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10 Decks in 10 Weeks: Aeon in Flux (U/R)

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Building on a Budget
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Welcome back to 10 Decks in 10 Weeks! For those who haven't been with us the last couple of weeks, this is a bold experiment in which I take a two-color deck, fully evolve it, and then use the cards in one of the colors of that deck as the starting point for the deck in the following week!



Last week's deck was a green-red Wild Pair deck. This week's deck is a red-blue Aeon Chronicer deck. Here's the red cards that we left off with from last week's build:

- 10 Decks in 10 Weeks! Each week, I evolve a 2-Color Standard-legal deck that costs 30 tickets or less. At the beginning of the next week, I keep all of the cards of one of the two colors, and then switch to a different color combination!
- Week 1: G/W - [The Two Ladies](#)
- Week 2: G/R - [A Wild Pair](#)
- **Week 3: R/U - The Chronicer**
- Week 4: U/B - Grim Outlook
- Week 5: B/W - Rescue Me
- Week 6: W/U - A Blink In Time
- Week 7: W/R - ???
- Week 8: R/B - ???
- Week 9: B/G - ???
- Week 10: G/U - ???

Wild Pair

Main Deck
32 cards

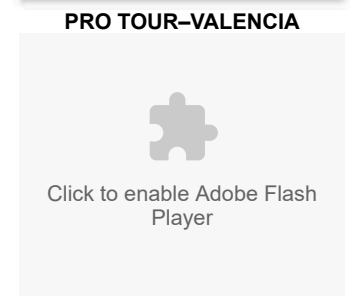
10 Mountain 4 Terramorphic Expanse 14 lands	4 Avalanche Riders 4 Gruul Guildmage 3 Shard Phoenix 1 Blood Knight 1 Jaya Ballard, Task Mage 1 Stingscourger 14 creatures	4 Cloudstone Curio 4 other spells
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That's 32 of 60 cards, so let's fill in the other 28 cards of this blue-red Aeon Chronicer deck, shall we?

The card I'm building around this week is Aeon Chronicer. The Chronicer has three abilities, two of which are tied together. Let's take a look at the card, and see which cards would be best used in conjunction with this rare.



Name: Aeon Chronicer
Cost: 3 U/R
Power/Toughness: */*



Type: Creature – Avatar

Ability #1: *Aeon Chronicler's* power and toughness are equal to the number of cards in your hand.

Building Goal #1: Does this ability look familiar? Word for word (excepting the name of the creature, for you nitpickers out there), this is the same ability as *Maro's*. If *Aeon Chronicler* had no other text, it would be a *Maro* in a different color, at one more mana. What does *Maro* need to work? Cards. Lots of cards in hand!

The first goal of building an *Aeon Chronicler* deck, therefore, is to find a way to keep your hand stocked with cards. This can be accomplished through many ways.

You can play a lot of cantrips – cards which allow you to draw a card when cast – such as *Electrolyze* and *Repeal*. This way, you can both affect the board, and keep your hand size up at the same time.

You can play spells specifically designed to draw cards, such as *Tidings* or *Dimir Guildmage*. These cards will keep your hand replenished, and allow your *Aeon Chronicler* to be huge.

You can play spells which can be returned to your hand after being cast. This includes buyback spells such as *Whispers of the Muse*, or cards which return from the graveyard, such as *Shard Phoenix* (which, happily, is already a carry-over from last week!)

You can play spells which affect multiple targets at once, to minimize the number of spells you need to play before *Aeon Chronicler* hits the board. This includes playing cards like *Pyroclasm* instead of *Volcanic Hammer*, or *Boom // Bust* (for Bust) instead of *Stone Rain*.

Ability #2: Suspend X – (X)(3)(♣). X can't be 0. Whenever a time counter is removed from *Aeon Chronicler* while it's removed from the game, draw a card.

Building Goal #2: The minimum suspend cost of *Aeon Chronicler* is therefore five mana – one blue, three generic, and an "X" value greater than zero. This allows you to use *Aeon Chronicler* in one of two ways – you can play him as a *Nantuko Shaman*, or as an uncounterable *Phyrexian Arena* that eventually comes into play as a large creature.

If you're playing *Aeon Chronicler* as a *Nantuko Shaman*, you can consider the following: *Maro* costs (2)(♣)(♣) to cast. If you suspend *Aeon Chronicler* at five mana, you get a cantrip *Maro* with haste (when creatures unsuspend, they enter play with haste). The two abilities – drawing a card when a time counter is removed, and having power and toughness equal to the number of cards in your hand – are synergistic.

If you're playing *Aeon Chronicler* as a *Phyrexian Arena*, then you want a ton of mana. The longer *Aeon Chronicler* stays out of play, the more turns you'll draw an extra card each upkeep. In order to power this strategy, you're going to need to play a lot of lands, mana acceleration, and be able to drag the game out past the first few turns. The advantage you have here, over playing *Phyrexian Arena*, is that you cannot counter the suspend ability itself. Suspending a card is an uncounterable ability. You *can* counter the creature once it unsuspends – that is when it becomes a spell that can be countered. You can even counter the counter-removing or card-drawing triggers with something like *Trickbind*. However, paying a blue and four colorless to remove *Aeon Chronicler* from the game with one time counter cannot be stopped with a *Counterspell*. Unlike *Phyrexian Arena*, a suspended *Aeon Chronicler* can't be killed by *Krosan Grip* or *Disenchant*, can't be bounced by *Boomerang*, and doesn't ping you for a point of life each upkeep.

For the first build of the deck, I wanted to focus on the former – using *Aeon Chronicler* as a hasty, cantrip *Maro*. This means that I could concentrate more on card drawing, and less on mana acceleration. To this effect, here's what I put into the deck:

Add: 4 *Aeon Chronicler*

A no-brainer, considering this is the guy we're building the deck around!

Add: 4 *Electrolyze*

This fits under the cantrip category, and it can kill two one-toughness creatures, or one two-toughness creature.

Add: 4 *Compulsive Research*

This is the best pure card-drawing spell available to blue in Standard right now, and competes with *Harmonize* for the title of best one-shot card drawing spell in Standard, amongst all colors. In a deck that wants to have cards in hand, this is a shoo-in.

Add: 3 *Wheel of Fate* and 4 *Timecrafting*

These were the last additions to the deck. *Wheel of Fate* allows me to draw seven cards at once, but on a four-turn clock. If I don't have a lot of cards in hand, this is a quick way to get *Aeon Chronicler* into full form using only one spell. To better facilitate quick *Wheel of Fates*, I decided to try out *Timecrafting*. *Timecrafting* serves a dual purpose – I can speed up a *Wheel of Fate* at the end of an opponent's turn, so I can untap with a full hand, or I can speed *Aeon Chronicler* into play, and draw a lot of cards in the process. For instance, if *Aeon Chronicler* is suspended with three counters, and I hit it with *Timecrafting* for three (removing the counters), I draw three cards. Drawing cards from counters being removed from *Aeon Chronicler* is not contingent on having them be removed via your upkeep – if you remove them in any way, you draw cards from the Chronicler.

Add: 9 *Islands*



To be honest, this deck is still more red-heavy than blue-heavy, and this is a deck that wants to run *Ravnica* bouncelands (*Izzet Boilerworks* in particular) instead of *Terramorphic Expanse* – returning a land to your hand to fuel *Aeon Chronicler* while advancing your mana count is better than searching a land out of your deck for this build. This change will be made after the first update for the deck, unless *Terramorphic Expanse* proves to be an all-star.

Aeon in Flux 1		
Main Deck 60 cards		
9 Island	4 Avalanche Riders	4 Cloudstone Curio
10 Mountain	4 Gruul Guildmage	4 Compulsive Research
4 Terramorphic Expanse	3 Shard Phoenix	4 Electrolyze
23 lands	4 Aeon Chronicler	4 Timecrafting
	1 Blood Knight	3 Wheel of Fate
	1 Jaya Ballard, Task Mage	19 other spells
	1 Stingscourger	
	18 creatures	

Game 1: Maddprof (Mono-Green Aggro)

He gets turn-one Search for Tomorrow, turn-two *Silhana Ledgewalker*, and turn-three *Blanchwood Armor*, giving him a 5/5 untargetable creature. My hand has one *Shard Phoenix*, but I get stuck at three lands, and die very, very quickly.

Record: 0-1

Game 2: Wjames (G/W/B Saffi Eriksdotter/Adakar Valkyrie)

I get *Wheel of Fate* plus *Timecrafting*, drop *Cloudstone Curio*, and start using *Stingscourger* plus *Shard Phoenix* to bounce his threats off of the board. He drops *Akroma*, *Angel of Wrath* and *Necrotic Sliver*, but I get double *Aeon Chronicler*, make them 8/8 thanks to their triggers and my bounce, and punch past his defense to win the match.

Record: 1-1

Game 3: PenDraco_Maug (G/R/B Primal Forcemage)

I mulligan into double *Island* and never draw another land before dying to his army of guys, which include *Rakdos Guildmage*, *Llanowar Elves*, and *Primal Forcemage*. My hand includes double *Electrolyze*.

Record: 1-2

Well, if there's one thing for sure, it's that my initial premonitions about the mana in this deck were correct – in order to keep playing spells while ramping up to enough mana to suspend *Aeon Chronicler*, I want to have a lot of mana-producing lands in the deck. Out comes *Terramorphic Expanse*, and in goes *Izzet Boilerworks*.

In addition, I'm really worried about dying to a quick weenie rush – the first and third games were really no contest, and I don't want to get blown out like that again. I add in *Rough/Tumble* – most opposing weenies are non-flyers, allowing my *Shard Phoenix* to survive a sweep late-game, or giving me the option to kill things like *Adarkar Valkyrie* later in the game using the Tumble half of *Rough // Tumble*.

I also add in another *Mountain* to help my land count. To make room for the *Mountain* and the three *Rough // Tumble*, I take out the four *Gruul Guildmage* – their better ability is the green ability, so they are pretty sub-optimal in this deck.

Aeon in Flux 2		
Main Deck 60 cards		
9 Island	4 Avalanche Riders	4 Cloudstone Curio
4 Izzet Boilerworks	3 Shard Phoenix	4 Compulsive Research
11 Mountain	4 Aeon Chronicler	4 Electrolyze
24 lands	1 Blood Knight	3 Rough // Tumble
	1 Jaya Ballard, Task Mage	4 Timecrafting
	1 Stingscourger	3 Wheel of Fate
	14 creatures	22 other spells

Out: 4 *Gruul Guildmage*, 4 *Terramorphic Expanse*

In: 4 *Izzet Boilerworks*, 3 *Rough // Tumble*, 1 *Mountain*

Game 4: Doubledown42 (Mono-Blue Control)

I draw a ton of lands, suspend *Wheel of Fate*, and draw into triple *Cloudstone Curio*. He plays a couple of smaller guys (like *Looter il-Vec*), Pongifies them both, and then drops an *Aeon Chronicler* of his own. I never draw a creature, and get smashed in short order. Record: 1-3

Rules Primer #1: Does *Wheel of Fate* kill *Aeon Chronicler*? The answer is no! *Wheel of Fate* reads: "Each player discards his or her hand, then draws seven cards." Although there is a time during the resolution of

Wheel of Fate at which you have no cards in hand, state-based effects (the rules which check to see if zero-toughness creatures die) are not checked during the resolution of a spell or effect. Therefore, since discarding your hand and drawing seven cards are all part of the same spell, there is no time at which the rules will see that you have zero cards in hand for your Chronicler, making him safe from death by **Wheel**!



Game 5: Cloud_821 (W/R/B Slivers)

He gets **Sedge Sliver**, **Necrotic Sliver** and **Sinew Sliver**. I can't actually kill any of his guys, since they regenerate, and I get crushed rather quickly here too.

Record: 1-4

Memo to myself – this deck needs bounce. I need to be able to remove threats from the board to buy time to set up my game. **Repeal** is a natural add in this deck, as it's a cantrip. The other bounce spell I decide to run is **Riftwing Cloudskate** – it works well with **Timecrafting** and **Rough // Tumble**, and it gives me another offensive threat for the deck.

To make room for these cards, I gank out **Avalanche Riders** (easily worth as much, monetarily, as the rest of the deck put together!) and **Cloudstone Curio**. I mainly kill the Riders not out of budgetary concerns (the deck is well under 30 tickets), but because players really don't want to play against land destruction. Last week, there was some concern about my ability to destroy four to six lands a turn. While I personally have no problem with a splash of land destruction in a deck (after all, how else do you deal with threats like **Academy Ruins**, **Urborg**, or **Tomb of Urami**?), I will try to do my best to avoid it unless it's an integral part of the deck. Last week, **Avalanche Riders** worked well with **Cloudstone Curio** and **Wild Pair**. This week, it's out of theme, and therefore gone – along with **Cloudstone Curio** itself.

Aeon in Flux 3		
Main Deck		
60 cards		
9 Island	3 Shard Phoenix	4 Compulsive Research
4 Izzet Boilerworks	4 Aeon Chronicler	4 Electrolyze
11 Mountain	1 Blood Knight	4 Repeal
24 lands	1 Jaya Ballard, Task Mage	3 Rough // Tumble
	4 Riftwing Cloudskate	4 Timecrafting
	1 Stingscourger	3 Wheel of Fate
	14 creatures	22 other spells

Out: 4 **Cloudstone Curio**, 4 **Avalanche Riders**

In: 4 **Repeal**, 4 **Riftwing Cloudskate**

Game 6: BurgerBaldwin (Mono-Green Aggro)

Once again, I get run over by **Silhana Ledgewalker** and friends. I do have **Shard Phoenix** and **Rough // Tumble** in the deck, but I keep losing to quick creature hordes. It might be time to add in even more early defense, especially spells which can kill untargetable creatures!

Record: 1-5

Game 7: Hidster (U/G **Reality Acid**)

Hidster is running a lot of bounce spells, but I get early **Riftwing Cloudskates**, set back his mana development several turns by hitting **Simic Growth Chambers**, and begin beating him down. He needs to bounce and Evacuate my flyers to stay alive, letting me bounce his lands seven times in one game! By the end of the game, he's drawn his first **Reality Acid**, but I have twelve lands on the board to his four, and have no trouble overpowering him with my flyers.

Record: 2-5

Time for more changes. I realize that I've had no problem winning games against slower, control-oriented decks, as I can outdraw them – and in the control on control match, he who draws more cards (which translate into options) wins. My weakness is against weenie decks. To shore up these deficits in my deck, I change up some cards.

First, I add in 3 **Pyroclasm**. This gives me a total of 6 spells that can wipe out 1 and 2 toughness creatures. Plus, the more **Rough // Tumble/Pyroclasm** I have, the more of a chance I'll draw two in a game and be able to take out larger creatures en-masse.

In addition, I want some mana acceleration in the deck. I've had several games where I'm stuck playing one spell a turn, with several options in hand – or stuck with a **Shard Phoenix** in hand and one mana short of wiping out my opponent's board. Good ol' standby **Izzet Signet** fits the bill here.

To make room for these spells, I remove one **Mountain** (which four **Izzet Signets** should more-than-compensate for), the **Stingscourger** and **Blood Knight**, and the four **Electrolyze**. **Electrolyze** seemed good in theory, but it never really killed any creatures worth noting. It can't kill **Silhana Ledgewalker**, and it's slow against other guys. I'd rather take out **Birds of Paradise** and **Silhana Ledgewalker** with **Pyroclasm** on turn two than kill only **Birds** on turn three.

Aeon in Flux 4

Main Deck 60 cards

9 Island	3 Shard Phoenix	4 Compulsive Research
4 Izzet Boilerworks	4 Aeon Chronicler	4 Izzet Signet
10 Mountain	1 Jaya Ballard, Task Mage	3 Pyroclasm
23 lands	4 Riftwing Cloudskate	4 Repeal
	12 creatures	3 Rough // Tumble
		4 Timecrafting
		3 Wheel of Fate
		25 other spells

Out: 1 Stingscourger, 1 Blood Knight, 4 Electrolyze, 1 Mountain
In: 4 Izzet Signet, 3 Pyroclasm

Game 8: dktaf (Gruul Aggro)

In previous games, I got run over by Green-based aggro decks. This time, I repeal an early **Kird Ape**, **Rough/Tumble Silhana Ledgewalker** and **Llanowar Elves** off the board, drop **Aeon Chronicler** as a 6/6 on turn five, and clear the board with bounce to kill him in three swings with my huge avatar.

Record: 3-5

Game 9: jorcook (B/G/W Control)

I frequently complain about people who play tournament-level decks (as in Pro Tour and States-winning tournament-level) in the casual room. This week, eleven of my twenty games in the *Casual* room were against these sorts of decks – in other words, the majority! At this point, I've given up complaining about these decks – until Magic Online version 3.0 or a better definition from the powers-that-be about what is or isn't appropriate to play in any given room, I'm just viewing these decks as baptism by fire. In this case, my deck isn't yet up to the task of battling against a deck full of **Mortify**, **Putrefy**, **Loxodon Hierarchs**, and multiple **Wrath of Gods**.

Record: 3-6

Game 10: Amaziah (Mono-Blue Flyers)

He gets control early, but I **Pyroclasm** and **Rough // Tumble** and **Shard Phoenix** away his team. I then get **Wheel of Fate** into triple **Aeon Chronicler**. The first two get bounced off the board by **Boomerang** and **Snapback**, but the third one comes down as a 13/13 thanks to **Timecrafting**, and hits him for most of his life total. He's expended his hand keeping the first two **Aeon Chroniclers** off the board, and the rest is elementary.

Record: 4-6

The games I've won have generally either been on the back of **Riftwing Cloudskate** clearing the way for **Aeon Chronicler**, or of a huge (6/6 to 13/13) **Aeon Chronicler** finishing the game in two to three hits. Since this is the strategy that seems to work best (clear the way for a couple of game-ending hits, and not a gradual wear-down of life total), let's capitalize on it.

I've faced a few **Conflagrate/Fathom Seer** decks in the casual rooms over the past few weeks – these decks get an early **Conflagrate** into the graveyard, get through about 8-9 early damage, and then have one big turn where they flip over **Fathom Seer** (draw two, plus return two **Islands** to your hand), and then discard 10-12 cards to **Conflagrate** to kill in one turn. This seems like it could go hand-in-hand with my **Aeon Chronicler** strategy – hit once with a 10/10 **Aeon Chronicler**, and then spend [manacost: RR] to discard all ten cards and finish my opponent off with **Conflagrate**.

In addition, I have so many card-drawing spells and effects in this deck that losing a lot of cards to flashback **Conflagrate** isn't back-breaking for the deck. To incorporate the **Conflagrate/Fathom Seer** engine, I take out one to two copies of a lot of the four-ofs in the deck. Out goes a **Riftwing Cloudskate**, two **Shard Phoenix**, a **Repeal**, a **Compulsive Research**, and a **Timecrafting**. In addition, **Conflagrate** gives me another way to kill creatures, so **Rough // Tumble** is less necessary. I take them out, and add in a fourth **Pyroclasm**, which can kill **Birds of Paradise** (which I seem to be facing a lot) more easily.



Aeon in Flux 5

Main Deck 60 cards

9 Island	1 Shard Phoenix	3 Compulsive Research
4 Izzet Boilerworks	4 Aeon Chronicler	4 Izzet Signet
10 Mountain	4 Fathom Seer	4 Pyroclasm
23 lands	1 Jaya Ballard, Task Mage	3 Repeal
	3 Riftwing Cloudskate	4 Conflagrate
	13 creatures	3 Timecrafting
		3 Wheel of Fate
		24 other spells

Out: 3 Rough // Tumble, 1 Riftwing Cloudskate, 2 Shard Phoenix, 1 Repeal, 1 Compulsive Research, 1 Timecrafting
In: 4 Conflagrate, 1 Pyroclasm, 4 Fathom Seer

Game 11: keeper of the melon (B/W Control)

This game is off the hook. He gets **Twisted Abomination**, **Shrieking Grottesque**, and double **Avatar of Woe**. I use **Conflagrate** to kill his **Shrieking Grottesque**, and then flash it back to kill his Abomination. I then play **Pyroclasm** plus **Conflagrate** for three to kill his first **Avatar of Woe**, but choose to suspend back-to-back **Aeon Chroniclers** rather than immediately kill his second **Avatar of Woe**. He swings me down to 4 life and then plays **Debtors' Knell**. My first **Aeon Chronicler** unsusponds, and I drop **Fathom Seer**, morph it, play **Timecrafting** to unsuspond my second **Aeon Chronicler**, and swing in for twenty damage with my two 10/10s, with the **Conflagrate** still in my graveyard for another ten damage if he had been able to stop either of my huge guys.

Record: 5-6

Game 12: ThirdDegreeMasterMason (**Dragonstorm**)

I try to make a game of it, but he plays double **Seething Song** into triple **Bogardan Hellkite**, to which I have no answer.

Record: 5-7

It's become clear to me that I really need countermagic in this deck. One of the advantages of running **Aeon Chronicler** is that when it comes into play after being suspended, I have access to all of my mana that upkeep. That means that if my opponent tries to kill the Chronicler, I would have a minimum of five mana available with which to protect my flagship creature. In addition, I need to be able to stop early threats, or larger, game-altering spells (for instance, countering even one of those **Seething Songs** would have allowed me to control the game against my last opponent).

I add in a playset of **Mana Leak** and **Cancel**, and take out the **Wheel of Fate** and **Timecrafting** engines. While they were good in theory, this is the wrong deck for those cards – I already hover around 6-7 cards at all times thanks to all my card drawing, so **Wheel of Fate** is extraneous. Without **Wheel of Fate**, there isn't much of a reason to run **Timecrafting**.

Bonus Idea #1: One thought is to run a blue-red **Wheel of Fate/Timecrafting** deck that runs a critical mass of burn spells – **Volcanic Hammer**, **Shock**, **Seal of Fire**, **Rift Bolt** and the such. Once you get low in hand, use **Wheel of Fate** and **Timecrafting** to immediately fill your hand and throw another salvo at your opponent!

Aeon in Flux 6		
Main Deck 60 cards		
9 Island	1 Shard Phoenix	3 Compulsive Research
4 Izzet Boilerworks	4 Aeon Chronicler	4 Izzet Signet
10 Mountain	4 Fathom Seer	4 Mana Leak
23 lands	1 Jaya Ballard, Task Mage	4 Pyroclasm
	1 Riftwing Cloudskate	3 Repeal
	11 creatures	4 Cancel
		4 Conflagrate
		26 other spells

Out: 2 Riftwing Cloudskate, 3 Wheel of Fate, 3 Timecrafting
In: 4 Mana Leak, 4 Cancel

Game 13: wackywizard69 (W/G Weenie)

He plays a couple of weenies, but I kill them with **Pyroclasm**. I then land **Aeon Chronicler**, and **Mana Leak** his **Faith's Fetters**, hitting him for 6, 7, and then finishing the game with **Conflagrate** for my hand and his remaining life total.

Record: 6-7

Game 14: mwhitmo (U/W/R Angels)

He gets double **Court Hussar** and **Lightning Angel**. He Remands my **Aeon Chronicler** twice, and then my **Fathom Seer**. I get **Aeon Chronicler** to stick to the board a third time, and hit him for 7. He plays **Wrath of God**, and I suspend a second **Aeon Chronicler**. He then **Demonfires** me down to 4, but I hit him for another 7, and finish him off with **Conflagrate** – hardcast for 1, and then flashed back for 5.

Record: 7-7

Game 15: Colorblind79 (W/G Glare)

I suspend **Aeon Chronicler**, and it gets kept out of the game permanently by **Voidstone Gargoyle**. He gets **Loxodon Hierarch**, and I get **Jaya Ballard, Task Mage**. Jaya tries killing the Gargoyle, but Colorblind79 saves his Gargoyle with **Stonecloaker**, which removes the **Conflagrate** I discarded with Jaya from the game. I then try killing **Stonecloaker**, but he saves it with **Whitelane Lion**! On my next turn I kill the Lion by using **Cancel** to counter his **Stonecloaker**, but he replays his **Voidstone Gargoyle**, naming Jaya Ballard. I don't have an answer to that, and die.

Record: 7-8

Game 16: Lord_Guanmel (Mono-Green Aggro)

He gets all four copies of **Silhana Ledge Walker** this game, but I **Pyroclasm** one, **Mana Leak** the second, **Shard**

Phoenix the third, and Cancel the fourth. I also Mana Leak a Giant Solifuge, use Conflagrate on the front end to kill double Birds of Paradise and on the back end to kill a third Birds of Paradise, Dryad Sophisticate, and Llanowar Elves, and drop Aeon Chronicler off of a suspend for a three-turn swing-and-win.

Record: 8-8

Considering I started out 1-5 with this deck, the changes have definitely been making a difference – since then, I've been 7-3, and I've been beating increasingly harder and harder competition. To make the deck even more competitive, I decide to add Urza's lands. These have fantastic synergy with both Aeon Chronicler (to suspend it for an obscene amount) and with Conflagrate (allowing for a huge front-ended Conflagrate to match the obscene back-ended flashback).

I need to make some concessions to the deck in order to run Urza Lands – in order to effectively run them, you need to run all twelve – and this definitely cuts down on the number of colored-mana sources that can be in a deck. For instance, it's harder to get double-blue or double-red mana when twelve of your lands produce colorless mana! Thankfully, I already have eight cards to combat this problem (Izzet Signets and Izzet Boilerworks), so I have a minimal amount of color-shifting to do with my mana base. However, some cards need to go. In particular Fathom Seer needs Islands in specific (and not just random blue mana) to work, so it has to go. In addition, Cancel is harder to play early with fewer Islands, so I want to try out a different piece of countermagic – something like Remand or Rune Snag is a better choice. I opt to go with Rune Snag, because this isn't a tempo deck that can outrace a one-turn delayed threat – I just want a spell gone for good.



In addition to the changes to the land and counterspell base, I add back in a Repeal and a Compulsive Research (Repeal, of course, works great with the Urzatron as well!), and put in one Invoke the Firemind – it can make Aeon Chronicler “go large,” draw me a lot of cards if I have an empty hand, or just aim for the dome for the win.

Aeon in Flux 7		
Main Deck 60 cards		
4 Island	1 Shard Phoenix	4 Compulsive Research
4 Izzet Boilerworks	4 Aeon Chronicler	1 Invoke the Firemind
4 Mountain	1 Jaya Ballard, Task Mage	4 Izzet Signet
4 Urza's Mine	1 Riftwing Cloudskate	4 Mana Leak
4 Urza's Power Plant		4 Pyroclasm
4 Urza's Tower	7 creatures	4 Repeal
		4 Conflagrate
24 lands		4 Rune Snag
		29 other spells

Out: 5 Island, 6 Mountain, 4 Fathom Seer, 4 Cancel

In: 4 Rune Snag, 4 Urza's Mine, 4 Urza's Power Plant, 4 Urza's Tower, 1 Repeal, 1 Compulsive Research, 1 Invoke the Firemind

Game 17: Matthenearly (U/G Reality Acid)

He gets Dream Stalker and attempts to play Cloudstone Curio, but I counter the Curio, and Rune Snag/Mana Leak a Moldervine Cloak twice. He eventually gets the Moldervine Cloak to stick, and then hits me for eight with his Dream Stalker thanks to Crookclaw Transmuter. I drop double Aeon Chronicler and go on the offense. He kills one with Reality Acid and a second Dream Stalker, but I get the Urzatron, hit him with my other Aeon Chronicler, and then finish him off with Invoke the Firemind.

Record: 9-8

Game 18: Mcaillou (U/B Dimir Doppelganger)

I Pyroclasm his early Looter, and drop turn-three Jaya Ballard, which has stayed in the deck since the beginning – with lots of extra cards in hand, I can always have fuel for Jaya's abilities. Randomly, against base-blue decks such as this, Jaya can keep literally every creature off of the board. This is the case here, as Jaya kills Dimir Guildmage and Dimir Doppelganger. I suspend Aeon Chronicler, and even his Nightmare Void can't stop me from killing him with Jaya plus the Chronicler.

Record: 10-8

Game 19: DragonRyderX (U/B Megrim)

I counter Wistful Thinking, bounce Megrim twice with Repeal, drop Aeon Chronicler, get Urzatron, and win with two hits from the Chronicler plus a huge Conflagrate.

Record: 11-8

Game 20: 203 (5-Color Witch-Maw Nephilim) I kill and bounce double Dark Confidant, but he gets Mystic Enforcer and puts Shielding Plax on it. I get knocked down to four life before I can repeal both the Plax and the Enforcer in one turn. He plays Witch-Maw Nephilim and puts the Plax on it, and I draw Repeals numbers three and four. Unfortunately, he drops the

Nephilim back down with the Plax, and makes it 7/7 in one turn. I don't have enough cards in hand to kill him with **Conflagrate**, and lose to his huge Nephilim.
Record: 11-9

Overall, this deck ended up being a good build. Although I started with a rough beginning, I reacted to the cards I was losing to, and made changes that would help the deck win. By the end of the build, I felt like I would be able to beat several of the decks I was weak against in the beginning, and had game against anything I could face. The cost of the deck is under 15 tickets – with the non-Uratron version clocking in under 10 – and the centerpiece of the deck (start to finish) remained **Aeon Chronicler**.

Next week: Out with the Red, in with the **Megrim!**

Before we go, a couple of poll questions I've very curious about getting results to. These refer to the length of the column in general. See y'all next week!



Question: This week's Building on a Budget:

- Answer #1: Too Short
- Answer #2: Too Long
- Answer #3: Just Right!

Question: In general, Building on a Budget is:

- Answer #1: Too Short
- Answer #2: Too Long
- Answer #3: Just Right!

*Ben Bleiweiss has written about his obsession with **Magic: The Gathering** for over a decade. He's travelled the world because of **Magic**, both as a player and a writer. When not spending time playing **Magic**, writing about **Magic**, or thinking about **Magic**, Ben is employed by StarCityGames.com, where he works with **Magic** cards all day long. He lives with his wife in Virginia, and they sleep comfortably at night under their Orgg down comforter.*



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