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Reveillark karmic guide combos











Station. All of it. This means that you can Fling (pun intended) creatures at your opponents to get her to transform. "But N" shut the fuck up Timmy, this isn't about your questions. Now then, to really throw her over the top, you're going to want to give her lifelink, deathtouch and quadrouple all the damage she does. Why?) Alright, here's a super fun (exclusively for those playing it) Commander. Now, you may have entertained running Sigarda as a commander when wastes lands were printed and everyone collectively got up and said "Annihilator EDH" except for you, because you're sane and like fun. This deck will accelerate the entire board toward their end game states quite quickly and while one could likely try to take this deck out first, the other opponents will have their own massive threats to distract them. With it you can go ahead and kill opponents easily or take out cards like Avacyn, Angel of Hope and Blightsteel Colossus. Moving on, there are cards that will take him to the next level from that starting point. Braid of Fire is an insane card in this deck. You start with Jace's Archivist. One thumb lets you flip two coins, the other lets you retry the next flip should you fail. Reroute, unfortunately the only spell of its kind in the alloted colors, will let you target any creature you like (however I'm not sure that this will work because tariels ability does not explicitly "target" a spell so trust your local magic judge on that over me. Always let your opponents exhaust each other where possible! MillSurprise! We're also a mill deck. I use a lot of equipments to give him lifelink, deathtouch etc so I like Magnetic Theft. Bear in mind it's a pretty rough draft, but it gets the job done. You know what happens when they've got protection from white and every creature is white? By activating that, you can insure that all of your artifacts will get thrown at your enemies over and over again. Dross Scorpion is an amazing card in this deck too. And infinite triggers to untap all creatures you control. But, sometimes players get agitated and will try to rules lawyer you into going through every action in order to kill them, and they will look for you to mess up the order of your triggers. It's a simple effect for U and not on any kind of stick. He seems pathetic, but he's a combo enabler like no other. Deathrender is one of a few choice equipments which I chose to showcase (the rest will naturally be in the decklist.) With deathrender, you can cycle creatures from your hand, sacrificing each with Bosh and putting the next into play. Try Storm Herd or Serra Avatar instead. hell yeah! this card would be good even if it were harder to cast. Without further ado, here's the decklist. The deck also is missing Stax pieces, even the easy include ones (like Winter Orb) as a personal choice. Commander Spellbook is unofficial Fan Content permitted under the Fan Content Policy. You can do it in vice versa, and since you're playing colors with reanimate Dead, Beacon of Unrest or one of numerous other reanimation spells in your hand. What Do I Do With This Combo? There are several ways to go with this combo. Infinite Mana - generate infinite mana to use on a spell fits your fancy. Infinitely Big Creature - Vish Kal is a sacrifice outlet and finisher in one. Your other opponents can probably deal with it. I'm going to try to run down all the ways you can synergize with this card over the course of this post, but I may miss some because the Monster works with everything. Self-Mill Cards+Mesmeric Orb triggers individually for each permanent untapped, which gets around the "one or more land cards" limitation that normally prevents you from drawing multiple cards off of big batches of lands hitting the graveyard. well, let's talk about more triggers to abuse first. Copy or steal the aggressive deck's army. If everyone else gets to build crazy monstrosities off the nonsense you give them, why shouldn't you? Hell, if you show up at a table with Derevi, there is a tendency of many people to shoot first and ask questions later. Enjoy! Keep reading Page 20 magic-edh-talk:Dromar is great. Page 10 magic-edh-talk:Alright everyone, this is it. Forged out of the forge of the hell fires known as "Avacyn, Angel of Hope", emerging victorious (most of the time)He's (it's) been here since the very beginning It's Bosh, Iron Golem Now in case you couldn't tell I play-tested this deck a lot. But fear not! The triggers will all go on the stack at the same time and all the Pegasus(s?) will get 50 +1/+1 counters!!!are you suggesting you don't gain that much life? Hard to work when half your deck is exiled!Brain Freeze such a little package for such a huge effect! In the late game, when people are going off with tons of spells in a turn thanks to all the resources you've poured into them, its very easy to mill 30 to 50 cards off of just the two mana here. While not technically a mill card, and sure you can target yourself with it, I have killed more than one opponent with a Kruphix-fueled Blue Sun's Zenith targeting them. This gets ridiculous with cards like Blighsteel Colossus and Mycosynth Golem. So far, I've also neglected to mention a huge leg up red gets in this deck, this Aven Mindcensor and Kangee). Just to repeatedly sacrifice? Testing that stupid card, I actually found it invaluable in the deck. Throw out Dream Salvage, draw 5 more. Of course you can get a mirror gallery to go with that and if you didn't throw a sculpting steel in that mix, well, who are we kidding? Having the card advantage which he offers to begin with is insane in red. My bad. For example, you can have either Karmic Guide or Reveillark in your graveyard, as long as the other is on the battlefield or in your hand ready to cast. Take a look at the lands and you'll see quite a few fetching options. With these cards, you can take your sacrifices to a whole nother level of advantageous. (Aligned Hedron Network, Angel of the Dire Hour, Decree of Annihilation, False Prophet, Final Judgment, Merciless Eviction, Apocalypse, Gideon, Champion of Justice, Perilous Vault, The Great Aurora) This list doesn't include bounce cards, but that's because they only help for a turn and don't get rid of Sigarda forever. ANYWAYSVoltron is the best way to run her. With Intruder Alarm and Stonybrook Schoolmaster out, all you need is a tap effect (say, Opposition), and suddenly, you have infinite creatures. While straight up mill can be difficult to pull off, especially if Eldrazi titans are popular at your table, the cards here can end games or let you seriously hamper certain foes. Telemin Performance is a great way to mill, but also find yourself a decent threat. A free card or a +1/+1 counter on every one of your creatures every turn is just crazy. The next logical step to having a bunch of life is to pay it for crazy effects. Effects like Opposition help, as do the 3 different types of Meekstone effects we run. Or just copy their whole army with a Clone Legion!Control (Don't Kill Me, I'm Here to Help)Politics and mind games aren't going to work on everyone, nor are they going to keep people from attacking you they have to try and win at some point! Thus a decent suite of control to keep things sane is prudent. You see, red has some great sac outlets such as Brion Stoutarm up there. With deathtouch, Bosh can fling your artifacts and kill any creature it hits. Let the control deck keep the board clear of threats. Portions of the materials used are property of Wizards of the control deck keep the board clear of threats. Portions of the materials used are property of Wizards of the control deck keep the board clear of threats. Portions of the materials used are property of Wizards of the control deck keep the board clear of threats. the table is mana screwed? That's all for this commander, here's a link to sign up with pucatrade. This deck is based around Derevi's ability to cause permanents to tap, and untap, multiple times in a turn. Also apparently not an artifact. Mill the graveyard deck until they've ruined themselves. State based actions send one Sharuum to the graveyard each time before her trigger goes on the stack. I personally prefer the classic disciple of the vault sharuum combo. Play out Roil Elemental, crack some lands, and steal whole armies! Seedborn Muse... do I even need to say it? (Hint: Isochron Scepter) That's all for now! Here's a decklist and here is my first commander review. (also Bosh)It's pretty funny to see what a ways I've come that poor review only ever got 8 notes so it needs the love! Thanks for reading! derpypandadude liked this Show more notesLoading... You probably do. Biovisionary! In Commander!? You can pseudo choose creatures by simply exiling all of the other ones. Page 24 magic-edh-talk: Combo of the day: these two. You may be thinking "yeah... so what?" so I'll tell you so what. Because you're going to be running a lab maniac in there anyways, you won't really even have to worry about decking yourself. Parallel Thoughts is an excellent card to put in this deck. Even if you're missing a way to finish opponents but have the ability to begin this cycle you can clear out any threats. Ultimately there are many, many ways to abuse this combo. Patron of the Kitsune can give you 20 or 30 life gain triggers a turn. If we can flicker our commander, she'll come back in on her good side. Drogskol Reaver and Archangel of Thune will let you wipe the floor with your opponents. (There's actually about a dozen ways to keep her alive but moving on) All board wipes are in fact good board wipes in this deck simply because you can obliterate the board and then cast free creatures so it's highly recommended to just use a lot of them. They're a bit more pricy as far as CMC but they're well worth it. Using training grounds you can easily get a creature from your library and draw two cards (in that order) for only 2UU (or for 4UU without training grounds) which is pretty insane. Who knew, when we're making the table draw 10 cards a turn? There are many outlets and additions to sweeten the deal. This means we can transform her a million and one times causing a lot of headache to people with things like "a life total" (f***ing nerds) "But mister" you might continue "How will we transform her so much if she needs a creature to die?" I'm glad you asked person who I'm still calling Timmy. Derevi's ability naturally lends itself to being used as a pseudo vigilance, where attacking creatures are untapped in order to be both offensive and defensive, but when combined with our vigilance enablers, it becomes even more versatile. Twentieth turn having it out? Go ahead and sacrifice 5 artifacts and deal 20+ damage to your opponents easily. You want to know what's better than that? (I highly recommend you do - I love this site) I love it. I gotta ask what the purpose of Startled Awake is though, there's not really any other mill in the deck. He's got flying and vigilance, you really think you aren't gonna swing with that bad boy? Sure the mana cost of WWWGGG is a bit restrictive, but what isn't?White also puts you at a great advantage called "Icanexileyourthingsforonemana" and "wheelofsunandmoonrecyclesallmyremoval" remember those names as there will be a test. While you may be thinking of that type of removal in every white deck (and you should) white is also insane in voltron. It's super utility as a board wipe and it's very easy to simply flicker your side of the board, or flicker tariel or just cast her again. This means that if you don't like something, no matter how big it is, it dies. Infect is perhaps the most useful (and undoubtedly cruel, but I went no holds bars on this deck) mechanic in the deck, I've modified the original decklist what seems like a hundred times and all that's left is the creme of the crop. Now I won't even go over how necessary the usual activated ability artifacts are (rings, and bracers) but there are certainly other things to put in this deck to make it incredibly effective. Extra mana carrying over between turns is icing on the cake, but fantastic fun with our X spells. Fun for all! The meat of the deck is of course ways to accelerate everyone at the table. not sure why you would, but this took a long time damnit! Keep reading Actually, they all enter at the same time. It excels at ETB triggers and death triggers and death triggers. First thing's first, you're gonna want a way to "stack your deck" with index effects. You'll gain 1 life and put a $\pm 1/\pm 1$ counter on each creature you control. For the second, you'll gain two life more +1/+1 counters. If you cast this with 50 life you'll gain (wait for it) 1275 life and you'll also obtain 50 51/51 flyers! Have fun!oh, and if you guys think I'm lying, you can put this into wolfram alpha or google and it will confirm the life gain. It happens - I've seen people do it to each other before. This is a fun combo that has a lot of ways to either win outright or put you at a significant advantage. Not for long they aren't! Speaking of mana, Id like to call out Collective Voyage here as an early game star. Not only does he bounce unwanted creatures, but he can bounce your creatures, but he can bounce unwanted creatures. Wurm suddenly can easily wipe vour opponent's board by entering a couple of times (or more with conjurer's closet, deadeve etc.) Slithermuse lets you refresh your hand whenever you want and Twilight Shepherd can take back all your creatures. Vela the Night clad has a huge roll in the deck also. Flash in Notion Thief, draw 20 cards and your opponents draw none. You can have Reveillark in the graveyard and cast Karmic Guide targeting it to reanimate it, followed by sacrificing Karmic Guide, then Reveillark. If you read eaaht's first ability (eight-and-a-half-tails is hard to write) you'll notice it says "permanent". Page 13 magic-edh-talk:magicjudge:dovingrayeyed:apok-the-

(but you're still stacking the odds to like a 7/8 chance that you win. (this is probably a pretty widely used tactic so don't message me saying something like "people do that and it's called digging or treasure hunting" because I'm well aware but if you have a real name for it don't hold back)Now tell me, what is a great card for coin flipping? Making your opponents lose 2 life a turn (and let's be honest, quite a bit more) is a great way to tick down at their health while your Glacial Chasm keeps you safe. That's all for now! There's a decklist below and here and remember to deal all of the damage. Kill Sharuum to

combomancer:Combo of the Day (2-21-16): \$6.10Sharuum the Hegemon - \$0.82Phyrexian Metamorph - \$4.94Grinding Station - \$0.34Use your Esper artifacts to mill your opponents to death. This nifty little instant can also nab your opponents to death. This nifty little instant can also nab your opponent's equipments. Of course that's going in too! What I just described is a way (I believe, tell me if I'm wrong though @magicjudge help me out on this one) to win every flip and here's why, youcandanceifyou liked this pandoraeve liked this pand creatures tap abilities). Repeat to draw a bunch of cards and mill yourself as much as you want. Nobody knows) Gaining life is good, sure, but you want to know how to make him infinitely large and attack to kill a player easily (and gain an insurmountable life lead thanks to Lifelink) Abuse other triggers - bleeders like Blood Artist or Zulaport Assassin on the board at the time you begin the combo will bleed each opponent out for 1 damage every time Karmic Guide or Reveillark are sacrificed. Blasting Station - Tapping blasting station to sacrifice one results in untapping Blasting Station when you bring back the other. Remember to pack graveyard hate so that you can get only the choice creatures. It's recoverable so it can be sacced over and it's just an all around solid card. If Howling Mine is feeding the other players little bits of cake, this is forcing the whole plate down their throats. Well, Timmy to do that we just need to make her trigger go off about a thousand times. Page 7 magic-edh-talk: Jalira, Master Polymorphists (she don't care about yo creatures. Also like the card game, its best enjoyed by four or more players! on the surface Fluxx looks like what many would call a group hug deck, there only to boost everyone else in the game, it is extremely flexible with a variety of win conditions ranging from a classic beatdown to mill. I highly recommend it, along with soothsaying, to ensure that you're getting the right creature. Also along these lines is brainstorm, especially because you can nab creatures that are already in your hand. Next your want to add some creatures that will trigger ETB and LTB triggers. Keep reading Page 16 magic-edh-talk: Oloro, Ageless Ascetic (have I done him before? Keep reading Page 16 magic-edh-talk: Oloro, Ageless Ascetic (have I done him before? Keep reading Page 17 commandtower-solring-go:vedalkenghurl: "Those who endure in the face of suffering, those whose faith shines long in evil days, they shall see salvation."—Song of All, canto 904fuck Page 18 magic-edh-talk: Alright, here's some pretty insane late game synergy. While you're doing that you should run cards that benifit from that. Heroic from Journey into Nyx will get pumped (pun intended) when you pump them. All of them. Sanguine Bond is another must have in this deck. Thus, you can clear all creatures on the board and kill each opponent. Works wonderfully with Grave Pact, Dictate of Erebos or Butcher of Malakir on the battlefield. Additionally, we run ramp in the form of Auras that enchant lands, and allow them to produce additional mana, which synergizes great with our creatures that can tap to untap lands, as well as Derevi's ability to turn creatures attacking into untapped lands. Vigilance and lifelink both protect you, and +3/+3 and first strike just for shits and gigs? Index is a card that I usually find mediocre (but never EVER useless) in EDH. Commander Spellbook utilizes icons provided by Font Awesome according to the Font Awesome License. With the Angel and the Chorus on the field cast storm herd. Welcome to Tap/Untap Tribal! you can see from this decklist, we run a few different types of cards. Because the two make new coin flipping events each time, the other will always give you another flip. Additionally, this deck has the ability to go for a combo kill, although admittedly the inclusion of that was unintentional, and just assembled itself one game. With Bosh though you always have a place to dump mana because he has an activated ability without a tap requirement. Page 11 apok-the-combomancer: Combo of the Day (4-5-16): \$2.48 Volcano Hellion - \$0.40 Stuffy Doll - \$2.08 As long as the player you have redirect Doll's damage to has less life than you, you can kill an opponent in one shot. One huge advantage of Jaliva is that she's only 4 mana and she can summon 11 and 12 mana creatures easily. I've counted 10 cards that can directly deal with indestructible Sigarda. A turn two Karlov will turn you into an exiling machine. With all the nonsense Howling Mine variants in here, its not uncommon for people to be drawing four cards a turn. A doom blade following a crypt incursion could very well win you the game. However, unlike every other Derevi deck I've seen, people have requested to play against this deck of mine time and time again. Build Derevi Tap/Untap tribal. Page 25 magic-edhtalk:Arjun, the Shifting Flame (yes, this is a coin-flipping deck[NO REFUNDS])Arjun is a great sphinx... er wizard. Bosh is a big dude, he needs a lot of mana, luckily though, red's got your back. He clades all of the Dawns.... Easy: it nickles and dimes people down, or hits people until it draws into an Overrun type effect. A scary large amount, actually Go Khaleesi on all these fools. Use it. Thanks commandollar: Now - I'm some kind of a jerk, but this to me looks like a great place for cards that promote a voltron deck. With Sharuum and Grinding Station on the field, cast Metamorph copying Sharuum. Sounds sweet right? But what else can you do with life gain besides abusing triggers? But there has to be something more... something and turns one creature into two (if you have one in your hand - I mean.) Now, you don't need to worry about drawing an 11 mana creature, because you can still get it out turn 6 at standard mana acceleration (one land a turn). Cauldron of Souls and more potently, lifeline, will turn your deck into a monster. Either way, if you throw in an Angelic Chorus and you practically can't lose! Now that you've got some triggers going, how about getting a lot more of them. Needless to say, there should be plenty of mana ramp as well. Your control spells and more potently, lifeline, will turn your deck into a monster. will best serve you when there are fewer players at the table. Throughout the game, you should learn and use your opponents strengths against them. If you're playing in Blue, you could cast Stroke of Genius or Prosperity and force each opponent to draw their entire library so that they lose the game at their next draw step (may be ill advised unless they're tapped out, as giving them their entire library is just saying "Stop my combo, please.") If you're aiming just to be a pain, you can use the infinite mana to cast a Death Cloud equal to the highest life total in your pod and bring the game to a draw. Setting Up the ComboWhile powerful, this is a well known combo that will flush any good political plays you've made right down the drain. Immortal planeswalkers, you're creatures will be pretty set. It just replaces the grinding station with: And then you recur Sharuum a few dozen times and infinite life loss! Page 14 magic-edh-talk: Combo of the day! Choose all of the targets (all of them) With this, all you have to do is use the spellskites ability to change whatever spells targets to experiment kraj, then use quicksilver Dragon's ability to make them target your opponent's creatures! floodedstrand-blog liked this Show more notesLoading... With this little seemingly innocent creature, you can seriously abuse cards like Gilded Lotus, Summoning Station or my favorite card, Mycosynth Lattice. With it, you can do things like tap gilded lotus, sacrifice and artifact, untap the lotus and repeat to your heart's content. I play-tested this against some quite unbeatable decks like Kalemne, Avacyn, Angel of Hope, Ghave, Guru of Spores, and Zur the Enchanter and I've gotten Bosh to come out on top to every one of these decks. There are certainly key components to this level of absurd control, though. After a few years of liking Bosh for mostly sentimental reasons, I've come to learn a few things about how to use and abuse him and he is one slippery ... thing. First and foremost, a few key things that you can give him which will certainly enable a victory: Lifelink, deathtouch and infect. Lifelink ought to be self explanatory. Make the right choice. Message me if you have an official ruling on this) Back to the point however, it let's you grab whatever you want instead of something at random. Also, remember universal etb and ltb effects. "How do we do that?" you might ask. Page 12 magic-edh-talk:Combo of the day: A lot of human wizards. This one's pretty simple, cast infatuation, copy it with Dualcaster Mage's ETB effect, make another dualcaster mage etc. A huge annoyance I come by in this deck is being unable to play the creatures in my hand that are meant to be gotten from the deck because they're too expensive to cast. I know it seems slow, but because of the options it really overcomes that weakness (like how cryptic command costs 1 uuu but it's incredible because it can do anything your heart desires. Ashnod's Altar will make you an immediate threat, as would a creature such as Vish Kal. This is your party and you are the host! Be conservative with your control spells. A lot of things weird with this one on a lot of levels but I digress, let's delve in. Now the first thing that might strike you is that if you can ping anyone on a draw you can deal damage. ©Wizards of the Coast LLC. When you're set up for the combo and if you have a finisher to play off of it, you can announce that you have infinite and see if your pod concedes. I usually prefer to avoid automatic victories, but this one is silly and I'll only play it out if it's clear the game needs to end. StrategyWhen playing this deck, you'll spend much of the early game passively. You can wait to get your Ashnod's Altar or Blasting Station with an Enlightened Tutor until the end step before your turn, so when you reveal it your opponents are more limited in their ability to disrupt you. Damn.Here's your damn, dirty decklist.Hey can I get a judge to tell me whether having multiple (let's say six) creatures die would make her flip over 6 times? And everyone. Each creature costing 2 less or being completely free to cast is just overwhelmingly good. You can also make Dromar a bit more annoying by using the flash cards as they are excellent with ETB cards and overall invaluable to a commander deck.Remember, if all else fails Dromar is a huge beater that will end the game in four swings, and if you are up against any kind of Red/Green deck he is just about as unstoppable as they come. That's all for now. Daretti. This is obvious and a fairly boring tactic so I'm going to use his abillity as a pseudo deck search. Now you might think "Noah, that makes absolutely no sense, please stop writing these articles forever and burn all of your decks now and while I've considered quiting it just aint in the cards. For (2)UUB and U/B you've drawn 25 cards and denied your opponents a hand. No, really. However, don't go crazy over this because it could only give you 4 flips or it could be an infinite combo that you can't stop because (again, judge) priority never gets passed during a coin flip.scratch that, you flip four with two thumbs and choose one. Here's what she needs to put her over the topNow whenever you see a general with hexproof you should instantly think "voltron". If you have the Gitrog Monster and a discard outlet on the field, you can discard the Salvage to the outlet and dredge it back to your hand, leaving you back where you, and you're up a card if you happened to mill a land. +Dakmor Salvage: One of the most powerful combo pieces in the deck. Can you suggest anything? If you end up bouncing 10 or 15 of your own creatures, your opponent will lose a lot of life, not to mention chump blockers from cards like Bitterblossom become twice as effective. Shifting Skies is a great card for the deck. Phyrexian Processor will let you get a turn 5 40/40 at the expense of a lot of life, but you're pumping out 40/40s! Who cares that you only have 6 life? Get off Chandra's ultimate as often as possible with cheap-cmc spells. Lets say a moderate windfall for 5 in a four player game. Windfall. Adding in more interaction (it's only counterspell is Patron Wizard and its only enchantment/artifact disruption is Glissa and Devout Witness) and creature removal (Surge Spanner and Willbender are kinda it as far as creature interaction goes) would make it stronger, as would improving the mana base with fetches, shocks, etc. Because they're all artifacts now, they can't activate and this shuts down the board completely except for triggered abilities and attacks. If they die to Forced Fruition, it's not your fault! They played the spells! Send in the Clones! Cloning effects are extremely powerful in this deck. River Kelpie is excellent because it turns all of your persist and undying creatures (which you should run, amplifying with cauldron of souls) into card engines. Deathrender, Lifeline and Cauldron of Souls are the last cards/archetype I'm going to talk about today. Dropping it on turn two or three usually accelerates the group some 5 lands ahead so threats immediately start hitting the table. If you answered with any of those pictured above you are correct! You can easily find a Krark's Thumb through all the chaos. You could target the low creature deck or the lady who looks like she has the strongest creatures. So if you can get away with it, lean on them for the real control. Based on TCGplayer mid pricing, the deck costs a little over 60 dollars, including basic lands (removing those drops it down to less than 60 dollars). While those could be pointed at you of course, there are always bigger fish to fry in the form of everyone else doing the same thing. If anything under this category could be considered a game ender though, it's Forced Fruition. Or does she just stay the purifier? mtgposts-blog1 reblogged this from magic-edh-talk Show more notes. it means that you get all of those ETB effects again. Which can net you infinite cards, infinite countermagic (Patron Wizard), and the ability to bounce every permanent your opponents control, which tends to win you games. This deck has some dubious exclusions (where's Craterhoof Behemoth, or Gilded Lotus, or Thousand Year Elixir? Not approved/endorsed by Wizards. This is because it lets you refill to twice your hand size. Soon enough you'll have a 30/30 for WB. Four-Arms McStarface here is primarily along to provide utility and value to the rest of the deck. Enough to win all of the games, zaccybeasts-wonderland liked this Page 5My favorite, and most popular Commander deck! Much like its namesake card game, Fluxx has a focus on changing the rules by which players draw and play cards, handing out extra card draw and mana like candy. As tempting as it may be to just add huge creatures, they aren't going to help you start a game. Soothsaying, also good costs lots of mana if you want to index your library. or somethingKrond lets you exile anything at the cost of swinging. You just don't see repeatable draw even if it means discarding cards. Don't wanna pay life? penguinsandpalmtrees liked this Show more notesLoading... In this one, all mana abilities go away because lands use tap abilities to produce mana. Page 22 magic-edh-talk:Combo of the day! Shut down your opponents. If you've got him out and an Archanel of Thune that's a lot of +1/+1 counters. Mulldrifter is an excellent choice. But we're here talking about their interaction today, so let's get to that. How Does the Combo Work? There are a lot of ways to start the combo, but first you need to have some permanent with the ability to sacrifice a creature on the battlefield. In EDH, when everyone is getting their Timmy on and playing big creatures, there is no bigger fuck you than a Meekstone (save, of course, outright Stax, which we are specifically avoiding). Using mana ramp like this is a great way to get Bosh out on turn 4 or 5 and make sure you don't end up out of the game before it even starts. There are also a lot of useful utility cards that you can put in Bosh. EDH Combos: Reveillark & Karmic Guide Reveillark and Karmic Guide Reveillark and Karmic Guide are one of the more well known combos in EDH/Commander. Forever, This combo works similarly to most with the lattice. It and its ilk are game ending spells, Raid BossesAll games must end and a band of big threats is just the thing to do it! While some of these are comparatively tiny, their relative threat is massive. Roil Elemental, when played out properly, can provide for some incredibly explosive turns. But Sigarda isn't gonna win when Kozilek is swinging for 10 even when his Annihilator isn't going off. Because bouncing your own creatures is inevitable, making your opponents pay for it is only logical. The key mind game is in appearing useful to the other players at the table long enough to find the best way to sweep victory from under their feet. They can't be damaged. In general, playing most of the good sacrificial outlets will immediately raise eyebrows and draw your opponent's ire. Page 9 magic-edh-talk:Here's something that's pretty hilarious. For this reason, it is best to hold your cards to your chest until you're ready to make a big play. Being that you're ideally in Black, use your tutors to find your cards to your chest until you're ready to make a big play. Being that you're ready to make a big play let you literally tutor up any enchantment for the price of doing nothing forever. Opalesence and Starfield of Nyx let you go from Zero to Red Zone faster than you can say the cards. Dovescape + Guile Tends to end games pretty quickly. Knowledge Pool + Curse of Exhaustion can soft lock a player and make everyone else frown at you. Second Chance can let you loop turns like a jerk. Test of Endurance, Felidar Soverign, and Near Death Experience all let you win by doing something other than playing magic. I'll let you decide which flavor best suits your meta/playstyle.- Mr. X one-man-and-his-dog liked this commandollar posted this Page 3 10 Second Tech: Chandra, Fire of Kaladesh/Roaring Flame commandollar: Suggested Build: Mono-red burn, both EDH/Commander and Tiny LeadersWhere to Find Cards: Magic Origins, Core sets, essentially all over the place. How to Win: Burn everything. planeswalkers. Certainly, when you have a bunch of Clone effects! It and Rite of Replication lead to near-instant victory. Now removal is also very important. You have two thumbs which is okay because we've got a mirror gallery. Have fun and don't forget to WIPE YOUR ENEMIES OFF THE FACE OF THE EARTH Page 21 magic-edh-talk: Trick of the Day: Converge 5 on cards whose CMC is less than 5 (If you really need to for whatever reason.) Show more notes Loading... No matter what secondary or tertiary color you're playing, there are excellent X spells to use infinite mana for. Happy planeswalking! Page 2 I'm in the middle of building Hanna, ships navigator buy I'm having issues with a definitive win con. the bird? You can clone any threat your opponents drop to your own benefit, or duplicate another group buff for yet more shenanigans. Warstorm surge could easily take down an opponent if you grab a worldspine wurm or something else significantly huge. This card will not only wipe the board, but it lets you search your opponents library for whatever wonderfly horrible creatures they were going to kill you with, and beat them over the head with them. (maybe not easily, but it is doable) using this to our advantage, we can find the cards we want. Daybreak Coronet is an incredibly powerful card that will win games. My personal favorite is Ashnod's Altar, because piling up mana enables a lot of ways to finish the game. Here are the steps to do this combo: Have a sacrifice outlet on the battlfield. If Karmic Guide is an incredibly powerful card that will win games. My personal favorite is Ashnod's Altar, because piling up mana enables a lot of ways to finish the game. Here are the steps to do this combo: Have a sacrifice outlet on the battlfield. If Karmic Guide is an incredibly powerful card that will win game and the steps to do this combo: Have a sacrifice outlet on the battlfield. If Karmic Guide is a lot of ways to finish the game and the sacrifice outlet on the battlfield. If Karmic Guide is a lot of ways to finish the game and the sacrifice outlet on the battlfield. If Karmic Guide is a lot of ways to finish the game and the sacrifice outlet on the battlfield is a lot of ways to finish the game and the sacrifice outlet on the battlfield is a lot of ways to finish the game and the sacrifice outlet on the battlfield is a lot of ways to finish the game and the sacrification of the sacr in your graveyard and Reveillark is in play, sacrifice Reveillark. Target Karmic Guide enters the battlefield, triggered ability. What are the odds they're running one? If you don't have to exile anything that ghost will just keep growing and growing. Throw it down and watch any other players quit from Stear, I also love building commanders in unexpected ways, and there certainly is nothing like a Stax-Free-Derevi to surprise people. What are the things one could do to improve the deck while still retaining the flavor? The true game with Fluxx is in the politics. The no maximum hand size rule is absolutely necessary for this deck. Why is it's mana base crap?) but that's because it is actually a budget deck. Red has mana ramp that nearly parallels green but with instants and sorceries instead of creatures. Obviously it isn't as good as CC, but it's pretty useful in this deck) Show more notesLoading... Any deck able to run a White can make use of both of them, but when you're running them in concert with Black is when things get really juicy. commandollar posted this Page 4 magic-edh-talk:Today's commander is Derevi, Empyrial Tactician. Unless they're sending a huge chunk of damage at you or a game-ending spell is coming down, save what you can for the end. and that's only with two)Some other things to note about the deck, you will see laboratory maniac, this is an obvious choice for any deck that draws a heavy number of cards. If you're facing graveyard hate, you will definitely want to wait to find a way to protect your graveyard before enacting your power play. If you're in a group that tends to react negatively to combos or losing, then make sure you practice your trigger orders. Sharuum will come onto board, recurring Metamorph and untapping Station, start all over.@magicjudge I feel like there's a reason this doesn't work, similar to the reason that you can't recur a myr retriever with it's own ability, but can you confirm or deny? This works fine. Not a lot of crazy shenanigans unless Seedborn Muse is along for the ride, but very consistent and difficult to get rid of. Between her and Kruphix, within just one round you can build up more mana than you know what to do with! Well, lets be honest. If he boosts your life when you sacrifice artifacts (which is very useful in a deck that uses cards like Furnace of Rath) you will often come out in a straight up brawl. Deathtouch is a lot more useful than lifelink though, and that's saying a lot. To do that we need a few thingsFirst thing: Flicker. Once the game is down to the wire, drop one of the many bombs we've discussed, revealing that you aren't just there to give them gifts. GenPage 6 knowledge-exploitation: This is a dirty combo someone at the shop showed me. Derevi has a bit of a bad reputation in many EDH circles, due to her ability to easily make an oppressive stax deck with Stasis like effects. Page 23 magic-edh-talk: Tariel, Reckoner of Souls (it's about time I got around to this) Tariel is a pretty great commander from the first commander set. When that commander has flying you should think it doubly so. It will let you get a hand of your choosing or just grab a few specific cards. also, for those of you who may want it, here is a full decklist (with these ideas) darkmeanderings liked this Show more notesLoading... Typically in EDH you don't run enough instant speed burn (or cards at all) to justify this card. The great thing about these cards is that despite the powerful combo, they can still be excellent cards by themselves. There arent many more satisfying ways to win a game than to tell your opponent to draw 36. In this deck, though it shines. If you're using Ashnod's Altar for infinite mana and you don't have the finishing piece to the combo, you could use the mana to attach Skullclamp to each of them to draw two cards each time they die. Page 26 Then it's an easy matter of ... slaughtering your opponents. Unlike everything else in this section, this one definitely puts a target on your back, so be careful when you play it. You are a judo master, using their own weight to bring them toppling down. Play out Howling Mine and Rites of Flourishing-esque effects and watch the excitement build around the table as the group gets to play out their strategies so much faster than expected. Finally, we also run cards that synergize with being tapped and untapped, like Lorwyn merfolk (Fallowsage and Stonybrook Schoolmaster) and Inspired creatures (Arbiter of the Ideal is a nonstop value train). How does this deck win? Causing your creatures to turn into different creatures, come back, trigger ETB and LTB effects, and be sacrificed hundreds of times (Jalira will untap at least 100 times during a typical 4 player EDH match) With these nifty artifacts, the possibilities are endless. I wanted you all to see it for its creativity, but know it denies your opponents their hand. Do remember that all the acceleration you've been handing out also accelerates other control decks at the table. Now with this sort of deck you don't always need to play those immediately. What's not to love? Pretty easy to pull off eh? Combined with Copy Enchantment and/or Clever Impersonator, opponents have often decked themselves just trying to respond to the things sitting on the table. This means pump and enchant. Index though, is 5 times as efficient. Sigarda is nearly impossible to get rid of and if you give her indestructible prepare for rage scoops as your opponents only chance of saving themselves is with a card like Worldfire (banned) or... yeah, only cards that exile everything. It messes with Lightning Greaves and Champion's Helm so it's a very good card. And even if that doesn't work out, you have a number of defenses to fall back on! Lets start off with our commander: Kruphix, God of Horizons. Target Reveillark, who is in the graveyard. Put Reveillark back onto the battlefield, then sacrifice Karmic Guide.Repeat Steps 1 - 5. You can initiate this combo from many game states. Unless they're the ones she wants...) Polymorph effects have always been interesting to me, but I never thought that I would use them in EDH, and yet this deck is surprisingly excellent. *pauses for laughter*But hear me out, because you can reliably get a new hand three or four times a turn, you could easily go through 40 cards a turn, am I right? Whichever you think is most useful at the time. Traumatize is big and impactful and, combined with Tormod's Crypt, the best way ever to shut down any graveyard focused strategy. Where he gets insane though is with his ultimate. Page 8 magic-edh-talk:magic-edhtalk:Archangel Avacyn (FINALLY an interesting Boros commander)Okay folks, for the first time EVER I've been able to make an interesting Boros commander that doesn't just revolve around slaughtering your opponents. First things first, we need to make her as annoying as possible. Page 15 commander theory:Okay, this card is busted. Not only are your creatures crazy awesome, but your opponent is probably missing one or two upkeep triggers. Something to consider running a commander with a bad upkeep trigger like Nicol Bolas, because you do... I phrased it weird, but that's basically what happens Page 19 magic-edh-talk; Sigarda, Host of Herons (Literally what even is a Heron? Seems pretty ok. It gives you an exile every three turns at no cost. I have a few things like sigil of the empty throne, elspeth, white sun zenith but none feel solid enough to me. Really she's good for whatever shenanigans you'd like but typically you can have something more sinister in mind. If you enter the infinite (say, because you have Niv Mizzet or Psychosis Crawler on the field) and you can't quite finish your opponent, this little guy is great to fall back on. Thought reflection is also on here. How does it race against bigger creatures? Be sure only to use this if you will win with how the game is going!!! There is not really any way to get out of this. 2022-01-10 · Karmic Guide is also part of many combos, mostly involving Reveillark, Fiend Hunter, and Altar of Dementia or Goblin Bombardment. Why not check out Commander Spellbook, an EDHRec-based tool which can give you the lowdown on such combos? 13. Baneslayer Angel (Magic 2010) No Angel list can be complete without Baneslayer Angel, another classic from ... 2021-10-28 · 5 Karmic Guide, Reveillark, and Phyrexian Altar Infinite mana is about as un-White as you can imagine, and yet it does have a pretty great combo available to it. To get started, you need Phyrexian Altar on the battlefield, Reveillark in your hand, and Karmic Guide in your graveyard (which is easy enough to do with its Evoke ability). Reveillark; Karmic Guide; Consider Reveillark + Guide combo? It's excellent with sac outlets as a reanimation engine. There's many Birds here who when in the graveyard have 2 or less power who Reveillark can reanimate. This combo by reanimating and sacing Birds can put a lot of counters on Aerie or draw a lot of cards

with Skullclamp. Sacing ... Karmic Guide + Reveillark + sac outlet; Replace Reveillark with Saffi Eriksdotter; We can take advantage of the above combos depending on which persist creature and which sac outlet we choose to use as well as which "whenever dies" card we may have active. I'll go into detail with these in "Combo Abusers" The following combos utilize ...

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