

Magic: the Gathering: the Class

Week 1: Intro to Magic:
Card Types, Steps, and Phases



What is Magic: the Gathering?

Double Negative



Instant



Counter up to two target spells.

They feared each other for their differences but were absolutely terrified at their similarities.

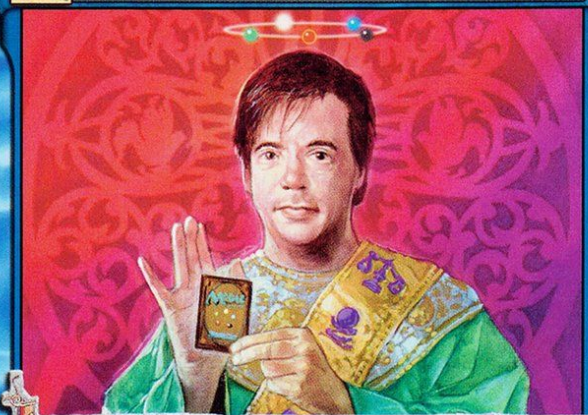
Parente

TM & © 1993–2009 Wizards of the Coast LLC 87/145

Designed to be portable

Predates Pokemon and Yu-Gi-Oh

Richard Garfield, Ph.D.



Legendary Creature — Human Designer



You may play cards as though they were other cards of your choice with the same mana cost. You can't choose the same card twice. (Mana cost includes color.)

AND YEA HE DOTH SPEAK:
"LET THERE BE MAGIC."

2/2

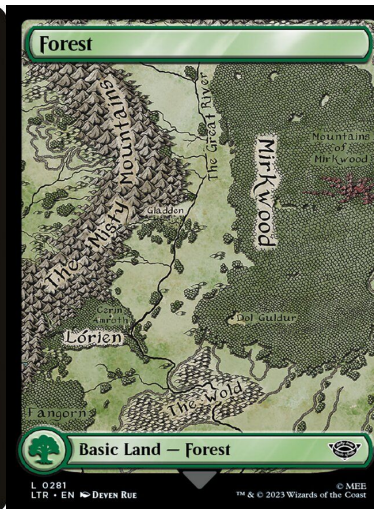
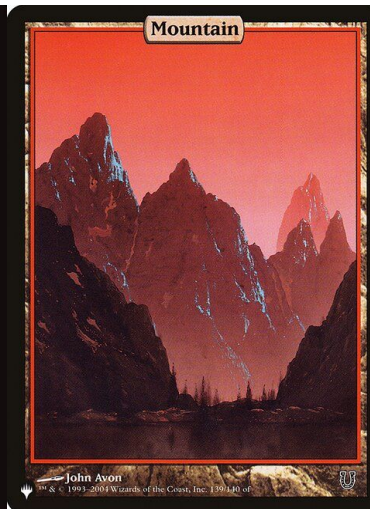
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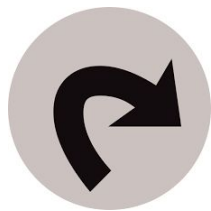
Lands

Main Resource

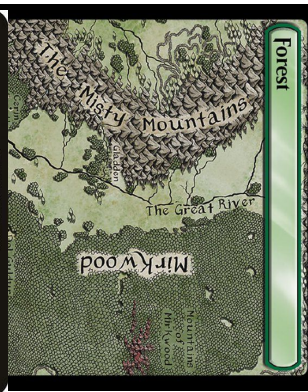
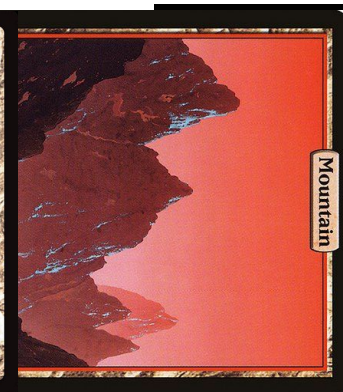
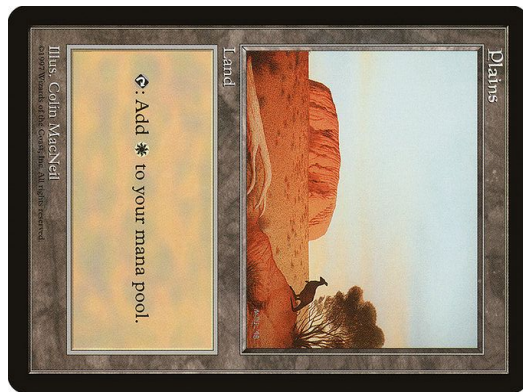


Lands

Main Resource



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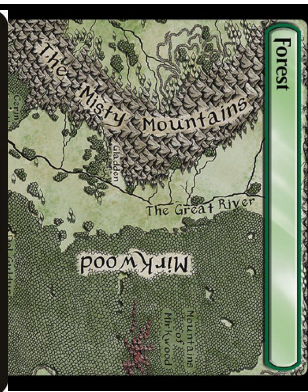
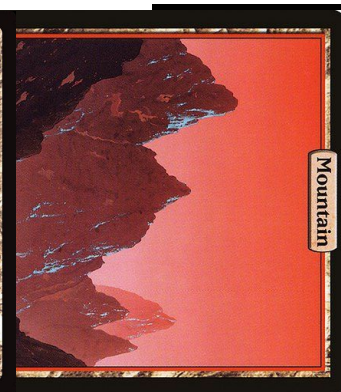
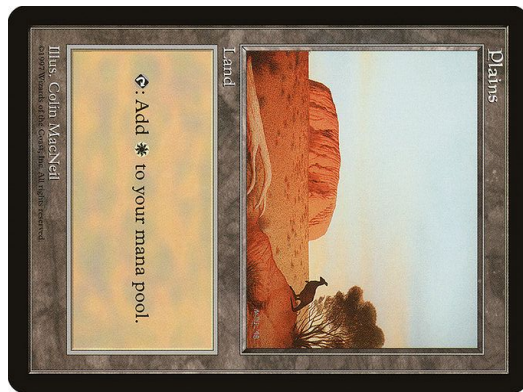


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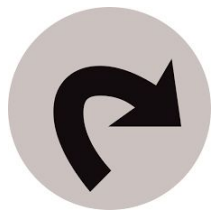


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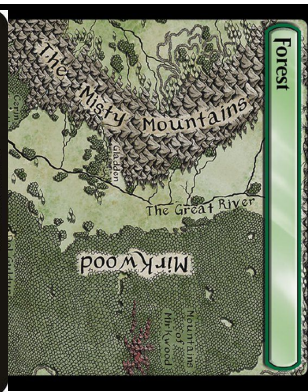
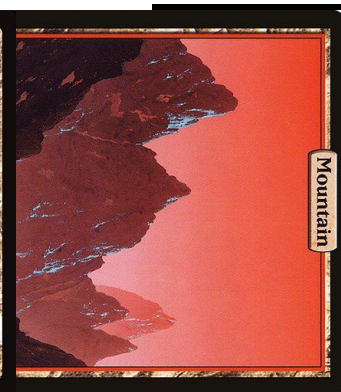
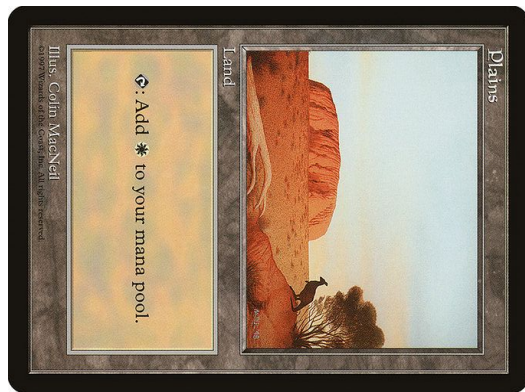
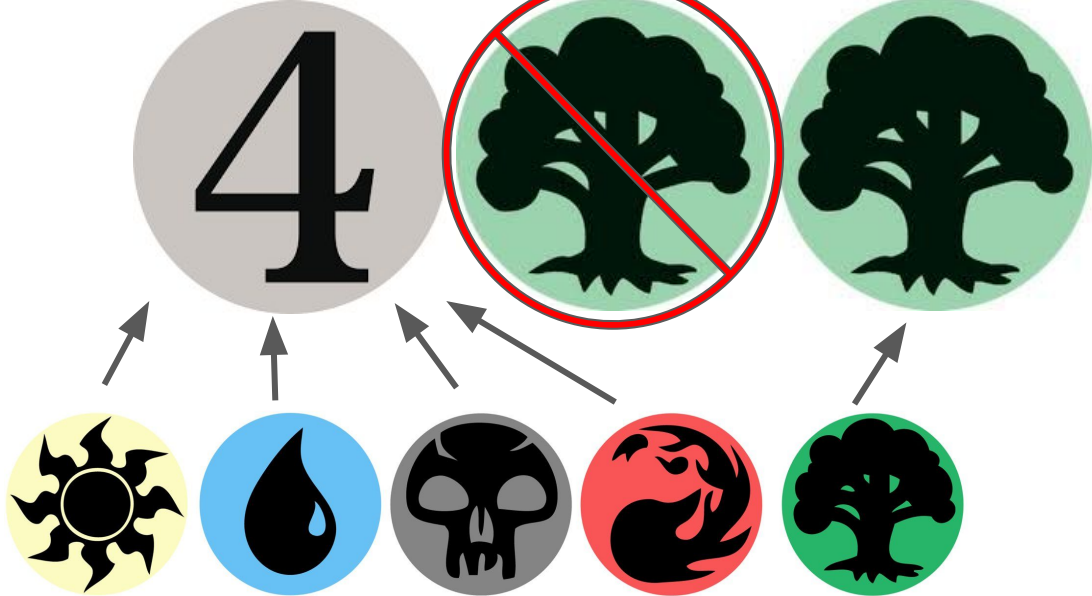


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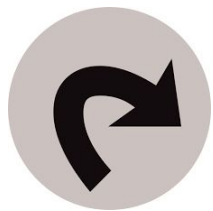


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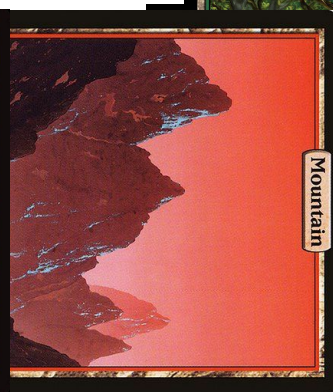
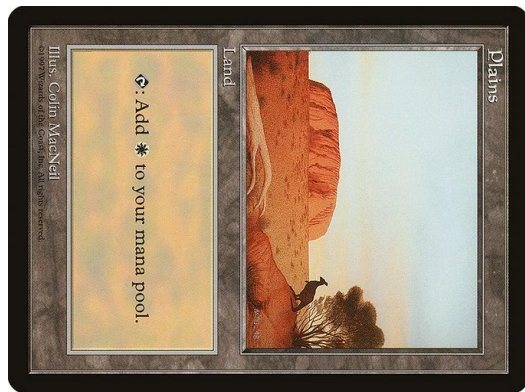


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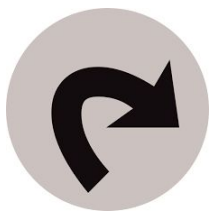


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Lands

Main Resource



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General Card Overview

Name

Colossal Dreadmaw

4  

Converted Mana Cost / Mana value

Subtype

Creature — Dinosaur

M21

No effect on gameplay

Card type

Set Symbol

On (almost) every card

Abilities

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

Creatures only

Power

Flavor text

If you feel the ground quake, run. If you hear its bellow, flee. If you see its teeth, it's too late.

Toughness

6/6

Artifact/Enchantment



Abilities



Sorceries

Both 1 time effects

Only on your turn during a main phase



Instants

At any time (*almost)



Planeswalker

1 loyalty
ability per
turn during a
main phase



Loyalty



Combat

Your turn

Summoning sickness
(can't attack the turn it is played)



My life total ->

12



Your life total ->

12

Combat

Your turn

Summoning sickness
(can't attack the turn it is played)

Your life total ->

12



My life total ->

12

Tapped
(cannot attack or block until untapped)



Combat

Your turn

Summoning sickness
(can't attack the turn it is played)



My life total ->

11

Tapped
(cannot attack or block until untapped)

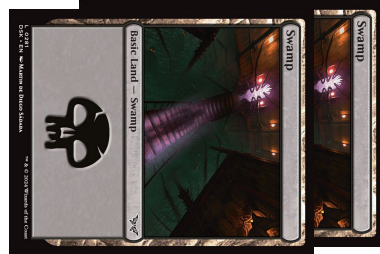


Your life total ->

12

Combat

My Turn



My life total -> 11

Summoning sickness (can't attack the turn it is played)



Tapped (cannot attack or block until untapped)



Your life total -> 12

Combat

My Turn



My life total -> **11**

Summoning sickness (Can still block)



Tapped (cannot attack or block until untapped)



Your life total -> **12**

Combat

My Turn



My life total -> **11**



Tapped
(cannot attack or block until untapped)



Your life total -> **12**

Combat

My Turn



$$1 - 6 = -5 = \text{dead}$$

My life total

11

If you block with colossal dreadmaw



$$6 - (1 \text{ with deathtouch}) = \text{dead}$$

Your life total -> 12

Combat

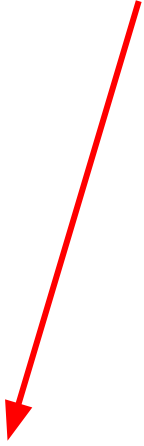
My Turn



My life total

11

If you don't block with colossal dreadmaw



Your life total ->

12

Combat

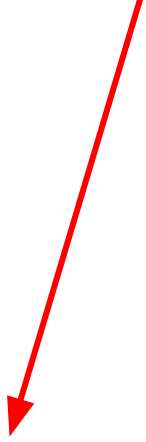
My Turn



My life total

11

If you don't block with colossal dreadmaw

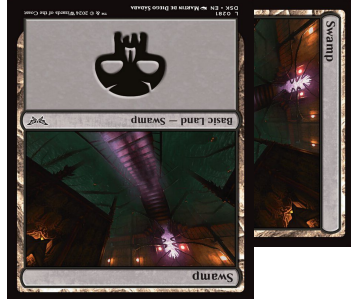


Your life total ->

11

Combat

My Turn



My life total ->

11

Tapped
(cannot attack or block until untapped)

Summoning sickness
(Can still block)

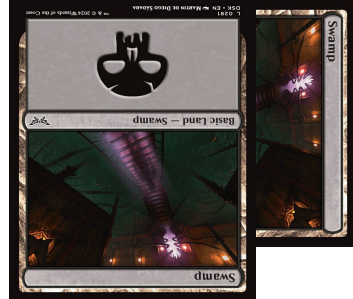


Your life total ->

11

Combat

My Turn



11

My life total ->

Tapped
(cannot attack or block until untapped)

Summoning sickness
(Can still block)



Your life total ->

11

The stack

My Turn



11

Summoning sickness (Can still block)

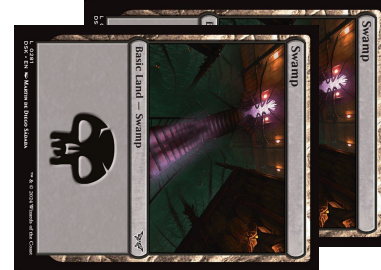


Your life total ->

11

The stack

My Turn



11

Summoning sickness (Can still block)

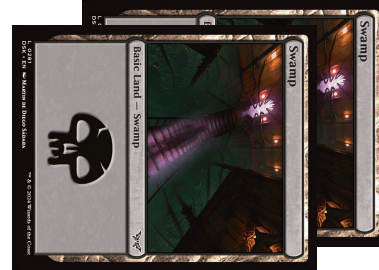


Your life total ->

11

The stack

My Turn



11

Summoning sickness (Can still block)



Your life total ->

11

The stack resolution

1st
played
= last to
resolve

last
played =
first to
resolve



The stack resolution

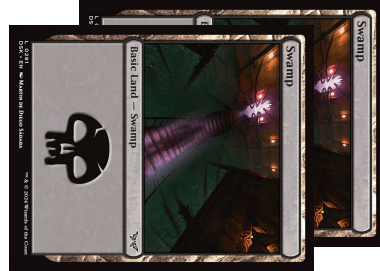
1st
played
= last to
resolve

Negate resolves, fatal push is
countered, Blanchwood armor
resolves



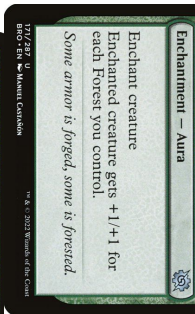
Combat

My Turn



11

Summoning sickness (Can still block)



Your life total ->

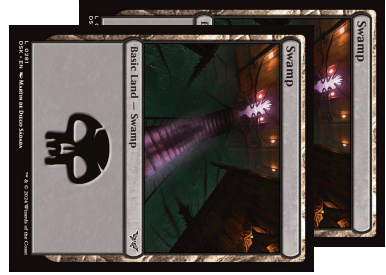
11

Combat

My Turn



Typhoid rats block



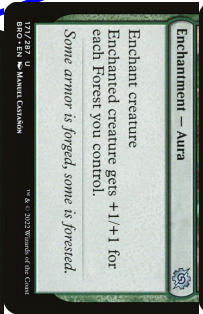
5 tramples through

11

6 flies over

1 deathtouch damage back

Summoning sickness (Can still block)



Your life total ->

11

Combat

My Turn



Typhoid rats dies

I die

5 tramples through

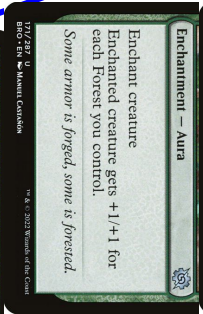


11

6 flies over

1 deathtouch damage back

Summoning sickness (Can still block)



Colossal dreadmaw dies

Your life total ->

11

Combat

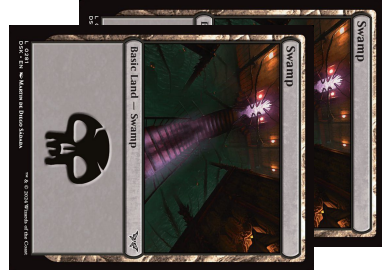


My Turn

1 deathtouch damage back

Typhoid rats dies

I die



0 =



Colossal dreadmaw dies

11

Your life total ->

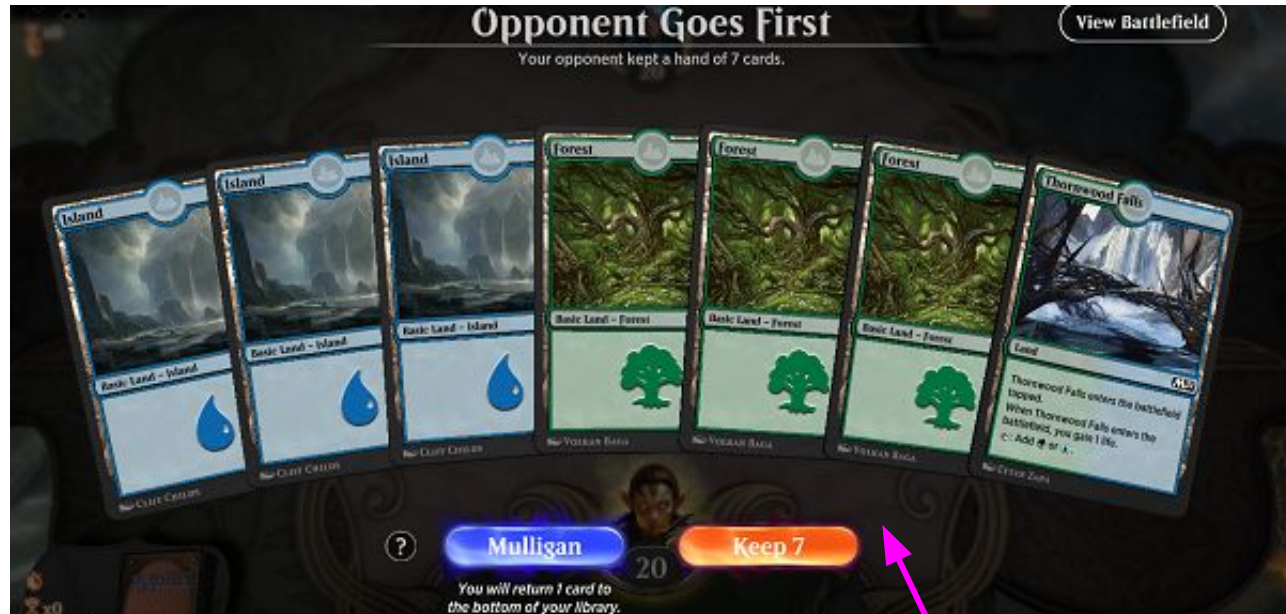
Game Start

Start with 7 cards

Start with 20 life

Players randomly decide who goes first.

Mulligans are decided



Do not keep this hand

First turn

First player does not draw on first turn

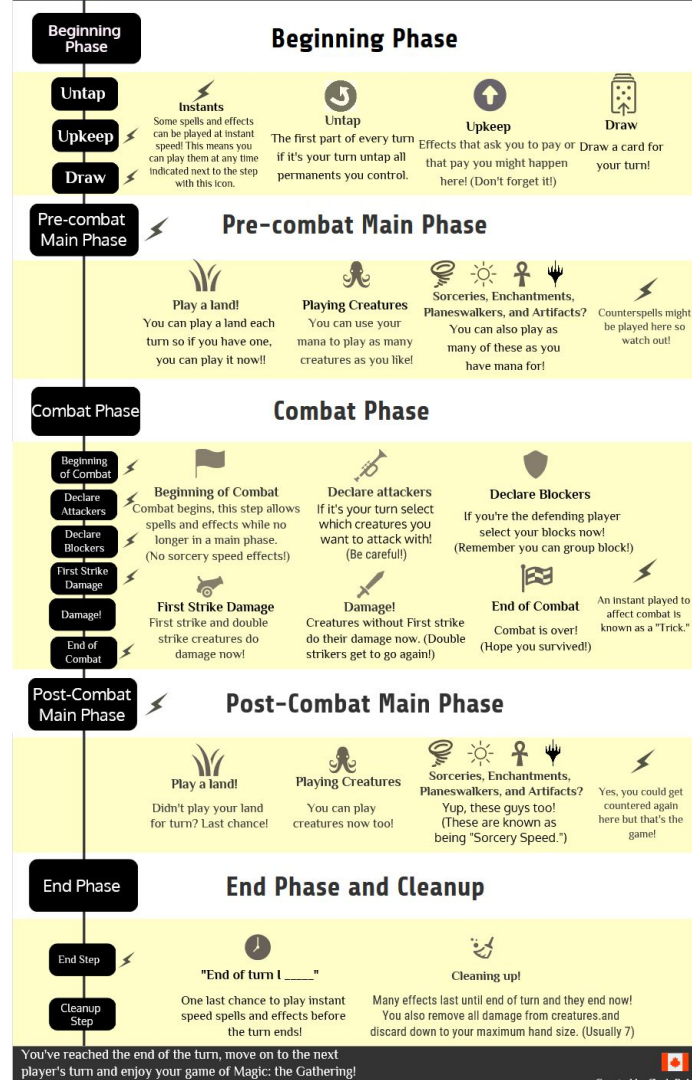
(All players draw on subsequent turns)

Beginning of game effects occur

Play begins normally



Phases



Rally the Ranks

1



Enchantment

As Rally the Ranks enters the battlefield, choose a creature type. Creatures you control of the chosen type get +1/+1.

Halvar united the spirits of all the clans into a single, devastating force.

020/285 R
KHM • EN • LIE SETHIAN

Jace, Cunning Castaway

1



Legendary Planeswalker — Jace

- +1** Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card.
- 2** Create a 2/2 blue Illusion creature token with "When this creature becomes the target of a spell, sacrifice it."
- 5** Create two tokens that are copies of Jace, Cunning Castaway, except they're not legendary.

060/279 M
XLN • EN • KIERAN YANNER

Ball Lightning

2



Creature — Elemental

Trample, haste
At the beginning of the end step, sacrifice Ball Lightning.

The most frightening storms are those not woven by nature's hand.

291
JWP • EN • TREVOR CLAXTON

K'rrik, Son of Yawgmoth

4



Legendary Creature — Phyrxian Horror Minion

(**⊙** can be paid with either **♠** or 2 life.)
Lifelink
For each **♠** in a cost, you may pay 2 life rather than pay that mana.
Whenever you cast a black spell, put a +1/+1 counter on K'rrik, Son of Yawgmoth.

R 0274
MH3 • EN • CHASE STONE

The Fourteenth Doctor

3



Legendary Creature — Time Lord Doctor

When you cast this spell, reveal the top fourteen cards of your library. Put all Doctor cards revealed this way into your graveyard and the rest on the bottom of your library in a random order.

You may have The Fourteenth Doctor enter the battlefield as a copy of a Doctor card in your graveyard that was put there from your library this turn. If you do, it gains haste until end of turn.

R 1583
SLD • EN • JUSTYNA DURAJ

Leonardo da Vinci

2



Legendary Creature — Human Artificer

3 ♠ ♠: Until end of turn, Thopters you control have base power and toughness X/X, where X is the number of cards in your hand.
2 ♠, ♣: Draw a card, then discard a card. If the discarded card was an artifact card, exile it from your graveyard. If you do, create a token that's a copy of it, except it's a 0/2 Thopter artifact creature with flying in addition to its other types.

M 0020
ACR • EN • WANGHE LI

Bomat Bazaar Barge

4



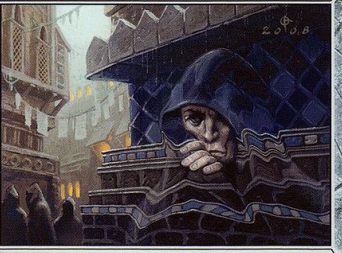
Artifact — Vehicle

When Bomat Bazaar Barge enters the battlefield, draw a card.
Crew 3 (Tap any number of creatures you control with total power 3 or more: This vehicle becomes an artifact creature until end of turn.)

198/264 U
KLD • EN • CHRISTINE CHOI

Whispersilk Cloak

3



Artifact — Equipment

Equipped creature can't be blocked and has shroud.
Equip 2
Such cloaks are in high demand both by assassins and by those who fear them.

115/156 U
PCA • EN • DAREN BADER

Lara Croft, Tomb Raider

3



Legendary Creature — Human Ranger

First strike, reach
Whenever Lara Croft attacks, exile up to one target legendary artifact card or legendary land card from a graveyard and put a discovery counter on it. You may play a card from exile with a discovery counter on it this turn.
Raid — At end of combat on your turn, if you attacked this turn, create a Treasure token.

M 1501
SLD • EN • GREG STAPLES

Ghalla, Primal Hunger

10



Legendary Creature — Elder Dinosaur

This spell costs X less to cast, where X is the total power of creatures you control.
Trample

The earth walks, strongest of all.

R 0292
CMM • EN • GREG STAPLES