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Let Loose the Sounds of War

Jay Moldenhauer-Salazar
House of Cards
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PRO TOUR-VALENCIA

Let accolith Whelp, Goblin Balloon Brigade, Enslaved Dwarf, Mountain Goat, Goblin Lackey, Dwarven Pony, Thunderscape Apprentice, Goblin Cadets, Jackal Pup . . . forget for a moment what these cards *do*. Focus instead on their names. Not an awe-inspiring bunch, to be sure. For one red mana, you wouldn't expect them to hold names like *Shivan Dragon* or *Bloodfire Colossus*, but come on—*Dwarven Pony*? Can't your hard-earned mountain get you something more? At least thematically, in the **Magic** game you usually get what you pay for.

Then along saunters in a little Goblin from the *Legions* set. It, too, costs only $\{1\}$ to play, but there is no "lackey," "cadet," or "pup" about this fellow. No, its name carries with it a hint of doom . . . *Warbreak Trumpeter*.



Ironically, if you play *Warbreak Trumpeter* on your first turn, it's the least impressive creature of the bunch—a vanilla 1/1 with no special abilities whatsoever other than being a Goblin. It can't even block a *Mountain Goat*. It is the *Eager Cadet* of the Goblin world, albeit with a cooler name.

Played on the third turn, however, the Trumpeter is an infinitely more interesting creature than its other one-mana brethren. For one thing, it's a 2/2 that can eat into your opponent's life. For another, as Trumpeter is a faceless lump of a creature, your opponent must sweat it out until you flip over the card. These are always the benefits of a morph creature that's power is less than 2—you get extra offense and the fun of bluffing when playing your card face down.

But it's what happens when *Warbreak Trumpeter* is turned face up that's so cool. You suddenly have not only one vanilla 1/1 Goblin, but as many vanilla 1/1 Goblins as you can afford.

Thus, as long as you can keep a face-down Trumpeter on the table for a while, you'll have all sorts of fun options. Maybe you turn it face up at the end of your opponent's turn and then play *Overrun* (or, fittingly enough, *Trumpet Blast*). Or maybe you thwart an opponent's all-out alpha strike by blocking all five of his creatures unexpectedly. Or maybe you finally have the missing piece of your *Epic Struggle* deck. Or maybe you mill an opponent via *Altar of Dementia*. Or maybe you realize the stunning implications with *Onslaught* cards like *Cabal Slaver*, *Brightstone Ritual*, *Goblin Piledriver*, *Reckless One*, and *Skirk Fire Marshal*. Whatever the case, it's easy to start rubbing your hands together maniacally when given the option to create a horde of Goblin tokens.

In fact, *Warbreak Trumpeter* is peculiar in that it makes almost no sense to play it on the first turn. You could, I suppose, want quick beatdown and use an ultra-quick Goblin deck. But if that's the case, why the heck are you playing *Warbreak Trumpeter*? *Goblin Taskmaster* and *Goblin Sledder*—or *Mogg Fanatic* and *Goblin Lackey*, depending on whether you're using older cards—make much better first-turn plays for a fast Goblin deck. *Warbreak Trumpeter* requires a deck that can reasonably expect to use its very cool "morph trigger" ability.

Assuming that you want to almost always use *Warbreak Trumpeter*'s morph trigger ability, then, here are some questions to consider when using the Trumpeter in a deck.

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How do I get access to explosive mana?

Although very cool, **Warbreak Trumpeter's** morph ability does not come at a cheap cost. For five mana, you get three 1/1 Goblins, which borders on the underwhelming. The best thing to do with the Trumpeter is to reach into very deep mana pockets and have it explode with Goblins. Imagine a deck that generates somewhere around thirteen mana reliably for either six 1/1 Goblins, eleven 1/1 temporary Cats (**Firecat Blitz**), a 12/12 fattie (**Ivy Elemental**), or 12 damage directly at an opponent's head (**Blaze**).

The trick is to find access to that explosive mana for such a deck. Mana creatures like **Birds of Paradise** and **Werebear** are good. Land-thinners like **Harrow** and **Explosive Vegetation** are good. **Brightstone Ritual** is good if you are playing a Goblin deck, while **Cabal Ritual** might be good in a black-red deck. Artifact mana like **Fire Diamond** is useful, as are lands that produces multiple mana like **Dwarven Ruins** or **Gaea's Cradle**. You don't want to use *all* of these sources in the same deck or else you have a deck that produces mana and does nothing else. But you will need *some* kind of extra mana development if you want your **Warbreak Trumpeter** to make an impact on the game.

Why do I want so many gobbos?

As I mentioned above, there are lots of options for what to do with a bajillion Goblin tokens once you have them. But you should build your deck with a plan in mind. Whether you are building a **Mana Echoes—Goblin Machinist** combo deck or a **Kamahl, Fist of Krosa** deck, **Warbreak Trumpeter** should be helping you do something cool—something to knock your friends' socks off. With the extra mana acceleration, your deck is already bending to accommodate the Trumpeter so you better make sure there is a reason for wanting those little Goblins.

What other morph creatures can I use?

If **Warbreak Trumpeter** is the only morph creature in your deck, your opponent is going to know what that 2/2 on the table is every time and what you are planning to do with it. This extra information may not concern you, but your Trumpeter is going to survive a lot longer if your opponent holds back his or her **Dark Banishing** for fear of an **Exalted Angel** showing up. Bluffing with a morph creature works only if either (a) a question exists as to the morph creature's true identity, or (b) you have exceptionally dim friends. Even if (b) is true, your buddy Andy might just catch on the fifth game in row that you transform your sole morph creature into **Warbreak Trumpeter**. Best to really make Andy's brain hurt, I say.

Can I use Warbreak Trumpeter's morph trigger ability more than once?

Finally, it is worth considering whether you can get more than one use out of **Warbreak Trumpeter's** ability. The **Onslaught** set gave us a little gem called **Backslide**, which has up until now been pretty useless except for its cheap cycling cost. With cards like **Shaleskin Plower**, **Skinthinner**, and **Nantuko Vigilante**, though, the ability to reuse "Morph 187" creatures is very tempting. You can bet that the **Legions** set contains cards to further build a deck along these lines, starting with a card Randy will preview tomorrow.



*Some possible combos with Warbreak Trumpeter: **Goblin Piledriver**, **Rites of Initiation**, or **Mana Echoes**.*




Below you'll find a few **Warbreak Trumpeter** decks built on some of these ideas. As is always the case with these "preview" articles, the decks will undoubtedly benefit greatly with other **Legions** cards. Still, they should get you thinking about some of the many interesting ways to have fun with Goblin tokens.

A belated Happy New Year to everyone and stay tuned for more **Legions** info in the coming weeks!

—j

CHARGE! Lite!

Standard-legal Warbreak Trumpeter deck

Main Deck 60 cards		
3 Barbarian Ring 1 Goblin Burrows 21 Mountain <hr/> 25 lands	4 Avarax 4 Goblin Taskmaster 4 Pitchstone Wall 4 Warbreak Trumpeter <hr/> 16 creatures	1 Blaze 4 Fire Diamond 3 Firecat Blitz 4 Firebolt 4 Rites of Initiation 3 Violent Eruption <hr/> 19 other spells
War and Struggle Standard-legal Warbreak Trumpeter deck 		
Main Deck 60 cards		
16 Forest 4 Karplusan Forest 2 Mountain <hr/> 22 lands	4 Birds of Paradise 4 Broodhatch Nantuko 4 Llanowar Elves 2 Symbiotic Beast 4 Warbreak Trumpeter <hr/> 18 creatures	4 Acorn Harvest 4 Ensnaing Bridge 4 Epic Struggle 3 Explosive Vegetation 2 Grizzly Fate 2 Parallel Evolution 1 Riptide Replicator <hr/> 20 other spells
Goblin Echoes Standard-legal Warbreak Trumpeter deck 		
Main Deck 60 cards		
3 Goblin Burrows 22 Mountain <hr/> 25 lands	4 Embermage Goblin 4 Goblin Machinist 3 Goblin Matron 1 Goblin Pyromancer 1 Reckless One 1 Skirk Fire Marshal 1 Sparksmith 4 Warbreak Trumpeter <hr/> 19 creatures	4 Fire Diamond 4 Firecat Blitz 2 Jayemdae Tome 4 Mana Echoes 2 Riptide Replicator <hr/> 16 other spells
Recharger Standard-legal Warbreak Trumpeter deck 		
Main Deck 60 cards		
4 City of Brass 4 Grand Coliseum 18 Island <hr/> 26 lands	2 Exalted Angel 3 Ixidor, Reality Sculptor 2 Nantuko Vigilante 3 [See Randy's article tomorrow...] 1 Scrivener 3 Shaleskin Plower 4 Skinthinner 4 Warbreak Trumpeter <hr/> 22 creatures	4 AETHER Burst 4 Backslide 2 Chain of Vapor 2 Opportunity <hr/> 12 other spells

“A Card for doctorjay”: The Big Losers

Okay, my timing sucks. When I decided to do my little [deckbuilding experiment](#), I didn't know the site would take two weeks off over the holidays. I thought I had plenty of time to sneak the results to you before *Legions* fervor hit. I was wrong.

As a result, you get an overkill of buildup to the voting results. Today, next week, and the week after, I'll unveil some cards that *didn't* stand out as your choice for my next *Magic Online* deck. Once the *Legions* set hits the shelves, I'll unveil some deck ideas with the winning card and start my playtesting process.

The upside of my bad timing is that the deck will include *Legions* cards and will arrive when lots of people will be trying out new decks. The downside is that it's a much more drawn-out experiment than I had originally planned.

Today's update includes the cards that received the *least* votes. Out of almost 21,000 individual votes, each card below received 200 or less votes. Don't expect me to be featuring these cards in an article anytime soon, because you clearly aren't interested.

The Big Losers:		
46.	Gravespawn Sovereign	200
47.	Maro	199
47.	Test of Endurance	199
49.	Elephant Guide	194
50.	Reborn Hero	192
51.	Greed	191
52.	Nomad Mythmaker	183
53.	Shivan Dragon	176
54.	Yavimaya Enchantress	175
55.	Seismic Assault	173
56.	Earnest Fellowship	172
57.	Mortivore	167
58.	Epicenter	163
59.	Sutured Ghoul	162
60.	Nightmare	159
61.	Silent Specter	157
62.	Balthor the Stout	156
63.	Druid's Call	155
64.	Breath of Life	149
65.	Phantom Nantuko	148
66.	Devastating Dreams	146
67.	Confiscate	142
67.	Pedantic Learning	142
69.	Patriarch's Bidding	137
70.	Wormfang Behemoth	131
71.	Reprocess	126
72.	Cognivore	125
73.	Llawan, Cephalid Empress	123
74.	Tolarian Winds	120
75.	Inferno	119
76.	Auramancer	117
77.	Steam Vines	111
77.	Uktabi Wildcats	111
79.	Nantuko Cultivator	103
80.	Gorilla Titan	102
81.	Serra's Embrace	98
82.	Kirtar's Wrath	96
83.	Possessed Aven	94
84.	Volley of Boulders	90
85.	Grave Consequences	87
86.	Equal Treatment	86
87.	Malevolent Awakening	85
88.	Wall of Wonder	82
89.	Nature's Revolt	81
90.	Improvised Armor	76
91.	Dwarven Bloodboiler	75
92.	Possessed Centaur	66
93.	Pulsemage Advocate	65

94.	Hypochondria	50
94.	Mistform Dreamer	50
96.	Possessed Nomad	49
97.	Pulsating Illusion	48
98.	Possessed Barbarian	46
99.	Revenant	45
100.	Resilient Wanderer	41

Jay may be reached at houseofcards@wizards.com.



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