

# Analyzing Pro Tour Tokyo

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*Magic R&D gets a lot of feedback at the Pro Tour, by analyzing the field, breaking down the archetypes and looking at the match results. Here are a few of the statistics that R&D takes into consideration, when looking at a set.*

Here's everything you ever wanted to know about *Invasion* Block Constructed at Pro Tour Tokyo but were afraid to ask:

Here's how all the archetypes did:

## Tokyo Archetype by Archetype Performance

	Day 1	% of field	Day 2	% of field	% advancing	Top 8	Top 16	% of T16	initial field	Top 32	% of T-32	initial field
70 r/g	70	0.26	43	0.33	0.61	3rd,4th,5th,6th	7	0.44	0.18	12	0.38	0.11
58 b/r	58	0.22	26	0.20	0.45	7th	3	0.19	-0.03	6	0.19	-0.03
38 u/b/r	38	0.14	14	0.11	0.37	8th	1	0.06	-0.08	4	0.13	-0.02
36 w/u/b	36	0.13	20	0.15	0.56		2	0.13	-0.01	5	0.16	0.02
24 u/b	24	0.09	10	0.08	0.42	runner up	1	0.06	-0.03	2	0.06	-0.03
15 w/u/b/r/g	15	0.06	5	0.04	0.33		0	0.00	-0.06	0	0.00	-0.06
11 g/w/u	11	0.04	3	0.02	0.27		0	0.00	-0.04	0	0.00	-0.04
7 w/u	7	0.03	6	0.05	0.86	winner	2	0.13	0.10	2	0.06	0.04
5 b/r/g	5	0.02	3	0.02	0.60				-0.02	1	0.03	0.01
2 r/g/w	2	0.01	0	0.00	0.00				-0.01			-0.01
1 w/u/b beatdown	1	0.00	0	0.00	0.00				0.00			0.00
1 w/g	1	0.00	0	0.00	0.00				0.00			0.00
1 all land	1	0.00	0	0.00	0.00				0.00			0.00
	269		130									

- The Pros showed up with 7-9 different decks, depending on how you count
- approx. 6 deck types made the Top 32
- 5 distinct decks made the Top 8
- 1 deck clearly had the best performance, but two different decks advanced to the finals

Want to know what was in each of those archetypes? Click on each of these links to see what cards were played:

- [RG Beats](#)
- [Black/Red](#)

- [UBR](#)
- [Domain](#)
- [Black/Blue](#)
- ["The Solution"](#)
- [Go-Mar](#)

Here are the breakdowns for [all the decks](#), [all the Day 2 decks](#) and the [Top 8 breakdown](#).

Still haven't seen enough data? Check this out:

## BREAKDOWN BY SET

### Day 2 decks only:

Set: *Planeshift* (2152/7383 29.1%)

Set: *Invasion* (5231/7383 70.9%)

### All decks:

Set: *Planeshift* (4329/15287 28.3%)

Set: *Invasion* (10958/15287 71.7%)

### % of cards in environment:

*Planeshift*: 30%

*Invasion*: 70%

## BREAKDOWN BY COMMONALITY

### Day 2 decks only:

Commonality: **C** (1752/7383 23.7%)

Commonality: **U** (2776/7383 37.6%)

Commonality: **R** (2855/7383 38.7%)

### All decks:

Commonality: **C** (3588/15287 23.5%)

Commonality: **U** (5928/15287 38.8%)

Commonality: **R** (5771/15287 37.8%)

## BREAKDOWN BY COLOR

## Day 2 decks only:

Color: **Z** (multicolor) (1955/7383 26.5%)  
Color: **R** (1395/7383 18.9%)  
Color: **U** (907/7383 12.3%)  
Color: **G** (907/7383 12.3%)  
Color: **B** (888/7383 12.0%)  
Color: **L** (830/7383 11.2%)  
Color: **W** (359/7383 4.9%)  
Color: **X** (split) (107/7383 1.4%)  
Color: **A** (35/7383 0.5%)

## All decks:

Color: **Z** (multicolor) (4145/15287 27.1%)  
Color: **R** (2733/15287 17.9%)  
Color: **B** (2039/15287 13.3%)  
Color: **U** (1897/15287 12.4%)  
Color: **L** (1777/15287 11.6%)  
Color: **G** (1620/15287 10.6%)  
Color: **W** (721/15287 4.7%)  
Color: **X** (split) (261/15287 1.7%)  
Color: **A** (94/15287 0.6%)

- **Red:** clearly the best color - started highest and did better than average.
- **Black:** started 2nd and wound up 4th, but the percentage didn't change much.
- **Blue:** started 3rd and wound up 2nd while staying at a constant percentage.
- **Green:** started 4th, wound up 3rd, going up a bit %-wise
- **White:** clearly the weakest color, but certainly present (and in the winning deck)

It's a very good outcome, but not ideal. All five basic land types showed up in the Top 8, which doesn't happen very often at Constructed Pro Tours. In fact, there hasn't been a truly 5-color Top 8 at a Constructed Pro Tour (that is, not counting the 1 Volcanic Island that Luhrs had or the two that Maher had at Chicago '99 as "red") since Chicago 1997 - the greatest PT of all time! Many pros said to me "this is the most balanced Pro Tour ever. There are no broken cards and no broken decks." The red/green deck does look pretty good, but I still think I agree with them, especially on the "no broken cards, no broken decks" point.

## BREAKDOWN BY MANA COST

### Day 2 decks only:

Casting Cost: **16** (7/7383 0.1%)  
Casting Cost: **8** (15/7383 0.2%)  
Casting Cost: **6** (85/7383 1.2%)  
Casting Cost: **5** (629/7383 8.5%)  
Casting Cost: **4** (1452/7383 19.7%)  
Casting Cost: **3** (2084/7383 28.2%)  
Casting Cost: **2** (1766/7383 23.9%)  
Casting Cost: **1** (515/7383 7.0%)  
Casting Cost: **0** (830/7383 11.2%)

### All decks:

Casting Cost: **16** (19/15287 0.1%)  
Casting Cost: **8** (44/15287 0.3%)  
Casting Cost: **6** (214/15287 1.4%)  
Casting Cost: **5** (1401/15287 9.2%)  
Casting Cost: **4** (3030/15287 19.8%)  
Casting Cost: **3** (4203/15287 27.5%)  
Casting Cost: **2** (3543/15287 23.2%)  
Casting Cost: **1** (1056/15287 6.9%)  
Casting Cost: **0** (1777/15287 11.6%)

## BREAKDOWN BY SPELL TYPE

### Day 2 decks only:

Spell Type: **Creature** (2976/7383 40.3%)  
Spell Type: **Instant** (2045/7383 27.7%)  
Spell Type: **Sorcery** (1064/7383 14.4%)  
Spell Type: **Land** (780/7383 10.6%) - basic land are exempted  
Spell Type: **Enchantment** (368/7383 5.0%)  
Spell Type: **Legendary Land** (50/7383 0.7%)  
Spell Type: **Enchant Creature** (49/7383 0.7%)  
Spell Type: **Artifact** (28/7383 0.4%)  
Spell Type: **Enchant Land** (16/7383 0.2%)  
Spell Type: **Artifact Creature** (7/7383 0.1%)

### All decks:

Spell Type: **Creature** (5744/15287 37.6%)  
 Spell Type: **Instant** (4457/15287 29.2%)  
 Spell Type: **Sorcery** (2305/15287 15.1%)  
 Spell Type: **Land** (1695/15287 11.1%) - basic land are exempted  
 Spell Type: **Enchantment** (761/15287 5.0%)  
 Spell Type: **Enchant Creature** (106/15287 0.7%)  
 Spell Type: **Legendary Land** (82/15287 0.5%)  
 Spell Type: **Artifact** (75/15287 0.5%)  
 Spell Type: **Enchant Land** (43/15287 0.3%)  
 Spell Type: **Artifact Creature** (19/15287 0.1%)

## RED/GREEN BEATS Summary

Based on 43 Day 2 decks (= &gt; 172 = max possible of a card)

### Basic Land

- 3 Swamp
- 390 Mountain
- 410 Forest

### Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (2426/2426 100.0%)

A	B	C	D	E
100	67	6.9%	6.9%	Flametongue Kavu
163	0	6.7%	6.7%	Shivan Oasis
163	0	6.7%	6.7%	Thornscape Familiar
162	0	6.7%	6.7%	Raging Kavu
156	5	6.6%	6.6%	Urza's Rage
152	5	6.5%	6.5%	Skizzik
155	1	6.4%	6.4%	Kavu Titan
154	0	6.3%	6.3%	Ghitu Fire
126	22	6.1%	6.1%	Thornscape Battlemage
38	79	4.8%	4.8%	Overabundance
105	0	4.3%	4.3%	Blurred Mongoose
24	70	3.9%	3.9%	Shivan Wurm
29	54	3.4%	3.4%	Jade Leech
20	60	3.3%	3.3%	Thunderscape Battlemage
0	75	3.1%	3.1%	Tranquility
69	1	2.9%	2.9%	Yavimaya Barbarian

0	49	2.0%	2.0%	Kavu Chameleon
33	8	1.7%	1.7%	Kavu Runner
36	2	1.6%	1.6%	Keldon Necropolis
19	12	1.3%	1.3%	Scorching Lava
0	20	0.8%	0.8%	Mages' Contest
0	18	0.7%	0.7%	Planeswalker's Fury
18	0	0.7%	0.7%	Darigaaz's Caldera
0	14	0.6%	0.6%	Hull Breach
3	10	0.5%	0.5%	Bend or Break
0	10	0.4%	0.4%	Simoon
9	0	0.4%	0.4%	Assault
7	2	0.4%	0.4%	Fires of Yavimaya
9	0	0.4%	0.4%	Rith's Grove
0	9	0.4%	0.4%	Gaea's Herald
8	0	0.3%	0.3%	Thornscape Apprentice
8	0	0.3%	0.3%	Quirion Sentinel
7	0	0.3%	0.3%	Nomadic Elf
0	6	0.2%	0.2%	Obliterate
0	6	0.2%	0.2%	Tangle
0	6	0.2%	0.2%	Meteor Storm
0	4	0.2%	0.2%	Wax
0	4	0.2%	0.2%	Maniacal Rage
0	4	0.2%	0.2%	Void
4	0	0.2%	0.2%	Elfame Palace
0	3	0.1%	0.1%	Quirion Elves
0	3	0.1%	0.1%	Explosive Growth
3	0	0.1%	0.1%	Urborg Volcano
0	3	0.1%	0.1%	Magma Burst
2	0	0.1%	0.1%	Thunderscape Apprentice
0	2	0.1%	0.1%	Kavu Climber
0	2	0.1%	0.1%	Wallop
0	2	0.1%	0.1%	Terminate
1	0	0.0%	0.0%	Yawgmoth's Agenda
1	0	0.0%	0.0%	Skittish Kavu
0	1	0.0%	0.0%	Fertile Ground
0	1	0.0%	0.0%	Canopy Surge
0	1	0.0%	0.0%	Thornscape Master
0	1	0.0%	0.0%	Armadillo Cloak

## Black/Red Summary

Based on 26 Day 2 decks (104 = max possible per card)

## Basic Land

- 1 Island
- 260 Swamp
- 226 Mountain
- 3 Forest

## Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (1461/1461 100.0%)

A	B	C	D	E
79	23	7.0%	7.0%	Void
99	1	6.8%	6.8%	Blazing Specter
69	25	6.4%	6.4%	Flametongue Kavu
56	32	6.0%	6.0%	Terminate
87	0	6.0%	6.0%	Nightscape Familiar
83	0	5.7%	5.7%	Urborg Volcano
71	9	5.5%	5.5%	Pyre Zombie
40	39	5.4%	5.4%	Addle
72	0	4.9%	4.9%	Ghitu Fire
68	1	4.7%	4.7%	Skizzik
0	64	4.4%	4.4%	Slay
55	3	4.0%	4.0%	Ravenous Rats
54	0	3.7%	3.7%	Urza's Rage
51	2	3.6%	3.6%	Thunderscape Battlemage
42	4	3.1%	3.1%	Bog Down
25	17	2.9%	2.9%	Shivan Zombie
26	14	2.7%	2.7%	Crypt Angel
29	0	2.0%	2.0%	Darigaaz's Caldera
6	21	1.8%	1.8%	Yawgmoth's Agenda
26	0	1.8%	1.8%	Shivan Oasis
0	19	1.3%	1.3%	Mages' Contest
1	17	1.2%	1.2%	Scorching Lava
0	14	1.0%	1.0%	Cremate
0	13	0.9%	0.9%	Tranquility
0	12	0.8%	0.8%	Plague Spitter
0	12	0.8%	0.8%	Agonizing Demise
10	1	0.8%	0.8%	Keldon Necropolis
8	0	0.5%	0.5%	Terminal Moraine
0	7	0.5%	0.5%	Urborg Shambler
0	5	0.3%	0.3%	Reckless Spite
0	5	0.3%	0.3%	Obliterate
0	4	0.3%	0.3%	Thunderscape Apprentice
2	2	0.3%	0.3%	Darigaaz, the Igniter
0	4	0.3%	0.3%	Planeswalker's Scorn
2	2	0.3%	0.3%	Thornscape Battlemage
4	0	0.3%	0.3%	Phyrexian Scuta
0	3	0.2%	0.2%	Tsabo's Assassin
0	3	0.2%	0.2%	Breath of Darigaaz
0	2	0.1%	0.1%	Lightning Dart
0	2	0.1%	0.1%	Tectonic Instability
2	0	0.1%	0.1%	Vicious Kavu
0	2	0.1%	0.1%	Lobotomy
2	0	0.1%	0.1%	Thunderscape Familiar
2	0	0.1%	0.1%	Lava Zombie
0	2	0.1%	0.1%	Tsabo's Decree
0	2	0.1%	0.1%	Dark Suspicions

0	1	0.1%	0.1%	Reckless Assault
0	1	0.1%	0.1%	Hull Breach

## UBR "good stuff" Summary

Based on 14 Day 2 decks (56 = max possible of a card)

### Basic Land

- 105 Island
- 56 Swamp
- 61 Mountain

### Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (829/829 100.0%)

A	B	C	D	E
51	3	6.5%	6.5%	Void
52	0	6.3%	6.3%	Salt Marsh
52	0	6.3%	6.3%	Urborg Volcano
49	0	5.9%	5.9%	Recoil
45	0	5.4%	5.4%	Fact or Fiction
41	0	4.9%	4.9%	Undermine
0	40	4.8%	4.8%	Gainsay
22	17	4.7%	4.7%	Terminate
11	24	4.2%	4.2%	Lobotomy
31	3	4.1%	4.1%	Urza's Rage
31	0	3.7%	3.7%	Nightscape Familiar
26	4	3.6%	3.6%	Spite
26	3	3.5%	3.5%	Yawgmoth's Agenda
11	17	3.4%	3.4%	Flametongue Kavu
27	0	3.3%	3.3%	Probe
19	7	3.1%	3.1%	Addle
12	12	2.9%	2.9%	Exclude
16	3	2.3%	2.3%	Crosis, the Purger
17	1	2.2%	2.2%	Pyre Zombie
0	15	1.8%	1.8%	Slay
0	13	1.6%	1.6%	Disrupt
11	0	1.3%	1.3%	Opt
9	2	1.3%	1.3%	Ghitu Fire
0	11	1.3%	1.3%	Cremate
11	0	1.3%	1.3%	Terminal Moraine
0	9	1.1%	1.1%	Planar Overlay
8	0	1.0%	1.0%	Blazing Specter

0	8	1.0%	1.0%	Ravenous Rats
3	4	0.8%	0.8%	Urborg Shambler
7	0	0.8%	0.8%	Crosis's Catacombs
4	0	0.5%	0.5%	Assault
2	2	0.5%	0.5%	Breath of Darigaaz
4	0	0.5%	0.5%	Chromatic Sphere
4	0	0.5%	0.5%	Ancient Spring
4	0	0.5%	0.5%	Sulfur Vent
4	0	0.5%	0.5%	Geothermal Crevice
4	0	0.5%	0.5%	Thunderscape Battlemage
0	3	0.4%	0.4%	Vodalian Hypnotist
3	0	0.4%	0.4%	Obliterate
0	3	0.4%	0.4%	Simoon
0	2	0.2%	0.2%	Repulse
2	0	0.2%	0.2%	Crypt Angel
0	2	0.2%	0.2%	Rushing River
1	0	0.1%	0.1%	Tinder Farm
0	1	0.1%	0.1%	Tsabo's Decree

## DOMAIN DECKS Summary

Based on 5 Day 2 decks

### Basic Land

- 16 Plains
- 32 Island
- 6 Swamp
- 5 Mountain
- 43 Forest

### Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (258/258 100.0%)

A	B	C	D	E
20	0	7.8%	7.8%	Global Ruin
19	1	7.8%	7.8%	Collective Restraint
20	0	7.8%	7.8%	Harrow
16	0	6.2%	6.2%	Fact or Fiction
0	16	6.2%	6.2%	Gainsay
15	0	5.8%	5.8%	Spite
15	0	5.8%	5.8%	Fertile Ground
14	1	5.8%	5.8%	Questing Phelddagrif

14	0	5.4%	5.4%	Star Compass
2	11	5.0%	5.0%	Rout
12	0	4.7%	4.7%	Worldly Counsel
12	0	4.7%	4.7%	Ordered Migration
10	2	4.7%	4.7%	Reviving Vapors
10	2	4.7%	4.7%	Allied Strategies
0	10	3.9%	3.9%	Lobotomy
0	7	2.7%	2.7%	Draco
6	0	2.3%	2.3%	Elfame Palace
4	0	1.6%	1.6%	Terminal Moraine
0	3	1.2%	1.2%	Dismantling Blow
0	3	1.2%	1.2%	Aura Mutation
3	0	1.2%	1.2%	Dromar's Charm
2	1	1.2%	1.2%	Orim's Chant
2	0	0.8%	0.8%	Absorb
2	0	0.8%	0.8%	Primal Growth
0	1	0.4%	0.4%	Void
0	1	0.4%	0.4%	Treva, the Renewer
0	1	0.4%	0.4%	Ertai, the Corrupted

## Blue/Black Summary

Based on 10 Day 2 decks

### Basic Land

- 109 Island
- 89 Swamp
- 1 Mountain

### Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (551/551 100.0%)

A	B	C	D	E
40	0	7.3%	7.3%	Salt Marsh
36	4	7.3%	7.3%	Ravenous Rats
28	11	7.1%	7.1%	Nightscape Familiar
38	0	6.9%	6.9%	Recoil
0	37	6.7%	6.7%	Gainsay
36	0	6.5%	6.5%	Undermine
27	4	5.6%	5.6%	Exclude
31	0	5.6%	5.6%	Fact or Fiction
28	0	5.1%	5.1%	Spite
21	4	4.5%	4.5%	Yawgmoth's Agenda

22	2	4.4%	4.4%	Repulse
21	0	3.8%	3.8%	Probe
7	14	3.8%	3.8%	Lobotomy
10	10	3.6%	3.6%	Phyrexian Scuta
6	13	3.4%	3.4%	Urborg Shambler
0	18	3.3%	3.3%	Slay
13	1	2.5%	2.5%	Addle
8	0	1.5%	1.5%	Bog Down
0	7	1.3%	1.3%	Metathran Zombie
7	0	1.3%	1.3%	Prohibit
2	4	1.1%	1.1%	Spinal Embrace
5	0	0.9%	0.9%	Zanam Djinn
4	0	0.7%	0.7%	Opt
0	4	0.7%	0.7%	Mourning
4	0	0.7%	0.7%	Urborg Volcano
0	4	0.7%	0.7%	Cremate
0	3	0.5%	0.5%	Breath of Darigaaz
2	1	0.5%	0.5%	Void
3	0	0.5%	0.5%	Waterspout Elemental
0	2	0.4%	0.4%	Vodalian Hypnotist
0	2	0.4%	0.4%	Disrupt
0	2	0.4%	0.4%	Plague Spitter
2	0	0.4%	0.4%	Terminal Moraine
0	2	0.4%	0.4%	Tsabo's Decree
0	1	0.2%	0.2%	Blind Seer

## "The Solution" Summary

Based on 6 Day 2 decks

### Basic Land

- 60 Plains
- 60 Island

### Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (330/330 100.0%)

A	B	C	D	E
24	0	7.3%	7.3%	Crimson Acolyte
24	0	7.3%	7.3%	Stormscape Apprentice
24	0	7.3%	7.3%	Repulse
24	0	7.3%	7.3%	Exclude
24	0	7.3%	7.3%	Fact or Fiction

24	0	7.3%	7.3%	Absorb
24	0	7.3%	7.3%	Galina's Knight
24	0	7.3%	7.3%	Coastal Tower
24	0	7.3%	7.3%	Voice of All
24	0	7.3%	7.3%	Meddling Mage
0	23	7.0%	7.0%	Disrupt
0	18	5.5%	5.5%	Pure Reflection
0	17	5.2%	5.2%	Gainsay
0	16	4.8%	4.8%	Crusading Knight
0	13	3.9%	3.9%	Aura Blast
0	2	0.6%	0.6%	Teferi's Moat
0	1	0.3%	0.3%	Rout

## Go-Mar Summary

Based on the 20 Day 2 decks

### Basic Land

- 111 Plains
- 122 Island
- 69 Swamp
- 1 Mountain

### Key

- A: Number played in main decks
- B: Number played in sideboards
- C&D: N/A
- E: Card Title

### All Cards (1173/1173 100.0%)

A	B	C	D	E
80	0	6.8%	6.8%	Dromar's Charm
79	0	6.7%	6.7%	Fact or Fiction
76	0	6.5%	6.5%	Absorb
76	0	6.5%	6.5%	Coastal Tower
68	0	5.8%	5.8%	Salt Marsh
66	0	5.6%	5.6%	Opt
0	64	5.5%	5.5%	Gainsay
46	7	4.5%	4.5%	Rout
48	0	4.1%	4.1%	Galina's Knight
23	24	4.0%	4.0%	Lobotomy
18	24	3.6%	3.6%	Meddling Mage
7	33	3.4%	3.4%	Aura Blast
34	3	3.2%	3.2%	Dromar, the Banisher
21	8	2.5%	2.5%	Teferi's Moat
28	0	2.4%	2.4%	Hobble

22	4	2.2%	2.2%	Recoil
19	6	2.1%	2.1%	Yawgmoth's Agenda
11	13	2.0%	2.0%	Disrupt
0	23	2.0%	2.0%	Slay
18	5	2.0%	2.0%	Exclude
0	19	1.6%	1.6%	Crusading Knight
17	0	1.4%	1.4%	Dromar's Cavern
7	9	1.4%	1.4%	Repulse
16	0	1.4%	1.4%	Voice of All
15	0	1.3%	1.3%	Probe
14	0	1.2%	1.2%	Spite
0	12	1.0%	1.0%	Benalish Heralds
8	0	0.7%	0.7%	Stormscape Apprentice
0	8	0.7%	0.7%	Riptide Crab
0	8	0.7%	0.7%	Planar Overlay
7	0	0.6%	0.6%	Undermine
6	0	0.5%	0.5%	Star Compass
6	0	0.5%	0.5%	Terminal Moraine
4	2	0.5%	0.5%	Lashknife Barrier
2	3	0.4%	0.4%	Cremate
0	4	0.3%	0.3%	Prison Barricade
4	0	0.3%	0.3%	Chromatic Sphere
4	0	0.3%	0.3%	Sunscape Familiar
4	0	0.3%	0.3%	Nightscape Familiar
2	2	0.3%	0.3%	Tsabo's Decree
4	0	0.3%	0.3%	Phyrexian Scuta
0	3	0.3%	0.3%	Crimson Acolyte
0	3	0.3%	0.3%	Dismantling Blow
3	0	0.3%	0.3%	Urza's Rage
3	0	0.3%	0.3%	Urborg Volcano
0	3	0.3%	0.3%	Flametongue Kavu
3	0	0.3%	0.3%	Orim's Chant
2	0	0.2%	0.2%	Addle
0	2	0.2%	0.2%	Urborg Shambler
0	2	0.2%	0.2%	Vodalian Zombie
2	0	0.2%	0.2%	Rushing River
0	2	0.2%	0.2%	Harsh Judgment
0	1	0.1%	0.1%	Samite Ministration
0	1	0.1%	0.1%	Spinal Embrace
1	0	0.1%	0.1%	Reviving Vapors
1	0	0.1%	0.1%	Ertai, the Corrupted