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Fun with counters

Magic Arcana
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No, not **counters** -- *counters*.

As [Mark Gottlieb wrote](#) here on MagicTheGathering.com a few weeks ago, counters got a lot more versatile since the printing of *Mirrodin's Power Conduit* (see also *Unglued's Giant Fan*).

Since the **Conduit** moves counters so efficiently, it's prime for a counter-centric deck, but what to choose? There are literally hundreds of cards in **Magic** that create and use counters; here's a list of just a few (50+) interesting ones in the current Standard environment (*Onslaught* block, *Eighth Edition* and *Mirrodin*). Happy deckbuilding!

- **Altar of Shadows** - Mana at a premium? Add charge counters to this for an alternate way of building black mana.
- **Aven Farseer** - Leave your +1/+1 counters on the flyer, or power up some other card with the Conduit.
- **Aven Warhawk** - All of *Legions'* amplify creatures can drum up piles of +1/+1 counters to move around or convert into charge counters.
- **Banshee's Blade** - A recipe for a fat creature, or a renewable source of counters.
- **Battlegrowth** - Basic, but cost-effective.
- **Canopy Crawler**
- **Carrion Feeder** - An extremely tricky counter-happy creature.
- **Chalice of the Void** - If there's one thing that plays more havoc with your opponent than the Chalice, it's a Chalice that changes how many charge counters it has on it. Bounce your 4-mana guy, bump the Chalice up to four?
- **Clockwork Beetle** - All the Clockwork creatures generate a nice supply of counters to move around.
- **Clockwork Condor**
- **Clockwork Dragon**
- **Clockwork Vorrac**
- **Consumptive Goo** - Kill a 1/1 critter, gain a counter to play with.
- **Daru Stinger** - The Stinger is truly scary with lots of +1/+1 counters on it. Pile 'em on!
- **Decree of Savagery** - This creates either a huge pile of counters to manipulate, or a LOT of huge piles of counters.
- **Decree of Silence** - Sadly you can't recharge this Decree, since it runs on depletion counters, not charge counters. But it's a source of counters nonetheless.
- **Dragon Blood** - A quintessential combo with the **Power Conduit**.
- **Elvish Vanguard** - The Vanguard is happy when other elves come into play, and the other elves are



happy when the Vanguard shares his +1/+1's.

- **Embalmed Brawler** - Drawback getting too painful? Conduit some of those counters elsewhere to take the load off.
- **Entrails Feaster** - A tricky card to get working effectively, but even better when you can put those counters to good use.
- **Feral Throwback** - Amplify 2: double the counters, double your pleasure.
- **Force Bubble** - Force Bubble actually gets better when you can remove counters from it.
- **Forge Armor** - Move the Forged counters around with Conduit, or Forge the Conduit itself in a pinch.
- **Forgotten Ancient** - This guy is the +1/+1 counter *champ*.
- **Fungusaur** - Got a **Spikeshot Goblin**? Ping **Fungusaur** with it, then move the +1/+1 counter to the Goblin to power it up.
- **Ghastly Remains** - Kill your own Remains with the Conduit in order to create a recursive discard machine.
- **Glowering Rogon**
- **Invigorating Boon** - Cycle: draw a card. Boon: get a +1/+1 counter. Conduit: get some new benefit. An engine in the making.
- **Jinxed Choker** - If it comes around to you, strip it of its counters to power up your creatures before sending it off again.
- **Kilnmouth Dragon** - This guy doesn't need any combos to make him sick, but of course, the Conduit makes him sicker.
- **Kurgadon**
- **Lightning Coils** - There might be no happier use for charge counters.
- **Menacing Ogre**
- **Myr Prototype** - The Prototype gets out of control after a while, so use **Power Conduit** to keep it trimmed down to a manageable size.
- **Oblivion Stone** - There are better uses for the Stone than to convert Fate counters into +1/+1's or charge counters. But then again, if there's nothing to blow up in the meantime...
- **Pentavus** - He only comes with five +1/+1 counters? Use the Conduit to build yourself a Hexavus! Or an Octavus! Or a Dodecavus! (It would still make Pentavite tokens, though.)
- **Quicksilver Fountain** - You can convert the flood counters your lands receive into beneficial +1/+1's, thereby maintaining the Fountain while your opponent keeps getting flooded.
- **Riptide Replicator** - When you cast it for $\{4\}$, it only made 0/0 red **Nameless-Race** tokens. But after moving some counters around, now you can make 4/4s!
- **Serum Tank** - Nobody's casting artifacts? Hook the Conduit up to your Tank and keep on drawing.
- **Slith Ascendant** - All the Sliths generate +1/+1 counters to play with.
- **Slith Bloodletter**
- **Slith Firewalker**
- **Slith Predator**
- **Slith Strider**
- **Stag Beetle** - He comes into play with at *least* one +1/+1 present for every one of your creatures!
- **Sun Droplet** - It's a needlessly complex way to gain 1 life per turn, but the Conduit can ensure you never miss an activation of the Droplet.
- **Trap Digger** - Although not every card uses charge counters, any card that can repeatedly make counters of any type to fuel the Conduit is useful. **Trap Digger** is one of them.



- **Triskelion** - Trike turns +1/+1 counters into zero-mana, colorless direct damage. Did someone say "win condition"?
- **Unspeakable Symbol** - Though the life cost adds up, getting as many +1/+1 counters as you want for zero mana is still fuel to consider.
- **War Elemental** - He gets big quick. He might even win the game before you have a chance to offload all his counters...
- **Wurmskin Forger** - He's not just a 5/5 elf, he's three activations of the Conduit.
- **Zombie Brute**

Make sure you read [Mark Gottlieb's article](#) on **Power Conduit** for beyond-Standard Conduit combos and full decklists. Want more inspiration? Thought of even more devious counter combos? Check out **Magic's** official [Card Strategies and Combos](#) message board.

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