

Home > Games > Magic > Magicthegathering.com > Columns

# 10 Decks in 10 Weeks: Rescue Me

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Building on a Budget  
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Welcome back to Building on a Budget! This week marks the halfway point through the 10 Decks in 10 Weeks project. In this week's article, I take the blue out of the Grim Outlook deck, and use the remaining cards as the starting point for a White/Black deck based on the Rescue mechanic from *Planar Chaos*! Before we get started, just a quick note.

## 10 Decks in 10 Weeks

I often end up hitting a pretty hefty word count in these articles each week. Because the meat and potatoes of Building on a Budget is teaching people how to

build decks, I sometimes run out of room to talk about topics peripheral to the article at hand – such as deck ideas I thought about while testing that I didn't have time to build, or in-depth explanations about cards I chose not to use at all. If you read Building on a Budget each week and want a little insight into what goes on outside of the article itself, check out the forums of this week's article for an extra helping of my thoughts and writing.

There are four rescue creatures in *Planar Chaos* – **Dust Elemental**, **Stonecloaker**, **Stormfront Riders**, and **Whitemane Lion**. These creatures all have a common ability: When they come into play, they return X number of creatures you control back to your hand. Why would you want to return your own creatures back to your hand?

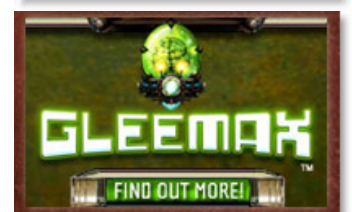
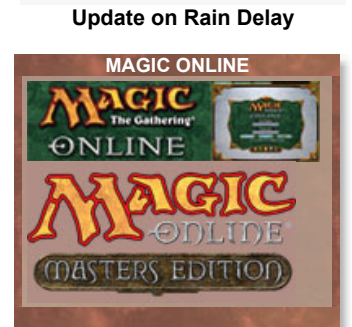
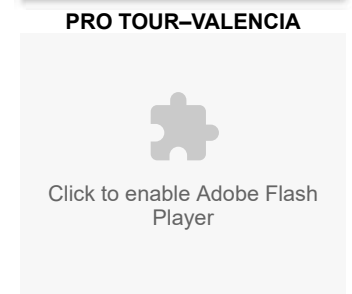
1. To save your other creatures from removal. Three of the four Rescue creatures (all except **Stormfront Riders**) have the flash ability. This allows you to bounce your own guys in response to an opponent's kill spell. Opponent trying to **Shock** your **Leonin Skyhunter**? Play **Whitemane Lion** in response to save your flyer! **Wrath of God** getting you down? A timely **Dust Elemental** will put your entire team back in your hand virtually every time!
2. To reuse comes-into-play effects. White and black have a bevy of creatures that cause an effect to happen when they come into play. Why kill one creature with **Nekrataal** when you can return it to your hand with a **Stonecloaker** and then kill a second creature? **Ravenous Rats** are decent, but they are better when they make your opponent discard, chump block an opposing fat creature, and return to your hand after damage is on the stack – only to make your opponent discard a second time the following turn!
3. To reset vanishing and upkeep costs. Vanishing creatures are great, but they're a limited-time offer. If you've only got one counter left on **Waning Wurm**, use **Stonecloaker** to return it to your hand and play it anew! **Necroplasm** about to kill itself? Not with **Whitemane Lion** on the job.
4. To remove global drawback creatures from the board. Only want **Ghosts of the Innocent** or **Marble Titan** to affect your opponent? Play it out, and then bounce it when you're ready to come in for your attack!
5. To reset creatures that make a choice when they come into play. Done killing your opponent's red creatures with **Pentarch Paladin**? Return it with **Dust Elemental**, and then replay it set to green! Goodbye, **Spectral Force**!
6. To abuse leaves-play effects. The same as #2, above, but in reverse. This applies to **Aven Riftwatcher** and **Faceless Butcher**, mainly.

**Rules Trivia:** **Faceless Butcher** has an interesting quirk. When **Faceless Butcher** comes into play, you remove target creature other than **Faceless Butcher** from the game. When **Faceless Butcher** leaves play, you return the removed creature to play. So what happens if **Faceless Butcher** leaves play before it removes a creature from the game? Let's walk through this step by step:

1. My **Faceless Butcher** comes into play. The trigger to remove a creature from the game goes on the stack – for sake of argument, let's say it's **Avatar of Woe**.
2. In response, I play **Whitemane Lion**. When its comes-into-play trigger resolves, I choose to return **Faceless Butcher** to my hand.
3. When **Faceless Butcher** leaves play, the trigger to return a creature to play goes on the stack.
4. The return-to-play trigger resolves. Since there is no creature removed yet, nothing happens. Then the remove-from-play trigger resolves, removing the creature from the game permanently!
5. If you later replay **Faceless Butcher**, it has no memory of its previous life – so even if it leaves play, the **Avatar of Woe** it giggled the first time out is still removed from the game.



- 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, and begin Building from there!
- Week 1: G/W - [The Two Ladies](#)
- Week 2: G/R - [A Wild Pair](#)
- Week 3: R/U - [Aeon in Flux](#)
- Week 4: U/B - [Grim Outlook](#)
- Week 5: B/W - **Rescue Me**
- Week 6: W/U - [A Blink In Time](#)
- Week 7: W/R - [Sheer Pandemonium](#)
- Week 8: R/B - ???
- Week 9: B/G - [Profusion Confusion](#)
- Week 10: G/U - [Fungal Behemoth](#)



As you can see, the rescue mechanic has a lot more depth and versatility than one might give it credit for! For the first build of Rescue Me, I decided to go with a discard theme – I already have copies of **The Rack** and **Muse Vessel** on hand, so why not put in a few of the black-white discard creatures, and use the rescue creatures to recur them over and over?

Grim Outlook, No Blue		Main Deck 10 cards	
2 <b>Swamp</b>	0 creatures	4 <b>The Rack</b>	
2 lands		3 <b>Muse Vessel</b>	
		1 <b>Wit's End</b>	
		8 other spells	

Wow! After taking out the blue cards, Urzatron, **Gemstone Mines**, and gold cards from last week's deck, we're left with ten cards to build around. I've found that a good starting point with these decks is to insert the appropriate number of *Ravnica* Block bouncelands and Signets into the deck.

In: 4 **Orzhov Basilica**, 4 **Orzhov Signet**

The rescue creatures are not without a drawback. You *need* another creature in play to get a Rescue creature to stick to the board. **Whitemane Lion** will bounce itself if it can't bounce another creature, and it's no good if you get stuck with a hand of five rescue creatures with no way to get them into play! If we assume that 24-26 of the slots of this deck will be lands and Signets, that leaves us around 34 cards left to build with. Eight of these are **Muse Vessel**, **Wit's End** and **The Rack**, so the remaining 26 cards need to be divided between rescue creatures and creatures to be rescued.

I wanted to start with the rescue creatures that also have flash. **Stormfront Riders** is almost certainly the worst of the four rescue creatures from *Planar Chaos*, because it lacks that second ability. The greatest strength of rescue is the ability to use it in response to an opponent's action, and **Stormfront Riders** neuters that option. If I wanted to put two 1/1 creatures into play, I'd play **Icatian Crier**. If I want to stop **Pyroclasm** from wrecking my team, I'll play **Dust Elemental** thankyouverymuch.

In: 4 **Whitemane Lion**, 4 **Stonecloaker**, 2 **Dust Elemental**

I did believe we were going with a discard theme here, so **Ravenous Rats** and **Shrieking Grottesque** are auto-includes. While **Ravenous Rats** is mainly a speedbump on the road of life, **Shrieking Grottesque** is a pretty efficient beater and can double as a win condition in the air.

In: 4 **Ravenous Rats**, 4 **Shrieking Grottesque**

As mentioned above, the rescue creatures can abuse leaves-play triggers on creatures as well as comes-into-play triggers. **Aven Riftwatcher** has both a comes-into-play and a leaves-play trigger, so it seems like a natural fit. I want removal in the deck, so I figure I'll go with fancy-pants **Faceless Butcher** tricks to start, and then see if **Nekrataal**, **Keening Banshee**, **Nightshade Assassin**, **Big Game Hunter**, or **Orzhov Euthanist** might be a better choice for this slot.

In: 3 **Aven Riftwatcher**, 3 **Faceless Butcher**

For the last non-land slots in the deck, I decide to try out **Magus of the Disk**. **Magus of the Disk** has the ability to destroy all artifacts, enchantments, and creatures in play. One interesting note is that the cost to use **Magus of the Disk** is a colorless mana and a tap – meaning that **Magus of the Disk** does not sacrifice itself! This is integral to our purposes, since it means that you can activate **Magus of the Disk**, rescue it with **Whitemane Lion**, and have the **Magus** return to your hand for a second use!

In: 2 **Magus of the Disk**

As the deck needs about equal parts black mana and white mana, I shore up the mana base with an equal number of **Plains** and **Swamps**.

In: 9 **Plains**, 7 **Swamp**

BW Rescue Me 1		Main Deck 60 cards	
4 <b>Orzhov Basilica</b>	3 <b>Faceless Butcher</b>	4 <b>Orzhov Signet</b>	
9 <b>Plains</b>	4 <b>Ravenous Rats</b>	4 <b>The Rack</b>	
9 <b>Swamp</b>	4 <b>Shrieking Grottesque</b>	3 <b>Muse Vessel</b>	
22 lands	3 <b>Aven Riftwatcher</b>	1 <b>Wit's End</b>	
	2 <b>Dust Elemental</b>	12 other spells	
	2 <b>Magus of the Disk</b>		
	4 <b>Stonecloaker</b>		
	4 <b>Whitemane Lion</b>		
	26 creatures		

#### Game 1: Sunflower Seed (Izzet)

I take **Browbeat** and **Lava Axe** for 5, knocking me to 10. I get **Ravenous Rats**, and save it from **Electrolyze** with **Whitemane Lion**. I replay the Rats, and he plays **Pyroclasm**. I try to land **Dust Elemental**, but he has **Remand**. Frown! I drop **Muse Vessel** to the board, and then proceed to draw my second **Dust Elemental**, two **Whitemane Lions**, and a **Stonecloaker**. Five turns later, I finally draw a **Shrieking Grotisque**, finish stripping his hand, and play/replay the Grotisque for **Whitemane Lions** and **Stonecloakers** behind two **Islands** (of his, via **Muse Vessel**), a **Cancel**, and two **Remands** (again, via **Muse Vessel**). Record: 1-0

#### Game 2: Accord3 (Scryb and Force)

He gets an early **Scryb Ranger** and **Wall of Roots**. I get down **Aven Riftwatcher** and **Shrieking Grotisque**, and trade the Grotisque for his Ranger. He has another, and then drops **Spectral Force**. I **Faceless Butcher** the Force, but he drops a **Plains** and a **Mountain**, **Lightning Helixes** my Butcher, drops a second **Spectral Force**, and bashes my face in for 16 a turn.

Record: 1-1

#### Game 3: Malaki\_Rith (Mono-Blue Morph)

This was a really, really intense game. I get early beats in with my flyers, but I can't seem to draw any rescue creatures, so I lose two **Aven Riftwatchers**. Malaki\_Rith drops three morphs. He uses one (**Fathom Seer**) to keep himself out of **The Rack** range. I hit him down to one, and then try to play **Wit's End**. He flips up **Willbender**, and knocks out my entire hand!

Well, he's at 1 and I've got **Shrieking Grotisque** and **Magus of the Disk** on the board, and he's at one life with four cards in hand. He passes the turn, and on my turn he flips up his last morph to reveal **Vesuvan Shapeshifter** – copying my **Magus of the Disk** and blowing up the world. He then proceeds to play **Teferi** (which keeps my rescue guys from doing any real rescuing) and **Tidewalker**.

I get another Grotisque, but it meets with **Reality Acid** plus **Perilous Research**. I drop **Aven Riftwatcher**, and he kills it with **Dream Stalker** and **Reality Acid**. My **Faceless Butcher** takes out his **Tidewalker** (which started as an 8/8 and was down to 6/6), but he drops another one.

I draw and play **Stonecloaker** to return my **Faceless Butcher**, and then replay the Butcher on his **Tidewalker**. On the final turn of the game, I chump block one of his **Tidewalkers**, go down to 1...and finally get through for lethal damage with the **Stonecloaker**!

Record: 2-1

#### Game 4: WonderboyXD (B/R Gargadon)

He suspends turn-one **Greater Gargadon**, and I hit him with **Ravenous Rats** and **Shrieking Grotisque**. He discards **Nether Traitor**, and when he tries to **Crypt Champion** it into play, I drop **Stonecloaker** – this returns my Rats to my hand and removes his 1/1 hasty shadow guy from the game. He plays **Mindslicer** and strips out both of our hands (via the Gargadon), but I draw **Aven Riftwatcher** and race him in the air for the win.

Record: 3-1

#### Game 5: Decicco123 (U/B Reanimator)

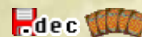
I get a draw with a bunch of **Rescue** guys and no support, and he hard-casts **Avatar of Woe**, and then **Clones** it. When he attacks with the first one, and I **Faceless Butcher** it and **Stonecloaker** my Butcher in response, removing his Avatar for the game. He then attacks again, and I **Faceless Butcher** his second one, but hold back on the **Stonecloaker** – he has **Lurking Informant** on the board, and I'm afraid of him flipping a large guy into his yard and then reanimating it. Unfortunately, he drops **Teferi**, which puts a hose in my gears. However, I draw back-to-back **Muse Vessels**, strip double **Vigor Mortis** from his hand, and then drop **The Rack** to finish him – flying damage plus no-cards-in-hand damage = I win.

Record: 4-1

I seem to be drawing too many rescue creatures, so I decide to cut **Dust Elemental**. **Wit's End** doesn't seem to be great in this deck, because I have eleven other spells that can force an early discard, eight of which can be recurred. In their place, I add in two **Necrotic Sliver** – I'm having troubles with larger creatures, and I'd like to try having a **Vindicate-on-legs** before resorting to **Mortify**.



## BW Rescue Me 2



### Main Deck 60 cards

4 <b>Orzhov Basilica</b>	3 <b>Faceless Butcher</b>	4 <b>Orzhov Signet</b>
9 <b>Plains</b>	4 <b>Ravenous Rats</b>	4 <b>The Rack</b>
9 <b>Swamp</b>	4 <b>Shrieking Grotisque</b>	3 <b>Muse Vessel</b>
22 lands	3 <b>Aven Riftwatcher</b>	11 other spells
	1 <b>Dust Elemental</b>	
	2 <b>Magus of the Disk</b>	
	2 <b>Necrotic Sliver</b>	
	4 <b>Stonecloaker</b>	
	4 <b>Whitemane Lion</b>	
	27 creatures	

Out: 1 **Dust Elemental**, 1 **Wit's End**  
In: 2 **Necrotic Sliver**

Game 6: Tadat (Mono-Red Burn)

I get **Riftwatcher** and **Shrieking Grotisque**, hit him twice, and then have my **Grotisque** die to **Volcanic Hammer**. I drop **Magus of the Disk**, and when I untap he tries to burn out my team with multiple spells. I save them with **Dust Elemental**, drop **Ravenous Rats** and **The Rack**, and finish him with a replayed **Riftwatcher**.

Record: 5-1

Game 7: Nettpuppy (G/W Enchantress)

Nettpuppy lets me know that he's playing my G/W Enchantress deck, and I think that I've got this game in hand after destroying an early **Auratog** with **Necrotic Sliver**. Unfortunately for me, Nettpuppy gets an Enchantress, uses it to draw into two more Enchantresses, and is soon drawing nine cards a turn! **The Rack** sits useless in my hand as he drops triple **Moldervine Cloak** on his Enchantresses. When he play **Temporal Isolation** with me at 6, I scoop the game. As I said to him, "Good Game. I know what's coming next!"

Record: 5-2

Game 8: Shark\_Man (Mono-White Beats)

This was a very close game. He gets a lot of the 2/2 flanking guys for two mana, and I get a few of my two-power flyers. He suspends **Duskriders Peregrine** and **Ivory Giant**, and I rescue my **Riftwatcher** and keep coming in the air. He drops **Griffin Guide**, and I strip out his hand with **Rats** and drop **The Rack**. The final turn comes down to him drawing a way to kill me versus me having the win on the board, and he gets a second **Griffin Guide** to force through just enough damage to win.

Record: 5-3

Game 9: MomirMaster (U/G Graft)

He gets multiple graft guys, and I get the snot beaten out of me. This one wasn't even close – he was hitting down 5/5 dudes every turn thanks to **Cytoplast Root-Kin** and **Vigean Hydropon**, and he had **Plaxcaster Frogling** to keep me from killing any of his guys.

Record: 5-4

So far, the discard component of the deck has been relatively lacking. **Muse Vessel** and **The Rack** don't really work well with rescue creatures, and I keep dying to creatures. My wins have mainly come through the air with **Stonecloaker**, **Aven Riftwatcher** and **Shrieking Grotisque**, so I decide to take out the discard component of the deck in favor of more defense.

I add in two **Magus of the Disk** and three **Nekrataal** – **Nekrataal** works well with the rescue creatures, and so far **Magus of the Disk** seems like it could have been good against some of my losing matches (the **Scryb Ranger/Spectral Force** match and the U/G Graft game, to name two), but with only two in my deck, I can't draw it reliably enough.

Since a lot of my games have come down to a last-minute race, I also decide to put in **Revenant Patriarch**. This gives me a 4/3 body that can stall my opponent's attack, and then stall it again later with a little help from his rescuing friends.

BW Rescue Me 3			Main Deck 60 cards	
4 <b>Orzhov Basilica</b>	3 <b>Faceless Butcher</b>	4 <b>Orzhov Signet</b>		
9 <b>Plains</b>	3 <b>Nekrataal</b>	4 other spells		
9 <b>Swamp</b>	4 <b>Ravenous Rats</b>			
22 lands	3 <b>Revenant Patriarch</b>			
	4 <b>Shrieking Grotisque</b>			
	3 <b>Aven Riftwatcher</b>			
	4 <b>Magus of the Disk</b>			
	2 <b>Necrotic Sliver</b>			
	4 <b>Stonecloaker</b>			
	4 <b>Whitemane Lion</b>			
	34 creatures			

Out: 4 **The Rack**, 3 **Muse Vessel**

In: 2 **Magus of the Disk**, 3 **Nekrataal**, 3 **Revenant Patriarch**

Game 10: Little Indian (B/G Dredge)

I beat him down quickly with flyers, and he never really gets in the game. I only see **Golgari Guildmage** and **Shambling Shell**.

Record: 6-4

Game 11: Strovos (G/R **Sprouting Phytohydra**/**Pyrohemia**)

Strovos has a really cool deck revolving around **Sprouting Phytohydra**, **Pyrohemia**, **Fungus Sliver**, and **Hivestone**. Unfortunately, his combo is four cards large, and I have several ways to make him discard cards. After getting hit by double **Ravenous Rats** and triple **Shrieking Grotisque** (thanks to **Stonecloakers** and **Whitemane Lions**), Strovos has to lose most of his combo pieces, and I fly in through the air with the greatest of ease. Record: 7-4

Game 12: Manxset (Mono-Green Beatdown)

This is a very frustrating game. I drop an early **Shrieking Grotisque**, but take a lot of trample damage from double

**Bull Aurochs.** I drop **Aven Riftwatcher** and **Magus of the Disk** to stabilize, and he gets double **Mire Boa**. Luckily, I have no **Swamps** on the board at this point, so he cannot **Swampwalk**. Unfortunately, it also means that the double **Nekrataal**, **Faceless Butcher** and **Revenant Patriarch** in my hand are useless. He proceeds to beat me down slowly but surely with his **Mire Boas**, and I draw a **Swamp** a turn too late to stabilize (I was forced to blow up the **Magus** and was stuck on 2 life) and die to his **Boas**.

Record: 7-5

Game 13: TheWizard (G/W Fatties)

He wrecks me with a thresholded **Mystic Enforcer** and a **Dust Elemental** of his very own tagging along, and I draw **Magus of the Disk** one turn too late to reset the game.

Record: 7-6

Game 14: Dokan2004 (???)

I triple-mulligan and still haven't seen a land. I don't know what Dokan2004 was playing, and if you are Dokan2004 – sorry I didn't stick around to play this game. I didn't feel like playing a three-card hand on a three-game losing streak.

Record: 7-7

The way the deck was turning out was disheartening, to say the least. I had started out with a 5-1 record, and then ended up going 2-6 over my next eight games to wind up with a pretty mediocre 7-7 record. What was going wrong?

Review my game logs. The games that I won were mostly won through my air force or by racing damage. The games that I lose were mainly due to being run over by larger, bigger creatures. I took a long, hard look at my deck and reached a conclusion – I had no clue what my deck was trying to do!

Originally, I had **The Rack** and **Muse Vessel** as a discard theme to rally around. I also wanted to incorporate rescue creatures, but I had removed the discard theme, and was left with a jumbled pile of cards that didn't necessarily work well together. Yes, all of them worked with the rescue guys, but how did **Magus of the Disk** interact with **Necrotic Sliver...** or **Aven Riftwatcher**?

In order to make optimal use of the rescue creatures, I needed to focus my goals. Since beating down was the best avenue for victory in the deck, I retooled the deck to beat down.

First, I gutted out most of the control cards and weaker creatures. This included the **Faceless Butchers**, **Magus of the Disks**, **Ravenous Rats**, and **Revenant Patriarch**. Without the Rats, I didn't have any early drops to rescue – that needed to change. So I brought in three copies of **Icatian Javelineers** (early kill, early offense, and Rescue lets me reuse the point of damage the Javelineers can do!), three copies of **Martyr of Sands** (to help me race damage, and to take advantage of Rescue creatures in my hand), and three copies of **Jötun Grunt**.

Let me say a few words about **Jötun Grunt**. It's been pretty well-played in Vintage, Legacy and Extended, but hasn't found a deck yet in Standard. Right now, **Jötun Grunt** sells at two for a ticket through most places I found on Magic Online. It's huge, comes out early, and works pretty well with the rescue guys – I get to hit for 4, rescue it, and then reset its upkeep.

To round out the offense, I put back in a **Dust Elemental** (I have a lot more early drops that can take advantage of a turn-four monster now), added in three **Orzhov Pontiff** (which works as both offense and defense), and rounded the gang off with **Voidstone Gargoyle**. This would give me a large creature that could stop potentially game-breaking spells and could deal with on-board problems with as **Scryb Ranger**.



In: 3 **Icatian Javelineers**, 3 **Martyr of Sands**, 3 **Orzhov Pontiff**, 3 **Jotun Grunt**, 1 **Dust Elemental**, 3 **Voidstone Gargoyle**

Out: 4 **Magus of the Disk**, 4 **Ravenous Rats**, 3 **Revenant Patriarch**, 2 **Necrotic Sliver**, 3 **Faceless Butcher**

The deck was also heavily skewing towards white at this point, so I took out a few **Swamps** and upped the **Plains** count.

Out: 3 **Swamp**

In: 3 **Plains**

BW Rescue Me 4		
<b>Main Deck</b> 60 cards		
4 <b>Orzhov Basilica</b>	3 <b>Icatian Javelineers</b>	4 <b>Orzhov Signet</b>
12 <b>Plains</b>	3 <b>Nekrataal</b>	
6 <b>Swamp</b>	3 <b>Orzhov Pontiff</b>	4 other spells
22 lands	4 <b>Shrieking Grottesque</b>	
	3 <b>Aven Riftwatcher</b>	
	1 <b>Dust Elemental</b>	
	3 <b>Jotun Grunt</b>	
	3 <b>Martyr of Sands</b>	

4 Stonecloaker  
3 Voidstone Gargoyle  
4 Whitemane Lion

34 creatures

#### Game 15: Rommel321 (Leyline of Singularity)

I start beating him in the air with **Shrieking Grotisque**, and he drops **Leyline of Singularity**. I misclick my **Voidstone Gargoyle** (meant to name **Hunted Horror**, but hit **Righteous Aura** instead!), and he drops **Hunted Horror**. I drop **Stonecloaker**, redrop my **Grotisque**, and race him in the air with 8 points of damage a turn versus his 7 on the ground.

Record: 9-7 (1-0 Reboot)

#### Game 16: verystrait42 (Slivers)

He drops an early **Gemhide Sliver**, and follows it with double **Reflex Sliver**. **Jotun Grunt** stops his team, and I proceed to get out **Shrieking Grotisque**, **Aven Riftwatcher**, and a bunch of rescue guys to both reset my life total (with **Riftwatcher**) and stabilize the board. He gets **Telekinetic Sliver**, and taps down my black mana sources. I play **Voidstone Gargoyle** naming **Telekinetic Sliver** – while this only shuts down the **Telekinetic Sliver** itself and not his other Slivers, it also prevents him from playing future **Telekinetic Slivers**. I continue to pour creatures down to the board, and eventually verystrait42 needs to tap down my guys instead of my lands. This lets me **Nektraal** his **Telekinetic Sliver**, and then my team beats down past his team.

He tells me that the two turns after I dropped **Voidstone Gargoyle**, he drew back-to-back **Telekinetic Slivers**.

Record: 9-7 (2-0 Reboot)

#### Game 17: Corks (R/U/B Control)

He gets **Shadowmage Infiltrator**, **Cruel Edict**, **Remand**, **Rise // Fall**, **Moroii**, and **Garza Zol**, **Plague Queen**. All of my creatures are either dead or discarded, and I die quickly.

Record: 9-8 (2-1 Reboot)

I've drawn **Martyr of Sands** in two of the above three games, but you'll notice I haven't mentioned it at all – that's because it did diddly and squat in those games. My deck wants to crush heads, so in place of **Martyr of Sands** I add in **Calciderm**. **Calciderm** whacks skulls and can also be returned by rescue creatures! **Whitemane Lion** and friends do *not* target the creatures they return (note the use of "return a creature" versus "return target creature"), meaning that they can rescue a vanishing **Calciderm** with no problems.

### BW Rescue Me 5

dec

**Main Deck**  
60 cards

4 <b>Orzhov Basilica</b>	3 <b>Icatian Javelineers</b>	4 <b>Orzhov Signet</b>
12 <b>Plains</b>	3 <b>Nekrataal</b>	
6 <b>Swamp</b>	3 <b>Orzhov Pontiff</b>	4 other spells
22 lands	4 <b>Shrieking Grotisque</b>	
	3 <b>Aven Riftwatcher</b>	
	3 <b>Calciderm</b>	
	1 <b>Dust Elemental</b>	
	3 <b>Jotun Grunt</b>	
	4 <b>Stonecloaker</b>	
	3 <b>Voidstone Gargoyle</b>	
	4 <b>Whitemane Lion</b>	
	34 creatures	

Out: 3 **Martyr of Sands**

In: 3 **Calciderm**

#### Game 18: Signut (U/B Reanimator)

I get turn-one **Javelineers**, turn-two **Signet**, and turn-three **Calciderm**. He plays turn-three **Compulsive Research**, discarding **Kaervek** and **Teneb**. When he tries to **Dread Return** on turn four, I get **Stonecloaker**, take out his **Teneb**, return my **Javelineers**, and draw a concession.

Record: 10-8 (3-1 Reboot)

#### Game 19: Azuresky (Black/Blue/White Control)

This is the game that showed me that **Rescue Me** was for real. Over the course of the game, **Azuresky** plays **FOUR Wrath of God** and double **Compulsive Research**, drops and uses two **Necrotic Slivers**, plays **Sudden Death**, **Castigates** me twice, hits double **Shadowmage Infiltrator** to the board, and **Remands** my early threats.

I win this game 18-0, behind **Shrieking Grotisque** forcing key discards, **Calciderm** getting in for most of the grunt work, and my rescue creatures saving **Calciderm** every time **Azuresky** tried to **Wrath** one away.

Record: 11-8 (4-1 Reboot)

#### Game 20: Sblade (U/B Control)

I get double **Shrieking Grotisque**, and he plays **Compulsive Research**. I play **Jötun Grunt**, which will be in play forever thanks to his card-drawing spell. He gets to six mana and tries to stabilize with **Skeletal Vampire**, but

I use **Orzhov Pontiff** to take out most of his defense and continue my beatings. After my attack, I play **Whitemane Lion** to return my Grunts and reset their upkeep. He dies to my board and shows me his hand of countermege and **Persecutes** afterwards.  
Record: 12-8 (5-1 Reboot)



Game 21: Morrow.r (W/G **Thallids**)  
I get **Calciderm**, **Whitemane Lion**, and **Stonecloaker**, and beat him down with my 5/5 untargetable guy. I had a second **Calciderm** and an **Orzhov Pontiff** in hand if things ever got out of control with his Saprolings.  
Record: 13-8 (6-1 Reboot)

Game 22: Basantes (R/W **Aggro**)  
He gets **Savannah Lions**, **Volcanic Hammer** and **Mogg War Marshall**. I get double **Shrieking Grotisque**, and **Calciderm**, and then use **Orzhov Pontiff** to wipe out most of his board. With a the **Calciderm** about to fade, I cast **Dust Elemental** the following turn – he's at four life with a **Mogg War Marshall** token on the board. He answers with **Desolation Giant**, and I replay my **Calciderm**. He attempts to stunt my mana development with **Razia's Purification**, but he can't draw more chump blockers, and **Calciderm** goes all the way.  
Record: 14-8 (7-1 Reboot)

Game 23: mrdylanb (U/G **Wild Pair**)  
I get turn-three **Grotisque** and turns four, five and six **Calciderm**. He gets **Sage of Epityr** and **Thieving Magpie**, but can't deal with 15 points of untargetable damage on the board.  
Record: 15-8 (8-1 Reboot)

Easily, the MVP for the deck is **Calciderm** at this point. A fourth is an absolute must.

BW Rescue Me 6		
<b>Main Deck</b> 60 cards		
4 <b>Orzhov Basilica</b>	3 <b>Icatian Javelineers</b>	4 <b>Orzhov Signet</b>
12 <b>Plains</b>	3 <b>Nekrataal</b>	4 other spells
6 <b>Swamp</b>	3 <b>Orzhov Pontiff</b>	
22 lands	4 <b>Shrieking Grotisque</b>	
	3 <b>Aven Riftwatcher</b>	
	4 <b>Calciderm</b>	
	1 <b>Dust Elemental</b>	
	3 <b>Jotun Grunt</b>	
	4 <b>Stonecloaker</b>	
	3 <b>Voidstone Gargoyle</b>	
	3 <b>Whitemane Lion</b>	
	34 creatures	

Out: 1 **Whitemane Lion**  
In: 1 **Calciderm** (So good!)

Game 24: Bombdoggie (R/W)  
He plays **Stone Rain** on my **Basilica**, and then plays **Blazing Blade Askari** and **Glorious Anthem**. I get double **Shrieking Grotisque** and a **Voidstone Gargoyle**, and name **Volcanic Hammer**. He plays **Evangelize**, taking one of my Hybrids. I answer with a second **Gargoyle** set to **Evangelize**, and then cast **Orzhov Pontiff** the following turn to push through enough flying damage to win.  
Record: 16-8 (9-1 Reboot)

Game 25: Liveart (R/B/U **Control**)  
I get **Shrieking Grotisque** and **Calciderm**. He attacks into my **Calciderm** with **Orzhov Euthanist**, and then tries to kill my **Calciderm** with a second **Euthanist** – but of course, **Calciderm** can't be targeted, so this does not work. He then tries to stop the beatings with **Stinkweed Imp**, but I use **Whitemane Lion** and **Stonecloaker** to save my **Calciderm** twice, and this leaves me with a **Calciderm** plus 7 points of damage on the board. This is enough to push past his dredged-multiple-times **Stinkweed Imp** for the win.  
Record: 17-8 (10-1 Reboot)

After a bit of a false start with the deck, **Rescue Me** came through big-time in the end. The deck is cheap (I was able to put it together for around 12 tickets using prices in the Magic Online – Sellers room), powerful, and efficient. You get to be an aggro deck with multiple solutions against control – and best of all, a lot of these guys will be back again next week when **10 Decks in 10 Weeks** continues with the blue-white "A Blink in Time" **Momentary Blink** deck. See you in the forums, and then next week!

Okay, be honest here. Were you alive when I built that deck in December of 1994?		
Yes, I was alive and kicking!	6499	97.8%
No, I wasn't even born yet!	145	2.2%
<b>Total</b>	<b>6644</b>	<b>100.0%</b>

*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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