

MAGIC The Gathering Old School



CARD COMBOS' AND SYNERGIES

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MTG Old school 93/93 card combos' and synergies

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This document contains a list of sample card combos 'and card synergies in old school magic. Some are strong combos' or mechanisms to either bring down or lock down opponent. These are typical relevant for "Combo" decks or "Prison" decks. Others are mere card synergies of various power level that provide a beneficial outcome for the player. Two card combos' or synergies are obviously the most playable while 3 or 4 card combos' or synergies can be difficult to execute. A combo or card synergy in this document is listed more than once. This is to enable a given combo can be looked up choosing *either* of the cards in the combo. For example, Channel + Fireball or Disintegrate can be found in the list three times beginning with each card. The numbering is for mere reference and does thus not reflect the total number of different combos' in this document.

1. Abu Ja Far + Lure
2. Abu Jafar + Blaze of Glory + Siren's Call
3. Abu Jafar + Fire breathing + False Orders
4. Abu Jafar + Siren's Call + Blaze of Glory
5. Abyss + Artifact creature deck
6. Adun Oakenshield + Birds of Paradise: Permanent blocker (or regeneration)
7. Aisling Leprechaun + Regeneration + Lure + Circle of Protection: Green
8. Aisling Leprechaun + Green Ward
9. Aisling Leprechaun + Lure + Circle of Protection: Green
10. Alabaster Potion + Reset
11. Aladdin + Asnod's Transmogrator
12. Aladdin + Diamond Valley
13. Aladdin + Dwarven Weaponsmith
14. Aladdin + Guardian Beast
15. Aladdin + Guardian Beast + Dwarven Weaponsmith
16. Aladdin + Orcish Mechanics
17. Aladdin's Lamp + Power Surge
18. Alchors Tomb + any Circle of Protection or Elemental Blast
19. Ali from Cairo + Jade Monolith
20. Ali from Cairo + Spectral Cloak and/or Jade Monolith and/or Regeneration
21. All Hallow's Eve + Mind Twist/Millstone: On yourself...works well sometimes...
22. Anhk of Mishra or Energy Flux or Stasis or Meek stone or + Obelisk of Undoing
23. Animate Artifact + Instill Energy + Time Vault
24. Animate Artifact + Tawnos's Coffin + Power Artifact + Rocket Launcher
25. Animate Dead + Unsummon + Spell Block
26. Animate Dead or Resurrection + any high-toughness critter + Life Chisel
27. any artifact + Priest of Yawgmoth + Fireball or Howl from Beyond
28. Any basic land + Ley Druid + Instill Energy + Wild Growth
29. Any Circle of Protection + Jade Monolith
30. Any Circle of Protection or Elemental Blast + Alchors Tomb

31. Any creature + Holy Armor + Life Chisel
32. Any creature + multiple Paralyze
33. Any creature with "x-Walk" ability + Phantasmal Terrain
34. Any force-discard type of card + The Rack
35. Any high casting cost & toughness creature + Life Chisel + Great Defender
36. Any high casting cost & toughness creature + Life Chisel + Subdue
37. Any high-toughness critter + Life Chisel + Animate Dead or Resurrection
38. Any land + Energy Tap (on any 8-casting cost creature) + Life Chisel + Colossus + Life Chisel
39. Any land destroyer + Magical Hack + Tsunami or Flashfires or any similar cards
40. Any large creature + Spirit Link
41. Any Mox or Sol Ring (opponent's) + Artifact Possession
42. Any regenerating creature + Giant Strength + Immolation
43. Any toughness pumpable critter + Life Chisel
44. Any Wall + Blaze of Glory + Glyph of Doom or Glyph of Reincarnation
45. Any Wall + Subdue
46. Arboria + Ivory Tower
47. Arboria + Ivory Tower + Library of Leng
48. Argivian Archaeologist + Bottle of Suleiman + Martyrs of Korlis + Artifact Ward
49. Argivian Archaeologist + Bottle of Suleiman + Matyrs of Korlis or Reverse Polarity
50. Argivian Archaeologist + Chaos Orb
51. Argivian Archaeologist + Circle of Protection: Artifacts or Martyrs of Korlis + Bottle of Suleiman
52. Argivian Archaeologist + Dwarven Weaponsmith + Onulet or Tetravus or Triskelion or Lotus + Urza's Chalice
53. Argivian Archaeologist + Martyrs of Korlis + Bottle of Sulieman
54. Argivian Archaeologist + Ornithopter + Yawgmoth Demon
55. Argivian Archaeologist + Tetravus + Prodigal Sorcerer
56. Argivian Archeologist + Juggernaut or Black Lotus
57. Argivian Archeologist + Rocket Launcher
58. Armageddon + Dingus Egg + Reverse Damage
59. Armageddon + Pyramids
60. Armageddon + Pyramids + Consecrate Land
61. Armageddon Clock + Copper Tablet + Martyrs of Korlis + Artifact Ward
62. Armageddon Clock + Dingus Egg + Mana Flare + Pyramids
63. Artifact Possession + any Mox or Sol Ring (opponent's)
64. Artifact Possession + Phyrexian Gremlins
65. Artifact Ward + Argivian Archaeologist + Bottle of Suleiman + Martyrs of Korlis
66. Artifact Ward + Copper Tablet + Armageddon Clock + Martyrs of Korlis
67. Artifact Ward + Martyrs of Korlis
68. Ashnod's Altar + multiple Nether Shadows
69. Ashnod's Altar + multiple Nether Shadows + Rocket Launcher
70. Ashnod's Transmogrant + Disenchant
71. Asnod's Transmogrant + Aladdin
72. Aspect of Wolf + Gaea's Liege + Shanodin Dryads
73. Assembly Workers + Consecrate Land + Cadelabra of Tawnos
74. Atog + Onulet
75. Balance + Fallen Angel: Eat everything with the Angel, balance,

76. Balance + Pyramids
77. Basaar of Bagdad + Library of Leng
78. Basalt Monolith + Relic Bind
79. Beasts of Bogardan + Deathlace
80. Berserk + Howl from Beyond
81. Berserk + Rukh Egg
82. Berserk + Rukh's Egg + Giant Growth
83. Bird of Paradise + Instill Energy
84. Black Lotus + Kormus Bell + Pestilence
85. Black Lotus or Juggernaut + Argivian Archeologist
86. Black Lotus + Dark Ritual + Fork + Fireball or Disintegrate
87. Black Vice + Brain geyser + Fork + Fork
88. Black Vice + Brain geyser
89. Black Vice + Brain geyser + Howling Mine + Verduran Enchantress + Library of Leng
90. Black Vice + Hurkyl's Recall + Howling Mine
91. Black Vice + Library of Leng
92. Black Vice + Manabarbs
93. Black Vice + Stasis
94. Black Vice + Storm World
95. Black Vice + The Rack
96. Black Vice + Winter Orb
97. Blaze of Glory + Abu Jafar + Siren's Call
98. Blaze of Glory + any Wall + Glyph of Doom or Glyph of Reincarnation
99. Blaze of Glory + Siren's Call + Abu Jafar
100. Blaze of Glory + Wall of Dust + Siren's Call
101. Blazing Effigy + Rukh Egg
102. Blazing Effigy or Rukh Egg + Fallen Angel or Chain Lightning + Khabal Ghoul
103. Blazing Effigy+ Diamond Valley
104. Blight + Twiddle or Icy Manipulator
105. Bloodlust + Rukh Egg
106. Blue Elemental Blast + Chaos lace
107. Bog Wraiths + Evil Presence + Unholy Strength and/or Howl from Beyond
108. Bottle of Suleiman + Argivan Archaeologist + Martyrs of Korlis or Reverse Polarity
109. Bottle of Suleiman + Argivian Archaeologist + Circle of Protection: Artifacts or Martyrs of Korlis
110. Bottle of Suleiman + Argivian Archaeologist + Martyrs of Korlis + Artifact Ward
111. Bottle of Sulieman + Martyrs of Korlis + Argivian Archaeologist
112. Brain geyser + Black Vice
113. Brain geyser + Fork + Fork + Black Vice
114. Brain geyser + Howling Mine + Verduran Enchantress + Library of Leng + Black Vice
115. Brain geyser + Library of Leng + Ivory Tower
116. Brain geyser + Mind Twist
117. Candelabra of Tawnos + Consecrate Land + Assembly Workers
118. Candelabra of Tawnos + Library of Alexandria or Island of Wak Wak
119. Candelabra of Tawnos + Power Surge
120. Carrion Ants + Life Chisel
121. Castle + Pestilence + Living Lands!

122. Castle + Serra Angels
123. Castle + The Hive
124. Castle + Will-o-wisp
125. Celestial Prism + Power Artifact
126. Chain Lightning + Rukh Egg
127. Chain Lightning or Fallen Angel + Blazing Effigy or Rukh Egg + Khabal Ghoul
128. Channel + Fireball or Disintegrate
129. Chaos Orb + Argivan Archaeologist
130. Chaos lace + Blue Elemental Blast
131. Circle of Protection: Artifacts or Martyrs of Korlis + Argivian Archaeologist + Bottle of Suleiman
132. Circle of Protection: Black + Castle + Pestilence
133. Circle of Protection: Black + Lord of The Pit
134. Circle of Protection: Black + Pestilence
135. Circle of Protection: Black + Pestilence + White Knight
136. Circle of Protection: Green + Aisling Leprchaun + Regeneration + Lure
137. Circle of Protection: Green + Aisling Leprechaun + Lure
138. Circle of Protection: Green + Fastbond
139. Circle of Protection: Green or Stream of Life + Fastbond + Urza's Lands Set
140. Circle of Protection: Red + Manabarbs + Powersurge + Manaflare
141. Circle of Protection: Red + Orcish Artillery
142. Circle of Protection: Red + Power Surge
143. Circle of Protection: Red + Primordial Ooze + Instill Energy
144. Circle of Protection: Red + Sorceress Queen + Orcish Artillery
145. Clay Statue or Uthden Troll + Stone Giant
146. Cleanse + Touch of Darkness + Heaven's Gate
147. Clone or Doppelganger + Northern Paladin + Sleight of Mind
148. Colossus + Life Chisel + any land + Energy Tap (on any 8 casting cost creature) + Life Chisel
149. Colossus of Sardia + Instill Energy
150. Concordant Crossroads + Kismet: Only your creatures get the benefit
151. Consecrate Land + Assembly Workers + Cadelabra of Tawnos
152. Consecrate Land + Pyramids + Armageddon
153. Conversion + Sunglasses of Urza
154. Copper Tablet + Armageddon Clock + Martyrs of Korlis + Artifact Ward
155. Copper Tablet + Living Artifact
156. Creature Bond + Jump + Earthbind
157. Creature less Deck: Nova Pentacle
158. Crystal Rod + Throne of Bone + Wooden Sphere + Iron Star + Ivory Cup + Urza's Chalice + Lifetap
159. Cyclone or Pestilence + Fungusaur
160. Cyclopean Tombs + Karma
161. Dark Ritual + multiple Black Lotuses + Fork + Fireball or Disintegrate
162. Deathlace + Beasts of Bogardan
163. Demonic Hordes + Instill Energy + Jandor's Saddlebags
164. Demonic Tutor + Fork
165. Demonic Attorney + Natural Selection
166. Diamond Valley + Granite Gargoyle
167. Diamond Valley + Old Man of The Sea + Sorceress Queen

168. Diamond Valley + Rukh Egg
169. Diamond Valley + Rukh Egg + Khabal Ghoul
170. Dingus Egg + Armageddon + Reverse Damage
171. Dingus Egg + Mana Flare + Pyramids + Armageddon Clock
172. Dingus Egg + Tsunami or Volcanic Eruption or Flash Fires
173. Disenchant + Ashnod's Transmogrator
174. Disintegrate or Fireball + Channel
175. Disintegrate or Fireball + Dark Ritual + multiple Black Lotuses + Fork
176. Disk + Rukh + (oubliettes, Tawnos's Coffins, Nether Shadows, Khabal Ghouls)
177. Disrupting Scepter + The Rack + Hypnotic Specter + Mind Twist + Sorceress Queen
178. Doppelganger or Clone + Northern Paladin + Sleight of Mind
179. Dragon Engine + Dwarven Warriors
180. Dragon Engine or Granite Gargoyle or Shivan Dragon + Power Surge
181. Dragon Whelp + Dwarven Warriors
182. Dragon Whelp + Obelisk of Undoing
183. Drain Life or Lure or Metamorphosis or Sacrifice or Stone Giant + Rukh's Egg
184. Drop of Honey + Factories, Jade Statue, Green Ward, Spectral Cloak
185. Drop of Honey + Khabal Ghoul
186. Drop of Honey + Lace + protection from
187. Dwarven Warriors + Dragon Engine
188. Dwarven Warriors + Dragon Whelp
189. Dwarven Warriors + Fire breathing
190. Dwarven Warriors + Howl from Beyond or Righteousness or similar card
191. Dwarven Warriors or Tawnos' Wand + Frozen Shade or Pit Scorpion
192. Dwarven Warriors or Tawnos' Wand + Howl from Beyond + El Hajjaj
193. Dwarven Weaponsmith + Aladdin
194. Dwarven Weaponsmith + Argivian Archaeologist + Onulet or Tetravus or Triskelion or Lotus + Urza's Chalice
195. Dwarven Weaponsmith + Guardian Beast + Aladdin
196. Dwarven Weaponsmith + Khabal Ghoul + The Hive + multiple Power Artifact
197. Earthbind + Jump + Creature Bond
198. Earthquake (1 point) + Kormus Bell
199. Earthquake or Fire breathing or Volcanic Eruption or Pestilence + Rukh's Egg
200. El Hajjaj + Howl from Beyond + Tawnos' Wand or Dwarven Warriors
201. Elemental Blast or any Circle of Protection + Alchor's Tomb
202. Energy Flux or Stasis or Ankh of Mishra or Meek stone or + Obelisk of Undoing
203. Energy Flux or Stasis or Meek stone or Winter Orb or + Obelisk of Undoing
204. Energy Tap (on any 8 casting cost creature) + Life Chisel + Colossus + Life Chisel + any land
205. Equinox + Kormus Bell or Living Lands + Keldon Warlord or Lord of The Pit
206. Evil Presence + Bog Wraiths + Unholy Strength and/or Howl from Beyond
207. Eye For An Eye + Reverse Damage
208. Fallen Angel or Chain Lightning + Blazing Effigy or Rukh Egg + Khabal Ghoul
209. False Orders + Fire breathing + Abu Jafar
210. Fastbond + Circle of Protection: Green
211. Fastbond + Urza's Lands Set + Stream of Life or Circle of Protection: Green
212. FE Sacrifice lands, FE Storage lands + Balance.

- 213. Festival + Siren's Call
- 214. Festival + Siren's Call
- 215. Fire breathing + Abu Jafar + False Orders
- 216. Fire breathing + Dwarven Warriors
- 217. Fire breathing + Rukh Egg
- 218. Fire breathing + Uthden Troll + Lure
- 219. Fire breathing or Earthquake or Volcanic Eruption or Pestilence + Rukh's Egg
- 220. Fireball or Disintegrate + Channel
- 221. Fireball or Disintegrate + Dark Ritual + multiple Black Lotuses + Fork
- 222. Fireball or Howl from Beyond + Priest of Yawgmoth + any artifact
- 223. Flash Fires or Tsunami or Volcanic Eruption + Dingus Egg
- 224. Flashfires + Magical Hack
- 225. Flashfires or Tsunami or any similar cards + Magical Hack + any land destroyer
- 226. Flight + Grapeshot Catapult + Prodigal Sorcerer (Opponent's)
- 227. Fog + Siren's Call + multiple Thicket Basilisk
- 228. Force of Nature + Juxtapose
- 229. Force of Nature + Spirit Link
- 230. Fork + Brain geyser + Fork + Black Vice
- 231. Fork + Fork + Brain geyser + Black Vice
- 232. Fork + Dark Ritual + multiple Black Lotuses + Fireball or Disintegrate
- 233. Fork + Demonic Tutor
- 234. Fork + Word of Command
- 235. Frozen Shade or Pit Scorpion + Dwarven Warriors or Tawnos' Wand
- 236. Fungusaur + Pestilence or Cyclone
- 237. Gaea's Leige + Lifetap
- 238. Gaea's Liege + Living Lands + Prodigal Sorcerer
- 239. Gaea's Liege + Shanodin Dryads + Aspect of Wolf
- 240. Gaea's Liege or Living Lands + Magical Hack + Mana Short + Siren's Call
- 241. Gaseous Form + Infernal Medusa + Lure
- 242. Gaseous Form + Thicket Basilisk + Lure
- 243. Gaseous Form or Regeneration + Lure + Infernal Medusa
- 244. Gauntlet of Might + Mana flare + Roc Hydra + Power surge
- 245. Giant Growth + Rukh's Egg + Berserk
- 246. Giant Strength + any regenerating creature + Immolation
- 247. Glasses of Urza + Wheel of Fortune or Mind Twist
- 248. Glasses of Urza + Word of Command
- 249. Glyph of Doom or Glyph of Reincarnation + any Wall + Blaze of Glory
- 250. Glyph of Reincarnation or Glyph of Doom + any Wall + Blaze of Glory
- 251. Granite Gargoyle + Diamond Valley
- 252. Granite Gargoyle or Dragon Engine or Shivan Dragon + Power Surge
- 253. Grapeshot Catapult + Flight + Prodigal Sorcerer (Opponent's)
- 254. Grapeshot Catapult + Jump
- 255. Great Defender + any high casting cost & toughness creature + Life Chisel
- 256. Greed + Ivory Tower:
- 257. Green Ward + Aisling Leprechaun
- 258. Guardian Beast + Aladdin

- 259. Guardian Beast + Aladdin + Dwarven Weaponsmith
- 260. Guardian Beast + Rocket Launcher
- 261. Guardian Beast + Tawnos's Coffin
- 262. Hazezon Tamar + Ashnod's Altar: For really big fireballs...or use
- 263. Heaven's Gate + Touch of Darkness + Cleanse
- 264. Heaven's Gate + Jovial Evil + Martyr's Cry + Mind Twist
- 265. Hellfire + Touch of Darkness
- 266. Hell's Caretaker + Hive
- 267. Hell's caretaker + Ruhk Egg + Ruhk Egg
- 268. Hell's Caretakers + Ruhk Eggs + Blazing Effigies: Not new, but still
- 269. Hive + Hell's Caretaker
- 270. Holy Armor + any creature + Life Chisel
- 271. Hordes + Juxtapose
- 272. Howl from Beyond + Berserk
- 273. Howl from Beyond + El Hajjaj + Tawnos' Wand or Dwarven Warriors
- 274. Howl from Beyond and/or Unholy Strength + Evil Presence + Bog Wraiths
- 275. Howl from Beyond or Fireball + Priest of Yawgmoth + any artifact
- 276. Howl from Beyond or Righteousness or similar card + Dwarven Warriors
- 277. Howling Mine + Black Vise + Hurkyl's Recall
- 278. Howling Mine + Brain geyser + Verduran Enchantress + Library of Leng + Black Vise
- 279. Howling Mine + Phyrexian Gremlins
- 280. Howling Mines + Ivory Tower + Library of Leng
- 281. Hurkyl's Recall + Black Vise + Howling Mine
- 282. Hurkyl's Recall + Time twister
- 283. Hypnotic Specter + The Rack + Mind Twist + Disrupting Scepter + Sorceress Queen
- 284. Icy Manipulator + Psychic Venom
- 285. Icy Manipulator + Royal Assassin
- 286. Icy Manipulator + Siren's Call
- 287. Icy Manipulator or Twiddle + Blight
- 288. Icy Manipulator or Twiddle + Psycic Venom
- 289. Icy Manipulator or Twiddle or Nettling Imp + Spirit Shackle
- 290. Icy Manipulator or Twiddle or Nettling Imp + Spirit Shackle + Sorceress Queen
- 291. Icy Manipulator or Twiddle or Phyrexian Gremlins + Xenic Poltergeist + Royal Assassin or Nettling Imp
- 292. Illusionary Mask + (w/ Ali from Cairo also w/ Johan or Guardian Beast)
- 293. Illusionary Mask + Power Surge
- 294. Illusionary Mask + Spore Flower: go nuts trying to find it and kill it
- 295. Immolation + any regenerating creature + Giant Strength
- 296. Infernal Medusa + Gaseous Form + Lure
- 297. Infernal Medusa + Regeneration + Lure
- 298. Infernal Medusa + Regeneration or Gaseous Form + Lure
- 299. Instill Energy + Animate Artifact + Time Vault
- 300. Instill Energy + Bird of Paradise
- 301. Instill Energy + Colossus of Sardia
- 302. Instill Energy + Demonic Hordes + Jandor's Saddlebags
- 303. Instill Energy + Ley Druid
- 304. Instill Energy + Ley Druid + any basic land + Wild Growth

305. Instill Energy + Ley Druid + Mishras Workshop
306. Instill Energy + Primordial Ooze + Circle of Protection: Red
307. Instill Energy + Sorceress Queen + Prodigal Sorcerer
308. Instill Energy + Stasis + Ley druid
309. Instill Energy + Wrath of God + Khabal Ghoul
310. Instill Energy or Yotian Soldiers or Serra Angels + Stasis + Ley Druid + Wild Growth
311. Invisibility + Juggernaut
312. Iron Star + Throne of Bone + Crystal Rod + Wooden Sphere + Ivory Cup + Urza's Chalice + Lifetap
313. Island of Wak Wak or Library of Alexandria + Candelabra of Tawnos
314. Ivory Cup + Throne of Bone + Crystal Rod + Wooden Sphere + Iron Star + Urza's Chalice + Lifetap
315. Ivory Tower + Arboria
316. Ivory Tower + Arboria + Library of Leng
317. Ivory Tower + Library of Leng + Brain geyser
318. Ivory Tower + Library of Leng + Howling Mines
319. Ivory Tower + Library of Leng + Liches x2
320. Jade Monolith + Ali from Cairo
321. Jade Monolith + any Circle of Protection
322. Jade Monolith and/or Spectral Cloak and/or Regeneration + Ali from Cairo
323. Jandor's Saddlebags + Demonic Hordes + Instill Energy
324. Jandor's Saddlebags + Sorceress Queen + Prodigal Sorcerer
325. Juggernaut + Invisibility
326. Juggernaut or Black Lotus + Argivian Archeologist
327. Jump + Creature Bond + Earthbind
328. Jump + Grapeshot Catapult
329. Karma + Cyclopean Tombs
330. Karma + Evil Presence | | Phantasmal Terrain
331. Karma + Magical Hack
332. Keldon Warlord + Living Lands or Kormus Bell
333. Keldon Warlord or Lord of The Pit + Kormus Bell or Living Lands + Equinox
334. Khabal Ghoul + Blazing Effigy or Rukh Egg + Fallen Angel or Chain Lightning
335. Khabal Ghoul + Diamond Valley + Rukh Egg
336. Khabal Ghoul + Drop of Honey
337. Khabal Ghoul + Oubliette + Nevinyrral's Disk
338. Khabal Ghoul + The Hive + multiple Power Artifact + Dwarven Weaponsmith
339. Khabal Ghoul + Wrath of God + Instill Energy
340. Khabal Ghouls + Nether Shadows + Fallen Angels/Life Chisels/Diamond Valley
341. Kismet, Meek Stone or Stasis
342. Kormus Bell + Earthquake (1 point)
343. Kormus Bell or Living Lands + Equinox + Keldon Warlord or Lord of The Pit
344. Kormus Bell or Living Lands + Keldon Warlord
345. Kormus Bell or Living Lands + Nevinyrral's Disk
346. Kudzu + Birds/Elves
347. Land Tax + Recall: fuel for recall
348. Ley Druid + Instill Energy
349. Ley Druid + Instill Energy + any basic land + Wild Growth
350. Ley Druid + Instill Energy + Mishras Workshop

- 351. Ley Druid + Library of Alexandria
- 352. Ley Druid + Mishra's Factory
- 353. Ley druid + Stasis + Instill Energy
- 354. Ley Druid + Stasis + Wild Growth + Yotian Soldiers or Serra Angels or Instill Energy
- 355. Library of Alexandria + Ley Druid
- 356. Library of Alexandria or Island of Wak Wak + Candelabra of Tawnos
- 357. Library of Leng + Black Vise
- 358. Library of Leng + Arboria + Ivory Tower
- 359. Library of Leng + Basaar of Bagdad
- 360. Library of Leng + Black Vise + Braingeyser + Howling Mine + Verduran Enchantress
- 361. Library of Leng + Ivory Tower + Braingeyser
- 362. Library of Leng + Ivory Tower + Howling Mines
- 363. Library of Leng + Liches x2 + Ivory Tower
- 364. Lich + Mirror Universe
- 365. Lich + multiple Shahrazads + multiple Personal Incarnations
- 366. Liches x2 + Ivory Tower + Library of Leng
- 367. Life Chisel + any creature + Holy Armor
- 368. Life Chisel + any high casting cost & toughness creature + Great Defender
- 369. Life Chisel + any high casting cost & toughness creature + Subdue
- 370. Life Chisel + any high-toughness critter + Animate Dead or Resurrection
- 371. Life Chisel + any toughness pumpable critter
- 372. Life Chisel + Carrion Ants
- 373. Life Chisel + Energy Tap (on any 8 casting cost creature) + Colossus + Life Chisel + any land
- 374. Life Chisel + Rukh Egg
- 375. Lifeforce + Sleight of Mind
- 376. Lifetap + Gaea's Liege
- 377. Lifetap + Magical Hack
- 378. Lifetap + Throne of Bone + Crystal Rod + Wooden Sphere + Iron Star + Ivory Cup + Urza's Chalice
- 379. Lightning Bolt + Sorceress Queen
- 380. Living Artifact + Copper Tablet
- 381. Living Lands + Gaea's Liege + Prodigal Sorcerer
- 382. Living Lands + Pestilence
- 383. Living Lands or Gaea's Liege + Magical Hack + Mana Short + Siren's Call
- 384. Living Lands or Kormus Bell + Equinox + Keldon Warlord or Lord of The Pit
- 385. Living Lands or Kormus Bell + Keldon Warlord
- 386. Living Lands or Kormus Bell + Nevinyrral's Disk
- 387. Living plane + heaven's gate (lands white) + holy light (kill 1/1'stheir land)
- 388. Living Plane+ Sorrow's Path+ Spirit Link
- 389. Llanowar Elves + Metamorphosis
- 390. Lord of The Pit + Circle of Protection: Black
- 391. Lord of The Pit + The Hive or Master of Wolves
- 392. Lord of The Pit or Keldon Warlord + Kormus Bell or Living Lands + Equinox
- 393. Lord of the Pit. + Rukh Egg
- 394. Lotus or Onulet or Tetravus or Triskelion + Dwarven Weaponsmith + Argivian Archaeologist + Urza's Chalice
- 395. Lure + Abu Ja Far

- 396. Lure + Aisling Leprechaun + Regeneration + Circle of Protection: Green
- 397. Lure + Aisling Leprechaun + Circle of Protection: Green
- 398. Lure + Gaseous Form + Infernal Medusa
- 399. Lure + Infernal Medusa + Regeneration or Gaseous Form
- 400. Lure + Regeneration + Infernal Medusa
- 401. Lure + Regeneration + Venom
- 402. Lure + Regeneration + Wolverine Pack
- 403. Lure + Rukh Egg + Rukh Egg
- 404. Lure + Thicket Basilisk
- 405. Lure + Thicket Basilisk + Gaseous Form
- 406. Lure + Uthden Troll + Fire breathing
- 407. Lure or Drain Life or Metamorphosis or Sacrifice or Stone Giant + Rukh's Egg
- 408. Magical Hack + any land destroyer + Tsunami or Flashfires or any similar cards
- 409. Magical Hack + Flashfires
- 410. Magical Hack + Gaea's Liege or Living Lands + Mana Short + Siren's Call
- 411. Magical Hack + Karma
- 412. Magical Hack + Lifetap
- 413. Magical Hack + Tsunami
- 414. Mana barbs + Black Vise
- 415. Mana barbs + Power surge + Mana flare + Circle of Protection: Red
- 416. Mana Flare + Dingus Egg + Pyramids + Armageddon Clock
- 417. Mana flare + Gauntlet of Might + Roc Hydra + Power surge
- 418. Mana flare + Mana barbs + Power surge + Circle of Protection: Red
- 419. Mana flare + Tawnos's Caldabra
- 420. Mana Short + Gaea's Liege or Living Lands + Magical Hack + Siren's Call
- 421. Martyrs of Korlis + Argivian Archaeologist + Bottle of Suleiman + Artifact Ward
- 422. Martyrs of Korlis + Argivian Archaeologist + Bottle of Sulieman
- 423. Martyrs of Korlis + Artifact Ward
- 424. Martyrs of Korlis + Copper Tablet + Armageddon Clock + Artifact Ward
- 425. Martyrs of Korlis or Circle of Protection: Artifacts + Argivian Archaeologist + Bottle of Suleiman
- 426. Master of Wolves or The Hive + Lord of The Pit
- 427. Matyrs of Korlis or Reverse Polarity + Bottle of Suleiman + Argivan Archaeologist
- 428. Meek stone + Sorceress Queen
- 429. Meek stone or Energy Flux or Stasis or Anhk of Mishra or + Obelisk of Undoing
- 430. Meek stone or Stasis or Energy Flux or Winter Orb or + Obelisk of Undoing
- 431. Meek Stone + Serra Angel
- 432. Metamorphosis + Llanowar Elves
- 433. Metamorphosis or Drain Life or Lure or Sacrifice or Stone Giant + Rukh's Egg
- 434. Millstone + Power Drain
- 435. Mind Twist + Brain geyser
- 436. Mind twist + The Rack
- 437. Mind Twist + The Rack + Hypnotic Specter + Disrupting Scepter + Sorceress Queen
- 438. Mind Twist or Wheel of Fortune + Glasses of Urza
- 439. Mind Twist or Wheel of Fortune + Unsummon
- 440. Mirror Universe + Lich
- 441. Mishra's Factory + Ley Druid

- 442. Mishra's Factory + Unstable Mutation (acts like Giant Growth!)
- 443. Mishra's Factory, Wrath of God, Counter spells
- 444. Mishra's Workshop + Instill Energy + Ley Druid
- 445. Natural Selection + Demonic Attorney
- 446. Nether Shadows + Ashnod's Altar
- 447. Nether Shadows + Ashnod's Altar + Rocket Launcher
- 448. Nettling Imp + Royal Assassin
- 449. Nettling Imp + Sengir Vampire or Royal Assassin
- 450. Nettling Imp + Sorceress Queen + Sengir Vampire
- 451. Nettling Imp + Xenic Poltergeist + Royal Assassin
- 452. Nettling Imp or Royal Assassin + Xenic Poltergeist + Icy Manipulator or Twiddle or Phyrexian Gremlins
- 453. Nettling Imp or Twiddle or Icy Manipulator + Spirit Shackles
- 454. Nettling Imp or Twiddle or Icy Manipulator + Spirit Shackles + Sorceress Queen
- 455. Nevinyrral's Disk + Khabal Ghoul + Oubliette
- 456. Nevinyrral's Disk + Kormus bell or Living Lands
- 457. Nevinyrral's Disk + Regrowth + Reconstruction
- 458. Nevinyrral's Disk + Regrowth and/or Reconstruction
- 459. Nevinyrral's Disk + Rukh Eggs
- 460. Nevinyrral's Disk or Wrath of God + Unsummon
- 461. Northern Paladin + Sleight of Mind
- 462. Northern Paladin + Sleight of Mind + Clone or Doppelganger
- 463. Obelisk of Undoing + Dragon Whelp
- 464. Obelisk of Undoing + Energy Flux or Stasis or Ankh of Mishra or Meek stone or any artifact or enchantment that hurts all players
- 465. Obelisk of Undoing + Stasis
- 466. Obelisk of Undoing + Stasis or Energy Flux or Meek stone or Winter Orb or
- 467. Obelisk of Undoing and/or Unsummon + Tetravus and/or Triskelion
- 468. Old Man of The Sea + Diamond Valley
- 469. Old Man of The Sea + Sorceress Queen
- 470. Old Man of The Sea + Sorceress Queen + Diamond Valley
- 471. Onulet + Atog
- 472. Onulet or Tetravus or Triskelion or Lotus + Dwarven Weaponsmith + Argivian Archaeologist + Urza's Chalice
- 473. Orcish Artillery + Circle of Protection: Red
- 474. Orcish Artillery + Sorceress Queen + Circle of Protection: Red
- 475. Orcish Mechanics + Aladdin
- 476. Orcish Oriflamme + Power Artifact x2 + The Hive
- 477. Orcish Oriflamme + Stone Giant + Rukh Egg
- 478. Ornithopter + Argivian Archaeologist + Yawgmoth Demon
- 479. Ornithopter + Unholy Strength
- 480. Ornithopters + Diamond Valley + Argivian Archaeologist
- 481. Oubliette + Khabal Ghoul + Nevinyrral's Disk
- 482. Paralyze + any creature
- 483. Paralyze + Royal Assassin
- 484. Personal Incarnations + Lich + multiple Shahrazad's
- 485. Pestilence + Castle + Circle of Protection: Black

- 486. Pestilence + Circle of Protection: Black
- 487. Pestilence + Circle of Protection: Black
- 488. Pestilence + Circle of Protection: Black + White Knight
- 489. Pestilence + Kormus Bell + Black Lotus
- 490. Pestilence + Living Lands
- 491. Pestilence + Rukh Egg
- 492. Pestilence + Rukh Egg
- 493. Pestilence + White Knight
- 494. Pestilence or Cyclone + Fungusaur
- 495. Pestilence or Fire breathing or Earthquake or Volcanic Eruption + Rukh's Egg
- 496. Petra Sphynx + Sylvan Library
- 497. Petra Sphynx + Xira Arien
- 498. Phantasmal Terrain + any creature with "x-Walk" ability
- 499. Phyrexian Gremlins + Artifact Possession
- 500. Phyrexian Gremlins + Howling Mine
- 501. Phyrexian Gremlins + Winter Orb
- 502. Phyrexian Gremlins or Icy Manipulator or Twiddle + Xenic Poltergeist + Royal Assassin or Nettling Imp
- 503. Pit Scorpion or Frozen Shade + Dwarven Warriors or Tawnos' Wand
- 504. Power Artifact + The Hive + Dwarven Weaponsmith + Khabal Ghoul
- 505. Power Artifact + Celestial Prism
- 506. Power Artifact + Rocket Launcher + Tawnos's Coffin + Animate Artifact
- 507. Power Artifact x2 + The Hive + Orcish Oriflamme
- 508. Power Drain + Millstone
- 509. Power Leak + Relic Bind + Sol Ring
- 510. Power Surge + Aladdin's Lamp
- 511. Power Surge + Candelabra of Tawnos
- 512. Power Surge + Circle of Protection: Red
- 513. Power Surge + Dragon Engine or Granite Gargoyle or Shivian Dragon
- 514. Power Surge + Illusionary Mask
- 515. Power surge + Mana barbs + Mana flare + Circle of Protection: Red
- 516. Power surge + Mana flare + Gauntlet of Might + Roc Hydra
- 517. Priest of Yawgmoth + any artifact + Fireball or Howl from Beyond
- 518. Primordial Ooze + Circle of Protection: Red + Instill Energy
- 519. Primordial Ooze + unstable mutation
- 520. Prodigal Sorcerer (Opponent's) + Flight + Grapeshot Catapult
- 521. Prodigal Sorcerer + Argivian Archaeologist + Tetravus
- 522. Prodigal Sorcerer + Living Lands + Gaea's Liege
- 523. Prodigal Sorcerer + Sorceress Queen + Instill Energy
- 524. Prodigal Sorcerer + Sorceress Queen + Jandor's Saddlebags
- 525. Prodigal Sorcerers x2 + Sorceress Queen
- 526. Psychic Venom + Icy Manipulator
- 527. Psychic Venom + Icy Manipulator or Twiddle
- 528. Pyramids + Armageddon
- 529. Pyramids + Balance
- 530. Pyramids + Consecrate Land + Armageddon
- 531. Pyramids + Dingus Egg + Mana Flare + Armageddon Clock

- 532. Reconstruction + Nevinyrral's Disk + Regrowth
- 533. Reconstruction and/or Regrowth + Nevinyrral's Disk
- 534. Regeneration + Aisling Leprechaun + Lure + Circle of Protection: Green
- 535. Regeneration + Infernal Medusa + Lure
- 536. Regeneration + Venom + Lure
- 537. Regeneration + Wolverine Pack + Lure
- 538. Regeneration and/or Spectral Cloak and/or Jade Monolith + Ali from Cairo
- 539. Regeneration or Gaseous Form + Lure + Infernal Medusa
- 540. Regrowth + Nevinyrral's Disk + Reconstruction
- 541. Regrowth and/or Reconstruction + Nevinyrral's Disk
- 542. Relic Bind + Basalt Monolith
- 543. Relic Bind + Power Leak + Sol Ring
- 544. Reset + Alabaster Potion
- 545. Resurrection or Animate Dead + any high-toughness critter + Life Chisel
- 546. Reverse Damage + Dingus Egg + Armageddon
- 547. Reverse Damage + Eye For An Eye
- 548. Reverse Polarity or Martyrs of Korlis + Bottle of Suleiman + Argivan Archaeologist
- 549. Righteousness or Howl from Beyond or similar card + Dwarven Warriors
- 550. Roc Hydra + Mana flare + Gauntlet of Might + Power surge
- 551. Rocket Launcher + Argivian Archeologist
- 552. Rocket Launcher + Guardian Beast
- 553. Rocket Launcher + multiple Nether Shadows + Ashnod's Altar
- 554. Rocket Launcher + Power Artifact + Tawnos's Coffin + Animate Artifact
- 555. Royal Assassin + Icy Manipulator
- 556. Royal Assassin + Nettling Imp
- 557. Royal Assassin + Paralyze
- 558. Royal Assassin + Xenic Poltergeist + Nettling Imp
- 559. Royal Assassin or Nettling Imp + Xenic Poltergeist + Icy Manipulator or Twiddle or Phyrexian Gremlins
- 560. Royal Assassin or Sengir Vampire + Nettling Imp
- 561. Rukh Egg + Animate Dead + Skull of Orm
- 562. Rukh Egg + Diamond Valley + Khabal Ghoul
- 563. Rukh Egg + Stone Giant + Orcish Oriflamme
- 564. Rukh Egg or Blazing Effigy + Fallen Angel or Chain Lightning + Khabal Ghoul
- 565. Rukh Eggs + Arena: An alternate way of cracking them open...
- 566. Rukh's Egg + Drain Life or Lure or Metamorphosis or Sacrifice or Stone Giant
- 567. Rukh's Egg + Fire breathing or Earthquake or Volcanic Eruption or Pestilence
- 568. Rukh's Egg + Giant Growth + Berserk
- 569. Sacrifice or Drain Life or Lure or Metamorphosis or Stone Giant + Rukh's Egg
- 570. Sengir Vampire + Sorceress Queen + Nettling Imp
- 571. Sengir Vampire or Royal Assassin + Nettling Imp
- 572. Serendib Djinn + Juxtapose + Gaseous Form | | Maze of Ith
- 573. Serra Angel + Meek Stone
- 574. Serra Angel + Smoke
- 575. Serra Angels + multiple Castle
- 576. Serra Angels or Yotian Soldiers or Instill Energy + Stasis + Ley Druid + Wild Growth
- 577. Shahrazad's + multiple Personal Incarnations + Lich

- 578. Shanodin Dryads + Gaea's Liege + Aspect of Wolf
- 579. Shivan Dragon or Dragon Engine or Granite Gargoyle + Power Surge
- 580. Siren's Call + Blaze of Glory + Abu Jafar
- 581. Siren's Call + Blaze of Glory + Abu Jafar
- 582. Siren's Call + Fog + multiple Thicket Basilisk
- 583. Siren's Call + Gaea's Liege or Living Lands + Magical Hack + Mana Short
- 584. Siren's Call + Icy Manipulator
- 585. Siren's Call + Wall of Dust + Blaze of Glory
- 586. Sleight of Mind + Lifeforce
- 587. Sleight of Mind + Northern Paladin
- 588. Sleight of Mind + Northern Paladin + Clone or Doppelganger
- 589. Smoke + Serra Angel
- 590. Sol Ring + Power Leak + Relic Bind
- 591. Sol Ring or any Mox (opponent's) + Artifact Possession
- 592. Sorceress Queen + 2 Prodigal Sorcerers
- 593. Sorceress Queen + Lightning Bolt
- 594. Sorceress Queen + Meek stone
- 595. Sorceress Queen + Nettling Imp + Sengir Vampire
- 596. Sorceress Queen + Old Man of The Sea
- 597. Sorceress Queen + Old Man of The Sea + Diamond Valley
- 598. Sorceress Queen + Orcish Artillery + Circle of Protection: Red
- 599. Sorceress Queen + Prodigal Sorcerer + Instill Energy
- 600. Sorceress Queen + Prodigal Sorcerer + Jandor's Saddlebags
- 601. Sorceress Queen + Spirit Shackle + Twiddle or Icy Manipulator or Nettling Imp
- 602. Sorceress Queen + The Rack + Hypnotic Specter + Mind Twist + Disrupting Scepter
- 603. Spectral Cloak and/or Jade Monolith and/or Regeneration + Ali from Cairo
- 604. Spell Block + Unsummon + Animate Dead
- 605. Spirit Link + any large creature
- 606. Spirit Link + Arena: Link your Shivan and watch your life escalate in the Arena
- 607. Spirit Link + Force of Nature
- 608. Spirit Shackle + Sorceress Queen + Twiddle or Icy Manipulator or Nettling Imp
- 609. Spirit Shackle + Twiddle or Icy Manipulator or Nettling Imp
- 610. Stasis + Black Vise
- 611. Stasis + Ley druid + Instill Energy
- 612. Stasis + Ley Druid + Wild Growth + Yotian Soldiers or Serra Angels or Instill Energy
- 613. Stasis + Obelisk of Undoing
- 614. Stasis or Energy Flux or Anhk of Mishra or Meek stone or + Obelisk of Undoing
- 615. Stasis or Energy Flux or Meek stone or Winter Orb or + Obelisk of Undoing
- 616. Steal Artifact + Diamond Valley
- 617. Stone Giant + Rukh Egg
- 618. Stone Giant + Rukh Egg + Orcish Oriflamme
- 619. Stone Giant + Uthden Troll or Clay Statue
- 620. Stone Giant or Drain Life or Lure or Metamorphosis or Sarcifice + Rukh's Egg
- 621. Storm World + Black Vise
- 622. Stream of Life or Circle of Protection: Green + Fastbond + Urza's Lands Set
- 623. Subdue + any high casting cost & toughness creature + Life Chisel

- 624. Subdue + any Wall
- 625. Sunglasses of Urza + Conversion
- 626. Sword of the Ages + All Hallow's Eve: Use All Hallow's first, kill
- 627. Sylvan Library + Petra Sphynx
- 628. Sylvan Library + Xira Arien
- 629. Tawnos' Wand or Dwarven Warriors + Frozen Shade or Pit Scorpion
- 630. Tawnos' Wand or Dwarven Warriors + Howl from Beyond + El Hajjaj
- 631. Tawnos's Candelabra + Manaflare
- 632. Tawnos's Coffin + Animate Artifact + Power Artifact + Rocket Launcher
- 633. Tawnos's Coffin + Guardian Beast
- 634. Tetravus + Argivian Archaeologist + Prodigal Sorcerer
- 635. Tetravus and/or Triskelion + Obelisk of Undoing and/or Unsummon
- 636. Tetravus or Onulet or Triskelion or Lotus + Dwarven Weaponsmith + Argivian Archaeologist + Urza's Chalice
- 637. The Hive + Castle
- 638. The Hive + multiple Power Artifact + Dwarven Weaponsmith + Khabal Ghoul
- 639. The Hive + Power Artifact x2 + Orcish Oriflamme
- 640. The Hive + Yawgmoth Demon
- 641. The Hive or Master of Wolves + Lord of The Pit
- 642. The Rack + any force-discard type of card
- 643. The Rack + Black Vise
- 644. The Rack + Hypnotic Spectre + Mind Twist + Disrupting Scepter+ Sorceress Queen
- 645. The Rack + Mind twist
- 646. Thicket Basilisk + Gaseous Form + Lure
- 647. Thicket Basilisk + Lure
- 648. Thicket Basilisk multiple + Fog + Siren's Call
- 649. Throne of Bone + Crystal Rod + Wooden Sphere + Iron Star + Ivory Cup + Urza's Chalice + Lifetap
- 650. Time Elemental + Gwendlyn di Corci
- 651. Time Elemental + Nebuchadnezzar: Return it to their hand, make them
- 652. Time Vault + Animate Artifact + Instill Energy
- 653. Time twister + Hurkyl's Recall
- 654. Touch of Darkness + Heaven's Gate + Cleanse
- 655. Touch of Darkness + Hellfire
- 656. Triskelion and/or Tetravus + Obelisk of Undoing and/or Unsummon
- 657. Triskelion or Onulet or Tetravus or Lotus + Dwarven Weaponsmith + Argivian Archaeologist + Urza's Chalice
- 658. Tsunami + Magical Hack
- 659. Tsunami or Flashfires or any similar cards + Magical Hack + any land destroyer
- 660. Tsunami or Volcanic Eruption or Flash Fires + Dingus Egg
- 661. Twiddle or Icy Manipulator + Blight
- 662. Twiddle or Icy Manipulator + Psychic Venom
- 663. Twiddle or Icy Manipulator or Nettling Imp + Spirit Shackle
- 664. Twiddle or Icy Manipulator or Nettling Imp + Spirit Shackle + Sorceress Queen
- 665. Twiddle or Icy Manipulator or Phyrexian Gremlins + Xenic Poltergeist + Royal Assassin or Nettling Imp
- 666. Unholy Strength + Ornithopter
- 667. Unholy Strength and/or Howl from Beyond + Evil Presence + Bog Wraiths

- 668. Unstable Mutation + Rukh Egg
- 669. Unstable mutation + Primordial Ooze
- 670. Unsummon + Mind Twist
- 671. Unsummon + Spell Block + Animate Dead
- 672. Unsummon + Wheel of Fortune
- 673. Unsummon + Wrath of God or Nevinyrral's Disk
- 674. Unsummon and/or Obelisk of Undoing + Tetravus and/or Triskelion
- 675. Urza's Chalice + Argivian Archaeologist + Dwarven Weaponsmith + Onulet or Tetravus or Triskelion or Lotus
- 676. Urza's Chalice + Throne of Bone + Crystal Rod + Wooden Sphere + Iron Star + Ivory Cup + Lifetap
- 677. Urza's Lands Set + Fastbond + Stream of Life or Circle of Protection: Green
- 678. Uthden Troll + Fire breathing + Lure
- 679. Uthden Troll or Clay Statue + Stone Giant
- 680. Venom + Regeneration + Lure
- 681. Verduran Enchantress + Braingeyser + Howling Mine + Library of Leng + Black Vise
- 682. Volcanic Eruption or Fire breathing or Earthquake or Pestilence + Rukh's Egg
- 683. Volcanic Eruption or Tsunami or Flash Fires + Dingus Egg
- 684. Wall of Dust + Blaze of Glory + Siren's Call
- 685. Wheel of Fortune + Unsummon
- 686. Wheel of Fortune or Mind Twist + Glasses of Urza
- 687. Wheel of Fortune or Mind Twist + Unsummon
- 688. White Knight + Pestilence + Circle of Protection: Black
- 689. Wild Growth + Ley Druid + Instill Energy + any basic land
- 690. Wild Growth + Stasis + Ley Druid + Yotian Soldiers or Serra Angels or Instill Energy
- 691. Will-o-wisp + Castle
- 692. Winter Orb + Black Vise
- 693. Winter Orb + Phyrexian Gremlins
- 694. Winter Orb or Stasis or Energy Flux or Meek stone or + Obelisk of Undoing
- 695. Wolverine Pack + Lure + Regeneration
- 696. Wooden Sphere + Throne of Bone + Crystal Rod + Iron Star + Ivory Cup + Urza's Chalice + Lifetap
- 697. Word of Command + Fork
- 698. Word of Command + Glasses of Urza
- 699. Wrath of God + Khabal Ghoul + Instill Energy
- 700. Wrath of God or Nevinyrral's Disk + Unsummon
- 701. Wretched + living lands + lure
- 702. Xenic Poltergeist + Icy Manipulator or Twiddle or Phyrexian Gremlins + Royal Assassin or Nettling Imp
- 703. Xenic Poltergeist + Nettling Imp + Royal Assassin
- 704. Xira Arien + Petra Sphynx
- 705. Xira Arien + Sylvan Library
- 706. Yawgmoth Demon + Ornithopter + Argivan Archaeologist
- 707. Yawgmoth Demon + The Hive
- 708. Yotian Soldiers or Serra Angels or Instill Energy + Stasis + Ley Druid + Wild Growth