



Hooked on a Feeling: Life, Living, and the Pursuit of Dragon

We are currently in the process of updating this deck post-astrolabe. Visit the Discord for more

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It's been our personal mission to achieve success with Worldgorger Dragon in Legacy, ever since it was unbanned in 2015. In previous years, WGD decks often felt like worse versions of Reanimator, but with the printings of Arcum's

Astrolabe, Ice-Fang Coatl, and Uro, Titan of Nature's Wrath, Dragon decks now have their own identity - as strong midrange/control shells that can win out of nowhere with the combo. Through many months of community testing, we believe we have finally gotten dragon to a place where we can call it an established meta deck.

The biggest draw to Worldgorger Dragon combo is its versatility in playstyle and gameplan. What we mean by this is unlike many of the other combo decks, we have a robust fair game plan that works well even when we are not able to combo. This is possible because many of the cards that enable the combo, such as Ice-Fang Coatl, Arcum's Astrolabe and Uro, Titan of Nature's Wrath, also happen to be really good midrange elements. We can even sideboard out of the combo entirely in scenarios where going for it is not feasible. We also get an edge against traditional midrange and control decks because on top of having many of the similar elements, we can attempt to combo at any point our opponent might lower their defenses. This allows us a large amount of control on how the game plays out because no matter what the most efficient way to win any given game is, we can sculpt our game plan in order to let us best do it.

Setting up the combo is somewhat simple, you put Worldgorger Dragon into your graveyard with Entomb, then target it with Animate Dead. Next, Worldgorger Dragon will enter play and its ETB trigger activates removing all other permanents you control from the game, including Animate Dead. When Animate Dead leaves play, Worldgorger Dragon is put into the graveyard and Animate Dead returns to play, you then target Worldgorger Dragon and this is an infinite loop. During this loop, you float mana in between each cycle since your lands will return untapped, generating infinite mana.

The next step is to find a win condition, or generate enough advantage so that there is no way your opponent can win. The current build runs Duskmantle Guildmage since this is one of the fastest to execute online and does not require the use of sideboard slots. You can either Entomb

for the guildmage mid-combo, then target it with Animate Dead instead of Dragon to end the loop, or if you have it in hand, simply target another creature with Animate Dead after enough loops or Entomb for another creature target. Once you have the guildmage in play, the most efficient way to kill your opponent is by activating the first ability 5 times, which causes you opponent to lose 5 life each time a card is put into their graveyard, then activate the second ability twice targeting them, causing them to mill 4 and lose 20 life. Of course if they are at a higher or lower life total you can scale the amount of activations accordingly. You can also just cast every creature in your hand, escape Uro, and discard down to a 7 card hand with multiple counters and pass the turn if you feel confident your opponent can't beat that. As of now, Duskmantle Guildmage has proven to be the optimal win-con, however this slot has been the center of much debate, so it is very subject to change.

Some alternate and previously tested win-cons include:

- 1) Stroke of Genius (our choice in previous builds - can be entombed and flashed back w/ Snapcaster Mage)
- 2) Thassa's Oracle (reanimate with an empty library)
- 3) Valakut Invoker or Scholar of Athreos (reanimate, then infinite activations)
- 4) Punishing Fire + Grove of the Burnwillows - Your Groves come back untapped when looping Dragon. If you have a Punishing Fire in hand or the graveyard your opponent will meet a very slow end. A fair warning for this choice of kill is that it is basically impossible to execute on MTGO due to the amount of clicks needed.
- 5) Torment of Hailfire (With the Fae of Wishes package)
- 6) Nothing - save a deck slot and just draw cards and make mana until your board and hand are unbeatable.

Regardless of what win-con you use, this combo can be executed as early as turn 2.

Hooked on a Feeling V8:

<https://tappedout.net/mtg-decks/new-stock-list-92020/?cb=1599061851>

Main:

Lands (19): We are playing a BUG snow manabase with a singleton Mystic Sanctuary. Since we are already trying to play midrange sometimes the opportunity cost of putting 1 Sanctuary in the deck is very low, and having access to it can be extremely powerful as it can get us back anything from a cantrip to dig into a crucial combo piece, bring back a countered Entomb, or rebuy a crucial removal spell to keep us alive or destroy something like a Chalice of the Void. It also works very well in facilitating our "cut the combo" plan as another way to grind out opponents. 19 lands is where we want to be in terms of quantity. Here is a breakdown of the manabase:

3 Dual Lands:

Underground Sea (1)
Tropical Island (1)
Bayou (1)

9 Fetch Lands:

Misty Rainforest (4)
Polluted Delta (4)
Verdant Catacombs (1)

7 Basic Lands:

Snow-covered Island (3)
Snow-covered Swamp (2)
Snow-covered Forest (2)

=== COMBO PIECES

Entomb (4): Entomb is an incredibly powerful card. It's also our only way to get Worldgorger in the graveyard. Entomb is this deck's main way of comboing off, if we could play 5-6 we would. Unfortunately we have to settle with 4. Even though we are a graveyard based combo deck, having Entomb as our only way to put our win-con in the graveyard means we are resistant to graveyard hate since we only have to put the Worldgorger in our yard when we are ready to protect it. It also can be used as a late game card, as we can put Uro straight into our graveyard to start utilizing the powerful titan when we have nothing else going on.

Animate Dead (4): Besides the obvious reason of playing 4 copies of Animate Dead since it is one of the main combo pieces of the deck, it also does more than you think in a format where large creatures enter the graveyard often. This card can allow us to steal games against Reanimator decks, but it often not so bad to take a Leovold, Emissary of Trest or Gurmag Angler out of your opponent's graveyard. It even has utility stealing opponents' creatures in spite of Leyline of the Void!

Worldgorger Dragon (1): The man of the hour, here for the combo purposes. 1-of. Just try not to draw it (but if you do, don't panic! You can always shuffle it away with Brainstorm, Thoughtseize yourself, or move to discard).

Duskmantle Guildmage (1): Now here us out, this is the best kill for this deck. This Gatecrash uncommon is the most efficient way to kill with Worldgorger Dragon combo. We know that everytime we make a writeup we always say "This is the best kill" but we mean it this time. What makes this kill better than Fae of Wishes is it takes up 1 less sideboard slot in the Torment of Hailfire, and kills using about the same amount of mana. It also has the benefits of being a blue creature like Fae.

===== ENABLERS

Arcum's Astrolabe (4): We can fix our mana with Astrolabe, but it's also a combo piece to draw your whole deck while doing the Worldgorger Dragon loop.

Ice-Fang Coatl (4): Like Astrolabe, Coatl is a combo piece that's also just great on its own. Unlike Astrolabe, it doesn't need to be in play when you start looping Worldgorger because it has flash (which is why it's preferred over Baleful Strix). This card really does it all for us, so it's no wonder that we are on 4.

Uro, Titan of Nature's Wrath (2): Uro does everything we want in a fair game of magic at the low cost of 1 main deck slot. It gives us a backup Entomb target, provides a fast clock when our main combo is stopped, and can beat aggressive decks single-handedly. Uro doesn't play well with basic Swamp unless Astrolabe is in play, so be careful when fetching! Note that if you reanimate Uro you will have to sacrifice him right away. Sometimes it's worth it for the ETB trigger, but it's not as great of a play as you might expect.

=== CARD SELECTION

Brainstorm, Ponder (4)(4): Any blue deck in Legacy wants to be playing these cards, we are no exception. Brainstorm is especially useful to keep Worldgorger out of your hand in case you draw it. 4 of each of these cards. Not to mention card selection like this becomes even more powerful when we are trying to end the game with a 2 card combination.

Narset, Parter of Veils (2): This card was more of a meta call when there are a lot of decks like Yoron Snowko that either have a really hard time with, or simply cannot beat a resolved Narset. The passive helped us in many of our worst matchups and is an excellent transitional tool for our fair game plan. Even when the passive ability isn't relevant, it still does an excellent job digging 8 cards deep for our combo pieces. Previously, we played Leovold, Emissary of Trest for similar reasons, but Narset's ability to find combo pieces is much better than the 3/3 body Leo provides. The second Narset is usually a flex slot.

Sylvan Library (1): When your life total is not under pressure, the amount of cards library provides is unparalleled in rate, and it is relevant quite often that it is not a blue card, as many people bring in their red blasts against us to stop our card advantage engine. Plus costing 2 mana means it can also come in in combo matchups since the card draw is fast enough.

===== INTERACTION

Force of Will (4): Force of Will is a well-known staple of the legacy format. Our deck is just fair enough to allow us to play the full 4-of, and it protects your combo and prevents your opponents from going off themselves. It also goes well into our more midrange combo strategy since we are less all in than something like Storm.

Thoughtseize (3): The main purpose of this card is to try and either disrupt the opponent's game plan or protect our own. In a pinch we can target ourselves BR Reanimator style to bin Worldgorger, although this is very uncommon. The ability to remove the best piece of interaction from our opponent's hand, while also providing information about what we should play around when trying to assemble the combo has made thoughtseize an invaluable addition to this deck. Information is truly half the battle in magic, and this card gives us all the info - just try not to get caught by Veil of Summer! It also helps a lot in unfair matchups where we need a meaningful way to interact against a combo that goes faster than us.

Abrupt Decay (3): Abrupt Decay is huge in this deck. Not only does it get rid of a pesky Leovold, Emissary of Trest or Teferi, Time Raveler or Chalice of the Void, it also is a way to stop the Worldgorger Dragon loop if necessary or simply kill an offensive Delver of Secrets. It's currently a 2-of as you getting flooded with Decays can be a real problem and it is better to split the removal spells with Drown in the Loch.

Sideboard:

Cling to Dust (1): This is primarily for the graveyard decks but actually serves an important role against Snow Control. Being able to snipe opposing Uros is critical to buying enough time to get through their interaction. It can also serve as lifegain to help us stabilize and card draw against slow decks. 1 is the right number since it is somewhat tutorable with Entomb.

Veil of Summer (3): Veil is unparalleled in both rate and flexibility - it protects us from discard, our Animate Dead from removal, our spells from counters, and can block a lethal Tendrils of Agony. It is no longer in the main because while it was good, there is simply no room for a situational effect. Great against Snowko - just watch out for Swords to Plowshares.

Oko, Thief of Crowns (3): Oko helps us win matchups where our combo is unlikely to work and severely punishes opponents who overboard on situational hate. It can also act as another Decay/Trophy effect against lock pieces like Grafdigger's Cage and Chalice of the Void, and gives us outs to Marit Lage and Emrakul if the opponent doesn't expect it. We cannot tell you the amount of times we have Thoughtseized our opponent to see something like Surgical Extraction, Swords to Plowshares, Tormod's Crypt, only for us to play this absurd magic card and run them over with a bunch of elks.

Assassin's Trophy (4): Not only is this card a solid catch-all against all the many hate pieces we see post-board, it also supports our fair game plan by being a catch-all removal spell against decks like delver, where we are most likely to need the full transitional sideboard plan and they

run 0-1 basics. This is also our main way to break up the Marit Lage combo, so be careful how you use Trophies against decks with the Marit Lage Combo.

Plague Engineer (2): As a 1-of, Engineer is pretty good at cleaning up a boardstate that is pressuring us, namely Death and Taxes. Also works as a great beater in matchups where comboing is very difficult. It can even serve a niche purpose against Storm since many builds use Empty the Warrens as the win con of choice due to Veil of Summer's rise in popularity, and delver as locking them out of playing delvers later.

Darkblast (1): Darkblast is a valuable tool in many creature-based matchups. Its ability to be reused in a way that fills your graveyard is a main draw to this card over the previous 1x Fatal Push. Also, its synergy with Entomb makes this a new mainstay for the sideboard.

Surgical Extraction (1): We want to try a piece of graveyard hate in the deck because having access to nothing in that regard has been felt bad in certain matchups. Therefore we have one Surgical due to its potency and effectiveness.

Cards to Consider When Making your List:

This deck is highly customizable and can be tuned with alternate card choices to best fit your meta and play style. Here are some alternate card choices that can be considered when making your list:

==== MORE COMBO PIECES

Buried Alive: This card has potential as a 5th Entomb, but 3 mana at sorcery speed is just too slow. A version using this card would likely want more graveyard targets to maximize its value.

Necromancy: Necromancy acts as a 5th copy of Animate Dead. It costs 1 extra mana, but has the ability to combo off at instant speed. One of its best uses is to initiate a fight on your opponent's turn to tax their resources and allow you to untap and try to combo again. Another late game use is to cast Animate Dead, then respond to your opponent's graveyard hate with flash Necromancy. If you can get Necromancy in your hand and 3 mana out, you can combo out and win the game on your upkeep after they mill your Worldgorger in the graveyard for you. Note that if you cast this at instant-speed, it is sacrificed at end-of-turn, so it's generally best to avoid doing that for non-Dragon targets. We decided to cut this from the deck because having access to more, less good, animate dead effects did not feel necessary.

Sevinne's Reclamation: Other than Teferi, Time Raveler, this card was the main draw to add white to the list. However, we would occasionally test it in the BUG builds as it adds a whole

new level of play to Entomb. It's not that this card is really bad or worse than other cards in the stock list, it just isn't really necessary to play anymore as Uro, Titan of Nature's Wrath adds a different form of play to Entomb and just fits the playstyle of the basic stock list better. Reclamation adds a whole new level of play to Entomb and is worth considering for your build of Dragon. However, we feel that Uro, Titan of Nature's Wrath adds more value in the BUG version of the deck while also keeping the mana more consistent.

==== MORE INTERACTION

Mystic Sanctuary: In greedier metas where we want to rebuy some of our interaction, sanctuary is at its best. However we cut it because it has a surprisingly large impact on the consistency of the mana, and is almost always horrible when you actually draw it. Also if you do decide to add it, we recommend cutting a Snow-Covered Swamp, a Verdant Catacombs and Snow-Covered Forest for an Underground Sea, Tropical Island and Flooded Strand.

Assassin's Trophy (Maindeck): Previously, we played 3 copies of Abrupt Decay as our removal package in the main complemented with a trophy. With the addition of Drown in the Loch, the trophy was just not necessary in the main anymore. Still an excellent sideboard card though.

Fatal Push: Our reliance on Decay/Trophy effects means we are often flooded with 2-mana plays, so Push can help to fill out our removal suite against creature decks. This card is a meta call - use it if you are struggling in matchups like Delver or other creature decks. We have found Darkblast has been better in this slot.

Hymn to Tourach: We felt this card is too taxing on the mana and in a Veil of Summer world, it's hard to land consistently. This was a staple in the original Grixis Control builds, but as the metagame has evolved, it no longer makes the cut.

Pernicious Deed: A card first tested by discord user "Pettdan", Deed is a great option card for any Worldgorger build's sideboard. While not making the new stock list, this card performed very well during testing when brought in against decks like Painter's Servant builds and Urza builds. However, we have found that the sideboard slots we tested after this were more effective in more matchups. Also, it doesn't work very well with some of the sideboard options such as Carpet of Flowers and key mainboard pieces such as Ice-Fang Coatl and Arcum's Astrolabe. This card is purely a meta call but is very strong in the correct meta.

Teferi, Time Raveler: Teferi is the main reason to run a 4-color build of the deck - it's a proactive play that bounces problems, draws cards, and protects the combo. However, once you enter the Dragon loop, there's a window when Teferi is off the board and your opponent is free to use instants, so it's not as much protection as you might think. Going white also opens

up cards like Swords to Plowshares and Sevinne's Reclamation and can be a viable choice for certain metas and playstyles.

Drown in the Loch: This is a card that took a long time to find and add to the list, but the role it plays cannot be overstated. First, we can use these to force through our combo, picking off cheap interaction like Swords to Plowshares or Crop Rotation. Second, we have more main deck ways to stop other combo decks in places where Decay would be a dead card. Not needing to pitch a blue card to counter helps in the grindy mirrors and with the rate cards go to graveyards in Legacy, meeting the requirements for this card is not an issue. Even at worst it still almost always kills the creature we need to kill.

Carpet of Flowers: We use this card as a way to try to get ahead on mana in the Delver matchup since choking us on mana is often how they try to win. We feel even as a 1-of, this card has helped in this tough matchup. It can come in against the blue control decks as well because even though the mana is not as important there, the rate at which it generates mana is too good to pass up!

Misdirection: Having more 0 mana interaction that we can use on our own turn is something we are absolutely interested in. We haven't put enough testing into it for it to warrant an inclusion in the stock list, but it has a lot of potential.

===== MORE CREATURES

Plague Engineer: Originally we ran 2 in the board to great effect against small creatures like Maverick and Elves. These decks have been showing up less and less, but if the meta shifts towards these decks again, add back the Engineers. Being able to attack for damage helps out the grindy plan

Collector Ouphe: We used to play this, but found it just doesn't pull its weight in matchups we need it to do so. It's a good tool against TES, Death & Taxes, and artifact-based decks, but those matchups do not seem to be very popular on MTGO. If your meta is very artifact-based, you might want to consider testing this card. It was actually very good in the Lurrus meta, but thankfully those days are behind us.

Snapcaster Mage: This card was extremely good in this deck, not only for flashing back classics such as Abrupt Decay or Brainstorm, but also while comobing. For Stroke of Genius, kills, this can be a combo piece if you don't have a draw effect on board - the ETB effect can flashback Entomb for Stroke of Genius, then loop again and flashback Stroke with another ETB trigger for the kill. However, when Stroke got cut for Fae, Snapcaster just became too expensive to be worth the slot. Narset does a similar job at a more efficient rate, while putting our opponent in a devastating lock.

Polukranos, Unchained: Currently in testing, this creature is something to consider as an extra piece of pressure. With 12 power and toughness after being escaped, Polukranos is a force on the board with built in removal. It also has built in Red Elemental Blast and Oko protection. Polukranos is at it's best against decks planning on surgical extracting your Uro, such as Temur Delver and various midrange piles.

==== MORE WINCONS

Stroke of Genius: Hindsight is truly 20/20. We were very confident that this was the best kill, but since the last writeup, we play Fae of Wishes to keep the win condition in the sideboard. Not only is playing the Fae of Wishes kill more consistent, but it is faster to execute with the MTGO client (especially with the most popular control deck now playing 80+ cards). Dragon decks have evolved beyond the point of Stroke of Genius but this card was a valuable stepping stone in that progress and is still a strong choice for paper play.

Jace, the Mind Sculptor: We originally thought that having a copy of brainstorm on a stick could be a really good way to transition to a more grindy axis of attack post board, but 4 mana was a little too much and cut in favor of cheaper options like Oko and Leovold.

Griselbrand: Sometimes you want a backup reanimation target instead of relying on Uro, and might as well go with the most ridiculous one. However, we've actually preferred 6-mana cards like Massacre Wurm and Grave Titan because with only 4 Entombs and no Looting effects, we often want to hardcast these threats.

Massacre Wurm: This card is very unusual, but it works! In many of our bad matchups sticking a Wurm means the end for our opponent because they lose all their creatures and take a lot of damage. Six mana is just cheap enough that you can sometimes cast it, too! It is also a huge payoff for the mana generated with Carpet of Flowers. Another card you might want to consider in this slot is Grave Titan but we have found (surprisingly) that the Wurm has been the best. We wound up casting Wurm more frequently than reanimating it, making it more versatile than other backup reanimation targets like Griselbrand. The only advice we can give when choosing a creature is that we have found 6 mana to be the "magic" number.

Intuition: Many of the Worldgorger Dragon decks of the past have used Intuition to tutor 3 creatures into your graveyard and make your opponent choose which one they want to try and beat. It can also tutor 3 Force of Wills in a pinch to counter an opponent's spell. This card adds a lot of interesting and varied lines to the deck, but would require a complete rebuild of the deck with more reanimation targets. Given that it's a 3-mana play that gets countered by Veil of Summer, it just doesn't seem worth it.

Alternate Builds of Dragon:

There are a wide array of different Dragon decks to play with. This writeup and the “Stock List” are merely a base list to help you get started when playing the deck. Many of the players in the community enjoy the process of tuning their personal builds to fit their playstyle and meta, we encourage this! The “Stock List” serves as a starter kit to begin your journey into Dragon decks. That being said, here are some alternate builds we have played in the past:

“Cookies and Cream” (BUGW Dragon):

The main draws to adding white include: Teferi, Time Raveler, Swords to Plowshares and Sevinne’s Reclamation. Probably one of the most competitive alternate builds, great to consider when tuning your deck for playstyle / meta. The only major downside is in the mana fixing. Most of these decks add Yorion, Sky Nomad but to play a Yorion build, splashing white isn’t always necessary. This is a favorite of the alternate builds by many players.

“IceBurger” (BURG Dragon): “Iceburger” is essentially the same idea as “Cookies and Cream”, the addition of a 4th color to the deck to have access to more tools. When adding red, you gain access to: Pyroblast, Dack Fayden and Lightning Bolt. Similarly to “Cookies and Cream” the manabase is affected by the addition of the 4th color and you can add Yorion as well.

“5ragon” (5c Dragon): If 4 colors were not enough for you, consider 5. With 5 colors you gain access to all the previously listed tools in the same deck (including Yorion). 5ragon has the same downside of manabase consistency. Don’t be discouraged, the people who tend to play and test 5ragon are very committed to the deck for a reason, the options are endless!

“Punishing Dragon” (Punishing Fire Dragon):

Main Draw: Instead of having a mostly dead card in the main such as Stroke of Genius or Torment of Hellfire, your kill involves Punishing Fire and Grove of the Burnwillows. Since your lands enter untapped while looping Dragon, you are able to Punishing Fire out your opponent with Grove. A fun line in these builds is Entombing for Punishing Fire while Comboing! This combo can be executed completely at instant speed with the addition of Necromancy. Other notable cards: Dack Fayden, Narset, Parter of Veils and Pyroblast. Heavy removal suite and grinding ability in game 1, lots of walkers to win in the late game. Downsides include that there are too many “clicks” and triggers to effectively test on mtgo as well as the removal of Wrenn and Six has severely weakened the mana base and consistency of the deck. Potential build to keep in mind for the future, lots of potential for paper play.

“Intergalactic Cosmic Dragon Voyage” (RB Turbo Dragon):

Want something completely different? This is the Dragon build for you! The main draw is speed. The notable cards include: Chrome Mox, Dark Ritual, Unmask, Dance of the Dead, Griselbrand, Lion’s-eye Diamond and Oona, Queen of the Fae. This is a very classic build of Dragon, heavily variance based, and very fast. As said before, this build plays very differently to the more popular midrange builds. Main play lines are to start by reanimating Griselbrand, use him to draw into the combo, next you loot the combo into your graveyard using fast mana, then assemble the combo. The kill is sinking your mana into Oona, Queen of the Fae to mill out your opponent. The main downsides to these builds are consistency, “losing to itself”, and variance. This is very much “all in” but a blast to play!

Community Deck Database:

Here is a link to the community deck database to help you create your own build! We always suggest starting with the Stock List and then start to craft your own personal build.

https://docs.google.com/spreadsheets/d/1J9lv5bo7j51rXZJq8XJT47Wka4nYQ5FsKBBB_FVmy0/edit?usp=sharing

Gameplay:

This deck is an absolute animal to play. The play experience varies greatly between paper and MTGO.

General Matchup Notes:

We have found in testing some of our best matchups are against traditional Reanimator decks, since we play our own reanimation spells to steal the opponent’s threats while countering or discarding their reanimation spells. Another good matchup is the traditional Lands decks as they do not have much disruption aside from Crop Rotation into Bojuka Bog. Storm decks (ANT/TES) don’t play enough interaction to deal with our plans, and they struggle to go off quickly enough (especially once we bring in Veil of Summer).

Our closer matchups are control decks because of their plethora of spells that can interact with our combo, Death and Taxes due to their ability to slow the game down with cards such as Thalia, Guardian of Thraben, and the Hogaak decks as they often are faster than us and our pieces of interaction aren’t as effective against them.

Our worst matchups are Delver variants due to their abundance of cheap interaction, taxation of mana, and constant board pressure. We have found Delver variants quite difficult to deal with and have tried to combat with cards such as Carpet of Flowers to get ahead of their cheap interaction.

However, often one of our worst matchups is the MTGO client itself. The deck is strictly worse on MTGO given the amount of clicks necessary to perform the combo. This deck is difficult to play online and mistakes happen, later in this writeup in the “Gameplay” section we go more into detail on playing the deck online and the challenges that come with it.

Basic Favored / Unfavored Scale:

Unfavored		50/50	Favored	
Maverick	Depths Builds	Death and Taxes	RG Lands	Reanimator
	Doomsday Builds	Eldrazi	Hogaak / Dredge	
	Omnitell	Mono Red	Sneak and Show	
	Delver Decks	Yorrior Snowko	Storm (TES/ANT)	
		Worldgorger Decks	Elves	

MTGO Gameplay: When resolving the combo, there are many triggers to stack properly. Once you know you are in the clear, you want to always yield to the enters the battlefield ability of Animate Dead, the leaves the battlefield ability of Worldgorger Dragon and any card draw triggers from things like Arcum’s Astrolabe or Ice-Fang Coatl. Also, when stacking the card draw triggers, make sure to click on animate dead if you want the card draw, and click on any unwanted card draw trigger before clicking on animate dead. This way, you will never draw too many cards no matter how many card draw tiggers you have. Note if you are using Uro, Titan of Nature’s Wrath to loop card draw, make sure you stack the triggers so that the card draw trigger of Uro resolves before the Animate Dead trigger, but the sacrifice trigger resolves after the Animate Dead trigger. This way you will not lose Uro between loops. You should do any game actions in response to the “enters the battlefield” ability of Worldgorger Dragon. In some cases, it is best to only execute the loop a few times to draw cards and/or gain life with Uro to both establish a very strong board state and refill your hand with only strong cards that help in the matchup.

Paper Gameplay: The deck is way easier to play in paper, as you can perform arbitrarily large numbers of loops by just saying “loop X times” and also can draw the game if you are unlikely to

win. However, at competitive REL, you can give your opponent an advantage or even lose yourself the game if you don't communicate clearly when comboing. So here is a quick primer on how to do the combo in paper.

In some cases where the game looks unwinnable, it may be correct to go for a draw. Because both the enters and leaves the battlefield triggers of Worldgorger are mandatory and since Animate Dead requires you to put it on a legal target if possible when it enters, the game will end in a draw if either player has no way to break the loop such as an Astrolabe/Coatl in play to draw to the win. Note this cannot be done if there are any other creatures in graveyards as you are at some point required to choose a different creature to bring back with Animate Dead as to not stall.

Also on MTGO this cannot be done since the game requires you to click through the actions, essentially burning your chess clock to nothing if done an arbitrarily large amount of times. However the rules state that you are not required to play cards from your hand to break a loop that would end in a draw, and you can stack triggers that occur at the same time in any way you want to make a game draw even if you do have an Astrolabe or Coatl in play. This second case is common when your opponent has a Teferi, Time Raveler in play, meaning you cannot cast spells when looping. This makes it nearly impossible to win with the combo, but you can still draw regardless of the boardstate otherwise. To win through a Teferi in play, you need to break the Dragon loop. You can only do this if you have another creature in your graveyard or if your opponents have a creature in their graveyard. Once the loop is broken and you have drawn a substantial amount of cards, you then can use a number of removal spells such as Abrupt Decay or Assassin's Trophy to destroy Teferi, then use the rest of your mana to use whatever win con you decided to run. However, this does require another legal target for Animate Dead or Necromancy to work, so consider Entombing a creature before comboing if possible.

Communication is very important when playing in paper because of the odd interaction between Worldgorger Dragon and Animate Dead (or Necromancy). We have compiled a set of guidelines or "steps" that we recommend taking when executing the combo in paper. These steps also include how to play around potential disruption:

Step 0: Announce Animate Dead targeting Worldgorger Dragon

Your opponent can counter or use instant-speed grave-hate here. In either case, Animate Dead will go to the graveyard.

Step 1: Animate Dead is in play, its ETB trigger targets Worldgorger Dragon.

Your opponent can use instant-speed graveyard hate or can Stifle the trigger. In either case, Animate Dead will remain in play but will do nothing (this can be relevant if you're trying to escape Uro)

Step 2: Worldgorger comes into play and its "Exile everything else" trigger goes on the stack.

Your opponent can use removal on Worldgorger OR Animate Dead at this point and it is VERY

BAD if that happens. Your permanents will all be exiled permanently. However, this line requires your opponent to have a strong grasp on how the combo works, make sure you make your triggers very clear to avoid confusion or “angle shooting” from your opponent.

Step 3: Everything besides Worldgorger gets exiled. Animate Dead “sacrifice this creature” trigger goes on the stack.

Extremely rare (and probably a misplay), but if your opponent removes Worldgorger here, you get your stuff back, and if WGD wasn’t exiled, you can just keep going.

Step 4: Worldgorger is sacrificed and goes to the graveyard. Its “bring everything back” trigger is on the stack.

Stifle here is like removal in Step 2 - your permanents are all gone and won’t return. Grave-hate could be used here as well to stop the loop if your opponent is slow-rolling it but is not likely since you keep your permanents in this case.

Back to Step 1: Everything comes back, Animate Dead triggers and targets Worldgorger, all your other ETB effects trigger too.

If your opponent hasn’t done anything, you are clear to start looping. If you have a draw effect on board, people will usually concede, especially if you tell them Fae of Wishes is your kill. You also might have to explain how you can stack your triggers so that you keep generating mana and never draw out (**on Step 1**, if Worldgorger’s trigger is the bottom of the stack, you get all your ETB effects before the next loop starts. If Worldgorger’s trigger is on top of the stack, a new loop starts without you getting any of the effects, and so on - you choose how to stack the triggers!)

But if your opponent doesn’t concede, be careful about how you communicate, especially if you have multiple draw effects. What you want to avoid is stacking up a bunch of draw triggers that will kill you if they resolve and either implying you resolved them (via poor communication or opponent “angle shooting”), or forgetting there’s something on board that prevents you from winning mid-combo (Teferi, Time Raveler, Deafening Silence, or a resolved Veil of Summer or other hexproof effect).

Best practice is to explicitly state the number of loops you will be performing - either (a) count your library, divide by the number of draw effects you have (rounding down) and multiply by the number of lands in play for mana; or (b) count out a set of cards equal to your draw effects, say you’re generating X amount of mana for each loop, and keep doing that until you can’t lay out another set.

Try to avoid saying things like: “I’ll keep going until I draw my whole library” and just pick up your deck - if you had 40 cards left and 3 draw effects on board, you’ve now implicitly killed yourself against Teferi, Deafening Silence, or Leyline of Sanctity (or if your angle-shooting opponent

finds a sympathetic judge). Instead say, "I've done 13 loops and generated 5 mana each loop, so I have 65 mana floating and 1 card left in my library." Now you can target a different creature with Animate Dead and cast your spells (vs. Teferi), pass turn with an amazing 7-card hand and the ability to combo again the following turn (vs. Deafening Silence or Veil of Summer), or Assassin's Trophy the Leyline and continue looping, making sure to stack your triggers so you keep making mana without drawing out.

Some of the best advice we can give to people playing this deck in a competitive "REL" environment is to talk to the head judge, or any judge for the event, before round 1 starts and explain the deck you are playing. Then, another piece of advice we can give is to call over a judge at the very beginning of the combo so that there is a third party to witness your announcing of triggers, stacking of triggers, and looping of Dragon, but this is not always necessary, just don't be afraid if they seem confused. Unfortunately, I can say from experience that not all judges at events (even on the Grand Prix level) understand the full complexity of the combo, so if you are going to play this deck in a large event, try to master the relevant rules interactions before the event so you can appeal the floor judge's ruling if it is incorrect. We can say from experience at legacy events this unfortunately happens often.

How to Sideboard:

Sideboarding is very fluid - it's dependent both on play/draw, on the matchup/expected hate cards, and on your "read" of your opponent's strategy. Generally speaking, there are 2 basic strategies for sideboarding with this deck:

1. Full combo

For fast combo matchups, shave some less-impactful "fair" cards (often Uro, Titan of Nature's Wrath, Ice-Fang Coatl, or Abrupt Decay effects) for targeted hate cards (Veil of Summer or Surgical Extraction). Also a good strategy for fair matchups where you feel strongly unfavored is to maximize your odds of successfully comboing, especially if you are on the play. If you go this route, don't cut more than 2-3

Astrolabe/Coatl/Snapcasters, as you need at least 1 of those to combo off, and while cutting Necromancy is okay, leave the Entombs and Animates alone. For this strategy, we are bringing in around 1-4 cards only. In the current meta (as of 6/20), this is the primary strategy against most decks when sideboarding.

2. No combo

Here's the full transformational sideboard plan - bring in everything that's decent and cut the combo entirely. It's fine to leave in 2-3 Animate Dead if your opponent has good targets (such as Eldrazi decks, Urza builds, and 12 Post builds), but this is the ultimate "get em" plan. The downside is that you're essentially now playing a weaker version of BUG control, so it's not the best idea if the opponent knows you are doing it. In sideboarding this way, you are relying on the opponent to be mulling for such as Leyline of the Void, or having multiple pieces of irrelevant hate against your planeswalkers and value cards. Best used in Game 2 after winning Game 1 with a quick combo, or against

decks such as UR Delver that struggle to beat a surprise Oko from the sideboard. Stay flexible, and if there's a Game 3, be mindful of what cards your opponent saw and consider reverting to Plan 1 or 2 with the advantage of being on the play. Usually this is best advised against delver as they are really good at dismantling combos, but not as good at grinding long games.

When boarding, also know what types of hate your opponents are likely to play; if you're expecting graveyard nukes like Leyline of the Void or Rest In Peace, cards like Uro and additional reanimation targets are less appealing. If you're expecting one-shot graveyard hate effects like Surgical Extraction, Bojuka Bog, or Tormod's Crypt, extra reanimation targets can be really good. It's also worthwhile to disguise how many cards you're boarding in between games so you don't give away what strategy your opponent should expect.

Final thoughts:



We think we are even closer than ever before to making this deck competitive, we have been playing Worldgorger piles off and on since its unbanning and we think with more input and more support, we can really make something great. As a warning, this deck was extremely taxing to test on MTGO but we have suffered through it to try to improve this list. We would also like to thank everyone that helped with this write up, a huge shoutout to Roland Chang, Jack Rosenberg, Jeffrey Silver, the NYC Eternal Community, all of the users in the Worldgorger Dragon Discord and Leaving a Legacy!

Thanks for reading, if you have any questions let us know, any and all feedback is appreciated!

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