

Duskmourn Report: Learned Archetypes, Bombs, and Synergies

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Dataset Snapshot

This run uses 216,329 unique deck builds and 1,011,949 game rows. The unsupervised clustering stage produced 11 learned archetypes. The best-performing large shells are Boros Toy | Ragged Playmate / Vicious Clown, Azorius Humans | Tunnel Surveyor / Gremlin Tamer, Gruul | Wildfire Wickerfolk / Beastie Beatdown, which already tells us that the format is not a single monolithic color table: it separates into distinct deck families with their own signposts, core cards, and build-around incentives.

1 Discovered Archetypes

Archetype	Decks	Games	WR	Top signposts
Boros Toy Ragged Playmate / Vicious Clown	29,232	144,562	56.85%	Ragged Playmate, Vicious Clown, Midnight Mayhem, Arabella, Abandoned Doll, Turn Inside Out
Azorius Humans Tunnel Surveyor / Gremlin Tamer	33,023	160,780	56.22%	Tunnel Surveyor, Gremlin Tamer, Glimmerburst, Grand Entryway // Elegant Rotunda, Inquisitive Glimmer
Gruul Wildfire Wickerfolk / Beastie Beatdown	20,771	100,770	55.41%	Wildfire Wickerfolk, Beastie Beatdown, Hand That Feeds, Most Valuable Slayer, Turn Inside Out
Simic Humans Oblivious Bookworm / Growing Dread	28,470	133,292	55.24%	Oblivious Bookworm, Growing Dread, Cryptid Inspector, Manifest Dread, Paranormal Analyst
Rakdos Disturbing Mirth / Final Vengeance	19,408	89,764	54.62%	Disturbing Mirth, Final Vengeance, Sawblade Skinripper, Innocuous Rat, Fear of Lost Teeth
Golgari Broodspinner / Drag to the Roots	19,799	91,663	53.95%	Broodspinner, Drag to the Roots, Murder, Say Its Name, Spineseeker Centipede

Archetype	Decks	Games	WR	Top signposts
Gruul Spineseeker Centipede / Moldering Gym // Weight Room	11,341	50,885	53.24%	Spineseeker Centipede, Moldering Gym // Weight Room, Say Its Name, Wary Watchdog, Beastie Beatdown
Selesnya Humans Shrewd Storyteller / Baseball Bat	11,961	55,655	52.15%	Shrewd Storyteller, Baseball Bat, Acrobatic Cheerleader, Hardened Escort, Friendly Ghost
Orzhov Emerge from the Cocoon / Shroud- stomper	15,210	66,701	51.48%	Emerge from the Cocoon, Shroudstomper, Rite of the Moth, Fanatic of the Harrowing, Spectral Snatcher
Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	14,343	63,272	51.29%	Smoky Lounge // Misty Salon, Rampaging Soulrager, Intruding Soulrager, Glassworks // Shattered Yard, Meat Locker // Drowned Diner
Dimir Fear of Infinity / Skullsnap Nuisance	12,771	54,605	51.07%	Fear of Infinity, Skullsnap Nuisance, Balemurk Leech, Unable to Scream, Meat Locker // Drowned Diner

2 What Defines the Best Shells

Boros Toy | Ragged Playmate / Vicious Clown

This cluster contains 29,232 decks across 144,562 games and posts a baseline win rate of 56.85%. Its defining cards are **Ragged Playmate**, **Vicious Clown**, **Midnight Mayhem**, **Arabella**, **Abandoned Doll**, **Turn Inside Out**, **Clockwork Percussionist**.

The strongest positive links in the shell are **Midnight Mayhem + Painter's Studio // Defaced Gallery**, **Friendly Ghost + Sheltered by Ghosts**, **Fear of Surveillance + Friendly Ghost**. The build-around detector flags **Vicious Clown**, **Jump Scare**, **Norin**, **Swift Survivalist** as true support-dependent payoffs, while the shell-dependence score describes the broader class of cards that rely heavily on the surrounding shell.

Azorius Humans | Tunnel Surveyor / Gremlin Tamer

This cluster contains 33,023 decks across 160,780 games and posts a baseline win rate of 56.22%. Its defining cards are **Tunnel Surveyor**, **Gremlin Tamer**, **Glimmerburst**, **Grand Entryway // Elegant Rotunda**, **Inquisitive Glimmer**, **Unable to Scream**.

The strongest positive links in the shell are **Ghostly Dancers + Stalked Researcher**, **Bottomless Pool // Locker Room + Tunnel Surveyor**, **Inquisitive Glimmer + Meat Locker // Drowned Diner**. The build-around detector flags **Erratic Apparition**, **Stalked Researcher**, **Inquisitive Glimmer** as true support-dependent payoffs, while the shell-dependence score describes the broader class of cards that rely heavily on the surrounding shell.

Gruul | Wildfire Wickerfolk / Beastie Beatdown

This cluster contains 20,771 decks across 100,770 games and posts a baseline win rate of 55.41%. Its defining cards are `Wildfire Wickerfolk`, `Beastie Beatdown`, `Hand That Feeds`, `Most Valuable Slayer`, `Turn Inside Out`, `Scorching Dragonfire`.

The strongest positive links in the shell are `Fear of Burning Alive + Patchwork Beastie`, `Impossible Inferno + Monstrous Emergence`, `Impossible Inferno + Ticket Booth // Tunnel of Hate`. The build-around detector flags `Patchwork Beastie`, `Ticket Booth // Tunnel of Hate` as true support-dependent payoffs, while the shell-dependence score describes the broader class of cards that rely heavily on the surrounding shell.

Simic Humans | Oblivious Bookworm / Growing Dread

This cluster contains 28,470 decks across 133,292 games and posts a baseline win rate of 55.24%. Its defining cards are `Oblivious Bookworm`, `Growing Dread`, `Cryptid Inspector`, `Manifest Dread`, `Paranormal Analyst`, `Bashful Beastie`.

The strongest positive links in the shell are `Manifest Dread + Paranormal Analyst`, `Paranormal Analyst + Underwater Tunnel // Slimy Aquarium`, `Cryptid Inspector + Underwater Tunnel // Slimy Aquarium`. The build-around detector flags no high-confidence build-arounds as true support-dependent payoffs, while the shell-dependence score describes the broader class of cards that rely heavily on the surrounding shell.

3 Bombs: Cards That Are Good Alone

Card	Best cluster	Standalone lift	Drawn-game WR	Games
<code>Valgavoth's Onslaught</code>	Gruul <code>Spineseeker Centipede / Moldering Gym // Weight Room</code>	17.88 pp	71.12%	1593
<code>Unholy Annex // Ritual Chamber</code>	Dimir <code>Fear of Infinity / Skullsnap Nuisance</code>	14.87 pp	65.94%	2381
<code>Overlord of the Mistmoors</code>	Azorius Humans <code>Tunnel Surveyor / Gremlin Tamer</code>	14.18 pp	70.40%	2132
<code>The Roller crusher Ride</code>	Gruul <code>Spineseeker Centipede / Moldering Gym // Weight Room</code>	13.80 pp	67.04%	710
<code>Overlord of the Boilerbilges</code>	Gruul <code>Wildfire Wickerfolk / Beastie Beatdown</code>	12.90 pp	68.31%	1297
<code>The Swarmweaver</code>	Gruul <code>Spineseeker Centipede / Moldering Gym // Weight Room</code>	12.54 pp	65.78%	1958
<code>Ghostly Dancers</code>	Azorius Humans <code>Tunnel Surveyor / Gremlin Tamer</code>	12.00 pp	68.22%	6287

Card	Best cluster	Standalone lift	Drawn-game WR	Games
Tyvar, the Pummeler	Selesnya Humans Shrewd Storyteller / Baseball Bat	9.94 pp	62.09%	881
Floodpits Drowner	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	9.78 pp	61.07%	5600
Sheltered by Ghosts	Selesnya Humans Shrewd Storyteller / Baseball Bat	9.64 pp	61.80%	3264
Fear of Isolation	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	9.60 pp	60.89%	5669
Unnerving Grasp	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	9.55 pp	60.84%	5511

4 Build-Arounds and Shell Dependence

Card	Best cluster	Shell dependence	Support delta	Supported games
Erratic Apparition	Azorius Humans Tunnel Surveyor / Gremlin Tamer	10.0 / 10	11.84 pp	14786
Stalked Researcher	Azorius Humans Tunnel Surveyor / Gremlin Tamer	10.0 / 10	10.17 pp	19796
Spectral Snatcher	Golgari Broodspinner / Drag to the Roots	10.0 / 10	17.05 pp	8338
Baseball Bat	Selesnya Humans Shrewd Storyteller / Baseball Bat	10.0 / 10	5.85 pp	5524
Shrewd Storyteller	Selesnya Humans Shrewd Storyteller / Baseball Bat	10.0 / 10	2.27 pp	5970
Rampaging Soulrager	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	10.0 / 10	17.24 pp	9488
Vicious Clown	Boros Toy Ragged Playmate / Vicious Clown	9.9 / 10	3.44 pp	19840

Card	Best cluster	Shell dependence	Support delta	Supported games
Inquisitive Glimmer	Azorius Humans Tunnel Surveyor / Gremlin Tamer	9.8 / 10	8.49 pp	19743
Patchwork Beastie	Gruul Wildfire Wickerfolk / Beastie Beatdown	9.7 / 10	8.20 pp	7633
Ticket Booth // Tunnel of Hate	Gruul Wildfire Wickerfolk / Beastie Beatdown	9.7 / 10	9.20 pp	9037
Diversion Specialist	Rakdos Disturbing Mirth / Final Vengeance	9.6 / 10	12.31 pp	7242
Resurrected Cultist	Golgari Broodspinner / Drag to the Roots	9.6 / 10	9.71 pp	6002

5 Dependency Cards

Card	Best cluster	Dependency	Standalone lift	Games
Underwater Tunnel // Slimy Aquarium	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulraager	2.156	2.47 pp	10977
Central Elevator // Promising Stairs	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulraager	1.922	5.38 pp	2952
Smoky Lounge // Misty Salon	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulraager	1.844	3.74 pp	13609
Fear of Lost Teeth	Dimir Fear of Infinity / Skullsnap Nuisance	1.656	2.00 pp	5302
Emerge from the Cocoon	Orzhov Emerge from the Cocoon / Shroud-stomper	1.627	5.26 pp	12958
Rampaging Soulraager	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulraager	1.539	0.28 pp	10071
Frantic Strength	Selesnya Humans Shrewd Storyteller / Baseball Bat	1.367	2.60 pp	3302
Shrewd Storyteller	Selesnya Humans Shrewd Storyteller / Baseball Bat	1.302	-1.58 pp	6945
Flesh Burrower	Gruul Spineseecker Centipede / Moldering Gym // Weight Room	1.233	1.47 pp	6136

Card	Best cluster	Dependency	Standalone lift	Games
Threats Around Every Corner	Gruul Spineseeker Centipede / Moldering Gym // Weight Room	0.965	3.73 pp	4028
Intruding Soulrager	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	0.924	2.76 pp	9761
Skullsnap Nuisance	Dimir Fear of Infinity / Skullsnap Nuisance	0.922	1.69 pp	9055

6 Best Draft Priorities

Card	Best cluster	Pick score	Draft win lift	Rarity
Disturbing Mirth	Rakdos Disturbing Mirth / Final Vengeance	10.0 / 10	1.15 pp	uncommon
The Swarmweaver	Golgari Broodspinner / Drag to the Roots	10.0 / 10	3.92 pp	rare
Midnight Mayhem	Boros Toy Ragged Playmate / Vicious Clown	10.0 / 10	1.21 pp	uncommon
Broodspinner	Golgari Broodspinner / Drag to the Roots	10.0 / 10	1.79 pp	uncommon
Ghostly Dancers	Azorius Humans Tunnel Surveyor / Gremlin Tamer	10.0 / 10	3.40 pp	rare
Roaring Furnace // Steaming Sauna	Izzet Spirit Smoky Lounge // Misty Salon / Rampaging Soulrager	10.0 / 10	2.12 pp	rare
Valgavoth's Onslaught	Gruul Spineseeker Centipede / Moldering Gym // Weight Room	10.0 / 10	5.23 pp	rare
Unnerving Grasp	Simic Humans Oblivious Bookworm / Growing Dread	10.0 / 10	2.14 pp	uncommon
Rite of the Moth	Orzhov Emerge from the Cocoon / Shroud-stomper	10.0 / 10	0.79 pp	uncommon
Shroudstomper	Orzhov Emerge from the Cocoon / Shroud-stomper	10.0 / 10	0.74 pp	uncommon
Fear of Isolation	Azorius Humans Tunnel Surveyor / Gremlin Tamer	10.0 / 10	1.97 pp	uncommon

Card	Best cluster	Pick score	Draft win lift	Rarity
Sheltered by Ghosts	Azorius Humans Tunnel Surveyor / Gremlin Tamer	10.0 / 10	1.78 pp	uncommon

7 Most Striking Positive Pairs

Pair	Cluster	Quality	Pair WR	Games
Midnight Mayhem, Painter's Studio // Defaced Gallery	Boros Toy Ragged Playmate / Vicious Clown	3.12	73.38%	1371
Emerge from the Cocoon, Shroudstomper	Orzhov Emerge from the Cocoon / Shroudstomper	1.94	64.98%	2773
Shroudstomper, Spectral Snatcher	Orzhov Emerge from the Cocoon / Shroudstomper	1.87	64.19%	1832
Live or Die, Shroudstomper	Orzhov Emerge from the Cocoon / Shroudstomper	1.85	67.62%	1229
Fanatic of the Harrowing, Shroudstomper	Orzhov Emerge from the Cocoon / Shroudstomper	1.69	65.48%	2219
Rite of the Moth, Shroudstomper	Orzhov Emerge from the Cocoon / Shroudstomper	1.67	65.68%	1996
Shroudstomper, Trapped in the Screen	Orzhov Emerge from the Cocoon / Shroudstomper	1.66	67.31%	1664
Balemurk Leech, Unholy Annex // Ritual Chamber	Orzhov Emerge from the Cocoon / Shroudstomper	1.61	71.25%	240
Rite of the Moth, Vile Mutilator	Orzhov Emerge from the Cocoon / Shroudstomper	1.58	66.23%	1078
Spineseeker	Gruul Spineseeker Centipede / Moldering Gym // Weight Room	1.41	78.44%	320
Centipede, Valgavoth's Onslaught	Gruul Spineseeker Centipede / Moldering Gym // Weight Room	1.39	74.04%	416
Spineseeker	Gruul Spineseeker Centipede / Moldering Gym // Weight Room	1.39	74.04%	416
Centipede, The Swarmweaver	Gruul Spineseeker Centipede / Moldering Gym // Weight Room	1.39	74.04%	416
Fanatic of the Harrowing, Live or Die	Orzhov Emerge from the Cocoon / Shroudstomper	1.32	66.32%	1253
Unholy Annex // Ritual Chamber, Valgavoth's Faithful	Orzhov Emerge from the Cocoon / Shroudstomper	1.30	73.84%	237
Shroudstomper, Vile Mutilator	Orzhov Emerge from the Cocoon / Shroudstomper	1.19	65.34%	1007

8 Anti-Synergies Worth Respecting

Pair	Cluster	Anti-score	Pair WR	Games
Acrobatic Cheerleader, Shrewd Storyteller	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.66	43.40%	887
Frantic Strength, Veteran Survivor	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.59	43.78%	185
Acrobatic Cheerleader, Norin, Swift Survivalist	Boros Toy Ragged Play- mate / Vicious Clown	0.48	47.69%	996
Horrid Vigor, Veteran Survivor	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.45	44.25%	226
Monstrous Emergence, Orphans of the Wheat	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.44	45.30%	415
Acrobatic Cheerleader, Horrid Vigor	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.41	45.47%	530
Acrobatic Cheerleader, Clockwork Percussionist	Boros Toy Ragged Play- mate / Vicious Clown	0.36	50.69%	2383
Balemurk Leech, Shepherding Spirits	Orzhov Emerge from the Cocoon / Shroudstopper	0.30	47.81%	548
Fear of Surveillance, Veteran Survivor	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.28	45.38%	379
Savior of the Small, Shrewd Storyteller	Selesnya Humans Shrewd Storyteller / Baseball Bat	0.27	45.89%	401

9 Bottom-Line Reading

This report treats the format as a deck ecosystem rather than a flat card ranking. The strongest cards show up in the bomb table because they win on their own. The cards that pull a cluster together show up in the build-around and dependency tables because they need a shell. The pair and anti-synergy sections then explain which combinations reinforce a winning plan and which combinations look attractive in draft but underperform together.