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Sights of Summer

Brian David-Marshall
The Week That Was
Friday, June 1, 2007



hey everyone, welcome to summer—which unofficially began on May 20 for me. Forget about that summer solstice thing in late June (for us northern-hemisphere dwellers)...I am here to talk about the summer season of **Magic**, which started in May when *Future Sight* became legal for Constructed formats (most notably Regional and National competitions).

The introduction of *Future Sight* into mix would have made both [Grand Prix-Columbus](#) and [Grand Prix-Strasbourg](#) radically different events. While there were 124 Hulk Flash decks out of the pre-*Future Sight* 883-person field in Columbus, one has to assume that number would be higher with the addition of [Summoner's Pact](#) and [Pact of Negation](#) to further streamline the deck. However, it is funny to note that the winning Columbus deck—Billy Moreno's Hulk Flash version with the [Counterbalance/Top](#) engine—would not mind running up against Pact-packed decks since any of those free spells can be countered by a humble [Island](#) resting on or near the top of that deck.



But if you have already [read Aaron's column](#), that version of the deck is best saved for What-if Week or Vintage Week. Legacy players will have to drool over the possibilities of playing with a retooled version of the dreaded [Replenish](#) decks from Regionals of yesteryear.

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RULES

RULES

Sayan Bhattacharyya – Winner, Replenish
Northeast Regionals 2000, Standard (6E, Urza Block, Masques, Nemesis)

Main Deck		
60 cards		
4 Adarkar Wastes		4 Enlightened Tutor
8 Island	0 creatures	4 Opalescence
6 Plains		4 Parallax Wave
2 Remote Farm		4 Replenish
4 Saprazzan Skerry		2 Seal of Cleansing
		1 Arcane Laboratory
24 lands		4 Attunement
		4 Counterspell
		4 Frantic Search
		4 Parallax Tide
		1 Trade Routes
		36 other spells

[Speaking of Regionals](#)...they are looming over the North American horizon in a couple of weeks. I am actually going to get a chance to play this year and have been keeping an eye out for relevant events over the past few weeks. There have been a handful of United Kingdom Nationals qualifiers (their version of Regionals) and those lists should start migrating into the decklist page over the next few weeks, but in the meanwhile I have had intrepid cub reporters Danny Gardner and Gavin Verhey unearthing decklists from various message boards in the U.K. and Germany.

All three sets of lists come from events that took place on either the May 26 or 27. The first was actually a \$1,000 tournament hosted by Star City Games on Saturday. I am sure you will be hearing (and seeing) plenty about these lists between now and next week. Videographer Evan Erwin of *The Magic Show* made a Top 4 appearance with his [Glittering Wish](#) Control deck and is sure to have captured the sights and sounds of that event in his weekly *Magic* video. People are also sure to be excited to see Brian Schneider's name appearing in the Top 8, but it is not the former R&D member piloting *Dragonstorm*. Instead, it is a former Virginia State Champion of the same name.

Peter Akeley – Winner, Gruul
Star City Games \$1,000 Tournament

Main Deck		Sideboard
60 cards		
7 Forest	3 Seal of Fire	4 Tormod's Crypt
5 Mountain	4 Char	3 Magus of the Moon
4 Karplusan Forest		4 Leyline of Lifeforce
		4 Moldervine Cloak

2 Skarrg, the Rage Pits
4 Stomping Ground

22 lands

4 Giant Solifuge
4 Kird Ape
4 Llanowar Elves
4 Scab-Clan Mauler
4 Sulfur Elemental
3 Tin Street Hooligan

23 creatures

4 Call of the Herd
4 Rift Bolt

15 other spells

15 sideboard cards

Scott Rogers – Finalist, Project X

Star City Games \$1,000 Tournament



Main Deck 60 cards

3 Forest
1 Plains
1 Swamp
3 Gemstone Mine
3 Godless Shrine
1 Orzhov Basilica
4 Overgrown Tomb
1 Selesnya Sanctuary
4 Temple Garden

21 lands

4 Birds of Paradise
3 Crypt Champion
4 Dark Confidant
2 Elves of Deep Shadow
3 Essence Warden
1 Loaming Shaman
3 Loxodon Hierarch
1 Orzhov Pontiff
4 Wall of Roots
1 Ghost Council of Orzhova
3 Saffi Eriksdotter
1 Teysa, Orzhov Scion

30 creatures

3 Chord of Calling
3 Castigate
3 Glittering Wish

9 other spells

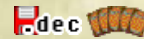
Sideboard

1 Mystic Enforcer
1 Glare of Subdual
1 Congregation at Dawn
1 Mortify
1 Putrefy
1 Saffi Eriksdotter
1 Teysa, Orzhov Scion
1 Castigate
3 Persecute
4 Stupor

15 sideboard cards

Evan Erwin – Semifinalist, Glittering Wish Control

Star City Games \$1,000 Tournament



Main Deck 60 cards

4 Forest
2 Swamp
1 Brushland
4 Godless Shrine
2 Golgari Rot Farm
3 Overgrown Tomb
4 Temple Garden
2 Vitu-Ghazi, the City-Tree
1 Urborg, Tomb of Yawgmoth

23 lands

1 Angel of Despair
3 Loxodon Hierarch
4 Wall of Roots
1 Teneb, the Harvester

9 creatures

4 Orzhov Signet
3 Phyrexian Arena
2 Mortify
2 Sudden Death
3 Castigate
2 Damnation
4 Glittering Wish
2 Harmonize
3 Persecute
3 Wrath of God

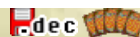
28 other spells

Sideboard

2 Tormod's Crypt
1 Angel of Despair
1 Grave-Shell Scarab
1 Harmonic Sliver
1 Loxodon Hierarch
1 Orzhov Pontiff
1 Debtors' Knell
2 Leyline of the Void
1 Mortify
1 Shadow of Doubt
1 Ghost Council of Orzhova
1 Teneb, the Harvester
1 Crime // Punishment

15 sideboard cards

Guillermo Mercado – Semifinalist, Blue-red-black



Reanimator

Star City Games \$1,000 Tournament

Main Deck

60 cards

- 4 Island
- 4 Mountain
- 4 Swamp
- 4 Blood Crypt
- 4 Steam Vents
- 4 Watery Grave

24 lands

- 4 Bogardan Hellkite
- 4 Looter il-Kor
- 4 Thought Courier
- 4 Akroma, Angel of Wrath

16 creatures

- 4 Careful Consideration
- 4 Lightning Axe
- 4 Remand
- 4 Dread Return
- 4 Zombify

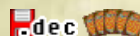
20 other spells

Sideboard

- 3 Riptide Pilferer
- 4 Leyline of the Void
- 4 Delay
- 4 Damnation

15 sideboard cards

Richard Adams – Quarterfinalist, Gruul



Star City Games \$1,000 Tournament

Main Deck

60 cards

- 8 Forest
- 6 Mountain
- 1 Keldon Megaliths
- 1 Skarrg, the Rage Pits
- 4 Stomping Ground
- 1 Pendelhaven

21 lands

- 4 Burning-Tree Shaman
- 4 Giant Solifuge
- 4 Kird Ape
- 3 Llanowar Elves
- 2 Rumbling Slum
- 4 Scab-Clan Mauler

21 creatures

- 3 Seal of Fire
- 2 Char
- 3 Stonewood Invocation
- 3 Sudden Shock
- 2 Call of the Herd
- 4 Rift Bolt
- 1 Thunderblade Charge

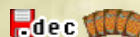
18 other spells

Sideboard

- 4 Sulfur Elemental
- 3 Tin Street Hooligan
- 4 Blood Moon
- 4 Krosan Grip

15 sideboard cards

Brian Schneider – Quarterfinalist, Dragonstorm



Star City Games \$1,000 Tournament

Main Deck

60 cards

- 2 Island
- 3 Mountain
- 1 Swamp
- 1 Blood Crypt
- 2 Dreadship Reef
- 4 Shivan Reef
- 4 Steam Vents
- 2 Underground River
- 1 Watery Grave

20 lands

- 4 Bogardan Hellkite
- 1 Hunted Dragon

5 creatures

- 4 Lotus Bloom
- 3 Gigadrowse
- 2 Pact of Negation
- 3 Remand
- 4 Seething Song
- 4 Telling Time
- 4 Dragonstorm
- 3 Infernal Tutor
- 4 Rite of Flame
- 4 Sleight of Hand

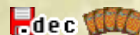
35 other spells

Sideboard

- 2 Defense Grid
- 1 Debtors' Knell
- 3 Rain of Gore
- 2 Ignorant Bliss
- 2 Pact of Negation
- 2 Shadow of Doubt
- 2 Wipe Away
- 1 Demonfire

15 sideboard cards

Bryan Upham – Quarterfinalist, Korlash Control



Star City Games \$1,000 Tournament		
Main Deck 60 cards		Sideboard
7 Snow-Covered Swamp	1 Bottled Cloister	4 Riptide Pilferer
4 Blood Crypt	4 Dimir Signet	3 Leyline of the Void
3 Graven Cairns	2 Rakdos Signet	4 Extirpate
1 Sulfurous Springs	1 Leyline of the Void	1 Nightmare Void
1 Urza's Factory	3 Tendrils of Corruption	3 Persecute
4 Watery Grave	2 Compulsive Research	
3 Urborg, Tomb of Yawgmoth	4 Damnation	15 sideboard cards
1 Mouth of Ronom	1 Persecute	
24 lands	4 Rise // Fall	
	22 other spells	
4 Aeon Chronicler		
1 Detritivore		
4 Dimir House Guard		
1 Twisted Abomination		
4 Korlash, Heir to Blackblade		
14 creatures		

Mike Ward – Quarterfinalist, Pickles Star City Games \$1,000 Tournament		
Main Deck 60 cards		Sideboard
14 Snow-Covered Island	4 Cancel	4 Bottle Gnomes
3 Desert	4 Mana Leak	1 Draining Whelk
3 Dimir Aqueduct	4 Remand	3 Yixlid Jailer
4 Dreadship Reef	2 Repeal	1 Repeal
1 Urza's Factory	4 Spell Snare	4 Rewind
25 lands	2 Think Twice	2 Shadow of Doubt
	20 other spells	15 sideboard cards
4 Brine Elemental		
2 Fathom Seer		
4 Vesuvan Shapeshifter		
2 Willbender		
3 Teferi, Mage of Zhalfir		
15 creatures		

Future Sight made its presence known with cards in all but one of the Top 8 decks. The most impactful card appears to be *Glittering Wish*, which appeared in Erwin's toolbox deck and in the second-place Project X combo deck piloted by Rogers. It is Erwin's deck that really underscores the impact of the card, as his deck is constructed around accessing key silver bullets with the *Future Sight* rare (while Project X already existed without the tutor).

Notably missing from this Top 8 is one particular *Future Sight* card which has been generating a Flash-like level of hysteria around the web—*Bridge from Below*. It was unclear whether or not the players in Virginia were sandbagging their *Dredge* decks for Regionals weekend or if everyone was simply armed to beat them with *Tormod's Crypts*, *Leyline of the Voids* and *Yixlid Jailers*.

I know that when I spoke with Danny Gardner about his Regionals experience in the U.K., he bemoaned his lack of preparation against the blindingly fast but fairly vulnerable combo deck, taking two early losses and getting knocked out of contention. There has been a fair amount of heat generated about this deck in the past week, with partisans of the deck claiming that Bridge decks are a truck you can either be on or under come Regionals weekend. The detractors say that truck has to navigate potholes, caltrops, landmines, and traffic cops and will have a rough time getting where it wants to go.

Five Questions with Evan Erwin

Magic Show creator Evan Erwin was kind enough to poke his head out of his editing room and answer five questions about his tournament experience last weekend, discussing his glittery toolbox, the hype about Bridge decks, and the card he is waiting to see bust out from *Future Sight*.



1. What led you to play the deck you ran?

Evan: I like control decks. They're comfortable to me. For example, I made Top 8 at States last year on the back of red-white-black Firemane, which is slow as dirt. I really enjoy long games with lots of options. **Glittering Wish** is the ultimate toolbox card, as the other Wishes were more refined, and this can grab practically anything you need at the time: **Mortify**, **Dragon**, **Knell**, etc.

I'm a very lazy deckbuilder. I generally look at the best lists I can find and tweak them accordingly. As I explain in the show this week, I took a look at Joshua Price's list from the last SCG \$1K ("green-white-black Control"), removed four cards from it (**Skeletal Vampire**, **Angel of Despair**, **Teneb**, and a **Hierarchy**), moved the multicolor cards to the board, and added four **Glittering Wishes**. I had to use three **Wrath of God** and two **Damnation** because I didn't have access to three **Damnation**. I then threw in every good multicolor tutor card I could think of.

The only real dead fish in my sideboard is **Ghost Council**, which I could never use because the mana base sucks. Not just because of the three **Wrath**/two **Damnation** problem, but in general. I tried to tweak it a little (adding a **Selesnya Sanctuary** and basic **Plains** to my updated build running with the article this Friday), but the deck is very susceptible to artifact hate. I lost my Top 4 match because the guy was running **Tin Street Hooligan** and destroyed my **Signet** in both games. Argh.

2. How much were you gunning for Bridge decks?

Evan: Honestly, not much at all. I feel that anyone crazy enough to rely solely on their graveyard when the player base is well versed on how the deck works is nuts. There is SO much hate, and that same hate can come from the "splash damage" of people running **Extirpate** and **Tormod's Crypts** for Project X, along with the sad realization that a **Rusalka** on the board means Bridge has no game and must win through conventional (and horribly slow) means. It can be insanely fast, but I've always felt **Dragonstorm** is just better.

3. Were there a lot of Bridge decks in the tournament? This is the only Top 8 I have seen so far without a Bridge in it. I was wondering if the deck was hated out or if people were just holding it in reserve for Regionals.

Evan: There were a few near the top tables during the day; I saw one that looked really scary. It was using the "correct" build with **Drowned Rusalkas**, etc, but couldn't goldfish faster than their **Dragonstorm** opponent.

I don't think anyone is saving it for Regionals. I think the deck is just suboptimal when compared to the Deck to Beat (**Dragonstorm**) and the myriad of control decks that have plenty of ways of fighting it. **Delay**, alone, is a beating when played on a **Dredge** spell like **Life from the Loam**. That's not to say it won't be at Regionals, because it will, but that I think most decks are prepared for it both in cards and strategy.

4. Were there any cool decks that missed the Top 8?

Evan: Not really. The whole damn field was Project X, and I still fail to see the allure of that deck. Destroy **Crypt Champion** in response to their **Saffi** trigger and they fizzle. They're an aggro/combo deck that isn't very good at either of those things. I wish I could say I scoped out something interesting but I think the most interesting deck I did see did make Top 8: The **Korlash Control** build was REALLY cool.

5. Which card from Future Sight had the biggest impact on the tournament?

Evan: For this one, I'm guessing **Korlash**. I still believe the card with the most potential is **Tarmogoyf**, and I was very close to taking a **Tarmogoyf** deck with stuff like **Edge of Autumn** + **Flagstones of Trokair**, **Street Wraith**, and **Scout's Warning** for huge **Tarmogoyfs** early (or for pumping out a **Tombstalker** on turn two or three) but it was inconsistent and the mana was a disaster. So I defaulted to what was comfortable, and it performed very well. I went 5-0-2 in the Swiss, and lost in Top 4 because of the **Signet** disruption kept me off of **Wrath** mana.


As Evan mentioned, **Korlash**, **Heir to Blackblade** also had a deck erected in his honor. Bryan Upham's deck gets maximum utility out of his **Dimir House Guards** which can transmute for anything from singletons of **Detritivore**, **Bottled Cloister**, **Persecute**, and **Leyline of the Void** to **Damnations**, **Korlash**, **Tendrils of Corruption**. Personally I am really excited about testing this deck out for Northeast Regionals and would not be surprised at all if I ended up running something remarkably similar to this deck.

For those of you looking for a winning **Dredge** deck list, here are the lists used by Amar Dattani and Ross Silcock to qualify for the newly consolidated U.K. Nationals at a qualifier tournament in Coventry. Poking around in the Tournament Practice Casual Room on **Magic Online** the past few days I have seen versions similar to these winning games on turns three and four with frightening consistency.



Amar Dattani – Qualified for U.K. Nats, Dredge	
Coventry Nationals Qualifier Tournament	
Main Deck	Sideboard


"67 cards"		Sideboard
2 Svogthos, the Restless Tomb	1 Darkblast	1 Underground River
4 Gemstone Caverns	2 Life from the Loam	1 Naturalize
4 Gemstone Mine	4 Bridge from Below	4 Krosan Grip
4 Watery Grave	4 Dread Return	1 Blazing Archon
4 Breeding Pool		1 Drowned Rusalka
	11 other spells	3 Darkblast
18 lands		4 Leyline of the Void
		15 sideboard cards
4 Simian Spirit Guide		
2 Flame-Kin Zealot		
4 Magus of the Bazaar		
3 Drowned Rusalka		
4 Lore Broker		
3 Street Wraith		
4 Golgari Grave-Troll		
4 Stinkweed Imp		
4 Narcomoeba		
32 creatures		

Ross Silcock – Qualified for U.K. Nats, Dredge				
Coventry Nationals Qualifier Tournament				
Main Deck		Sideboard		
61 cards				
1 Svogthos, the Restless Tomb	1 Darkblast	3 Delirium Skeins		
3 Gemstone Mine	2 Life from the Loam	2 Darkblast		
1 Forest	4 Bridge from Below	4 Leyline of the Void		
1 Island	4 Dread Return	1 Blazing Archon		
1 Swamp	11 other spells	4 Krosan Grip		
4 Breeding Pool		1 Akroma, Angel of Wrath		
1 Dryad Arbor		15 sideboard cards		
3 Horizon Canopy				
3 Watery Grave				
2 Underground River				
20 lands				
4 Magus of the Bazaar				
3 Drowned Rusalka				
4 Llanowar Mentor				
2 Golgari Thug				
4 Narcomoeba				
4 Stinkweed Imp				
2 Bonded Fetch				
2 Flame-Kin Zealot				
4 Golgari Grave-Troll				
1 Bogardan Hellkite				
30 creatures				

The deck begins dredging early and often with a Magus or a **Drowned Rusalka** and hopes to get multiple **Bridge from Belows**, **Dread Returns**, and **Flame-Kin Zealots** in the graveyard with some **Narcomoebas** popped into play. The **Dread Return** gets flashed back sacrificing three creatures, which in turn becomes three, six, or even nine 2/2 tokens, depending on how many Bridges are in the graveyard, and a reanimated **Flame-Kin** gives the whole team +1/+1 and haste.

The rest of the decks from the Top 8 of this National Qualifier can be found [here](#).

Over at a Regional tournament in Germany, Evan Erwin's beloved **Tarmogoyfs** were tearing off National invites left and right. In a 179-player field, Gruul was far and away the most played deck with 23 players piloting it compared to 15 dredgers. From what I can gather there were 12 players qualifying for Nationals at this tournament and only one of those players got the invite by playing **Dredge**. Gruul finished third but it was a Zoo update with **Tarmogoyf** that took fourth and fifth place. Zoogoyf has also been added to the short list of decks to test for the upcoming Regionals.

Marcel Trunk – 1st place, Solar Flare				
NRW National Qualifier				
Main Deck		Sideboard		
60 cards				
1 Urborg, Tomb of Yawgmoth	2 Persecute	2 Take Possession		

3 Orzhov Basilica
 1 Urza's Factory
 1 Underground River
 3 Hallowed Fountain
 4 Watery Grave
 2 Plains
 1 Swamp
 1 Island
 2 Godless Shrine
 2 Flagstones of Trokair
 2 Ghost Quarter

23 lands

2 Body Double
 4 Court Hussar
 2 Akroma, Angel of Wrath
 3 Angel of Despair
 2 Aeon Chronicler

13 creatures

4 Compulsive Research
 4 Remand
 4 Azorius Signet
 2 Dimir Signet
 1 Phyrexian Totem
 3 Castigate
 4 Wrath of God

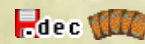
24 other spells

4 Leyline of the Void
 1 Castigate
 1 Persecute
 3 Circle of Protection: Red
 2 Faith's Fetters
 2 Tormod's Crypt

15 sideboard cards

Dennis Dinow – Second Place, Green-White Aggro Control

NRW National Qualifier



Main Deck

61 cards

1 Pendelhaven
 2 Selesnya Sanctuary
 1 Overgrown Tomb
 3 Vitu-Ghazi, the City-Tree
 3 Temple Garden
 3 Brushland
 2 Horizon Canopy
 1 Swamp
 5 Forest
 2 Plains

23 lands

2 Yavimaya Dryad
 2 Paladin en-Vec
 4 Spectral Force
 4 Watchwolf
 3 Loxodon Hierarch
 4 Birds of Paradise
 3 Ohran Viper
 2 Selesnya Guildmage
 2 Saffi Eriksdotter
 2 Llanowar Elves
 3 Scryb Ranger

31 creatures

1 Thrill of the Hunt
 2 Stonewood Invocation
 2 Glittering Wish
 2 Worship

7 other spells

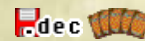
Sideboard

3 Tormod's Crypt
 2 Temporal Isolation
 2 Putrefy
 1 Mortify
 2 Glare of Subdual
 1 Saffi Eriksdotter
 1 Harmonic Sliver
 1 Loxodon Hierarch
 1 Orzhov Pontiff
 1 Tolsimir Wolfblood

15 sideboard cards

Jonas Grohmann – 3rd Place, Gruul

NRW National Qualifier



Main Deck

60 cards

4 Stomping Ground
 4 Karplusan Forest
 7 Forest
 3 Mountain
 1 Pendelhaven
 1 Skarg, the Rage Pits
 3 Keldon Megaliths

23 lands

4 Llanowar Elves
 4 Kird Ape

4 Might of Old Krosa
 4 Char
 4 Seal of Fire
 2 Rift Bolt

14 other spells

Sideboard

3 Spectral Force
 3 Tin Street Hooligan
 4 Blood Moon
 2 Pyroclasm
 3 Tormod's Crypt

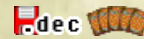
15 sideboard cards

- 4 Scab-Clan Mauler
- 4 Tarmogoyf
- 3 Burning-Tree Shaman
- 4 Giant Solifuge

23 creatures

Julian Brüggemann – 4th Place, Zoogoyf

NRW National Qualifier



Main Deck

60 cards

- 4 Sacred Foundry
- 4 Stomping Ground
- 3 Temple Garden
- 3 Horizon Canopy
- 3 Gemstone Mine
- 3 Karplusan Forest
- 1 Battlefield Forge

21 lands

- 4 Kird Ape
- 3 Scorched Rusalka
- 4 Tarmogoyf
- 4 Watchwolf
- 4 Scab-Clan Mauler
- 2 Sulfur Elemental

21 creatures

- 4 Seal of Fire
- 4 Rift Bolt
- 2 Brute Force
- 4 Lightning Helix
- 4 Char

18 other spells

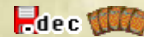
Sideboard

- 3 Riftsweeper
- 3 Saffi Eriksdotter
- 3 Seal of Primordium
- 4 Tin Street Hooligan
- 2 Honorable Passage

15 sideboard cards

Philipp Bertelsmeier – 5th Place, Zoogoyf

NRW National Qualifier



Main Deck

60 cards

- 4 Sacred Foundry
- 4 Stomping Ground
- 3 Temple Garden
- 3 Horizon Canopy
- 3 Gemstone Mine
- 3 Karplusan Forest
- 1 Battlefield Forge

21 lands

- 4 Kird Ape
- 2 Scorched Rusalka
- 4 Tarmogoyf
- 4 Watchwolf
- 4 Scab-Clan Mauler
- 2 Sulfur Elemental

20 creatures

- 4 Seal of Fire
- 4 Rift Bolt
- 3 Brute Force
- 4 Lightning Helix
- 4 Char

19 other spells

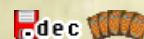
Sideboard

- 3 Riftsweeper
- 3 Saffi Eriksdotter
- 3 Seal of Primordium
- 3 Tormod's Crypt
- 3 Tin Street Hooligan

15 sideboard cards

Tai Scharfe – 6th Place, Dragonstorm

NRW National Qualifier



Main Deck

60 cards

- 8 Island
- 4 Mountain
- 4 Steam Vents
- 4 Shivan Reef
- 1 Calciform Pools
- 1 Dreadship Reef

22 lands

- 4 Dragonstorm
- 4 Seething Song
- 4 Rite of Flame
- 4 Lotus Bloom
- 4 Telling Time
- 4 Sleight of Hand
- 4 Gigadrowse
- 4 Remand

32 other spells

Sideboard

- 2 Repeal
- 4 Pyroclasm
- 4 Ignorant Bliss
- 3 Trickbind
- 1 Grozoth
- 1 Tormod's Crypt

15 sideboard cards

4 Bogardan Hellkite
 2 Hunted Dragon
 6 creatures

The rest of the decks—and Tobias Henke's German language coverage of the event—can be found [here](#).

BDW for FNM!

Boros Deck Wins is the big winner this weekend if you are playing Friday Night Magic, as the blue-green madness foils are put on the shelf for the month of June and Tsuyoshi Fujita's favorite Goblin gets the shiny makeover. Say hello to **Goblin Legionnaire**, the FNM foil card for June.



I am in a decklist mindset this week so I will leave you with the Legionnaire's best finish that I can recall; in the hands of the aforementioned Fujita.

Tsuyoshi Fujita – Boros Deck Wins		dec
Top 8, Pro Tour—Los Angeles 2005		
Main Deck	Sideboard	
60 cards		
1 Plains 4 Mountain 4 Sacred Foundry 4 Wooded Foothills 4 Bloodstained Mire 2 Windswept Heath 1 Eiganjo Castle 1 Shinka, the Bloodsoaked Keep 21 lands 4 Grim Lavamancer 4 Savannah Lions 3 Isamaru, Hound of Konda 4 Goblin Legionnaire 3 Katakai, War's Wage 18 creatures	4 Firebolt 4 Lava Dart 4 Lightning Helix 4 Molten Rain 4 Pillage 1 Pulse of the Forge 21 other spells 4 Purge 3 Fledgling Dragon 3 Blood Moon 2 Umezawa's Jitte 3 Flametongue Kavu 15 sideboard cards	

Firestarter: Standard Summer

What is the Next Big Thing in Standard? Is it [Glittering Wish Control](#)? [Korlash Control](#)? [Gruul](#)? [Zoogoyf](#)? [Bridge from Below](#)? [Project X](#)? Does [Dragonstorm](#) – the winner of the last major Standard event – continue to reign supreme? You know the drill...click on the forum link and tell us what you think the metagame is going to be like in Standard for the next few weeks.

*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](#), the publishing house that is releasing [Michael J. Flores: Deckade](#).*



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