

Part 1

Agro, Control, Combo

Agro

- Attempt forceful, quick win, rather than using a long-term strategy
- Max damage in minimal turns
- Heavy creature reliance



Agro: Weaknesses



- Vulnerable to remove creature cards
- Reliance on large Mana pools
- Unresponsive

Control

- Minimal creatures
- Spells, spells, and more spells
- Destroying all creatures for an advantage



Control: Weaknesses



- Responsive spells (like Dark Banishing or Terror) are hard to play early. These depend on your opponents actions.
- If not constructed properly, Control decks may not be able to inflict enough damage on their opponent to win the game.

Combo

- Focused on the execution of strong card combinations
- Little room for lots of creatures



Combo: Weaknesses



- Once the combo has been disabled by the opponent, combo deck may become useless
- There is no one strategy for weakening a combo deck. What works with one, may not work for the other.

Part 2

The Worst 100 Magic Cards of all
Time

Fun Facts

- “Legends has the highest number of worst cards ever of any set.”
- “The Dark has the highest percentage of worst cards ever of a set. ”
- “Mercadian Masques block had the highest number of bad rares of any block since Mirage started blocking [grouping] block[s]. ”

The above are all a direct quote from the reading assigned for today:

<http://www.starcitygames.com/php/news/article/6699.html>

Mogg Squad

1



Summon Goblins



Mogg Squad gets -1/-1 for each other creature in play.

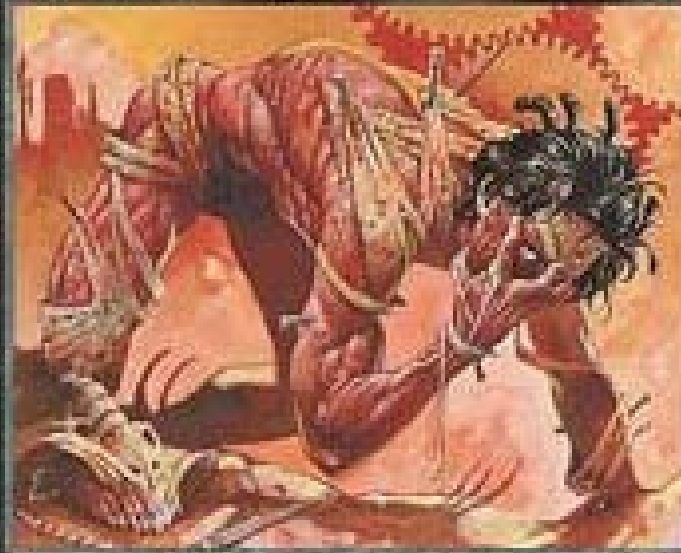
As they crept into the Weatherlight's hold, the squad leader held up his hand and whispered, "Stop, goblins—what's that sound?"

Illus. Joel Biske

3/3

Reclusive Wight

3



Summon Minion



During your upkeep, if you control any other nonland permanents, sacrifice Reclusive Wight.

There are places so horrible that even the dead hide their faces.

Illus. Vincent Evans

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First strike, haste

At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of Chaos Lord.

When Chaos Lord enters the battlefield, it loses haste until end of turn.



Sorrow's Path



Land



☞: Exchange two of opponent's blocking creatures. This exchange may not cause an illegal block. Sorrow's Path does 2 damage to you and 2 damage to each creature you control whenever it is tapped.

Illus. © 1994 Randy Asplund-Firth

Part 3

Early Expansions

Legends



- Released June 1994
- Family trees were introduced, each with an Elder Dragon at the top of the family tree.
- Legendary creatures were also first introduced.
- No duplicates can be played at the same time!
- Many ideas in this expansion were derived from Dungeons & Dragons (which the creators enjoyed) (5).

The Elder Dragons



Some Legendary Creatures





The Dark

Release Date: August 1994

“The climax of the Brother’s War was the Sylex Blast, which lofted debris into the air blotting out the sun and creating **The Dark**. Without the sun the climate begins to cool, and an anti-magic religion comes to power, blaming the Sylex blast and its effects on all magic and its users. Persecution of these magic using wizards led to the creation of the fabled City of Shadows in the east and the Conclave of Mages in the west, where they hid themselves during this time.”

- Direct quote from MTG Salvation Wiki (6)

The Brothers War

- A quarrel between the brothers Mishra and Urza over the ancient Thran powerstone led to this war.
- It ended when the Golgothian Sylex was activated leading to the Sylex Blast.
- The Golgothian Sylex was mysterious looking artifact bowl with the following inscription, “Use to wipe the world clean, to topple the empires, to start again.(7)”

Some Cards from The Dark



Fallen Empires



- Fifth expansion
- Released November 1994
- The flavor text was rich enough to allow players to follow a story.
- Counters and Tokens were used heavily in this set.

Homelands



“The [planeswalker Feroz](#) came across [Ulgrotha](#), the once-beautiful [plane](#) now destroyed by the [Wizards' Wars](#). At the last unspoilt oasis on this plane he met fellow planeswalker [Serra](#), whom he married. Together they worked to restore the plane, and to protect it, Feroz's Ban was created. Feroz died during its creation, however, and the grief-stricken Serra abandoned the plane. In her absence the isolated civilizations of the plane fight amongst each other while the [vampire Baron Sengir](#) plots to take control of the plane under the fading Ban of Feroz. ”

- Direct quote from MTG Salvation Wiki (8)

Homelands

- Released: October 1995
- The flavor took precedence over consistency between sets, which is why abilities made it to creatures that normally would not have them.
- Example: Green creatures with flying and Black creatures with vigilance.
- "Homelands was a poorly designed set" – Mark Rosewater
- (8)

References

1. <http://www.wizards.com/Magic/Magazine/Article.aspx?x=mtgcom/academy/22>
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8. <http://wiki.mtgsalvation.com/article/Homelands>