

The Woodland Memory

Thranduil, the Elvenking

THE COMPANY



ROLE

Toolbox control

BRACKET

3

CLOSE

T7-8

LOAD

High

01 PILOT ROUTE

- 01 Plant the first memory
Keep functional colors, early mana, and one way to place or select an Elf.
- 02 Choose the court's tool
Mill, tutor, or discard the activated ability that solves the current board: mana, cards, counters, protection, or reach.
- 03 Crown Thranduil safely
Cast the commander when he can activate, wear protection, or immediately convert a stocked graveyard.
- 04 Make the memory visible
Turn mana and counters into an Elf board, then close with Shaman, Tyvar, or Jarad.

02 PILOT FIT

LIKES. Choose this for the deepest sequencing puzzle and the most reward for knowing every graveyard.

LEAVES OPEN. Timed graveyard exile and stack interaction can collapse the toolbox before it becomes flexible.

03 TABLE PROMISE

Comfortable middle-Bracket-3 Elf graveyard toolbox with zero Game Changers and no proven deterministic combo; I have the pod's highest skill scaling, so interact with my graveyard and commander.
FIVE-PLAYER HOME. Full company first; at four players, keep every deck ready for the next game.

04 REMEMBER

Thranduil, the Elvenking
Thranduil has all activated abilities of all Elf cards in your graveyard.
Whenever another legendary Elf you control enters, draw two cards, then discard a card.

05 MULLIGAN

- Two to four lands with green plus a mana creature or resilient fixing.
 - One graveyard setup piece and one useful Elf to deploy or seed.
 - A hand that functions without immediately resolving Thranduil.
- SEND.** Color-fragile hands that cannot cast the early green engine.



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NAVIGATE THE FIVE-PLAYER TABLE

THE COMPANY



06 INTERACTION

- Remove any permanent
Key cards: Assassin's Trophy, Baleful Mastery.
- Reset the right creature type
Key cards: Crippling Fear, Raise the Palisade.
- Protect the crowned engine
Key cards: Swiftfoot Boots, Malakir Rebirth // Malakir Mire.

07 VISIBLE CLOSERS

- The court drains the room
Key cards: Shaman of the Pack, Lathril, Blade of the Elves.
- Counters become one attack
Key cards: Immaculate Magistrate, Tyvar, the Pummeler.
- The graveyard becomes power
Key cards: Jarad, Golgari Lich Lord, Selvala, Heart of the Wilds.

08 YOUR FOUR OPPONENTS

The Great Goblin

SLIGHT EDGE · DENY DEATH VALUE

WATCH. A sacrifice outlet makes conventional spot removal and sweepers feed cards and damage.

ANSWER. Use Raise the Palisade or a well-named Crippling Fear, then respect Bojuka Bog, Boggart Trawler.

Beorn the Fierce

MODERATE EDGE · STILL RESPECT RECOVERY

WATCH. Scavenging Ooze can dismantle the inherited toolkit while one trample combat punishes a durling court.

ANSWER. Transform or remove the most important Bear engine and preserve typical interaction for the committed lethal board.

Thorin, King of Durin's Folk

SLIGHT EDGE · ANSWERS ARE BROADER

WATCH. Lantern, Abstergo, Boros Charm, and Clever Concealment cover both the graveyard and the reset turn.

ANSWER. Stagger spot removal and bounce around protection.

Bilbo, Thief in the Night

EVEN · FIGHT OVER THE SECOND HAND

WATCH. Bilbo is the pod's best stack check and carries two dedicated graveyard pieces that can interrupt the borrowed ability package.

ANSWER. Pressure the artifact holding graveyard hate, sequence setup around counters.