# Entombsday - Primer

**Decklist:**

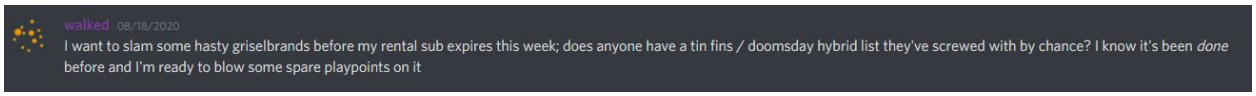


*Version 9.16.1*

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|---|---|
| *4 Brainstorm*<br>*1 Children of Korlis*<br>*1 Lion's Eye Diamond*<br>*2 Griselbrand*<br>*3 Preordain*<br>*3 Daze*<br>*3 Underground Sea*<br>*2 Thoughtseize*<br>*1 Swamp*<br>*4 Polluted Delta*<br>*2 Flooded Strand*<br>*4 Shallow Grave*<br>*4 Ponder*<br>*4 Dark Ritual*<br>*4 Entomb*<br>*1 Emrakul, the Aeons Torn*<br>*2 Goryo's Vengeance*<br>*4 Lotus Petal*<br>*1 Collective Brutality*<br>*1 Island*<br>*4 Force of Will*<br>*1 Cabal Therapy*<br>*1 Lim-Dûl's Vault*<br>*1 Chrome Mox*<br>*2 Verdant Catacombs* | *2 Flusterstorm*<br>*2 Street Wraith*<br>*1 Cavern of Souls*<br>*1 Predict*<br>*1 Thassa's Oracle*<br>*1 Edge of Autumn*<br>*4 Doomsday*<br>*1 Shelldock Isle*<br>*2 Echoing Truth* |

**Chat:**
There are active discussions around this deck on two Discord servers:
*Tin Fins Discord*: https://discord.gg/m6z2eqp
*Doomsday Discord*: https://discord.gg/vajvFXt

**Background:**




I'm primarily a Doomsday player, however the deck has some soft spots - namely to RUG Delver and similar tempo shells. Simply put - Tin Fins is a faster and less dangerous combo against RUG (you elect how much life to spend; you aren't boxed into half your life). Incidentally, this deck has a *very* strong game 1 gameplan where most of the hate you'll run into is not as adverse an impact on the sideboard gameplan. (Yes, you're right, you can still be exposed to Surgical Extraction on a countered or discarded Doomsday).

Similarly, Tin Fins has an *exceptionally* strong game 1 gameplan, but there is *tons* of relevant hate for game2/3 which this conveniently dodges.

*Note: I will not take credit for the conceptual idea of this deck. Many elements of this have been attempted to varying levels of success, however I will say the shell has been largely reconfigured to better support this and I don't know that I've seen it attempted post-Thassa's Oracle.*

**How the deck was built:**
Rather than taking Tin Fins and figuring out the bare minimum slots to cram DD into the sideboard, this took a BUG Doomsday shell and took all the essential parts and moved them into the sideboard (Doomsday + Cyclers + Predict/Ideas Unbound + Thassa's Oracle). Then made minor modifications to support the Tin Fins gameplan in the maindeck (namely: extra Lotus Petal, above average discard density, and shaving a Daze).

**Deck Performance:**
I've only recently started tracking, however my "gut" feeling was the winrate of the deck was quite high. I placed 14th in the NRG Legacy Trial #1 with a previous build, and have kept a very solid winrate in Leagues and Premier events (NRG + Challenges). These stats are *only* leagues and premier events (NRG / Challenges).

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| **Matches Played** | 312 |
| **Match Wins** | 219 |
| **Match Losses** | 93 |
| **Match Draws** | 0 |
| **Matches on the Play** | 147 |
| **Matches on the Draw** | 165 |
| **Matches with Unknown Play / Draw** | 0 |
| **Play / Draw %** | 47.12% |
| **Match Win %** | **70.19%** |

**How to Play Game 1:**
I'm not going to rewrite a ton of Tin Fins primers, most of the lines are straightforward. But I'll outline them here.

Here is a more traditional Tin Fins primer as a reference:
https://docs.google.com/document/d/1OVDfdg3ytFoK4jvBVchSDP_upLL8yS4BZSDL32vIkDQ/edit

**Primary Gameplan**: Dark Rit + Entomb + Shallow Grave || Goryo's Vengeance on Griselbrand. This generally gives you a minimum of draw 14, sometimes 21 (if we include post-combat draws or Children of Korlis activations).

**Gameplan 1a**: If you draw mana sources to support you then entomb/thoughtseize an Emrakul and Goryo or Shallow Grave it with the shuffle trigger on the stack. Children of Korlis will support additional draw, obviously.

**Gameplan 1b:** If you whiff pre-combat, you can then work towards deck loops; between Emrakul + Rituals + Entomb / Shallow Grave + Children of Korlis, it is possible to continually draw your deck gaining life off Children of Korlis, mana off rituals / petals, and eventually hardcast Emrakul *or* just cast a Collective Brutality on each loop. Note: Be sure bin emrakul periodically using LED, Entomb, or Thoughtseize to reshuffle your cards back in and dont draw into an empty deck.

**Gameplan 1c:** If you whiff, you can swing with Griselbrand and have a stacked hand for additional turns. Most of the time you can discard another Griselbrand and just reanimate him the following turn.

One gameplay pattern I'd like to highlight - often a player will EOT flash in an Ice-Fang Coatl or take an action on your end step which taps them out. Even though it's end of turn, if Daze is your only combo protection it is very often correct to jam the moment they're tapped out as generally a draw 14 is going to be enough to "get there" against virtually anything.

Figuring out when to not "go for it" in the blind post-combat takes some practice and work. Sometimes you know your opponent is a turn off a combo and/or lethal regardless, and you're priced into it. But against other decks, you have the luxury of stacking your hand and waiting another turn.

Also worth noting: Shallow Grave + LED is a discard outlet and a reanimate spell in a small package. Just be sure to hold priority, cast shallow grave, and then crack the LED
PLEASE be careful if you have two creatures in hand, as MTGO does not provide a great method to stack the order of the creatures you bin. Yes, I've reanimated a hasty Children of Korlis a few times. It sucks.

**Card Choices:**
Some have asked me about some specific card choices so here we go:

- 1x Chrome Mox - it's lotus petal #5 to minimize fizzling post GB hitting the board

- 1x Cabal Therapy - its an entomb target (occasionally) and is a sac effect so you dont have to exile GB if you fizzle (or in RARE circumstances, if you have it in the GY, I've used GB to flash back targeting myself to dump Emrakul so I can reanimate that when opponent is below 15 life)

- 1x Collective Brutality - it's pretty self explanatory; works on all axis that are relevant and gives a deck looping kill condition through a bridge or elephant grass

- 1x Lim-Dul's Vault - this is the glue that holds both sides of the deck together, it was previously a 3rd GB; but it turns out a tutor + pitch card is even slightly more relevant

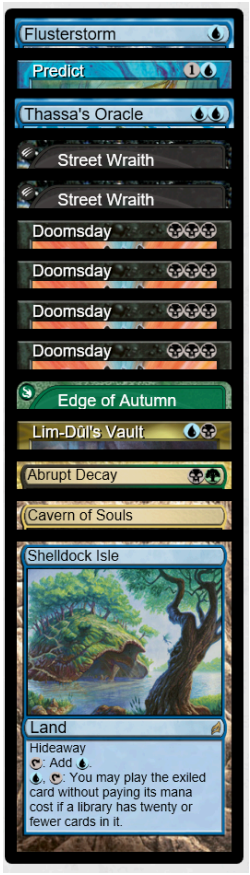
**Deck looping:**
Here is a video where I explain how to loop your deck for a post-combat win:
https://www.youtube.com/watch?v=YsMSeVyGrJE&t=4s

**Additional Notes:**
This build has evolved over time; you can see the original list here:
https://www.mtggoldfish.com/deck/3395061#paper

As you can see; we've moved away from the green splash to add a bit of additional consistency and streamline many facets of the deck. The sideboarding guide has not yet been updated to reflect the most recent build *but you can still generally infer the approach from what is below.*

Current build here:
https://www.mtggoldfish.com/deck/3468119#paper

**Sideboarding:**
At its core, we're running a transformational sideboard. The swaps generally look *something* like this (however, it's very situational):

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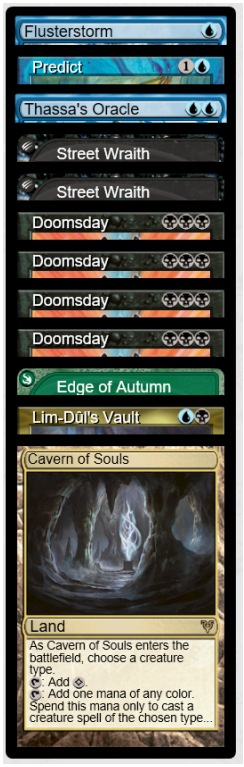
**Doomsday gameplan:**
No need to rewrite a primer on Doomsday.
Check it out: [https://ddft.wiki/](https://ddft.wiki/)
(The section you want is "Meandeck" as that's what this build is modelled off).

Seriously, that's all I'm going to say about Doomsday. The deck has an amazing community and one of the best primer material around. It takes some time to understand exactly how to build piles and what you're playing around (plan to lose a lot to dumb stuff at first) but it's an exceptionally strong gameplan that… doesnt need the graveyard.

**Matchups and Sideboarding:**
*Nope we do not simply blindly sideboard into Doomsday every matchup.*

The easiest litmus to think about is: do you expect Leyline of the void? Then absolutely move to Doomsday. Do you expect something closer to Surgical or Containment Priest? Then *it depends*.

**Show and Tell & Omni-Tell**
Favorable (Omni: 71% winrate, Sneak and Show: 57% winrate)

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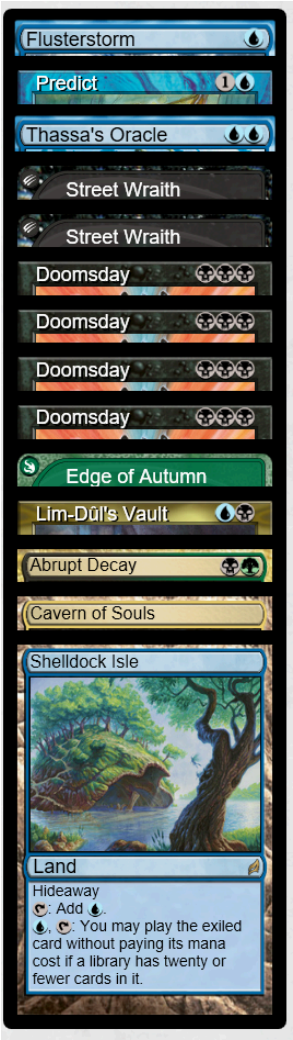
Approach: Generally you want to be forcing them into a situation where they feel pressured into an aggressive Show and Tell and work towards having a Griselbrand or Emrakul in hand. This means aggressively discarding relevant spells (Omniscience and Sneak Attack, I'm looking at you) that allow them to win without passing the turn. Pick a battle over their Show and Tell and let them win the counter-war with low resources.

Doomsday piles:
My favorite Show and Tell pile in this build is:
`[Street Wraith, Street Wraith, Edge of Autumn, Thassa's Oracle, Cavern of Souls]`

The idea being if they feel priced into an unfavorable Show and Tell, you can cycle to the Oracle and put that into play. This forces them to *have* to have a Stifle or Trickbind effect off Show and Tell (and hopefully you've been aggressively trading resources to get them low on resources).

The Cavern at the bottom is a means to cast an uncounterable Thassa's Oracle, of course.

**Snowko (and most other U/x Control)**
*Slightly Favored Game 1, Slightly Unfavored Game 2/Game 3 (54% winrate)*

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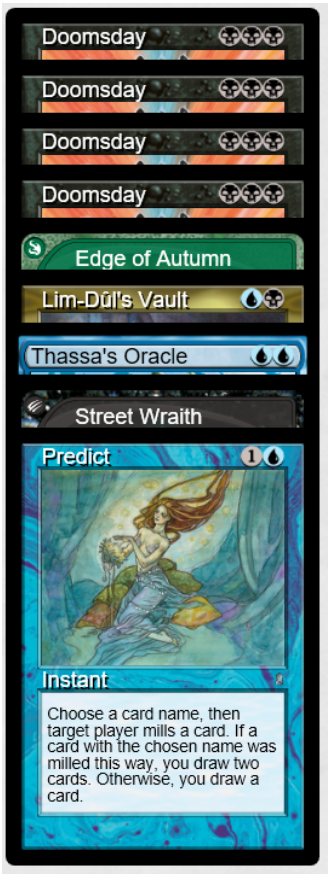
Game 1 tends to be reasonable if you can get off the ground quickly. They will often tap out for a Turn 1 Astrolabe which makes all of our countermagic decidedly relevant Turn 1 (and often Turn 2)

Game 2, we absolutely move into Doomsday. The worst card we can see from them is Deafening Silence and/or Back to Basics (often the second Decay is worthwhile here).

The one pile outside of “typical” Doomsday piles that’s relevant here is (and it's not unheard of from Doomsday, even):
`[Shelldock Isle, Emrakul, X, Oracle, Cavern]`

**Depths**
*Even (53% winrate)*
Depths is an interesting matchup as they have a quick clock and an immense amount of discard. Crop Rotation and Pithing Needle are their most relevant forms of interaction against Tin Fins; and strangely, Ghost Quarter is probably their most notable interaction for Doomsday.

This is a matchup where I lean towards a hybrid plan that depends on the depths version we’re looking at. Something like this is often where I end up (the idea being a high level of threat density allows us to push through discard a bit more).

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Piles depend *extremely* heavily based on the version of depths and context. The biggest gotcha is an unexpected Ghost Quarter (or Wasteland from GW Depths) that cuts you off casting Oracle. Plan your pile accordingly.

**Fast Combo (ANT, TES, etc):**
Favorable (80%+ winrate). (We're fast and pack a lot of disruption both proactive and reactive)

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Simply put, we want disruption and the ability to find whatever piece we need to end the game immediately. We're not here to play long games or trade 1:1.

**Maverick, Elves, 4c Loam (Green Based, Nonblue Decks, generally):**
Very favorable. (~80% winrate depending on variant)

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These decks play very differently in broad terms, but interact similarly against us.
*Note: Sideboard plan for 4c Loam generally includes a Cavern of Souls for chalice protection; flusterstorm can be loose but its a hedge for Mindbreak Trap and/or GSZ/Natural Order.*

We expect a possible Leyline and/or Bojuka Bog effects from these decks as well as possible Chalice out of Loam; Deafening Silence out of Maverick is noteworthy.. All of these lend themselves to a Doomsday plan.

Watch out for:
Elves: Leyline of the Void, Collector Ouphe, fast combo
Maverick: Leyline of the Void, Knight of the Reliquary, Thalia, Bog, Deafening Silence, Scavenging Ooze, Mindbreak Trap
4c Loam: Leyline of the Void, Knight of the Reliquary, Thalia, Karakas, Leovold, Chalice of the Void, Meddling Mage

**Death and Taxes:**
Very favorable (83% winrate)

Rather than a sideboard image - I'm going to write a few notes here. Game 1 we can conceal what we're on pretty effectively so they do not prioritize Karakas and Prelate correctly. Hide this information until you're ready to go off. (If they know what we're on, obviously we have to prepare to deal with a Karakas bounce and/or a well named Prelate)

Game 2 we have two avenues:

On the play - I keep the TinFins plan but prepare myself to deal with a Deafening Silence (e.g. Abrupt Decay and/or Echoing Truth come in)

On the Draw - I find Doomsday to be more effective as it can play through a Deafening Silence relatively well and you don't have to be ready to deal with Surgical AND Rest in Peace AND Deafening Silence. Most of the hate that hits early is less effective against Doomsday.

Watch out for:
Deafening Silence, Surgical Extraction, Rest in Peace, Ethersworn Canonist, Spirit of the Labyrinth

**Lands**

Slightly favorable (60% winrate)

Game 1 against lands tends to be borderline trivial. The one card to watch out for is just a Crop Rotation for bojuka bog (wait until they're tapped out, exposed to daze, or you have discard or Force of Will available). Because we only need 1 land + Dark Ritual to “go off” its generally pretty easy to work through Wasteland and Rishadan Port by sandbagging a land and/or not cracking a fetch.

Game 2 & 3 I favor a full sideboard into Doomsday. The combo is equally mana intensive, however when they have Sphere of Resistance as a core combo hate card - Dark Ritual + Entomb + Shallow Grave no longer favorably interacts, whereas Doomsday is just 1BBB in cost now.

Sideboard cards to watch for:

- Valakut Exploration (not technically a sideboard card; but they can burn you out post-DD)
- Sphere of Resistance
- Mindbreak Trap
- Surgical Extraction
- Pyroblast
- Choke

As you can see they really aim to tax your mana and ability to cast spells. Piles generally need to keep a few things in mind:

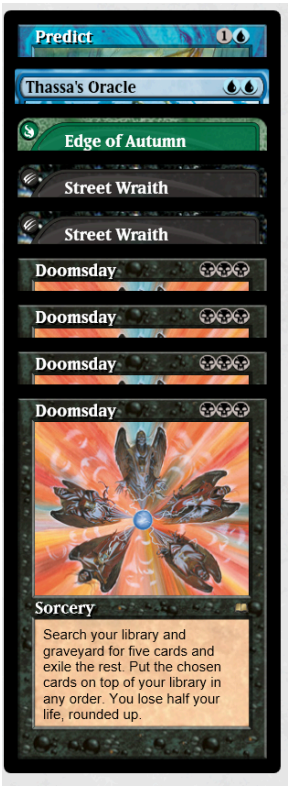
- Wasteland, Sphere, Ghost Quarter, and Choke

Build a pile that doesn't lose to a pair of the above (or as little as possible).
Often I’ll build a cycler dense pile (no sphere tax) with a bonus island or lotus petal for GQ and choke protection. It really is context driven and depends on the board state, your hand, and what they have shown.

**Beta Sideboarding (Hogaak, Depths, and Dredge):**
This is a BETA sideboard plan I've been having a lot of success with against non-force decks with a fast clock and high discard density.

Conceptually, we are aiming to race here and not interested in much else. The best way to race through a high discard density is threat density.

Use this sideboard plan at your own peril (*also be sure to bring in Echoing Truth against depths*):

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