



# Round Robin Part 2

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*Building on a Budget*  
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hello everyone, and welcome back to Building on a Budget, the column dedicated to building decks for 30 tickets or less using **Magic Online!** We're in the middle of the first BoaB Round Robin tournament! I started by building a deck based upon **Kiki-Jiki**, **Mirror Breaker** and **Thornbite Staff** (suggested by Fernando from Brazil). After playing a few games with that deck, I jumped to tinkering with a black-white control deck coming straight from the hands of MX3SERZE. When we left off [last week](#), I had just posted a 4-1 record with MX3SERZE's deck, and was about to make some changes.

Budget MX3SERZE Black-White		
<b>Main Deck</b> 60 cards		
4 <b>Orzhov Basilica</b>	3 <b>Angel of Despair</b>	4 <b>Castigate</b>
8 <b>Plains</b>	4 <b>Blind Hunter</b>	4 <b>Faith's Fetters</b>
9 <b>Swamp</b>	4 <b>Descendant of Kiyomaro</b>	4 <b>Hide // Seek</b>
21 lands	4 <b>Shriekmaw</b>	4 <b>Mortify</b>
	15 creatures	4 <b>Orzhov Signet</b>
		4 <b>Phyrexian Arena</b>
		24 other spells

Many people pointed out that the biggest weakness of this deck was the low land count. I tend to agree—even after the changes I made last week, 21 lands is really low for a deck that needs to drop a land a turn the entire game (especially when I may be drawing multiple spells to play via **Phyrexian Arena**). This is a good time to bring up my article [Deckbuilding 101: Five Tips for Better Deckbuilding](#) from wayyyy back in June of 2006 (has it been that long?).

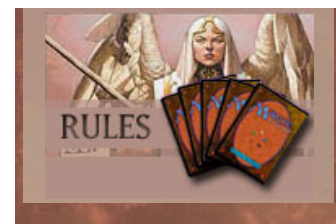
- Rule #1: Fix your Mana Base
- Rule #2: Keep Close to 60 Cards
- Rule #3: Focus Your Goals, But Don't be a Slave to Your Theme
- Rule #4: Have a Curve
- Rule #5: Enchant Creature Cards Are Not Your friends
- Rule #6: Feed BoaB Your Expensive Rares! BoaB Grows More Powerful, Humans!

When I first got my hands on MX3SERZE's take on a black-white control deck, it broke Rule #1 (not enough lands—only twenty with the average mana cost of the deck coming in at a hefty 3.9), Rule #2 (63 cards—mathematically, you want to be at 60 unless you're playing **Battle of Wits**. Otherwise, you have less chance to draw any given card in your deck), and Rule #4 (the deck didn't get started with an offense until turn four, at the earliest).

I fixed #2 (taking the deck down to 60 cards) and #4 (added in lower-drop cards like **Castigate**, **Phyrexian Arena**, and **Descendent of Kiyomaro**), but I only partially fixed #1—I brought the land count from 20 to 21, but that's still not enough for this deck. As mentioned above, I really need to be able to drop a land every turn. **Orzhov Basilica** is great for this, because it means I get three land drops out of two lands (first, I play a **Swamp**. Then, I play the Basilica returning the **Swamp**. Then I replay the **Swamp** again). Rather than up the

budget of this deck with any more fancy lands that produce black and white, I just decide to add two **Swamps** and a **Plains**. I haven't particularly had troubles getting the *colors* of land I need in previous games, I just haven't gotten enough lands, period.

**Out:** 1 Hide // Seek, 1 Faith's Fetters, 1 Blind Hunter  
**In:** 2 Swamp, 1 Plains



*BoaB, the Non-Budgetary Robot. Missing since 1/1/08. Have you seen him? If so, click the email link below!*

Budget MX3SERZE Black-White 2		
<b>Main Deck</b> 60 cards		
4 Orzhov Basilica	3 Angel of Despair	4 Castigate
9 Plains	3 Blind Hunter	3 Faith's Fetters
11 Swamp	4 Descendant of Kiyomaro	3 Hide // Seek
24 lands	4 Shriekmaw	4 Mortify
	14 creatures	4 Orzhov Signet
		4 Phyrexian Arena
		22 other spells

#### Game 6: rocore1 (Black-Blue-Green Control)

I get a slow start with four lands and an Orzhov Signet, and he gets Nezumi Graverobber and then hits me with Three Tragedies. I draw and play Phyrexian Arena, and he get down Wonder. I then drop Faith's Fetters on his Graverobber, Castigate a Putrefy, Shriekmaw his Wonder and drop Angel of Despair on one of his two Islands. Three turns later, I have a concession.

Record: 5-1

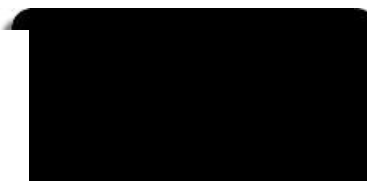
#### Game 7: CPT. Crunch (Infinite Clerics)

I kill his first two Daru Spiritualists with Shriekmaw and Mortify, Castigate a Living Wish, and Hide // Seek Sutured Ghoul. I get Descendent of Kiyomaro onto the board, and in over the next seven turns of attacking.

Record: 6-1

#### Game 8: beanie414 (Green-Red Slivers)

He gets double Virulent Sliver, Two-Headed Sliver, Spinneret Sliver, and Gemhide Sliver over the first four turns. I get Descendent of Kiyomaro, evoke a Shriekmaw (killing Two-Headed Sliver), and Castigate (taking out Bonesplitter Sliver). He then drops double Might Sliver and Fury Sliver (two of which I hit with Faith's Fetters), but his horde of Slivers



overwhelms me, and I concede the turn before I die to both poison counters and damage on the same attack.

Record: 6-2

### Game 9: Flywheel (Red-Green Beasts)

We go back and forth for a while—I **Castigate**/**Æther Charge** and kill **Krosan Warchief** and **Wirewood Savage** with **Shriekmaws**, but he drops another **Charge** and an **Avarax**, getting another **Avarax**. I **Mortify** his **Æther Charge** and **Castigate** a **Hull Breach**, but get knocked down to 5. I start marching back with first double **Blind Hunter**, then a **Faith's Fetters** on a **Fangren Firstborn**, and then a **Descendant of Kiyomaro**. I get up to 15 life, and drop double **Phyrexian Arena**, now that I feel comfortable in the game. That lasts about two seconds as he gets down two more **Wirewood Savages**, continues his **Avarax** chain (drawing two cards plus an **Avarax**) and starts pounding on me with **Beast Attack** and **Pulse of the Tangle**. I'm drawing three cards a turn, but I'm down to 9 life and a **Blind Hunter**. He drops **Æther Charge**, hits me for 4 by playing **Beast Attack**, and then comes across for exactly lethal with a **Wirewood Savage**, his **Beast Attack** token, and an **Avarax**.



Record: 6-3

### Game 10: Albaldah (Red-Green-Black Land Destruction)

I draw three **Castigates** early, and get double **Frenzied Tilling** and a **Helldozer**, and then **Hide // Seek** a **Helldozer** out of his deck. He gets **Journeyman's Kite**, which I put **Faith's Fetters** on, and then I get **Phyrexian Arena** going. I kill **Barbarian Riftcutter** on turn five with **Shriekmaw**, and then drop **Descendant of Kiyomaro**. Albaldah doesn't draw any more threats, and I win with my 3/5 and my 3/2 fear **Shriekmaw**.

Record: 7-3

The original version of MX3SERZE's deck had seven **Wrath of God** effects (one of them got left off the deck list last week, so it only showed six. Don't worry—this week's article is 300% more error-free than last week's!) The two games I lost so far this week (against beanie414's **Sliver** deck and **Flywheel's Red-Green Beasts** deck) highlight the need for some form of mass removal—*especially* in a black-white deck! Those two colors tend to get the most "kill everything at once" cards (as opposed to red, which gets the "deal damage to everything at once" cards).

**Wrath of God** and **Damnation** are not budget cards, but there are several budget versions of **Wrath**—for instance, **Austere Command** (1 ticket), **Kirtar's Wrath** (2.5 tickets), **Solar Tide** (0.25 tickets), **Sunscour** (0.75 tickets), and **Plague Wind** (0.25 tickets, though probably too high a mana cost to run). **Hour of Reckoning** was intentionally left off this list as it has very white-intensive color requirements compared to the other cards. This does not include cards like **Infest** or **Hideous Laughter**, which give a blanket -X/-X to all creatures.

If I were to further evolve MX3SERZE's black-white deck, I would likely move towards having at least a four-set of some **Wrath of God** effect, and take out the **Hide // Seeks** entirely—while they are a really nifty trick, unless you're playing against an obscure combo deck that only has a one-of on certain win conditions, taking a single copy of a single card out of your opponent's deck isn't going to win you many games. There are already ways to gain life in this deck (**Descendant**, **Blind Hunter**), so losing those three won't hurt too much.



As it is though, **Flywheel's Beasts** deck caught my eye in Game 9 of the last set of matches! I asked him for permission to evolve his deck, and permission was granted! Here's the deck list I was sent:

Flywheel Beasts Start		
<b>Main Deck</b> 63 cards		
9 Forest	4 Avarax	4 Aether Charge
8 Mountain	1 Fangren Firstborn	4 Beast Attack
4 Shivan Oasis	4 Hunting Moa	3 Hull Breach
	2 Hystrodon	2 Incinerate
21 lands	4 Krosan Warchief	2 Pulse of the Tangle
	4 Petravark	1 Shock
	4 Wirewood Savage	3 Steely Resolve
	23 creatures	19 other spells

Fangren Firstborn: 0.5 each (0.5)  
Hull Breach: 1 each (3)  
Hunting Moa: 0.1 each (0.4)  
Hystrodon: 0.33 each (0.66)  
Incinerate: 0.33 each (0.66)  
Pulse of the Tangle: 0.25 each (0.5)  
Shivan Oasis: 0.25 each (1)  
Steely Resolve: 0.75 each (2.25)  
Cost Total: 8.97 tickets (Other cards can be gotten for bulk prices.)

Let's run this down my five deck building rules:

#### Rule #1: Fix your Mana Base

21 lands again seems low for a deck with an average mana cost of 3.5, and no mana accelerants at all. Without going into huge mathematical equations, one-third of the cards in the deck are land, meaning that you'll only see an average of about three lands in your first nine cards of the game. (Yes, I know this is not the exact odds, but it's close enough to make this argument). The average mana cost of the deck is higher than this amount, so often you'll be stuck with cards in hand (much less being able to play multiple cards a turn).

#### Rule #2: Keep Close to 60 Cards

Again, there are 63 cards in this deck. There's no reason to go above 60—all it does is decrease your chances of drawing the cards you need / want the most when you need / want them the most! I think we can find three cards to cut from this deck, just to get down to 60.

#### Rule #3: Focus Your Goals, But Don't Be a Slave to Your Theme

Flywheel has a really good Beasts theme going here—*Wirewood Savage* and *Æther Charge* are two particularly potent non-Beast cards in a Beast deck. I also like the utility present in *Hull Breach* and the removal spells, but I wonder if there are better on-theme choices for these cards? Also, *Steely Resolve* seems a little unnecessary here—crunch my guys all you want, I'll make more!

#### Rule #4: Have a Curve

This deck starts at three mana and ends at five. In the meanwhile, there aren't many spells you can play early on in the game. This is fine, given that once turn three starts, you'll be dropping a creature a turn, and never stop putting on pressure from that point onwards. A little mana acceleration might go a long way here, just to throw that out in the open!

#### Rule #5: Enchant Creature Cards Are Not Your friends

Does not apply to this deck!

This deck has a very solid base, but the above mentions are keeping it from reaching a higher potential. Here's the changes I made to the deck, with the reasons listed:

**Out:** 2 *Incinerate*, 1 *Shock*  
**In:** 3 *Contested Cliffs*

Reason: In a 60 card deck, you want some degree of redundancy in your removal. The *Incinerates* and single *Shock* seem somewhat arbitrary in this deck—there isn't a great chance of drawing either one, and there doesn't seem to be a reason why there is one *Shock* over a third *Incinerate*... or vice versa. If Flywheel was having problems with one-drops, more *Shocks* would be the answer. If it was regenerators or three-toughness creatures, *Incinerate*. As it is, I'd rather run *Contested Cliffs* in the deck. It solves two problems at once—working more lands into the deck (three more lands, in this case), and it allows you to use those land slots as removal spells. *Krosan Warchief* can let you have your Beasts survive the Cliffs, if your Beasts aren't just outright bigger than your opponent's creatures to begin with.

**Out:** 3 *Hull Breach*  
**In:** 4 *Indrik Stomphowler*

Reason: *Invasion* / *Planeshift* / *Apocalypse* cards are worth a premium on **Magic Online**, as those sets were not in circulation for a very long time. Because of this, *Hull Breach* goes for about a ticket. There are other options to destroy an artifact or enchantment (though not as many to destroy both at once), and these are options that cost a fraction of the amount—*Naturalize*, *Krosan Grip*, and the such. Well, this is a Beast deck—why not run *Naturalize* on a 4/4 body in the inimitable *Indrik Stomphowler*? It serves a dual purpose in the deck—to budgetize the artifact/enchantment removal for the deck, and to add another Beast to the deck!

**Out:** 3 *Steely Resolve*  
**In:** 4 *Lightning Greaves*

Reason: *Steely Resolve* is in the deck to keep a creature type untargetable. Well, it seems just as good to keep one creature at a time untargetable, especially since *Steely Resolve* A) doesn't stop mass removal, and B) keeps



you from targeting your own Beasts with things like **Krosan Warchief** and **Contested Cliffs**. Giving your Beasts haste (especially since they are kind of slow to begin with) seems ideal, so **Lightning Greaves** is a great swap straight in for **Resolve**—haste is definitely a trade this deck wants to make in exchange for mass-untargetability.

**In:** 4 **Overgrowth**  
**Out:** 4 **Hunting Moa**

Reason: If this deck needs acceleration, there are a lot of choices—**Wild Growth**, **Utopia Sprawl**, **Sakura-Tribe Elder**, **Rampant Growth**, **Search for Tomorrow**, **Kodama's Reach**—but in this deck I choose **Overgrowth**. This is for two reasons: 1) This deck needs a lot of green mana—triple green for **Fangren Firstborn** and **Beast Attack**, green mana for **Krosan Warchief** to regenerate creatures, and **Overgrowth** definitely provides this green, and 2) I am considering playing a couple of copies of **Warp World** in this deck if it needs a big reset button against decks with a lot of mass removal, and **Overgrowth** is a great compliment to **Warp World**. I take out **Hunting Moa** because I really don't want to have a creature that forces me to pay echo on turn three. I want to drop a three-drop, then a four-drop, not drop a three-drop, and then pay echo.

**In:** 1 **Fangren Firstborn**  
**Out:** 4 **Petravark**, 2 **Pulse of the Tangle**

Reason: I needed to cut three cards from this deck entirely, to bring it down to 60 cards. I already added five Beasts (**Fangren Firstborn** and 4 **Stomphowler**), so losing 10 Beasts (2 **Pulse of the Tangle**, 4 **Hunting Moa**, 4 **Petravark**) seems all right for now, especially given that several Beasts let me play multiple other Beasts (**Avarax**, **Beast Attack**). I really liked (feared) **Fangren Firstborn** when I played against it, and it is even better with **Lightning Greaves** in the deck (speeding up not only the Firstborn, but every other attacking creature at the time). **Pulse of the Tangle** seemed like the weakest Beast in the deck—it would almost never "buyback," since this deck is never going to want to hold back creatures. **Petravark** also seemed kind of weak—if I wanted to outright destroy lands, I could do better than a 2/2 creature for four mana (which is a really, really small body for a Beast).

Here's how my rebuild of the deck ended up looking!

**Out:** 4 **Hunting Moa**, 3 **Hull Breach**, 2 **Incinerate**, 4 **Petravark**, 2 **Pulse of the Tangle**, 1 **Shock**, 3 **Steely Resolve** (-6.81 tickets)  
**In:** 3 **Contested Cliffs**, 4 **Indrik Stomphowler**, 4 **Overgrowth**, 4 **Lightning Greaves**, 1 **Fangren Firstborn** (+8 tickets)

Flywheel Beasts 1		
Main Deck 60 cards		
3 <b>Contested Cliffs</b>	4 <b>Avarax</b>	4 <b>Aether Charge</b>
9 <b>Forest</b>	2 <b>Fangren Firstborn</b>	4 <b>Beast Attack</b>
8 <b>Mountain</b>	2 <b>Hystrodon</b>	4 <b>Lightning Greaves</b>
4 <b>Shivan Oasis</b>	4 <b>Indrik Stomphowler</b>	4 <b>Overgrowth</b>
24 lands	4 <b>Krosan Warchief</b>	16 other spells
	4 <b>Wirewood Savage</b>	
	20 creatures	

**Total Cost:** 10.16 Tickets

### Game 1: Adamax (Black-Green Flyers)

I open with **Shivan Oasis** and **Lightning Greaves**, and he gets **Bonesplitter** and **Oona's Prowler**. I drop **Krosan Warchief**, equip it with my Greaves, and attack for two. He takes it, drops **Grafted Wargear**, and makes his Prowler a 6/3 flyer. I untap, play **Indrik Stomphowler**, taking out the Wargear and his Prowler, give my new 4/4 haste, and swing for 6. He drops double **Mourning Thrull**, and I play **Fangren Firstborn**, equip it with the Greaves, and swing with now a 3/3, a 5/5 and a 5/3. He blocks with one Thrull, untaps, drops another Wargear, makes his Thrull a 6/3 flyer, and swings in—but my next attack is enough to kill him.

Record: 1-0

### Game 2: YKenny2 (Urzatron)

I get **Krosan Warchief** on turn three, and **Overgrowth** into **Wirewood Savage**. He drops **Lightning Greaves** and gets two pieces of the Urzatron plus a **Seat of Synod**, which YKenny2 uses to play **Think Twice**. On my fifth turn, I drop a second Warchief (drawing a card) and play **Indrik Stomphowler**, killing his only source of colored mana (drawing a card). He completes the Urzatron the next turn and drops **Shield of Kaldra**, but I answer with **Avarax**, attack, drop him to one, and draw a concession next turn.

Record: 2-0

### Game 3: Kingholland (Mono-Black Aggro)

He gets down **Vampire Bats** early, and puts **Vampiric Touch** and **Unholy Strength** on them. I get down **Wirewood Savage**, followed by **Krosan Warchief** #2. This lets me drop **Overgrowth** and **Indrik Stomphowler** (to take care of **Unholy Strength**) and then go nuts with double **Avarax** the following turn. He goes up to thirty-something life thanks to the Bats and double **Paradise Plume**, but I end the game on turn eight by dropping

Krosan Warchiefs #3 and #4 (thanks to a second Wirewood Savage helping me dig through my deck), Fangren Firstborn, Indrik Stomphowler (for one mana), and double Lightning Greaves to swing for about 50 in one attack.

Record: 3-0

#### Game 4: COCONUT01 (Mono-Black Control)

He gets down Solemn Simulacrum, double Wayfarer's Bauble, and two more Simulacrums. I get down Wirewood Savage, Krosan Warbeast, Fangren Firstborn (which eats a Swallowing Plague), Indrik Stomphowler (killing the first Simulacrum), and then Overgrowth into Contested Cliffs and Avarax. I drop a second Cliffs, attack with my team, and kill both of his blockers (using the Cliffs, the Stomphowler, and the Avarax) during the attack.

Record: 4-0

#### Game 5: MarcVesper (Black-Blue Reanimator)

He drops Howling Mine and then Repeals my third-turn Overgrowth. He follows this a couple of turns later by playing Demonic Knowledge (with buyback), discarding Mindleech Mass and Ascendant Evin-car. I get down a morph (Hystrodon), Krosan Warbeast and Indrik Stomphowler (killing his Howling Mine). He reanimates Mindleech Mass, and I drop Contested Cliffs. When he blocks my Warchief, I put a regeneration shield on both the Warchief and the Indrik Stomphowler, put both the Stomphowler and the Mass in the Cliffs, and have the Mass die. He tries to Remand my Æther Charge the following turn, but this frees me up to play Avarax.

Record: 5-0

#### Game 6: lordofducks (Blue-Red Rites of Initiation)

He gets Spiketail Drakeling and knocks me down to 14. In the process, I get down Overgrowth, and follow it with double Æther Charge. He plays Looter il-Kor and Empty the Warrens (for four), and then I play Wirewood Savage and Krosan Warchief, bringing him to 12. On his turn, he attacks with all six guys, plays Keep Watch (to draw six cards), and then plays Rites of Initiation to give all of his guys +8/+0. I am only able to block two of his six creatures, and die horribly.

Record: 5-1



I was happy with how the Beast deck performed, and my possible other tunings to that deck would involve possibly adding a little money to the deck in the form of either Greater Gargadon (3 tickets each), or Ravenous Baloth (3 tickets each), plus maybe some removal so that I didn't die to things like the mass of weenies in lordofducks's deck. Speaking of which:

LordofDucks UR PDC Initiation		
<b>Main Deck</b> 60 cards		
2 Izzet Boilerworks	4 Looter il-Kor	2 Empty the Warrens
9 Snow-Covered Island	4 Mogg War Marshal	4 Keep Watch
8 Snow-Covered Mountain	2 Mulldrifter	4 Ponder
4 Terramorphic Expanse	3 Ninja of the Deep Hours	3 Rites of Initiation
	4 Sparksmith	4 Skred
23 lands	3 Spiketail Drakeling	
	20 creatures	17 other spells

From LordofDucks:

It's still in progress and started as a green token deck with mana fixers for watch and rites a couple years ago. Last week it turned primarily blue (with Faeries) and a splash of red (for Rites) with a bit of control. Now it's straight up blue and red (obviously) and I just added Empty the Warrens a couple hours ago. It really doesn't need Warrens, but it seems to be helping.

If you didn't notice, it's a straight-up pauper deck. I've played in a couple PDC tourneys over the past few years under (presently) lordofducks and other names, not too often though.

I honestly love building decks more than I do playing. :)

For those not familiar, PDC stands for Pauper Deck Challenge. Pauper decks are all-common decks—no uncommons or rares allowed! In fact, if a card is not common in that format, you can't play it, even if it's common in other formats! (For instance—**Tribal Flames** is common in *Planeshift*, and "timeshifted" in *Time Spiral*. You can't play **Tribal Flames** in Standard PDC, because there is no common version in Standard. You can play either version ("timeshifted" or *Planeshift*) in Extended, since there is a common version that exists in that format).

#### Cost:

Snow-Covered Island : 0.75 Each (6.75 Total)

Snow-Covered Mountain 0.75 Each (6 Total)

Total Cost: 12.75 Total

BOAB Note of the week: Note that the seventeen Snow-Covered lands in this deck make it more expensive than the entire Beasts deck, which contained 7 rares and 28 uncommons! Remember, common doesn't necessarily mean budget... it just means common!

Either way, for the sake of knocking this deck down to a true pauper's cost, I took out all seventeen snow lands and the four **Skreds** (the only reason for the snow lands to begin with) and added in seventeen basic lands and four **Incinerates**, making this deck into a truly budget deck (less than five tickets to build). For the sake of this leg of the Round Robin, I decided to keep this deck pauper, even if other cards that would be good for the deck (e.g. **Firecat Blitz**, a usual partner with **Rites of Initiation**) were present!

**Out:** 9 Snow-Covered Island, 8 Snow-Covered Mountain, 4 Skred

**In:** 9 Island, 8 Mountains, 4 Incinerate

LordofDucks UR PDC Initiation 1		
<b>Main Deck</b> 60 cards		
9 Island	4 Looter il-Kor	2 Empty the Warrens
2 Izzet Boilerworks	4 Mogg War Marshal	4 Incinerate
8 Mountain	2 Mulldrifter	4 Keep Watch
4 Terramorphic Expanse	3 Ninja of the Deep Hours	4 Ponder
23 lands	4 Sparksmith	3 Rites of Initiation
	3 Spiketail Drakeling	17 other spells
	20 creatures	

#### Game 1: caninus (Black-Red Aggro)

He gets down **Ashling the Pilgrim** and **Inner-Flame Acolyte**. I get **Mogg War Marshal** and **Looter il-Kor**. He kills **Looter il-Kor** with **Carbonize**, and then kills a follow-up **Ninja of Deep Hours** (courtesy of a Goblin token) with **Lash Out**. He then drops **Boldwyr Heavyweights**, and the best I can manage is **Mulldrifter**. On his attack, he pumps **Ashling** once. I play **Keep Watch** to draw three cards, and then play **Incinerate** to kill **Ashling**. He answers by pumping his **Heavyweights** to 11/5 with **Nameless Inversion**, leaving me at 2 life with just **Mulldrifter** and a Goblin token on the board. I draw, attack with both, play **Keep Watch** twice... and fail to get a **Rites of Initiation**, which would have killed him thanks to the ten cards I had in hand.

Record: 0-1

#### Game 2: alaskakid (Mono-Red Burn)

I get down **Looter il-kor** and **Sparksmith**, and he uses **Flame-Tongue Kavu** to kill my **Sparksmith**. He then drops **Flaring Flame-Kin**, and I answer by playing **Ponder** and then **Empty the Warrens**. He puts **Taste of Mayhem** on his **Flame-Kin** and then drops **Spikeshot Goblin**. I evoke **Mulldrifter**, get two more cards in hand, attack with everyone, and draw a block from his **Spikeshot**. This allows me to discard four cards from my hand, dealing 20 damage with my unblocked guys.

Record: 1-1

#### Game 3: Mace Windolene (Black-Green Control)

He drops **Golgari Signet** on turn two, and **Will-o'-the-Wisp** on turn three. My sequence is as follows: **Mogg War Marshal** turn-two. **Echo** and **Izzet Boilerworks** turn-three. **Izzet Boilerworks #2** and **Looter il-Kor** turn-four. Attack with all three guys, play **Keep Watch**, discard nine cards to **Rites of Initiation** turn five, win.

Record: 2-1



Izzet Boilerworks is fantastic in a deck that wants to keep up number of cards in hand for the sake of a game-ending Rites—every card you have left is important for the win! I also want to get up to four Rites—it is the kill condition in this deck, and it doesn't make sense to have less than four of them.

**Out:** 1 Terramorphic Expanse, 1 Island, 1 Sparksmith  
**In:** 2 Izzet Boilerworks, 1 Rites of Initiation

LordofDucks UR PDC Initiation 2		
<b>Main Deck</b> 60 cards		
8 Island	4 Looter il-Kor	2 Empty the Warrens
4 Izzet Boilerworks	4 Mogg War Marshal	4 Incinerate
8 Mountain	2 Mulldrifter	4 Keep Watch
3 Terramorphic Expanse	3 Ninja of the Deep Hours	4 Ponder
23 lands	3 Sparksmith	4 Rites of Initiation
	3 Spiketail Drakeling	18 other spells
	19 creatures	

Game 4: flips33 (Blue-Black-White Color Matters)

Flips33 gets down Obsidian Acolyte, Tidal Visionary, and Eastern Paladin. I get down Mogg War Marshal, Ninja of the Deep Hours (returning Mogg War Marshal) and Spiketail Drakeling. On the turn before he sets up, I send in with all five guys (Mogg War Marshal, double Goblin tokens, Drakeling, Ninja) and he only blocks one of them. I play Keep Watch (drawing five cards) and then Rites of Initiation, making all my guys +8/+0. This wins the game.

Record: 3-1

#### Game 5: kingking5 (Black-Green Reanimator / Fatties)

He gets down Stinkweed Imp, Llanowar Mentor, Nezumi Graverobber, and Royal Assassin. I build up to seven mana, and then played Ponder (getting Rites of Initiation into my hand), Incinerate (killing his Graverobber—he had discarded Vorosh, the Hunter the turn before to Llanowar Mentor) and then Empty the Warrens. He drops Elvish Piper, and I swing with my six Goblins. He blocks one with Stinkweed Imp and I play Keep Watch. In response, he kills Royal Assassin. I draw five cards, and then play Rites of Initiation, making all of my guys 10/1 creatures. Since I have four unblocked guys, he goes from 20 to -20 in a single attack.

Record: 4-1

Even though I've won 80% of my games so far with lordofducks's blue-red Initiation deck, I feel like there may be better Pauper (common) choices for both token generation and possible card-drawing. Think Twice, or maybe more of a storm engine (fueled by Rite of Flame or set up with Sage of Epityr) might be the way to go. Tune in next week to see how I tune up the Pauper Rites of Initiation deck, and continue on with the Round Robin!

*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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