

MTG_COMBO

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COLLABORATORS

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Chapter 1

MTG_COMBO

1.1 Enduring Renewal/ Fallen Angel/ Ornithopter

Enduring Renewal/ Fallen Angel/ Ornithopter

The Enduring Renewal is a card which isn't used by many players we know because of it's nasty side affect (you must discard all creature cards you draw). We hope more people start using the Enduring Renewal after reading this combo explanation.

When you have all three cards of this combo on the table you can sacrifice your Ornithopter to your Fallen Angel which costs you exactly 0 mana and your Fallen Angel gets +2/+1 and your Ornithopter goes to your graveyard but thanks to your Enduring Renewal the Ornithopter goes back to your hand, which goes automatic, fortunately the Ornithopter has a casting cost of 0 so you can put it directly under play again, than when your Ornithopter has just settled on your playing ground sacrifice it again and it starts all over again. After you've sacrificed your Ornithopter a zillion times you may attack with your Angel and it will deal ... ehm a lot of damage (just pray your opponent hasn't got an Reverse damage or a Fog or something or else you've got to use this combo again).

NOTE: You can use any other (Artifact) Creature with a casting cost of 0 to replace the Ornithopter.

1.2 Enduring Renewal/ Ashnod's Altar/ Carrion Ants/ Ornithopter

Enduring Renewal/ Ashnod's Altar/ Carrion Ants/ Ornithopter

This is a rather large combo it needs 4 different cards to work, but when it works you will be almost certain to be victorious. this combo is almost similar to the:

Enduring Renewal/ Fallen Angel/ Ornithopter
combo, to get a slight idea of how the Enduring Renewal combo works, you may read this one first before you start reading this combo,

Well if you've read the "Enduring Renewal/ Fallen Angel/ Ornithopter" combo, this piece of text is almost useless to you but for those who didn't read it here comes the explanation.

With all four cards on the table you start off by sacrificing your Ornithopter to your Ashnod's Altar so you get 2 colorless mana ,the Ornithopter goes , thanks to your Enduring Renewal, to your hand. Then you can repeat this process by summoning your Ornithopter over and over again and sacrificing it over and over again till you've got about a quarter of a million colorless mana in your mana pool. Then you may pump up Your Carrion Ants so they become 250000/250001 and then you may try and crush your opponent.

NOTE: You can use any other (Artifact) Creature with a casting cost of 0 to replace the Ornithopter.

NOTE: You can replace the Carrion Ants with an Fireball, Howl from Beyond, Disintegrate, etc...

1.3 Enduring Renewal/ Hell's Caretaker

Enduring Renewal/ Hell's Caretaker

This is the third Enduring Renewal combo sended by Luc Perrin and again this is a very powerful combo, it might not be as devastating as his two previous combos but this one will let your opponent sweat just as hard, because with this combo you can get your dead creatures back at minimum cost.

When you have the three cards on table, sacrifice your Ornithopter your Hell's Caretaker and return your most powerful creature in your graveyard into play. The ornithopter goes to your hand and you can repeat the combo a few times more till your graveyard has no more creatures in it.

When you draw a creature card you'll have to discard it (Thanks to your Enduring Renewal), but you can get the creature into play by using the combo as above. The only miner in this combo is that you must tap your Hell's Caretaker to use this combo, so you can use this combo only once each turn.

1.4 Enduring Renewal/ Atog/ Ornithopter

Enduring Renewal/ Atog/ Ornithopter

At last, this is what you were all waiting for, a combo which has not been sended by Luc Perrin. This one was made up by Roger and Robert in less than 10 seconds after seeing the three Enduring Renewal combos sended by Luc Perrin.

This combo is a clone of the first two Enduring Renewal combos so if you want to see the first combo you may click
here

and if you want to see the second combo click
here

The explanation of the combo is again quite easy. First try and get the three cards involved on the table. Then you sacrifice your Ornithopter (which returns to your hand thanks to your Enduring Renewal) to your Atog and the Atog miraculously gets +2/+2 and has turned into a 3/4 creature. Your opponent isn't frightened by that, but his mood changes when you repeat this combo twenty times and your tiny little 1/2 Atog has grown to an enormous 41/42 creature just by eating a few Ornithopters.

NOTE: You can use any other (Artifact) Creature with a casting cost of 0 to replace the Ornithopter.

1.5 Royal Assassin / Icy Manipulator / Norrit

Royal Assassin / Icy Manipulator / Norrit

Everybody knows the combinations:

Royal Assassin / Icy Manipulator

,
Royal Assassin / Norrit

and

Norrit / Icy Manipulator

But why don't you combine the three cards so you'll get a very powerful triangle, because of the fact that it doesn't matter if one of the cards gets destroyed because the two remaining cards are still a combo.

For instance, someone kills your Norrit --> Tap a creature with your Icy Manipulator and destroy it with your Royal Assassin.

Maybe someone pulverizes your Icy Manipulator --> Use your Norrit to let a creature attack and destroy the creature with your Royal Assassin.

Someone can even kill your Royal Assassin --> Tap a creature with your Icy Manipulator and let that creature attack with your Norrit but unfortunately it is tapped, so it gets destroyed. Now thats a triangle isn't it?

1.6 Living Lands / Gaea's Liege / Prodigal Sorcerer

Living Lands / Gaea's Liege / Prodigal Sorcerer

This combo shows that red isn't the only color with which you can make good land destruction decks.

When you have all three cards out tap your Gaea's Liege to turn an opponents land into a forest. Thanks to your Living Lands the forest turns into a 1/1 creature. Luckily you have a Prodigal Sorcerer which you can tap to destroy the 1/1 (land-)creature and your opponent has one mana less to spend. If you repeat this combo enough times your opponent will have no mana to spend and he or she won't like you as much as before you started playing the game.

1.7 Thicket Basilisk / Lure

Thicket Basilisk / Lure

This combo doesn't need an explanation because its to easy. Find this one out for yourself. In fact I wonder why you clicked on the X in the first place.

for those who really don't have a clue, here's a little explanation:

PUT THE LURE ON THE THICKET BASILISK AND ATTACK.

1.8 Jade Monolith / Pentagram o/t Ages

Jade Monolith / Pentagram o/t Ages

This combo is quite easy to understand but here comes the explanation:

Block your opponents attacking creature and pay one mana to redirect the damage from your creature to yourself.

You must be very stupid if you don't pay another four mana to activate your Pentagram o/t Ages and prevent the damage which you've redirected to yourself.

Now that was easy wasn't it?

NOTE: You'll have to save five mana and a creature to use this combo.

1.9 Bog Wraith / Evil Presence / Unholy Strenght

Bog Wraith / Evil Presence / Unholy Strenght

Put the Unholy Strenght on your Bog Wraith to make it an 5/4 Creature. Put your Evil Presence on an opponents land.

Now go and "(swamp)walk" all over your enemy.

NOTE: You can use other swampwalkers than the Bog Wraith in this combo.

NOTE: The Unholy Strenght isn't really necessary in this combo but it might save your Bog Wraith from those nasty Lightning Bolts.

1.10 Frozen Shade / Tawnos's Wand

Frozen Shade / Tawnos's Wand

This is a combo Robert really likes to use in his decks.

Use your Tawnos's Wand to make your Frozen Shade unblockable. Attack your opponent with your Frozen Shade and pump all the mana you can spare into your Frozen Shade.

This combo is just like a Disintegrate each turn. I wonder how your opponent feels when you use this combo against him.

NOTE: The Tawnos's Wand can be replaced by a Dwarven Warrior or similar card (but then you have to play with a Black / Red deck and you have less mana to pump into your Frozen Shade).

NOTE: The Frozen Shade can be replaced by a Carrion Ants, but when you play against a Blue deck with your Carrion Ants it can be stolen from you and then used against you.

1.11 Infernal Medusa / Gaseous Form / Lure

Infernal Medusa / Gaseous Form / Lure

This is a real Lure combo, when you look at the Lure Combo List You'll see that almost all the Lure combo's use this principle.

Put the Gaseous form and the Lure on your Infernal Medusa and attack your opponent he or she must block your Infernal Medusa (probably with tears in his or her eyes) and then when your turn ends he or she will notice that the creature(s) wich blocked your Infernal Medusa will surprisingly die (I bet more tears will come, (but not from your eyes)).

1.12 Lure / Cop: Green / Aisling Leprechaun / Regeneration

Lure / Cop: Green / Aisling Leprechaun / Regeneration

This is a Lure combo wich is a bit different from the other combo's in the Lure Combo List but this is a nice one too.

Put the Lure and the Regeneration on your Aisling Leprechaun and attack your opponent with your Aisling Leprechaun and your opponent must block it, your Aisling Leprechaun will probably die but than you can simply regenerate it.

The blocking creature will become a green creature and will be useless for your opponent to attack you because you can prevent the damage simply by useing your CoP: Green.

1.13 Lich / Mirror Universe

Lich / Mirror Universe

Prepare to see the best combo in this guide (according to Robert)

When you have your Mirror Universe in play throw on your Lich Your opponent will probably think you've gone mad (Only when he doesn't realise there's also a Mirror Universe in play so you might tell your opponent that you don't feel like playing a long game this time and your opponent will probably smile (he or she thinks you're surrendering)). Use your Mirror Universe and the smile will realy disappear. Please don't rub it in to hard, or this might have bin your last play against your opponent.

1.14 Pestilence / CoP: Black / White Knight

Pestilence / CoP: Black / White Knight

When you have all three cards in play use your Pestilence to deal enough damage to kill all your opponents creatures and prevent the damage with your CoP: Black then you can finish the job with your White Knight.

NOTE: Don't use up all your mana in your Pestilence or you might lose by killing yourself.

1.15 Sorceress Queen / Diamond Valley / Old Man of the Sea

Sorceress Queen / Diamond Valley / Old Man of the Sea

Use your Sorceress Queen to make your opponents best creature 0/2 Than you tap your Old Man of the Sea to gain control of the creature don't untap your Old Man of the Sea and keep control of the creature the creature gains it's own strenght back than you sacrifice it to your Diamond Valley and you will gain life for it.

1.16 Sorceress Queen / Instill Energy / Prodigal Sorcerer

Sorceress Queen / Instill Energy / Prodigal Sorcerer

Put the Instill Energy on your Prodigal Sorcerer enabling him to deal 2 damage each turn than use your Sorceress Queen to make your opponents best creature 0/2 and shoot 2 times with your Prodigal Sorcerer and... ehm kill the creature.

1.17 Sorceress Queen / Jandor's Saddlebags / Prodigal Sorcerer

Sorceress Queen / Jandor's Saddlebags / Prodigal Sorcerer

Read the

Sorceress Queen / Instill Energy / Prodigal Sorcerer
but instead of reading Instill Energy read Jandor's Saddlebags.

Short Explanation this time isn't it.

1.18 Sorceress Queen / Spirit Shackle / Icy Manipulator

Sorceress Queen / Spirit Shackle / Icy Manipulator

Put the Spirit Shackle on an opponents creature and then use your Sorceress Queen to make your opponents creature 0/2 and than you can tap your Icy Manipulator to tap the creature.

The Spirit Shackle gives the creature a -0/-2 counter and it will die.

NOTE: When the creature dies you can use, for instance a Crown of the Ages to put the Spirit Shackle on an other creature wich you can kill again.

1.19 Yawgmoth Demon / Argivian Archeologist / Ornithopter

Yawgmoth Demon / Argivian Archeologist / Ornithopter

The Yawgmoth Demon is one of the strongest flying creatures in Magic, but you'll have to sacrifice an Artifact to him just to please the Demon, thats a sacrifice few people are willing to make. This combo might change your mind.

Sacrifice your Ornithopter to your Yawgmoth Demon and than you can return the Ornithopter to your hand using your Argivian Archeologist. You can put the Ornithopter in play the same turn again because it has no casting cost and sacrifice it again the next turn.

Well this is better than 2 damage and a tapped Demon now, isn't it

1.20 Animate Artifact / Instill Energy / Time Vault

Animate Artifact / Instill Energy / Time Vault

When you find one turn each turn not enough read this combo (Aargh if you've totaly read this combo you'll understand it (probably))

Animate Artifact your Time Vault and then Instill Energy it too use your Time Vault once and then untap it with your Instill Energy and use the Time Vault again, that will give you not 1, no 2 no you'll get 3 turns for the price of one.

Now do you understand the first sentance?

1.21 Blue Elemental Blast / Chaoslace

Blue Elemental Blast / Chaoslace

Use your Chaoslace to turn a creature of an opponent into a red creature and then Blue Elemental Blast the ugly mot...

Sorry.

1.22 Brain Geyser / Ivory Tower / Library of Leng

Brain Geyser / Ivory Tower / Library of Leng

Brain Geyser yourself and your Ivory Tower will produce a lot more lives, you may discard the cards on top of your library thanks to your Library of Leng.

1.23 Invisibility / Juggernaut

Invisibility / Juggernaut

The Juggernaut is a quite creature but can't be blocked by wall doesn't impress most opponents but throw on a Invisibility so it can only be blocked by walls will impress a lot more.

Trust me.

1.24 Magical Hack / ...

Magical Hack / ...

Because these four combo's are identical but only for a different color I've put them together.

Magical Hack your opponent and turn his lands into:

Plains --> throw on flashfires

Forests --> throw on Lifetap

Swamps --> throw on Karma

Islands --> throw on Tsunami

1.25 Siren's Call / Abu Ja'far / Blaze of Glory

Siren's Call / Abu Ja'far / Blaze of Glory

Throw on Siren's Call and Blaze of Glory your Abu Ja'far
Block all attacking creatures with your Abu Ja'far and
they will all die at the end of the turn.

1.26 Sleight of Mind / Northern Palladin

Sleight of Mind / Northern Palladin

Turn an opponents creature into a red creature and then
destroy it with your Northern Palladin.

1.27 Arboria / Ivory Tower / Library of Leng

Arboria / Ivory Tower / Library of Leng

I didn't get this one immediately but it's a very nice one.

Keep all your cards in your hand and don't cast anything
your Arboria disables your opponent to attack you, your
Ivory Tower gives you lives each turn, and thanks to your
Library of Leng you may discard on top of your library.

Still don't get it?

Wait till Your enemy has no cards left in his library,
and you'll win.

1.28 Aladdin / Ashnod's Transmogrator

Aladdin / Ashnod's Transmogrator

Sacrifice your Ashnod's Transmogrator and put the counter on an
opponents creature, the creature becomes an Artifact Creature
then you can take the creature over with your Aladdin.

1.29 Ali from Cairo / Jade Monolith

Ali from Cairo / Jade Monolith

When Ali from Cairo is in play your life total can't be reduced to 0. Most opponents don't like it when they can't kill you so they will concentrate on killing your Ali from Cairo.

When someone deals damage to your Ali from Cairo simply redirect it to yourself (this prevents your ali from dying, and because you can't die with him in play you might consider killing your opponent first.

1.30 Martyrs of Korlis / Argivian Archeologist / Bottle of Suleiman

Martyrs of Korlis / Argivian Archeologist / Bottle of Suleiman

This is the cheapest way of getting a 5/5 flying creature.

Sacrifice your Bottle of Suleiman and it doesn't matter wether the flip ends up in your or your opponent favor, because when you get 5 damage from your Bottle of Suleiman the damage is redirected to your Martyrs of Korlis and you return the Bottle of Suleiman back to your hand with your Argivian Archeologist and try again.

When you get the 5/5 flying creature return the Bottle of Suleiman to your hand with your Argivian Archeologist and try to get some more creatures.

1.31 Colossus of Sardia / Instill Energy

Colossus of Sardia / Instill Energy

The Colossus of Sardia is one of the strongest creatures in the Magic the Gathering and has trample too, the Colossus of Sardia has one great advantage and that is, that he hasn't really got a nasty side affect (paying 9 mana is better than sacrificing to it).

With an Instill Energy on it you will have to pay exactly 0 mana to untap your Colossus of Sardia, so you can attack with it and defend with it without paying all your mana.
