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Why Walk When You Can Fly?

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Limited Information
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This article doesn't need much of an introduction. It's the eagerly awaited first *Lorwyn* draft walkthrough. As the set is still new, picks are still uncertain, and people have yet to form clear and concise (and accurate) opinions about cards, there's more detail than normal. Note how most of the picks juggle tribal worth. At the beginning, tribal cards present diametrically opposed reactions. Some are powerful enough so that when you see them early, you dive into that archetype, whilst some just aren't powerful enough to warrant picking early because they only bloom in the right environment. It is a tricky line to walk between when picking a card is justified and when it is correct to pass it by. Let's crack some packs.

Pack 1

Pack 1, Pick 1

Surge of Thoughtweft, Mulldrifter, Weed Strangle, Mudbutton Torchrunner, Woodland Changeling, Springleaf Drum, Kithkin Healer, Springjack Knight, Heal the Scars, Inkfathom Divers, Boggart Birth Rite, Hunter of Eyeblights, Woodland Guidance, Glarewielder, Liliana Vess

Click [here](#).

A reasonably strong pack to kick start with. Were it not for the rare, we would slam the **Mulldrifter**. I want to talk a little about **Hunter of Eyeblights**. I think it is an incredibly powerful card. Sure, he's a little slow, but he will often get the job done and in the process he'll leave you with a 3/3 body. He's kind of like an expensive **Assassinate** that you take an additional point of damage from. At the end of the day though, he is a removal spell that two-for-ones.

Pick: **Liliana Vess**



Pack 1, Pick 2

Kithkin Healer, Deeptread Merrow, Kithkin Daggerdare, Herbal Poultice, Avian Changeling, Warren Pilferers, Aquitect's Will, Kinsbaile Skirmisher, Spring Cleaning, Blind-Spot Giant, Giant Harbinger, Scattering Stroke, Silvergill Adept, Mad Auntie

Click [here](#).

Lots of options here. **Mad Auntie** and **Warren Pilferers** are certainly lead contenders and are black to boot. I don't like taking a **Giant Harbinger** high unless I already have a **Nameless Inversion** or a **Thundercloud Shaman**. **Avian Changeling** is great but not a contender with the Pilferers. **Silvergill Adept** is a strong card; I like Merfolk and I am a fan of blue-black, even though I prefer Faeries in that colour combination. This leaves us toying between the two black cards. The Auntie is certainly a cute card, but much like **Wizened Cenn**, the tribe it makes you fill your deck with really is not that strong. This means we can take the more flexible, arguably more powerful Goblin.

Pick: **Warren Pilferers**

Pack 1, Pick 3

Moonglove Extract, Boggart Sprite-Chaser, Oaken Brawler, Smokebraider, Stonybrook Angler, Fertile Ground, Dawnfluke, Broken Ambitions, Nath's Buffoon, Faultgrinder, Drowner of Secrets, Treefolk Harbinger, Spinrock Knoll

Click [here](#).

Another phenomenal pack. Before I go into the actual pick decision too much, I want to talk about the hideaway land. These cards are great and currently underrated. If you're about to pick a mediocre card for you deck instead—don't; it will probably be cut any way. These land are almost always good. They get activated in most games, giving you a free spell. Sure, several of their trigger conditions tend to require you to be winning (not **Shelldock Isle**, which is by far the best), but that's still fine. For example, **Mosswort Bridge** often gives you a free card when you are entrenched in a **Silvergill Douser**-induced stall. Pick these higher.

Moonglove Extract is always going to be a contender to be picked so we'll see what else there is. I don't want to really take the **Smokebraider** and commit to elementals at this point, although I do love to if I open a **Mulldrifter** or

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Æthersnipe. This leaves us choosing between the two merfolk.

Last week, I said I would take **Stonybrook Angler** over **Drowner of Secrets**, and corrected myself in the forums. I'm still not too sure. I prefer to pick up the Drowner over worse cards, when I already know that I'm Merfolk, because otherwise it is a fairly unexciting 1/3, like a **Vedalken Entrancer** outside of a Dimir deck. Don't get me wrong, the card is great, but this early on, before I know I'm Merfolk, I prefer the Angler. This is because firstly, in blue-black, you tend not to be Merfolk-heavy and secondly, the Angler is still amazing within a Merfolk deck where it can untap a **Douser** or a **Streambed Aquitect** to shut off combat more effectively than tapping might achieve.

Having said all of that, we're not necessarily blue yet and I think the **Extract** is better than both Merfolk either way (unless you are already deep, in which case the Drowner can be better if you are light on win conditions).

Pick: **Moonglove Extract**

Pack 1, Pick 4

Pestermite, **Boggart Sprite-Chaser**, **Thieving Sprite**, **Kinsbaile Balloonist**, **Whirlpool Whelm**, **Black Poplar Shaman**, **Shimmering Grotto**, **Elvish Eulogist**, **Giant's Ire**, **Lairwatch Giant**, **Seedguide Ash**, **Prowess of the Fair**

Click [here](#).

Neither **Thieving Sprite** nor **Shimmering Grotto** are powerful enough for us to stay with the black plan, so it's time to look elsewhere. **Seedguide Ash** is just a wrapped-up **Durkwood Boars**. For why I won't be picking the **Kinsbaile Balloonist**, read [last week's article](#), but on top of this both blue cards are more powerful. **Whirlpool Whelm** is a great trick but **Pestermite** is one of the better commons in the set as it does so much for so little. Untapping blockers, tapping attackers, **Porting** land in upkeep, untapping Merfolk mid-combat to use their abilities again, triggering **Dreamspoiler Witches**, and then it attacks to boot.

Pick: **Pestermite**

Pack 1, Pick 5

Wispmare, **Thieving Sprite**, **Hillcomber Giant**, **Warren-Scourge Elf**, **Lairwatch Giant**, **Spiderwig Boggart**, **Boggart Forager**, **Pollen Lullaby**, **Vivid Creek**, **Marrow Commerce**, **Thorn of Amethyst**

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Unexciting, with the best playable being both in black and promoting any future Faerie theme.

Pick: **Thieving Sprite**

Pack 1, Pick 6

Battlewand Oak, **Hurly-Burly**, **Plover Knights**, **Paperfin Rascal**, **Facevaulter**, **Hunt Down**, **Giant's Ire**, **Dawnfluke**, **Spellstutter Sprite**, **Knucklebone Witch**

Click [here](#).

The best card in this pack is the late Plover Knight. Normally I would snap up such a late colour signal as this, but I won't for several reasons. Firstly, I'm not a big fan of white, but that isn't the deciding factor here. I already have two five-drops and am likely to pick up more, and I don't want the deck to become too heavy. On top of all of this, white and black have no tribal synergy between them, meaning I won't be able to capitalize on any tribal theme. Added to all of this, there is a **Spellstutter Sprite** to push us into Faeries and to combo with any **Dreamspoiler Witches** down the line. The **Paperfin Rascal** never gets a shoe in as he's just pretty bad unless you really need a Merfolk.

Pick: **Spellstutter Sprite**

Pack 1, Pick 7

Deeptread Merrow, **Fistful of Force**, **Soulbright Flamekin**, **Shields of Velis Vel**, **Fire-Belly Changeling**, **Elvish Branchbender**, **Amoeboid Changeling**, **Entangling Trap**, **Vivid Crag**

Pick: **Amoeboid Changeling**

Pack 1, Pick 8

Surge of Thoughtweft, **Wellgabber Apothecary**, **Aquitect's Will**, **Mournwhelk**, **Zephyr Net**, **Scarred Vinebreeder**, **Hearthcage Giant**, **Marrow Commerce**

Pick: **Mournwhelk**

Pack 1, Pick 9

Springleaf Drum, **Kithkin Healer**, **Springjack Knight**, **Heal the Scars**, **Boggart Birth Rite**, **Woodland Guidance**, **Glarewielder**

Click [here](#).

I was very tempted to cut the **Glarewielder** here as he is a very powerful card that generates a massive tempo swing and will often win you the game right there. However, the **Springleaf Drum** means I have more options to

splash something if it comes my way, or to tap a **Fallowsage** if I'm short on playables. It keeps my options open, which is far better than cutting a card from someone who probably won't be one of your opponents.

Pick: **Springleaf Drum**

Pack 1, Pick 10

Kithkin Healer, Herbal Poultice, Aquitect's Will, Kinsbaile Skirmisher, Spring Cleaning, Scattering Stroke

Click [here](#).

Scattering Stroke may not be the best card in the world, and when compared to the other counters in the format, it certainly pales in comparison, but sometimes you just need a counterspell, or another instant to trigger **Dreamspoiler Witches**. It probably won't make the final deck, but it's not the end of the world in a Faerie deck, where you often leave four mana up for a flash creature. I also sideboard it in a lot against slow decks and decks with big bombs I have no answer to.

Pick: **Scattering Stroke**

Pack 1, Pick 11

Boggart Sprite-Chaser, Oaken Brawler, Dawnfluke, Nath's Buffoon, Faultgrinder

Click [here](#).

I was again very tempted to cut here. Lots of games in this format can drag on into the late game, meaning expensive cards seem to be the way to go. This means that **Faultgrinder**, a card that I see lining people's sideboards, is often good enough to maindeck. I've had lots of green decks featuring **Fertile Grounds** that just need a fattie to get there and **Faultgrinder** does that job. Having said all this, **Nath's Buffoon** gives me sideboarding options and, again, if there's something that's good for me, I take it rather than hurt someone else.

Pick: **Nath's Buffoon**

Pack 1, Pick 12

Boggart Sprite-Chaser, Black Poplar Shaman, Elvish Eulogist, Giant's Ire

Click [here](#).

I don't like the **Black Poplar Shaman** and am happy to let it go past. In this case I cut the **Boggart Sprite-Chaser** because I do not want someone to my left picking up a few of these late and then dipping into my Faeries.

Pick: **Boggart Sprite-Chaser**

Pack 1, Pick 13

Wispmare, Boggart Forager, Merrow Commerce

Pick: **Wispmare**

Pack 1, Pick 14

Hunt Down, Dawnfluke

Pick: **Dawnfluke**

Pack 1, Pick 15

Shields of Velis Vel

Pick: **Shields of Velis Vel**

Nothing too special after the first pack. We're strongly in black, blue is looking to be the best partner, and we have a burgeoning Faerie theme. I want to pick up as many **Dreamspoiler Witches** as possible and to facilitate their strength, I will tend to favour instants if the choice is close. Faeries either use the Witches to lock up the game backed by counters, or they frustrate and stall opponents whilst nibbling in the air. The deck can go either way, so I'll be looking for both early creatures like **Silvergill Douser** and **Streambed Aquitects** to stall or some flyers and cheap removal / bounce to race with. I tend to prefer the former strategy, especially as I have yet to see how a Faerie deck filled with **Ringskippers** and **Nightshade Stingers** performs, although I have my doubts.

Pack 2

Pack 2, Pick 1

Streambed Aquitects, Stinkdrinker Daredevil, Nameless Inversion, Battlewand Oak, Hurly-Burly, Plover Knights, Ringskipper, Hunt Down, Triclopean Sight, Nath's Buffoon, Caterwauling Boggart, Briarhorn, Thundercloud Shaman, Woodland Guidance, Thoughtseize

Click [here](#).

This is a phenomenal pack. It's worth hypothetically analyzing it as if it were the first pack. First, we'll analyze a great Constructed rare, **Thoughtseize**, in Limited context. I will normally play this card if I'm base black, but it's not worth picking too highly. Kind of like **Distress** but better. There are three good commons but we know that the **Nameless Inversion** is the best of the bunch, but how does it cope against the two potent uncommons, **Briarhorn** and **Thundercloud Shaman**? I'm fairly certain that both uncommons are better. The Inversion is a classic example of a great removal spell; what the uncommons offer are game swinging effects and card advantage. As a first pick, I think the **Thundercloud Shaman** is the more powerful of the two as **Pyroclasm** is pretty powerful against all the blue-based decks, and with enough synergy, it also crushes Elves. However, it's not our first pick and we are neither red or green, so we snag the Inversion.



Pick: **Nameless Inversion**

Pack 2, Pick 2

Dreamspoiler Witches, **Nath's Elite**, **Neck Snap**, **Sentinels of Glen Elendra**, **Smokebraider**, **Gilt-Leaf Ambush**, **Black Poplar Shaman**, **Elvish Eulogist**, **Wings of Velis Vel**, **Caterwauling Boggart**, **Inner-Flame Igniter**, **Treefolk Harbinger**, **Nath of the Gilt-Leaf**, **Whirlpool Whelm**

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The cornerstone of Faerie decks are the **Dreamspoiler Witches**. They amp up all of your removal, make playing counterspells even more playable, and they let the deck tick into overdrive. The Witches are better than the **Sentinels of Glen Elendra**, as well as the two cheap tricks. The only commons I pick above the Witches in blue-black are **Silvergill Douser**, **Nameless Inversion**, **Eyeblighter's Ending**, **Mulldrifter**, and **Æthersnipe**.

Pick: **Dreamspoiler Witches**

Pack 2, Pick 3

Glimmerdust Nap, **Cloudcrown Oak**, **Oblivion Ring**, **Wanderer's Twig**, **Axegrinder Giant**, **Woodland Changeling**, **Kinsbaile Skirmisher**, **Lace with Moonglove**, **Scarred Vinebreeder**, **Springjack Knight**, **Lammastide Weave**, **Giant Harbinger**, **Thoughtweft Trio**

Click [here](#).

A disappointing pack here with no good pick. The **Oblivion Ring** is the obvious pick as it is the most powerful card, and if we pick up a **Shimmering Grotto** then we can play it and our **Springleaf Drum**. It is also perfectly possible that it will end up in the sidebar.

Pick: **Oblivion Ring**

Pack 2, Pick 4

Axegrinder Giant, **Lignify**, **Quill-Slinger Boggart**, **Ingot Chewer**, **Soaring Hope**, **Shimmering Grotto**, **Judge of Currents**, **Lace with Moonglove**, **Ego Erasure**, **Veteran of the Depths**, **Vivid Marsh**, **Peppersmoke**

Click [here](#).

Peppersmoke or the enabling **Shimmering Grotto** or **Vivid Marsh**? The decision between the lands is pretty close. A lot of the choice is deck-dependent but after that, the temptation is to follow the rarity symbol. I think the **Vivid** lands are stronger unless your deck is has zero double colour-costed cards, in which case I prefer lands that come into play untapped, but as a rule of thumb, stick to the **Vivid** land. With that all said, I think the **Peppersmoke** is the stronger card in a Faerie deck and I'm not too fussed about the **Oblivion Ring**. Two-colour decks are way more consistent than those with a single-card splash, and I can always pick up a fixer later if I want.

Pick: **Peppersmoke**

Pack 2, Pick 5

Wanderer's Twig, **Bog-Strider Ash**, **Mudbutton Torchrunner**, **Springleaf Drum**, **Gilt-Leaf Seer**, **Protective Bubble**, **Ingot Chewer**, **Amoeboid Changeling**, **Vivid Grove**, **Hunter of Eyeblights**, **Guardian of Cloverdell**

Click [here](#).

Some more fixers that I'm not really considering but might well wheel, and then two cards to choose between. I still love **Amoeboid Changeling**, but I'm beginning to think he's not that amazing in decks with little need of tribal themes. I call the deck I'm drafting a Faerie deck, but the only card that really needs multiples is **Spellstutter Sprite**, so I don't rate the changeling too highly right now. Plus, I already have an **Amoeboid Changeling**.

I've already said how much I like the Hunter, but the Faerie deck really wants to leave all its mana open on turn five as it normally has a freshly resolved **Dreamspoiler Witches** in play that it wants to abuse. Faeries can also be too behind in tempo to let this guy into play. I tend to start him in the board and bring him in when I'm on the play

in a lot of matchups. It's also worth remembering that he also kills most of the clash-winning creatures (such as Nath's Elite).

Pick: Hunter of Eyeblights

Pack 2, Pick 6

Moonglove Winnower, Whirlpool Whelm, Leaf Gilder, Adder-Staff Boggart, Wispmare, Rootgrapple, Flamekin Brawler, Facevaulter, Makeshift Mannequin

Click [here](#).

Moonglove Winnower's ideal home should be within a Faerie deck as he will hold the ground and trade with fatties that threaten to get out of control. However, the problem is that the four drop tends to be very heavy with Sentinels of Glen Elendra, Dreamspoiler Witches, Faerie Harbinger, and others that contend for the slot and are stronger. Luckily, we need take none of this into consideration because the Whirlpool Whelm is an excellent card, giving us both tempo and another card that triggers the Witches.

Pick: Whirlpool Whelm

Pack 2, Pick 7

Adder-Staff Boggart, Sentinels of Glen Elendra, Stinkdrinker Daredevil, Spellstutter Sprite, Spiderwig Boggart, Flamekin Brawler, Tideshaper Mystic, Ethereal Whiskergill, Glen Elendra Pranksters

Click [here](#).

Wow, I just wanna scoop up this whole pile and forgo the rest of the pack. The Glen Elendra Pranksters can be game dominating, but we have little that combos with them and there are better cards in the pack. The Spellstutter Sprite is punching out of its weight class here. I picked the Sentinels as they are surprisingly large bodies in the faerie deck and tend to do everything the deck needs well. They mean you can leave mana open to counter, ambush attackers, trigger Witches, provide some much needed beatdown and evade Tarfire. The Ethereal Whiskergill is really, really tempting and it might have been worth taking because Faeries can fall too far behind sometimes, but I think that the Sentinels just do too much for the deck.

Pick: Sentinels of Glen Elendra

Pack 2, Pick 8

Footbottom Feast, Kithkin Healer, Boggart Birth Rite, Zephyr Net, Bog Hoodlums, Lammastide Weave, Rebellion of the Flamekin, Fallowsage

Pick: Fallowsage

Pack 2, Pick 9

Stinkdrinker Daredevil, Hurly-Burly, Ringskipper, Hunt Down, Triclopean Sight, Nath's Buffoon, Woodland Guidance

Pick: Ringskipper

Pack 2, Pick 10

Smokebraider, Gilt-Leaf Ambush, Black Poplar Shaman, Elvish Eulogist, Wings of Velis Vel, Inner-Flame Igniter

Pick: Wings of Velis Vel

Pack 2, Pick 11

Axegrinder Giant, Lace with Moonglove, Scarred Vinebreeder, Springjack Knight, Lammastide Weave

Pick: Axegrinder Giant

Pack 2, Pick 12

Ingot Chewer, Soaring Hope, Lace with Moonglove, Ego Erasure

Pick: Ego Erasure

Pack 2, Pick 13

Gilt-Leaf Seer, Protective Bubble, Guardian of Cloverdell

Pick: Protective Bubble

Pack 2, Pick 14

Rootgrapple, Flamekin Brawler

Pick: Rootgrapple

Pack 2, Pick 15

Tideshaper Mystic

Pick: **Tideshaper Mystic**

Pack 2 went nicely. Plenty of cheap, efficient tricks, more Faeries, and the needed Witches. What am I looking for in the last pack? I still want some early defense so a **Silvergill Douser** or **Streambed Aquitects** wouldn't go amiss, and we've little countermagic so far so a **Faerie Trickery** or **Broken Ambitions** would be nice. And I want some more Witches...We have eighteen playables, about four of which I'm happy not to play, so the last pack is needed.

Pack 3

Pack 3, Pick 1

Kithkin Greatheart, Mulldrifter, Footbottom Feast, Lowland Oaf, Lignify, Weed Strangle, Bog Hoodlums, Protective Bubble, Fire-Belly Changeling, Skeletal Changeling, Veteran of the Depths, Nectar Faerie, Thorntooth Witch, Epic Proportions, Glimmerdust Nap

Click [here](#).

I've said we need defense, but it's not the correct pick to sacrifice a **Mulldrifter** for a lowly **Skeletal Changeling**. **Weed Strangle** is also not in the same league. **Epic Proportions** gets filed away in the memory bank to watch out for later and a quick glance at the names of the players to my left to see who's most likely to wind up with it.

Pick: **Mulldrifter**



Pack 3, Pick 2

Fertile Ground, Moonglove Extract, Hillcomber Giant, Sentinels of Glen Elendra, Stinkdrinker Daredevil, Dreamspoiler Witches, Lairwatch Giant, Spellstutter Sprite, Spiderwig Boggart, Flamekin Brawler, Tar Pitcher, Briarhorn, Eyes of the Wisent, Burrenton Forge-Tender

Click [here](#).

Powerful though it is, I'm not willing to splash the **Briarhorn**, which leaves us toying between **Moonglove Extract** and **Dreamspoiler Witches**. At the moment, I think this is a really tight pick. It is obviously deck-dependent as if you've no instants you take the removal; as it is, I think the deck is shaping up really nicely to use the Witches, so I'll add a second to the deck.

Pick: **Dreamspoiler Witches**

Pack 3, Pick 3

Dreamspoiler Witches, Battlewand Oak, Oaken Brawler, Pestermite, Hurly-Burly, Peppersmoke, Rootgrapple, Nightshade Stinger, Faultgrinder, Faerie Trickery, Jagged-Scar Archers, Goatnapper, Boggart Harbinger

Click [here](#).

We can discard the **Boggart Harbinger** here even though it does fetch **Warren Pilferers** and **Nameless Inversion**, because there are just more valuable cards for the deck at hand. **Pestermite** is better than **Peppersmoke**, but right now, which Faerie is best? This is so close. A third Witches increases the chance of multiples and the ensuing insanity, but it might make the four drop too heavy. On the flip side, the deck needs tempo, defense, and more early drops. **Pestermite** provides all of these as well as being a great card to trigger the two Witches we already have. I'm still not sure which the correct pick is, but if in doubt, get greedy.

Pick: **Dreamspoiler Witches**

Pack 3, Pick 4

Deeptread Merrow, Kithkin Daggerdare, Herbal Poultice, Warren Pilferers, Lowland Oaf, Inkfathom Divers, Needle Drop, Soaring Hope, Elvish Branchbender, Kithkin Harbinger, Prowess of the Fair, Deathrender

Click [here](#).

This pack offers nothing that the deck really wants. **Deathrender** is far too expensive for what it does, although it is still okay, but six mana to give a guy +2/+2 is pricey. **Deeptread Merrow** is unimpressive and gets outclassed fast, even if he is an early drop, he's just not good enough. This brings us to the star of the pack—the Pilferers. Normally, we would happily snap this up, but here it's just not what we're looking for as it's yet another expensive spell. I mean, I'm not too unhappy to pick it, I just don't really want it. I would have picked anything vaguely defensive or cheap over it, like a **Whirlpool Whelm** or **Broken Ambition**.

Pick: **Warren Pilferers**

Pack 3, Pick 5

Oakgnarl Warrior, Glimmerdust Nap, Soulbright Flamekin, Kithkin Daggerdare, Spring Cleaning, Exiled Boggart, Shields of Velis Vel, Needle Drop, Boggart Shenanigans, Familiar's Ruse, Windbrisk Heights

Click [here](#).

Bleh. A completely empty pack. Although **Familiar's Ruse** is an instant and a counter, and one that returns **Mulldrifter**, **Spellstutter Sprite**, and **Warren Pilferers** back to my hand, the tempo setback is probably going to be too much. I'm going to pick the **Glimmerdust Nap**. It will shut off a problematic fattie that my Witches can't kill.

Pick: **Glimmerdust Nap**

Pack 3, Pick 6

Moonglove Winnower, **Inner-Flame Acolyte**, **Paperfin Rascal**, **Nath's Elite**, **Goldmeadow Dodger**, **Faerie Trickery**, **Nightshade Stinger**, **Blades of Velis Vel**, **Elvish Handservant**, **Ceaseless Searblades**

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The four-drop slot is far too heavy to consider the **Winnower**, and I'm not a fan of the **Paperfin Rascal**. However, I'm not really bothered by either as the **Faerie Trickery** is almost exactly what I'm looking for. Another instant to trigger the Witches, with the potential to stay well ahead in tempo when on the play and to protect my Witches in the late game to ensure I stay ahead.

Pick: **Faerie Trickery**

Pack 3, Pick 7

Streambed Aquitects, **Boggart Loggers**, **Runed Stalactite**, **Inner-Flame Acolyte**, **Warren-Scourge Elf**, **Blades of Velis Vel**, **Cenn's Heir**, **Ringskipper**, **Flamekin Harbinger**

Happy, happy, happy.

Pick: **Streambed Aquitects**

Pack 3, Pick 8

Bog-Strider Ash, **Herbal Poultice**, **Oakgnarl Warrior**, **Blind-Spot Giant**, **Exiled Boggart**, **Heal the Scars**, **Crush Underfoot**, **Changeling Berserker**

Pick: **Changeling Berserker**

Pack 3, Pick 9

Bog Hoodlums, **Protective Bubble**, **Fire-Belly Changeling**, **Veteran of the Depths**, **Nectar Faerie**, **Thorntooth Witch**, **Glimmerdust Nap**

Pick: **Glimmerdust Nap**

Pack 3, Pick 10

Stinkdrinker Daredevil, **Lairwatch Giant**, **Spellstutter Sprite**, **Spiderwig Boggart**, **Flamekin Brawler**, **Burrenton Forge-Tender**

Pick: **Spellstutter Sprite**

Pack 3, Pick 11

Oaken Brawler, **Rootgrapple**, **Nightshade Stinger**, **Faultgrinder**, **Faerie Trickery**

Pick: **Faerie Trickery**

Pack 3, Pick 12

Herbal Poultice, **Lowland Oaf**, **Soaring Hope**, **Prowess of the Fair**

Pick: **Lowland Oaf**

Pack 3, Pick 13

Exiled Boggart, **Shields of Velis Vel**, **Boggart Shenanigans**

Pick: **Boggart Shenanigans**

Pack 3, Pick 14

Goldmeadow Dodger, **Nightshade Stinger**

Pick: **Nightshade Stinger**

Pack 3, Pick 15

Cenn's Heir

Pick: **Cenn's Heir**

Deck Building

I've thirty-one playables to choose from, but some of them can be quickly discarded. Firstly, the **Oblivion Ring** is not going to be splashed and there are few early guys to use the **Springleaf Drum** with. This puts **Fallowsage** in the board, which is no problem as the deck has plenty of things to do on turn four. This also helps set the **Mournwhelk** and **Scattering Stroke** aside as this deck has plenty of late game.

The last three contenders for the final slot were the second **Glimmerdust Nap**, the **Amoeboid Changeling**, and the **Hunter of Eyeblights**. The Hunter was the first to be discarded as the deck already has four fine five-drops and, as I mentioned earlier, it is a little too slow for this deck. The Changeling doesn't do very much for the deck. It makes the **Spellstutter Sprites** better, but they are already pretty fine, and the little guy doesn't fizzle enough spells or effects as some of its predecessors have done. It is better in a Merfolk deck where it lets your **Streambed Aquitects** pump everything. This leaves the **Glimmerdust Nap** as the default inclusion, which suits me fine as it helps to shut off cards like Imperious Perferct and big men that the deck will struggle with. The deck will definitely play eighteen land as it has so many expensive spells that it must get there and cannot afford to stumble.

Main Deck 40 cards		Sideboard
9 Island	2 Faerie Trickery	1 Amoeboid Changeling
9 Swamp	2 Glimmerdust Nap	1 Axegrinder Giant
18 lands	1 Liliana Vess	1 Boggart Shenanigans
3 Dreamspoiler Witches	1 Moonglove Extract	1 Boggart Sprite-Chaser
1 Mulldrifter	1 Nameless Inversion	1 Cenn's Heir
1 Pestermite	1 Peppersmoke	1 Changeling Berserker
1 Sentinels of Glen Elendra	1 Whirlpool Whelm	1 Dawnfluke
2 Spellstutter Sprite	1 Wings of Velis Vel	1 Ego Erasure
1 Streambed Aquitects	10 other spells	1 Fallowsage
1 Thieving Sprite		1 Hunter of Eyeblights
2 Warren Pilferers		1 Lowland Oaf
12 creatures		1 Mournwhelk
		1 Nath's Buffoon
		1 Nightshade Stinger
		1 Oblivion Ring
		1 Protective Bubble
		1 Ringskipper
		1 Rootgrapple
		1 Scattering Stroke
		1 Shields of Velis Vel
		1 Springleaf Drum
		1 Tideshaper Mystic
		1 Wispmare
		23 sideboard cards



I was expecting great things from the deck. In the first round, my Elf opponent resolved an **Imperious Perfect** and **Lys Alana Huntmaster** as I had to tap out to keep up whilst on the draw and couldn't keep my counter open. I couldn't draw an answer to the Perfect in time, but the deck has a hard time dealing with the Huntmaster anyway. Not the best matchup. I drew seven land in a row after I kept my opening hand in the second game and lost to double Huntmaster and a Pilfered Perfect. He flashed me the **Garruk Wildspeaker** in his grip at the end of the match. A first round loss is disappointing, but the mana screw combined with the awesome power of his deck doesn't make me worry much. He went on to win the draft without dropping a game to boot.

I liked my deck, especially as anything with three **Dreamspoiler Witches** and ten instants is something to be feared. Even now, though, how to go about drafting the various archetypes is still in question. Have I given the right cards the correct value or should, for instance, I have picked **Pestermite** over Witches? To the forums.

Q

*Widely considered one of the world's foremost Limited competitors, Quentin Martin has four Limited Grand Prix Top 8s and a Top 8 at Pro Tour–Prague 2006. Between his **Magic** expertise and a background in philosophy, it's no surprise Quentin is well known for his strategic insight and theories on the game.*



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