draw your deck.
- Find Worldsoul's Rage and kill them with your infinite mana. If you have already played both Worldsoul's Rages, you can use the final Mystic Sanc trigger to put Worldsoul's Rage on top of your deck and draw it with a drawland once you have infinite mana.

IMPORTANT NOTE FOR MAGIC ONLINE: The combo is VERY click-intensive on Magic Online, since there are so many triggers put onto the stack by Nissa, Omnath, Lotus Cobra, the Sac Lands, the Lotuses, etc. And you have to float or add mana every step along the way. And you have to say "Yes" to lands that would normally enter tapped with Spelunking in play. On Magic Online I HIGHLY recommend playing something in the space of Cut//Ribbons or Fae of Wishes for Banefire or something so that you don't have to go through the full combo of drawing your deck, you can just Mystic Sanc back BTL after you make enough mana to get the kill condition instead of having to draw your deck to find a Worldsoul's Rage. Also make especially sure that Mystic Sanctuary triggers are on the bottom of the stack so that you don't accidentally shuffle away your Splendid Rec or BTL.

If you've naturally drawn Scapeshift or Splendid Reclamation, the combo can be done with fewer resources than what I've listed. But if you've drawn Mystic Sanc and Echoing Deep, both Lotuses and Deep, or both drawlands and Deep, it might require more resources than I have laid out. Also, if you have access to an Aftermath Analyst, it can sometimes allow you to combo even if you've drawn a buncha those lands naturally that would otherwise mess you up, since sometimes if you don't have access to Mystic Sanc or a drawland or a Lotus off of Scapeshift, you can still bring the combo lands back and have access to them before you can even grab Reclamation. You can also combo off of less resources if a Nissa or Cobra is in play, since that generates tons of mana from Scapeshift.

The combo thresholds are a little more complicated than is spelled out in the bullet points above for reasons like this, but after playing the deck for a while you can figure them out over time. I still mess up the minutia in this space sometimes, and I've been playing decks like this for about 6 months. It's just something that happens when your combo is this complicated.

The other thing worth noting about the combo in this shell is that Scapeshift, Splendid Reclamation, and Bring to Light are just reasonable cards in this deck. Reclamation and Scapeshift can generate a lot of mana with Cobras, Nissas, and Omnath, with Reclamation specifically also just acting as a 5th Aftermath Analyst. In other Spelunking builds, drawing these cards feels like a huge liability, but here they're really not bad even outside of the combo. I think if I were playing an Analyst deck without the Spelunking combo, I might still play 1 Scapeshift and 1 Rec just to BTL for "fairly".

BTL is just the best card in this deck, even outside of the combo. BTL for Tibalt is incredibly strong in Pioneer right now, being a really good plan against Vampires and Control. It's a mirror-breaker vs Niv (granted, one that they also have access to) and a great alternate win condition.

We also only have to add 5 lands to the deck to enable the combo: 2 Lotus Fields, a Mystic Sanctuary, and 2 drawlands (it's worth noting that none of the drawlands can be The Surgical Bay because the blue overlaps with Mystic Sanctuary, not letting us combo on 5 lands because we can't get 4 different colors regardless of if we're using The Surgical Bay for mana or to draw the card). Lotus Field's just not that bad in this deck, sacrificing 2 lands you can bring back with Analyst at some point. The drawlands occasionally come up for being brought back with Analyst when you need a bit of value too. Echoing Depths gets added for redundancy, but that's also just fine in this deck if you draw it, since it can act as a sacland that's already in your graveyard.

ANALYST

What the package of Nissa, Awakened Animist, Lotus Cobra, Aftermath Analyst, and Omnath, Locus of Creation does is let you make tons of mana. That much is pretty obvious I think. This package has other advantages, namely that Nissa and Omnath replace themselves rather trivially. The deck is very good at spending all the mana that it generates between its draw spells, Yorion, and BTL (and Atraxa postboard). Omnath is also just a great card on its own, and it essentially solos aggro if you draw it. It getting hit off Nissa is a bit annoying if you really need an Analyst, but it's also great to hit in fair games so I think it's better that it's an elemental than not.

The downside to this Analyst plan is its manabase. In order to enable these cards as much as possible, you really need to play fetchlands because they trigger Omnath Nissa and Cobra twice as well as go to the graveyard for Analyst. Fabled Passage is just a reasonably powerful land that sees play in Pioneer right now, and is an auto include just for fixing all 5 colors if nothing else, but you need more than that. The SNC common fetchlands are the best we can do, and

while those are pretty weak for the standards of a format like Pioneer, they have some important features for this deck. They sacrifice themselves right away, even if they enter tapped with Aftermath Analyst or Scapeshift. This means that if you have a Nissa, Cobra, or Omnath in play they will trigger twice per fetch as long as you have a basic to grab. They also give you some incidental lifegain, which is more important than it seems at first glance. Sometimes you gain a pretty big chunk of life off of one Analyst activation, and it's nice that while you're going off with multiple Analyst activations you end up inevitably gaining a ton of life.

The rest of the manabase is entirely composed of lands necessary for the combo and snow-covered basics. The cost of adding other, more "real" lands is really high. You need a critical mass of lands that go to your graveyard for Analyst, and you need a lot of basics to go along with them.

THE REST OF THE DECK

The deck probably needs some removal, given how prevalent creatures are in this format and how long the deck takes to get going. Leyline Binding is awkward with this deck's manabase, since you physically cannot cast it for turn 3, and even then it's just an Oblivion Ring. However, once you get your mana under you, Binding is just the best removal spell you can ask for. Answering any problematic permanent from Ashiok to Vein Ripper (sometimes) to Leyline of the Void to Amalia, having access to Binding just gives you a lot more resilience than you would otherwise have in a deck like this. By turn 4 it's almost always down to 2 mana which is a great rate, and at 1 or 2 mana it lets you catch up on board in the midgame really effectively.

I wanted some 1-mana removal to help survive vs aggro and Amalia, and kill things while I get my mana sorted in the earlygame. Fatal Push is the obvious option as the best removal spell in the format, but it's also pretty incompatible with Omnath which I am really into. I tried Chained to the Rocks, but that was a bit too hard to consistently have online by turn 2 in this deck, and it's a nonbo with Lotus Field and Scapeshift (and that can definitely come up). In the end, I decided it had to be one of the shitty shocks, and I came to the conclusion that Frost Bite was better than Torch the Tower, since we could play a buncha snow basics with no issues. I still think that decision's close for whatever it's worth.

The deck also really needs a draw spell of some kind to dump excess mana into. Memory Deluge was the obvious inclusion, although it is awkward for a few reasons. The mana to cast it is not trivial in this deck, since grabbing 2 islands is a reasonably big cost in the earlygame if a Cobra/Nissa/Omnath doesn't stick. It's also a nonbo with BTL, since BTL for Deluge looks at the top 0 cards of your library. However, you can mill it off of Aftermath Analyst, and if you generate a ton of mana with Cobra/Nissa/Omnath it just digs deeper than any other card for a needed Worldsoul's Rage, combo piece, or whatever else. I'm reasonably certain that Deluge is the best draw spell for this deck, but you could play more than 4 pieces and play Escape to the Wilds as a 5th copy.

Worldsoul's Rage is pretty clearly the best wincon in this deck in my opinion. You can theoretically use any instant, sorcery, or land that deals damage or mills an opponent (for

complicated looping reasons I won't get into here), but Worldsoul's Rage is just a good card in this deck to ramp while killing something and triggering your Nissas/Cobras/Omnaths in the midgame. I think playing more than 2 is very reasonable even, making it the clear choice over a bunch of cards I am nowhere near wanting to play aside from being a wincon.

MY RCQ (bring back tournament reports)

Only 16 people showed up to the RCQ, which meant that the tournament was a 5-round, cut to top 4 affair. Really weird that RCQs have to be 5 rounds now, but it worked out okay for me so I guess I won't complain. I noticed that a couple good players in the store were playing monoRed/Gruul, so I swapped out Rending Volleys in my sideboard for Torch the Towers last second (I think Volley is better in the abstract).

R1: Lotus Field 1-2

My friend Andrew Bader is playing Lotus Field. I'm so upset because I think Lotus Field sucks but also I can't beat it. He gets me back after I say that to him (because we're friends) by saying "well I think your deck sucks!" Fair enough lmao. Anyways I get a lucky win by comboing on turn 4 on the play game 1, but both postboard games he kills me before I hit my turn 4 on the draw. The matchup is really heinous, they are just faster and better at assembling their combo than you are. I decided to basically forfeit the matchup and just accept it'd be an L by playing 0 sideboard cards for it. Andrew lost every other round after this, proving me right while fucking up my breakers so THANKS ANDREW :). This start had me starting to feel like every other RCQ I've been playing where I inexplicably hit every bad matchup in the room.

R2: MonoW Humans 2-0

I beat the brakes off this poor humans deck. This Analyst deck feels quite good into aggro. The consistent incidental lifegain is really good, and your creatures are reasonably likely to live, which lets you do some really busted things quickly enough to not get run over. Thalia's annoying but you also outmana it pretty quickly. You also just have a lot of removal, especially postboard. I don't really remember how the games went but I don't think I ever fell below 10 life.

R3: RB Vampires 2-1

This is the matchup I want to play, maybe more than any other. If you don't get Thoughtseized even Vein Ripper is often too slow to kill you most of the time, and if you don't get Vein Rippered you have enough time to trivially over-the-top them basically no matter what they do. Even on Arena without access to BTL and Tibalt, I was never losing this matchup. That said, it's pretty hard for just about anything to beat the nut draws of Vamps, which is how I lost game 2 (Thoughtseize into Duress Thoughtseize into Vein Ripper into removal). Game 1 I beat the t3 Ripper by just gaining a buncha life with analysts and eventually comboing, and game 3 they never had Ripper and I had 2 cobras into BTL for Valki which was more than enough vs their Fable and Sheoldred.

R4: MonoR Prowess 2-0

Lifegain lands sure are good. I lived at 1 life game 1 after a big attack, then combo killed them on turn 4. My opponent drew 3 Wizard's Lightnings and no wizards otherwise I surely would

have died. Game 2 my opponent mulliganed into a hand with a couple guys and some lands, and my 2 removal spells and his flood killed him. Not really an indicative round but I do feel okay in this matchup.

R5: Niv 2-0

This was a matchup I was unsure about. I knew they had access to unmoored ego and a lot of ways to kill Spelunking so I was worried that they could find Niv and outvalue you. This tournament I learned that this was very much not the case. How it turns out is that they aren't awesome at stopping you from ramping, and that leads you to just spending so much more mana per turn than they do. And these yorion midrange mirrors are just about putting more stuff into play, so you will eventually be able to over-the-top them. They also have to worry about your combo, so their first BTL often has to find Unmoored Ego instead of Tibalt or Niv to try to stop you instead of worrying about the midrange game which they are also behind in. This round I played against [my friend CJ](#), who was vaguely aware of my spelunking antics but didn't know my exact build, which was made even more clear when game 1 he BTL'd for Unmoored Ego and named Beseech the Mirror. Yeah that made it easy for me. Game 2 I outvalued him with an Atraxa and an unchecked Tibalt.

Semifinals: Niv (same player) 2-0

I got into the top 4 as the 2 seed at 4-1. That put CJ as the 3rd seed at 3-1-1, so we had to play again. Even with him knowing what I was up to much more, I quickly realized that the matchup was insanely in my favor. We had a really long game 2 where my exile pile was probably 50 cards or something (thanks to a lategame Ashiok) and my BTLs got exiled turn 3 by Ego, but eventually I found enough Omnaths, Fables, Atraxas, and Nissas to persevere with him being way behind most of the way.

Finals: Niv (different player) 2-0

These games went much the same as the previous two rounds. My opponent had no idea what I was up to other than that scapeshift was involved in some way, and I never even ended up comboing him anyways. The Analyst Omnath Nissa stuff was just way too good on its own along with BTL for Valki and some naturally drawn Worldsoul's Rages to finish him off both games. My Spelunkings got Ego'd game 2 and it didn't remotely matter.

POTENTIAL CHANGES:

Frost Bite is cool, but it's also kinda stinky. I said earlier than I think Fatal Push is incompatible with Omnath, but I think you can just play a build with something like Thoughtseizes, Pushes, and Pillages over most of the Omnaths (you prob still play 1 Omnath for BTL) and bad removal. I think that's a really interesting and powerful way to go with this deck going forward.

The number one change that I think probably should be made is that the 2nd drawland should be Port of Karfell. Port is a weird one, but it can combo kill alongside an Analyst and Spelunking kinda trivially if a Nissa/Cobra lives, alongside just combo killing naturally with 3 Lotus Field (1 being Deeps). You mill your deck and add infinite mana by looping Analyst for 11 mana while the 3 lotuses and 3 other lands you sacrifice every loop add 12, so you get infinite

mana and then put Rage on top with Sanc once your deck's in your graveyard and draw it with the other drawland. I think this is probably just a better fair land than the 2nd drawland, and maybe even leads you down the path of adding an Atraxa or two to the maindeck. Jason was working on this a lot, and is really into this alongside Pushes and Thoughtseizes. I think it's good.

Freestriker Lookout is kinda sick in this shell, although idk if adding like... Scrabbling Claws or whatever to enable it is worth it. Maybe it's just fine with the removal we have or in the black build with Thoughtseize without going out of your way to enable it.

I think the sideboard probably needs work. Could use more BTL targets, such as potentially an Anger of the Gods and a The End. Bankbuster might not be necessary, I'm not even bringing them in vs Vamps. I am a 4 PYP stan as the best card vs the best deck. Hearses should maybe just be Ashioks to give you an out vs Lotus Field and just generally be a slightly more versatile card.

Some misc cards that I wanted to add but couldn't find room for:

A maindeck Extinction Event - I think a maindeck sweeper to get with BTL is good. Sunfall is the obvious choice but BTL for 5 colors is actually not trivial at all in this deck.

Virtue of Strength - I think this card is pretty decent, but Sanctum ppl were really off it for the most part so I cut it when I was running out of room anyways.

Shigeki - I wanted an effect like this a lot, but ended up cutting it since people bring in graveyard hate against you postboard anyways.

Escape to the Wilds - I should have found a way to fit this in hindsight. A draw spell you can BTL for is pretty important, even if BTL for 5 isn't trivial. The extra land drop has a lot of obvious synergy here.

4th Omnath, 4th Frost Bite, 4th Binding, 3rd Rage - Just had to trim some stuff to get to 80.

MATCHUPS/SIDEBORDING

Rakdos Vampires

+4 Pick Your Poison

+2 Atraxa, Grand Unifier

-2 Lotus Cobra

-1 Nissa, Resurgent Animist

-1 Memory Deluge

-1 Frost Bite

This is your dream matchup, as I've described in round 3 from my RCQ above. They probably can't win unless they have the nuts or you mulligan to oblivion.

Izzet Phoenix

- +2 Unlicensed Hearse
- +2 Atraxa, Grand Unifier
- +1 Get Lost
- +2 Torch the Tower
- 2 Lotus Cobra
- 3 Frost Bite
- 1 Nissa, Resurgent Animist
- 1 Memory Deluge

This matchup is incredibly easy. UNLESS they hit you with the Ashiok, Dream Render. Ashiok is definitely beatable, and we have 4 clean answers postboard and 3 g1. But aside from that, it's not that hard to over-the-top phoenix in this matchup, and your incidental lifegain gives you so much time.

Amalia

- +2 Torch the Tower
- +1 Extinction Event
- +1 Get Lost
- 3 Memory Deluge
- 1 Fable of the Mirror-Breaker

All that matters in this matchup is staying alive. Hold up removal over tapping out basically always unless they're out of resources. If the game goes long enough you will win, and their mediocre beats/fair creatures don't matter at all. They'll try to fuck with your graveyard and permanents with chord targets postboard but that's fine, they're not gonna outgrind you with that kinda stuff ever. I think this matchup is a bit favored with the removal we have, especially postboard.

Niv

- +3 Pick Your Poison
- +2 Atraxa, Grand Unifier
- +1 Get Lost
- 3 Frost Bite
- 2 Leyline Binding
- 1 Lotus Cobra

You will just outvalue them eventually if your deck functions. They'll Unmoored Ego a combo piece at some point but that's fine, you can just beat them the fair way. Ashiok is annoying postboard, but that's why we have Atraxas. They have to be the beatdown which they're really bad at doing.

UW Control

- +1 Get Lost
- +2 Reckoner Bankbuster

- +2 Atraxa, Grand Unifier
- 3 Frost Bite
- 1 Leyline Binding
- 1 Lotus Cobra

I've found this matchup to be pretty good in my limited amount of testing. A lot of your cards draw cards incidentally, and they kinda need to answer every single thing you play immediately. You can get to the point where No More Lies is off relatively quickly, and from there it's not so hard to beat a few counterspells. Be wary of going for the combo vs them, and basically don't do it unless they're tapped out or out of resources. If they kill Spelunking with Scapeshift on the stack with March or Get Lost things can get awkward. I think it's still worth leaving in postboard, but maybe this is the matchup where you can cut it.

MonoR/Gruul

- +2 Torch the Tower
- +1 Extinction Event
- +1 Get Lost
- 1 Valki, God of Lies
- 3 Memory Deluge

All of the lifegain in your deck really goes a long way. I think this matchup's pretty good. Hope to hit an early combo or Omnath and some removal.

Lotus Field

- +idfk
- ur dead who cares

This build can never beat Lotus Field. Probably should add Ashioks over Hearses.

MonoB Waste Not

- +2 Atraxa, Grand Unifier
- +2 Reckoner Bankbuster
- +1 Get Lost
- 3 Frost Bite
- 1 Lotus Cobra
- 1 Aftermath Analyst

I just want every card that can remotely generate value. Go Blank is obviously a really good card against you, but I still think this matchup is quite good. If you can just get your mana out from under you and resolve any draw spell or 2-for-1 or stick any threat, you're probably going to be able to beat their paltry threats. Yorion is also tough for them to beat, and they can't kill enchantments easily (postboard they have Invoke which can be good).

MonoG

+1 Get Lost

+1 Extinction Event

-2 Memory Deluge

It's a race. Keep them off mana as best you can while ramping yourself. We are almost certainly more consistent at comboing, since them playing a buncha creatures out isn't really enough and our creatures always live. They can put a lot of stuff into play with Outcaster Trailblazer and Kiora and Storm and whatnot, and then Storm into or cast Ulvenwald Oddity and flip it to kill you. But that's basically all that you have to avoid for the most part. They'll bring in Stone Brains and probably Pick Your Poisons, so postboard it gets slightly slower and fairer which is good for us. I suspect this matchup is pretty heavily favored. Watch out for Boseiju on Spelunking.

GOING FORWARD...?

To be honest, I still don't think we have enough data to know if this is anything more than a flavor-of-the-week flash in the pan; but I'm optimistic that the list is powerful and resilient enough to endure.