

Anatomy of a Magic Card

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Mana & Colors

Land Type	Mana Color Produced	Color Themes	Associated Creatures
Plains	White	Protection, Wide Board State	Soldiers, Leonin
Island	Blue	Control, Mill	Wizards, Krakens
Swamp	Black	Graveyard Recursion, Creature Kill	Zombies, Vampires
Forest	Green	Big Creatures, Mana Production	Elves, Beasts
Mountain	Red	Fire to the Face, Hasty Attacks	Goblins, Devils
Wastes	Colorless	Exile	Eldrazi

How to Win

- Put Opponents Life Total Down to 0
- Put 10 Poison Counters on an Opponent
- Put all Cards from Opponents Library into their Graveyard or Exile
- Play a Card with an Activated, Triggered, or Static Ability that causes the Opponent to Lose the Game

Card Types

Creature

Abilities

Kinds of Abilities

Abilities (cont)

- Activated** Activated abilities are abilities of a card that their controller can use whenever he or she wants (providing that He/She can pay for it and barring special conditions (i.e.: Play this ability only during your turn etc.).
- Triggered** Triggered Abilities are abilities that activate when certain conditions are met.
- Static** A Static Ability is one that, once it is employed or put into effect, simply is always in effect until the endgame.

List of Activated Abilities

- Cycling** A
- Equip** Equipping is to attach a piece of Artifact Equipment to a creature, buffering it or giving it an extra ability

List of Triggered Abilities

- Cumulative Upkeep** Imposes an increasing cost to keep a permanent.
- Echo** Requires the affected permanent's controller to pay its echo cost at the beginning of that player's next upkeep.

List of Static Abilities

- Effect**

Abilities (cont)

- Buyback** Allows you to return the card to your hand when it resolves.
- Daybound** If a player cast no spells during their own turn, it becomes night next turn.
- Deathtouch** Any amount of damage dealt by a source with Deathtouch is enough to kill the creature receiving the damage.
- Defender** This creature cannot attack.
- Double Strike** A creature with Double Strike deals damage during the first combat damage step alongside creatures with first strike, then additionally deal damage during the second damage step along with regular creatures.
- Enchant** Enchant {target} is a static ability found on Auras which defines what they can enchant. The keyword is written with a quality after it (e.g. Enchant creature) which defines what the aura can enchant.
- Extort** Whenever you cast a spell, you may pay {W/B} If you do, each opponent loses 1 life and you gain that much life.

Abilities (cont)

First Strike	Creates an additional combat damage step. A creature with first strike will deal its combat damage before a creature that doesn't.
Flash	Allows the affected card to be cast at any time you could cast an instant.
Flying	The affected creature cannot be blocked except by other creatures with either flying or creatures with the static ability Reach. Creatures with flying can block other creatures with or without flying.
Haste	Allows creatures to ignore the affliction informally known as "- Summoning Sickness". This means that they can attack and use activated abilities with the tap symbol on the same turn they enter the battlefield.
Hexproof	The affected permanent is unable to be targeted by spells or abilities your opponents control. Permanents with hexproof can still be targeted by spells or abilities you control.

Abilities (cont)

Indestructible	Any permanent that has indestructible cannot be destroyed, and cannot die as a result of lethal damage.
Infect	This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.
Islandwalk	The affected creature cannot be blocked as long as the defending player controls an Island land.
Intimidate	Restricts the types of creatures that can block a creature with intimidate. A creature with intimidate can't be blocked, except by artifact creatures and by creatures that share a color with it.
Kicker/Multikicker	Allows the player to pay an optional cost when casting a spell to achieve an additional effect.
Plainswalk	The affected creature cannot be blocked as long as the defending player controls a Plains land.
Menace	This creature can't be blocked except by two or more creatures.
Mountainwalk	The affected creature cannot be blocked as long as the defending player controls a Mountain land.

Abilities (cont)

Mutate	If you cast a spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.
Nightbound	If a player cast at least two spells during their own turn, it becomes day next turn.
Forestwalk	The affected creature cannot be blocked as long as the defending player controls a Forest land.
Swampwalk	The affected creature cannot be blocked as long as the defending player controls a Swamp land.
Lifelink	a static ability that modifies the result of damage. When a card with lifelink deals damage, the controller of that card also gains an amount of life equal to the amount of damage dealt.
Protection	Grants the affected permanent the inability to be dealt damage, enchanted, blocked, or targeted by any card with the stated quality.
Reach	The affected creature can block creatures with flying.
Riot	This creature enters the battlefield with your choice of a +1/+1 counter or haste.



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Abilities (cont)

Shadow The affected creature can only block, or be blocked by other creatures with shadow.

Shroud The affected permanent or player cannot be the target of any spells or abilities, including your own.

Toxic Players dealt combat damage by this creature also get X poison counter(s)

Trample When attacking, the affected creature assigns the remaining damage not taken by creatures blocking it to the defending player.

Vigilance The affected creature does not tap once declared as an attacker.

This does not list ALL abilities, only the ones most commonly encountered.



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