

Timmy, Johnny and Spike

Timmy, Power Gamer 2



Summon Legend

4: Put a creature into play from your hand.

"Just wait till I get my Leviathan . . ."

Illus. Edward P. Beard, Jr.
© 1993-1998 Wizards of the Coast, Inc. 68/94 CoP:BO. 1/1

Johnny, Combo Player 2



Legendary Creature — Human Gamer

4: Search your library for a card and put that card into your hand. Then shuffle your library.

"Just wait till I get my Krark-Clan Ironworks, Genesis Chamber, and Grinding Station. Oh yeah, and a second Myr Retriever."

Kensuke Okabayashi
™ & © 1993-2004 Wizards of the Coast, Inc. 35/140 Djinn; 1/1

Spike, Tournament Shark 2



Legendary Creature — Human Gamer

4: Reveal a card in your hand. Search target opponent's library for a card with the same name as that card and reveal it. You may play it without paying its mana cost. Then that player shuffles his or her library.

"Just wait till I get your Cranial Extraction."

SGG Pg Rochester
© 1993-2005 Wizards of the Coast, Inc.
YAWGATOS.COM 1/1

Timmy

- “Timmy likes to win big. He doesn’t want to eke out a last minute victory. Timmy wants to smash his opponents. He likes his cards to be impressive, and he enjoys playing big creatures and big spells.”
 - “Timmy cares more about the quality of his win than the quantity of his wins.”
 - He is called a “power gamer.”
 - “Timmy sits down and plays ten games. He only wins three games out of ten but the three he wins, he dominates his opponent. Timmy had fun. Timmy walks away happy.”
-

Johnny

- “Playing **Magic** is an opportunity for Johnny to show off his creativity.”
 - “Johnny enjoys winning with cards that no one else wants to use. He likes making decks that win in innovative ways.”
 - “What sets Johnny apart from the other profiles is that Johnny enjoys deckbuilding as much as (or more than) he enjoys playing. Johnny loves the cool interactions of the cards. He loves combo decks. Johnny is happiest when he’s exploring uncharted territory.”
 - “Like Timmy, Johnny cares more about the quality of his wins than the quantity.”
 - “Let's say Johnny builds a new deck that has a neat but difficult way to win. He plays ten games and manages to get his deck to do its thing... once. Johnny walks away happy.”
-

Spike

- “Spike is the competitive player. Spike plays to win. Spike enjoys winning. To accomplish this, Spike will play whatever the best deck is. Spike will copy decks off the Internet. Spike will borrow other players’ decks. To Spike, the thrill of **Magic** is the adrenalin rush of competition. Spike enjoys the stimulation of outplaying the opponent and the glory of victory.”
 - “Spike cares more about the quantity of wins than the quality. Spike plays ten games and wins nine of them. If Spike feels he should have won the tenth, he walks away unhappy.”
-

Masques Block

- Fifth Block
 - Released in 1999
 - Includes Mercadian Masques, Nemesis and Prophecy
 - The block included the creature types Mercenaries, Rebels and Spellshapers (these are considered classes)
 - The block introduced the keyword Fading and the mechanic rhythic.
-

Avatar of Woe

6  



Creature — Avatar



If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play.

Avatar of Woe can't be blocked except by artifact creatures and/or black creatures.

⊗: Destroy target creature. It can't be regenerated.

Illus. rk post

©1993-2000 Wizards of the Coast, Inc. 56/143

6/5

Rishadan Port



Land



◆: Add one colorless mana to your mana pool.

1, ◆: Tap target land.

*Rishada is the gateway to free trade—
but the key will cost you.*


Illus. Jerry Tiritilli


©1993–1997 Wizards of the Coast, Inc. 304/350

Mageta the Lion

3 **



Creature — Spellshaper Legend 

2**, , Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.

In the jungle of war there is always a Lion.

Illus. Brom

©1993-2000 Wizards of the Coast, Inc. 13/143

3/3

Two-headed Dragon


4 



Creature — Dragon



Flying

1 : Two-Headed Dragon gets +2/+0 until end of turn.

Two-Headed Dragon can't be blocked except by two or more creatures. It may block one additional creature. *(All blocks must be legal.)*

Illus. Sam Wood

©1993-1999 Wizards of the Coast, Inc. 221/350

4/4

Embargo

3



Enchantment



Nonland permanents don't untap during their controllers' untap steps.
At the beginning of your upkeep, you lose 2 life.

Illus. Nelson DeCastro

©1993-1999 Wizards of the Coast, Inc. 77/356

Invasion Block

- Sixth Block
 - Invasion came out in 2000
 - The block included Invasion, Planeshift and Apocalypse
 - This block was centered around multiple colors working together and thus included more gold cards than previous cards
 - The block included the keyword ability Kicker and split cards
 - The block included tribal themes and Domain cards before it was a keyword
-

Fact or Fiction

3



Instant



Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Illus. Terese Nielsen



© 1997-2007 Wizards of the Coast, Inc. WotC

Urza's Rage

2



Instant

Kicker 8  (You may pay an additional 8  as you play this spell.)

Urza's Rage can't be countered by spells or abilities.

Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Illus. Matthew D. Wilson

©1993-2000 Wizards of the Coast, Inc. 178/390

Draco

16



Artifact Creature — Dragon



Draco costs 2 less to play for each basic land type among lands you control.

Flying

At the beginning of your upkeep, sacrifice Draco unless you pay 10. This cost is reduced by 2 for each basic land type among lands you control.

Illus. Sam Wood

©1993-2001 Wizards of the Coast, Inc. 131/143

9/9

Meddling Mage



Creature — Wizard



As Meddling Mage comes into play,
name a nonland card.

The named card can't be played.

*Meddling mages chant so loudly that
no one can get a spell in edgewise.*

Illus. Christopher Moeller
©1993–2001 Wizards of the Coast, Inc. 116/143

2/2

Shivan Wurm

3



Creature — Wurm



Trample

When Shivan Wurm comes into play, return a red or green creature you control to its owner's hand.

Illus. Scott M. Fischer

©1993-2001 Wizards of the Coast, Inc. 124/143

7/7

Last Stand



Sorcery



Target opponent loses 2 life for each swamp you control. Last Stand deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 107/143



Ertai, the Corrupted

2   



Creature — Wizard Legend



 , Sacrifice a creature or enchantment: Counter target spell.

Altered by Phyrexian science, corrupted by black mana, and twisted by rage, Ertai still looked in the mirror and saw only glory.

Illus. Key Walker

©1993–2001 Wizards of the Coast, Inc. #107/143

3/4

Mystic Snake

1



Creature — Snake



You may play Mystic Snake any time you could play an instant.
When Mystic Snake comes into play, counter target spell.

Its fangs are in your flesh before its hiss leaves your ears.

Illus. Daren Bader

™ & © 1993–2001 Wizards of the Coast, Inc. 112/143

2/2

Life



Sorcery



Until end of turn, all lands you control are 1/1 creatures that are still lands.

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 130/143

Death



Sorcery



Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Illus. Edward P. Beard, Jr.

™ & © 1993–2001 Wizards of the Coast, Inc. 130/143

Sixth Edition

- Sixth edition brought about a rules overhaul (1999)
 - The stack was introduced
 - Simply tapping an artifact didn't automatically turn the artifact's abilities off
 - Interrupts were removed from the game
 - The word "summon" were changed to "creature —"
-