

I won a couple RCQs with Broodscale Combo and have been really enjoying it so I figured I'd write a quick article on it. Also, shout out to Sam Pardee who came up with the initial idea. Here's the list I played at the second RCQ:



How the combo works:

- Basking Broodscale equipped with a Blade of the Bloodchief can become infinitely large and make infinite mana as long as you have something die to start the loop. Every time a scion dies you make a new scion. Adapting or already having a Scion in play are the two simplest ways to start things, but sometimes things die in combat as well.
- Glaring Fleshraker will deal infinite damage if you have the combo going.
- Kozilek's Command will scry your whole deck and find a Fleshraker to deal infinite damage if you have the combo going.
- A second Blade of the Bloodchief means you can make infinite Scions, and make them all infinitely large.
- This means that Mycosynth Garden can copy Blade to do the above combo, which also means that Sowing Mycospawn can be a combo piece as long as you have a green lying around.

Deckbuilding notes:

- I goldfished a bit before the RCQ and decided I actually needed Drum, so I cut the 4th Thought-Knot last minute. I'd love to still have it, but the Drum did seem important and I wasn't sure what else to cut.
- 4 Vista with 1 Wastes might be better than the pain lands. Blood Moon isn't THAT good vs you, but it is pretty annoying at times.
- The two most promising land bullets I'm not playing are Miren, the Moaning Well and Shifting Woodland. Miren lets you gain infinite life after you combo which beats Boros even if they could've burnt you out next turn, and Woodland is a good bullet if you have a Blade and a Broodscale in your graveyard with Delirium. It's worth noting Command gives you two types.
- I didn't particularly miss Balista, but it certainly would've still had its moments. It's a way to have a creature die to start the combo, an infinite mana sink, and can be good with Blade in fair games if you have a pile of Scions. My biggest issue with Ballista is that it just isn't as good of a fair card as it used to be. You also already have a ton of sinks between Command, Fleshraker, Mycospawn, and extra copies of Blade.
- The sideboard is a bit of a mess. Not sure what I'd want, but if there's anything that excites you it should be pretty easy to cut some of the 3-ofs and work it in. Splashing a color (especially if it's for something legendary) isn't completely out of the question, but it is a bit tricky.
- Tarrian's Soulcleaver is an option if you want more than 4 Blade of the Bloodchiefs. The two equip cost is a lot worse, and they do have diminishing returns, but as I mentioned in the combo section the 2nd copy does have some utility. I think it's pretty reasonable to play 1-2.

Tips and Tricks

- Fleshraker does a surprising amount of damage. If you have two in play, every colorless creature you cast deals 6! damage.
- Command can be a Fireball with Fleshraker in play.
- Combat can become a mess very quickly with Blade and Scions. Make sure you are pressuring your opponent's life total especially vs decks that are good at disrupting the combo.
- If your opponent is leaving mana up for removal, it is often better to just make Constructs with Saga than go for the combo.

- Like with Nadu, one of the hardest decisions with this deck is whether to play Saga on turn one or turn two. Turn one Saga can often threaten a turn three kill, but you don't get to make any constructs that way.
- As with most combo decks I don't sideboard a ton. Thought-Knot and Mycospawn are I believe the most cutable cards.
- Eldrazi Temple can be used for abilities. For example you can play and activate Broodscale off Temple and two Forests.

I hope you enjoyed this quick look at Broodscale combo. Until next time, may you make infinite infinite/infinities.