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ANIMAL MAGNETS APLENTY

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By Anthony Alongi

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With 250 valid entries, [Animal Magnetism](#) certainly attracted—geez, I'm sorry, I didn't even see that one until I wrote it! (I'll try to be more careful)—its share of attention from readers. (Read the intro and rules to "Break This Card!" [here](#).) There were also a dozen or so entries that I disqualified because they didn't follow the rules—in most cases, the decks didn't contain [Animal Magnetism](#) or even green! (Can't shake a stick without smacking a ninny, am I right?) But because a level 3 certified judge I know and respect was among the disqualified entries, I think I have to take some of the blame. In retrospect, I can see where some of my rules were confusing, so I apologize to anyone who misunderstood the guidelines. We'll all get it together for next time, agreed?

The following are decks that I feel the Internet community shouldn't live without. I chose sixteen decks, two from each of eight categories (into which the entries fell rather neatly). If your deck isn't listed, it's quite possible that it was awful. No, okay, seriously, if I don't mention your deck, it's quite possible that I received it when I was in an odd mood. Both Jay LouderThanMollusks-Zanzibar™ and I will be the first—well, the first and the second, I suppose—to admit that these contests are incredibly subjective exercises.

CATEGORY ONE: THE BASIC RECURSION MODEL

Seems simple, doesn't it? You offset the drawback of [Animal Magnetism](#) (losing some good creatures) by bringing the creatures back another way. While many different options were offered, ranging from [Exhume](#) and [Reanimate](#) to [Twilight's Call](#) and [Patriarch's Bidding](#), the first one that I came upon was a bit more classic than that.

DAMN FUNGUS!



DECKLIST

STATS

SAMPLE HAND

SORT BY: Overview ▾

Creature (17)

- 1 Avatar of Woe
- 4 Coffin Queen
- 2 Doomed Necromancer
- 1 Fungal Shambler
- 1 Nemata, Grove Guardian
- 1 Rith, the Awakener
- 1 Verdeloth the Ancient
- 1 Visara the Dreadful
- 1 Thriss, Nantuko Primus
- 4 Verdant Force

Sorcery (10)

- 4 Animal Magnetism
- 2 Death Mutation
- 3 Living Death
- 1 Parallel Evolution

Instant (3)

- 3 Reclaim

Enchantment (6)

- 2 Pernicious Deed
- 4 Saproling Cluster

Land (24)

- 4 Bayou
- 8 Forest
- 4 Llanowar Wastes
- 8 Swamp

60 Cards

For the second deck in this category, I'd like to present the best single-creature companion to [Animal Magnetism: Gurzigost](#). It's a beast in every sense of the word, so it fits well into a beast-themed deck.

BEAST ATTRACTION



DECKLIST

STATS

SAMPLE HAND

SORT BY: Overview ▾

Creature (23)

4 Gigapede
 4 Gurzigost
 4 Krosan Colossus
 3 Krosan Groundshaker
 2 Ravenous Baloth
 1 Silvos, Rogue Elemental
 3 Towering Baloth
 2 Wirewood Savage

Sorcery (10)

4 Animal Magnetism
 2 Chain of Acid
 4 Dwell on the Past

Instant (2)

2 Tribal Unity

Artifact (1)

1 Cryptic Gateway

Enchantment (2)

2 Malevolent Awakening

Land (24)

4 Bloodstained Mire
 16 Forest
 4 Swamp

62 Cards

CATEGORY TWO: LOOK MA, NO CREATURE CARDS!

Of course, just because a card has the word *animal* in its title doesn't mean you *have* to play with creature cards . . .

DANG, NO CREATURES AGAIN?**DECKLIST****STATS****SAMPLE HAND**

SORT BY:

Sorcery (28)

4 Animal Magnetism
 4 Chatter of the Squirrel
 4 Crush of Wurms
 4 Deep Reconnaissance
 4 Grizzly Fate
 4 Parallel Evolution
 4 Roar of the Wurm

Instant (4)

4 Moment's Peace

Artifact (4)

4 Catalyst Stone

Land (24)

24 Forest

60 Cards

[Animal Magnetism](#), if resolved, means almost certain threshold—and several flashback cards in your graveyard. As the game goes on, even a flashback card like [Grizzly Fate](#) should still go off at threshold. [Parallel Evolution](#) can reach amazing heights with a strategy like this.

WITLESS AND CREATURELESS



DECKLIST

STATS

SAMPLE HAND

SORT BY:

Sorcery (16)

4 Animal Magnetism
4 Chain of Acid
4 Gaea's Blessing
4 Living Wish

Instant (12)

1 Fact or Fiction
3 Forbid
4 Naturalize
4 Respite

Artifact (2)

2 Mirari

Enchantment (12)

1 Battle of Wits
3 Oath of Druids
4 Pedantic Learning
4 Propaganda

Land (28)

9 Forest
7 Island
4 Maze of Ith
4 Tropical Island
4 Yavimaya Coast

70 Cards

No, really, [Battle of Wits](#) does nothing. Normally a ruse like that won't catch my eye, but given my strong ambivalence toward that card, I gotta say that I like it. In addition, there's plenty of support for milling, reshuffling, and card drawing with [Gaea's Blessing](#), [Pedantic Learning](#), and [Oath of Druids](#). The Oath, [Mirari](#), [Chain of Acid](#), [Maze of Ith](#), and [Propaganda](#) all serve as fine multiplayer features.

Of course, because [Living Wish](#) can pull any creature that suits its controller, the deck is technically not creatureless. But it's still a creative main deck. And because it blends different ideas that other readers had, it's worth seeing.

CATEGORY THREE: RESTRICTED CHOICES

A popular method with [Animal Magnetism](#) is to provide such an overwhelming set of creatures, that your opponents are damned if they do and damned if they don't. In my opinion, these decks have the toughest road to travel—they have to balance a sufficient quantity of strong creatures, decent support cards, and a path to hard cast the creatures if plan A fails. Here are a couple of decks that seemed to do pretty well in that respect:

REYA'S MAGNETISM



DECKLIST

STATS

SAMPLE HAND

SORT BY: Overview ▼

Creature (13)

1 Jareth, Leonine Titan
 1 Krosan Colossus
 4 Reya Dawnbringer
 1 Rith, the Awakener
 1 Silvos, Rogue Elemental
 3 Stone-Tongue Basilisk
 1 Treva, the Renewer
 1 Visara the Dreadful

Sorcery (16)

4 Acorn Harvest
 4 Animal Magnetism
 4 Call of the Herd
 4 Rites of Spring

Instant (10)

2 Beast Attack
 4 Krosan Reclamation
 4 Moment's Peace

Land (21)

18 Forest
 1 Plains
 2 Riftstone Portal

60 Cards

As committed to Legends as Mark may seem, that's nothing compared to how devoted David Leavitt is . . .

LEGENDARY MAGNETS!



DECKLIST

STATS**SAMPLE HAND**SORT BY: Overview ▾***Creature (22)***

1 Arcanis the Omnipotent
 1 Atalya, Samite Master
 4 Avatar of Woe
 1 Croxis, the Purger
 1 Darigaaz, the Igniter
 1 Dromar, the Banisher
 1 Jareth, Leonine Titan
 1 Kamahl, Fist of Krosa
 1 Lhurgoyf
 1 Multani, Maro-Sorcerer
 1 Reya Dawnbringer
 1 Rith, the Awakener
 1 Silvos, Rogue Elemental
 1 Treva, the Renewer
 4 Verdant Force
 1 Visara the Dreadful

Sorcery (10)

3 Animal Magnetism
 4 Eureka
 3 Gaea's Blessing

Enchantment (12)

4 Fertile Ground
 4 Kavu Lair
 4 Wild Growth

Land (20)

16 Forest
 4 Grand Coliseum

64 Cards

Here, the interaction between [Kavu Lair](#) and [Eureka](#) is nice, and they add color to what might have been an otherwise fairly bland list of all of our favorite recent Legends. It's also nice to see a nod toward mana-fixing, on the off chance you can't get Magnetism or [Eureka](#) to resolve!

CATEGORY FOUR: TOP-DECK MANIPULATION

A few of the decks set aside the path to victory to focus on making [Animal Magnetism](#) work more smoothly. I ought to recognize a couple, as there were quite a few along these lines! We'll start with a fairly original one.

BRING OUT THE BIG GUY**DECKLIST****STATS****SAMPLE HAND**

SORT BY: Overview ▾***Creature (14)***

4 Information Dealer
 1 Kamahl, Fist of Krosa
 3 Nameless One
 4 Prodigal Sorcerer
 2 Verdant Force

Sorcery (10)

3 Animal Magnetism
 4 Chatter of the Squirrel
 3 Touch of Invisibility

Instant (7)

3 Counterspell
 4 Standardize

Enchantment (3)

3 Squirrel Nest

Land (26)

11 Forest
 15 Island

60 Cards

There were actually several Information Dealer decks that came through, but this was the only one that barely had any Wizards in it, and you've got to love that.

A more conventional and fluid deck came from Vinnie Prabhu, who favored traditional [Impulse](#) and [Scroll Rack](#) tech.

MAGNETIC PERSONALITY**DECKLIST****STATS****SAMPLE HAND**SORT BY: Overview ▾***Creature (8)***

4 Birds of Paradise
 4 Verdant Force

Sorcery (14)

4 Animal Magnetism
 3 Call of the Herd
 3 Deep Analysis
 4 Roar of the Wurm

Instant (11)

3 Counterspell
 4 Impulse
 4 Moment's Peace

Artifact (4)

4 Scroll Rack

Land (23)

9 Forest
 6 Island
 4 Grand Coliseum
 4 Tropical Island

60 Cards**CATEGORY FIVE: PROPER ACCELERATION**

I couldn't help but notice quite a few entrants who took pains to avoid getting [Llanowar Elves](#) as a result of a five-mana card. We've given credit to that school of thought and posted two decks that I feel are strong entries.

BIFURCATED MAGNETISM**DECKLIST****STATS****SAMPLE HAND**SORT BY: Overview ▾**Creature (15)**

2 Avatar of Might
 3 Gamekeeper
 2 Multani, Maro-Sorcerer
 4 Thorn Elemental
 4 Verdant Force

Sorcery (9)

4 Animal Magnetism
 2 Bifurcate
 3 Roar of the Wurm

Instant (7)

2 Brainstorm
 3 Harrow
 2 Reclaim

Enchantment (8)

3 Fertile Ground
 2 Soothsaying
 3 Wild Growth

Land (21)

17 Forest
 2 Island
 2 Yavimaya Coast

60 Cards

I also like the way Jay uses [Soothsaying](#) to help arrange Magnetism's effect. The combination of mana acceleration and library manipulation makes his creature set

more plausible. (Actually, I barely glanced at the set beyond [Gamekeeper](#)—really, fatty selection is often just a matter of style, except for those decks that design themselves for a specific creature effect.)

Of course, if you don't mind your [Llanowar Elves](#), you could consider Kenny Wong's deck—he has his own logic for wanting them on the board.

TURBO LAUGH V.94769475.23321



DECKLIST

STATS

SAMPLE HAND

SORT BY: Overview ▾

Creature (36)

4 Birchlore Rangers
 4 Birds of Paradise
 4 Darkwatch Elves
 4 Elves of Deep Shadow
 4 Elvish Lyryst
 2 Elvish Scrapper
 4 Llanowar Elves
 3 Plague Spitter
 4 Priest of Titania
 3 Sacred Prey

Sorcery (4)

4 Animal Magnetism

Enchantment (7)

3 Last Laugh
 4 Oversold Cemetery

Land (13)

4 City of Brass
 5 Forest
 4 Swamp

60 Cards

[Last Laugh](#). Who'd have thought? And I always believed that card was [just for ninnies](#).

CATEGORY SIX: GRAVEYARD-FILLING

There was a chunk of entries that wanted to fill the graveyard—not for recursion, but for other reasons altogether. Here's a pair for your perusal.

YOU KILL IT, WE GRILL IT!



DECKLIST

STATS

SAMPLE HAND

SORT BY: Overview ▾***Creature (21)***

4 Avatar of Woe
 2 Brawn
 1 Filth
 2 Genesis
 2 Groundskeeper
 4 Lhurgoyf
 4 Mortivore
 2 Yavimaya Elder

Sorcery (14)

4 Animal Magnetism
 1 Demonic Tutor
 4 Rampant Growth
 1 Regrowth
 3 Strongarm Tactics
 1 Yawgmoth's Will

Instant (1)

1 Crop Rotation

Land (24)

4 Bayou
 9 Forest
 1 Gaea's Cradle
 2 Rushwood Grove
 2 Subterranean Hangar
 6 Swamp

60 Cards

The weirdest things can catch your eye in a deck like this. For me, it was [Strongarm Tactics](#) and Incarnations. I just like the way they work together. Of course, the main point of the deck is elsewhere—[Mortivore](#), [Lhurgoyf](#), and [Avatar of Woe](#). There were many variations on this deck—Incarnations were very popular—but I think Jonathan blended these ideas most fruitfully. My only regret is that there's no real place for [Wonder](#), which many readers favored. [Glory](#) is also pretty swell, but green-white decks had a hard time coming across as viable in chaos.

I had to make some tiny alterations (regarding restricted cards) to get that last deck Type I legal. This is a good time to point out that if a deck is generally well presented, I don't mind a small format error. Try to get the banned/restricted cards right, but don't fret if you miss one or two.

If you'd like to see more [Lhurgoyfs](#), do I have a treat for you!

MAGNEVORES



DECKLIST**STATS****SAMPLE HAND**SORT BY: Overview ▾***Creature (18)***

4 Birds of Paradise
 4 Magnivore
 2 Metamorphic Wurm
 4 Terravore
 4 Werebear

Sorcery (16)

4 Animal Magnetism
 2 Epicenter
 2 Far Wanderings
 4 Tremble
 4 Wildfire

Land (26)

11 Forest
 11 Mountain
 4 Wooded Foothills

60 Cards

Anne-Françoise actually had two [Tectonic Breaks](#) and two [Bend or Breaks](#) in place of [Wildfire](#), but because she suggested that it was so close to Standard legal, I had to take her up on it. While the deck uses many cards considered substandard in most circles and focuses on land destruction (which can be very unfriendly in multiplayer), it's not blowing up lands for the sake of slowdown—there's a purpose to it, and it can hit pretty hard. So I'm pleased to include it.

CATEGORY SEVEN: ELEPHANT-LOVING DECKS

Okay, this category surprised me too, but where else could I put Andrew Wright's creative take on the contest?

WHEN HERDS OF SORCERIES ATTACK**DECKLIST****STATS****SAMPLE HAND**

SORT BY: [Overview](#) ▼***Creature (3)***

2 Magnivore
1 Squee, Goblin Nabob

Sorcery (27)

4 Animal Magnetism
4 Elephant Resurgence
3 Far Wanderings
2 Hammer of Bogardan
4 Mulch
1 Overrun
4 Recoup
2 Restock
3 Revive

Instant (2)

2 Krosan Reclamation

Enchantment (4)

1 Holistic Wisdom
2 Oath of Druids
1 Stormbind

Land (24)

5 Forest
2 Dust Bowl
4 Karplusan Forest
2 Mossfire Valley
4 Mountain
4 Wooded Foothills
3 Treetop Village

60 Cards

And before you call Andrew a unique freak (which you're still welcome to do after I'm done with this sentence), check out Mike O'Leary's take on the mystical magnetism of pachyderms.

BETTER OFF DEAD**DECKLIST****STATS****SAMPLE HAND**SORT BY: [Overview](#) ▼***Creature (26)***

4 Battlefield Scrounger
4 Giant Caterpillar
4 Heart Warden
4 Marker Beetles
2 Penumbra Bobcat
4 Spore Frog
4 Yavimaya Elder

Sorcery (11)

4 Animal Magnetism
4 Elephant Resurgence
2 Nature's Resurgence
1 Overrun

Artifact (1)

1 Mirari

Land (22)

22 Forest

60 Cards

Elephants. Who knew? And speaking of noisy animals . . .

CATEGORY EIGHT: ANNOYING COLLEAGUES

Some fool named Jay Moldenhauer-Salazar also entered the contest. His deck wasn't nearly as good as the ones I got from the rest of you, but if I don't say something nice about it, he'll whine on Thursday. So, um, here's the very prompt deck he submitted:

GREEN MAGNETS**DECKLIST****STATS****SAMPLE HAND**SORT BY: Overview ▾***Creature (11)***

2 Genesis
3 Krosan Tusker
1 Multani, Maro-Sorcerer
4 Terravore
1 Verdant Force

Sorcery (10)

4 Animal Magnetism
4 Chain of Acid
2 Hurricane

Instant (8)

2 Krosan Reclamation
4 Moment's Peace
2 Tangle

Artifact (3)

3 Whetstone

Enchantment (3)

3 Vernal Bloom

Land (25)

20 Forest
4 Treetop Village
1 Yavimaya Hollow

60 Cards

His was actually one of the very few monogreen decks I got, so posting this wasn't completely ridiculous . . . I suppose.

I ought to also recognize the entry from Abe Sargent (a blast from my starcitygames.com past), who submitted the only five-color deck.

WHO ADMITS THEY LIVE IN YPSILANTI IN THEIR BIOS?



DECKLIST

STATS

SAMPLE HAND

SORT BY: Overview ▼

Creature (14)

- 1 Academy Rector
- 4 Cromat
- 2 Draco
- 3 Shyft
- 4 Sliver Queen

Sorcery (48)

- 4 Animal Magnetism
- 4 Arc Lightning
- 1 Balance
- 1 Braingeyser
- 1 Burning Wish
- 4 Call of the Herd
- 4 Coalition Victory
- 4 Contract from Below
- 1 Demonic Tutor
- 1 Diabolic Tutor
- 4 Gaea's Balance
- 1 Gamble
- 4 Land Grant
- 2 Last Stand
- 1 Living Wish
- 1 Merchant Scroll
- 1 Mind Twist
- 4 Portent
- 1 Tinker
- 1 Transmute Artifact
- 1 Wheel of Fortune
- 1 Windfall
- 1 Yawgmoth's Will

Instant (53)

- 4 Arcane Denial
- 4 Brainstorm
- 4 Complicate
- 1 Crop Rotation
- 1 Cunning Wish
- 4 Dismantling Blow
- 1 Eladamri's Call
- 1 Enlightened Tutor
- 4 Expunge
- 4 Fact or Fiction
- 4 Force of Will
- 2 Lim-Dûl's Vault
- 2 Misdirection
- 1 Mystical Tutor
- 1 Stroke of Genius
- 4 Swords to Plowshares
- 2 Tainted Pact
- 4 Terminate
- 4 Tithe
- 1 Vampiric Tutor

Artifact (13)

- 4 Jeweled Bird
- 4 Legacy Weapon
- 1 Mangara's Tome
- 4 Mox Diamond

Enchantment (23)

- 1 Abundance
- 4 Ancestral Knowledge
- 2 Aurification
- 4 Collective Restraint
- 1 Land Tax
- 4 No Mercy
- 2 Soothsaying
- 1 Sterling Grove
- 4 Sylvan Library

Land (92)

- 4 Badlands
- 4 Bayou
- 4 City of Brass
- 4 Crystal Quarry
- 8 Forest
- 4 Gemstone Mine
- 4 Grand Coliseum
- 12 Island
- 4 Mountain
- 4 Plains
- 4 Plateau
- 4 Savannah
- 4 Scrubland
- 4 Swamp
- 4 Taiga
- 4 Tropical Island
- 4 Tundra
- 4 Underground Sea
- 4 Undiscovered Paradise
- 4 Volcanic Island

Other (8)

- 4 Fire/Ice
- 4 Spite/Malice

251 Cards

Thanks to all who entered the contest! It was tough narrowing down the entries—cards like [Soulless One](#), [Erratic Explosion](#), [Ancestral Memories](#), [Bone Harvest](#), [Clone](#), [Holistic Wisdom](#), [Hell's Caretaker](#), [Riptide Chronologist](#), and others were used in ways that I found inspiring—there just wasn't enough room or time to do justice to all the entries. If your deck wasn't listed here and you want Internet fame, feel free to post your entry on the message boards (this is the sort of topic that ought to generate a lot of creative conversations).

Whether listed or not, I hope everyone who entered will find the time and energy to do so again after *Legions* comes out in February!

Anthony may be reached at seriousfun@wizards.com.

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