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## Three Times the Champs

Brian David-Marshall  
The Week That Was  
Friday, January 6, 2006



Happy New Year everyone! I hope you are doing a better job of sticking to your resolutions than I am. Not only is the laundry-festooned exercise bike staring at me accusingly, but after making initial plans to attend a PTQ in either Maine or Toronto I am going to be staying close to home this weekend to watch the Giants/Panthers playoff game. I will have more on the PTQ scene in a few hundred words, but first there is some exciting news to kick off the New Year.

Champs is an important Standard tournament that straddles the gap between casual and competitive players, always taking place shortly after the release of the new stand-alone each year. The event started out years back as State Championships, and as it crept across the border into Canada it became State and Provincial Championships. Before long it had more names that I do and was State/Province/Territory/Island/Prefecture Championships. Now it is simply Champs, although it is no longer simply Standard.



This year, we'll see the launch of two new Champs formats. The first new event will be the Limited Two-Headed Giant Championships on March 18. Teams competing in these events will receive one Tournament Pack (starter deck) and four boosters to build a pair of decks. The Top 8 teams will win prizes ranging from alternate art foil cards to booster packs, plus there will be participation foils given out as door prizes.

Even more exciting to me is the announcement that on June 24 I will be able to play in the individual Limited Champs. Back when I was still running these events as opposed to writing about them, I recall running Limited State Championships and have always pined for their return. The prize details haven't been confirmed yet, but you can probably expect some foil action there too. Fans of the 60-card decks need not fear for the staple Standard event – it remains unaffected and will take place on October 21.

I caught up with **Magic: The Gathering** Assistant Brand Manager/Deckspert Jake Theis to get some more information about the expansion of the program to three events.

"The expansion process actually happened very rapidly," explained Theis. "Champs has a pretty easy-to-define hook. The attraction of the program is pretty simple – who wouldn't want to be the best in their area? If I rule my home, then my hobby shop, it's only natural that I would want to see how my skills compare to others in my area. It really means something to hold a title, to be the best. To me, pride is the best prize, and Champs really will deliver that prize."

Theis explained that Champs is traditionally a jumping-off point for tournament-level players as the next step after attending Prereleases and in-store events. Champs will allow fledgling players to stretch their tournament legs in a wide variety of formats.

"Plus, the three events also allow for the possibility of a Triple Crown Champion," Theis added. Tantalized by a possibility he hadn't considered before, he made an on-the-spot promise, "How cool would that be? If someone can pull off the impossible and lock down a Triple Crown Championship, I will make sure that Wizards makes it worth their while."

The success of last year's Two-Headed Giant events with the launch of the new rules inspired Wizards to kick off the program's expansion with the team format.

"I'm very proud of the Two-Headed Giant format," Theis beamed. "Every department in our company really came together to make it a success. Most players begin playing **Magic** in multiplayer formats, and the new Two-Headed Giant rules give a clear, universal way to play the game.

"We chose Two-Headed Giant as a Champs program, because the idea of a team Championship is very attractive. You and a buddy against the world...or a state, province, etc., in this case. I know that when I was playing competitively, there were some amazing players in my community that for various reasons wouldn't play in sanctioned **Magic** events. 2HG is the perfect way to bring in that cantankerous partner, who just happens to rock at **Magic**. *48 Hours*, anyone??? I guess *Rush Hour* is a more current reference...sigh."

***"The three events also allow for the possibility of a Triple Crown Champion. How cool would that be?" – Jake Theis***

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This also explained the thinking behind adding Limited Champs to the schedule. "When we were shopping for the third Champs program for the year, we noticed that we didn't have many opportunities for players to participate in large-scale Limited events through the year. Also, *Ravnica-Guildpact-Dissension* Limited should turn out to be a format that people will talk about for years. The combination of these two factors makes Limited Champs a must-play event."

I tried to wheedle the details of the new card prizes that are being offered for these events but Jake was not ready to let that particular feline out of the dice bag. He promised "that they will be amazing. We are using a new promo card concept, and I think players will get a kick out of them." Details will be made available in the coming weeks here on [magicthegathering.com](http://magicthegathering.com).

Jake also teased that the prizes for each of the three Champs events will be different. Perhaps tired of me calling him The Deckspert, he offered the following cattle call for feedback.

"I would like players to give us some feedback on what they'd like to see. In fact, why don't they email you, the one and only BDM, and tell you what they would want for Top 8 prizes? **Magic** is all about player empowerment...and torturing Brian David-Marshall."

#### 2006 CHAMPS SCHEDULE

Mark your calendars for these three Champs events!

- March 18: Limited Two-Headed Giant
- June 24: Limited
- October 21: Standard

One of the prizes that will be consistent throughout the year will be photos of the winners showcased on the Champs results pages. This was especially excited of the idea, which happened to be his brainchild. I asked him where the idea originated.

"Currently, we showcase Top 8 decklists with the players' names and their Champs region. This is the logical extension of that initiative. Win Champs; Win Fame. You see, Brian, I'm a pretty vain, egotistical guy...and beautiful, too. I was thinking what would I want if I was state champion? Cards? Yes. Local notoriety? Yes. The immortality of seeing my picture showcased on [magicthegathering.com](http://magicthegathering.com) for a year? You betcha."

I also expressed my gratitude to Jake for the streamlining the name of the program to the simple and efficient "Champs", knowing that that I will be grateful to not have to type in all the damn prefixes that had been accumulating around the event.

"Viva Champs!" proclaimed The Deckspert. "One of the exciting things about **Magic** is that it is a global game. It is printed in nine languages and played in dozens of countries. Many of Wizards' early initiatives logically were focused on the Western Hemisphere, but as the game has grown, our offerings have had to change. Initially, we had a state champs program but not every country has states. Champs is bigger than States, bigger than Canadian provinces, too. Yes, I said bigger than Canada. Champs is a program where anyone can enter and compete to be the best.

"I want players to view Champs as their way to grab the ball and start running. If you want to be a top **Magic** player and haven't been to a tournament yet, show up to Champs and let's see what you got. If you are currently a top player, why not step up and claim your rightful title?"

## Card Pools and Decklists

For those of you who can't wait until June for Limited Champs, never fear. The Sealed Deck [qualifier season for Pro Tour-Prague](#) starts this weekend. While I will be missing events in Maine and Toronto this coming weekend, I did play in a warm-up tournament on New Year's Day for a **Time Walk** at Neutral Ground in New York City. The New Year's Day **Time Walk** tournament is a Neutral Ground tradition that goes back to New Year's Day 1996, making this the 11th **Time Walk** event in the store's history.

After going undefeated in the Swiss, I fell in the semifinals with only some booster packs as a prize to salve my wounds. I was going to post my decklist from the Swiss but instead have decided to list the card pool I had to work with. I am also providing Kevin An's card pool. Kevin was also undefeated in the Swiss. I will follow up next week with the actual decks we both played for six rounds (in a field of approximately 40 players). Please post your builds in the forums – my deck was especially tough to build and I would like to see what you would have done in my shoes.

Kevin An		
Top-seeded Card Pool after Swiss		
Main Deck	Sideboard	
75 cards		
1 Duskmantle, House of Shadow	1 Boros Fury-Shield	0 sideboard cards
2 Golgari Rot Farm	2 Brainspoil	
1 Selesnya Sanctuary	1 Cleansing Beam	
4 lands	1 Clinging Darkness	
1 Auratouched Mage	1 Clutch of the Undercity	
1 Barbarian Riftcutter	1 Compulsive Research	
1 Blazing Archon	1 Conclave's Blessing	
1 Boros Recruit	1 Consult the Necrosages	
1 Centaur Safeguard	1 Dark Heart of the Wood	
1 Conclave Equenaut	1 Darkblast	
1 Courier Hawk	1 Dimir Signet	
	1 Disembowel	
	1 Eye of the Storm	

1 Dimir House Guard  
 1 Dimir Infiltrator  
 1 Drake Familiar  
 1 Elves of Deep Shadow  
 1 Ethereal Usher  
 1 Golgari Brownscale  
 1 Goliath Spider  
 1 Grayscaled Gharial  
 1 Greater Mossdog  
 1 Grozoth  
 1 Guardian of Vitu-Ghazi  
 1 Indentured Oaf  
 1 Netherborn Phalanx  
 1 Nightguard Patrol  
 1 Phytohydra  
 1 Roofstalker Wight  
 1 Sabertooth Alley Cat  
 1 Screeching Griffin  
 1 Selesnya Guildmage  
 1 Sell-Sword Brute  
 1 Sewerdreg  
 1 Stinkweed Imp  
 1 Stone-Seeder Hierophant  
 1 Terraformer  
 1 Undercity Shade  
 2 Vedalken Dismissers  
 1 Viashino Fangtail  
 2 Viashino Slasher  
 1 Zephyr Spirit

38 creatures

1 Flight of Fancy  
 1 Gather Courage  
 1 Incite Hysteria  
 1 Last Gasp  
 1 Mindmoil  
 1 Muddle the Mixture  
 1 Peregrine Mask  
 1 Quickchange  
 2 Ribbons of Night  
 1 Seismic Spike  
 2 Shred Memory  
 1 Smash  
 2 Stasis Cell  
 1 Suppression Field  
 1 Surge of Zeal  
 1 Wojek Siren

33 other spells

## Brian David-Marshall

Second-seeded Card Pool after Swiss



### Main Deck

75 cards

2 Golgari Rot Farm  
 1 Selesnya Sanctuary  
 1 Svogthos, the Restless Tomb  
 1 Watery Grave

5 lands

1 Auratouched Mage  
 2 Barbarian Riftcutter  
 1 Belltower Sphinx  
 2 Boros Recruit  
 1 Carven Caryatid  
 1 Conclave Equenaut  
 1 Dimir House Guard  
 1 Drift of Phantasms  
 1 Dromad Purebred  
 1 Elves of Deep Shadow  
 1 Elvish Skysweeper  
 1 Glass Golem  
 1 Golgari Brownscale  
 1 Golgari Grave-Troll  
 2 Infectious Host  
 1 Leashling  
 1 Mausoleum Turnkey  
 1 Roofstalker Wight  
 1 Sabertooth Alley Cat  
 1 Sell-Sword Brute  
 1 Skyknight Legionnaire  
 1 Snapping Drake  
 1 Stinkweed Imp  
 1 Stone-Seeder Hierophant  
 1 Sunhome Enforcer  
 2 Tattered Drake  
 1 Terraformer  
 1 Thoughtpicker Witch  
 1 Trophy Hunter  
 1 Undercity Shade  
 1 Vedalken Dismissers  
 2 Viashino Slasher

1 Boros Fury-Shield  
 1 Brainspoil  
 1 Compulsive Research  
 3 Consult the Necrosages  
 1 Devouring Light  
 1 Dimir Machinations  
 1 Disembowel  
 1 Dizzy Spell  
 1 Dogpile  
 1 Faith's Fetters  
 1 Fists of Ironwood  
 1 Flight of Fancy  
 1 Gather Courage  
 1 Glare of Subdual  
 1 Leave No Trace  
 1 Lightning Helix  
 1 Pariah's Shield  
 1 Peel from Reality  
 1 Peregrine Mask  
 1 Quickchange  
 1 Rain of Embers  
 1 Seismic Spike  
 1 Smash  
 1 Stasis Cell  
 1 Strands of Undeath  
 1 Terrarion  
 1 Twisted Justice  
 1 Wojek Siren

30 other spells

### Sideboard

0 sideboard cards

- 1 Vindictive Mob
- 1 Vinelasher Kudzu
- 1 Votary of the Conclave

40 creatures

In 60-card news, the results from The Finals are in! The Finals is a Japanese end-of-year Championship featuring six rounds of Standard and six rounds of Extended followed by a single-elimination Top 8 using the Standard decks.

Masashiro Kuroda – my favorite **Magic** player of all time – walked away with the hardware. He had plenty of high-profile company in the Top 8 with Pro Tour-Nagoya winner Shu Komuro, Pro Tour-Columbus finalist, Grand Prix Juggernaut Masahiko Morita, and Jon Finkel impersonator Akira Asahara.

I should have an interview with Kuroda for you next week, but in the meantime here are the Top 8 Standard decks for you to gnaw on.

### Masashiro Kuroda - Eminent Domain

Winner – The Finals 2005

Main Deck <i>60 cards</i>	Sideboard
<ul style="list-style-type: none"> <li>1 Island</li> <li>1 Mikokoro, Center of the Sea</li> <li>1 Minamo, School at Water's Edge</li> <li>1 Miren, the Moaning Well</li> <li>2 Mountain</li> <li>1 Shinka, the Bloodsoaked Keep</li> <li>4 Shivan Reef</li> <li>1 Shizo, Death's Storehouse</li> <li>1 Sulfurous Springs</li> <li>4 Tendo Ice Bridge</li> <li>2 Underground River</li> <li>4 Watery Grave</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>23 lands</p> <ul style="list-style-type: none"> <li>2 Keiga, the Tide Star</li> <li>2 Kokusho, the Evening Star</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>4 creatures</p>	<ul style="list-style-type: none"> <li>4 Annex</li> <li>2 Boros Signet</li> <li>4 Dimir Signet</li> <li>4 Dream Leash</li> <li>2 Fellwar Stone</li> <li>1 Honden of Seeing Winds</li> <li>3 Icy Manipulator</li> <li>4 Mana Leak</li> <li>3 Pyroclasm</li> <li>2 Tidings</li> <li>4 Wildfire</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>33 other spells</p>
	<ul style="list-style-type: none"> <li>2 Boseiju, Who Shelters All</li> <li>3 Bottle Gnomes</li> <li>2 Cranial Extraction</li> <li>3 Hinder</li> <li>2 Persecute</li> <li>1 Pyroclasm</li> <li>2 Smash</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>15 sideboard cards</p>

### Shuhe Nakamura - Hattori Hanzo Tron

Finalist – The Finals 2005

Main Deck <i>60 cards</i>	Sideboard
<ul style="list-style-type: none"> <li>2 Island</li> <li>1 Minamo, School at Water's Edge</li> <li>1 Shinka, the Bloodsoaked Keep</li> <li>4 Shivan Reef</li> <li>2 Tendo Ice Bridge</li> <li>4 Urza's Mine</li> <li>4 Urza's Power Plant</li> <li>4 Urza's Tower</li> <li>1 Watery Grave</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>23 lands</p> <ul style="list-style-type: none"> <li>4 Keiga, the Tide Star</li> <li>4 Meloku the Clouded Mirror</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>8 creatures</p>	<ul style="list-style-type: none"> <li>2 Blaze</li> <li>3 Compulsive Research</li> <li>2 Confiscate</li> <li>4 Dimir Signet</li> <li>3 Hinder</li> <li>4 Mana Leak</li> <li>3 Pyroclasm</li> <li>2 Sensei's Divining Top</li> <li>3 Telling Time</li> <li>3 Tidings</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>29 other spells</p>
	<ul style="list-style-type: none"> <li>1 Boseiju, Who Shelters All</li> <li>1 Confiscate</li> <li>3 Cranial Extraction</li> <li>2 Godo, Bandit Warlord</li> <li>2 Pithing Needle</li> <li>1 Pyroclasm</li> <li>1 Rewind</li> <li>2 Ribbons of Night</li> <li>1 Tatsumasa, the Dragon's Fang</li> <li>1 Umezawa's Jitte</li> </ul> <hr style="width: 50%; margin: 5px 0;"/> <p>15 sideboard cards</p>

### Shu Komuro - Eminent Domain: "Merry X'macci"

Semifinalist – The Finals 2005

Main Deck <i>60 cards</i>	Sideboard
<ul style="list-style-type: none"> <li>1 Boseiju, Who Shelters All</li> <li>4 Annex</li> </ul>	<ul style="list-style-type: none"> <li>1 Boseiju, Who Shelters All</li> </ul>

4 Dimir Aqueduct	4 Boros Signet	3 Cranial Extraction
1 Mikokoro, Center of the Sea	4 Compulsive Research	2 Eradicate
1 Minamo, School at Water's Edge	4 Confiscate	3 Hinder
1 Miren, the Moaning Well	4 Dimir Signet	1 Meloku the Clouded Mirror
1 Oboro, Palace in the Clouds	3 Pithing Needle	2 Persecute
1 Shinka, the Bloodsoaked Keep	4 Pyroclasm	3 Ribbons of Night
4 Shivan Reef	2 Tidings	
1 Shizo, Death's Storehouse	4 Wildfire	
2 Sulfurous Springs		15 sideboard cards
4 Tendo Ice Bridge	33 other spells	
2 Underground River		
23 lands		
2 Keiga, the Tide Star		
2 Kokusho, the Evening Star		
4 creatures		

## Dai Satou - Eminent Domain

Semifinalist – The Finals 2005



### Main Deck 60 cards

### Sideboard

3 Battlefield Forge	4 Annex	4 Defense Grid
6 Island	3 Boros Signet	2 Icy Manipulator
1 Mikokoro, Center of the Sea	4 Compulsive Research	2 Ivory Mask
1 Minamo, School at Water's Edge	4 Confiscate	4 Nikko-Onna
1 Oboro, Palace in the Clouds	2 Copy Enchantment	3 Wrath of God
4 Sacred Foundry	3 Dimir Signet	15 sideboard cards
4 Shivan Reef	1 Form of the Dragon	
3 Tendo Ice Bridge	4 Mana Leak	
23 lands	2 Pithing Needle	
	1 Tatsumasa, the Dragon's Fang	
1 Godo, Bandit Warlord	2 Tidings	
1 Keiga, the Tide Star	4 Wildfire	
1 Meloku the Clouded Mirror	34 other spells	
3 creatures		

## Takuma Itou - Gifts Ungiven

Quarterfinalist – The Finals 2005



### Main Deck 60 cards

### Sideboard

4 Brushland	1 Cranial Extraction	1 Cranial Extraction
4 Forest	1 Death Denied	2 Ghost-Lit Stalker
3 Golgari Rot Farm	1 Footsteps of the Goryo	3 Last Gasp
1 Island	4 Gifts Ungiven	1 Life from the Loam
2 Plains	4 Kodama's Reach	3 Loxodon Hierarch
3 Selesnya Sanctuary	1 Nightmare Void	3 Pithing Needle
3 Swamp	4 Putrefy	1 Rending Vines
3 Tendo Ice Bridge	1 Rending Vines	1 Wear Away
23 lands	4 Sensei's Divining Top	15 sideboard cards
	1 Soulless Revival	
1 Grave-Shell Scarab	1 Wear Away	
1 Hana Kami	4 Wrath of God	
1 Kokusho, the Evening Star	27 other spells	
1 Meloku the Clouded Mirror		
4 Sakura-Tribe Elder		
2 Yosei, the Morning Star		
10 creatures		

## Akira Asahara - Battle of Wits: "The One"

Quarterfinalist – The Finals 2005



### Main Deck

### Sideboard

245 cards

- 4 Adarkar Wastes
- 4 Caves of Koilos
- 4 Dimir Aqueduct
- 23 Island
- 4 Mikokoro, Center of the Sea
- 19 Plains
- 4 Quicksand
- 19 Swamp
- 4 Tendo Ice Bridge
- 4 Underground River
- 4 Watery Grave

93 lands

- 4 Kagamaro, First to Suffer
- 4 Meloku the Clouded Mirror
- 1 Wandering Ones

9 creatures

- 4 Battle of Wits
- 4 Boros Signet
- 4 Brainspoil
- 4 Clutch of the Undercity
- 4 Compulsive Research
- 3 Confiscate
- 4 Consult the Necrosages
- 4 Counsel of the Soratami
- 4 Cranial Extraction
- 4 Cruel Edict
- 4 Dark Banishing
- 4 Diabolic Tutor
- 4 Dimir Signet
- 4 Enduring Ideal
- 4 Faith's Fetters
- 4 Fellwar Stone
- 4 Final Judgment
- 4 Gifts Ungiven
- 4 Gulgari Signet
- 4 Hideous Laughter
- 4 Hinder
- 4 Last Gasp
- 4 Mana Leak
- 4 Night of Souls' Betrayal
- 4 Remand
- 4 Remove Soul
- 4 Rewind
- 4 Selesnya Signet
- 4 Sensei's Divining Top
- 4 Sickening Shoal
- 4 Sift
- 4 Sleight of Hand
- 4 Spectral Searchlight
- 4 Telling Time
- 4 Tidings
- 4 Wrath of God

143 other spells

- 1 Genju of the Realm
- 1 Leave No Trace
- 4 Muddle the Mixture
- 4 Persecute
- 1 Scour
- 4 Shadow of Doubt

15 sideboard cards

### Masahiko Morita - Battle of Wits: "248"

Quarterfinalist - The Finals 2005



#### Main Deck 248 cards

- 4 Adarkar Wastes
- 4 Caves of Koilos
- 4 Cloudcrest Lake
- 4 Dimir Aqueduct
- 19 Island
- 4 Mikokoro, Center of the Sea
- 1 Minamo, School at Water's Edge
- 1 Oboro, Palace in the Clouds
- 14 Plains
- 4 Quicksand
- 17 Swamp
- 4 Tendo Ice Bridge
- 4 Underground River
- 4 Waterveil Cavern
- 4 Watery Grave

92 lands

- 4 Kagamaro, First to Suffer
- 3 Meloku the Clouded Mirror
- 1 Wandering Ones

8 creatures

- 4 Battle of Wits
- 4 Boros Signet
- 4 Brainspoil
- 4 Clutch of the Undercity
- 4 Compulsive Research
- 1 Confiscate
- 4 Consult the Necrosages
- 4 Counsel of the Soratami
- 3 Cranial Extraction
- 4 Cruel Edict
- 4 Dark Banishing
- 4 Diabolic Tutor
- 4 Dimir Signet
- 4 Enduring Ideal
- 2 Eradicate
- 4 Faith's Fetters
- 4 Fellwar Stone
- 4 Final Judgment
- 4 Gifts Ungiven
- 4 Gulgari Signet
- 3 Hideous Laughter
- 4 Hinder
- 4 Last Gasp
- 4 Mana Leak
- 4 Night of Souls' Betrayal
- 1 Nightmare Void
- 4 Remand
- 4 Remove Soul
- 3 Rend Flesh
- 4 Rewind
- 4 Selesnya Signet

#### Sideboard

- 4 Bottle Gnomes
- 2 Circle of Protection: Red
- 1 Cranial Extraction
- 1 Eradicate
- 1 Ivory Mask
- 1 Life from the Loam
- 4 Muddle the Mixture
- 1 Scour

15 sideboard cards

4 Sensei's Divining Top
3 Sickening Shoal
4 Sift
4 Sleight of Hand
4 Spectral Searchlight
4 Telling Time
4 Terrarion
4 Tidings
4 Wrath of God
148 other spells

Yuuichi Yamaguchi - Enduring Ideal: "Curse of Saijo"		
Quarterfinalist – The Finals 2005		
Main Deck		Sideboard
60 cards		
4 Adarkar Wastes	4 Boros Signet	1 Boseiju, Who Shelters All
1 Boseiju, Who Shelters All	3 Confiscate	2 Cranial Extraction
7 Island	4 Enduring Ideal	1 Genju of the Realm
3 Plains	4 Faith's Fetters	1 Ivory Mask
4 Sacred Foundry	4 Fellwar Stone	4 Mana Leak
4 Tendo Ice Bridge	3 Form of the Dragon	1 Privileged Position
23 lands	2 Ivory Mask	3 Pyroclasm
	4 Sleight of Hand	2 Shadow of Doubt
	4 Telling Time	15 sideboard cards
	4 Wrath of God	
0 creatures	1 Zur's Weirding	
	37 other spells	

## Firestarter: Build My Deck

You've seen my card pool for the New Year's Day Time Walk Event. So what would you do with it? Post in the forums and I'll show you next week what I did to run the table in the Swiss.

*Brian David-Marshall has been involved in **Magic** since 1994 when he was violently shaken by someone searching for the game. He has organized tournaments, run a store, and is currently the Pro Tour Historian. His latest venture is [Top8Magic.com](http://Top8Magic.com), the publishing house that is releasing Michael J. Flores: Deckade.*



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