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Reveillark karmic guide combos



(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 Legend rule, target it with Meta-Sharuum's recur ability, then sac Meta-Sharuum to Station. All of it. This means that you can Flip (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 quadruple 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 allotted colors, will let you target any creature you like (however I'm not sure that this will work because Tariel's 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! Mill Surprise! 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 start out with both in your graveyard as long as you have Reanimate, Animate 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 such as Exsanguinate, Profane Command, Decree of Justice, or whatever X cost 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. Note that 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, the Banisher (your fave is problematic) 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! 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 Blightsteel Colossus and Mycosynth Golem. So far, I've also neglected to mention a huge leg up red gets in this deck. But this deck, this deck does something a little weird with everyone's favorite bird wizard (sorry to the other 14 applicants (excluding changelings), honorable mention to 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 advantage. (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. ANYWAYS Voltron 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. Telemir 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 Coast. One of my favorite things about this deck is it makes sure that everyone at the table is able to do something, usually silly and explosive somethings. Someone at the table is mana screwed? That's all for this commander, here's the decklist and 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 Roll 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! derpydandadude liked this Show more notes>Loading... 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 pricey 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" (**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 aren't 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!) love it. 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 "I can exile your things for non mana" and "wheels of sun and moon recycle all my removal" 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. First thing's first, you're gonna want a way to "stack your deck" with index effects. You'll probably be at 40+ life at this point so lets say you get around 50 pepus for 50 life For the first one that enters, you'll gain 1 life and put a +1/+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, I'd 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! This seems counter productive, but is obviously great for ETB effects (Or LTB for that matter) Massacre Wurm suddenly can easily wipe your opponent's board by entering a couple of times (or more with conjurer's closet, deadeye etc.). Slithermere 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 eaah's first ability (eight-and-a-half-tails is hard to write) you'll notice it says "permanent". Page 13 magic-edh-talk: magicjudge: dovingrayed: apok-the-

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