

<i>Eminent Domain</i> Josh Ravitz	<i>Greater Good</i> Frank Karsten	<i>URzaTron</i> Frank Karsten	<i>Gruul Beats</i> Gerry Thompson	<i>Glare</i> Magic.TCGplayer.com Staff
<p>Main Deck: 2 Keiga, the Tide Star 2 Kokusho, the Evening Star</p> <p>4 Annex 2 Boros Signet 4 Dimir Signet 4 Dream Leash 2 Fellwar Stone 1 Honden of Seeing Winds 3 Icy Manipulator 4 Mana Leak 3 Pyroclasm 2 Tidings 4 Wildfire</p> <p>1 Island 1 Mikokoro, Center of the Sea 1 Minamo, School at Water's Edge 1 Miren, the Moaning Well 2 Mountain 1 Shinka, the Bloodsoaked Keep 4 Shivan Reef 1 Shizo, Death's Storehouse 1 Sulfurous Springs 4 Tendo Ice Bridge 2 Underground River 4 Watery Grave</p> <p>Sideboard: 2 Boseiju, Who Shelters All 3 Bottle Gnomes 2 Cranial Extraction 3 Hinder 2 Persecute 1 Pyroclasm 2 Smash</p>	<p>Main Deck: 1 Kagemaro, First to Suffer 2 Kokusho, the Evening Star 4 Sakura-Tribe Elder 4 Yosei, the Morning Star</p> <p>2 Farseek 3 Gifts Ungiven 3 Goryo's Vengeance 3 Greater Good 4 Kodama's Reach 1 Last Gasp 1 Putrefy 1 Reclaim 1 Recollect 3 Sensei's Divining Top 4 Wrath of God</p> <p>2 Brushland 4 Forest 1 Island 1 Miren, the Moaning Well 1 Okina, Temple to the Grandfathers 2 Overgrown Tomb 3 Plains 1 Shizo, Death's Storehouse 3 Swamp 2 Temple Garden 2 Tendo Ice Bridge 1 Watery Grave</p> <p>Sideboard: 1 Cranial Extraction 1 Death Denied 4 Defense Grid 1 Dosan the Falling Leaf 1 Hana Kami 1 Hideous Laughter 1 Ink-Eyes, Servant of Oni 1 Last Gasp 1 Loxodon Hierarch 1 Meloku the Clouded Mirror 1 Rending Vines 1 Soulless Revival</p>	<p>Main Deck: 3 Keiga, the Tide Star 3 Meloku the Clouded Mirror</p> <p>4 Compulsive Research 3 Confiscate 2 Electrolyze 2 Hinder 2 Invoke the Firemind 4 Izzet Signet 4 Mana Leak 4 Pyroclasm 4 Remand 2 Tidings</p> <p>3 Izzet Boilerworks 4 Shivan Reef 4 Steam Vents 4 Urza's Mine 4 Urza's Power Plant 4 Urza's Tower</p> <p>Sideboard: 4 Annex 1 Confiscate 2 Electrolyze 4 Jushi Apprentice 3 Pithing Needle 1 Rewind</p>	<p>Main Deck: 4 Birds of Paradise 4 Burning-Tree Shaman 4 Kird Ape 3 Kodama of the North Tree 4 Llanowar Elves 4 Rumbling Slum 4 Wood Elves</p> <p>4 Char 4 Shock 4 Umezawa's Jitte</p> <p>8 Forest 4 Karplusan Forest 4 Mountain 2 Skarrg, the Rage Pits 4 Stomping Ground</p> <p>Sideboard: 4 Blood Moon 3 Boiling Seas 4 Pithing Needle 4 Naturalize</p>	<p>Main Deck: 2 Arashi, the Sky Asunder 4 Birds of Paradise 3 Kodama of the North Tree 4 Loxodon Hierarch 4 Selesnya Guildmage 4 Wood Elves 2 Yosei, the Morning Star</p> <p>2 Congregation at Dawn 3 Glare of Subdual 3 Pithing Needle 2 Seed Spark 4 Umezawa's Jitte</p> <p>4 Brushland 6 Forest 1 Okina, Temple to the Grandfathers</p> <p>2 Plains 4 Selesnya Sanctuary 2 Temple Garden 4 Vitu-Ghazi, the City-Tree</p> <p>Sideboard: 3 Carven Caryatid 2 Congregation at Dawn 2 Hokori, Dust Drinker 3 Hour of Reckoning 2 Seed Spark 3 Shining Shoal</p>

Main Deck:
3 Gelectrode
4 Izzet Guildmage
4 Wee Dragonauts

4 Electrolyze
4 Glacial Ray
4 Lava Spike
4 Reach Through Mists
3 Remand
4 Shock
4 Sleight of Hand

7 Island
7 Mountain
4 Shivan Reef
4 Steam Vents

Sideboard:
Adjust to fit your metagame!



Wee!

This deck has quickly become a pet deck of mine. It is fun to play and quite competitive. And it's a lot of fun to happily yell "Weeeeeee!" (think of a little kid in a merry-go-round) when you play the deck's trademark card, Wee Dragonauts.

The Izzet guild revolves entirely around spells, and the idea of this deck is to break the spell-reliant abilities on three new Izzet creatures. By playing a lot of sorceries and instants, Wee Dragonauts grows into a huge size, Gelectrode is just about as good as Goblin Sharpshooter, and Izzet Guildmage is a powerhouse in the late game.

For the spell selections, you can combine the best of blue and red. Blue provides card drawing so that you can keep on going and red provides efficient burn spells that can finish the opponent off rather quickly. The only spell in the deck that costs more than 2 mana is Electrolyze. But hey, it's really good! It does everything you want and it fits into this deck wonderfully.

Sideboard options would include countermagic for problem matchups and Pyroclasm for creature decks. You also need an answer to Umezawa's Jitte. You can usually burn the Jitte-carrying creatures, but if that plan fails and a Jitte ever gains counters, you're cold. Pithing Needle is probably your best option.

~Frank Karsten, 2005 Worlds 2nd Place