

Magic Power

This is the deck, which bring me up to double legend in two days after falling down to rank7.

Deck <http://imgur.com/Uuu3BLb>

VOD <http://www.twitch.tv/coseto/c/3446616>

The Making of Magic Power

When I was down on the bottom I just can't figure out why I kept losing with the "DTW" and "secret" deck. My rank blew to 7, and I was soooooo close to give up in this game. I took a bath, tried to calm down. Suddenly I came up with an idea - why not try a spell rogue? In the first version of Magic Power I even tried Dalaran Mage, Mana Addict and Sinister Strike... While ranking and changing some of the cards, the current Magic Power was finally built up when I was rank4. All the cards in this deck can't be replaced. Well actually they could, but the new one won't be as powerful as the origin one.

Here are some examples.

1.Kobold for Bloodmage: You lose the card-drawing effect.

2.Questioning Adventurer for VanCleaf: The advantage of VanCleaf is that you can decide to put he on the court or not at the end of your turn. While for the Questioning Adventurer, you have to put him on the court first. Though Questioning Adventurer might deal more damage if he made it through the next turn, VanCleaf is still my first choice.

3.Preparation and Shadowstep: The totally number of these two cards should be three. Having four of on your hand is going to give you a really hard time. Even though two Shadow Steps may give you another chance to put Overspark or Leeroy on the court again and deal more damage, I still don't suggest putting two Shadow Steps in the deck. However, you can replace one Preparation with Shadowstep, which still keeps the number of total three, if you don't have two of them.

4. Cold Blood: Aside from buffing Leeroy, it is also a great card to use in many danger situations(exchanging a 5/6 minion with your BloodMage or Engineer or you want to finish the game quickly and knock his face), it works much more than just simply buffing Leeroy.

5.Shiv, Blade Flurry and Fan of Knives: Let's just skip how op and frustrating when you see Blade Flurry and Fan of Knives swipe out all the minions you've tried so hard to keep them all surviving. The importance of Shiv is that it gives you a chance to draw a card, and if there's Bloodmage or Kobold on the court you can deal two or even three damage. You must put all of them in your deck and there's no any card that can replace them. If Gadgetzan is on the court, you will be able to draw tons of card.

6.Headcrack: There is no way any other card can replace it. Many audiences asked me if this card is necessary, I'm sure they won't ask the question if they have seen how incredible this card can do. Except for the free card-drawing and two health damage if combined with Preparation, it also helps a lot for the "two damage less to

kill dat minion" situation and the last hit to win the game. It's hard to explain to you guys how amazing this card can do, but sometimes, this card breaks your enemy's heart.

7. Novice Engineer: I've tried to replace it with Coldlight Oracle, but it didn't work really well. The point is not letting the opponent to draw cards too, it's about the cost. There's a deep gap between two costs and three in this deck. This is also the reason why I chose Kobold instead of Dalaran.

8. Perdition's Blade: A great card to stop fast break, deals twice damage in single turn even without combo. The two damage can instantly kill Faerie Dragon (who says it's tough?). It also works great along with Blade Flurry.

9. SI:7 Agent: Best minion for Rogue, the two damage battlecry is able to hit the opponent for the last shot. Also, combining with Shadow step to deal four damage instantly to pass through the hard time.

10. Tinkmaster Overspark: Replacing it with Sap, Ironbeak Owl or Big Game Hunter, all of the above won't do as great job as what Overspark can do. Three or maybe four weeks ago when I accidentally made this card I said this is a great card to use. No matter turning the minion into squirrel or failed, the effect on the origin minion has gone. Breaks taunt, solves big-ass enemy, and takes down Sylvanas. For a rogue, only a five cost Assassinate is able to compare with it. With the five cost, you can hardly do anything, not even a Eviscerate, which is terrible for rogue which really needs combos. I often take my Overspark back on hand with Shadowstep for the next big minion when facing Druid but not saving the Shadowstep for Leeroy, because their trees are really annoying.

11. Leeroy Jenkins (or Arcane Golem): Leeroy is one of the most important cards in this deck. In this "Age of Leeroy", who gets to draw theirs first wins the game with up to more than 20 damage in a single turn. Sometimes you don't have to keep it for the last shot, putting it into the game with aoe to kill the small dragon is also a good choice.

12. Azure Drake: Plus one spell damage, card-drawing and great shield for Gadgetzan. you can use it as much bigger Bloodmage, the 4 attack damage is really annoying for Priests, which is nice. It also make the opponent throw his spells, which keeps Gadgetzan safer.

13. Gadgetzan Auctioneer: Major card of the deck, the "Gadgetzan Card-drawing Show" is one of the best part in this deck. A Gadgetzan that survives more than one turn is able to draw five cards for average. The power of this deck is built on this mad Auctioneer, any opponent that I've played with know they can't leave him on court. When I have two Gadgetzans on my hand, I'll put one on court to see what he got then I'll draw as many card as I can with the other one. How to draw more card with Gadgetzan is the key to play this deck well.

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