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Commander's Quarters is your Magic the Gathering supply that helps you command your budget! Today we take our Omnath, Locus of Creation deck and Break the Bank by upgrading our funds to \$100!——Support us right, get rewards, and be part of the Commander's Quarter neighborhood on our Patreon website: your official Commander's Quarters swag at: The Commander's Quarters——When you can shop for tires or specific person playing cards, make sure you use any of our TCGplayer affiliate hyperlinks below to help the channel! Break the bank deck list: bank upgrades exclusively: Decklist: s Quarters joint affiliate hyperlink: [◆◆](#)——TC Gplayer Deck Price Screenshot: Omanth Creation BTB - \$100* ——Commander's Quarters decklists: s Quarters joint affiliate hyperlink: [◆◆](#)——Follow and achieve out to us on social media!Facebook: Tweets by edhquartersInstagram: [◆◆](#)——Check them into Ema Grace (icarchive.org/music/Ema_Grace/)Licensed under Creative Commons: By Attribution 4.0 Wizards of the Coast has banned Omnath, Locus of Creation in Magic: The Gathering's Brawl format. Don't miss our coverage of today's second ban in Standard and Historical. Omnath, Locus of Creation is, by far, the most played Commander in Brawl and currently has the highest win rate, the Wizards said in the announcement. Brawl is a format where we especially value diversity, so Omnath, Locus of Creation is banned in Brawl. But Omnath will still be legal in Historical Brawl and the Wizards will use their Commander weighting system so he will more often be paired against other, similarly powerful commanders. The Wizards also banned Omnath, Locus of Creation in standard today and suspended it in brawl. Omnath, Locus of Creation Brawl Deck List Commander: Omnath, Locus of Creation Creatures: Stonecoil Snake, Giant Killer, Ruin Crab, Kazandu Nectarpot, Lotus Cobra, Azusa, Lost but, Brazen Seeking Borrower, Dryad of the Ilysian Grove, Kazandu Mammoth, Radha, Heart of Keld, Scute Swarm, Unrest, Titan of Nature's Wrath, Migratory Greathorn, Solemn Simulacrum, Ashaya, Soul of the Wild, Terror of the Peaks, Dream Trawler, Moraug, Fury of Akoum, Beanstalk Giant Spells: Adventurous, Spikefield Hazard, Heroic Intervention, Once Upon a Time, Roil Eruption, Burning Dragonfire, Shatterskull Smashing, Grow, Escape to the Wilds, Genesis Ultimatum, Symbiosis, Ondu Inversion Artifacts: Arcane Signet Enchantments: Banishing Light, Felidar Retreat, Elspeth Conqueror Death Lands: 8 Forest, 2 Island, 2 Mountain, 2 Plains, 1 Developing Wilds, 1 Riverglide Pathway Omnath, Locus of Creation is the fourth iteration of this elementary creature, this time it is capable of swinging blue, red, green and white mana. Part of the upcoming Zendikar Rising set, Omnath is a country-focused legendary creature that boasts several useful abilities, depending on how many countries you play each turn. This makes him a superb value engine, which can help us push every last drop out of our cards. While Omnath, Locus of Rage and Omnath, Locus of the Roil are both solid commanders, the Locus of Creation just boasts too much utility to pass up. Because of this, we decided to focus our commander deck on not only lands, but the great advantage we can get from them. This will help us recover quickly if we are hit with a board erasing or fast sprint in front of other tyres at the table. When I designed this deck, I decided to make it powerful enough to win games, without being overwhelmingly oppressive or fast. It is still a competitive list, but one that would not be classified in the cEDH (Competitive EDH) format. Always be sure to adjust tyres based on your own playgroup's power level and style. My deck is designed to act as a foundation to help you build and customize your own variant of Omnath, Locus of Creation. You can see the full cover list here. Omnath, Locus of Creation Primer Commander We use Omnath, Locus of Creation simply because it offers so much fucking value. Four only four mana, this creature draws us a card when it comes in and can give us mana, life or harm our opponents. Omnath also has a decent 4/4 body. But it's rare you'll ever attack with him. Instead, it's better to see Omnath as an enchantment that helps fuel and get us closer to our winning strategy. It is quite rare that we will attack with Omnath, unless we are quite confident that it will survive. This commander is also relatively inexpensive if you have a strong mana base, so we don't have to worry about forever protecting it. You have more than enough land and ramp to keep bringing the big guy out. Ramp One of the most important pillars on deck, we have a total of eleven ramp sources that will either get us an extra land into the picture or allow us to play more than one country a turn. Staples like Sol Ring, Cultivate, Farseek, Kodama's Reach are all included to give us a nice early game boost. Exploration and Mina and Denn, Wildborn is also great for opening turns since they are cheap and let's drop more lands. Lotus Cobra works wonders with our fetchlands, while Azusa, Lost but Seeking can take over the game if left unchecked. You will notice that we left some key cards like Burgeoning and Harrow out of This is because we want to drop as many countries as possible on our turn, not our opponents. The goal is to get as many activations out of Omnath as possible, as cards that allow us to play multiple countries are critical. Draw/ Advantage Of course, not everything like mana will mean a damn thing if we don't have cards in our hand. To supplement this, we run a wide selection of draw spells that can give us an advantage throughout the game. Rhyctic Study and Sylvan Library are obvious inclusions, but we also run Mystic Remora. With the amount of mana we want, the cumulative maintenance cost will not be as harmful to our trip. Thrasios, Triton Hero is an incredible mana wash at the end of the game, and Trade Routes is a great tool card that combines nicely with our extra country cards. Not surprisingly Tatyova, Benthic Druid is an all-star, able to bury our enemies in sheer short advantage along with giving us some minor lifegain. Finally, the Horn of Greed is ace up our sleeve, as it allows us to potentially draw a comical amount of cards per turn. In addition, most people will not remove it right away since it affects the entire table. This allows us to have some political leeway to keep hatred away from our board. Finally, we rock Eladamris call, Worldly Tutor and Enlightened Tutor as our supervisors. Removal This is the most customizable package in the deck, as white, red, blue and green all offer some simply incredible removal spells. For mass removal we run Blasphemous law and cyclonic rift, but you could argue for cards like Austere Command or Wrath of God. Fierce Guardianship and Counterspell are our hard counters, while Path to Exile, Krosan Grip, Beast Within, Force of Vigor and Vandblast serve as our target removal package. Zacama, Primal Calamity and Living Twister can also do some heavy lifting as long as we have the resources to spend on them. Again, I suggest taking a good look at this part of the tire to consider what you need. Removal is certainly our weakest area, so feel free to adjust it if necessary. Protection/recursion Our deck is quite resilient, which can quickly deter people from wasting a lot of removal on us. Both Teleri's protection and heroic intervention can save our entire board from a wrath or mass removal formula. Sylvan Safekeeper is another all-star since it can give any creature shreds at the expense of a country. This may sound like a steep price, but thanks to the Crucible of Worlds, Ramunap Excavator and the Ancient Greenward, you can easily get that card back. Eternal Witness is just a green staple we would be stupid not to use, and Splendid Reclamation can be completely recreating if used correctly. We also run some cards to cheaply bounce lands back to our hand so we can deploy them again to trigger Omnath. Trade routes, Oboro Breezecaller, Mina and Denn, og Living Living all open up new opportunities to continue playing the same country repeatedly. These are some of the most important cards, so I recommend playing them when you know the coast is ready or if you have a way to defend them. Win Disadvantages There are two routes our deck goes for when it comes to victory. The first is only by using Omnath's ability to continue to harm our opponents until their life totals are depleted. This is a less likely method, but Valakut Exploration can help add a little extra damage. But our main strategy is to produce an overwhelming amount of tokens and then pump them up to bash through our enemy defense. Although I wouldn't say that this is a token tire, we use many cards that make creatures via landfall capability. Again, this is to feed into the value engine that Omnath provides, so that we can get more effects when we play land. Our token generators include Avenger by Zendikar, Emeria Angel, Omnath, Locus of Rage, Rampaging Baloths, Scute Swarm Titania, Protector of Argoth, Felidar Retreat, and Zendikar's Roil. All of these create tokens when landing either in or out of the battlefield, giving us a steady stream of attackers and blockers. Sometimes clean numbers aren't enough, so we use staples like Craterhoof Behemoth, Triumph of the Hordes and Overwhelming Stampede to shut out games. We can also surprise our opponents with a Scapeshift/Field of the Dead combo to instantly deploy a wall of zombies. LandEr Finally, our mana base is slightly different than most land-matter tires, as we do not run an insane amount of utility lands. This is because we have to make sure we can throw all our poles, so having access to all four colors is far more important. What you are able to spend will completely depend on your budget, so I recommend watching the Tolarian Community College video about building a mana base for Commander. When it comes to utility land, we rock Field of the Dead, Oboro, Palace in the Clouds, Strip Mine, Thespian's Stage and Glacial Chasm. Just like removal, this section is the most customizable, so if you feel that the draw is missing, consider Mikokoro, Center of the Sea. Just remember, our deck is primarily green, so you will have more lands that produce this color than anything else. Other.