

Izzet Hellraiser Guide (Updated for FDN)

Video Guides:

<https://youtube.com/playlist?list=PLxZja5hllrkkCviqrxlxseXaPKL2iEQkA&si=JDcBHBwwMdgagmwG>

Sideboard Matrix: [+ Hellraiser Sideboard Matrix](#)

Untapped:

<https://mtga.untapped.gg/profile/12190cdd-70c3-4cf2-939e-e060140cc533/XWLADHLAOJASBEA6HGPYJE2WNI/deck/4727fe09-ef70-4640-84f2-219ca72fd247?gameType=constructed&constructedType=ranked>

Decklist: <https://www.moxfield.com/decks/VqfeNk8PqU6oXSicguwnpQ>
(Changes depending on what I'm running at the current moment)



Discord Server: <https://discord.gg/fb2AzCxjUJ>

[Latest Deck Update](#)
[Overview](#)

[Casino Element](#)

[Graveyard Hate](#)

[Dealing with Graveyard Hate](#)

[Surgical Extraction Effects](#)

[Alternate Wincons](#)

[Planeswalkers: Chandra, Hope's Beacon/Jace + Virtue of Knowledge](#)

[Cast Hellraiser then cast Season on it \(Into RIP\)](#)

[Kiora and the Octopus](#)

[Elder Dragon War Token](#)

[Card Breakdown](#)

[Mana Base](#)

[Utility Lands](#)

[Sideboard Choices](#)

[Other Sideboard/Mainboard Options](#)

[Cutable/Uncutable Cards](#)

[Sideboard/Matchup Guide](#)

[Golgari Midrange/Mono Black Demons](#)

[Dimir Tempo/Midrange](#)

[Mono Red/Gruul](#)

[Boros Burn](#)

[Azorius Oculus](#)

[Caretaker's Talent Decks](#)

[Zur Overlords/4 Colour Domain](#)

[Temur Prowess Combo](#)

[Simic Beans](#)

[Azorius Aggro/Selesnya Cage](#)

[Esper/Dimir Bounce](#)

[Azorius Omniscience](#)

[Mulligan Guide](#)

[General Tips/Tricks](#)

[Playing in Paper](#)

[How do I exile three random cards from a graveyard?](#)

[Tracking Your Graveyard](#)

Latest Deck Update

You can find all my testing and deck iterations on untapped.

Overview

The deck centers around the two-card combo of Capricious Hellraiser and Season of Weaving. The idea is to cast Hellraiser, hit Season of Weaving from the graveyard, and create additional copies of Hellraiser. Each copy has its own trigger, allowing you to cast more spells from the graveyard. By giving the dragons haste with Bitter Reunion, you can close the game in the same turn. The game plan focuses on filling the graveyard and controlling the board until there are nine cards in the yard, enabling discounted Hellraisers to generate massive value. While the combo is strong, it isn't necessary to win—Hellraiser is still excellent as a 3-mana 4/4 that casts a free spell.

The deck functions as a control archetype with a combo-oriented finish. It keeps aggressive decks in check through effective creature interaction, ensuring you can safely reach the nine-card graveyard threshold. The combo provides an efficient way to close out games, particularly against opponents relying on board wipes or card advantage to stabilize. Achieving lethal damage is straightforward when the deck goes off—two casts of Season of Weaving generate five dragons, perfectly dealing 20 damage.

Casino Element

Capricious Hellraiser's trigger may be random, but the expected value is consistently high. The deck isn't overly reliant on hitting Season of Weaving to function—it remains effective even without the combo. The other spells in the deck provide significant value on their own, which is a key factor contributing to its overall strength and reliability.

Graveyard Hate

Graveyard hate is the most significant weakness for this deck, particularly cards like Rest in Peace, which can severely hinder its primary game plan. As an Izzet deck, answers to enchantments are limited, and sideboarding artifact removal isn't usually worthwhile against most matchups. The main strategy to deal with Rest in Peace is to reset the board by bouncing everything with Season of Weaving, then counter or stifle Rest in Peace when it is replayed. This approach is particularly effective against slower decks like Mono-White Tokens.

Other forms of graveyard hate can still disrupt the deck, but they are generally easier to overcome or ignore. Against aggro or midrange decks, graveyard hate isn't as problematic since the focus is on survival and removal. By the late game, hardcasting

your six-mana cards becomes a viable backup plan. Against control decks, the games tend to be slower, so graveyard hate is less impactful overall.

It's also worth noting that opponents running graveyard hate often dilute their deck with cards that provide no other value. This can work to your advantage, especially if they draw multiple copies that don't actively pressure or disrupt you beyond the initial graveyard interaction.

Dealing with Graveyard Hate

If you know your opponent is running graveyard hate, adjust your strategy to mitigate its impact. Avoid loading your graveyard with all your key payoffs. Keep some in hand for hardcasting later, or wait to fill the graveyard until after they've resolved their hate piece. Against midrange decks with early Ghost Vacuum, it can be advantageous to discard Hellraisers early, as you won't be able to cast them for their discounted cost yet.

- **Soul-Guide Lantern:** Opponents often crack it in response to Hellraiser's trigger. While this denies you a graveyard, you can still cast Hellraiser for 3 mana. To maximize value, sacrifice Bitter Reunion or play an instant after the exile trigger to reload your graveyard with additional targets.
- **Ghost Vacuum:** This card is slow and usually only impactful if played early. If it doesn't land early, it poses little threat. It may stop perfect payoffs but still allows decent value. You can also outpace it with Brass's Tunnel-Grinder discarding a large number of cards to hit the 9 card threshold.
- **Leyline of the Void:** Surprisingly, Leyline can work in your favor, as it often forces opponents to mulligan aggressively to find it. It's relatively easy to deal with since it doesn't exile the graveyard upon entering the battlefield. You can bounce it with Into the Floodmaw or Season of Weaving, making it less of a concern.
- **Tranquil Frillback:** This card is a one-time effect that relies on proper timing. After it's resolved, you can resume filling your graveyard as usual. Its impact is minimal in the long run, especially if you're set up to recover quickly.

Surgical Extraction Effects

There's 3 of these in standard with Deadly Coverup seeing the most play.

- **The Stone Brain:** There's little you can do to directly counter this effect. If the opponent resolves The Stone Brain, focus on winning with the rest of your deck. They've spent at least two early turns setting this up, giving you an advantage in tempo. Use this opportunity to capitalize on your other win conditions and maintain pressure.

- **The End:** This card requires you to cast Capricious Hellraiser before they can use it, so it's not a guaranteed counter. You can mitigate its impact by holding counterspells or using bounce effects like Unsummon to disrupt it. Since it's not an immediate silver bullet, you can often outplay it by sequencing carefully and baiting other interactions.
- **Deadly Coverup:** Commonly seen in Black-X Control decks, Deadly Coverup is less scary than it might appear. The opponent can't make you discard Hellraiser, so it remains safe in your hand until cast. If they exile cards like Season of Weaving or Chandra, Hope's Beacon, it's usually less impactful. To counter this, you can:
 1. Use Unsummon or counterspells to protect Hellraiser.
 2. Target your own Hellraiser with Torch the Tower, ensuring it gets exiled. This denies your opponent from being able to exile all copies of it.

Alternate Wincons

This deck relies on Capricious Hellraiser as its primary win condition, but it includes alternative paths to victory for situations where Hellraiser is neutralized by effects like Surgical Extraction or Rest in Peace.

Planeswalkers: Chandra, Hope's Beacon/Jace + Virtue of Knowledge

This plan is the main alternative win condition and comes into play after sideboarding in control/domain matchups with Rest in Peace.

Chandra -x and Jace -x work really well with Vantress Visions which is the adventure on Virtue. This deck has a ton of card selection so finding these cards is fairly easy in the late game and can lead to surprise wins. Chandra is able to double the virtue so it's important to leave at least one loyalty so that she lives.

(-x are tripled because of vantress visions being copied)

Chandra $-4 \times 3 = 12$ Dmg

Chandra $-6 \times 3 = 18$ Dmg

Chandra $-8 \times 3 = 24$ Dmg

Jace $-5 \times 2 = 30$ Mill

Jace -5×3 (With Chandra on board) = 45 Mill

Cast Hellraiser then cast Season on it (Into RIP)

This comes up against white-based aggro decks where the opponent is out of gas and you have a Hellraiser, but the opponent has Rest in Peace. Just casting Hellraiser and then next turn casting Season of Weaving is a perfectly valid strategy to secure the win.

It's a good idea to cast the initial Season of Weaving if you're playing against Rest in Peace and choose the 2 Paw and 3 Paw modes.

There's two key points to this interaction:

- Modes on a card happen in the order listed. This means season will first create a copy token of hellraiser, then bounce nonland nontoken permanents.
- The bounce mode doesn't bounce tokens. This means the token dragon gets left behind.

This will bounce Hellraiser and Rest in Peace, leaving another Hellraiser on the field. Season of Weaving will go to the graveyard now that Rest in Peace is gone, allowing you to cast it from the graveyard. You end up with the same number of dragons, but you still have Hellraiser in hand, and Rest in Peace has to be recast.

Kiora and the Octopus

This can be an easy way to get surprise wins or mid game advantage. If Kiora is able to create the token, it's always a 2 for 1. Getting to 7 cards is really easy in this deck and giving kiora haste is also really easy with bitter reunion. The 8/8 will have to get in 3 hits to kill the opponent and can't be copied, however if it's dealt with kiora threatens to make more.

Elder Dragon War Token

The token can be created right away or after a turn to dodge sorcery speed removal. Copying it with Season is also a very cool way to win.

Card Breakdown

- **Unsummon:** Interaction spell that also has the flexibility of bouncing you're own hellraisers to save them from removal or have another chance at the etb.
- **Torch the Tower:** An excellent removal spell where bargain can be enabled consistently with the various onboard enchantments.
- **Moment of Truth:** Provides card selection while filling the graveyard. Its instant-speed allows it to be held alongside counter magic.

- **Bitter Reunion:** A key card for filling the graveyard, enabling OTKs, and can be sacrificed for bargain or to descend.
- **Fires of Victory:** Instant-speed removal that can kill planeswalkers, which the deck otherwise struggles to answer.
- **Brass's Tunnel-Grinder:** Fills the graveyard quickly and forces opponents to respond. Achieving descend is easy with the mana base and looting spells, and flipping it can win the game.
- **Ill-Timed Explosion:** A flexible sweeper that I rarely cut. The high mana-value cards in this deck make it particularly effective against various board states.
- **Season of Weaving:** Besides being part of the combo, its versatility allows for a board reset that can win against midrange matchups. Hardcasting Season on Hellraiser is also a strong play if the opponent lacks removal.
- **Chandra, Hope's Beacon:** A great control piece and combo enabler that can win games. Cheating out Hope's Beacon is powerful, as it provides mana and doubles instants and sorceries for card advantage. It's also one of the few planeswalkers that can act as a removal spell for two creatures.
- **Capricious Hellraiser:** The goal is to cast this for 3 mana, but is still really good at 6.
- **Chandra, Flameshaper:** Although Hope's Beacon is a better planeswalker, there's a lot of good reasons to play Flameshaper. Flameshaper has great synergy with hellraiser, being able to cast it off of +2 or copy hellraiser with +1. Flameshaper can also kill demons, and can find cards to play when you're empty handed. Also planeswalker diversity means you can end up with even stronger board states with multiple on the field.
- **Roaring Furnace/Steaming Sauna:** Roaring Furnace is a weaker version of Fires of Victory but is worth including for its advantages. It offers late-game card advantage, can be sacrificed for bargain, counts as 7 mana value when discarded with Ill-Timed Explosion, and Steaming Sauna can be cast from the graveyard with Hellraiser, leaving an onboard removal spell.
- **Kiora, The Rising Tide:** Kiora has a great etb that helps fill the graveyard. Threshold is also easy to hit in this deck and having 4 bitter reunions means you're able to surprise the opponent and create a 2 for 1 that can outright win games. Kiora does turn on cutdown and anoint so it needs to be timed correctly to be able to generate good value.
- **Elder Dragon War:** The first mode of the saga is pyroclasm, which currently is playable in matchups such as dimir, convoke, gruul. If you don't need the first chapter you can choose to read ahead to the second to fill the yard or the third to push damage. The flexibility makes it main deckable although it's at its best when all three chapters are used.

Mana Base

This deck is mostly red, with Capricious Hellraiser requiring 3 red pips to be cast, which is why there are 6 Mountains and 2 Islands. There used to be only one Island, but sometimes one of the Islands would end up being discarded, limiting Fabled Passage to only fetching Mountains. Surveil lands are excellent in this deck since they put a card in the graveyard, making a full playset a solid choice. A full playset of Spirebluff Canal is also an auto-include. There aren't many other great dual land options in these colors, which is why Shivan Reef comes in as a 2-of.

Utility Lands

- **Fabled Passage:** Aside from helping fetch for whatever color is necessary, puts a card in the graveyard and counts for descend. This helps for hitting the 9 card threshold.
- **Demolition Field:** Takes care of opponents manlands and utility lands. Dimir and Golgari manlands are real threats and this is a clean answer for them. Can also go after opponents' demolition field to keep tecutlan safe.
- **Cavern of Souls:** Makes Hellraiser uncounterable. This land is playable because it pays for hellraiser which is the most color intensive card in the deck.

Sideboard Choices

- **Ghost Vacuum/Soul-Guide Lantern:** Having a few graveyard hate pieces is important especially to deal with decks like hellraiser 😊. Ghost Vacuum can potentially exile your own Hellraisers for later use, while Soul-Guide Lantern's ability to clear the entire graveyard can be a silver bullet, hence the split choice.
- **Negate:** Effective in matchups with mostly non-creature spells.
- **Abrade:** Provides instant-speed removal that can deal with Forge.
- **Lithomantic Barrage:** Deals with a lot of standards most powerful threats in blue: Kaito, Enduring curiosity, Oculus, Djinn
- **Brotherhood's End:** 3 mana sweeper that's really good against most creature decks. Can also destroy Urabrask's Forge and ghost vacuum.
- **Virtue of Knowledge:** A greedier card that enhances various parts of the deck. It pairs nicely with Brass's Tunnel-Grinder, allowing for an early flip, and can also copy Hellraiser triggers or enable triple Chandra's -X ability.
- **Pyroclasm:** For matchups with 1-2 toughness creatures.
- **Jace, The Perfected Mind:** Alternate wincon against domain and other slow decks. Can double the mill with Virtue which is a significant amount.

Other Sideboard/Mainboard Options

These are options to consider depending on the meta or matchups.

- **Into the Floodmaw:** Izzet has difficulty dealing with large creatures and enchantments, making this card essential in many matchups. Also good into aggro.
- **Unable to Scream:** Make Screaming nemesis unable to scream
- **Ral, Crackling Wit:** Helps attack from another angle and can be very effective if played early in control and domain matchups.
- **Three Steps Ahead:** A flexible counter that can copy Hellraiser. The deck plays mainly at sorcery speed, so traditional counterspells aren't great, which is why I cut Phantom Interference.

Cutable/Uncutable Cards

I rarely cut the looting spells in the deck; they are the glue that helps the deck flow, especially with so many high-mana value cards and no ramp. Against aggro, the sorcery-speed looters have huge value as bargain fodder, which is crucial for killing 3-toughness creatures like Heartfire Hero + Monstrous Rage. Against RIP, the opponent won't have it every game, and it's still very useful to sculpt your hand and keep cards flowing.

Against Caretakers and Domain, I cut almost all the single-target removal. These matchups are mostly about card advantage and enchantments, which Izzet has a hard time interacting with anyway.

Into gruul/mono red, I usually cut all the Chandras. Lowering the mana curve and making space for removal is the main goal, also Chandras is not as effective at stabilizing since the opponent has a lot of haste and burn. Aggro has a hard time disrupting the combo so being all in on it is a fine strategy.

Sideboard/Matchup Guide

Some matchups are really easy to sb for like aggro, however decks may have different card choices that have to be accounted for. It's really important to take into account the opponent's card choices even within an archetype when sideboarding.

Golgari Midrange/Mono Black Demons

In:

1 Nahiri's Warcrafting

(Brotherhood's End)

Out:

1 Elder Dragon War
(Kiora, The Rising Tide)

Thoughts: This is one of the best matchups for this deck, sheoldred/demons are fairly easy to deal with since you can bounce or wipe the board. They cost a lot of mana so the tempo loss from getting a 4+ mana play bounced is very nice. Do need to watch out for Sheoldred coming down and being unanswered as digging for cards will be painful. Brotherhood's End is viable depending on if they're playing Glissa or Preacher.

Dimir Tempo/Midrange

In:

1 Pyroclasm
1 Lithomantic Barrage
1 Nahiri's Warcrafting
1 Scorching Dragonfire

Out:

1 Kiora, the Rising Tide
2 Unsummon
1 Chandra, Hope's Beacon

Thoughts: This matchup can be frustrating if they have all the right answers. Kaito is a very strong early threat, so it's important to try and keep the opponent from being able to ninjutsu by killing the creatures.

Mono Red/Gruul

In:

2 Brotherhood's End
1 Abrade
1 Pyroclasm
1 Scorching Dragonfire

Out:

2 Brass's Tunnel Grinder
1 Chandra, Flameshaper
2 Chandra, Hope's Beacon

Thoughts: Idea is to prevent as much damage as possible until you can combo or stabilize with card advantage. You want to hold up interaction in most spots to prevent hasty threats from dealing damage.

Boros Burn

In:

1 Abrade
1 Scorching Dragonfire
(2 Negates)
(2 Brotherhoods End)

Out:

1 Chandra, Flameshaper
2 Chandra, Hope's Beacon

Thoughts: Burn decks are tricky, since they might try to juke you out and kill you with only burn spells. If you suspect that's the case, side in negates. All the creatures in these decks have haste so board wipes look really bad here, they're also only looking to hit with one or two beefed up threats.

Azorius Oculus

In:

1 Soul-Guide Lantern
1 Ghost Vacuum
2 Negate
1 Lithomantic Barrage

Out:

4 Torch the Tower
1 Elder Dragon War

Thoughts: Also a fairly easy matchup, there are plenty of ways to deal with the opponents threats as you develop your own game plan, just be careful of counterspells. Opponent is mostly trying to cheat out their threats so negate is good here.

Caretaker's Talent Decks

In:

- 2 Negate
- 2 Jace, the Perfected Mind
- 1 Virtue of Knowledge
- 1 Lithomantic Barrage

Out:

- 4 Torch the Tower
- 1 Roaring Furnace/Steaming Sauna
- 1 Kiora, the Rising Tide

Thoughts:

This archetype is also a really easy matchup since it can be outgrinded and outvalued even with caretakers talent onboard. Be careful of the aggro this deck can dish out with the 3rd level.

Zur Overlords/4 Colour Domain

In:

- 2 Negate
- 3 Jace, The Perfected Mind
- 1 Virtue of Knowledge

Out:

- 4 Torch the Tower
- 2 Fires of Victory

Thoughts: Overlord Zur can be a tough matchup, however game 1 is still favoured. Games can go very long if the opponent doesn't have Zur or it's traditional domain. Late game outs are either of the planeswalkers plus virtue. Zur can be very scary so it's important to keep in mind how much damage onboard enchantments will deal. Bouncing everything with season is a good way to buy time, in those situations. If they play a zur aggressively boardwipes are pretty powerful. Mistmoors is a 7/7 with zur so it's a good idea to try and keep 7 drops in hand if possible to discard with ill-timed.

Temur Prowess Combo

In:

- 1 Scorching Dragonfire
- 2 Brotherhoods End
- 1 Ghost Vacuum

Out:

- 1 Kiora, the Rising Tide
- 2 Unsummon
- 1 Roaring Furnace

Thoughts:

This matchup is very grindy, but is a pretty favorable one. As long as you find interaction for the key creatures, this deck is pretty durdly and during that time you can look to setup hellraiser and look for a win. This town ain't big enough is a very clean answer to token planeswalkers and hard casted ones, so watch out for that.

Simic Beans

In:

- 2 Negate
- 1 Lithomantic Barrage
- 1 Ghost Vacuum
- 1 Soul-Guide Lantern

Out:

- 4 Torch the Tower
- 1 Elder Dragon War

Thoughts:

This deck does a lot of early setup to play like a flash tempo deck in the mid-late game. Bouncing is their main interaction so as long as you set up your graveyard there will be plenty of opportunities to resolve hellraiser and get triggers. The one big thing to watch out for is the flash crab tapping your blockers which can lead to surprise lethals. Opponent can setup TTABE loops lategame but that line is shut off by ghost vacuum g2 and 3.

Azorius Aggro/Selesnya Cage

In:

- 1 Pyroclasm
- 2 Brotherhood's End

Out:

- 1 Brass's Tunnel Grinder
- 1 Chandra, Flameshaper
- 1 Kiora, the Rising Tide

Thoughts:

This matchup is extremely easy as the removal in this deck lines up very well against the opponents threats, these decks are very weak to boardwipes. The decks do run rip in the sideboard but it's still easy to just outgrind the opponent. Getting a steaming sauna down or a planeswalker is enough to win the game. The main way to lose is if the opponent has an invasion of gobakhan or aven interruptor, and is able to delay the board wipe long enough to win.

Esper/Dimir Bounce

In:

- 1 Lithomantic Barrage
- (1 Nahiri's Warcrafting)
- 2 Negate
- 2 Brotherhood's End

Out:

- 2 Unsummon
- 1 Chandra, Hope's Beacon
- 4 Brass's Tunnel Grinder

Thoughts:

This matchup can be difficult if the opponent has multiple hopeless nightmares and you're unable to find a dragon to take advantage of the discard. Kaito can be really scary so if they're running it, make sure to bring in the lithomantic and warcrafting.

Jeskai Convoke

In:

- 1 Lithomantic Barrage

1 Pyroclasm
2 Brotherhood's End
Out:
1 Kiora, the Rising Tide
2 Fires of Victory
1 Chandra, Flameshaper

Thoughts:

This is a good matchup because of the number of boardwipes this deck has in the main deck and in the sideboard. The strength of the deck is that it can have some very nutty draws that are unbeatable without the correct interaction. Game 2 and 3 is about playing through to protect the negotiators.

Azorius Omniscience

In:
2 Negate
1 Ghost Vacuum
1 Soul-Guide Lantern
1 Virtue of Knowledge

Out:
2 Roaring Furnace//Steaming Sauna
3 Ill-Timed Explosion

Thoughts:

This matchup is really hard game 1 since you don't have any way to interact with the opponent's combo other than removal spells. If they have omniscience in the graveyard, you should look to hold up creature removal to try and prevent them from comboing. Game 2 slowing them down with graveyard hate and negates helps.

Mulligan Guide

- Two land hands are generally a keep, don't greed and keep 1 land. There's a lot of card draw in the deck so I'm happy keeping 2 lands and digging for the third.
- Always bottom hellraiser in opening hand, not advised to keep a hand with 3 or more hellraisers, they gum up the hand without having any advantage in being discarded.
- This deck needs red to function in the early game, however there's a lot of red sources and not that many colorless lands so it's rare to have all colorless sources. If you do, mulligan.

General Tips/Tricks

- Descend every turn with Brass's Tunnel-Grinder, it's a proactive play that forces opponents to have to deal with it somehow.
- Don't level up artist's talent into decks that run enchantment hate, unless you have nothing left to do or can get immediate value from it.
- If you think the opponent has a removal spell and you only have one copy of hellraiser on the field, don't put all your eggs in one basket and double copy hellraiser, you can use the other combination of modes to make the spell very much worth it.
- Sacrifice Bitter reunion to fill the yard if you don't need it for bargain or to descend.
- Don't +1 on Hopes Beacon unless you have a high likelihood for hitting what you need or it's a desperate situation. It's very possible to miss in this deck and exiling your hellraisers is pretty bad.
- Save cavern of souls in your hand until you need to cast hellraiser to lull the opponent into believing they can counter it and to protect it from field of ruin (If you have a tunnel grinder it might be worth getting it down so that you can discard your whole hand).
- Use chandra's abilities before playing hellraiser - you could hit another chandra from the gy. Her main use in the combo is a pseudo ritual.
- it can be advantageous to hold down Full Control when you are comboing off and have like 2 hellraiser triggers going off. You can still cast spells to put them in the graveyard in between the triggers. So if say you basically have nothing left in the graveyard after the first hellraiser trigger, you can cast a shock from hand, and then the second hellraiser is able to exile your freshly-played shock from the graveyard. Same point can be made with permanents: you can sacrifice your Bitter Reunion or Soul-Guide Lantern after the first hellraiser trigger is finished so that your second hellraiser trigger can exile and cast them. (arctic_sivvi)

- Using field of ruin on an opponents open field of ruin can be worth it if you can guarantee having tecutlan
- Copying a Flameshaper +1 Hellraiser token makes it enter with haste and it has to be saced on the endstep. Useful if you don't have a bitter reunion and want to OTK.
- You can Tishana's a RIP trigger to keep whatever's in the graveyard.
- Early in the game, you should almost always surveil into the graveyard
- When copying Chandra, Hope's Beacon -x with virtue make sure to leave one loyalty so that the virtue gets copied. So -4 on chandra deals 12 dmg instead of -5 deal 10

Playing in Paper

There are a lot of rules questions or triggers to keep track of since there are a lot of complex interactions.

The deck definitely requires a bit of practice or it can be very hard for you and the opponent to resolve the triggers. I recommend arena since the stack makes it very easy to understand.

Here are a few interactions to keep in mind:

- Casting Rooms with Tecutlan discovers for the mana value of the side you are casting.
- Casting a permanent from the graveyard with hellraiser makes a copy token of that permanent. The card itself should be in exile. I like to denote this by putting the permanent on the battlefield but putting a copy token on top of it to denote that it wouldn't go to the graveyard when leaving the battlefield.
- Don't forget your artist's talent triggers. I find them very easy to miss

How do I exile three random cards from a graveyard?

The easiest way to do this is to shuffle your own graveyard, then hand it to an opponent and have them shuffle it facedown. Then you can flip three cards off the top. Graveyard order doesn't matter at all in standard so this is a very easy way to do it. At a tournament or official event as long as you come to an agreement with the opponent on the method it should be fine. Otherwise you can always call a judge.

It's a good idea not to allow the opponent to choose the cards, since they may try and track the cards. In theory the cards should not be marked however it's best to play it safe.

Tracking Your Graveyard

Keeping track of your graveyard is one of the most important skills with this deck so you do need a system of organizing it. I prefer to lay out the graveyard vertically to the right of my deck. This makes it easy to count and see what cards are in your graveyard.