

Going combo with *Champions* Magicthegathering .Combos - *Champions of Kamigawa* Edition

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Welcome to the next installment of [magicthegathering.combos](#)! This time I'll be focusing on *Champions of Kamigawa*, which has turned out to be chock full of synergies for the combo lovers out there. What a great coincidence that this is Combo Week, right? (Okay, maybe it's not a coincidence...) 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.



[Through the Breach](#) + [Keiga, the Tide Star](#)

You know, **Magic's** Dragons really have it made. There are surprisingly few outright bad dragons ever made, and even then there are Dragon fans who want them anyway. Even [Crimson Hellkite](#) gets love. As the environment has slowed, expensive creatures that are powerful see play and win games. So now we have *Champions of Kamigawa's* Dragons, a [whole cycle of them](#), and all range from decent ([Jugan, the Rising Star](#)) to outright amazing ([Yosei, the Morning Star](#)). A large creature with evasion can win the game outright, but that's not enough for these scaly spirits. They gotta get in a last effect when they hit the graveyard just to add further insult to injury.

And that's just when you're playing the dragons fairly. What happens when you cheat them into and out of play? I've already heard buzz of a [Yosei/Recurring Nightmare](#) deck that robs your opponent of ever having an untap phase. [Sneak Attack](#) is another way to cheat the Dragon into play while making sure he dies and provides you with his dying ability. Luckily for Standard players, we have a new [Sneak Attack](#) effect in [Through the Breach](#). What a surprise for your opponent while he's attacking! Suddenly, there's a huge Dragon that appears, blocking and killing one attacker, and then at the end of the turn you get to steal one of his other remaining creatures. The fact that [Through the](#)

[Breach](#) can be Spliced onto Arcane spells gets my mind whirring about a possible blue/red Arcane deck with [The Unspeakable](#) and the blue and red Dragons.

[Soratami Mirror-Mage](#) + [Azusa, Lost but Seeking](#)

The Moonfolk are an intriguing bunch, offering up interesting, reusable effects in exchange for losing tempo on your mana development. Since they all fly and are reasonably costed, I'm sure they will be Limited staples. But a few of them might be worth constructing decks around: [Meloku the Clouded Mirror](#), [Soratami Savant](#), [Soratami Seer](#), [Uyo, Silent](#)

[Prophet](#) and [Soratami Mirror-Mage](#) all have potentially powerful effects in exchange for returning a varied quantity of lands to your hand.

The Mirror-Mage puts you back a whopping three land drops in order to bounce a creature to your opponent's

hand! That's where [Azusa, Lost but Seeking](#) comes in. With her ability and your normal land drop for the turn, you don't lose any tempo to send your opponent's most expensive creature back to their hand, and when you replay those lands untapped you get to use that mana to cast something else.

I almost featured Meloku with Azusa here, since you can effectively make three 1/1 flying illusion tokens for zero mana and end up with the same number of lands in play that you started with. But the Mirror-Mage offers a stronger effect, clearing out blockers or reusing creatures with coming-into-play effects ([Eternal Witness](#) springs to mind).

[Uba Mask](#) + [Fatespinner](#)

You thought [Fatespinner](#) was annoying before? How about your opponent untaps the next turn, plays a land and then drops [Uba Mask](#)? Talk about a pain! If they skip their main phase when they "draw" their card for the turn and remove it from the game, they will likely not be able to cast it. If they skip their draw phase... well, they will soon run out of cards. So they will likely have to skip their attack phase, leaving you unmolested to draw more annoying cards.

In tournament play, I actually think [Uba Mask](#) is going to be a decent sideboard or metagame card for aggressive decks to use against more controlling builds. Its "use it now or lose it" rule is an absolute nightmare for players with card-hording tendencies.

[Eight-and-a-Half Tails](#) + [Cowardice](#)

This fox cleric is a bomb in limited and might even see some tournament play in constructed. For two colorless and a white you can protect any one permanent you control from one spell or effect. Three mana is a lot to hold back, but if it keeps that removal spell in your opponent's hand, it may be worth it.

Of course, that's playing fair with [8.5 Tails](#). Why not slap down [Cowardice](#) and for one mana each send all of your opponent's creatures screaming back to their owner's hand? The fox cleric's ability can even be used to protect [Cowardice](#) itself from [Disenchant](#) or [Naturalize](#)!

[Seizan, Perverter of Truth](#) + [Underworld Dreams](#)



Seizan is a pretty big Demon, and playing with Demons often puts you at great risks for the promise of great rewards. Getting a free [Night's Whisper](#) each turn is nice, but the price you pay is giving your opponent a free one each turn too. The bad scenario is that they will draw an answer to Seizan in the extra cards you gave him and then you won't get to draw any extra cards yourself. So why in the world would you ever do that? *FOOL!* What sort of Demon Trafficker are you, anyway? You've got to think Evil-- yep, evil with a capital E! How do you make your opponent regret those extra cards he drew? Just delve deep into the ebony pitch realm of the Triple Black Enchantments for the answer to your unholy prayers--[Underworld Dreams](#)! Three points of damage and losing two life to draw three cards each turn can get rather steep. Add further insult to injury with classic gems like [Black Vise](#), [Stormseeker](#) or [Sudden Impact](#).



Kiki-Jiki, Mirror Breaker + Chittering Rats

When I first saw Kiki-Jiki, I looked at his mana cost, a hefty five -- with three of it red! Then I looked at his power and toughness, 2 and 2! *Overcosted*, I began to think, but then I noted the Haste ability. That's called Redemption, ladies and gents. Kiki-Jiki doesn't have to waste any time, he can start breaking those mirrors from the get-go. In a lot of ways he's like a [Vesuvan Doppelganger](#), but he can only copy your own creatures and only for the turn.

Since Mr. Kicks is a goblin, my first thought was pairing him with [Siege-Gang Commander](#), but honestly if you've got S-GC in play you're already in pretty good shape. Besides, Kiki-Jiki probably works best at the top of the mana curve, so I started thinking of cheaper creatures with decent coming-into-play effects. [Chittering Rats](#) sprung to mind-- how would your opponent like to never see another card from the top of his deck again? That's downright rude... and I think I like it! Partnering with black offers a slew of other interesting possibilities including [Nekrataal](#), [Ravenous Rats](#) and [Rotlung Reanimator](#).

Mana Seism + Obliterate

On the tournament scene, Ravager Affinity is the bully on the beach, kicking sand in everyone's face, stealing the girls and laughing it up. So naturally everyone else is overloading on artifact destruction spells to combat the evil menace. Which is unfortunate, making life difficult for the poor [Krark-Clan Ironworks](#) combo decks who just wants to sacrifice stuff, generate a ton of mana and kill the opponent in one fell swoop.

Along comes [Mana Seism](#), a little red Sorcery that lets you squeeze that extra bit of mana out of each land you control in order to swell your mana pool to epic proportions. What to do with all that mana? Well, the sky's the limit, but your biggest fear has got to be a dreaded [Hinder](#) or [Last Word](#) from your opponent. That's why I'd pair the Seism up with [Obliterate](#) to blow up the world. Six lands in play let you play Seism and then [Obliterate](#), and each extra land you have in play gives you two extra mana to cast something after [Obliterate](#) resolves. [Boseiju, Who Shelters All](#) wouldn't be a bad call either.

Glimpse of Nature + Intruder Alarm

When I first saw [Glimpse of Nature](#) I thought it was an enchantment and nearly fell out of my chair. Bring out the Glimpse! But then I noted it was a sorcery and the universe more or less made sense again. Still, there's a lot of potential in that little card if you can somehow figure out a way to cast a lot of creatures in a single turn. You can easily cantrip out 2-3 weenie creatures in several different colors, but that's no fun! If I'm going to spend a green mana to prime the pumps, I want the creatures to flow. I want to crank the spigot and let it gush!

The old [Intruder Alarm](#) Elf decks would have loved this card. Creatures coming into play untapped all creatures, so if you were also replacing each creature you played with another card, you would get a lot more mileage. Unfortunately, all the good elves will be rotating out of Standard when *Champions* rotates in, but we still have [Birds of Paradise](#), [Vine Trellis](#), the [mana Myr](#), [Viridian Joiner](#) and [Fyndhorn Elder](#).



Myojin of Life's Web + Iname, Life Aspect

My first instinct was to dismiss all the Myojin as cute little cards that won't see much play. I mean, they cost eight, nine or ten mana to cast! Who's ever going to have eight, nine or ten mana available? But then I remembered: this is a new Age for **Magic**. An age when people are casting [Tooth and Nail](#) and [Rude Awakening](#) with [Entwine](#). Sometimes they're even hard-casting [Darksteel Colossus](#), [Cloudposts](#), [Urza Lands](#), even [Heartbeat of Spring](#) is available. If you want to accelerate your mana, you can set your deck up to do so, especially if it's base green.

So casting [Myojin of Life's Web](#) doesn't seem so unfeasible to me now. And even if I didn't have fiendish plans for cashing in his Divinity, he's a massive threat all by himself. An 8/8 indestructible creature is nothing to sneeze at. But what if you play with the handful of strong spirit creatures in green and one of the other colors and along the way drop [Iname, Life Aspect](#) into play? When she dies, you can remove her from the game, and return all the other spirits there to your hand where the green Myojin can put them into play instantly.

Floating-Dream Zuberu + Soul Foundry



I'm already missing Zuberu, and I haven't actually played one yet! You just know that they're going to be pretty decent in *Champions* booster draft *now*, when you've got 24 packs of commons to assemble your Zuberu horde. But once the other two expansion start cutting into the *Champions* boosters, the poor Zuberu are going to get scarcer and end up some of the last little creatures picked.

But honestly, if you can get multiple Zubera in play, they quickly become huge problems for your opponent. Mass removal becomes suicidal. The problem is how can you get a lot of Zubera into play? Ah, [Soul Foundry](#) to the rescue! Now you can churn out extra Zubera turn after turn, but why stop there? If your opponent won't cooperate and kill off multiple Zubera a turn, you need a way to kill them yourself. [Blasting Station](#) springs to mind.

[Feral Deceiver](#) + [Sensei's Divining Top](#)

I really like the [Divining Top](#) (though for some reason when I'm typing my fingers truncate Divining into "Diving", so apologies in advance to my editor). In a deck where good turn 1 plays are a bit scarce, this little card selector is quite the bargain, especially if you combine it with plenty of deck-shuffling cards like [Sakura-Tribe Elder](#) or [Kodama's Reach](#) (ahhh, I love the smell of green mana acceleration in the morning!). The [cycle of Deceivers](#) are an interesting crew that are obviously made for limited, but if you've got a deck that already wants to do some deck stacking, [Divining Top](#) and the Deceivers can add some additional flavor. I picked the [Feral Deceiver](#) since, if you use the Top to make sure there's a land on top of the library, his ability makes him quite the hard-hitter but most of the other Deceivers are decent too.

[Sachi, Daughter of Seshiro](#) + [Shamanarama](#)

What's Shamanarama, you ask? That's what happens when you suddenly realize that there are decent creatures you are already playing with that just happen to be [Shamen](#). [Eternal Witness](#) and [Troll Ascetic](#) are both Shamen. So is [Viridian Shaman](#), but you likely figured that one out already. All of these mystics already have decent abilities, so why not splice on "tap: add   to your mana pool" for kicks? Even though she costs four mana, the nice thing about Sachi is when you play her you get to recoup two mana immediately for each Shaman already in play. If you've already got two out she's free. And if you already have two out when you cast her, if you get to your untap phase you'll have ten mana available next turn!



Got anything you'd like to do with ten mana on turn four or five? Hm, actually the whole [Glimpse of Nature](#) + [Intruder Alarm](#) combo springs back to mind...

[Hall of the Bandit Lord](#) + [Kodama of the North Tree](#)

You put five, six or maybe even more mana into your mana pool, and then use it all up to cast some huge fat creature. You got big plans for this fella. He's going to dominate the board and bring the stink of fear oozing from your opponent's pores. You smile to yourself and clench the pen between your fingers in anticipation of the adjustments you'll be making on your opponent's life totals. Yeah man, this creature is *huuuuuuggggge!*

Huge... but sick. Summoning sick (a term which doesn't officially exist now but that's what we all still call it anyway). Your fattie sits there disoriented, trying to get his bearings straight after being summoned to do your bidding. And then suddenly it's your opponent's turn and he's casting [Wrath of God](#) or [Mutilate](#) or some other global sweeper, dashing your hopes and dreams of conquest and glory. That's what makes [Hall of the Bandit Lord](#) a decent deal. Sure, paying 3 life is a bit steep, but if it means your [Kodama of the North Tree](#) gets at least one attack phase to whittle away at your opponent's life total before he gets a chance to deal with it, the price is right. Dare I say... it hurts so good? Yeah, I dare.

Nature's Will + Rising Waters

[Nature's Will](#) is an intriguing little bugger. It's a mystery wrapped in an enigma and stuffed inside a fortune cookie. Or something like that. Anyway, it's got a few nice things going for it: assuming you have at least one creature on the board that can get through for a hit, you can play [Nature's Will](#) "for free" by playing it before you attack. Multiple copies also stack when they trigger, so deckbuilders can't help but ponder what they could do with the extra mana floating in their mana pool in the middle of the attack phase.

Then there's the other side of the enchantment, and that's being able to tap down your opponent's lands. While it is immediately helpful in your matchup against counterspells, why not really kick this a little harder. Why not, when you've played [Nature's Will](#), attacked to tap your opponent and untap your lands, then cast [Rising Waters](#)? Combined with the Will and creature superiority, your opponents will likely find themselves in a world of hurt.



Tenza, Godo's Maul + Squee, Goblin Nabob

Respect. That's all a goblin really wants. Squee is amazing for what he does behind the scenes, feeding cards like [Survival of the Fittest](#), [Bazaar of Baghdad](#) and [Zombie Infestation](#), and he gets plenty of respect in that role. But honestly, deep down a creature defines itself by its board presence, so occasionally Squee finds himself summoned to do battle on the board. And people laugh at him. "I am a goblin nabob! Have you not heard of the legendary Squee?" More laughter. It's humiliating.

Thankfully, the legend-friendly [Champions of Kamigawa](#) gives Squee the big stick he needs to Walk Tall. Squee's legendary and he's red, so he gets the full benefits package of [Tenza, Godo's Maul](#). Squee, Goblin Hunk, a 4/4 trampling machine! Who's laughing now, punk?

Konda's Banner + Squee, Goblin Nabob

Friends. That's all a goblin really wants. A tribe to call his own. Not long ago, goblins ranged the tournament battlegrounds led by [Warchiefs](#) and [Piledrivers](#), but that was all soldiering. It wasn't family. It wasn't fun in the sun.

Luckily, Squee can hijack the legendary Samurai's banner and rally the goblins around it. They can puff out their chests and swell up with pride that their lowly little brother could get his hands on such a pretty flag.

LIGHTNING ROUND - LEGEND BOOSTING LANDS!

I thought I'd wrap things up with a quick trip through some of the [legendary lands of Kamigawa](#), the legend-boosting ones that produce colored mana. Let's pair them with the appropriate colored legend.



Eiganjo Castle + Isamaru, Hound of Konda

Arguably the weakest of the five, Eiganjo can cast Isamaru on turn one and then protect him from harm afterwards. Release the Hounds! Only, one at a time, please.

Minamo, School at Water's Edge + Arcanis the Omnipotent

Sure, Minamo can double your [Tolarian Academy](#) mana, but that's no fun. How about acting like an [Ancestral Recall](#) every turn? Now we're talking! Of course, you'll need to have [Arcanis the Omnipotent](#) in play first, but that's just details.

Okina, Temple to the Grandfathers + Glissa, Sunseeker

Glissa needs some help. She's got a nice set of abilities. But they don't quite add up to enough ooh-la-la, if you know what I mean. Glissa needs to get her bad self to the Temple, divest herself of her sins and get a boost in toughness to keep her out of [Shockrange](#), while increasing her power to make her first strike more potent.

Shinka, the Bloodsoaked Keep + Kamahl, Pit Fighter

Speaking of first strike, [Kamahl, Pit Fighter](#) is in desperate need of that ability. Sure, at six power he's going to take down just about any creature he fights with, but that pathetic toughness means he's

going to go down too. What fun is that? Give his bad self first strike so his toughness makes no nevermind.

Shizo, Death's Storehouse + Phage the Untouchable

If you're playing Phage, you just want her to give your opponent a little kiss. That's all. Unfortunately, they do their best to stop that from happening, throwing chump blockers in the way. Bodies unworthy of her love. Obviously, she needs a little Shizo to get her past the Shizzat, all scary-like.

I'd like to finish things out with a decklist featuring [Kodama of the South Tree](#), who combos quite nicely with all sorts of spirits and arcane spells, giving all your other creatures a mini-[Overrun](#) for each spirit or arcane spell cast. Doesn't something like this look like a blast?

Kodama-Arcane Beats



Main Deck

60 cards

14 [Forest](#)

10 [Mountain](#)

24 lands

4 [Glacial Ray](#)

4 [Kodama's Might](#)

4 [Wear Away](#)

12 other spells

4 [Birds of Paradise](#)

4 [Eternal Witness](#)

4 [Hana Kami](#)

4 [Hearth Kami](#)

4 [Kodama of the South Tree](#)

4 [Soilshaper](#)

24 creatures



What I'd love to see with a [Kodama of the South Tree](#) and a [Birds of Paradise](#) out: Cast [Kodama's Might](#) and splice another Might on it, targeting the Birds with both effects and getting the Kodama trigger. Then cast the other Might in your hand, getting another Kodama trigger and attacking with your 8/9 flying trampling [Bird of Paradise](#). Whoo-ha!

The [Soilshapers](#) might raise some eyebrows, but I figured that with 12 instant speed spells, the Shaper could either kick in an extra attacker or blocker, or else help take down a land or two of your opponent's when he casts a sweeping creature removal spell.

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 *Betrayers of Kamigawa* edition of [magicthegathering.combos!](#)

