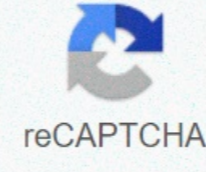




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## Premium deck series slivers mtggoldfish

This set includes sixtie premium cards, including five rare and one rare and a miath. You also get a special edition life counter, a foil deck box, add a strategy, and a teach guide to magic playing. Each card is a silver foil, with a black border, and a valid tournament for any format in which it is legal. Set name: Premium Deck Series: SliversNumber's Cards: 60 Languages: Official English Three Letters Code: H09Twitter Hashtag: #MTGH09 Deck Design and Team Development: Ken Nagle and Mike Turian This deck has two objectives: First, play lands that can produce many different colors. Second, cast many shrapnel to attack and defend for you. You want to mulligan hands with only one earth and hands whose lands all produce the same color as Manet. Gemhide Shrapnel, Ancient Ziggort, Rupture Turret are all big cards seen in your opening hand that are giving you access to all five colors. Attack whenever it is safe to hurt your opponent, using your shrapnel capabilities to assist you before and during fighting. Do not allow your creatures to die in battle if you can help it; Even an inferior metal fragment will improve exponentially as your army of shrapnel grows. Keeping your early shrapnel safe from any bad can complete big late in the game. Your deck has a huge number of shrapnel for a reason: each individual shrapnel helps your shrapnel army differently. Crystalline shrapnel stops targeted effects. Heart shrapnel allows seismics to attack immediately. A quick shrapnel allows you to cast shrapnel during a fight or even during your opponent's turn. A venomous shrapnel can irreparably poison an opponent to death regardless of that player's life's shrapnel. Some of Shrapnel's abilities are so powerful that they require the sacrifice of a shrapnel. An acidic shrapnel can eliminate your opponent, and a shrapnel ritual can get you a life to stay in the game, a necrotizing sliver can destroy your opponent's problematic constants. Use Brood Shrapnel to create 1/1 presumable shrapnel tokens at the end of it. When you run out of Slivers cast. use distant melody or Aphetto Dredging to re-gram your hand with shrapnel cards. Use Homing Shrapnel and Oberold Shrapnel to ensure you have the right shrapnel at the right time. You can even use them to find your amoeboid modification. Later, you can use Amoeboid Changeling to turn your opponent's best creature into a sliver, and then steal it with an oberord shrapnel! Heartstone makes shrapnel capabilities cost 1 less to run, which is especially powerful with spectral shrapnel and shrapnel overlord. However, Heartstone also helps your opponents - just like your shrapnel do when you're standing in front of another shrapnel deck - so be careful or it can explode! A wild couple shines in a late game, but it requires some finessing. The shrapnel production cards in your library are 1/1, 2/2, or 3/3 (along with one 7/7 overlord shrapnel). On the battlefield, they may be bigger. For example, if none of your other fragments affect strength or rigidity, you Cast a sliver of muscle from your hand and then use the ability of a wild couple to bring perhaps a shrapnel free from your library (shrapnel muscle is 2/2 on the battlefield while perhaps a shrapnel is 2/2 in your library). Using a luxurious use of muscle shrapnel, possibly a shrapnel, a spectral shrapnel, and hibernation shrapnel, it is possible for a wild couple to put all the shrapnel from your library to the battlefield! Page 2 warning: You are not logged in. Your IP address will be visible to the public if you edit any edits. If you log in or create an account, your edits have never been attributed to your username, along with other benefits. Amoeboid Changeling Premium Deck Series: Shrapnel (C) 1/1 Creature - Changeling ShapeShifter (This card is any creature type at any time.) : The target creature earns all types of production by the end of the queue. The target creature loses all types of creatures by the end of the queue. Premium Arms Icon Deck Series: Shrapnel (R) Each creature object gets +1/+1 for each other creature on the battlefield and shares at least one creature type with it. (For example, if two goblin fighters and Shaman Goblin are on the battlefield, each receives +2/+2.) 2/2 creature shrapnel premium decking: shrapnel (C) 2/2 creature - shrapnel each card shrapnel in each player's hand has a chip. Chip (. cancel this card: Search the library for a shrapnel card, uncover it and insert it into your hand. then shuffle your library.) page 2 Shrapnel Overlord Premium Deck Series: Shrapnel (M) 7/7 Legendary Creature - Mutant Fragment : Search your library for a shrapnel card, expose the card, and put it in your hand. So mix up your library. Get control of the target fragment. (This effect persists indefinitely.) Premium Shrapnel Venomous Deck Series: Shrapnel (C) 1/1 Creature - Shrapnel All Shrapnel Creatures Have Toxic 1. (Whenever Beaver deals with fighting damage to the player, the player receives a poison counter. Vivid Creek Premium Deck Series: Shrapnel (U) Land Vivid Creek enters the battlefield tapped with two charging counters on it. Add to your mana pool. Remove a charging counter from Vivid Creek: Add one mana of each color to your mana pool. Vivid Grove Premium Deck Series: Slivers (U) Land Vivid Grove enters the battlefield with two charging counters on it. Add to your mana pool. Remove charging counter from Vivid Grove: Add one mana of each color to your mana pool. Wild Pair Premium Deck Series: Magic Shrapnel (R) Every time a creature enters the battlefield, if you cast it out of your hand, you can search your library for a production card with the same strength and toughness total and put it on the battlefield. If you do, shuffle your library. Page 3 All original content on this page © 2012-2020 MTGGoldfish, Inc. and can be used or reproduced without consent. Wizards of the Beach, Magic: Convergence, and their logos are Of the Wizards of the Coastal LLC. © 1995-2020. All rights reserved to MTGGoldfish, Inc. is not affiliated with Wizards of coastal LLC. All original content on this © 2012-2020 MTGGoldfish, Inc. and can be used or reproduced without consent. Wizards of the Beach, Magic: The Convergence, and their logo are trademarks of Wizards of the Beach LLC. © 1995-2020. 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