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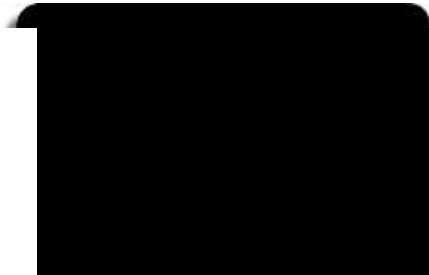
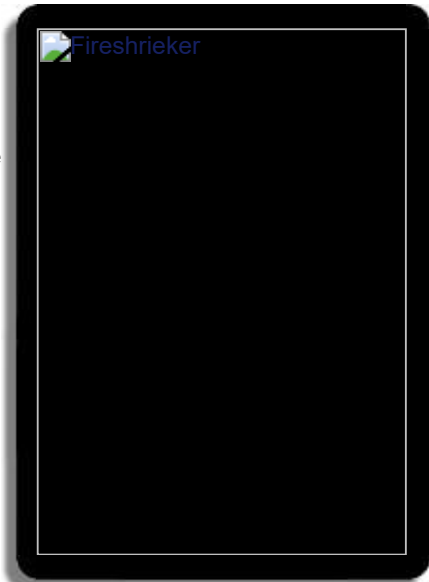
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**Magic Arcana** Wednesday, October 22, 2003

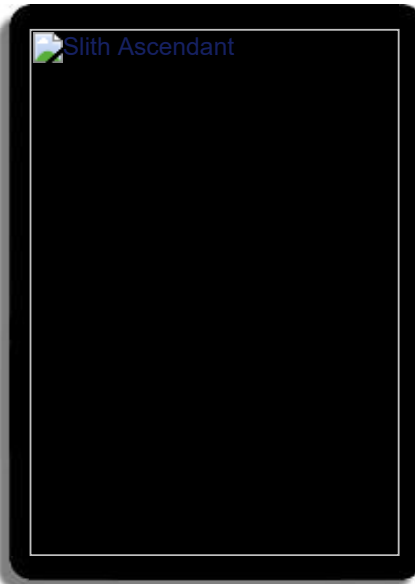
## Fun with double strike

As [Randy Buehler wrote](#) in January of 2003, the double strike ability is a player-created mechanic that debuted in *Legions*. A creature with double strike deals first-strike combat damage as well as regular combat damage, which could create some interesting combos with cards that have effects triggered by combat damage. *Mirrodin* brings us the equipment card *Fireshrieker*, which bestows double strike on a creature. What are some cards that would benefit from triggering on combat damage twice? Turns out there are quite a few. Can you think of more?

- [Balshan Beguiler](#)
- [Banshee's Blade](#) - Get two charge counters per turn.
- [Blazing Specter](#)
- [Blinding Angel](#) - Make your opponent skip his next two combat phases.
- [Brood Sliver](#)
- [Cabal Executioner](#)
- [Cabal Slaver](#)
- [Caustic Wasps](#) - Clean out your opponent's artifact supply.
- [Centaur Rootcaster](#)
- [Cephalid Constable](#)
- [Chilling Apparition](#)
- [Coastal Piracy](#) - Superpower your Piracy.
- [Commando Raid](#)
- [Crosis, the Purger](#) - All of *Invasion's* Dragon Legends have great abilities to double.
- [Darigaaz, the Igniter](#)
- [Dawning Purist](#)
- [Death Charmer](#)
- [Destructive Urge](#) - Pull off a double [Stone Rain](#) every turn.
- [Diseased Vermin](#) - The oldest card with a combat damage trigger.
- [Doomsday Specter](#)
- [Dragon Mage](#) - If you draw instants in your first new hand, you can cast them before getting your second.
- [Dromar, the Banisher](#)
- [Ebonblade Reaper](#) - If you attack with it morphed, it won't eat your life. Then flip it up once it isn't blocked, and then it will double-strike your opponent's life down to one-quarter.
- [Electryte](#)
- [Flayed Nim](#)
- [Graceful Antelope](#)
- [Grotesque Hybrid](#) - Some creatures like the Hybrid don't improve a lot, since any blocking creature you manage to damage will get destroyed. [Fireshrieker](#) does effectively double the creature's power, however, which increases the number of blockers you could conceivably destroy.
- [Haunted Cadaver](#) - Deal a bit more damage before you sacrifice for the discard effect.
- [Headhunter](#)



- Hollow Specter
- Hystrodon
- Larceny
- Latulla's Orders
- Living Hive - That is a *lot* of Insects.
- Mask of Memory - Another in-*Mirrodin* equipment combo.
- Mercurial Kite
- Noble Purpose - Add some sickening triggered life gain to your high-damage attack.
- One with Nature
- Plague Fiend
- Raven Guild Master - Take that, Arc-Slogger!
- Riptide Entrancer
- Rith, the Awakener
- Rootwater Thief
- Rustmouth Ogre
- Scalpelexis - This *Judgment* Beast gets truly scary with double strike.
- Scion of Darkness
- Serpentine Basilisk



- Shadowmage Infiltrator - Who doesn't want a 2-power **Fear** guy that **Inspirations** you every turn?
- Silent Specter - Discard 4, please.
- Skirk Commando
- Sleeper's Robe
- Slith Ascendant - For more intra-*Mirrodin* double strike fun, try any of the Sliths.
- Slith Bloodletter
- Slith Firewalker
- Slith Predator
- Slith Strider
- Snapping Thragg - Your opponent might be more likely to let through a morph wielding **Fireshrieker**, which gives you even greater chances to **Lightning Bolt** two of his or her creatures.
- Soul Charmer
- Spark Mage
- Stone-Tongue Basilisk
- Synapse Sliver - How would you like all your slivers to hand you *two* cards per turn?
- Toxin Sliver
- Treva, the Renewer
- Vigorous Charge
- Voracious Cobra - The Cobra already has first strike, but its power is effectively increased by double strike, and it gets another chance to destroy a regenerator.
- Woebearer - Find a way to discard or sacrifice two creatures a turn for a beneficial effect, and this becomes (even more of) a machine.
- Zombie Cannibal

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