PEOPLE
LANDS
CREATURES
A BRIGHTER
TOMORROW

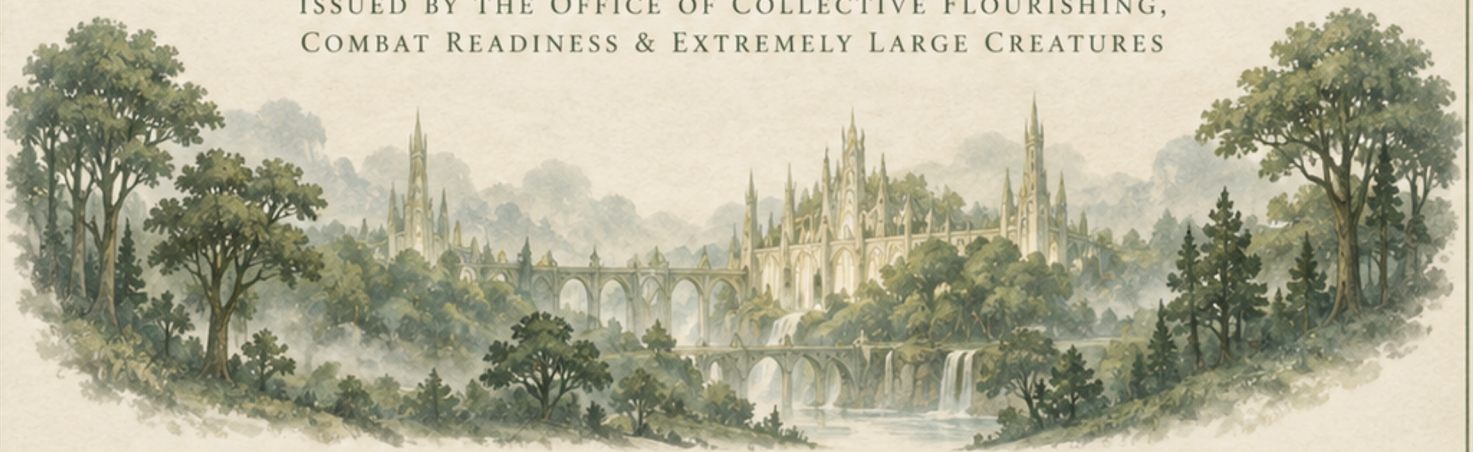
STEWARDSHIP
DISCIPLINE
HARMONY
GREATER
TOGETHER

ROOTED PEOPLE · THRIVING WORLDS

Conclave New Mage Orientation Packet

Field Manual, Tactical Doctrine, Lexicon & Personnel Guidance for Newly Commissioned Woodland Mages

Issued by the Office of Collective Flourishing, Combat Readiness & Extremely Large Creatures



FIELD AUTHORIZATION — NEW RECRUIT / ACTIVE

SAME
ROOTS
BRIGHTER
PATHS

CARE
LEARN
SERVE
GROW
TOGETHER

Property of the Conclave — Orientation Use Authorized

COLLECTIVE FLOURISHING - FIELD OPERATIONS

TACTICAL DOCTRINE OF THE CONCLAVE

How to Win with Ellivere of the Wild Court

Issued to newly commissioned Selesnya mages for field use

Office of Collective Flourishing, Combat Readiness & Extremely Large Creatures

FIELD AUTHORIZATION
NEW MAGE / ACTIVE

I MISSION PROFILE: WHAT WINNING LOOKS LIKE

Recruit, your objective is not to assemble a secret machine in your hand and suddenly announce that the game is over. This deck wins in public. It develops creatures, enchantments, mana and cards until the battlefield itself becomes the threat. Your opponents will usually be able to see the forest getting dangerous. Your job is to make it dangerous faster than they can dismantle it - and to know which piece must be protected when they finally try.

THE CENTRAL DOCTRINE

Grow the board. Enchant several bodies. Attack where damage can get through. Draw cards from Ellivere. Use those cards to grow the board again. Every successful combat should make the next combat worse for everyone else.

The three ways this deck actually closes games

- Distributed assault: several enchanted creatures connect with different players, drawing multiple cards through Ellivere while gradually removing life totals.
- One enormous problem: Ancestral Mask, Ethereal Armor, Sage's Reverie, Angelic Destiny, Bear Umbra or similar Auras create a creature that must be blocked - then trample, flying or Indomitable Might makes blocking insufficient.
- The forest becomes an army: Archon of Sun's Grace, Ajani's Chosen, Siona, Nissa, Pollenbright Wings and other token makers build a wide battlefield that can be converted into mana, lifelink pressure or one enormous Nissa finishing turn.

The deck is happiest when two of these plans overlap. A Pegasus may begin as an incidental token, receive a Virtuous Role, draw a card by connecting, then become the carrier for Angelic Destiny or Pollenbright Wings. Selesnya doctrine considers this efficient reuse of public infrastructure.

II OPENING HANDS AND MULLIGAN DOCTRINE

A new mage does not need a mathematically perfect opening seven. You need a hand that can begin doing things before the table has developed past you. The greatest opening-hand failure is not "I lacked my best card." It is "I kept a hand that could not participate."

A comfortable opening hand

- Three lands is ideal. Two is acceptable if you already have cheap ramp or draw. Four is fine if the rest of the hand does something useful.
- At least one early play: Utopia Sprawl, Arcane Signet, Environmental Scientist, Sram, Starfield Mystic, Siona, Setessan Champion or another inexpensive setup card.
- A way to continue: an enchantress effect, Ellivere herself, an Aura worth deploying, or a mana engine that will let you cast the expensive cards later.
- Do not keep a hand because it contains Avacyn. Eight-mana angels are excellent employees and terrible opening plans.

MULLIGAN WARNING

A hand containing Forest, Plains, Avacyn, Ezuri's Predation, Nissa Ascended Animist, Mantle of the Ancients and Pollenbright Wings contains many wonderful things and approximately no first three turns. Send it back with the Conclave's blessing.

Color planning

The deck needs both green and white early. Green starts much of the ramp and several engines; white carries a great deal of protection and removal. If Utopia Sprawl is in the opener, remember that it must enchant a Forest. Canopy Vista, Savannah and Temple Garden are Forests as well as their other types, so they qualify.

III THE FIRST FOUR TURNS: BUILD BEFORE YOU BOAST

The first turns are infrastructure. Your aim is to enter the middle game with mana, at least one creature that can wear an Aura, and preferably an engine that rewards enchantments. Damage is welcome, but early damage is not worth losing the creature that was supposed to carry your entire economy.

Turn 1-2 priorities

INFRASTRUCTURE

Play your colors, deploy Utopia Sprawl or Arcane Signet if available, and establish cheap creatures or draw pieces. Sram and Starfield Mystic are excellent because they make later Aura turns more efficient. Environmental Scientist is boring in exactly the way infrastructure should be: it helps the next land drop happen.

Turn 3 priorities

ENGINE

Setessan Champion, Enchantress's Presence, Siona, Gylwain, Sanctum Weaver, Ghostly Prison or another engine may now be appropriate. If the table is fast, an interaction spell may be more important than adding another shiny object.

Turn 4 and Ellivere

COMMANDER DEPLOYMENT

Ellivere costs four. If you already have another creature, casting her immediately creates a Virtuous Role and turns future successful attacks by enchanted creatures into cards. If the table has obvious open mana and has been removing commanders, there is no shame in waiting one turn until you can protect her or extract immediate value.

SEQUENCING REWARD

If you can choose between play a draw engine, then cast an Aura and cast an Aura, then play the draw engine, the first order is usually better. Let the card that rewards enchantments witness the enchantment.

You are not racing to reveal every powerful card in your hand. A battlefield containing Ellivere, one other creature, one draw engine and two Auras is often stronger than a battlefield that emptied its entire hand and has no protection left.

IV VICTORY PLAN A: DISTRIBUTED ENCHANTED ASSAULT

This is Ellivere's native plan and the one you should learn first. Her card-draw ability cares about each enchanted creature that deals combat damage to a player. It does not care how many Auras are on that creature. Three enchanted creatures connecting can draw three cards; one creature wearing six Auras still draws one card when it connects.

How to build the attack

- Put Ellivere's Virtuous Role on a creature that can realistically attack. A creature behind three larger blockers is a poor courier for your card-draw department.
- Spread cheap Auras when doing so creates multiple credible attackers. One huge creature is useful, but several enchanted creatures make Ellivere's draw engine much harder to shut off with a single removal spell.
- Look for different players with different defenses. You do not have to send everything at the same opponent. The open player may be the correct target because a clean hit is also a card.
- Once Garruk's Uprising is present, all of your creatures have trample. That changes combat math dramatically: giant creatures no longer care nearly as much about disposable blockers.

Loyal Unicorn

COMBAT PERMISSION

If Ellivere is under your control when Loyal Unicorn's lieutenant ability resolves at the beginning of combat, combat damage to your creatures is prevented for the turn and the rest of the team gains vigilance. This is permission to attack much more aggressively while still keeping blockers.

Field note: The Unicorn needs your commander. If Ellivere is removed before the lieutenant trigger resolves, you do not receive the protection.

Indomitable Might

DAMAGE DELIVERY

Flash it onto a large attacker after blocks if useful. The enchanted creature may assign its combat damage as though it were not blocked. This can turn a "safe" chump block into lethal player damage.

Field note: The choice is all or nothing, and the blocking creature still deals its combat damage back.

NEW MAGE COMBAT RULE

The purpose of attacking is not merely to reduce life totals. With Ellivere, a clean attack can be a draw spell. Sometimes hitting the least threatening player with two enchanted creatures is correct because the two cards you draw are what let you answer the truly threatening player.

V VICTORY PLAN B: CREATE ONE ENORMOUS ADMINISTRATIVE PROBLEM

Sometimes the table will not allow several creatures to survive. Sometimes you simply draw the cards that make one body enormous. The tall plan is valid - but it must be built with an exit route. A twenty-power creature that can be chump blocked forever is not yet a win condition.

Ancestral Mask

PRIMARY FINISHER

This scales with other enchantments on the entire battlefield, not merely yours. In an enchantment-heavy game it can turn an unremarkable creature into a lethal threat immediately.

Field note: Count everyone's enchantments before combat. The table may have accidentally contributed to its own death.

Ethereal Armor

CHEAP SCALING AURA

This is inexpensive enough to deploy early but becomes frightening later as your own enchantment count rises. First strike also makes combat far safer when the creature must fight through blockers.

Angelic Destiny

EVASION / PRESSURE

Flying and first strike solve two common tall-creature problems: ground stalls and dangerous blockers. If the enchanted creature dies, Destiny can return to hand, making ordinary destruction less punishing than it would be for many Auras.

Sage's Reverie

POWER PLUS CARDS

A late Reverie can both enlarge a creature and refill your hand according to your Aura count. It is often better after the battlefield already contains several Auras rather than as the first ornament on an empty board.

Bear Umbra

PRESSURE PLUS MANA

The attack trigger untaps all of your lands. That means you may spend mana before combat, attack, then effectively receive your lands again for the second main phase or for interaction. Umbra armor also gives the creature one layer of protection from destruction.

Daybreak Coronet

COMBAT PACKAGE

For only two white mana it provides a major stat increase plus first strike, vigilance and lifelink - but it can enchant only a creature that already has another Aura attached.

Field note: If the creature loses every other Aura, Daybreak Coronet becomes illegally attached and goes to the graveyard.

TALL-PLAN CHECKPOINT

Before investing the third or fourth Aura on one creature, ask: How does this creature actually get damage through, and what happens if someone removes it? Flying, trample, Indomitable Might, Loyal Unicorn, protection in hand, or a recursion plan are good answers. "It is very large" is not a complete answer.

VI VICTORY PLAN C: THE FOREST BECOMES AN ARMY

Several cards create bodies while you perform ordinary enchantment business. The wide plan is not a separate deck hiding inside this one; it is what happens when the engine is allowed to run for several turns.

Archon of Sun's Grace

AIR FORCE

Every enchantment spell after Archon creates a 2/2 flying Pegasus with lifelink. These tokens attack over stalled ground boards, wear future Roles, and make excellent Cryptolith Rite mana workers when they are not attacking.

Ajani's Chosen

TOKEN ENGINE

Enchantments create Cat tokens, giving you more bodies to enchant, attack with, defend Nissa, or tap for mana through Cryptolith Rite. The deck does not need every Cat to become a hero. Some are infrastructure.

Siona, Captain of the Pyleas

AURA SCOUT / ARMY MAKER

Siona digs seven cards deep for an Aura when she enters, then creates a 1/1 Soldier whenever one of your Auras becomes attached to one of your creatures. Ellivere's Role creation counts: a Role is an Aura.

Pollenbright Wings

TOKEN EXPLOSION

Place this on a creature that is already likely to connect. It grants flying, and every point of combat damage to a player becomes a 1/1 Saproling. Ten damage means ten new bodies.

Field note: The Saprolings can attack later, carry Roles, block, or become mana with Cryptolith Rite.

Cryptolith Rite

ARMY-TO-MANA CONVERSION

Once you have several creatures, every creature becomes a mana source. This lets token production turn directly into larger spells and lets you continue developing without needing every creature to attack.

Field note: Creatures with summoning sickness cannot use the tap ability granted by Rite unless they have haste.

How the wide plan actually kills

The wide board becomes lethal when it receives a global push. Syr Armont gives enchanted creatures another +1/+1. Nissa, Voice of Zendikar can place +1/+1 counters across the team. Garruk's Uprising supplies trample. Most dramatically, a fully funded Nissa, Ascended Animist can use her -7 immediately and give the entire existing team +1/+1 for every Forest you control plus trample.

DO NOT CONFUSE BODIES WITH VICTORY

A board of eight 1/1 tokens is useful, but it is not automatically a winning board. Ask what converts those bodies into damage, mana or cards. The deck contains all three conversions; your job is to recognize which one is available.

VII THE NISSA OFFICE: THREE DIFFERENT JOBS

Three Nissas have been authorized. This is both emotionally correct and tactically coherent. They are not copies of the same effect: one grows the population, one turns the forest into infrastructure, and one is capable of declaring negotiations complete.

Nissa, Voice of Zendikar

BOARD BUILDER

Her +1 creates Plant bodies. Her -2 puts a +1/+1 counter on every creature you control, which is especially valuable with Envoy of the Ancestors: counters make those creatures modified, and Envoy gives modified creatures lifelink.

Field note: Do not be afraid to use -2 instead of hoarding loyalty for the ultimate if the counters create a much stronger attack now.

Nissa, Who Shakes the World

MANA ENGINE

Every Forest you tap for mana produces an additional green. Your basic Forests qualify, and so do Canopy Vista, Savannah and Temple Garden because they have the Forest land type. Her +1 also converts a land into a vigilant, hasty 3/3 Elemental and untaps it.

Field note: Animating lands exposes them to creature removal and creature board wipes. Do it when the extra body matters, not automatically.

Nissa, Ascended Animist

FINISHER / UTILITY

At full seven-mana payment she enters with seven loyalty and can immediately use -7: your creatures get +1/+1 for each Forest you control and gain trample for the turn. If you pay life for either Phyrexian mana symbol, compleated makes her enter with two fewer loyalty, so the immediate -7 is unavailable.

Field note: If the table is not ready to die, her +1 creates a large body and her -1 removes an artifact or enchantment. She does not have to be used as a missile every time.

THE NISSA LADDER

Voice makes bodies. Who Shakes makes mana. Ascended Animist converts a developed forest and a developed board into lethal trample. When those jobs line up in one game, the deck looks much more explosive than its individual cards suggest.

VIII PROTECTION DOCTRINE: WHEN THE TABLE FINALLY NOTICES YOU

This deck places real value on the battlefield, which means eventually someone will attempt to erase that value. Protection should be used to preserve an engine or a winning position, not reflexively to save every creature that receives a removal spell.

Flare of Fortitude

EMERGENCY SHIELD

Until end of turn your life total cannot change and your permanents gain hexproof and indestructible. You may cast it for no mana by sacrificing a nontoken white creature. This allows you to tap out while still representing a board-saving response.

Field note: It does not solve every problem. Untargeted exile, forced sacrifice, bounce that does not target, and -X/-X effects can get around indestructible/hexproof. Commander damage is still counted even while your life total cannot change.

Heroic Intervention

BOARD SHIELD

Two mana protects all permanents with hexproof and indestructible. Its best use is often responding to a board wipe or targeted attempt to remove several important pieces, not protecting one replaceable token.

Timely Ward

COMMANDER ARMOR

When targeting a commander you may cast it as though it had flash. Use it to save Ellivere from a destruction spell while also turning her into an enchanted creature for future combat-damage draw.

Shalai, Voice of Plenty

STANDING PROTECTION

Shalai gives you, your planeswalkers and your other creatures hexproof. This is excellent protection for Nissa and a developed board.

Field note: Shalai does not give herself hexproof. She is often the removal target because the protection disappears with her.

Avacyn, Angel of Hope

FORTRESS

Once Avacyn resolves, your other permanents and Avacyn herself are indestructible. A board that was vulnerable to ordinary destroy effects becomes extremely difficult to clear.

Field note: Indestructible is not untouchable. Exile, sacrifice, bounce and toughness reduction remain live answers.

PROTECTION TRIAGE

Before spending protection, ask three questions: Does this effect destroy the engine? Does it stop a likely winning turn? Can I rebuild cheaply without using the protection? If the answers are no, no, and yes, let the expendable piece die.

IX INTERACTION DOCTRINE: REMOVING THE CORRECT PROBLEM

New mages often make one of two mistakes: firing removal at the first unpleasant card they see, or holding removal forever because a worse card might appear later. The Conclave recommends a middle path known technically as "remove the thing that is actually going to ruin your plan."

Path to Exile

CLEAN CREATURE ANSWER

Use Path on a creature that is about to win, lock the table, disable your engine, or create overwhelming value. The opponent receives a basic land, so spending it on a merely annoying 2/2 is usually poor economics.

Unwanted Remake

CHEAP CREATURE ANSWER

One white mana destroys a creature and gives its controller a manifest-dread consolation. This is efficient emergency interaction when something must be gone now.

Darksteel Mutation

COMMANDER NEUTRALIZER

Against commanders, this is often stronger than killing them: the creature remains on the battlefield as an ability-less 0/1 indestructible Insect, so the opponent cannot simply recast it from the command zone.

Field note: Because the mutated creature is indestructible, ordinary destroy effects are a poor way to clean it up later.

Sheltered by Ghosts

EXILE PLUS DEVELOPMENT

Exile an opposing nonland permanent while improving one of your creatures with +1/+0, lifelink and ward 2. This is premium because the interaction itself is an Aura and therefore feeds the deck.

Field note: If Sheltered leaves, the exiled nontoken card comes back. Protect the Aura if the imprisoned permanent is catastrophic.

Kenrith's Transformation

SOFT REMOVAL / CARD REPLACEMENT

Turns a creature into an Elk and draws a card. Excellent when you need an opposing creature's abilities gone but do not need to spend your hardest removal.

Requisition Raid

FLEXIBLE UTILITY

Choose at least one spree mode: destroy an artifact, destroy an enchantment, or put a +1/+1 counter on every creature a target player controls. You can pay for multiple different modes.

Field note: The counters can turn your whole team into modified creatures for Envoy of the Ancestors, making the "utility" mode a real combat setup.

Bridgeworks Battle

FIGHT SPELL / LAND

As a spell it gives one of your creatures +2/+2 and lets it fight an opposing creature. As Tanglespan Bridgeworks it can simply be your green land drop.

Field note: If you need the land, play the land. New mages sometimes save modal lands for the exciting half and then miss a land drop, which is less exciting.

X BOARD WIPES, ECOLOGICAL CORRECTION AND REBUILDING

This deck can both cast board wipes and survive opponents' board wipes better than many creature decks. The secret is not immunity. The secret is preserving the enchantment infrastructure and having cards that convert the graveyard back into a battlefield.

Winds of Rath

ASYMMETRIC CREATURE WIPE

Destroys all creatures that are not enchanted. If your important creatures are wearing Auras, this can leave your real attackers alive while clearing opposing armies.

Field note: Ellivere does not automatically enchant herself - her Virtuous Role targets another creature. If she is not enchanted when you cast Winds, she dies too. Tokens without Auras die as well.

Austere Command

SELECTIVE RESET

Choose two categories. In this deck, destroying artifacts plus the creature-size category that hurts opponents more than you can often preserve most of your enchantments.

Field note: Choosing "destroy all enchantments" is sometimes necessary, but it is the emergency lever in an enchantment deck. Read your own board before selecting modes.

Ezuri's Predation

ECOLOGICAL CORRECTION

For each creature your opponents control, you make a 4/4 Beast that fights one of those creatures. Against a wide opposing board this can function as removal plus an instant army.

Field note: The fights happen immediately, so some Beasts may die. That is acceptable. The point is converting eight mana into a radically different battlefield.

After the wipe: the graveyard is not the end

Retether

MASS AURA RECOVERY

Returns each Aura from your graveyard to the battlefield, attached to creatures it can legally enchant. This can rebuild an apparently destroyed board in one spell.

Mantle of the Ancients

SINGLE-BODY REBUILD

Enchant a creature you control, then return any number of Aura and Equipment cards from your graveyard attached to it. This can immediately create one enormous recovery threat.

Field note: Because Mantle is an Aura spell, losing its intended creature before it resolves can be disastrous. Use it when the coast is reasonably clear or protection is available.

Unfinished Business

CREATURE PLUS PACKAGE

Returns a creature from your graveyard and then up to two Auras/Equipment attached to it. This is excellent when the best body and the best ornaments all died together.

Brought Back

SAME-TURN RECOVERY

If permanents you controlled went from the battlefield to the graveyard this turn, Brought Back can return up to two of them tapped. Hold up WW when the table is clearly approaching a destructive turn.

Hall of Heliod's Generosity

SLOW RECURSION

Turns spare mana into the best enchantment in your graveyard becoming your next draw. Use it when you can afford one turn of delay and the enchantment is worth drawing again.

XI ENGINE MANAGEMENT: MAKE EVERY ENCHANTMENT DO SEVERAL JOBS

The deck becomes powerful because the same spell may increase power, draw a card, create a token, increase Sanctum Weaver's mana, strengthen a Virtuous Role and move Ellivere's combat plan forward. Sequencing determines how many of those jobs you actually receive.

Enchantress first, enchantment second

If Sram, Kor Spiritdancer, Setessan Champion or Enchantress's Presence can be deployed before the Aura you already planned to cast, that order often earns an extra card. Archon of Sun's Grace and Ajani's Chosen similarly reward you for letting the engine see later enchantments.

Sanctum Weaver mathematics

Sanctum Weaver taps for mana equal to the number of enchantments you control, in a color of your choice. A Virtuous Role is an enchantment. An enchantment creature is an enchantment. Ghostly Prison is an enchantment. An Aura used as removal is an enchantment. It is very easy for Weaver to quietly become the best mana creature on the battlefield.

Bear Umbra gives you two main phases worth of mana

If the enchanted creature can safely attack, spend mana before combat when useful, attack to trigger Bear Umbra and untap your lands, then spend those lands again after combat. This is one of the deck's best ways to turn a normal turn into a very large turn without infinite mana or fast-mana nonsense.

Carpet of Flowers is political infrastructure

If an opponent controls Islands, Carpet may generate substantial mana during your main phases. Use the extra mana while it exists. If nobody controls Islands, it is still an enchantment that contributes to Role size, Sanctum Weaver, Ethereal Armor and the rest of your enchantment count.

ENGINE RECOGNITION

When several triggers happen from one enchantment, slow down and resolve them deliberately. "I cast an Aura" may mean: draw from Sram, draw and grow Setessan Champion, create a Pegasus, create a Cat, make a Soldier because an Aura became attached, increase Sanctum Weaver's future mana, and enlarge several existing threats. The Conclave authorizes dice and reminder markers.

XII ROLE MANAGEMENT: DO NOT ACCIDENTALLY DEMOTE YOUR BEST CREATURE

Roles are Auras and therefore excellent for this deck, but they have a bureaucratic rule that matters enormously: if you control more than one Role attached to the same permanent, all but the newest one are put into the graveyard. You do not get to stack your own Virtuous, Monster, Royal and Sorcerer Roles on one creature.

Ellivere's Virtuous Role

PREFERRED SCALING ROLE

A Virtuous Role gives the enchanted creature +1/+1 for each enchantment you control. In this deck that can be far more than the bonus from another Role, so treat existing Virtuous Roles as valuable assignments.

Gylwain, Casting Director

ROLE DISTRIBUTOR

Each nontoken creature entering lets you choose Royal, Sorcerer or Monster Role for that creature. Usually put the Role on a creature that does not already have your Virtuous Role, unless replacing it is intentional.

Spellbook Vendor

SORCERER-ROLE PRODUCTION

Vendor can keep producing Sorcerer Roles. Spread those Roles across bodies so they create additional enchanted attackers rather than overwriting your best Virtuous Role.

Giant Inheritance

MONSTER-ROLE PRODUCTION

The enchanted creature gets +5/+5 and creates a Monster Role attached to an attacking creature whenever it attacks. Choose a different attacker when possible if the obvious target already has a large Virtuous Role.

THE ROLE RULE IN ONE SENTENCE

One Role from you per creature. If you place a new Role on that creature, your old Role goes away. Ordinary non-Role Auras can stack normally.

XIII COMBAT MATHEMATICS FOR NEW RECRUITS

You do not need to become a tournament judge. You do need to know when your board has quietly become lethal. The following questions catch most of the important math.

- How many enchantments do I control? This determines every Virtuous Role bonus, Ethereal Armor scaling and Sanctum Weaver mana.
- How many enchantments exist on the whole battlefield? Ancestral Mask counts other enchantments controlled by everyone.
- Which creatures are enchanted? Those are the creatures that can draw cards from Ellivere when they hit a player.
- Do I have trample or flying? Garruk's Uprising and Nissa Ascended Animist can make blocking much less effective; Angelic Destiny and Pollenbright Wings attack through the air.
- Can a blocked creature still hit the player? Indomitable Might may let you assign all its combat damage as though it were unblocked.
- Can I attack without exposing myself? Loyal Unicorn adds vigilance to the team and prevents combat damage to your creatures if its lieutenant condition is met.

EXAMPLE: THE POLITE 17/17

Suppose a creature is 3/3 and carries a Virtuous Role while you control fourteen enchantments. The Role alone makes it 17/17. If Garruk's Uprising is also on the battlefield, that creature has trample. At this point, "they have a 1/1 blocker" is not meaningful reassurance.

Do not calculate every possible branch

For a first game, count the obvious damage and ask the table to help verify complicated combat. Commander players routinely do this. The important skill is recognizing when you should stop treating your board as "a few creatures" and start checking whether someone is simply dead.

XIV THREAT ASSESSMENT AND TABLE CONDUCT

Commander is multiplayer. The strongest-looking creature is not always the most important threat. A player assembling a value engine or combo may be more dangerous than the person currently attacking for six.

Remove engines, not symptoms

- A creature that draws its controller several cards every turn is usually more important than a random large creature that can be blocked.
- A permanent that prevents your deck from casting enchantments, attacking, drawing cards or keeping a battlefield deserves immediate attention.
- A commander that is the entire opponent's engine is an excellent Darksteel Mutation target.
- If another player is already spending resources to contain the table's biggest threat, you do not always need to volunteer your own removal as well.

Attack for cards, not for grudges

Ellivere rewards attacks that connect. Sometimes the correct attack is against the player with an open battlefield even if another player is currently stronger. You are not declaring a blood feud; you are converting safe combat into cards. A quick "I am attacking here because I need the Ellivere trigger" often communicates the situation perfectly.

Do not reveal every answer you have

You generally do not need to announce that Flare of Fortitude or Heroic Intervention is in your hand. The possibility that you might protect the board is useful. Let opponents make decisions with incomplete information, as nature intended.

DIPLOMATIC DOCTRINE

Selesnya is allowed to be friendly while still trying to win. Explain unusual cards, help verify rules, and make deals when useful. You are not required to rescue every opponent from the consequences of attacking someone else.

XV COMMON FIELD ERRORS AND THINGS TO WATCH FOR

The following mistakes are not failures. They are simply the things this particular deck makes easiest to overlook.

Putting every Aura on one creature

FIELD ERROR

This maximizes spectacle but minimizes Ellivere draw triggers and makes one removal spell much more expensive. Stack heavily when the creature has evasion/protection or when you are setting up lethal.

Replacing your own Virtuous Role

FIELD ERROR

Gylwain, Spellbook Vendor and Giant Inheritance create other Roles. A new Role you control replaces the older Role you control on that same creature. Spread them out.

Casting Daybreak Coronet too early

FIELD ERROR

The target must already have another Aura. If that last other Aura disappears later, Coronet falls off too.

Treating indestructible as invincible

FIELD ERROR

Avacyn, Heroic Intervention and Flare are excellent against destruction and damage. They do not automatically solve exile, sacrifice, bounce or toughness reduction.

Forgetting Ellivere cannot Role herself

FIELD ERROR

Her Role trigger says another target creature. If you want Ellivere enchanted for Winds of Rath or her own combat-damage draw, use another Aura such as Timely Ward.

Animating every land with Nissa Who Shakes

FIELD ERROR

The land becomes a creature and can now die to creature interaction. Make Elementals when the body is worth the new risk.

Paying life for Ascended Animist when you wanted -7

FIELD ERROR

If you pay life for either Phyrexian symbol, compleated makes Nissa enter with two fewer loyalty. Pay all seven mana if the plan is "resolve Nissa and immediately end combat negotiations."

Using protection to save replaceable material

FIELD ERROR

If only one token or minor creature is dying, you may want the protection spell later for the actual wipe. Protect the engine, not your feelings.

Forgetting modal Bridgeworks can be a land

FIELD ERROR

Missing a land drop so you can preserve the fight spell is often much worse than simply playing the land.

Casting Winds of Rath without auditing your own creatures

FIELD ERROR

Unenchanted creatures on your side die too, including potentially Ellivere and your token army.

XVI FIELD EXERCISES: WHAT A WINNING GAME CAN LOOK LIKE

These are not combos and they are not scripts. They are examples of how ordinary cards in the deck compound into winning positions. Real games will be messier. That is expected.

Exercise A: The Ellivere snowball

- Turn two: Sram or Starfield Mystic.
- Turn three: enchantment engine or another creature.
- Turn four: Ellivere enters, creates a Virtuous Role on the earlier creature.
- Next combat: Ellivere attacks and creates another Role. Two enchanted creatures connect; draw two cards.
- Second main: use those cards to cast another enchantment and creature. The next attack may now draw three cards. The engine has become self-feeding.

Exercise B: The Bear Umbra double shift

- Develop enough lands and a creature that can attack safely.
- Cast Bear Umbra on it. Spend some mana before combat if useful.
- Attack. Bear Umbra untaps every land you control.
- Use the refreshed mana after combat to cast another creature, an enchantment, or hold protection. One turn has effectively contained two mana phases.

Exercise C: The Pegasus economy

- Resolve Archon of Sun's Grace.
- Cast enchantments; each one creates a flying lifelink Pegasus.
- Use some Pegasi as attackers, some as blockers, and - if Cryptolith Rite is present - some as mana.
- Put Roles on the Pegasi that can connect. They now draw cards through Ellivere while remaining evasive threats.

Exercise D: The Nissa finishing order

- Nissa Who Shakes the World doubles the mana from your Forests and helps you reach seven mana comfortably.
- Develop several creatures first; the -7 of Ascended Animist affects only creatures you control when it resolves.
- Cast Nissa, Ascended Animist for the full seven mana so she enters with seven loyalty.
- Use -7 immediately. Count Forests, apply the team-wide bonus, add trample, and check lethal across the table.

XVII THE RECRUIT'S DECISION TREE

When the battlefield is complicated and everyone has ten cards with six paragraphs of text, you do not need to solve Magic as a discipline. Run the following questions in order.

AT THE START OF YOUR TURN

1. Can I make my land drop? 2. Is someone about to win? 3. Do I have an engine to deploy before my other enchantments? 4. Can I safely cast Ellivere?

BEFORE COMBAT

1. Which creatures are enchanted? 2. Who can they actually hit? 3. Is Loyal Unicorn active? 4. Do I have trample/flying/Indomitable Might? 5. How many cards will Ellivere draw if this works?

BEFORE CASTING REMOVAL

1. Is this permanent actually threatening my plan? 2. Is another player likely to answer it? 3. Which of my removal spells is the least valuable tool that still solves the problem?

WHEN SOMEONE CASTS A BOARD WIPE

1. Does it destroy, exile, bounce, sacrifice, or reduce toughness? 2. Does Flare/Heroic Intervention actually answer that wording? 3. Is the current board worth protecting? 4. If not, do I have Retether, Mantle, Unfinished Business, Brought Back or Hall recursion to rebuild?

WHEN YOU THINK YOU MIGHT WIN

STOP. Count your enchantments. Count your Forests. Count trample and flying. Check whether Indomitable Might changes blocked damage. Check whether Pollenbright Wings makes an army. Then ask the table to verify the combat math and send the forest.

XVIII FINAL DOCTRINE: YOU ARE ALLOWED TO LEARN IN PUBLIC

A successful first game is not a game in which you remembered every trigger, sequenced every spell perfectly and killed three experienced players without asking a question. A successful first game is one in which the deck begins to make sense while you are playing it.

You will miss triggers. You will cast something in the wrong order. You will put an Aura on a creature and later discover there was a better target. Someone will play a card containing a paragraph that appears to have been written by an exhausted municipal attorney. This is all normal.

Your job is to recognize the deck's recurring language: enchantments create value; enchanted creatures create cards; cards create more enchantments; tokens become mana or attackers; protection preserves the engine; interaction clears the path; Nissa eventually makes the forest everyone else's problem.

THE CONCLAVE DOES NOT REQUIRE PERFECTION. THE CONCLAVE REQUIRES CONTINUED FLOURISHING.

When uncertain, play a land. Improve the battlefield. Enchant something useful. Attack where the cards are. Keep one eye on the player doing suspicious nonsense. And when the board has finally become unreasonable, do not apologize for it.

WELCOME TO FIELD OPERATIONS.

May your board state flourish, your protection spell be correctly timed, and your opponents learn to respect the ecosystem.

FINAL AUTHORIZATION

You have permission to make the creature extremely large.

CONCLAVE FIELD OFFICE

ELLIVERE FIELD DOSSIER
REVISED TACTICAL EDITION

A card-by-card operational guide for new Selesnya mages who have completed Tactical Doctrine

Issued by the Office of Collective Flourishing,
Combat Readiness & Extremely Large Creatures

ASSIGNED MAGE	STACY
FIELD CONFIGURATION	Ellivere of the Wild Court / 100-card Commander issue
REFERENCE DOCTRINE	Tactical Doctrine of the Conclave - Field Copy 03
REVISION NOTE	Strength of the Harvest // Haven of the Harvest authorized; Vibrant Cityscape retired

GROW * ENCHANT * PROTECT * FLOURISH

DOCTRINE-AWARE
FIELD COPY 04

OFFICIAL CARD-DOSSIER SUPPLEMENT

This edition assumes the recruit has already read Tactical Doctrine of the Conclave. It therefore does not re-teach the win conditions from scratch. Instead, each card is explained in relation to those win conditions: when it should be deployed, what decision it asks you to make, what it is protecting or enabling, and which mistakes are easiest to make with it.

> FIELD RULE
> When the printed card and this dossier disagree, the printed card wins. This guide explains the plan; it is not Oracle text.

Doctrine shorthand used in this dossier

PLAN A - Distributed enchanted assault - several enchanted creatures connect, draw cards, and keep the engine moving.

PLAN B - One enormous administrative problem - build a giant carrier and make sure the damage can actually get through.

PLAN C - The forest becomes an army - token bodies become attackers, mana, lifelink, or a Nissa finishing turn.

PROTECTION / REBUILD - Preserve the engine when the table responds, or reconstruct it after they succeed.

INTERACTION - Remove the thing that actually prevents your plan or ends the game - not merely the first annoying permanent.

DEVELOPMENT - Make land drops, improve mana, and sequence engines before the cards that reward them.

The current 100 contains 78 distinct field entries. Forests and Plains are discussed as twelve-card groups. Bridgeworks Battle and Strength of the Harvest are discussed in their spell sections because their land faces are part of the decision each card asks you to make.

I COMMAND AUTHORITY

You have already read how the deck wins. This section explains the card that converts those plans into one self-feeding command structure.

Ellivere of the Wild Court

COMMAND / ENGINE

DOCTRINE CONNECTION

PLAN A - DISTRIBUTED ASSAULT

OPERATIONAL PURPOSE

Ellivere is the deck's conversion engine: normal enchantment development becomes bigger attackers, and successful enchanted attacks become cards. The Tactical Doctrine already taught you that this deck wins in public; Ellivere is the reason that public board can keep feeding itself instead of running out of material.

WHEN THIS CARD WANTS TO BE USED

Cast her when you already have another creature to receive the first Virtuous Role or when you expect to untap and attack. Once she is active, distribute Roles toward creatures that can actually connect rather than toward whichever creature looks cutest.

RECRUIT WATCHPOINT

Her Role targets another creature, never Ellivere herself. Also remember the one-Role-you-control rule: putting a new Role you control on a creature replaces your older Role on that creature.

SYNERGY FILE

Siona turns Role attachment into Soldiers; Loyal Unicorn makes Ellivere combat safer; every cheap Aura increases Role size; multiple enchanted attackers turn one combat into multiple cards.

II MANA & DEVELOPMENT OFFICE

These cards answer the Tactical Doctrine's first question: can the deck participate on time? Some make more mana, some guarantee future land drops, and some make the enchantment engine cheaper.

Arcane Signet

MANA

DOCTRINE CONNECTION

DEVELOPMENT

OPERATIONAL PURPOSE

Signet is deliberately unglamorous. It smooths both colors and helps the deck reach Ellivere and the four-mana engine pieces on schedule. Unlike Utopia Sprawl or Sanctum Weaver it does not increase enchantment count, so its job is speed rather than synergy.

WHEN THIS CARD WANTS TO BE USED

Best on turn two when it advances a turn-three engine or turn-four Ellivere. Later, use it to preserve colored lands for spells with heavy green or white requirements.

RECRUIT WATCHPOINT

Colorless-looking artifacts are easy to forget when counting available colors. Signet makes either color in Ellivere's identity, but Sol Ring does not.

SYNERGY FILE

Pairs with any opening hand that has awkward colors; especially useful for double-white protection and expensive mixed-color turns.

Carpet of Flowers

MANA / ENCHANTMENT

DOCTRINE CONNECTION

DEVELOPMENT / POLITICS

OPERATIONAL PURPOSE

Carpet is both matchup-sensitive ramp and a one-mana contribution to the entire enchantment economy. Against Islands it can create absurd main-phase mana. Without Islands it is still not blank: it enlarges Virtuous Roles, Ethereal Armor, Sanctum Weaver, and other enchantment-count cards.

WHEN THIS CARD WANTS TO BE USED

Deploy early if a blue player is present and you can use the mana immediately. If there are no Islands, cast it when one extra enchantment meaningfully improves your engine rather than spending a turn merely to say you did something.

RECRUIT WATCHPOINT

Do not keep a bad hand because Carpet might become good. Its mana ceiling depends on opponents, and a table with no Islands turns it into infrastructure rather than ramp.

SYNERGY FILE

Excellent with Sanctum Weaver and Nissa turns because it lets one cheap permanent contribute to multiple mana engines at once.

Cryptolith Rite

MANA / ENCHANTMENT

DOCTRINE CONNECTION

PLAN C - ARMY TO MANA

OPERATIONAL PURPOSE

Rite is the bridge between the wide plan and the expensive end of the deck. Cats, Pegasi, Plants, Soldiers, Humans, and Saprolings stop being merely bodies and become mana infrastructure. The Tactical Doctrine calls this the army-to-mana conversion; this card is the actual switch.

WHEN THIS CARD WANTS TO BE USED

Cast it when you already have several creatures or know a token engine is about to start. With only one or two creatures it is acceptable but not urgent; with six creatures it can turn the next main phase into an entirely different game.

RECRUIT WATCHPOINT

Summoning sickness matters because Rite grants a tap ability. A creature that entered this turn usually cannot tap for Rite mana unless it has haste. Also decide before combat which bodies are workers and which are attackers.

SYNERGY FILE

Archon of Sun's Grace, Ajani's Chosen, Siona, Nissa Voice, and Pollenbright Wings all create future mana sources for Rite.

Environmental Scientist

LAND SUPPORT / BODY

DOCTRINE CONNECTION

DEVELOPMENT

OPERATIONAL PURPOSE

Scientist is boring infrastructure with a body attached. It does not ramp because the basic goes to your hand, but it keeps land drops coming and then becomes something Ellivere can enchant, something that can block, or something Cryptolith Rite can employ later.

WHEN THIS CARD WANTS TO BE USED

Excellent early when a two-land hand needs assurance. Later, the 2/2 is often more valuable as a safe Virtuous Role recipient than as an attacker by itself.

RECRUIT WATCHPOINT

Fetching a basic to hand is not the same as putting it onto the battlefield. You still get only your normal land play unless another effect says otherwise.

SYNERGY FILE

Turns a card that fixes the next turn into a future Role carrier, Rite worker, or expendable white/green board body.

Sanctum Weaver

MANA ENGINE / ENCHANTMENT CREATURE

DOCTRINE CONNECTION

ENGINE MANAGEMENT

OPERATIONAL PURPOSE

Weaver is one of the cards that makes the deck look dramatically stronger than the sum of its parts. It counts every enchantment you control - Roles, Auras, enchantment creatures, Ghostly Prison, Carpet - and turns that count into mana of one color. In a developed board it is routinely a two-mana creature tapping for five or more.

WHEN THIS CARD WANTS TO BE USED

Deploy early if you can get value before the table removes it. Once it taps for a large amount, spend that mana efficiently; do not overextend merely because you suddenly can cast everything.

RECRUIT WATCHPOINT

It is both a creature and an enchantment, so it contributes to its own count. It is also a visible engine piece and may attract removal from experienced players.

SYNERGY FILE

Bear Umbra, cheap Auras, Roles, Archon, and Ajani all create the kind of enchantment density that makes Weaver obscene.

Sol Ring

MANA

DOCTRINE CONNECTION
DEVELOPMENT

OPERATIONAL PURPOSE
Sol Ring accelerates the generic portion of expensive spells and can push Ellivere, Archon, Loyal Unicorn, a Nissa, or a large Aura ahead of schedule. It is not part of the enchantment engine; it is simply the best generic early push the deck carries.

WHEN THIS CARD WANTS TO BE USED
Cast it early whenever it improves the next turn. In later turns, use it to pay generic costs so your colored lands remain available for protection and interaction.

RECRUIT WATCHPOINT
It makes colorless mana only. A hand with Sol Ring and no useful green/white sources can still fail to cast the cards that matter.

SYNERGY FILE
Best when it converts a slow four- or five-mana hand into a normal curve, or when it helps leave colored mana open after a large spell.

Starfield Mystic

COST REDUCTION / CREATURE

DOCTRINE CONNECTION
DEVELOPMENT / ENGINE

OPERATIONAL PURPOSE
Mystic makes the enchantment chain cheaper and becomes more relevant after opponents start breaking your board. The discount is the important early function; the +1/+1 counters are the consolation prize when enchantments leave the battlefield.

WHEN THIS CARD WANTS TO BE USED
An excellent turn-two play before a sequence of Auras. Treat it as support, not sacred infrastructure; if an opponent spends premium removal on it, that may be a favorable exchange.

RECRUIT WATCHPOINT
The reduction only reduces generic mana. It cannot pay the white in Daybreak Coronet or the green in another colored cost.

SYNERGY FILE
Cheapened Auras make Sram, Setessan Champion, Archon and Ajani trigger more times in one turn.

Utopia Sprawl

MANA / AURA

DOCTRINE CONNECTION
DEVELOPMENT / ENGINE

OPERATIONAL PURPOSE
This is nearly ideal ramp for the deck because it is both mana acceleration and an enchantment. It advances the curve while also increasing every enchantment-count payoff and giving the enchantress machinery another spell to notice.

WHEN THIS CARD WANTS TO BE USED
A premium turn-one play when you have a legal Forest. Choose the color based on your hand, not habit: white can be more valuable when the hand already has abundant green.

RECRUIT WATCHPOINT
It can enchant only a land with the Forest subtype. Basic Forest, Savannah, Temple Garden, and Canopy Vista qualify; a land that merely taps for green does not.

SYNERGY FILE
One mana card, multiple jobs: ramp, Aura count, Sanctum Weaver count, Virtuous Role size, Ethereal Armor size, and possible enchantress trigger.

III THE ENCHANTRESS BUREAU

These are the cards that make ordinary enchantment activity produce additional cards, bodies, evasion, or momentum. They are why sequencing matters.

Ajani's Chosen

TOKEN ENGINE

DOCTRINE CONNECTION

PLAN C - FOREST BECOMES ARMY

OPERATIONAL PURPOSE

Chosen turns ordinary enchantment play into a second resource: bodies. The Cat is not just a 2/2; it can wear the Aura that created it, receive a Role, protect a Nissa, block, attack, or become mana through Cryptolith Rite. It is one of the clearest examples of the deck making several jobs happen from one spell.

WHEN THIS CARD WANTS TO BE USED

Best before a turn in which you plan to cast multiple enchantments. If an Aura creates the Cat, consider whether moving that Aura onto the new Cat improves the board or accidentally abandons the original target you actually cared about.

RECRUIT WATCHPOINT

Do not assume every Cat must become a threat. Some Cats are infrastructure. Preserve the valuable carrier and let incidental bodies perform ordinary labor.

SYNERGY FILE

Archon doubles the token snowball; Cryptolith Rite converts Cats to mana; Nissa Ascended Animist can later convert a wide board into lethal trample.

Archon of Sun's Grace

TOKEN ENGINE / LIFELINK

DOCTRINE CONNECTION

PLAN C - AIR FORCE

OPERATIONAL PURPOSE

Archon turns each later enchantment spell into a flying lifelink Pegasus, which means the same cards that advance Plan A and Plan B also quietly create Plan C. The Pegasi are evasive Ellivere carriers, defensive life buffers, and Rite workers.

WHEN THIS CARD WANTS TO BE USED

Try to resolve Archon before the enchantments you were going to cast anyway. The value is in letting it witness several spells, not in treating the 3/4 body as the whole card.

RECRUIT WATCHPOINT

A board full of Pegasi is not automatically lethal. Ask what turns those bodies into damage: Roles, Nissa Voice counters, Syr Armont, Garruk's Uprising, or Ascended Animist.

SYNERGY FILE

Ajani's Chosen plus Archon means every enchantment can create two bodies; Cryptolith Rite turns the flock into mana; Ellivere turns selected Pegasi into card-draw couriers.

Enchantress's Presence

DRAW ENGINE / ENCHANTMENT

DOCTRINE CONNECTION
ENGINE MANAGEMENT

OPERATIONAL PURPOSE
Presence is pure infrastructure: every enchantment spell after it replaces itself with another card. It does not attack or block, which is exactly why it often survives while creatures trade resources. It also counts as an enchantment for all of the deck's scaling math.

WHEN THIS CARD WANTS TO BE USED
Cast it before other enchantments whenever sequencing allows. If your turn is Presence plus two Auras, Presence first is usually two extra cards compared with casting it last.

RECRUIT WATCHPOINT
It triggers when you cast an enchantment spell, not when an enchantment simply appears by some other method. Keep the distinction between casting and entering the battlefield in mind.

SYNERGY FILE
Chains beautifully with cheap Auras, Starfield Mystic reductions, Archon, Ajani, and Sanctum Weaver.

Garruk's Uprising

DRAW / COMBAT ENGINE

DOCTRINE CONNECTION
PLAN A / PLAN B

OPERATIONAL PURPOSE
Uprising gives the entire creature team trample and rewards sufficiently large creatures entering with cards. In the Tactical Doctrine, trample is what turns a huge creature from "impressive" into "actually lethal," because disposable blockers stop absorbing all of the damage.

WHEN THIS CARD WANTS TO BE USED
Deploy before a turn where you expect big creatures or before you begin piling power onto the battlefield. The global trample matters even when the immediate draw clause does not trigger.

RECRUIT WATCHPOINT
Do not assume an Aura making an existing creature bigger triggers the creature-entering draw ability; the relevant creature must enter with enough power.

SYNERGY FILE
Excellent with Nissa Ascended Animist, large Role carriers, Aura Gnarlid, Eidolon, and any tall-plan creature that would otherwise be chump blocked.

Kor Spiritdancer

DRAW ENGINE / THREAT

DOCTRINE CONNECTION
PLAN A / PLAN B

OPERATIONAL PURPOSE
Spiritdancer is both an enchantress and a possible Voltron-style threat. Casting Auras draws cards, and the Auras already attached to it make it much larger. That means the card drawing your gas can also become the body delivering it.

WHEN THIS CARD WANTS TO BE USED
If you can protect it or immediately cast an Aura after it resolves, the value can snowball quickly. When removal is likely, avoid loading every premium Aura onto it unless that line is actually threatening lethal.

RECRUIT WATCHPOINT
It rewards Auras specifically, not every enchantment. Also remember the tactical lesson from Plan A: one giant Spiritdancer still produces only one Ellivere draw trigger if it connects.

SYNERGY FILE
Daybreak Coronet, Ethereal Armor, Ancestral Mask, Angelic Destiny, and Timely Ward can turn the draw engine into a combat problem.

Setessan Champion

DRAW ENGINE / THREAT

DOCTRINE CONNECTION

ENGINE MANAGEMENT

OPERATIONAL PURPOSE

Champion turns each enchantment entering under your control into both a card and a permanent +1/+1 counter on itself. It is one of the best bridge cards between "do engine things" and "accidentally produce another attacker."

WHEN THIS CARD WANTS TO BE USED

Play before the enchantments you planned to deploy. If it has already grown large, decide whether attacking it is worth risking a major draw engine; sometimes the correct job is to sit behind the front line and keep processing paperwork.

RECRUIT WATCHPOINT

Its trigger cares about enchantments entering, so Roles and other enchantments that enter without being cast can still matter.

SYNERGY FILE

Archon/Ajani token turns become even more productive; Requisition Raid counters and Envoy of the Ancestors can make a developed Champion part of a lifelink attack.

Sram, Senior Edificer

DRAW ENGINE / CREATURE

DOCTRINE CONNECTION

ENGINE MANAGEMENT

OPERATIONAL PURPOSE

Sram makes many of the deck's Auras self-replacing and does it for only two mana. He is not a spectacular attacker by default; he is early paperwork that makes later Aura turns sustainable.

WHEN THIS CARD WANTS TO BE USED

One of the best early plays when the hand contains Auras. Cast Sram first, then let the Aura spell pay you back a card.

RECRUIT WATCHPOINT

Sram cares about casting Auras (and other card types listed on him), not every enchantment. A non-Aura enchantment like Ghostly Prison will not trigger him.

SYNERGY FILE

Starfield Mystic plus Sram makes cheap Aura chains particularly efficient; Mantle, Timely Ward, removal Auras, and finisher Auras all keep the cards moving.

Songbirds' Blessing

AURA / VALUE ENGINE

DOCTRINE CONNECTION

PLAN A / PLAN B

OPERATIONAL PURPOSE

Songbirds' Blessing is an Aura that can turn attacking into more Aura development. It rewards you for doing what the deck already wants - attack with an enchanted creature - and can create a second layer of value without spending another card from hand.

WHEN THIS CARD WANTS TO BE USED

Put it on a creature that can attack reliably. It is stronger when the deck still contains many useful Auras to find and when the carrier can survive combat.

RECRUIT WATCHPOINT

Treat the attack trigger as value, not a guarantee that it will find the exact finisher you want. Also pay attention to where any new Aura is allowed to attach.

SYNERGY FILE

A good bridge into Ancestral Mask, Angelic Destiny, Bear Umbra, Sage's Reverie, or other Auras while simultaneously increasing the enchantment count.

IV FIELD PERSONNEL, ROLES & ATTACK INFRASTRUCTURE

These creatures are the actual staff of the operation: Role carriers, combat enablers, token makers, tax officers, and people who turn a safe attack into a profitable one.

Aura Gnarlid

COMBAT THREAT

DOCTRINE CONNECTION

PLAN B - TALL PRESSURE

OPERATIONAL PURPOSE

Gnarlid is an uncomplicated payoff for doing the deck's normal work. It grows with Auras on the battlefield and becomes harder for smaller creatures to block, so the table's enchantments can accidentally contribute to its size just as they can with Ancestral Mask.

WHEN THIS CARD WANTS TO BE USED

Use it as a low-maintenance carrier when the board already has several Auras. It does not need every premium Aura stacked on it; often the existing aura count does enough.

RECRUIT WATCHPOINT

Its blocking restriction is based on power, so recalculate after buffs and after Auras leave the battlefield. A creature that could not block before may become legal later.

SYNERGY FILE

Works naturally with Virtuous Roles, Ethereal Armor, Ancestral Mask, and any plan that wants one efficient attacker without spending many extra cards.

Danitha Capashen, Paragon

AURA SUPPORT / CREATURE

DOCTRINE CONNECTION

DEVELOPMENT / PLAN A

OPERATIONAL PURPOSE

Danitha is a stable body with useful combat keywords and a cost reduction for Auras and Equipment. She helps Aura turns become cheaper while also being an appealing creature to enchant because first strike, vigilance, and lifelink reward additional power.

WHEN THIS CARD WANTS TO BE USED

Early, she is support. Later, she can graduate into an attacker once a Role or Aura makes her relevant. Her vigilance is particularly useful when you want Ellivere draw without giving up a blocker.

RECRUIT WATCHPOINT

Like Starfield Mystic, her cost reduction affects generic mana, not colored requirements.

SYNERGY FILE

Daybreak Coronet is especially pleasant on a creature already carrying useful combat keywords; Ellivere can turn Danitha into a Role carrier without spending a card from hand.

Destiny Spinner

ANTI-COUNTER / FINISHER

DOCTRINE CONNECTION

PROTECTION / PLAN B

OPERATIONAL PURPOSE

Spinner quietly protects the deck's core strategy from counterspells by making creature and enchantment spells uncounterable. Later, its activated ability can turn a land into a large trampling creature based on your enchantment count, giving the deck another way to convert infrastructure into damage.

WHEN THIS CARD WANTS TO BE USED

Deploy when a blue table is threatening to stop key spells, or simply as an early creature that contributes to development. Save the land-animation mode for turns when the extra attacker matters.

RECRUIT WATCHPOINT

Animating a land exposes a mana source to creature removal and creature wipes. The Tactical Doctrine gives the same warning about Nissa lands: do not create risk automatically.

SYNERGY FILE

Enchantress-heavy boards make the animated land enormous; trample lets it participate in the tall plan without needing an Aura itself.

Eidolon of Countless Battles

FLEX THREAT / BESTOW

DOCTRINE CONNECTION

PLAN A / PLAN B

OPERATIONAL PURPOSE

Eidolon can be a creature or, through bestow, function as an Aura that scales with the number of creatures and Auras you control. That flexibility lets it be infrastructure when you need another body and a major power boost when the battlefield is already developed.

WHEN THIS CARD WANTS TO BE USED

If the deck needs a creature, cast it normally. If you already have a good carrier and the board is wide, bestow can produce the stronger immediate attack while still leaving a creature behind if the enchanted creature later disappears.

RECRUIT WATCHPOINT

Bestow changes how the card behaves while it is being cast and attached; do not treat it exactly like an ordinary Aura in every zone.

SYNERGY FILE

Especially effective when Plan C has produced many creatures, because the wide board directly increases the tall-plan bonus.

Envoy of the Ancestors

LIFEGAIN ENGINE

DOCTRINE CONNECTION

PLAN A / PLAN C

OPERATIONAL PURPOSE

Envoy gives lifelink to modified creatures - creatures with an Aura, Equipment, or counter. In this deck that can mean nearly the entire relevant attack force, because Roles and ordinary Auras already modify creatures and Nissa Voice can put counters across the team.

WHEN THIS CARD WANTS TO BE USED

Deploy when you expect to race life totals or when a wide modified board is ready to attack. It is less urgent on an empty board; it becomes dramatic once several attackers qualify.

RECRUIT WATCHPOINT

Check which creatures are actually modified. A plain token with no counter or Aura does not receive the benefit just because its friends do.

SYNERGY FILE

Nissa Voice -2, Requisition Raid team counters, Virtuous Roles, and ordinary Auras can suddenly turn a broad attack into a huge life swing.

Gylwain, Casting Director

ROLE ENGINE

DOCTRINE CONNECTION

PLAN A / ROLE MANAGEMENT

OPERATIONAL PURPOSE

Gylwain makes each nontoken creature enter with a Role chosen from his menu. That means ordinary creature development also creates enchantments and additional enchanted attackers for Ellivere. He is less about one enormous Role and more about making the whole cast arrive already participating in the enchantment plan.

WHEN THIS CARD WANTS TO BE USED

Best before a sequence of creature plays. Spread Roles to creatures that do not already carry a valuable Virtuous Role unless you intentionally want to replace it.

RECRUIT WATCHPOINT

The one-Role-you-control rule is the central watchpoint. Do not accidentally demote a huge Virtuous Role by attaching a weaker Role from Gylwain to the same creature.

SYNERGY FILE

Every Role increases Sanctum Weaver, Ethereal Armor, and Ellivere Role scaling; Siona also appreciates Auras becoming attached.

Loyal Unicorn

COMBAT SAFETY

DOCTRINE CONNECTION

PLAN A - ATTACK PERMISSION

OPERATIONAL PURPOSE

With Ellivere present, Loyal Unicorn changes the meaning of combat. Preventing combat damage to your creatures lets the deck attack through blockers without trading away the engine, and vigilance means the rest of the team can still defend afterward. It is the card that says "yes, send the forest" when the normal combat would be too risky.

WHEN THIS CARD WANTS TO BE USED

Deploy before the turn you want to begin broad Ellivere attacks. Once active, use the safety to send enchanted creatures where they can connect or at least force profitable blocks.

RECRUIT WATCHPOINT

The lieutenant condition requires your commander. If Ellivere is gone when the relevant ability checks/resolves, do not assume the combat shield exists.

SYNERGY FILE

Excellent with multiple Role carriers, Daybreak Coronet, Bear Umbra, and any board where attacking several creatures would otherwise expose you.

Siona, Captain of the Pyleas

AURA FINDER / TOKEN ENGINE

DOCTRINE CONNECTION

PLAN A / PLAN C

OPERATIONAL PURPOSE

Siona does two jobs that matter to the deck's central doctrine: she looks for an Aura when she arrives, and she turns Auras attaching to your creatures into Soldier bodies. Ellivere creating a Role counts, so commander development can also become army development.

WHEN THIS CARD WANTS TO BE USED

Cast before Ellivere or before a turn with several Aura attachments when possible. The seven-card look is not a tutor guarantee, but it helps keep an Aura-heavy hand moving.

RECRUIT WATCHPOINT

Her token trigger cares about Auras becoming attached to creatures you control. Keep track of Role attachments, bestow, and other Aura movement so you do not miss free Soldiers.

SYNERGY FILE

Ellivere Roles are the cleanest synergy; Gylwain, Spellbook Vendor, and the normal Aura package add more attachment events; Cryptolith Rite employs the Soldiers.

Spellbook Vendor

ROLE ENGINE / SELECTION

DOCTRINE CONNECTION

PLAN A / ROLE MANAGEMENT

OPERATIONAL PURPOSE

Vendor provides repeatable Sorcerer Roles and helps turn spare combat steps into more enchanted bodies. The Role is not as powerful as a large Virtuous Role, but it creates another Ellivere-eligible attacker and another enchantment for all the scaling math.

WHEN THIS CARD WANTS TO BE USED

Use the Role on a creature that is not already wearing your best Role. It is particularly good on incidental tokens or utility creatures that otherwise would not contribute to the attack.

RECRUIT WATCHPOINT

Again: a new Role you control replaces the old Role you control on the same creature. Do not overwrite a double-digit Virtuous Role for a modest Sorcerer Role by accident.

SYNERGY FILE

Siona gets an Aura-attachment event, Ellivere gets another enchanted attacker, and the extra enchantment improves Weaver/Armor/Role math.

Syr Armont, the Redeemer

ANTHEM / ROLE SUPPORT

DOCTRINE CONNECTION

PLAN A / PLAN C

OPERATIONAL PURPOSE

Syr Armont rewards the deck for spreading Auras and Roles by making enchanted creatures hit harder. That is exactly the wide version of the deck's combat plan: instead of investing a fourth Aura on one body, make several already-enchanted bodies collectively better.

WHEN THIS CARD WANTS TO BE USED

Best after Ellivere and the Role engines have created several enchanted creatures. On an undeveloped board he is merely a creature; on a distributed board he is a teamwide damage increase.

RECRUIT WATCHPOINT

Know which creatures are enchanted before combat. Tokens without Auras do not automatically benefit just because they were produced by an enchantment engine.

SYNERGY FILE

Ellivere, Gylwain, Spellbook Vendor, Siona, and any cheap Aura create the distributed enchanted team Syr Armont wants.

Tithe Taker

TURN PROTECTION / BODY

DOCTRINE CONNECTION

DEVELOPMENT / RESILIENCE

OPERATIONAL PURPOSE

Tithe Taker taxes opposing spells and activated abilities during your turn, making it slightly harder for opponents to disrupt the Aura sequence or combat you are trying to execute. When it dies, afterlife leaves another body behind, so even removal can preserve some material for Roles or Cryptolith Rite.

WHEN THIS CARD WANTS TO BE USED

Use it as early friction when your future turns will depend on resolving several spells. Do not treat it as hard protection; determined opponents can still interact if they pay the tax.

RECRUIT WATCHPOINT

The tax is situational and does not shut interaction off. Read the exact categories it taxes, especially mana abilities.

SYNERGY FILE

A useful sacrificial body for Flare of Fortitude if necessary, and its Spirit token remains useful as a Role target or Rite worker.

V THE AURA ARSENAL

The Tactical Doctrine separated Plan A, Plan B, and Plan C. These Auras are where those plans overlap: some build a giant carrier, some create more bodies, some protect, and several do two or three jobs at once.

Ancestral Mask

AURA / FINISHER

DOCTRINE CONNECTION

PLAN B - PRIMARY FINISHER

OPERATIONAL PURPOSE

Mask is one of the deck's cleanest tall-plan kill cards because it counts enchantments across the entire battlefield. A developed Commander table can therefore make one three-mana Aura represent an absurd amount of power and toughness.

WHEN THIS CARD WANTS TO BE USED

Before casting it, count everyone's enchantments and ask how the carrier actually gets damage through. Put it on flying, trampling, Indomitable-Might-enabled, or otherwise reliable attackers when possible.

RECRUIT WATCHPOINT

Its size changes as enchantments enter and leave the battlefield. Recalculate after removal, and do not confuse "huge" with "unblockable."

SYNERGY FILE

Garruk's Uprising supplies trample, Angelic Destiny supplies flying, Loyal Unicorn supplies combat safety, and Ellivere turns a successful hit into another card.

Angelic Destiny

AURA / EVASION

DOCTRINE CONNECTION

PLAN B - DAMAGE DELIVERY

OPERATIONAL PURPOSE

Destiny solves one of the tall plan's biggest problems: ground stalls. It adds a large power boost, flying, and first strike, turning a creature that was merely enormous into something much harder to block profitably. Its ability to return to hand when the enchanted creature dies also makes ordinary destruction less punishing.

WHEN THIS CARD WANTS TO BE USED

Use it on a creature you expect to attack immediately or protect. It is especially valuable when the table's defenses are concentrated on the ground.

RECRUIT WATCHPOINT

Exile, bounce, or other unusual removal can produce a different outcome than ordinary death. Do not assume every form of removal politely returns Destiny to your hand.

SYNERGY FILE

Ancestral Mask/Ethereal Armor carriers love the evasion; Spiritdancer loves another Aura; Ellivere loves another enchanted creature actually connecting.

Bear Umbra

AURA / MANA / PROTECTION

DOCTRINE CONNECTION

PLAN B / ENGINE MANAGEMENT

OPERATIONAL PURPOSE

Bear Umbra is a combat card and a mana card at the same time. Its attack trigger untaps all your lands, effectively giving you another full land-based mana window after combat, while totem armor makes the carrier harder to destroy once.

WHEN THIS CARD WANTS TO BE USED

The strongest turns spend some mana before combat, attack safely, untap the lands, then spend them again in second main or leave them available for interaction. Put it on a creature that can actually attack without being removed before the trigger.

RECRUIT WATCHPOINT

Totem armor protects from destruction, not every kind of removal. Exile, sacrifice, bounce, and toughness reduction still require attention.

SYNERGY FILE

Pairs with any card-hungry engine turn; the refreshed mana can cast Nissas, more Auras, protection, or a post-combat rebuild.

Daybreak Coronet

AURA / PREMIUM COMBAT BUFF

DOCTRINE CONNECTION

PLAN B

OPERATIONAL PURPOSE

Coronet is an extremely efficient bundle of stats and combat keywords once a creature already has an Aura. It is a reward for building on an existing carrier rather than the first Aura that starts the process.

WHEN THIS CARD WANTS TO BE USED

Cast when the creature already has a stable Aura and the resulting lifelink/vigilance/first strike will materially change combat. It is especially attractive on something that is already large enough to make lifelink meaningful.

RECRUIT WATCHPOINT

The target must already have another Aura, and if the creature later has no other Aura, Coronet can become illegally attached and go to the graveyard.

SYNERGY FILE

Excellent after a Virtuous Role, Timely Ward, Ethereal Armor, or any other cheap stable Aura.

Ethereal Armor

AURA / CORE THREAT

DOCTRINE CONNECTION

PLAN B / DEVELOPMENT

OPERATIONAL PURPOSE

Armor is the perfect cheap scaling Aura: low cost, first strike, and a power/toughness bonus that grows as the deck naturally accumulates enchantments. It can be a modest early play that later becomes a real finisher without spending another card.

WHEN THIS CARD WANTS TO BE USED

Early, use it when an enchanted attacker helps Ellivere begin drawing. Late, put it where first strike and a huge bonus create a credible kill.

RECRUIT WATCHPOINT

It counts your enchantments, not the whole table. Recalculate if your enchantments are removed.

SYNERGY FILE

Cheap enough to trigger multiple engine pieces in one turn; excellent with Spiritdancer, Sram, Setessan Champion, and Garruk's Uprising once the creature is large.

Giant Inheritance

AURA / RECURRING PRESSURE

DOCTRINE CONNECTION

PLAN A / PLAN B / ROLE MANAGEMENT

OPERATIONAL PURPOSE

Inheritance makes one creature enormous and uses attacking to distribute Monster Roles to the rest of the offense. It therefore starts tall and then leaks value into the distributed plan, which is exactly the kind of overlap the Tactical Doctrine wants.

WHEN THIS CARD WANTS TO BE USED

Put it on a creature that is likely to attack repeatedly. When the Monster Role trigger happens, prefer another attacker that does not already carry an important Virtuous Role.

RECRUIT WATCHPOINT

Monster Role is still a Role. If you attach it to a creature already carrying your Virtuous Role, your older Role will be replaced.

SYNERGY FILE

Siona likes the Aura attachment, Ellivere likes the newly enchanted attacker, and Syr Armont rewards the widening enchanted team.

Indomitable Might

AURA / SURPRISE FINISHER

DOCTRINE CONNECTION

PLAN B - BLOCKING IS OPTIONAL

OPERATIONAL PURPOSE

Might is the card that turns a safe chump block into a lie. Flash allows you to wait until the table has declared blocks, then increase the creature and let it assign combat damage as though it were not blocked. It is one of the deck's best ways to convert a giant carrier into actual player damage.

WHEN THIS CARD WANTS TO BE USED

Hold it until combat information is known whenever possible. Casting it too early announces the trick and gives opponents more time to use removal or change blocks.

RECRUIT WATCHPOINT

The creature is still blocked and the blocker still deals damage back. Might changes damage assignment; it does not erase the blocking creature from combat.

SYNERGY FILE

Best on Ancestral Mask, Ethereal Armor, or other giant carriers; Loyal Unicorn can make the return combat damage irrelevant.

Mantle of the Ancients

AURA / MASS REBUILD

DOCTRINE CONNECTION

REBUILD / PLAN B

OPERATIONAL PURPOSE

Mantle is one of the deck's strongest recovery cards because it can turn a graveyard full of destroyed Auras into one enormous live creature immediately. It is not merely recursion; it is often a post-wipe threat that asks the table to answer the same resources twice.

WHEN THIS CARD WANTS TO BE USED

Use after a meaningful number of Auras have reached the graveyard and when you have a safe legal creature to enchant. If the target disappears while Mantle is on the stack, the entire recovery plan can collapse.

RECRUIT WATCHPOINT

This is the card where patience matters. Do not expose it into obvious open removal unless the risk is acceptable or protection is available.

SYNERGY FILE

Pairs with board wipes, sacrificed/removed Aura carriers, Spectral Steel, Hall of Heliod, and any body with evasion or trample.

Pariah

AURA / DAMAGE SHIELD

DOCTRINE CONNECTION

PROTECTION / POLITICS

OPERATIONAL PURPOSE

Pariah redirects damage that would be dealt to you onto the enchanted creature. In ordinary use it can buy an enormous amount of time; on an indestructible creature it can become deeply irritating because the redirected damage stops accomplishing much.

WHEN THIS CARD WANTS TO BE USED

Use when your life total is under real pressure or when you have a creature that can absorb the redirection efficiently. It can also change opponents' incentives about attacking you at all.

RECRUIT WATCHPOINT

It redirects damage, not life loss. Effects that make you lose life without dealing damage bypass it. Also remember what happens if the enchanted creature leaves.

SYNERGY FILE

Avacyn is the dream carrier; Timely Ward or other protection can also make the Pariah creature harder to remove.

Pollenbright Wings

AURA / TOKEN FINISHER

DOCTRINE CONNECTION

PLAN B -> PLAN C

OPERATIONAL PURPOSE

Wings turns a successful tall attack into an army. Flying helps the creature connect, and every point of combat damage to a player becomes a Saproling. A ten-power hit can therefore change one attacker into eleven bodies worth of future pressure or Cryptolith Rite mana.

WHEN THIS CARD WANTS TO BE USED

Put it on a creature that already has enough power to make the token conversion meaningful and enough evasion/protection to connect.

RECRUIT WATCHPOINT

The tokens arrive after damage; they do not help the combat that created them. They also have summoning sickness for Cryptolith Rite tap abilities until you control them from the beginning of a turn.

SYNERGY FILE

Ancestral Mask or Ethereal Armor can produce the huge hit; Cryptolith Rite converts the Saprolings into mana; Ascended Animist can later turn them into lethal attackers.

Sage's Reverie

AURA / DRAW / FINISHER

DOCTRINE CONNECTION

PLAN B / ENGINE

OPERATIONAL PURPOSE

Reverie rewards waiting until the deck has already accumulated Auras. It makes a carrier larger based on Aura count and draws cards when it enters, so the same spell can create immediate pressure and refill the hand for the next wave.

WHEN THIS CARD WANTS TO BE USED

Better as a mid- or late-game Aura than as the first ornament on an empty board. Count the current Auras and decide whether the card-draw payout justifies committing another valuable Aura to the carrier.

RECRUIT WATCHPOINT

Do not confuse total enchantments with Auras for effects that care specifically about Auras.

SYNERGY FILE

Excellent after Ellivere and Role engines have spread Auras around; Spiritdancer and Sram can add still more cards to the same cast.

Spectral Steel

AURA / RECURSION

DOCTRINE CONNECTION

PLAN A / REBUILD

OPERATIONAL PURPOSE

Spectral Steel is a modest combat Aura with a useful second life from the graveyard. That makes it less painful to commit early than some premium Auras because, after it dies, it can help recover another important Aura or Equipment later.

WHEN THIS CARD WANTS TO BE USED

Use the front half when an extra enchanted attacker matters. Save the graveyard ability for an Aura worth spending time and mana to retrieve rather than firing it immediately on the first legal target.

RECRUIT WATCHPOINT

The recursion requires Spectral Steel to be in the graveyard and is a separate resource decision. Exiling it means it is no longer available for Retether or Mantle.

SYNERGY FILE

Pairs with the graveyard package and helps keep important finishers such as Ancestral Mask or Angelic Destiny circulating.

Strength of the Harvest

AURA / FLEX LAND

DOCTRINE CONNECTION

PLAN B / MANA FLEXIBILITY

OPERATIONAL PURPOSE

Strength is exactly the kind of MDFC this deck wants. As an Aura, it rewards the battlefield the deck already builds by giving a creature +1/+1 for each creature and/or enchantment you control. As Haven of the Harvest, it is simply a green-white land when the hand needs mana more than another finisher. It replaced a much lower-ceiling land slot without reducing practical land access.

WHEN THIS CARD WANTS TO BE USED

Early hand short on lands: play the land face and do not feel bad. Developed board with six creatures and eight enchantments: the Aura face may represent a terrifying amount of power for only one card.

RECRUIT WATCHPOINT

Do not save the exciting spell face and miss a land drop. The doctrine for MDFCs is simple: the land face is often the correct play because casting your other cards on time is what lets the deck function.

SYNERGY FILE

Plan C makes the Aura stronger by creating creatures; enchantment engines make it stronger by creating enchantments; Garruk's Uprising or Angelic Destiny can help the resulting giant creature actually connect.

VI PROTECTION & RECOVERY OFFICE

The deck is public, visible, and therefore removable. These cards decide whether an opponent's successful answer is a catastrophe, a temporary inconvenience, or an expensive mistake.

Avacyn, Angel of Hope

BOMB / PROTECTION

DOCTRINE CONNECTION

PROTECTION / LATE GAME

OPERATIONAL PURPOSE

Avacyn is the expensive card that earns her price. Indestructible across your permanents can turn a developed enchantment board from fragile to extremely difficult to clear, and an 8/8 flying vigilant body is itself a real clock. She is not early infrastructure; she is the fortress you build after the economy exists.

WHEN THIS CARD WANTS TO BE USED

Cast when you can actually exploit the protection, especially before exposing a board to expected destruction effects or when eight mana is no longer constraining the rest of the turn.

RECRUIT WATCHPOINT

Indestructible is not invincible. Exile, sacrifice, bounce, -X/-X, and other non-destroy answers still work.

SYNERGY FILE

Pariah on Avacyn is particularly rude; Nissa Who Shakes and Sanctum Weaver can help fund her; Flare/Heroic protect the board before she arrives.

Brought Back

RECOVERY / INSTANT

DOCTRINE CONNECTION

REBUILD

OPERATIONAL PURPOSE

Brought Back rewards you for understanding exactly when your permanents died. For two white mana it can return up to two permanents that went from battlefield to graveyard that turn, turning a wipe or removal exchange into a much smaller loss.

WHEN THIS CARD WANTS TO BE USED

Hold it when the table is telegraphing destruction or when two valuable permanents are likely to die together. It is strongest when the timing window is obvious; it is not general graveyard recursion for cards that died three turns ago.

RECRUIT WATCHPOINT

The permanents must have gone to your graveyard from the battlefield this turn. Exile or bounce do not qualify.

SYNERGY FILE

Excellent after a wipe that kills an engine plus a key land/enchantment; can recover Ellivere-adjacent infrastructure without spending the slower recursion spells.

Flare of Fortitude

PROTECTION / EMERGENCY BUTTON

DOCTRINE CONNECTION
PROTECTION

OPERATIONAL PURPOSE
Flare is the deck's best "I tapped out but I am not defenseless" card. Giving your permanents hexproof and indestructible while freezing your life total can preserve both board and player through a catastrophic turn, and sacrificing a nontoken white creature allows the spell to happen without mana.

WHEN THIS CARD WANTS TO BE USED
Use it for the effects that actually threaten the engine or the game, not to save a replaceable token. The free mode is especially valuable after spending all mana on a winning board.

RECRUIT WATCHPOINT
It does not answer everything: untargeted exile, sacrifice, bounce, and toughness reduction can bypass parts of the shield. Sacrificing for the alternate cost is also a real cost.

SYNERGY FILE
Tithe Taker, Sram, Danitha, or another expendable nontoken white creature can fund the free cast when the entire ecosystem needs saving.

Heroic Intervention

PROTECTION / INSTANT

DOCTRINE CONNECTION
PROTECTION

OPERATIONAL PURPOSE
Intervention is the clean two-mana answer to many board wipes and targeted removal sequences. It protects all your permanents at once, which is exactly what an enchantment deck wants after investing many cards into a visible board.

WHEN THIS CARD WANTS TO BE USED
Hold it when your board is worth more than the two mana. If only one replaceable creature is being removed and you can rebuild cheaply, let the removal happen and keep Intervention for the actual disaster.

RECRUIT WATCHPOINT
Like Flare, it does not stop exile, sacrifice, bounce, or all forms of -X/-X. Read the opposing spell before automatically firing the shield.

SYNERGY FILE
Best when protecting Ellivere plus draw engines plus Auras simultaneously - one card preserving many cards.

Retether

MASS AURA RECOVERY

DOCTRINE CONNECTION
REBUILD

OPERATIONAL PURPOSE
Retether is the mass-recovery lever for the deck's most vulnerable card type. After a wipe or several destroyed Aura carriers, it can return a graveyard full of Auras to live creatures in one spell and reconstruct an apparently dead attack force.

WHEN THIS CARD WANTS TO BE USED
Do not spend it for one mediocre Aura unless the game demands it. Its ceiling rises dramatically after a real setback, so the best timing is often after the table believes it successfully reset you.

RECRUIT WATCHPOINT
Only legal attachments can return. You still need creatures available that the Auras can legally enchant, and special restrictions such as Daybreak Coronet matter.

SYNERGY FILE
A post-wipe creature or token can suddenly become enormous; pairs with Mantle and Hall as overlapping but differently timed recovery systems.

Shalai, Voice of Plenty

PROTECTION / ANTHEM

DOCTRINE CONNECTION

PROTECTION / PLAN C

OPERATIONAL PURPOSE

Shalai is standing protection rather than a one-shot trick. Giving you, your planeswalkers, and your other creatures hexproof makes targeted disruption awkward, while her mana ability can eventually spread +1/+1 counters across the team and turn a wide board into a stronger attack.

WHEN THIS CARD WANTS TO BE USED

Cast when there are enough valuable targets to justify protecting or when a Nissa is important to the plan. Later, excess mana can become permanent team growth.

RECRUIT WATCHPOINT

Shalai does not protect herself with her own hexproof ability. Experienced opponents will often remove her first because that turns all the other targets back on.

SYNERGY FILE

Protects the Nissa office, supports Envoy by creating modified creatures through counters, and turns Cryptolith/Nissa mana surpluses into team power.

Timely Ward

AURA / COMMANDER PROTECTION

DOCTRINE CONNECTION

PROTECTION / PLAN A

OPERATIONAL PURPOSE

Timely Ward does exactly what the deck wants from a commander-protection card: if it targets a commander it can arrive at instant speed, make that commander indestructible, and leave behind an Aura so Ellivere herself becomes an enchanted creature capable of drawing from her own combat-damage ability.

WHEN THIS CARD WANTS TO BE USED

Hold it when Ellivere is exposed to destroy effects or when enchanting Ellivere has tactical value for Winds of Rath or combat.

RECRUIT WATCHPOINT

It is protection from destruction, not every removal type. Also remember the Aura remains on Ellivere afterward and contributes to enchantment count.

SYNERGY FILE

Particularly elegant with Winds of Rath because an enchanted Ellivere survives your own wipe; also improves all enchantment-count effects.

Unfinished Business

REANIMATION / AURA RECOVERY

DOCTRINE CONNECTION

REBUILD

OPERATIONAL PURPOSE

Unfinished Business is the package-recovery spell: it brings back a creature and can bring back up to two Auras/Equipment attached to it. Instead of recovering infrastructure one piece at a time, it reconstructs one functioning threat or engine immediately.

WHEN THIS CARD WANTS TO BE USED

Best when the graveyard contains a worthwhile creature plus meaningful Auras. Use it to restore a coherent package, not merely the first creature that died.

RECRUIT WATCHPOINT

Pay attention to legal attachment restrictions for the returning Auras. Also remember that graveyard hate can remove the intended targets before you get the chance.

SYNERGY FILE

Excellent after an opponent kills a loaded Spiritdancer, Archon, or other important carrier together with its Auras.

VII INTERACTION & ECOLOGICAL CORRECTION

These cards are not here to prove that you can remove things. They are here to remove the correct thing at the correct time, preserve your own plan, and occasionally change the entire battlefield.

Austere Command

BOARD WIPE / FLEX CONTROL

DOCTRINE CONNECTION

INTERACTION / RESET

OPERATIONAL PURPOSE

Austere Command is valuable because the deck can choose which parts of the battlefield stop existing. Your enchantments are usually the thing you least want to choose, so the card often functions as a selective reset that attacks opposing artifacts and the creature-size band most harmful to you.

WHEN THIS CARD WANTS TO BE USED

Before casting, audit your own board category by category. Choose modes based on the actual table, not on a memorized default. Sometimes the ugly correct answer really is to destroy enchantments, but that should feel like pulling the emergency lever.

RECRUIT WATCHPOINT

It destroys your permanents in the chosen categories too. Protection can change that math, but the spell itself is not one-sided.

SYNERGY FILE

Flare/Heroic can create brutal asymmetry if timing and mana allow; recovery spells make a necessary self-damaging mode less final.

Bridgeworks Battle

REMOVAL / FLEX LAND

DOCTRINE CONNECTION

INTERACTION / MANA FLEXIBILITY

OPERATIONAL PURPOSE

Bridgeworks Battle is a fight spell when a creature must be removed and Tanglespan Bridgeworks when the hand needs a green land. That flexibility is more important than squeezing maximum excitement out of the front face.

WHEN THIS CARD WANTS TO BE USED

Use the spell face when you have a creature large enough to win the fight without sacrificing something critical. Use the land face whenever missing a land drop would make the rest of the hand worse.

RECRUIT WATCHPOINT

Fight is not one-way damage: both creatures deal damage based on power. Protection/indestructible can matter, and using a precious engine creature as the fighter may be a poor trade.

SYNERGY FILE

Large Role carriers turn it into efficient removal; the land face quietly raises the deck's practical land count.

Darksteel Mutation

AURA / COMMANDER NEUTRALIZER

DOCTRINE CONNECTION
INTERACTION

OPERATIONAL PURPOSE
Mutation is one of the best political commander answers because it leaves the commander on the battlefield as an ability-less 0/1 indestructible Insect. That can be worse for the opponent than killing it, because they cannot automatically move it to the command zone and recast it.

WHEN THIS CARD WANTS TO BE USED
Use on commanders or engine creatures whose abilities matter more than their raw stats. It is especially strong when repeated commander casts are the opponent's entire plan.

RECRUIT WATCHPOINT
It is still an Aura, so removing the Aura restores the creature. Because the resulting creature is indestructible, ordinary destroy effects are an awkward way to clean it up later.

SYNERGY FILE
It is interaction that also feeds your enchantment count, Sanctum Weaver, Archon/Ajani triggers, and other engines.

Ezuri's Predation

BOARD SWING / FINISHER

DOCTRINE CONNECTION
INTERACTION / PLAN C

OPERATIONAL PURPOSE
Predation is an eight-mana ecological correction: opposing creature armies become a matching set of 4/4 Beast fights, and any surviving Beasts remain yours. It can simultaneously answer the creature player and create the board you need for a lethal follow-up.

WHEN THIS CARD WANTS TO BE USED
Save it for boards where the number of opposing creatures justifies eight mana. Against two irrelevant creatures it is an expensive shrug; against a developed token army it can be the best card in the deck.

RECRUIT WATCHPOINT
The fights happen immediately, so some Beasts will die. That is fine. Also remember that indestructible or huge opposing creatures may survive their fight.

SYNERGY FILE
Cryptolith Rite can turn surviving Beasts into mana; Nissa Ascended Animist can turn them into lethal tramplers; Garruk's Uprising likes large creatures entering.

Generous Gift

UNIVERSAL REMOVAL

DOCTRINE CONNECTION
INTERACTION

OPERATIONAL PURPOSE
Gift is the Conclave's emergency answer to almost any permanent problem. The 3/3 Elephant is usually a small price compared with allowing a combo piece, planeswalker, enchantment, or giant engine to continue.

WHEN THIS CARD WANTS TO BE USED
Spend it on things that actually threaten the game or your plan. Do not trade premium universal removal for a random medium creature merely because the card is available.

RECRUIT WATCHPOINT
The opponent does receive a real creature. In some board states that Elephant can block an Ellivere carrier, so account for it when using Gift immediately before combat.

SYNERGY FILE
Political upside: you can remove a table-wide threat without needing a specialized card type, and the consolation creature often makes the exchange feel less hostile.

Ghostly Prison

DEFENSE / ENCHANTMENT

DOCTRINE CONNECTION

DEFENSE / ENGINE

OPERATIONAL PURPOSE

Prison taxes attacks aimed at you, buying the enchantress deck time to build its visible board without becoming the easiest combat target. It is also an enchantment, so the defensive card quietly strengthens Virtuous Roles, Ethereal Armor, Sanctum Weaver, and all the other enchantment math.

WHEN THIS CARD WANTS TO BE USED

Deploy when combat-heavy opponents are developing or when your creatures need to attack and you do not want to leave yourself completely exposed.

RECRUIT WATCHPOINT

It does not stop attacks; it makes them cost mana. A player with abundant mana can still choose to pay, and noncombat damage ignores it.

SYNERGY FILE

Loyal Unicorn plus Prison creates a useful posture: your team attacks safely, while opponents face an extra tax to send creatures back at you.

Kenrith's Transformation

AURA / CANTRIP REMOVAL

DOCTRINE CONNECTION

INTERACTION / ENGINE

OPERATIONAL PURPOSE

Transformation turns a dangerous creature into an Elk and draws a card, giving the deck soft removal that replaces itself and also counts as an Aura/enchantment. It is efficient when the ability text is the real threat and you do not need to spend your hardest answer.

WHEN THIS CARD WANTS TO BE USED

Use on engine creatures or commanders when removing their abilities matters more than removing the body. The card draw makes it especially attractive in the middle game when you want to keep developing.

RECRUIT WATCHPOINT

The creature still exists as an Elk and may still attack or block. Removing the Aura restores the original creature.

SYNERGY FILE

Triggers Aura/enchantment engines while answering a threat; excellent example of one card doing control and engine work at the same time.

Path to Exile

CREATURE REMOVAL

DOCTRINE CONNECTION

INTERACTION

OPERATIONAL PURPOSE

Path is the clean, efficient answer for a creature that must be gone now. Its low cost lets you hold up interaction without sacrificing your own development, which is important in a deck that wants most of its mana on proactive turns.

WHEN THIS CARD WANTS TO BE USED

Use it on a creature that is about to win, lock you out, dismantle your engine, or produce overwhelming value. Let merely annoying creatures exist when the basic-land gift would be a poor trade.

RECRUIT WATCHPOINT

The opponent may search for a basic land, so Path can accelerate them. That downside matters more early than late.

SYNERGY FILE

Because it costs only one white, it is easy to hold up after developing an enchantment engine or attacking with Bear Umbra.

Requisition Raid

FLEX ANSWER / TEAM BUFF

DOCTRINE CONNECTION

INTERACTION / PLAN C

OPERATIONAL PURPOSE

Raid is flexible because its modes address artifacts, enchantments, or your own board. The counter mode is not filler here: +1/+1 counters across the team can create a much stronger attack and make those creatures modified for Envoy of the Ancestors.

WHEN THIS CARD WANTS TO BE USED

Choose the modes based on the board. If a single artifact must die, pay only for that job; if destroying an enchantment and putting counters on your team creates a winning swing, use the flexibility.

RECRUIT WATCHPOINT

Spree modes each carry additional costs. Read the card while announcing modes so the mana total is correct.

SYNERGY FILE

The counter mode plus Envoy can create teamwide lifelink; a wide Plan C board gets more value from the counters than one giant carrier does.

Sheltered by Ghosts

AURA / EXILE REMOVAL

DOCTRINE CONNECTION

INTERACTION / PLAN A

OPERATIONAL PURPOSE

Sheltered is premium in this deck because the removal spell is also an Aura that improves one of your creatures. It removes an opposing nonland problem while simultaneously adding lifelink, power, ward, enchantment count, and an enchanted attacker for Ellivere.

WHEN THIS CARD WANTS TO BE USED

Use on a creature you are comfortable keeping alive, because the Aura is now holding an opposing card in exile. When the imprisoned permanent is catastrophic, treat protecting Sheltered as part of protecting the board.

RECRUIT WATCHPOINT

If the Aura leaves, the exiled nontoken card returns. The attached creature therefore becomes a more important removal target for opponents.

SYNERGY FILE

Sram/Spiritdancer draw from the Aura cast; Archon/Ajani/Setessan see another enchantment; Ellivere sees another enchanted attacker.

Unwanted Remake

CREATURE REMOVAL

DOCTRINE CONNECTION

INTERACTION

OPERATIONAL PURPOSE

Remake is cheap emergency interaction. One mana is a small price for destroying a creature that is about to take over a game, and the manifest-dread consolation is often less dangerous than the original permanent.

WHEN THIS CARD WANTS TO BE USED

Keep it for urgent creatures where efficiency matters. Because the opponent receives material back, do not automatically spend it on a creature that was merely inconvenient.

RECRUIT WATCHPOINT

The replacement can sometimes turn into a real card later, so the downside is not imaginary. Evaluate the current threat rather than assuming the manifest is irrelevant.

SYNERGY FILE

One white mana lets you develop aggressively and still represent an answer.

Winds of Rath

ASYMMETRIC BOARD WIPE

DOCTRINE CONNECTION

INTERACTION / PLAN A

OPERATIONAL PURPOSE

Winds rewards the exact thing Ellivere already wants: your important creatures being enchanted. It destroys unenchanted creatures, which can leave your real Aura carriers standing while opposing boards disappear. This is one of the deck's cleanest examples of building the board in a way that makes its own wipe asymmetrical.

WHEN THIS CARD WANTS TO BE USED

Before casting, audit every creature you control. If Ellivere, tokens, or utility creatures are not enchanted, they die too. Sometimes that is acceptable; sometimes one Timely Ward or spare Aura changes the whole outcome.

RECRUIT WATCHPOINT

Ellivere's Virtuous Role cannot target herself, so she is not automatically safe. Tokens made by Archon/Ajani also need Auras if you want them to survive.

SYNERGY FILE

Timely Ward can save Ellivere; Roles spread by Gylwain/Vendor create more survivors; Retether/Mantle rebuild anything lost.

VIII THE NISSA OFFICE

The Tactical Doctrine already described the Nissa ladder. This section explains what each Nissa is doing in the 99 and how to recognize which job is needed right now.

Nissa, Voice of Zendikar

PLANESWALKER / BOARD BUILDER

DOCTRINE CONNECTION

NISSA OFFICE / PLAN C

OPERATIONAL PURPOSE

Voice is the population department. Her +1 creates Plant bodies for Roles, blockers, Cryptolith Rite, and later team buffs. Her -2 puts counters on the whole team, turning a merely wide board into a meaningfully stronger attack and making those creatures modified for Envoy of the Ancestors.

WHEN THIS CARD WANTS TO BE USED

Do not hoard loyalty automatically. If -2 creates a strong attack or a huge lifelink swing now, that can be much better than protecting an ultimate several turns away.

RECRUIT WATCHPOINT

Planeswalkers can be attacked, so consider whether you have blockers after deploying her.

SYNERGY FILE

Plants become Rite mana; -2 plus Envoy creates widespread lifelink; Ascended Animist later turns the same wide board into lethal trample.

Nissa, Who Shakes the World

PLANESWALKER / MANA ENGINE

DOCTRINE CONNECTION

NISSA OFFICE / DEVELOPMENT

OPERATIONAL PURPOSE

Who Shakes is the infrastructure department and Stacy's original Nissa. Every Forest tapped for mana produces an additional green, which means the deck's many basic Forests plus Savannah, Temple Garden, and Canopy Vista can suddenly fund Avacyn, Ezuri's Predation, or a full-price Ascended Animist.

WHEN THIS CARD WANTS TO BE USED

Cast when you can exploit the mana immediately or when the table is unlikely to remove her before the next turn. Animate lands only when the extra body is worth exposing a mana source to creature interaction.

RECRUIT WATCHPOINT

Her passive cares about the Forest land type, not merely lands that can produce green. Animated lands can die to creature wipes and removal.

SYNERGY FILE

The clean ladder is Who Shakes -> abundant Forest mana -> full seven-mana Ascended Animist -> immediate -7 on an already developed creature board.

Nissa, Ascended Animist

PLANESWALKER / FINISHER

DOCTRINE CONNECTION

NISSA OFFICE / PLAN C FINISHER

OPERATIONAL PURPOSE

Ascended Animist is the office authorized to declare negotiations complete. Paid for with all seven mana, she enters with enough loyalty to immediately -7, giving every creature +1/+1 for each Forest you control and trample for the turn. On a developed board this can simply end the game.

WHEN THIS CARD WANTS TO BE USED

If the table is not ready to die, use the +1 to make a large body or the -1 to remove an artifact/enchantment. She is a flexible card, not a missile you must launch immediately.

RECRUIT WATCHPOINT

If you pay life for Phyrexian mana, compleated reduces her entering loyalty, so the immediate -7 plan is no longer available. If the plan is "cast Nissa and kill everyone," pay the full seven mana.

SYNERGY FILE

Voice creates the bodies, Who Shakes creates the mana, and Ascended Animist converts both into lethal trample.

IX LANDS, LOGISTICS & THE DEPARTMENT OF ARRIVING ON TIME

The deck contains 36 printed lands plus two modal double-faced cards that can be played as lands. The goal is not exciting mana. The goal is to cast the exciting cards on time, while quietly exploiting Forest/Plains types and utility lands where useful.

Forest

BASIC LAND x12

DOCTRINE CONNECTION

MANA FOUNDATION

OPERATIONAL PURPOSE

The twelve basic Forests are the green backbone of the deck and do more than produce one mana. They are legal Utopia Sprawl targets, they are doubled by Nissa Who Shakes, and they count for Nissa Ascended Animist's lethal -7 calculation.

WHEN THIS CARD WANTS TO BE USED

Prioritize having green early when the hand contains Utopia Sprawl, Sanctum Weaver, Setessan Champion, or other development pieces.

RECRUIT WATCHPOINT

Basic does not mean unimportant. Losing track of Forest count can cause incorrect Nissa combat math.

SYNERGY FILE

Who Shakes and Ascended Animist are the most important reasons the deck wants a substantial number of true Forests.

Plains

BASIC LAND x12

DOCTRINE CONNECTION

MANA FOUNDATION

OPERATIONAL PURPOSE

The twelve basic Plains support the deck's dense white requirements: Ellivere, removal, protection, recursion, and several Auras all ask for white mana, sometimes double white. Basics also make Canopy Vista and several untapped-land conditions more reliable.

WHEN THIS CARD WANTS TO BE USED

Keep enough white available that Flare, Brought Back, Path, Timely Ward, and other reactive cards remain castable when you need them.

RECRUIT WATCHPOINT

A green-looking board can still fail because the important answer in hand costs white. Plan the turn before tapping lands.

SYNERGY FILE

Brought Back and Daybreak Coronet are especially demanding of white; Fortified Village/Sunpetal Grove/Canopy Vista also care about basic land types or basic presence.

Canopy Vista

DUAL LAND / FOREST PLAINS

DOCTRINE CONNECTION

MANA / TYPE SYNERGY

OPERATIONAL PURPOSE

Vista fixes both colors and carries both Forest and Plains land types. Those types matter: Utopia Sprawl can enchant it, Nissa Who Shakes can double it because it is a Forest, and other lands/checks can see its types.

WHEN THIS CARD WANTS TO BE USED

It is better later once you control enough basics for it to enter untapped. Early, plan around the possibility that it arrives tapped.

RECRUIT WATCHPOINT

Do not confuse land type with merely producing a color. Vista is genuinely both types, which is why it participates in several synergies.

SYNERGY FILE

Utopia Sprawl, Who Shakes, Sunpetal Grove, and the deck's basic-heavy mana plan all appreciate it.

Castle Ardenvale

LAND / TOKEN OUTLET

DOCTRINE CONNECTION

PLAN C / MANA SINK

OPERATIONAL PURPOSE

Castle is a Plains-producing land most of the time and a Human factory when you have spare mana. That means a land slot can become a blocker, Role carrier, Cryptolith worker, or extra body for a Nissa finishing turn without spending another card from hand.

WHEN THIS CARD WANTS TO BE USED

Use the token ability when you have spare mana and no higher-priority action or when one more body changes combat. Do not delay important development just to make a 1/1.

RECRUIT WATCHPOINT

Its entrance condition matters; having a Plains already can keep it from slowing the turn.

SYNERGY FILE

Cryptolith Rite turns the Human into future mana; Ellivere can Role it; Ascended Animist can turn it into a meaningful attacker.

Command Tower

DUAL LAND

DOCTRINE CONNECTION

MANA FIXING

OPERATIONAL PURPOSE

Tower is the cleanest two-color land in Commander: it enters untapped and produces either color the deck needs. Its purpose is reliability, not hidden synergy.

WHEN THIS CARD WANTS TO BE USED

Use whichever color preserves the rest of your mana options. When the hand contains a double-white spell and several Forests, Tower may effectively be a white source.

RECRUIT WATCHPOINT

It has no Forest or Plains subtype, so Utopia Sprawl and Nissa Who Shakes do not treat it like a Forest.

SYNERGY FILE

Pure fixing - exactly what a two-color commander deck wants.

Fortified Village

DUAL LAND

DOCTRINE CONNECTION

MANA FIXING

OPERATIONAL PURPOSE

Village gives both colors but asks you to reveal a Forest or Plains from hand if you want it untapped. With many basics and several duals carrying those land types, the deck usually has reasonable support for that condition.

WHEN THIS CARD WANTS TO BE USED

Sequence lands so you can reveal the required type when it matters. Sometimes playing Village before the basic preserves tempo; sometimes you simply accept it tapped.

RECRUIT WATCHPOINT

You reveal a card from hand; controlling a Forest/Plains on the battlefield is not the same condition.

SYNERGY FILE

The basic-heavy mana base and typed duals make Village more reliable than it would be in a greedier list.

Hall of Heliod's Generosity

UTILITY LAND / RECURSION

DOCTRINE CONNECTION

REBUILD

OPERATIONAL PURPOSE

Hall turns a land slot into slow, repeatable enchantment recursion by putting an enchantment from your graveyard on top of your library. It does not create card advantage immediately, but it lets you choose the next draw when the graveyard contains something worth getting back.

WHEN THIS CARD WANTS TO BE USED

Use on turns when you can afford the tempo cost and the returned enchantment is better than drawing a random card. It is especially strong after opponents spend removal on a premium Aura or engine.

RECRUIT WATCHPOINT

The enchantment goes on top, not into your hand. Unless you can draw again, you wait until the next draw step. The land also does not fix colors as cleanly as a normal dual.

SYNERGY FILE

Excellent with Ancestral Mask, Angelic Destiny, Enchantress's Presence, removal Auras, and any key enchantment the table worked hard to answer.

Myriad Landscape

LAND / SLOW RAMP

DOCTRINE CONNECTION

DEVELOPMENT

OPERATIONAL PURPOSE

Landscape trades speed now for more land development later. It enters tapped, then can sacrifice itself to find two basics that share a land type, increasing your total lands and helping the deck reach its expensive end game.

WHEN THIS CARD WANTS TO BE USED

Use the activation when you can spare the mana without missing a critical interaction window. Early turns where nothing else needs to happen are ideal.

RECRUIT WATCHPOINT

Because it enters tapped and its activation also costs mana, it is slow. Do not let the ramp plan prevent you from casting the engine that would generate more value immediately.

SYNERGY FILE

Fetching Forests strengthens both Nissas; fetching Plains improves white availability for protection/recursion.

Reliquary Tower

UTILITY LAND

DOCTRINE CONNECTION

CARD RETENTION

OPERATIONAL PURPOSE

Tower removes your maximum hand size, which matters because Ellivere and the enchantress engines can produce turns where you draw far more than seven cards. It protects the reward for successfully executing Plan A.

WHEN THIS CARD WANTS TO BE USED

Its text matters only when you actually have a large hand. Otherwise treat it as a colorless land and make sure the rest of the mana base can still cast the colored spells.

RECRUIT WATCHPOINT

Colorless production can make a hand awkward when double-white or heavy green costs pile up. Utility is not free.

SYNERGY FILE

Best after a multi-creature Ellivere hit, Sage's Reverie, or a turn where several enchantress engines all trigger.

Savannah

PREMIUM DUAL / FOREST PLAINS

DOCTRINE CONNECTION

MANA / TYPE SYNERGY

OPERATIONAL PURPOSE

Savannah is perfect fixing with both relevant basic land types and no tempo cost. It is simultaneously green, white, a Forest for Utopia Sprawl and Nissa Who Shakes, and a Plains for cards that care about that type.

WHEN THIS CARD WANTS TO BE USED

Usually play it whenever the turn values untapped access to either color. Because it is typed, it can solve several land-condition problems at once.

RECRUIT WATCHPOINT

Being nonbasic can matter against opposing hate, but inside this deck it is nearly all upside.

SYNERGY FILE

One of the best Utopia Sprawl targets and one of the lands that Who Shakes turns into extra green mana.

Sungrass Prairie

FILTER LAND

DOCTRINE CONNECTION

MANA FIXING

OPERATIONAL PURPOSE

Prairie converts available mana into the exact green/white combination the turn needs. It is valuable in hands where the colors exist but are distributed awkwardly across costs.

WHEN THIS CARD WANTS TO BE USED

Use it after another land has supplied the input mana. Think of it as color correction rather than a standalone first land.

RECRUIT WATCHPOINT

Filter lands generally need another mana source to operate correctly, so a one-land opening hand built around Prairie is not a real keep.

SYNERGY FILE

Helps pay double-white cards while preserving green sources, or vice versa, during complex engine turns.

Sunpetal Grove

DUAL LAND

DOCTRINE CONNECTION
MANA FIXING

OPERATIONAL PURPOSE
Grove provides either color and rewards the deck for already controlling a Forest or Plains. With twenty-four basics plus typed duals, that condition is usually achievable without distorting the deck.

WHEN THIS CARD WANTS TO BE USED
Sequence it after a qualifying land when possible so it arrives untapped.

RECRUIT WATCHPOINT
The condition checks what you control, not what is in your hand. Typed duals such as Savannah, Temple Garden, and Canopy Vista can satisfy it.

SYNERGY FILE
Reliable midgame fixing that keeps both protection and development available.

Temple Garden

SHOCK LAND / FOREST PLAINS

DOCTRINE CONNECTION
MANA / TYPE SYNERGY

OPERATIONAL PURPOSE
Temple Garden provides both colors and both land types, with the option to pay life so it enters untapped. That flexibility is important when the turn demands immediate mana and the Forest subtype matters for Nissa or Utopia Sprawl.

WHEN THIS CARD WANTS TO BE USED
Pay the life when tempo matters - for example, when the untapped land lets you cast Ellivere, hold protection, or execute a winning turn. Let it enter tapped when nothing important depends on the mana now.

RECRUIT WATCHPOINT
Life is a resource, but not a free resource. There is no prize for paying two life on a turn where the land can safely be tapped.

SYNERGY FILE
Utopia Sprawl, Who Shakes, Sunpetal Grove, and any green-white color requirement all benefit.

Wooded Bastion

FILTER LAND

DOCTRINE CONNECTION
MANA FIXING

OPERATIONAL PURPOSE
Bastion turns available green or white mana into the particular colored combination needed for demanding costs. It is especially useful in a deck with several double-white spells and some green-heavy turns.

WHEN THIS CARD WANTS TO BE USED
Use it as part of color planning before you start tapping lands. On complicated turns, decide which land will feed Bastion and which colors must remain afterward.

RECRUIT WATCHPOINT
Like other filter lands, it is not a perfect standalone first land because it depends on having appropriate input mana.

SYNERGY FILE
Helps keep Flare/Brought Back/Coronet mana available while still casting green development spells.

FINAL DOSSIER NOTE

The Tactical Doctrine told you how the deck wins. This dossier tells you what each individual employee, ordinance, animal, Aura, angel, planeswalker, and parcel of land is contributing to that plan. The point is not to memorize seventy-eight entries. The point is to begin recognizing categories in real time.

When a card appears in your hand, ask: Is this development, an engine, a carrier, protection, interaction, recovery, or the thing that ends the game? Once you can answer that question, the card usually tells you when it wants to be played.

The Conclave does not require perfect sequencing. The Conclave requires the recruit to notice when the forest has stopped being scenery and become a weapons platform.

FIELD AUTHORIZATION: You are still allowed to make the creature extremely large.

THE CONCLAVE LEXICON

A Glossary for Newly Appointed Selesnya Mages

Issued by the Office of Terminology, Battlefield Literacy & Avoidable Confusion

New recruit:

Magic players have spent several decades inventing specialized vocabulary for concepts that might, in another civilization, have been explained using ordinary words.

Unfortunately, they are not going to stop.

The Conclave therefore provides this lexicon so that when another mage says, “in response to the ETB, before damage, I’ll exile the commander,” you do not need to assume they have begun speaking in curses.

This glossary is not exhaustive. It is merely sufficient to prevent your first few games from feeling like a diplomatic incident.

FIELD TERMS, BATTLE TERMS & OTHER NECESSARY ADMINISTRATION

Activated Ability
An ability you choose to use by paying a cost. These are usually written in the form cost: effect. If there is a colon, somebody is being asked to do math or make a decision.

Aggro
A strategy focused on applying pressure early and often. Your deck is not reckless aggro, but it can absolutely become aggressive once the board is assembled and the Auras begin violating municipal safety codes.

Aura
An enchantment that attaches to something, usually a creature. This deck contains many of them. Auras are how an ordinary woodland citizen becomes a regional emergency.

Battlefield
The place where permanents exist in play. Most of your creatures, enchantments, Pegasi, and future administrative difficulties will be found here.

Board
Informal term for everything currently on the battlefield. “My board” means your current battlefield presence. “The board is getting out of hand” usually means someone should already have cast a removal spell.

Board Wipe

A spell that destroys or removes many permanents at once. Austere Command and Winds of Rath are yours. Other players will also have them, especially after you have accumulated eleven enchantments and three increasingly rude attackers.

Bounce

Returning a permanent to its owner’s hand rather than destroying it. This is often annoying because it makes you cast the thing again.

Cast

To pay a spell’s cost and put it onto the stack. If nobody interferes, it resolves and does the thing it promised.

Combat Damage

Damage creatures deal by attacking and blocking. This matters enormously here, because Ellivere rewards your enchanted creatures for dealing combat damage to players.

Commander

The legendary creature leading your deck. Yours is Ellivere of the Wild Court. She begins in the command zone and may be cast from there.

Commander Damage

If one commander deals 21 combat damage to the same player over the course of a game, that player loses. This is tracked separately for each commander. Ellivere can theoretically win this way, but she usually prefers broader organizational success.

Commander Tax

Each time you cast your commander from the command zone after the first time, it costs {2} more for each previous cast from there. Repeated attempts to remove Ellivere are therefore administratively expensive.

Command Zone

The special zone where your commander begins the game and where it can usually return if it would go somewhere else.

Counter

A marker placed on a permanent or player to change or record something. A +1/+1 counter makes a creature bigger. This is different from a counterspell, because Magic enjoys ambiguity.

Counterspell

A spell or ability that stops another spell before it resolves. Blue mages call this interaction. Everyone else uses less flattering language.

Curve / Mana Curve

The distribution of mana costs in your deck. A good curve means you have useful things to do throughout the game instead of staring at an eight-mana angel on turn three.

Draw Engine

A card or package that helps you draw extra cards repeatedly. In this deck, Sram, Kor Spiritdancer, Setessan Champion, Enchantress's Presence, and Ellivere herself can all fill this role.

Enchantress

Informal name for a card or strategy that rewards you for casting or controlling enchantments. Your deck is an enchantress deck. This does not require anyone involved to hold the official title of Enchantress.

Enchantment

A permanent representing ongoing magic. Your deck becomes stronger simply by accumulating these. More enchantments means larger Role bonuses, better Auras, more triggers, and a more nervous table.

ETB / Enters the Battlefield

An ability that happens when a permanent enters play. "ETB trigger" means a thing arrived and now something else will happen because of it.

Evasion

Any quality that makes a creature harder to block, such as flying or block restrictions. Evasion is valuable because Ellivere wants enchanted creatures to actually hit players.

Exile

A zone representing something being removed more thoroughly than merely dying. Exiled cards are usually harder to recover than cards in the graveyard.

Finisher

A card or play pattern that turns a favorable position into an actual victory. Nissa, Ascended Animist and a truly disrespectful Ancestral Mask both qualify.

Flying

A creature with flying can normally be blocked only by creatures with flying or reach. This is why Pegasi are such efficient departmental messengers.

Go Tall

Concentrating resources into one or a few enormous creatures. This deck can do that with Ethereal Armor, Ancestral Mask, Angelic Destiny, Sage's Reverie, and friends.

Go Wide

Producing many creatures rather than one giant one. This deck also does that, thanks to Cats, Pegasi, Plants, Humans, and occasionally Saprolings.

Graveyard

Where used, discarded, destroyed, and milled cards generally go. In this deck it is not simply the trash. Brought Back, Retether, Mantle of the Ancients, and Hall of Heliod's Generosity treat it as a resource.

Hand

The cards you are currently holding and allowed to cast or play. More cards in hand usually means more options, which the Conclave strongly endorses.

Hexproof

A permanent or player with hexproof cannot be the target of opponents’ spells or abilities. This is one of the reasons Shalai and Flare of Fortitude are respected public servants.

Indestructible

A permanent with indestructible cannot be destroyed by damage or “destroy” effects. This is why Avacyn is regarded as an entirely reasonable eight-mana expenditure.

Lethal

Enough damage to kill a creature or enough pressure to kill a player. New recruits are encouraged to ask “is this lethal?” before announcing a glorious but mathematically unsound attack.

Lifelink

Damage dealt by a source with lifelink also causes its controller to gain that much life. Archon of Sun’s Grace and Envoy of the Ancestors can make your attacks unexpectedly restorative.

Mana

The resource used to cast spells and activate abilities. Lands are the most common source of mana, but this deck also has other methods, including Sanctum Weaver, Cryptolith Rite, and Nissa-enhanced Forests.

Mana Screw

Not drawing enough lands or mana sources to cast your spells efficiently. This is bad for morale and worse for gameplay.

Mana Sink

A card or ability that gives you something useful to do with extra mana. Castle Ardenvale and some expensive finishers help keep surplus mana from going to waste.

MDFC

Short for modal double-faced card. A card with two different faces and a choice of which side to use. This term matters whenever a land is secretly also a spell or vice versa.

Modified

A creature is modified if it has an Aura attached, is equipped, or has a counter on it. This matters because Envoy of the Ancestors cares about modified creatures.

Mulligan

The process of taking a new opening hand if the first one is poor. A reasonable opening hand for this deck usually wants lands, early development, and something productive to do.

Permanent
A card type that stays on the battlefield after being cast: artifact, battle, creature, enchantment, land, or planeswalker.

Phases / Turn Structure
A turn has an untap step, upkeep, draw step, main phases, combat, and an end step. You do not need to memorize every detail immediately. It is enough to know when you may cast spells and when your creatures may attack.

Planeswalker
A powerful permanent with loyalty abilities. Your Nissas are planeswalkers. They are essentially allied bureaucrats with specialized departments and a strong preference for the color green.

Protection
A creature with protection cannot be damaged, enchanted/equipped, blocked, or targeted by things of the protected quality. This term can also be used informally for cards that help save your board, such as Heroic Intervention or Flare of Fortitude.

Ramp
Accelerating your mana production so you can cast bigger spells earlier. Utopia Sprawl, Arcane Signet, Sanctum Weaver, and Nissa, Who Shakes the World all assist in this.

Reach
A creature with reach can block flying creatures. This is the Conclave’s official answer to “why can that spider stop my Pegasus?”

Removal
Any spell or effect used to answer a threat. This deck has spot removal like Path to Exile and Generous Gift, transformative removal like Darksteel Mutation and Kenrith’s Transformation, and wipes like Austere Command.

Resolve
When a spell or ability successfully finishes and does what it says. If something is countered, it does not resolve.

Role
A special kind of Aura token introduced in Wilds of Eldraine. Ellivere creates Virtuous Role tokens, which help scale a creature’s power with your enchantment count.

Sacrifice
To deliberately put one of your own permanents into the graveyard when instructed to do so. This is not the same as destroy; the permanent’s controller chooses it and it does not target.

Stack
The game’s waiting room for spells and abilities. Things generally resolve one at a time, last in, first out. If someone says “in response,” they are putting something on the stack above what was already there.

Static Ability
An ability that is simply true while the permanent is on the battlefield. It does not use the stack and does not need to be activated.

Target
A spell or ability that points at a specific thing. If a card says “target creature,” somebody must choose exactly which creature. Hexproof and similar effects are often concerned with targeting.

Token
A creature or other permanent represented by a marker rather than a normal card. This deck produces several varieties, including Cats, Pegasi, Plants, Humans, Saprolings, and Role Auras.

Topdeck
The card you draw from the top of your library, especially when you are hoping the universe will stop being funny for one turn.

Totem Armor
A quality found on some Auras, such as Bear Umbra. If the enchanted creature would be destroyed, the Aura is destroyed instead and the creature survives.

Trample
When a creature with trample deals more combat damage than is needed to destroy a blocker, the excess can be dealt to the defending player. This makes large creatures much less polite.

Trigger / Triggered Ability
An ability that begins with words like “when,” “whenever,” or “at.” Ellivere, Ajani’s Chosen, Archon of Sun’s Grace, and Setessan Champion all have triggered abilities you will learn to love and occasionally forget.

Tutor
A spell or ability that searches your library for a specific card. Your deck does not rely on tutors, which keeps it more straightforward and more honest in the field.

Untap
To turn a tapped permanent upright again so it can be used once more. This is how each turn begins, and it is therefore beloved.

Vigilance
A creature with vigilance does not tap to attack. Loyal Unicorn can grant this to your team, which is extremely helpful for offensive community outreach.

Voltron
A strategy built around making one creature—often the commander—enormous and dangerous. Your deck can do a little of this, but Ellivere usually prefers several enchanted threats instead of one lone champion.

Wipe-Rebuild

The art of recovering after a board wipe. This deck is reasonably good at it because of cards such as Retether, Mantle of the Ancients, Brought Back, and Hall of Heliod’s Generosity.

FINAL NOTE TO THE NEW RECRUIT

You are not expected to memorize all of this at once.

You are expected to look intelligent while flipping back to this document.

If a term still confuses you during play, ask what it means. If a card confuses you, read it. If it continues to confuse you, read it again with greater suspicion.

This is normal. This is how Magic works.

Welcome to the Conclave.