

# A whole new batch of crazy combos from *Fifth Dawn* Magicthegathering .Combos - *Fifth Dawn* Edition

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Welcome to the next installment of [magicthegathering.combos](#)! This time I'll be focusing on *Fifth Dawn*, which has turned out to be chock full of synergies for the combo lovers out there. These are ideas that tickle my fancy, and will come from things I've seen, read or cooked up on my own. Hopefully you'll find them fun too and maybe inspire some cool deck ideas.



## STATION TO STATION

"The goal behind the gears all along was to make a group of cards that combined to win the game, but were all useful and interesting on their own. I believe we accomplished that. The best way to use any one of the Stations is not by building the 'Great Machine,' but by finding other unique ways to abuse its reusability." -- Aaron Forsythe, [Deus Ex Machina](#)

Sounds like a great way to kick off [magicthegathering.combos](#), doesn't it? Aaron already details how these five "gears" work together to create an infinite combo, but like he says each of the gears are interesting cards in their own right and deserve to shine on their own. Here are a few ideas:

### **Blasting Station + Beacon of Creation**

Of all the Stations, Blasting strikes me as the one most likely to find a home in a tournament deck. It's cheap to cast and costs no mana to activate, and turns any creature removal from your opponent into a point of damage dealt wherever



you wish. In the current Type 2 metagame, it seems like a good answer to problem weenies like [Goblin Sharpshooter](#) and [Disciple of the Vault](#).

But how can we really get this Station blasting on all cylinders? The trick is to create a lot of creatures from a single spell or effect, and that's where [Beacon of Creation](#) comes in. Capable of producing a considerable amount of 1/1 creature tokens each time it's cast, it'll trigger X untaps for the Station where X is equal to the number of Forests you control. You can then tap to sacrifice a token (or some other creature) to poke something, let one of the untap triggers resolve, then respond by tapping the Station and sacrificing another token. You get the idea. You can turbo charge this synergy by utilizing some of the many ways to accelerate out lands (forests) from your deck to boost your Beacon and make it more likely to draw one as you shuffle them back in.

### **[Grinding Station](#) + [Myr Incubator](#)**

This works in much the same way, but in a much more dramatic fashion. Activating the Incubator will easily result in 20 or more 1/1 artifact creatures coming into play, burying the stack in [Grinding Station](#)'s untap triggers. You can then sacrifice one of the Myr tokens to mill three of your opponent's cards, then let one of the untap triggers resolve to untap the Station, then respond by tapping and sacrificing to mill another three cards. You get the idea. At the end of this road is your opponent with no library to draw from and you about to pass him a lethal turn.

I've heard people talking about using this as part of a [Krark-Clan Ironworks](#) combo deck, and it certainly seems like a solid plan. [Myr Incubator](#) isn't cheap to cast and activate, especially all in one turn, but it's child's play with a KCI in play.



### **[Salvaging Station](#) + [Pyrite Spellbomb](#)**

The abilities of the more expensive Stations don't work together quite as nicely as the cheaper ones, so it's more a case of finding the right elements in a particular deck. In the case of [Salvaging Station](#), you'll want a deck with cheap artifacts and creature removal, and [Pyrite Spellbomb](#) counts as both. With this combo you can pretty much handle any weenie creature that hits the board. Fill out the deck with Baubles, [Chromatic Spheres](#), artifact lands, and [Thirst for Knowledge](#). Don't forget [Wrath of God](#) or [Starstorm](#) to really salvage some trinkets.

[Chimeric Coils](#) has been "fixed" by giving it an extra mana in its activation cost, but it's still really good with [Salvaging Station](#), especially if it takes out whatever creature it fights with. [Necrogen](#)

[Spellbomb](#) can get downright abusive if you can use it during your opponent's draw step every turn, and [Sunbeam Spellbomb](#) can quickly put the game out of reach for some weenie decks.

### **[Summoning Station](#) + [Krark-Clan Ironworks](#)**

Okay, sure-- there are all sorts of cards that combo with the mighty [KCI](#), many of them much more immediately lethal than [Summoning Station](#). But come on-- are they as cool as generating a swarm of 2/2 Pincher tokens? Just imagine lobsters the size of grizzly bears breathing down your opponent's grill!

One thing I'd like to mention before leaving behind the Stations: there are some other ways to use their repeatable untap abilities rather than just getting another use out of their tapping abilities. [Lodestone Myr](#) leaps to mind, along with [Clock of Omens](#).

## **SCRY CARDS**

I love the Scry cards, and not just because I'm also the contributing editor for *Scrye* magazine. Library manipulation is always a handy ability to have tacked onto useful effects even in the most mundane circumstances. But when you add the Scry ability to other library manipulation cards... Mmmm, that's biscuits and gravy son, dig in!

### **[Magma Jet](#) + [Sylvan Library](#)**

While [Sylvan Library](#) is a good card, it needs a little help to be truly great. In the past, that help has typically come from effects that shuffle your library, letting you look at three fresh new cards during your next draw step. But if you don't run across your shuffle effects, you will often be disheartened to find yourself looking at the same two useless cards at the top of your library unless you're willing to shave off large chunks of life to draw an extra card or two. That's where Scry comes in real handy, to ditch those useless cards to the bottom of your library.

Unfortunately, the green Scry cards are either highly situational ([Tel-Jilad Justice](#) is only good in a high-artifact saturated environment) or narrow ([Feroocious Charge](#) is just a slower [Giant Growth](#)). Branching into red burn seemed natural, but there are certainly nice options in black ([Lose Hope](#)) or blue ([Condescend](#)).

### **[Serum Visions](#) + [Future Sight](#)**

I've heard rumors of [Rude Awakening](#) reviving the Tight Sight deck for another go-round. If a [Future Sight](#) deck starts making the rounds, I can't imagine that [Serum Visions](#) would not be the perfect companion card. Stacking your deck to perfectly play from the top of your deck is like having your peanut butter in my chocolate.

Similarly, I can't help but wonder if [Eyes of the Watcher](#) wouldn't also be an incredible addition to the deck. And in multiples? Stacking your entire deck each turn seems decent I guess!



## **CHARGE ME**

Charge counters used to be an oddity that showed up rarely; then along came *Mirrodin* block and it is time to crack out the glass beads in force. First we had [Power Conduit](#), and we raised our eyebrows.

Then we spied [Coretapper](#) in *Darksteel* and we smiled. Lots of ideas began to percolate, but none of the ideas had enough oomph to really gel. Now... now we get...

### **Energy Chamber + Spawning Pit**

Spawning Pit is already a great card, with each creature that dies contributing half of another 2/2 creature, that itself contributes half to another 2/2. [Energy Chamber](#) fills in those halves and given enough time makes some wholes. Add [Coretapper](#) to the mix and you get a rapidly increasing swarm of hungry Spawns. Go ahead, whip out your [Death Pit Offerings](#), you know you want to!

Some other cards that go great with the Chamber: [Banshee's Blade](#), [Lightning Coils](#), [Riptide Replicator](#), [Arcane Spyglass](#), [Chimeric Egg](#), [Talon of Pain](#), [Pentad Prism](#), and some oldies but goodies: [Magistrate's Scepter](#), [Magma-saur](#), [Mindwarper](#), and [Molten Hydra](#).

### **Ion Storm + Jinxed Choker**

Man, I'm dying to get [Ion Storm](#) in a competitive deck! I used to love playing with [Stormbind](#) back in the days of *Ice Age*, and [Ion Storm](#) gives that same flavor (I'm sure it doesn't have anything to do with both cards having the word "storm" does it?). The trick is to find a steady stream of either charge counters or +1/+1 counters to throw at your opponent. It doesn't take long to find a bunch of them, but [Jinxed Choker](#) has the most style. While spending  $1$  to deal 2 points of damage is a bit expensive, don't forget that the Choker gets a free charge counter during each of your and your opponent's turns and deals damage to both of you. With [Ion Storm](#) you stay ahead of the damage race. And yes, I would like to somehow work [War Elemental](#) into the same deck, why do you ask?



Some other intriguing ideas include [Sun Droplet](#), [Aether Vial](#), [Coretapper](#), [Mirrodin's Core](#), [Myr Prototype](#), and the oldies but goodies [Black Market](#), [Ice Cauldron](#), [Entrails Feaster](#), [Forgotten Ancient](#), [Mindless Automaton](#), [Khabal Ghou](#), [Phantasmal Sphere](#), [Phantom Nantuko](#), [Primordial Ooze](#), and [Quirion Dryad](#). Don't forget innumerable Spikes, 'Volvers, Amplify and Kicker creatures!

### **(DON'T FORGET THE THEME WEEK, SMITH!)**

Oh yeah-- I almost forgot about this week's theme, Angels! Unfortunately, there are no Angels in *Fifth Dawn*, so I had to figure out *Fifth Dawn* cards that work well with other Angels.



### **Crucible of Worlds + Copper-Leaf Angel**

So you want to play lands from your graveyard as if they were in your hand? [Copper-Leaf Angel](#) can put 'em there in no time flat while doing a fair [Quirion Dryad](#) impression. Mix with [Exploration](#) and [Horn of Greed](#) to really get crazy with the cheez whiz.

Just take a look at [Copper-Leaf Angel](#) again-- an artifact with +1/+1 counters, doesn't she look like she was a few blocks ahead of her time?

### **Fold into Aether + Akroma, Angel of Wrath**

One of the "worst" counterspells ever printed also happens to be a combo enabler when countering a cheap spell like [Ornithopter](#) and dropping some gigantic creature like everyone's favorite angel into play. Yeah, I missed that interaction when I first read the card too.

### **Summoner's Egg + Fallen Angel**

You've worked hard on your [Summoner's Egg](#) deck, chock full of massive monsters just ready to drop elbows on your opponent's life totals. So what happens if your opponent doesn't cooperate by swinging with a creature large enough to crack your egg? Next turn drop good ol' [Fallen Angel](#) and your worries are gone!

### **Steelshaper's Gift + Blinding Angel**

While [Skullclamp](#) is no longer around to fetch, [Steelshaper's Gift](#) is still very handy in the right deck. Many pieces of equipment are chock full of special uses, so use the Gift as a toolbox tutor in order to fetch just the right piece of equipment to turn [Blinding Angel](#) into a devastating board control card. Is your opponent playing black removal? Fetch a [Sword of Light and Darkness](#). Red removal? [Sword of Fire and Ice](#). [Broodstar](#)? [Whispersilk Cloak](#). Tapping your Angel with an [Icy Manipulator](#)? [Lightning Greaves](#). [Pulse of the Fields](#)? [Specter's Shroud](#).

## **LIGHTNING ROUND!**

### **Roar of Reclamation + Krark-Clan Ironworks**

In every *Fifth Dawn* set review I've read so far, [Roar of Reclamation](#) gets dismissed as an overpriced [Replenish](#) for artifacts. Now, maybe I'm missing something, but doesn't [Krark-Clan Ironworks](#) generate obscene quantities of mana that can easily pay the costs of Roar and even turn the spell into a mana engine itself?

### **Acquire + Panoptic Mirror**

Does your opponent have too much fun playing [Mindslaver](#) against you? Turn the tables by imprinting your [Panoptic Mirror](#) with [Acquire](#) and putting his Slavers to work for you at the beginning of your upkeep. If you've not been able to destroy him after controlling several of his turns in a row, start acquiring his [Solemn Simulacrum](#)s, [Oblivion Stones](#), [Wayfarer's Baubles](#), even artifact lands if you're scraping the bottom of the barrel.

### **Artificer's Intuition + Myr Servitor**

These two cards are the kind of thing that get Johnny minds working overtime, so naturally I had to wonder how well they'd work together. Having four 1/1s that keep coming back so long as one stays in play seems both unimpressive and... cool. And possibly powerful. If [Skullclamp](#) had remained in the format this might have gotten abusive, but as it is I'd bank on this being just fun.

### **Beacon of Unrest + Fill with Fright**

Tear into your opponent's hand with discard and you're bound to hit a good creature or artifact. Top the discard with [Fill with Fright](#), use the Scry ability to dig for a Beacon... and put your opponent's best cards to work for you. In particular I'd just love to hit a [Mindslaver](#) with this when playing against Monowhite Control! Can you tell I'm not overly fond of opponent's [Mindslaver](#)s?

### **Ebon Drake + Pulse of the Forge**

[Pulse of the Forge](#) is a perfect card for a "suicide" style deck that hurts itself while hopefully dealing even more damage to your opponent. [Ebon Drake](#) is cheap, big and evasive, so while your life is whittled down by spells your Pulse is taking large swaths out of your opponent too. Yeah it's risky, but if you're scared why are you playing red/black to begin with?

### **Endless Whispers + Phage the Untouchable**

Talk about a dilemma: drop a [Phage](#) with an [Endless Whispers](#) on the board and your opponent is in a tough spot. If they take a hit from [Phage](#) it's game over. If they kill [Phage](#) then she comes back into play under their control and it's game over.

### **Cosmic Larva + One with Nature**

Few things hit as fast and hard as [Cosmic Larva](#), but it sure do eat up your resources. [One with Nature](#) is a perfect way to scrounge up Larva food, especially since it's going to be rare that your opponent can completely soak up all of its trample damage, and if any damage gets through... that's an extra land for your beastie.

### **Mana Geyser + Pygmy Hippo**

Nevermind the colored mana nightmare you'd have to go through to get a blue, a green, and two red mana available. Swing with your [Pygmy Hippo](#), steal your opponent's remaining mana and then really ramp it up with [Mana Geyser](#). Now what? Start with [Fireball](#) and you can go from there.

### **Eternal Witness + Living Death**

No more messy [Anarchist](#) tricks for your Rock deck if you're looking to reuse [Living Death](#); [Eternal Witness](#) handles that job and more with ease, finesse and on the cheap.







### **Rite of Passage + Thrashing Wumpus**

Thrashing Wumpus was always a fickle monster, often thrashing itself close enough to death for an opponent's Shock to finish it off. Rite of Passage solves that issue by letting the Wumpus grow with every thrashing activation and resolution. It also keeps your creatures survive the Wumpus if they have at least 2 toughness already.

### **Fist of Suns + Pentad Prism**

With a Fist of the Suns out, you can cast Pentad Prism for \* instead of  if you have a colored mana of each color, putting five charge counters on the Prism. That's a lot of colored mana at your disposal, how you go about using it... I'm sure your fiendish mind can think of something.

### **Staff of Domination + Wirewood Channeler**

With four other elves in play, the Channeler can generate an "arbitrarily large number" (henceforth known as AL#) of mana with the Staff by using four mana to untap both the Channeler and the Staff. You can then sink 300 or so of the mana to draw most of your deck and cast whatever you need to in order to win on the spot. Oh, and while you're at it, feel free to gain an AL# of life if you want too.

I'll wrap things up with a sample deck utilizing one of the above combos. It's kinda hard to choose... but since I've got four Beacons of Unrest that I'm itching to try, how about this?

### **Mono-Black Discard-Beacon**



## **Main Deck**

60 cards

4 <a href="#">Blinkmoth Nexus</a>	4 <a href="#">Barter in Blood</a>
20 <a href="#">Swamp</a>	4 <a href="#">Beacon of Unrest</a>
_____	4 <a href="#">Devour in Shadow</a>
24 lands	4 <a href="#">Fill with Fright</a>

4 [Chittering Rats](#)

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4 creatures

4 [Lose Hope](#)

4 [Night's Whisper](#)

4 [Shattered Dreams](#)

4 [Wrench Mind](#)

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32 other spells



I went ahead and made this *Mirrodin* Block Constructed since that's the format coming soon for the Pro Tour Qualifiers. No one is talking about black in Block so perhaps you can catch some people by surprise. [Shattered Dreams](#) and [Wrench Mind](#) are great ways to start things off, since the discarded artifact can subsequently be reanimated with [Beacon of Unrest](#). [Night's Whisper](#) is a fantastic card drawing card and [Devour in Shadow](#) kills what needs to be killed. Both hurt some to use but will generally be worth it. Hey, if you're scared of life loss why are you playing black, right? I like having both [Lose Hope](#) and [Fill with Fright](#), giving you eight Scry spells to sort out your draw and make sure your mana development goes smoothly up to the five mana you need to cast Beacon, and then to subsequently find additional Beacons. I hope I provided some food for thought, and if I inspired you to build a deck or two based on what you read, then I did my job. Let me know what you thought in the forums, and I'll see you next time for the *Champions of Kamigawa* edition of [magicthegathering.combos!](#)

- Bennie Smith