

You also have the ability to play more like a traditional ramp deck, taking turns off early to develop a bunch of mana accelerants in order to power out your larger lategame threats on turn 3 or 4. You are capable of producing some extremely explosive draws, with the combination of Utopia Sprawl and a sol land allowing you to get to 4 mana on turn 2, enabling you to cast a Mycospawn to get another sol land, in order to power out either a kicked Mycospawn or any of your various 7 drops on turn 3. A turn 3 World Breaker stone raining your opponent is usually too much for anyone trying to play fair magic to deal with.



A particularly explosive turn 2

This deck also has a graveyard component, playing 8 of the 9 card types alongside the self mill from Malevolent Rumble in order to power out Emrakul, the Promised End on turn 4 or 5. Kozilek's Command is an especially potent card in this deck, as it can both do a Kolaghan's Command impression early by killing a small creature or replacing itself, or be cast for $x=4-6$ on turn 3-4 in order to provide both a bunch of mana, and a bunch of looks for a payoff. This mode lines up particularly well with Emrakul, the Promised End, as Kommand is a Kindred Instant, which means it will usually give you 2 additional types in the graveyard in addition to the mana. It is not uncommon to spend turns 1 and 2 setting up, then cast a midsized Kommand on turn 3 to kill a problem permanent and make spawns, then untap and slam a turn 4 Emrakul.



This gamestate can very reasonably produce an Emrakul next turn

Many decks in Modern right now have a lot of moving parts, which are very easy to sabotage with Emrakul, making it a much more effective finisher than it has been in years. There are a number of decks where you can steal their turn and either kill them with their own combo cards, or use their own sacrifice effects to clear out most of their permanents. Leyline Binding is also at an all time low right now, which makes Emrakul much more resilient than it's been since the release of DMU.

This deck also gets to play a few high-impact utility lands as one-ofs, which can be tutored with Sowing Mycospawn. Having consistent access to graveyard hate, land disruption, and uncounterability gives you a variety of options to surgically answer your opponent's gameplan. Mycospawn can also find Sanctum of Ugin, which makes any of your lategame plays generate a chain of bombs that will almost always win if you get to cast them.

One other combo to keep in mind, which is unique to the RUG build of the deck, is Kozilek's Return + Nulldrifter. Despite only costing 3 mana, an evoked Nulldrifter still counts as a 7 CMC spell for the purposes of Return, allowing it to be flashed back extremely quickly. This combo can even work without a return in hand, as you can mill over Return with Malevolent Rumble and then flash it back, all while still developing your own game plan. This combo is absolutely backbreaking against any deck that's trying to play to the board.

While all of that sounds appealing, the deck has a few noticeable weak points. You have to take the first few turns off to develop your mana, which leaves you vulnerable to some of the fast, glass cannony combo decks, such as Storm and Amulet. This deck also isn't one where you can keep just lands + spells, since you have so many 7+ drops that are uncastable if you don't have fast mana, so you have to mulligan somewhat aggressively to the combination of ramp + payoff, which means that you average starting hand size is a little bit lower than usual. You have enough redundancy where you're not mulling to 5 every game like Tron, but it's not like Energy where you can just keep most combinations of spells and hope it works out. In addition, this deck has to contend with the overwhelming presence of Consign to Memory, as it's currently the most played sideboard card in the format with a presence of 43.5%. Every blue deck playing 3-4 copies of a card that can answer anything in your deck for 1-3 mana is awkward to deal with, and requires careful sequencing in order to bait out Consigns before resolving your actual important spell to win the game.

Mechanical Tips and Tricks

This is mostly a big mana ramp deck, so it's not super mechanically intensive. However, there are a couple things that it's important to be careful about, which can gain you some percentage points. The biggest thing to be aware of is careful stacking of triggers. With Mycospawn, Return, and Sanctum, there's a lot of situations you can end up in where you have multiple cast triggers being put onto the stack simultaneously. In a lot of preboards the ordering of these doesn't really matter, but postboard it becomes very important. When you're playing around Consign, you generally want to stack your triggers such that any triggers with on-resolution choices (Sanctum, Return, Mycospawn search) resolve last. That way, when you have to make decisions, you know whether your first triggers have resolved, and you also make your opponent decide what to counter before they know what you're going to do with your optional triggers. Being precise and explicit with how you do these in paper will gain you match points, especially against blue decks.



Two examples of how to properly stack multiple cast triggers

Maybeboard/Build Choices

Maybeboard

Writhing Chrysalis

A lot of people on MTGO have been playing an RG build running Writhing Chrysalis over Nulldrifter after FerMTG's run at RC Prague¹. Writhing Chrysalis can be played as early as turn 2, enabling you to easily deploy 7 drops on turn 3. Chrysalis also generates a decently sizable body along the way, which can grow to ridiculous sizes when combined with the spawns from Kommand. However, it has a few notable problems. Giving up on Nulldrifter reduces your ability to grind out advantage in games that go longer, and also removes your ability to turbo out a flashbacked Return, which makes you quite a bit worse vs Zoo and Frog. While the body is good against Energy and Sewers, it lines up particularly poorly against Static Prison and Phelia, which makes it worse overall in my experience. Chrysalis is also a pretty below average topdeck lategame, which is especially noticeable in postboards when your first threat or two gets cleanly answered by Consign to Memory.

Ensnaring Bridge

Most Eldrazi lists online are running a Bridge in the Karnboard, over either Flute or Leveler. I've found the card to be pretty underwhelming. Most decks in modern that are trying to win through combat right now are trying to beat you to death with a pile of 1/1s and 2/2s, instead of a few large creatures. I've found that the only times you really want to get this are vs Domain Zoo, and vs Energy when you're way behind. Personally, I'd rather have an extra piece of interaction for combo and an over the top card to win Karn mirrors rather than a hail mary card that rarely works.

[1] <https://mtgtop8.com/event?e=64141&d=684663&f=MO>

Non-Stock Stuff I'm Playing

Chalice of the Void

Chalice is something that not many people are running, but it's really performed for me. It's a high impact lock piece that can come down on turn 1 when boarded in, or as early as turn 2 off a Karn, in order to shut off the pile of 0s in Breach. It also has splash damage in a few other places, being able to completely lock out Storm when cast on 2, and sometimes randomly cheesing postboard games against Energy, as well as giving you a way for Karn to have text immediately vs Amulet.

Trinisphere

This is another case of "I wanted another card for Breach." They can't combo with this card in play, and it also really slows down their midrange plan. Even if they have removal for it, that will usually eat their whole turn paying for the tax. I really want some cards to board in that have an impact faster than the pile of Stone Brains that a lot of people are on, and I've found the tax effects to overperform.

Cityscape Leveler

This being in the board is largely a concession to the mirror. You can end up in weird spots with dueling Karns where neither player's Karnboard cards do anything, and this just lets you come out ahead in that stall consistently. It's also a pitchable to Lab that you can get with Karn, which comes up occasionally when you need to find an extra mana to Emrakul. I'm also just not a fan of having no actual threats in your Karnboard. While Coating blowing up lands is good enough to win a lot of the time, I always like to play one way to convert a Karn + a bunch of mana into my opponent being dead (or at least way behind on board) right away, and I think Leveler is better positioned than Ballista for that right now.

Disruptor Flute

This is a relatively recent addition to the deck, but it's one that I've been happy with. The primary motivator was having a more consistent way for Karn to answer a flipped Tamiyo, as with only 2 Devourer we're a little light on answers to planeswalkers. Needle effects like this always have a little additional value in more prisony Karn setups, as you can name Boseiju to convert a soft lock into a hard lock once you have a setup like Trinisphere + Coating going. This can also work as an extra piece against Breach in some situations, where you can either name Grinding Station to insulate against losing your Karn, or Emry if they have high impact cards to rebuy (i.e. Pithing Needle). The tax effect also comes up sometimes, where you can run this out and name Consign in a late game situation in order to force through an Emrakul. This card has a bunch of splash damage against different decks in the format, where if you notice your opponents have an ability they're relying on, you can really mess up their plans. Some to keep in mind are naming Tolaria West or Aftermath Analyst vs Titan, naming Psychic Frog to stop it from getting through your blockers, naming World Breaker in the mirror to stop recursion, naming either combo piece in Belcher, or naming the backside of Ral against Storm. This card also gives you an emergency stop button in a situation where you have dueling Karns. If your opponent has a Karn that gets out ahead of you, chances are they burned multiple cards on mana acceleration, so you can sometimes stick them without a payoff by going Karn -> Flute -> name Karn, and then winning by having more high-impact cards in your hand.

Board Plan

Count	Name	Breach	Energy	Mirror	Frog	Sewers	Zoo	Belcher	Storm	Broodscale	Amulet
OUT											
4	Utopia Sprawl		1			2					
4	Malevolent Rumble										
2	Talisman of Impulse										
2	Talisman of Curiosity						1				
3	Kozilek's Return	3		3	1			3	3		3
4	Karn, the Great Creator		4		1						
4	Sowing Mycospawn	1							2	1	
3	World Breaker										
3	Nulldrifter							1			
2	Devourer of Destiny	1		1						2	
3	Emrakul, the Promised End						1		1		
4	Kozilek's Command										
4	Ugin's Labyrinth										
4	Eldrazi Temple										
4	Green Fetch										
3	Forest										
1	Stomping Ground										
1	Breeding Pool										
1	Commercial District										
1	Cavern of Souls										
1	Bojuka Bog					1		1		1	1
1	Sanctum of Ugin										
1	Ghost Quarter										
IN											
3	Stone Rain			3				3			3
2	Dismember	2	2		2	2	2		2	2	
1	Kozilek's Return		1			1				1	
1	Tormod's Crypt										
1	Engineered Explosives		1								
1	Chalice of the Void	1	1						1		
1	Disruptor Flute							1		1	
1	Liquimetal Coating										
1	Soulless Jailer	1							1		
1	The Stone Brain			1					1		1
1	Trinisphere	1						1	1		
1	Cityscape Leveler										

Note: There are different ways to approach this deck. I tend to approach matchups more from the prison deck side, and my board plan reflects this. If this approach doesn't work for you, this is by no means set in stone, so I'd recommend experimenting with it.

Matchups

Breach

This matchup feels very close. I'd say Eldrazi is favored preboard, and Breach is slightly favored postboard. Preboard games are all about hands that can turbo out Karn, so you're looking for things like lab + talisman + karn. You don't lose very many games where Karn resolves, but you can sometimes just get comboed before that happens, especially OTD. Karn almost always gets Tormod's Crypt as soon as it comes down, as that ends with Karn on 3 loyalty, and crypt can remove delirium in response to Unholy Heat to protect Karn, and if karn gets answered another way (Sink/Otawara), you still have another piece in play they have to deal with before they can combo. Keep an eye on what ends up in their graveyard with early mills, as you can get some cheeky wins by exiling Thoracle or all of their grinding stations with Kommand to take the combo off the table. In open decklist, I'd say this matchup gets better for us. If you know what you're against, you're able to more aggressively mull for fast Karn, while they don't gain as much from the information. It's also important to take a look at their manabase in open decklist, as a lot of lists run only 2 nonartifact red sources, so being able to use coating/mycospawn to clear all of them can leave them unable to answer Karn. Also important to consider whether you want to leave Karn in play when mindslaving them with Emrakul, as once the mindslaver resolves, you can sometimes kill your own lock pieces so you can kill them with their own combo on the mindslaver turn if you have the read that they have the combo but are locked out.

Postboard, the texture of the matchup changes a lot. They get to bring in 4 Consign, which makes resolving Karn much harder. I'm bringing in a bunch of the extra lock pieces, as we need more must-counter cards to pressure their consigns. Karn -> Crypt -> Brain or EE is usually lights out anyway, so Karn doesn't need the extra stuff to get. Be aware of them setting up Consign locks, as they can use Consign from the graveyard on their own breach trigger, leaving them able to escape consign on your turn to counter your stuff, then again EOT to conserve their breach. You can play around this by proactively fetching up Bojuka Bog if you get into one of the longer games they get above ~20 cards in yard. Postboard, be aware that Sanctum of Ugin can fetch Soulless Jailer, so a good way to get through interaction is to set up a turn where you have 9 mana and can play a big thing (usually World Breaker or Emrakul), and stack your triggers such that the normal cast trigger resolves before the sanctum trigger. That way they have to burn Consign before Sanctum trigger resolves, and you can then fetch up Soulless Jailer while their shields are down. A lot of opponents won't realize that they have to burn the mana to counter the Sanctum trigger as well.

Energy

The stats say this matchup is close, but that has not been my experience at all. I've very rarely lost to energy since I started playing the new build with Kozilek's Return. The whole matchup revolves around Return preboard, since their deck can almost never beat 2 wraths. Lab/Sprawl + red mana + Return is usually a very good keep that puts you really far ahead. Keeping hands with multiple Mumbles is also pretty good, as one of our big advantages over RG is that we can mill over return with mumble on t2, then flash it back immediately by evoking Nulldrifter. This can lead to some really good hands that start with an opener along the lines of lab/sprawl + 2x mumble, which gives you 8 extra looks for a return before t3. In open decklist, you know what you're up against, so you can mull for hands that either have a fast Return or a t2 Mycospawn. Temple into Kommand for 1 on t2 to clear Ragavan/Ocelot is a very strong opener on the play, and can lead to some keepable hands without a turbo start or access to a

wrath. Be aware that in the late game, if they have 7 mana they can cast + escape Phlage without you getting a window to respond, so you sometimes have to proactively Kommand their Phlage on the first half, instead of eating it out of the yard.

Postboard, pay attention to whether their land hate is White Orchid Phantom or Charmaw. If they have Charmaws, you often want to sandbag your sol lands for the turn where you make a big play, instead of the usual thing where you run them out early to maximize the impact of topdecking another. Setting up a basic Forest to carry your sprawls is important so you don't get blown out by their land hate or Blood Moon. This deck cares about moon effects a lot less than most big mana decks, as talismans and basic + sprawl let you fight through it abnormally easily. Ghost Quarter can be a big role player postboard in open decklist, as energy players that are running moons will tend to aggressively fetch basics, so if you notice a player has fetched all their basics you can randomly get a free double Strip Mine off of a Mycospawn sometimes. On your side, you get to board in some extra removal, as well as Chalice, which can randomly win you the game when you have Lab + Chalice in your opener, as Energy takes a long time to win through a Chalice on 1

Mirror

The mirror is all about who gets out faster. There are generally two ways this plays out: either one player gets out ahead with a fast Mycospawn or Karn, and can then keep the opponent off mana for the rest of the game, or both players have ramp-heavy hands and the game turns into a race to Emrakul. In g1, holding up Kozilek's Return to mop up spawns off of an EOT Kommand can be good. Also worth noting that OTD, leading on Eldrazi Temple lets you Kommand for 0 on their turn, which can neutralize a t2 Mumble by exiling the spawn, which can often buy you a whole turn to catch up. Because the matches tend to revolve around Emrakul so much, a well timed Bojuka Bog can be incredibly impactful, as it can often delay an opposing Emrakul by 1-2 turns. One trick to be aware of is that if you're Mindslaving someone who has a World Breaker in their yard, you can sac a land to return it, then hold priority and keep activating it with as much mana as they have, which is usually a game ending play. Another thing to know is that Kommand says target player on both the spawns and draw mode, so if you're mindslaving someone you can use their Kommand to give yourself a bunch of spaws and scies.

One of the most difficult situations to play correctly is the gamestate where both players have fast Karns. Normally, a t2-3 Karn immediately fetching Liquimetal Coating is a very powerful play, as it gives you access to mana disruption way ahead of schedule. However, it's a bit risky, as if your opponent also has a fast Karn, they can play it to disable your Coating and tick up immediately, giving them a loyalty advantage. If you're the player on the draw, setting up a Talisman can be surprisingly valuable, as it lets your Karn come down, animate the Talisman, and attack their Karn in order to prevent them from wishing. If you're the player on the play, and you end up on the low loyalty side of dueling Karns, wishing for Disruptor Flute to just shut off both Karns can be a good way to get back to square one by denying your opponent the extra cards. In open decklist, be sure to check your opponent's Karnboard for Flute, in case you want to just burn your loyalty proactively. Cityscape Leveler shines in the slow games that a pair of Karns tends to create, as it lets your Karn downticks continue to be impactful in the lategame, and can unlock all of your stuff by killing the opposing Karn while also presenting a fast clock.

Postboard, Stone Rain is incredible, and much better than Consign on average in my experience. Hands that present a t2 Stone Rain usually just run your opponent over before they can catch up, especially if

you can catch a Sprawl as well. I bring in Stone Brain, which usually names Emrakul in games where neither player gets cheesed, largely because you have too many cards you want to board out.

Frog

Data seems to indicate that we're slightly unfavored in this matchup, which I'd tend to agree with. Preboard feels fine, as long as you can get a basic + sprawl on red or RG talisman down so you don't get cheesed by Harbinger. Most lists are leaning towards Oculus as their big power play over Murktide, which gets cleanly mopped up by flashback Return. Murktide is actually pretty awkward for us to answer, as it is often too big for Return to kill, and it has a CMC of 7 which makes it hard to answer with Kommand. This is another matchup where Mumbling into Return to set up early Nulldrifter can be a gamewinning play. One thing to know is that there's no window to respond in between you choosing whether or not to exile Kozilek's Return and the damage happening, so if they have a Frog out when you cast a big guy they have to choose whether to discard before you choose whether to exile, and if they dump 4 cards to make it a 5/6 you can just keep the Return for later. This is the main matchup where Devourer shines, as having an uncounterable answer to Frog (at least preboard) is very strong. Emrakul is also incredible here, as if they have a frog in play you can discard their whole hand, exile their whole graveyard, and then run the frog into the Emrakul, which usually wins the game. Fetching up Cavern of Souls aggressively is important here.

Postboard, it gets a lot worse for us. They have a bunch of dead cards to cut, and usually have a ton of high impact sideboard cards. Consign as backup for their frogs gives them answers to Devourer and Emrakul, which is really hard to deal with. Some lists run the thoughtseize + dauthi package postboard, and if you see this it's often important to hide your more impactful 7s under lab. Your opponent casting a World Breaker or Emrakul on t3 is backbreaking, but you really don't care about them getting a Devourer most of the time.

Sewers

This matchup is kinda weird, and has changed a lot as Sewers lists have evolved over the last month. Data indicates that we're decently favored overall, which I agree with. Some of the older lists were really heavy on White Orchid Phantom, which could be annoying, but the newer lists are a lot less all in on that. Your threats have a lot of their power loaded into cast triggers, which lines up particularly well against both Emperor of Bones and Aven Interrupter, and your Karns line up well against their Vial plan. Their clock is also quite slow, which naturally favors us as we have more high impact plays lategame. Managing your ramp is kind of tricky into them, with the biggest thing being to not stack multiple Sprawls on one land so you don't get blown out by Flickerwisp. Sprawl is particularly awkward in this matchup, as you also have to set up basics to not get blown out by White Orchid, and they're also susceptible to Witch Enchanter eventually. Kozilek's Return is super important here, but you really want to do it in combat on your opponent's turn so it doesn't get tagged by Emperor of Bones if possible. Even if they can save some creatures with Ephemerate + Flickerwisp, those creatures will come back on their end step and then get cleaned up by the second half of the return. Postboard is pretty much the same dynamic, we're playing control and they're trying to screw up our mana, but both players have more cards for their respective roles.

Zoo

This matchup is super interesting in my opinion, largely due to the disparity in how Kozilek's Return performs. The front side of Return is almost blank, but the flashback is absolutely devastating, as it kills almost everything in their deck, and their creatures have a lot of their value loaded into having high P/T. Cleaning up multiple Kavus/Scions with a flashback return is not something their deck is equipped to deal with. Be aware that Devourer can't kill Scion, regardless of whether Leyline is in play, but World Breaker can. World Breaker is particularly good against them, as their deck does not line up well against a 5/7 reach, and its cast trigger can either screw up their mana, kill a Scion/Leyline, or get something of yours back from a Binding. Emrakul is not at its greatest here, as it's pretty awkward against Binding, although the trigger can still be pretty good if they have a Frog.

Postboard gets a lot harder, similar to Frog. They have a pile of Consigns, which they can use to really try to snowball you with a Frog. Them not having access to Harbinger makes it a lot easier overall. I've been messing around with boarding in Stone Rain on the play, which can be good if you can tag a triome and screw up their domain early on, but it's a bad enough draw late which makes it feel a little bit highroll, so it may not be the play.

Belcher

This matchup is not great, but not terrible. You don't have a ton of ways to interact with their combo, but their countermagic also lines up pretty badly against us. A smart Belcher player will aggressively point shoals at ramp spells, because the way we win is largely either messing up their mana before they can set up, or sticking a fast Karn. They don't have a ton of answers to Karn without a creature in play, so Kommanding their cantrip creatures and then untapping and slamming Karn can often be gamewinning. Disruptor Flute is key here, as it means that Karn doesn't get answered by one Sink/Flood Maw, and can come down on the same turn as Karn if you cast Kommand for 2 to kill a guy and make spawns. The normal Karn plan is t2/3 Karn + Chalice on 0 to stop Lotus, untap, get Flute or Stone Brain. If you have a very rampy hand, going Karn + Flute into Brain + activate is also strong. In open decklist, if you see that your opponent has no Flood Maws in the main, setting up Karn + Chalice on 3 is often just a hardlock if you have that much time.

Postboard gets a lot harder. They get to cut their Shoals and Snares that aren't great, and bring in a pile of Consigns, Harbingers, and Flood Maws, which makes locking them out with prison pieces quite a bit harder. Stone Rain can be quite good here, as it's more likely to resolve with them boarding down shoals, and is often a straight up time walk against them. I leave in both Devourers over a Nulldrifter, as this matchup really just revolves around finding + sticking Karn before you die, and the games don't go long enough for the card draw from Nulldrifter to matter, so I'd rather have the pregame effect and then have the spell be a blank. I also board in Trinisphere and Flute here, for similar reasons to Breach, where you really need to tax their Consigns. T2 Trinisphere is particularly threatening, as it makes most of their interaction a lot worse, as well as shutting off their faster draws with Lotus. Karn is scary enough here without too much extra help.

Storm

This matchup is very bad. We have very little way to interact with them outside of trying to Kommand to mess with Ral and Past in Flames, and we're much too slow to out goldfish them. On the upside, their deck is inherently inconsistent, and has a pretty high failrate, so you'll win a real percentage of matches from them just dying to themselves. They also are usually just stone dead to a Chalice on 2, so if you have a t2 Karn hand on the play you can just lock them out before they can go off. Soulless Jailer is also incredibly hard for them to beat. In open decklist, make sure to check for maindeck Grapeshot, since Stone Brain on Wish can just solo them if they're not running it.

Postboard gets a lot easier for us. Karn is kinda slow, so I like boarding in almost all of the super high impact lock pieces, and trying to slam one on t1/2 off lab/sprawl, and leaving Karn as just a Tormod's Crypt/Liquimetal Coating card. Soulless Jailer, Trinisphere, and Chalice are all really hard for them to beat if they come down early. A smart Storm player will usually board in 1 Grapeshot, so Stone Brain on Wish gets a lot weaker, but naming Past in Flames can still be quite good, and if they're not running the extra Grapeshot or board wrong they can still die to losing their Wishes. In open decklist, make sure to check if they have Wrath of the Skies in the board, as that can blow up all of our ramp as well as our hate pieces if we play too hard into it.

Amulet

This matchup is also quite bad, for similar reasons. They are quite a bit faster than us, and aren't very susceptible to our interaction. All that aside, there are a couple ways you can try to cheese a win. Preboard, Karn can grab Chalice on 0 to shut off Summoner's Pact, which messes up a lot of their lines. Stone Braining Primeval Titan is less of a haymaker than it used to be, because they can still win with a giant hasty Lumra or Valakut triggers, but it's still a good play. If you have the time, Stone Brain + Tormod's Crypt can be difficult for them to beat. You can also try to beat their slower draws with only 1 amulet by disrupting their mana with Mycospawn/Karn/World Breaker. Emrakul is very effective if you can get to it, since it's very easy to use their own Lotus Fields to kill most or all of their lands. If you can turbo out an Emrakul the turn before they can Titan, going Titan for Lotus Field + haste land, and then getting 2 more Lotus Fields with the attack trigger can often put them down to 0 mana. This is particularly effective if you can also use a Pact, as they'll just die to the trigger on the extra turn. Ghost Quarter is also pretty effective here, as you can blow up a bounceland in response to their amulet triggers, which can hamper their mana, although this unfortunately does not work on Lotus Field so it's a bit unreliable. Be aware that leaving Ghost Quarter in play makes it copiable by their Vesuvas, which they can use to either clear out your Ghost Quarter or disrupt your mana to buy time.

Postboard, Stone Rain is a pretty good tool, as their slower draws will often end up leaving bouncelands in play, which gets heavily punished by Stone Rain. I don't like boarding in Chalice as a hail mary against their super fast draws, since you're not realistically beating those draws regardless, and I'd rather maximize the impact of a t2 Karn. I do like bringing in Stone Brain, as Ugin's Lab + Stone Brain on Titan actually does beat a lot of their fast draws, especially on the play, since their Lumra/Analyst lines often take a bit longer to set up. If they have a draw that's reliant on Sagas, a fast Stone Brain on Amulet can also be very effective. They have Collector Ouphe postboard, which makes our mana rocks and Tormod's Crypt less effective, but I don't think it's worth leaving in extra creature removal that's dead against their combo to insulate from that. If they have a hand that's really leaning on it, they usually don't also have a fast kill, which gives you time to clear it with Kommand. If you have a t1/2 Stone Brain that gets stuck

under an Ouphe, you can use Kommand to make spawns and kill the Ouphe in order to use the Brain immediately.

Broodscale

This matchup is like a less extreme version of the previous two. While they're still quite a bit faster than us, we have a lot more interaction for their combo. Kozilek's Return and Kommand are both quite effective at clearing out Broodscale, and Karn makes comboing very difficult for them, in addition to messing with their mana. Kozilek's Return is also quite strong against their Fleshraker draws. One trick to be aware of is that you can use Karn to animate their Blade of the Bloodchief, then clear it with Return in order to insulate against losing your Karn. Devourer is pretty bad here, since all of their permanents are colorless. Be aware that if you can get a well-timed Emrakul, you can sometimes kill them with their own combo if they don't have a Fleshraker by just making a large Ballista and killing them with it. If your life total is high enough, you can also do a partial combo to get up to 5 mana, then use their Kommand to clear the Fleshraker in order to kill them.

Postboard, things get even better for us. They have very little to bring in, and we get access to several extra pieces of removal. They do get access to Thief of Existence, which makes Karn a lot less of a hardlock for them, but that's about it. I like bringing in Flute, since it can stop their very fast draws, and leaving out Stone Brain so you still have one very high impact target for Karn.