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## Deck Discussion

Indomitable Creativity somehow became my favorite deck in Mode1rn but I guess it's not surprising given it came from Velomachus Turns, which gave me the best success I've ever had until now.

While this deck can't go off with infinite turns it does have some of the strength of that deck, something I love. A huge over the top move that will finish off most games in Modern supported by a reasonable plan of interaction and value.

Indomitable Creativity, being the namesake of the deck is the god-king of polymorph effects which is exploited by the deck not playing any creatures or artifacts besides the exact few that you want to hit, in this case, Serra's Emissary and Emrakul, the Aeons Torn. Additionally, I mentioned artifacts, that's right, this polymorph effect can change Clues and Treasure into our good friends. Finally, it can be used offensively at the same time as to get the combo killing opposing Murktide regents, Primeval Titans, Ensnaring Bridges and more.

Why? This version rather than the Primeval Titan decks, Archon decks, or even Velomachus? Mostly, Solitude worries me. Additionally, Serra's Emissary is a better pay off in a lot of matchups than Archon. There are a few where the other version are advantaged but I definitely feel that Serra's/Emrakul is the best package there is right now.



## Current List

Modern - Tweakfengwan Creativity: 60

Lands: 24 Creatures: 2 Other: 34

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Sideboard: 15

15

### Lands

4 Arid Mesa  
4 Scalding Tarn  
4 Wooded Foothills  
4 Dwarven Mine  
1 Ketria Triome  
1 Raugrin Triome  
2 Steam Vents  
1 Sacred Foundry  
1 Stomping Ground  
1 Island  
1 Plains

### Interaction

3 Hard Evidence  
2 Lightning Bolt  
4 Prismatic Ending  
4 Fire/Ice  
3 Remand  
3 Prismari Command

### Combo Package

4 Indomitable Creativity  
1 Emrakul, the Aeons Torn  
1 Serra's Emissary

### Planeswalkers

4 Wrenn and Six  
4 Teferi, Time Raveler  
2 Jace, the Mind Sculptor  
1 Nahiri, the Harbinger

### Sideboard

2 Wear/Tear  
4 Sunset Revelry  
2 Veil of Summer  
3 Flusterstorm  
2 Shark Typhoon  
2 Rest in Peace

## Optional Maindeck/Sideboard Cards.

Alpine Moon/Spreading Seas/Cleansing Wildfire  
Blossoming Calm/Weather the Storm  
Aether Gust  
Mystical Dispute  
Force of Negation  
Expressive Iteration  
Teferi, Hero of Dominaria  
Time Warp  
Spell Pierce  
Miscast  
Test of Talents

## Sideboarding

### ***Hammertime - Favored***

The Hammertime matchup is generally favored as they do not have any particular interaction for your combo, and you have plenty of tools to diffuse their broken draws, and can largely ignore their grindy draws as Serra's Emissary is largely unsolvable by them.

#### **SB on the Draw**

**+2 Wear/Tear +2 Shark Typhoon**  
**-3 Remand -1 Jace, the Mind Sculptor**

#### **SB On the Play**

**+2 Wear/Tear**  
**-1 Remand -1 Jace, the Mind Sculptor**

While Remand is not a spectacular in the matchup, I think it's a superior option to most of the sideboard choices. I also do not like to draw double Alpine Moon against Hammertime. The most important thing about these games is having your mana up as often as possible. IF you are going to tap down, as long as you can limit their number of creatures without Summoning Sickness, you are safe.

### ***UR Murktide - Unfavored***

This is the most difficult of the top tier decks in my opinion. Many of their draws can be extremely challenging to beat. One of the most important plays to be aware of is using Creativity offensively against the Murktide Regents. If you are forced into a creativity x=1, or use Ice to open up the chance take it. Naming instant makes it impossible for them to remove a Serra's

Emissary though if they have a huge Murktide you may have to name creature and pray for no Brazen Borrower/Petty Theft, or Heat/Bolt. Emrakul cannot be removed under normal circumstances.

**+3 Flusterstorm +2 Veil of Summer + 2 Rest in Peace**  
**-1 Prismatic Ending -1 Hard Evidence -1 Fire/Ice**  
**-1 Remand -1 Wrenn and Six -1 Serra's Emissary -1 Jace, the Mind Sculptor**

The general plan here is to lean out and get lower in mana value to be able to break through with a creativity against their Delver style tempo draws. You also have to have a plan for Blood Moon but ALSO try to look for an early creativity with Fluster/veil backup. It's a very difficult balancing act in these games. The reason I trim around the edges on the cheap interaction is that 1. We're adding cheap interaction to help our remaining removal resolve and 2. Their cheap creatures killing us slowly will be totally forgotten if you manage to get emrakul into play.

### ***Temur Rhinos - Even***

It's really going to depend on the texture of each player's hand. You don't want to see too many bolts/prismatic endings early but most other cards are reasonable in the matchup. Use fire/ice as much as you can to keep them from keeping 3 mana untapped, upkeep them, or otherwise. The good thing is IF you can force through the combo for  $x=2$ , calling instant on Serra's is gg. If you're forced to go for  $x=1$  you may have to name creature, which leaves you vulnerable to Petty theft.

**+3 Flusterstorm +2 Veil of Summer**  
**-2 Lightning Bolt -1 Hard Evidence -1 Prismatic Ending -1 Wrenn and Six**

This is another matchup where you HAVE To be ready for Blood Moon post-board. It's not easy to have all your bases covered, so do the best you can. It's a consideration to cut Serra's Emissary here but, I'm not convinced that's the right way to go.

### ***Living End - Unfavored***

Of the two cascade decks, this one is much more difficult. The reason being that their intrinsic strategy is a hard counter to our own.

**+3 Flusterstorm +2 Veil of Summer +2 Rest in Peace**  
**-2 Lightning Bolt -4 Prismatic Ending -1 Hard Evidence**

Balancing between where you can try to push a hate peice through and where you can't is tough, especially if you get grieved. (And you will.) Good luck.

### ***Jund Sagavan - Favored***

Game 1 you have a lot of cards that overpower them heavily, though judicious application of them is important against the midrange deck. You should save prismatic endings for tarmogoyfs where you can, and can generally ignore wrenn and six and saga.

**+2 Rest in Peace +2 Shark Typhoon +2 Wear/Tear  
-1 Fire/Ice -3 Remand -1 Wrenn and Six -1 Jace, the Mind Sculptor**

It's possible that Veil of Summer should come in here but I'm reluctant due to the lack of B removal in their deck generally, meaning that it's only useful against discard and I tend to want more cards that are generally applicable than cards that are powerful in the right spot. Their clock can be VERY fast with a goyf and any other threat, so you need to have action.

### ***UW Control***

You have outs for basically everything they're going to try to beat you with, and they can say the same, HOWEVER, you have many more planeswalkers which are the strength you need to lean into, as they have a harder time taking your 'walkers off the table than you do taking theirs.

Wrenn and Six, Jace and Nahiri are actually more valuable for winning the game than Teferi, Time Raveler, so try to sequence accordingly. If/when you land a teferi, downticking immediately is almost always worthwhile. This isn't a universal rule however.

Be careful with your Remands since you have a limited amount of stack interaction.

When you get to the mid-late game there's an interesting dance around Creativity Versus either Planeswalker + Solitude or verdict. Verdict is just a sorcery Speed reset on your deck since Emmy, Serra's and your GY reset. The more dangerous set up is when they can get to planeswalker solitude and remove the Emrakul forever. Again, you're not unable to win at that point but it's certainly going to be less fun. This is also the point where Teferi's stock comes up since he enables instant speed creativities, and that's something they really are going to be hard pressed to play through.

**+2 Shark Typhoon +2 Veil of Summer +3 Flusterstorm  
-1 Prismatic Ending -3 Hard Evidence -2 Fire/Ice -1 Lightning Bolt**

### ***Burn***

***Serra's Names: Instant > Sorcery > Creature UNLESS they have lethal on deck.***

*Note: Naming creature prevents Eidolon from hurting you... but not them ^.^*

This is quite possibly the worst possible matchup. Prowess and other Variants are also awful.

+4 Sunset Revelry +3 Flusterstorm  
-4 Wrenn and Six -3 Teferi, Time Raveller

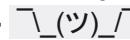
### ***Yawgmoth Combo - Even***

***Serra's Names: Planeswalker (Grist) > Creature (Sometimes prevents combo kills)***

Most of this matchup is about managing the battlefield, keeping them light on mana or light on pressure, and being able to deal with an eventual Yawgmoth. Simple, right? Well, there are excellent tools for it, Crabs, Firce/Ice, Prismatic Ending, and Remand can be backbreaking against Eldritch Evolution/Chord/Yawg. If you can set up planeswalker tribal.

**+2 Rest In Peace**  
**-1 Teferi, Time Raveler - 1 Hard Evidence**

### ***G Tron - Horribly unfavored.***

**~\o.O/~-**  Just win? It's not a great matchup. There is no "good" sideboarding but uhhhh

**+2 Flusterstorm +2 Wear/Tear**  
**-2 Lightning Bolt -1 Serra's Emmissary -1 Teferi, Time Raveler**

Note: If tron is a significant factor in your local metagame, bring some Alpine Moons over Wear/Tear in the sideboard. The card splits the matchups of Tron/Saga decks.

### ***Eldrazi Tron - Even***

In talking with TheTunnelingCat, this seems like a reasonable setup.

**+2 Wear/Tear +2 Shark Typhoon**  
**-3 Hard Evidence -1 Teferi, Time Raveler**

### ***Amulet Titan - Even***

***Serra's Names: Land (valakut) > Creature***

Each game is going to be a lot about how fast they come out, and which direction their hand takes them. Amulet out on turn 1-2 is pretty comfortable for you to deal with, whereas one of the most terrifying sequences is Grazer -> Dryad -> Titan.

Never be afraid to jam Ice onto any land that keeps them from having 6 mana this turn.

Creativity x=2 tends to be lights out if you can name land. They have to have a completely insane 2x amulet into multiple attacking Titans WHICH have to be able to get over Emrakul. It's possible.

**+2 Wear/Tear**

**-2 Lightning Bolt**

### ***Charbelcher - Shockingly Even?***

#### ***Serra's Names: Artifact -> Creature***

Play around Blood Moon as soon as you sniff them out as being on Belcher. (It shouldn't take long.) Game 1 is pretty hopeless.

**+2 Shark Typhoon, +2 Wear/Tear, +3 Flusterstorm, +2 Veil of Summer, +2 Rest in Peace  
-4 Prismatic Ending, -2 Fire/Ice, -2 Lightning Bolt, -2 Hard Evidence**

Post board, counter any ritual that puts them to 3 mana to save yourself from Blood Moon. Rest in peace and Wear/Tear are really there for Pyromancer's Ascension which can kill you through a Serra's Emissary. Veil is there for their Pact of Negations on your counters.

Be lucky, don't be unlucky.