

## Making the most of your dying creatures SCS: Fecundity

Bennie Smith

Friday, August 22, 2003



- [Bennie Smith Archive](#)

I was excited to have [Fecundity](#) as the next card for [Single Card Strategy](#). I've gotten plenty of mileage out of the card since it was originally printed in *Urza's Saga*; now it returns in *Eighth Edition* for a whole new batch of players to try out.



[Fecundity](#). Strange little word, ain't it? Kinda rolls off the tongue oddly. It's one of those obscure words that Wizards sometimes digs up for cards that end up fitting perfectly. I decided to look up the word in the dictionary to see just what it meant.



Fe\*cun\*di\*ty, n. [L. fecunditas]

1. The quality or power of producing abundantly; fruitfulness.
2. The power of germinating; as in seeds.

3. The power of bringing forth in abundance; fertility; richness of invention; as, the fecundity of God's creative power. --Bentley.

Yep. Fits the card perfectly!

The key to unlocking the full potential of any card is found by looking deeply into what the card does. [Fecundity](#) seems pretty simple: whenever a creature dies, its controller gets to draw a card. Creatures die all the time in **Magic**, and [Fecundity](#) at its most basic is a nice insurance policy against [Wrath of God](#), [Starstorm](#), and [Decree of Pain](#), giving you compensation for the dearly departed. When looking for solutions to these cards in a green-based creature deck, keep [Fecundity](#) in mind for your sideboard.

The problem with [Fecundity](#) that prevents most people from giving it a chance is the green curse of symmetry: your opponent gets to draw cards when his creatures die too. Why would you invest a card in hand and mana to put this enchantment in play and then watch your opponent draw more cards than you do? Ah, the answers to that question lead to the realm of sweet possibility. Why indeed?

## SACRIFICIAL LAMBS

While creatures die through the natural ebb and flow of the game, they often rely on your opponent contributing to their demise. If your adversary senses you *want* your creatures to die in order to draw cards from [Fecundity](#) he or she may not cooperate. Luckily, **Magic** has tons of ways to kill off your creatures at the most advantageous time for you. Cards like [Goblin Bombardment](#), [Keldon Necropolis](#), [Krovikan Horror](#), and [Bloodshot Cyclops](#) can all instantaneously turn creatures into a damage-dealing cantrips. [Fecundity](#) turns your [Hell's Caretaker](#) and [Recurring Nightmare](#) in-play/graveyard dance into a card-drawing engine. The sacrificial costs of [Helm of Possession](#), [Gate to Phyrexia](#), [Ritual of the Machine](#) and [Hecatomb](#) are easier to bear they when compensate you with cards. You can get even more mileage from [Lord of the Pit](#), [Minion of Leshrac](#), [Devouring Strossus](#) and even [Kjeldoran Dead](#) and [Spined Fluke](#) since they'll draw you a card or more in life and then another when they themselves perish. [Mind Slash](#) and [Sadistic Hypnotist](#) can really turn up the card-advantage, filling your hand while stripping cards from your opponent.

One nice little forgotten gem is [Carrion](#), an instant from *Mirage*. The creature you sacrifice not only nets you a card from [Fecundity](#) right there on the spot, but also all the 0/1 tokens created from [Carrion](#) make a perfect swarm of sacrificial lambs. Perhaps you sacrifice them to [Ashnod's Altar](#) for copious quantities of mana, or maybe you feed them to a ravenous [Nantuko Husk](#) or [Fallen Angel](#).

Self-sacrificing creatures also work fantastic with [Fecundity](#), cards such as [Bottle Gnomes](#), [Spike Feeder](#), [Yavimaya Elder](#), [Brass-Talon Chimera](#) (and his bretheren), [Elvish Lyrist](#) and [Elvish Scrapper](#), [Ichorid](#), [Lieutenant Kirtar](#) and [Llanowar Druid](#). [Saproling Burst](#) can draw you seven cards right on the spot.

## PUTTING SYMMETRY TO WORK FOR YOU

As we can see, one way to break a card's symmetry is to prepare your deck to fully take advantage of the symmetrical card, while your opponent is less likely to benefit as much. But another approach is to take advantage of your opponent's card-draws. [Multani](#) obviously retains a massive size when both you and your opponent maintain large hands. If your opponent plays a lot of creatures but is unable to play out as many as he draws, he may end up discarding large creatures you can steal with [Animate Dead](#), [Reanimate](#) and [Dance of the Dead](#). You can also punish them for drawing the cards with nasty

surprises like [Stormseeker](#), [Sudden Impact](#), and [Blood Oath](#). And since the card draw is optional, one way to dissuade your opponent from taking advantage of it is to warn them off with [Black Vise](#), [Viseling](#), and [Underworld Dreams](#).

The deck I present below is based off several group game decks I've played featuring [Fecundity](#). They contain more rares than I usually like to list here, but most of them are pretty inexpensive and fairly easy to obtain, so I hope you'll indulge me this time.

## Sappy Fecundity



### Main Deck

*60 cards*

4 <a href="#">Elfhome Palace</a>	4 <a href="#">Aura Mutation</a>
15 <a href="#">Forest</a>	4 <a href="#">Fecundity</a>
5 <a href="#">Plains</a>	1 <a href="#">Fungal Bloom</a>
_____	3 <a href="#">Saproling Burst</a>
24 lands	4 <a href="#">Spontaneous Generation</a>
	2 <a href="#">Sterling Grove</a>
4 <a href="#">Elvish Farmer</a>	_____
2 <a href="#">Nemata, Grove Guardian</a>	18 other spells
4 <a href="#">Thallid</a>	
4 <a href="#">Thallid Devourer</a>	
4 <a href="#">Wall of Roots</a>	
_____	
18 creatures	



The deck opens as an innocent, fun little "Thallid" deck that can hopefully sit unmolested for a while until [Fecundity](#) shows up and you start drawing a lot of cards. [Elvish Farmer](#) with a few Saprolings out can really kick things off once [Fecundity](#) is in play: sacrifice the Saprolings to gain 2 life and draw a full hand, then cast [Spontaneous Generation](#) for a bunch more Saprolings. Sacrifice Saprolings, gain life, draw cards, repeat. [Aura Mutation](#) is a great utility card that plays into the Saproling theme, and can also turn a used-up [Saproling Burst](#) into five 1/1 Saprolings. The lone [Fungal Bloom](#) is just for fun and part of the "silly Thallid deck" camouflage while you set up [Fecundity](#)! If you have the rares, [Gaea's Cradle](#) obviously works wonders in a deck like this and gives you tons of mana to work with. [Savannahs](#) or [Brushlands](#) can also help smooth your mana. The deck works best in a small group game setting. Hope you enjoy the deck-- and [Fecundity](#)-- as much as I do!

---

*Bennie may be reached at [singlecardstrategy@email.com](mailto:singlecardstrategy@email.com).*