

And the pictures work now! SCS: Hunting Pack

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Friday, May 09, 2003



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I remember going over the *Odyssey* spoiler to pick *Scrymagazine's* top 10 cards for Constructed play. I knew that I wanted one of green's flashback creature spells in the top 10, but I was torn between which one to pick. [Call of the Herd](#) was cheaper and made 3/3 Elephant tokens, but [Beast Attack](#), for just two more mana (and only one more for the flashback), could get you 4/4 Beast tokens—at *instant speed*! That did it for me, and I went with [Beast Attack](#) as the best green flashback creature in the set.

Whoops.

Still, I really love instant speed creatures for green. For far too long, green has been mostly locked out of participating in any phase outside of the main phase, and instant creatures give you room to surprise your opponent while still keeping in flavor for the color. Cards like [Vine Dryad](#), [Simian Grunts](#), and the *Legion* set's [Caller of the Claw](#) are all really fun cards. And now we have Hunting Pack to play with, featuring the cool new mechanic from the *Scourge* set—*storm*!





REAP THE WHIRLWIND

One trick to harnessing the power of storm is to squeeze in as many spells as possible prior to playing the storm spell. The casting cost of Hunting Pack can make that difficult; however, because it's an instant, your plan can be to simply rely on your opponent playing a spell or two and then play the Pack at the end of their turn, netting you a couple of creatures for one card. A solid move, but a bit uninspired, don't you think? Besides, how can you call two or three creatures a "pack"? Certainly we can do better than that. Let's rustle up a fearsome swarm of vicious creatures ready to swoop down on your opponent out of nowhere!

One way to do that is to play spells that generate more mana than they cost to play. Staying in the color green we've got [Early Harvest](#) if you've got lands that generate more than three mana; [Vitalize](#) works great with a bunch of mana-producing Elves on the board. If you've got a pumped-up [Gaea's Cradle](#) on the board, tap it and sacrifice it to [Crop Rotation](#) to fetch another freshly untapped Cradle from your deck. [Emerald Charm](#) can untap the Cradle or a primed [Priest of Titania](#), and similarly, [Malachite Talisman](#) can turn any cheap green spell (such as a cheap Elf) into another way to untap Priests and Cradles.

What the heck is [Malachite Talisman](#)? Go ahead. Click on the link. I'll wait.
Cool, huh?

Dipping into other colors we've got [Dark Ritual](#), [Cabal Ritual](#), [Sacrifice](#), [Burnt Offering](#), [Culling the Weak](#), [Bubbling Muck](#) (wow, black gives us a lot of options!), and [High Tide](#). There are artifacts like [Moxes](#) (I can dream, can't I?), [Sol Ring](#), [Mana Vault](#), and [Grim Monolith](#) to consider, along with the trick of [Hurkyl's Recall](#) and [Rebuild](#) to net you a nice mana bump along with quite a few spells to storm off. Toss a [Tolarian Academy](#) and a [Lapis Lazuli Talisman](#) in the artifact mix if you really want to get crazy.

Lapis Lazuli. Say that five times fast.

The *Urza Saga* set brought us blue "free" spells that would certainly apply here, such as [Rewind](#), [Frantic Search](#), [Cloud of Faeries](#), and [Time Spiral](#)—all of which will, at the minimum, not cost you any mana and could potentially net you additional mana with some of the before-mentioned *Saga* lands. And we've got tons of "pitch" spells from the *Alliances* and *Masques* sets that won't use up any of your precious mana, such as [Bounty of the Hunt](#), [Vine Dryad](#), and [Invigorate](#) for green, and there are plenty of other selections in the other colors.

REAL BEASTS DON'T EAT QUICHE

All right, so you've set your deck up to generate a true pack of creatures. These 4/4s aren't here for tea and crumpets or egg pies. They're hungry, and they're here to rend and smash—they're Beasts! That's something you can take advantage of when choosing cards for your deck. Just imagine you've managed four or five spells for *Hunting Pack* to storm off; what if there's a [Wirewood Savage](#) or two on the board? Wow, that's some serious card drawing! What if you've got an [Aether Charge](#) down?



Ouch, that's some serious damage to your opponent before you even declare your attack! [Ravenous Baloth](#) can help with the assault and then munch on his buddies to net you a ton of life. While not Beast-tastic, [Kavu Lair](#) and [Pandemonium](#) also get juiced up by storming Beasts.

So you're having a grand time with your *Hunting Pack*. Why not double your fun? Unfortunately, cards like [Fork](#) and [Mirari](#) don't combo well with storm spells. The storm ability triggers only when a spell with storm is *played*. Otherwise, every single storm spell would go infinite! However, you can effectively fork your *Hunting Pack* by targeting it with [Spelljack](#); while the original spell is countered, all the copies put on the stack by the storm ability still resolve. You can either go ahead and play *Hunting Pack* again for free, adding an additional copy from the Jack itself, or just hold the Pack in reserve, removed from the game and safe, just waiting for another opportunity to storm off.

What's that? Well, yeah . . . casting [Spelljack](#) and *Hunting Pack* in the same turn is a lot of mana, but you can figure out a way can't you? I have faith. And didn't we just see [Upwelling](#) on this site?

In closing, I'll present a *Hunting Pack* deck built around the explosive mana production of *Elves*! I've kept the build free of rares to make it easier to assemble, but it could certainly make use of a [Gaea's Cradle](#) or two if you own them.

Elves on the Hunt *Lite!*



Main Deck 60 cards

17 [Forest](#)

3 [Elvish Guidance](#)

2 [Emerald Charm](#)

17 lands
4 [Fyndhorn Elves](#)
4 [Llanowar Elves](#)
4 [Priest of Titania](#)
3 [Wellwisher](#)
4 [Wirewood Herald](#)
4 [Wirewood Savage](#)
2 Wirewood Symbiote

4 Hunting Pack
4 [Land Grant](#)
1 [Malachite Talisman](#)
4 [Vitalize](#)

18 other spells

25 creatures



The plan is to drop quick Elves and ramp up your mana as quickly as possible. Get a [Wirewood Savage](#) in play, and then wait to spring your Hunting Pack when the time is ripe!
What's Wirewood Symbiote, you ask? Well, you'll have to wait for the *Scourge* [prerelease](#) to find out, but trust me when I say it is great addition for this sort of deck!

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