

Sealed prep for Vegas. I plan to build one a day. If you want to build along, request edit access. Ideally you'd make a build before looking at other's builds. Feel free to leave comments on people's builds to start a discussion.

Pool #1

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=57V0w2JZx

Jake's build

1 Evolving Wilds	1 Ash, Party Crasher	1 Neva, Stalked by
1 Slumbering Keepguard	1 Cursed Courtier	Nightmares
1 Rat Out	3 Knight of Doves	1 Charmed Clothier
1 Vampiric Rites	1 Stroke of Midnight	1 Lich-Knights' Conquest
2 Hopeful Vigil	1 Conceited Witch	7 Swamp
1 Callous Sell-Sword	1 Imodane's Recruiter	7 Plains
1 Mintstrosity	1 Totentanz, Swarm Piper	2 Mountain
1 Tangled Colony	1 Besotted Knight	
1 The Witch's Vanity	1 Eriette's Tempting Apple	

Thoughts

I wasn't sure about including the red cards, including the decent black 3 drops (witch, vermin) or playing more synergistic white cards (glory, lightblades)

There were a lot of red rares but they didn't seem important to play to me. Sort of a weird pool with only black and red rares but no red rares that are strong draws.

Paul's Builds

BW

1 Archon's Glory	1 Unassuming Sage	1 Conceited Witch
1 Slumbering Keepguard	1 Cursed Courtier	2 Voracious Vermin
1 Frostbridge Guard	3 Knight of Doves	1 Lich-Knights' Conquest
2 Hopeful Vigil	1 Stroke of Midnight	1 Evolving Wilds
1 Kellan's Lightblades	1 Besotted Knight	1 Soul-Guide Lantern
1 Return Triumphant	1 Charmed Clothier	1 Neva, Stalked by
	1 Mintstrosity	Nightmares
	1 Tangled Colony	8 Plains
	1 The Witch's Vanity	7 Swamp

RB

1 Rat Out	2 Barrow Naughty	1 Mintstrosity
1 Vampiric Rites	1 Callous Sell-Sword	1 Tangled Colony

1 The Witch's Vanity
2 Voracious Vermin
1 Lich-Knights' Conquest
2 Harried Spearguard
1 Ratcatcher Trainee

1 Belligerent of the Ball
1 Imodane's Recruiter
1 Raid Bombardment
1 Shared Animosity
3 Edgewall Pack

1 Bellowing Bruiser
1 Eriette's Tempting Apple
1 Totentanz, Swarm Piper
8 Swamp
8 Mountain

Pool #2

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=RlkBxyGzK

Jake's build

1 Harried Spearguard
3 Torch the Tower
2 Gingerbrute
2 Regal Bunnicorn
1 Bespoke Battlegarb
1 Impact Tremors
1 Picnic Ruiner

2 Ratcatcher Trainee
1 Eerie Interference
1 Belligerent of the Ball
2 Gnawing Crescendo
1 Imodane's Recruiter
1 Raid Bombardment
1 Besotted Knight

2 Korvold and the Noble Thief
1 Two-Headed Hunter
1 Hearth Elemental
10 Mountain
6 Plains

Thoughts

I decided to go heavy red and cut a land. I could see cutting another plains for any of the remaining red cards. BR and WR were both possible but I thought the most aggro build had the most potential. I'm not sure the deck should play Korvold and the Noble Thief's instead of more 2 drops. I liked how they splash Stolen Goodies, potentially very good with gingerbrute and add 3 permanents for the bunnicons. -2 Korvold -1 mountain, +2 slumbering keepguard +1 Armory mice could be better.

Paul's Build

2 Slumbering Keepguard
1 Armory Mice
1 Frostbridge Guard
1 Hopeful Vigil
2 Regal Bunnicorn
3 Protective Parents

1 Besotted Knight
1 Tuinvale Guide
1 Charmed Clothier
1 Harried Spearguard
3 Torch the Tower
2 Ratcatcher Trainee

1 Belligerent of the Ball
2 Gnawing Crescendo
2 Gingerbrute
8 Mountain
8 Plains

Pool #3

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=pZBozpZ6m

Jake's Build

UW

1 Break the Spell	1 Snaremaster Sprite	1 Archive Dragon
2 Frostbridge Guard	1 Aquatic Alchemist	1 Candy Trail
2 Kellan's Lightblades	1 Stormkeld Prowler	1 Three Bowls of Porridge
1 Stockpiling Celebrant	1 Mocking Sprite	1 Hylda's Crown of Winter
1 Stroke of Midnight	3 Galvanic Giant	1 Hylda of the Icy Crown
1 Charmed Clothier	1 Johann's Stopgap	
1 Sleight of Hand	1 Obyra's Attendants	

UR

1 Sleight of Hand	1 Three Bowls of Porridge	1 Grabby Giant
1 Snaremaster Sprite	1 Mocking Sprite	1 Korvold and the Noble
1 Candy Trail	1 Belligerent of the Ball	Thief
1 Aquatic Alchemist	2 Frantic Firebolt	1 Bellowing Bruiser
1 Grand Ball Guest	1 Imodane's Recruiter	1 Archive Dragon
1 Picnic Ruiner	1 Hylda's Crown of Winter	1 Fiery Emancipation
1 Ratcatcher Trainee	1 Johann's Stopgap	
1 Tattered Ratter	2 Cut In	

Thoughts

I wish there were more payoffs for tapping in UW to go with the enablers. I think I prefer it to UR though based mostly on the strength of Hylda. Note the red deck can splash off 2 treasures and 2 artifact fixers probably just for hylda but I thought it wasn't worth it in favor of being a little more aggressive. I wasn't sure about A Tale for the Ages but I don't think the white deck has enough roles.

Paul's Build

2 Griffin Aerie	1 Snaremaster Sprite	1 Stormkeld Prowler
1 Sleight of Hand	1 Aquatic Alchemist	1 Mocking Sprite

2 Galvanic Giant
1 Johann's Stopgap
1 Misleading Motes
1 Archive Dragon
1 Barrow Naughty
2 Mintstrosity

1 Back for Seconds
1 Gumdrop Poisoner
1 Fell Horseman
1 Spellscorn Coven
1 Candy Trail
1 Prophetic Prism

1 Three Bowls of Porridge
1 Hylda's Crown of Winter
1 Hylda of the Icy Crown

Thoughts

I went a little crazy on this one trying to make the Griffin Aeries work alongside tapping and 5+ mana costs. I wouldn't be surprised if this just gets run over but I'd have to play it to know for sure. Sweet pool though, lots of options.

Pool #4

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=OgLX3QOvg

Jake's build

1 Hopeless Nightmare
1 Dragon Mantle
1 Monstrous Rage
1 Torch the Tower
1 Barrow Naughty
1 Candy Grapple
2 Mintstrosity
1 The Witch's Vanity

2 Back for Seconds
1 Conceited Witch
1 Feed the Cauldron
1 Rowan's Grim Search
1 Frantic Firebolt
1 Imodane's Recruiter
2 Twisted Fealty
1 Totentanz, Swarm Piper

1 Devouring Sugarmaw
1 Eriette's Whisper
1 Decadent Dragon
1 Virtue of Persistence
9 Swamp
8 Mountain

Thoughts

There was some draw to UG but the best 3 cards are BR and there's a ton of premium removal so in the end it's not a hard choice. It's possible back for seconds will underperform as there aren't a ton of creatures. Possible the deck should play more divinations and mind rots. There's a fair bit of life gain but Sanguine Bond doesn't seem like it contributes much to the plan even if it's fine.

White had a lot of token anthems but there don't seem to be many token creatures to actually pair them with.

Pool #5

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=Z8vgZnlPJ

Jake's build

1 Armory Mice	1 Virtue of Loyalty	1 Imodane's Recruiter
1 Cooped Up	1 Embereth Veteran	1 Unruly Catapult
1 Spellbook Vendor	1 Stonesplitter Bolt	1 Grabby Giant
1 Discerning Financier	2 Bespoke Battlegarb	1 Bellowing Bruiser
1 Grasp of Fate	1 Ratcatcher Trainee	1 Three Bowls of Porridge
1 Solitary Sanctuary	1 Tattered Ratter	8 Mountain
1 Besotted Knight	1 Belligerent of the Ball	8 Plains
3 Rimefur Reindeer	1 Frantic Firebolt	

Thoughts

I don't think either of the mythic enchanted tales are good in limited. I guess they're mythic for EDH. I'm not sure whether I think Forced Fruition is good. It will certainly win the game eventually. But 6 mana do nothing is hard to justify.

This aggro deck is a little short creatures but a few of the creatures are multiple creatures and the spell quality is high so I think it's fine.

Pool #6

https://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=r2BpjRog4

Jake's Build

- 1 Break the Spell
- 1 Faerie Dreamthief
- 1 Hopeless Nightmare
- 1 Warehouse Tabby
- 1 Hopeful Vigil
- 2 Candy Grapple
- 1 Eerie Interference
- 1 Grasp of Fate
- 1 Savior of the Sleeping
- 1 Stockpiling Celebrant
- 1 Werefox Bodyguard
- 1 Conceited Witch
- 2 Lord Skitter's Butcher
- 1 Necropotence
- 1 Stab Wound
- 1 Eriette of the Charmed Apple
- 1 Ashiok's Reaper
- 1 Fell Horseman

- 1 Neva, Stalked by Nightmares
- 1 Dutiful Griffin
- 1 Ashiok, Wicked Manipulator
- 9 swamps
- 7 plains
- 1 Evolving Wilds

Thoughts

An easy pool to pick colors. The last 5 cuts were difficult. Despite saying eerie interference is plague wind it's situational enough that cutting #2 made sense to me. I kinda miss barrow naughty, feed the cauldron besotted knight and sting blade assassin. Could see cutting stockpiling celebrant, savior of the sleeping or necropotence (Triple B is rough) instead.

Pool #7

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=99GBYrqrZ

Jake's Build

- 2 Faerie Dreamthief
- 1 Barrow Naughty
- 1 Feed the Cauldron
- 1 Gumdrops Poisoner
- 1 Rowan's Grim Search
- 1 Rankle's Prank
- 1 Lich-Knights' Conquest
- 1 Scream Puff
- 1 Shatter the Oath
- 1 Rootrider Faun
- 1 Tough Cookie
- 1 Welcome to Sweettooth
- 1 Curse of the Werefox
- 1 Hollow Scavenger
- 1 Redtooth Genealogist
- 1 The Huntsman's Redemption
- 1 Blossoming Tortoise
- 2 Ferocious Werefox
- 2 Howling Galefang
- 1 Restless Cottage
- 1 Collector's Vault
- 8 Forest
- 8 Swamp

Thoughts

My last cut/addition was shatter the path for skybeast tracker when I realized I only had 2 removal spells and 2 ways to trigger tracker. I think I may have a bias against green because this is my first green deck and I almost built BW. But expel the Interlopers was the only draw to white. Lich Knight's conquest feels like a WB card but I think it's actually better in GB because you can return bigger creatures and food is great to sac. I considered season of growth but decided 3 ways to trigger wasn't enough and didn't want to play more combat tricks. Side note on expel, while definitely good I think I overrated it slightly because I keep imagining scenarios where all my creatures are smaller than there's but it's mostly just wrath of God. Wasn't sure on wrankles prankle but I like how if it's in your opening hand you can hold creatures and it'll play well with dreamthief.

Pool #8

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=VvorLErDo

Jake's Build

- 1 Callous Sell-Sword
- 1 Feed the Cauldron
- 1 Lich-Knights' Conquest
- 1 Scream Puff
- 1 Flick a Coin
- 1 Frantic Firebolt
- 1 Cut In
- 1 Realm-Scorcher Hellkite
- 1 Graceful Takedown
- 2 Rootrider Faun
- 2 Redtooth Genealogist
- 1 Blossoming Tortoise
- 1 Skybeast Tracker
- 1 Agatha's Champion
- 1 Beanstalk Wurm
- 1 Gingerbread Hunter
- 1 Gruff Triplets
- 1 Evolving Wilds
- 1 Candy Trail
- 1 Three Bowls of Porridge
- 1 Ruby, Daring Tracker
- 1 The Goose Mother
- 4 Mountain
- 1 Island
- 2 Swamp

9 Forest

Pool #9

http://draftsim.com/draft.php?mode=Sealed_WOE&pool_id=IRXVV1PW6

Jake's build

WR

2 Dragon Mantle
2 Torch the Tower
1 Glass Casket
1 Hopeful Vigil
1 Pollen-Shield Hare
2 Grand Ball Guest
2 Picnic Ruiner
2 Ratcatcher Trainee
1 Ash, Party Crasher
1 Stockpiling Celebrant
1 Stroke of Midnight
1 Werefox Bodyguard
1 Woodland Acolyte
1 Frantic Firebolt
1 Gnawing Crescendo
2 Grabby Giant
1 Bellowing Bruiser
1 Forest
9 Mountain
7 Plains

Thoughts: Last cuts were unruly catapult, scalding viper and besotted knight. The red is so deep you can consider pairing it with anything and there are some draws to all the colors: Green for the best picnic ruiners, white for Hare and Fox, blue for stopgaps, viper and Johann, black for skitter, and removal. I think this is one of the tougher pools I've looked at.

BG

1 Brave the Wilds
1 Mintstrosity
1 The Witch's Vanity
1 Tough Cookie
1 Stroke of Midnight
1 Woodland Acolyte

1 Back for Seconds
1 Feed the Cauldron
1 Lord Skitter, Sewer King
1 Sweettooth Witch
1 Hollow Scavenger
1 Redtooth Genealogist
1 Return from the Wilds
2 Fell Horseman
1 Taken by Nightmares
1 Night of the Sweets' Revenge
1 Skybeast Tracker
1 Tempest Hart
1 Neva, Stalked by Nightmares
1 Beanstalk Wurm
1 Gingerbread Hunter
1 Hamlet Glutton
1 Plains
1 Island
8 Forest
7 Swamp

Thoughts: I think I prefer the red deck. There are certainly some good black and green cards though. I think this is a pretty tough pool to build. I think part of the reason I prefer red is I don't think Lord Skitter is that big of a draw to black, the deck doesn't have too many 2 drops (I could play naughty), and without any busted bombs or clear inevitability I don't know if this is how I want to position. With 3 gravedigger effects, 2 unconditional removal and night of sweets revenge I could be wrong about inevitability.

5c Red

1 Hopeful Vigil
1 Pollen-Shield Hare
1 Woodland Acolyte
2 Dragon Mantle
2 Torch the Tower
2 Grand Ball Guest
2 Picnic Ruiner
2 Ratcatcher Trainee
1 Scalding Viper
1 Frantic Firebolt
1 Gnawing Crescendo
1 Unruly Catapult
2 Grabby Giant
1 Bellowing Bruiser
1 Scarecrow Guide
1 Ash, Party Crasher

1 Ruby, Daring Tracker

1 Johann, Apprentice Sorcerer

Thoughts: Just an idea. Play 17 red cards and then splash the high powered gold cards off treasure and a scarecrow. The thing about the red is it mostly wants to be paired with white for aggro purposes but you really want to have green for various adventures. You also want to touch blue.

Andrei's Build

Deck

1 Rat Out

1 Brave the Wilds

1 Tough Cookie

1 The Witch's Vanity

1 Mintstrosity

1 Titanic Growth

1 Lord Skitter, Sewer King

1 Feed the Cauldron

1 Redtooth Genealogist

1 Back for Seconds

1 Sweettooth Witch

2 Voracious Vermin

1 Hollow Scavenger

1 Return from the Wilds

1 Verdant Outrider

1 Taken by Nightmares

1 Tempest Hart

2 Fell Horseman

1 Gingerbread Hunter

1 Beanstalk Wurm

1 Hamlet Glutton

Thoughts

I didn't play W in BG but that seems good. I think BGx beats out R. Probably want more like 18 creatures before Commune can be played