

# The Delphi Test #1

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## Do you Guru?

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If you suspect there is an error in this test, please check that you're using the latest version of the test. If are, please contact the author so the error may be corrected.

These questions aren't very difficult, and any experienced player/judge should be able to answer most of them correctly. We, the Delphi Group, have also created a harder test, The Delphi Test #2. Suggestions for future tests are welcome.

We recommend that you first answer the questions without looking in the Comprehensive Rules. Then answer them again while you try to look up references in the Comprehensive Rules (along with other sources where rulings are published). This way you'll get the most from this learning test.

The Delphi Group has created this test as a learning tool for *Magic: the Gathering* players and judges everywhere. If the Delphi test helped you play *Magic: the Gathering* better or helped you pass a judge exam, then we want to know!

E-mail the Delphi Editor at: <sagency@yahoo.com>

Answers will be forwarded on requests to: <sagency@yahoo.com>

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1. Ingo has a Phyrexian Tower, a Spike Feeder (with one +1/+1 counter) and a Grizzly Bears (Bear 2/2) in play. Can he put a counter on the Grizzly Bears with the Phyrexian Tower as his only source of mana?

Phyrexian Tower (Legendary Land): T: Add one colorless mana to your mana pool.

T, Sacrifice a creature: Add BB to your mana pool.

Spike Feeder (Spike 0/0): Spike Feeder comes into play with two +1/+1 counters on it.

2, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from Spike Feeder: You gain 2 life.

a) Yes, he can do that.

b) No, there is no way to do that.

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2. Can Ingo play Healing Salve targeting his Black Knight?

Healing Salve: Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Black Knight (Knight 2/2): First strike, protection from white.

a) Yes, damage prevention isn't targeted, so he can choose the Black Knight for the Healing Salve.

b) No, the Black Knight has protection from White, so it can't be targeted by Healing Salve.

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3. Ingo plays Yawmoth's Will. Can he now cycle his cards with Cycling in the graveyard?

Yawmoth's Will (Sorcery): Until end of turn, you may play cards in your graveyard as though they were in your hand.

If a card would be put into your graveyard this turn, remove that card from the game instead.

Cycling <cost> : Pay <cost>, discard this card: Draw a card. Play this ability only when this card is in your hand.

a) Yes, he can do that.

b) No, he can't do that.

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4. You play Worldly Tutor. You have at least one creature in your library. Can you look through your library, and \*not\* take a creature?

Worldly Tutor (Instant): Search your library for a creature card and reveal that card. Shuffle your library, then put the card on top of it.

a) Yes, even if there are creatures in your library, you can choose to not find a creature.

b) No, the search is not optional, so you have to take a creature if there is one there.

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5. Will Urza's Incubator reduce echo-payments?

Urza's Incubator (Artifact): As Urza's Incubator comes into play, choose a creature type.

Creature spells of the chosen type cost 2 less to play.

Echo: At the beginning of your upkeep, if this permanent came under your control since the beginning of your last upkeep, sacrifice it unless you pay its mana cost

- a) Yes it will.
  - b) No it won't.
- 

6. Ingo has a sleeping Hidden Spider. Laurie plays Unearth, and brings a Skittering Skirge into play. Will Ingo's Hidden Spider trigger?

Hidden Spider (Enchantment): When a creature with flying comes into play under an opponent's control, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 Spider creature that may block as though it had flying.

Unearth (Sorcery): Cycling 2

Return target creature card with converted mana cost 3 or less from your graveyard to play.

Skittering Skirge (Imp 3/2): Flying

When you play a creature spell, sacrifice Skittering Skirge.

- a) Yes, Hidden Spider triggers when a creature with flying comes into play, under the opponent's control.
  - b) No, Hidden Spider triggers on a creature with flying being played, and the Skittering Skirge wasn't played, so it won't trigger.
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7. Can a Treetop Rangers be blocked by a Plated Spider?

Treetop Rangers (Elf 2/2): Treetop Rangers can't be blocked except by creatures with flying.

Plated Spider (Spider 4/4): Plated Spider may block as though it had flying.

- a) Yes, it can.
  - b) No, it can't.
- 

8. Ingo has played two Paralyzes on Laurie's Gray Ogre (Ogre 2/2). How much will Laurie now have to pay, in order to untap the Ogre?

Paralyze (Enchant Creature): When Paralyze comes into play, tap enchanted creature.

Enchanted creature doesn't untap during its controller's untap step.

Enchanted creature has "At the beginning of your upkeep, you may pay 4. If you do, untap this creature."

- a) 8, since upkeep costs combine.
  - b) 4, since paying one of them will untap it.
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9. Ingo has a Crumbling Sanctuary in play. He has no cards in his library. Laurie plays Lightning Bolt targeting Ingo. Will Ingo take the 3 damage?

Crumbling Sanctuary (Artifact): For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.

Lightning Bolt (Instant): Lightning Bolt deals 3 damage to target creature or player.

- a) Yes, there are no cards to remove, so he will take the damage.
  - b) No, the damage is not dealt even though no cards are removed.
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10. Ingo has an Umbilicus in play. Laurie has no permanents in play, and she is at 5 life. Can Laurie choose the "return a permanent" option?

Umbilicus (Artifact): At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life.

- a) Yes she can, and she won't have to pay any life.
  - b) No, since she doesn't have any permanents, she must lose 2 life instead.
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11. Ingo plays a Ghitu Slinger. Its ability triggers and goes on the stack, targeting Laurie. She activates her Circle of Protection: Red, and chooses the Ghitu Slinger when the COP ability resolves. Ingo now plays Purelace targeting his Ghitu Slinger. Will the damage be prevented?

Ghitu Slinger (Nomad 2/2): Echo

When Ghitu Slinger comes into play, it deals 2 damage to target creature or player.

Circle of Protection: Red (Enchantment): 1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Purelace (Instant): Target spell or target permanent becomes white.

- a) Yes, the color of the ability is still red.
  - b) No, the Ghitu Slinger is white when the Slinger ability resolves.
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12. Ingo attacks Laurie with a Black Knight. Can Laurie choose to prevent the next damage from the Black Knight with a Circle of Protection: Black?

Black Knight (Knight 2/2): First strike, protection from white

Circle of Protection: Black (Enchantment): 1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

- a) Yes, since the CoP: Black doesn't target anything.
  - b) No, damage prevention is targeted under 6E rules.
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13. Ingo has a Gray Ogre (Ogre 2/2), enchanted with his Spirit Link. Laurie has a Worship in play (and a creature), and has only a single life left. Ingo attacks with the Ogre, and Laurie doesn't block. Will Ingo gain life from the Spirit Link?

Spirit Link (Enchant Creature): Whenever enchanted creature deals damage, you gain that much life.

Worship (Enchantment): If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

- a) No, since the damage was prevented, Spirit Link doesn't trigger.
  - b) Yes, since Worship just puts Laurie at one life.
  - c) No, since Laurie's life total did not change, Spirit Link could not trigger.
- 

14. Ingo plays an Engineered Plague naming "Elves". Laurie has an untapped Elvish Lyryst that is not summoning sick and a Llanowar Elves in play. Can she sacrifice the Lyryst to destroy the Engineered Plague, and so save the Llanowar Elves?

Engineered Plague (Enchantment): As Engineered Plague comes into play, choose a creature type.  
All creatures of the chosen type get -1/-1.

Elvish Lyryst (Elf 1/1): G, T, Sacrifice Elvish Lyryst: Destroy target enchantment.

Llanowar Elves (Elf 1/1): T: Add G to your mana pool.

- a) Yes, since the naming of the creature type is triggered, and therefore goes on the stack, so Laurie can respond by using the Lyryst's ability.
  - b) No. She can destroy the Engineered Plague, but the pseudo-spell is independent from its source and will still resolve to kill the Llanowar Elves.
  - c) No. The naming of the creature type happens as Engineered Plague comes into play. The elves die as a state based effect before Laurie has the chance to use activated abilities.
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15. Ingo uses his Dragon Blood to put a +1/+1 counter on his Spike Feeder. Can the new counter be used just like the other counters?

Dragon Blood (Artifact): 3, T: Put a +1/+1 counter on target creature.

Spike Feeder (Spike 0/0): Spike Feeder comes into play with two +1/+1 counters on it.  
2, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature.  
Remove a +1/+1 counter from Spike Feeder: You gain 2 life.

- a) No, only Spike counters can be used.
  - b) Yes, all counters that share the same type are interchangeable.
  - c) No, the Feeder will keep track of which +1/+1's are its own.
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16. Ingo has a Juggernaut in play. Laurie plays Disenchant, targeting the Juggernaut. Ingo responds by using his Soul Sculptor to turn the Juggernaut into an enchantment. Is the Disenchant countered upon resolution?

Juggernaut (Artifact Creature 5/3): Juggernaut attacks each turn if able.  
Juggernaut can't be blocked by Walls.

Soul Sculptor (Townfolk 1/1): 1W, T: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.

Disenchant (Instant): Destroy target artifact or enchantment.

- a) Yes. Disenchant is modal and was set to artifact when it was played. On resolution the target is illegal.
- b) No, since the Juggernaut is an artifact creature as well as an enchantment.
- c) No. Upon resolution the Juggernaut is still either an enchantment or an artifact, so the Disenchant is not

countered.

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17. Ingo plays Wildfire. Laurie has a Sacred Ground in play. Will Laurie get her lands back?

Wildfire (Sorcery): Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Sacred Ground (Enchantment): Whenever a spell or ability controlled by an opponent puts a land into your graveyard from play, return that land to play.

- a) Laurie makes the choice of which lands to sacrifice, so Sacred Ground won't trigger.
  - b) Ingo plays the Wildfire, so Laurie will get her lands back.
  - c) Laurie will not get her lands back since she is not the active player.
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18. Ingo controls a Forest enchanted with a Fertile Ground. Laurie controls a Fellwar Stone. What color(s) of mana can the Fellwar Stone produce?

Fertile Ground (Enchant Land): Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fellwar Stone (Artifact): T: Add to your mana pool one mana of any color and type that a land an opponent controls could produce.

- a) Any color
  - b) Only Green
  - c) Any color Ingo chooses or Green
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19. Ingo has an Opal Archangel in play. Laurie plays a Monk Realist. Can Laurie now destroy the Opal Archangel?

Opal Archangel (Enchantment): When an opponent plays a creature spell, if Opal Archangel is an enchantment, Opal Archangel becomes a 5/5 Angel creature with flying. Attacking doesn't cause it to tap.

Monk Realist (Cleric 1/1): When Monk Realist comes into play, destroy target enchantment.

- a) The Opal Archangel triggers on a creature being successfully played. Once the Monk Realist comes into play, both the Monk Realist and the Opal Archangel trigger. Laurie puts her pseudo-spell on the stack first, targeting the Opal Archangel, and then Ingo puts his on the stack. Ingo's pseudo-spell resolves first, and the Opal Archangel is now an illegal target, and the Opal Archangel gets to live.
  - b) Once the Monk Realist comes into play, the Opal Archangel will immediately be destroyed, since Laurie is active player.
  - c) The Opal Archangel will become a creature before the Monk Realist comes into play. It will never be a legal target for the comes into play ability of the Monk Realist.
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20. Ingo sacrifices his Yavimaya Elder to his Altar of Dementia (targeting himself). Which ability resolves first?

Yavimaya Elder (Druid 2/1): When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.

2, Sacrifice Yavimaya Elder: Draw a card.

Altar of Dementia (Artifact): Sacrifice a creature: Target player puts a number of cards equal to the sacrificed creature's power from the top of his or her library into his or her graveyard.

- a) The fetch 2 lands ability of the Yavimaya Elder
  - b) The 'milling' ability of the Altar of Dementia
  - c) Ingo chooses
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21. Ingo's Elvish Lyryst is enchanted with Pattern of Rebirth. Can he sacrifice the Lyryst to its own ability targeting the Pattern of Rebirth, and still be allowed to search his library to fetch a creature?

Elvish Lyryst (Elf 1/1): G, T, Sacrifice Elvish Lyryst: Destroy target enchantment.

Pattern of Rebirth (Enchant Creature): When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library.

- a) Yes, since the ability has already triggered before the Pattern of Rebirth leaves play.
  - b) No, since the Pattern of Rebirth will be put into the graveyard before it can trigger.
  - c) No, the Pattern will be destroyed by the Lyryst effect.
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22. Ingo announces playing a Goblin Grenade. Laurie quickly says that she bolts Ingo's only Goblin. Can she do that?

Goblin Grenade (Sorcery): As an additional cost to play Goblin Grenade, sacrifice a Goblin. Goblin Grenade deals 5 damage to target creature or player.

Lightning Bolt (Instant): Lightning Bolt deals 3 damage to target creature or player.

- a) No, since the sacrifice is a part of the cost to play the Goblin Grenade, and the goblin is gone when Laurie receives priority.
  - b) Yes, and that will get the Goblin Grenade countered upon resolution, since Ingo can't sacrifice a goblin.
  - c) Yes, but Ingo will get the Goblin Grenade back in his hand.
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23. Ingo announces Corpse Dance with buyback. In response Laurie uses her Thran Foundry on Ingo's graveyard. What happens to the Corpse Dance?

Corpse Dance (Instant): Buyback 2

Put the top creature card from your graveyard into play. That creature gains haste. Remove the creature from the game at end of turn.

Buyback <cost>: When playing an instant or sorcery spell with buyback, the controller of the spell may pay an additional <cost> specified on the card. If he or she does, when the spell resolves, the card is put into his or her hand instead of into his or her graveyard. If for some reason the card wouldn't otherwise go to its controller's graveyard, it doesn't go to his or her hand; it goes to wherever it's otherwise destined.

Thran Foundry (Artifact): 1, T, Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library

- a) There is no creature to take now, so the Corpse Dance is countered upon resolution and is put into the

graveyard.

- b) The creature to return to play is locked in on announcement, and so on resolution Ingo searches his library for the creature and puts it into play.
  - c) The Corpse Dance sees that there is no creature in the graveyard, does nothing and then returns to its owner's hand.
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24. Ingo uses his Corpse Dance to put a Phyrexian Plaguelord in play. Before his End Phase he sacrifices it. Will the Phyrexian Plaguelord be removed from game at the end of turn?

Corpse Dance (Instant): Buyback 2

Put the top creature card from your graveyard into play. That creature gains haste. Remove the creature from the game at end of turn.

Phyrexian Plaguelord (Carrier 4/4): T, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn.  
Sacrifice a creature: Target creature gets -1/-1 until end of turn.

- a) Yes, the effect of the Corpse Dance will find it.
  - b) No, the effect of the Corpse Dance won't find it.
  - c) The effect will find it only if it returns to play this turn.
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25. Ingo has a Gaea's Cradle in play. Can Ingo play a second Gaea's Cradle and tap it for mana, before it goes to the graveyard?

Gaea's Cradle (Legendary Land): T: Add G to your mana pool for each creature you control.

- a) Yes, he can do that.
  - b) No, he can't do that.
  - c) Yes, if he has not played a land this turn.
- 

26. Ingo has a Forest in play. He then plays a Conversion. After that, Laurie plays Phantasmal Terrain on the Forest, naming Mountain. Is the Forest now:

Conversion (Enchantment) All mountains are plains.

At the beginning of your upkeep, sacrifice Conversion unless you pay WW.

Phantasmal Terrain (Enchant Land): As Phantasmal Terrain comes into play, choose a basic land type. Enchanted land's type is the chosen type.

- a) A Mountain
  - b) A Plains
  - c) Both
- 

27. Ingo attacks with his Argothian Wurm. Laurie decides to block with her Fog Bank. What is the maximum damage Ingo can deal to Laurie?

Argothian Wurm (Wurm 6/6): Trample

When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.

Fog Bank (Wall 0/2): Flying

Prevent all combat damage that would be dealt to and dealt by Fog Bank.

- a) 6 since the Fog Bank can't absorb any of the trample damage.
  - b) 4 since Ingo still has to assign 2 damage to the Fog Bank.
  - c) 0 since the Fog Bank will reduce all the damage to 0, before any trample damage can trample over.
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28. Ingo attacks with his Argothian Wurm. Laurie blocks with her Mother of Runes, and gives it protection from green using its own ability. What is the maximum damage Ingo can deal to Laurie?

Argothian Wurm (Wurm 6/6): Trample

When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.

Mother of Runes (Cleric 1/1): T: Target creature you control gains protection from the color of your choice until end of turn.

- a) 6 since the Mother can't absorb any of the trample damage.
  - b) 5 since Ingo still has to assign 1 damage to the Mother of Runes.
  - c) 0 since the Mother of Runes will prevent all the damage, before any trample damage can spill over.
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29. Ingo attacks with his Argothian Wurm. Laurie blocks with her Wall of Earth (Wall 0/6). After damage has been put on the stack, Laurie uses her Soul Sculptor to turn the Wall of Earth into an enchantment. Will the enchantment survive when damage is dealt?

Argothian Wurm (Wurm 6/6): Trample

When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.

Soul Sculptor (Townfolk 1/1): 1W, T: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.

- a) No. It was involved in combat, and hasn't left play.
  - b) The damage goes on it, but can't destroy it, since it's an enchantment. However, if it becomes a creature again this turn, it gets destroyed.
  - c) Yes, as you can't deal damage to an enchantment.
- 

30. Ingo attacks with his Hypnotic Specter. Laurie uses her Ashnod's Transmogrator to turn the Hypnotic Specter into an artifact creature. Can Laurie now play a Dark Banishing on the Hypnotic Specter?

Hypnotic Specter (Specter 2/2; 1BB): Flying

Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random from his or her hand.

Ashnod's Transmogrator (Artifact): T, Sacrifice Ashnod's Transmogrator: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. #(This effect doesn't end at end of turn.)#

Dark Banishing (Instant): Destroy target nonblack creature. It can't be regenerated.

- a) Yes, since it's now an artifact and so it is colorless.

- b) No, since it's still black.
  - c) Yes, the Dark Banishing sees the Specter is at least an artifact.
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31. Ingo has a Gaea's Cradle and an Island in play. Laurie uses her Tidal Warrior to turn Ingo's Gaea's Cradle into an Island until the end of turn. What happens?

Gaea's Cradle (Legendary Land): T: Add G to your mana pool for each creature you control.

Tidal Warrior (Merfolk 1/1): T: Target land becomes an island until end of turn.

- a) Ingo now has a Legendary Island in play, and when the game checks for state based effects it will be put into Ingo's graveyard.
  - b) Ingo has 2 basic Islands in play, but only one is Legendary. Nothing happens.
  - c) The modified land is named "Gaea's Cradle", is Legendary, and has the land type "island". Nothing happens.
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32. Ingo controls a Phyrexian Tower, but no creatures. He also controls a Reflecting Pool. Can he tap the Reflecting Pool for B?

Phyrexian Tower (Legendary Land): T: Add one colorless mana to your mana pool.

T, Sacrifice a creature: Add BB to your mana pool.

Reflecting Pool (Land): T: Add to your mana pool one mana of any type that a land you control could produce.

- a) No, since the Reflecting Pool can't see the Phyrexian Tower's ability to produce B, as Ingo has no creatures to sacrifice.
  - b) No. Creatures or not, the Reflecting Pool can't make B.
  - c) Yes, the Reflecting Pool can be tapped for B.
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33. Laurie used her Tidal Warrior to turn Ingo's Gaea's Cradle into an Island. She then plays her own Gaea's Cradle. What happens?

Tidal Warrior (Merfolk 1/1): T: Target land becomes an island until end of turn.

Gaea's Cradle (Legendary Land): T: Add G to your mana pool for each creature you control.

- a) Laurie must put her Cradle into the graveyard when the Tidal Warrior effect ends.
  - b) Ingo must put his Cradle into the graveyard when the Tidal Warrior effect ends.
  - c) Laurie must put her Cradle into the graveyard the next time a player receives priority.
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34. Ingo announces a Wildfire, and passes. So does Laurie. Can Laurie now tap her Master Healer to prevent 4 damage to itself?

Wildfire (Sorcery): Each player sacrifices four lands. Wildfire deals 4 damage to each creature.

Master Healer (Cleric 1/4): T: Prevent the next 4 damage that would be dealt to target creature or player this turn.

- a) No, the Master Healer is in the graveyard by the next time Laurie gets priority.
- b) Yes, during the damage prevention step.

c) Not to the Master Healer, but Laurie can make a shield to prevent the next 4 damage to herself.

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35. Can you choose "Wizard Mentor" for Engineered Plague?

Engineered Plague (Enchantment): As Engineered Plague comes into play, choose a creature type.

All creatures of the chosen type get -1/-1.

- a) Yes, "Wizard Mentor" is a legal creature type.
  - b) No, "Wizard Mentor" can't be chosen for Engineered Plague.
  - c) No, "Wizard Mentor" can't be chosen as a creature type for Engineered Plague as it's a real Magic card, and you can't choose Magic cards as creature types.
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36. Ingo has an Oath of Druids in play. Ingo and Laurie both have 1 creature in play. Laurie has a Grizzly Bear (Bear 2/2) and Ingo has an Avalanche Riders in play, which he will have to pay Echo for this turn. This Upkeep Step, can Ingo refuse to pay the Echo for the Avalanche Riders and, because he has fewer creatures in play than Laurie, use the Oath of Druids?

Oath of Druids (Enchantment): At the beginning of each player's upkeep, if that player controls fewer creatures than any of his or her opponents, the player may reveal cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and all other cards revealed this way into his or her graveyard.

Avalanche Riders (Nomad 2/2): Haste, Echo

When Avalanche Riders comes into play, destroy target land.

Echo: At the beginning of your upkeep, if this card came under your control since the beginning of your last upkeep, you may pay its mana cost.

- a) Yes, when the Oath of Druids ability resolves it checks the number of creatures in play, and Ingo can use the Oath of Druids' ability to get a creature from his library.
  - b) No, the Oath of Druids will not trigger at the start of the upkeep as Ingo didn't have fewer creatures than Laurie.
  - c) No, Echo must be put on the stack before beginning of upkeep effects, so the Avalanche Riders are still in play when the Oath ability resolves.
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37. Ingo activates his Coffin Queen, targeting a Shivan Dragon. In response to the activation, Laurie plays Shock, targeting the Coffin Queen. Once the Shivan Dragon comes in play, will it then get to stay there, or will the Coffin Queen's ability remove it from the game?

Coffin Queen (Wizard 1/1): You may choose not to untap Coffin Queen during your untap step.

2B, T: Put target creature card from a graveyard into play under your control.

Whenever Coffin Queen becomes untapped, remove all creatures put into play with it from the game.

Whenever you lose control of Coffin Queen, remove all creatures put into play with it from the game.

Shivan Dragon (Dragon 5/5): Flying

R: Shivan Dragon gets +1/+0 until end of turn.

Shock (Instant): Shock deals 2 damage to target creature or player.

- a) The Shivan Dragon will get to stay in play.
- b) As soon as the Shivan Dragon comes into play a triggered ability goes on the stack, and when it

resolves Ingo will have to remove the Shivan Dragon from the game.

c) No, it's immediately removed from the game.

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38. Ingo plays a Capsize with buyback. Laurie wants to counter it with her Spell Blast. What would be the mana cost of Laurie's Spell Blast?

Capsize (Instant 1UU): Buyback 3

Return target permanent to its owner's hand.

Buyback <cost>: When playing an instant or sorcery spell with buyback, the controller of the spell may pay an additional <cost> specified on the card. If he or she does, when the spell resolves, the card is put into his or her hand instead of into his or her graveyard. If for some reason the card wouldn't otherwise go to its controller's graveyard, it doesn't go to his or her hand; it goes to wherever it's otherwise destined.

Spell Blast (Instant XU): Counter target spell with converted mana cost equal to X.

a) 6U

b) 5U

c) 3U

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39. If a False Prophet goes to the graveyard from play while a Humility is in play, what creatures are removed from game?

False Prophet (Cleric 2/2): When False Prophet is put into a graveyard from play, remove all creatures from the game.

Humility (Enchantment): All creatures lose all abilities and are 1/1.

a) All creatures in play are removed from the game.

b) No creatures are removed from the game.

c) The False Prophet and all creatures in play are removed from the game.

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40. A creature has two regeneration shields on it, one controlled by each player. Which shield applies if the creature is destroyed?

a) The last shield set up.

b) Controller of the creature decides.

c) The active player's shield.

---

41. Ingo has a Treetop Rangers in play. Laurie controls a Plated Spider. Ingo plays Falter, and proceeds to attack with the Treetop Rangers. Can Laurie block the Treetop Rangers with the Plated Spider?

Treetop Rangers (Elf 2/2): Treetop Rangers can't be blocked except by creatures with flying.

Plated Spider (Spider 4/4): Plated Spider may block as though it had flying.

Falter (Instant): Creatures without flying can't block this turn.

a) Yes, she can.

- b) No, she can't because the Falter effect stops the Plated Spider.
  - c) No, she can't because the Plated Spider cannot block a Treetop Ranger.
- 

42. Can a Powder Keg with no counters destroy the Zombie token made by a Sarcomancy?

Powder Keg (Artifact): At the beginning of your upkeep, you may put a fuse counter on Powder Keg.  
T, Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.

Sarcomancy (Enchantment): When Sarcomancy comes into play, put a 2/2 black Zombie creature token into play.  
At the beginning of your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you.

- a) Yes, the token has a converted mana cost of 0.
  - b) No, tokens don't have a converted mana cost.
  - c) No, the token has a converted mana cost of 1.
- 

43. Ingo attacks with a Gray Ogre (Ogre 2/2), and Laurie blocks with a Warrior en-Kor. She sets up 2 replacement shields from her Warrior en-Kor targeting her Wall of Essence. Once the combat damage is dealt, will the Wall of Essence's ability trigger?

Warrior en-Kor (Knight 2/2): 0: The next 1 damage that would be dealt to Warrior en-Kor this turn is dealt to target creature you control instead.

Wall of Essence (Wall 0/4): Whenever Wall of Essence is dealt combat damage, you gain that much life.

- a) Yes-- it received combat damage.
  - b) No-- when damage is re-directed, it loses its combat nature, and so the Wall of Essence won't trigger. No life will be gained.
  - c) Yes-- any damage received during combat will trigger the Wall of Essence
- 

44. Ingo attacks with a River Boa, and Laurie blocks it with a Gray Ogre (Ogre 2/2). Both players pass, and they put combat damage onto the stack. Then Laurie plays Lightning Bolt, targeting the River Boa, and Ingo responds with a regeneration shield. The River Boa regenerates. Combat damage then resolves, and Laurie says the River Boa dies. Ingo claims that it doesn't. Who is right?

River Boa (Snake 2/1): Islandwalk  
G: Regenerate River Boa.

Lightning Bolt (Instant): Lightning Bolt deals 3 damage to target creature or player.

- a) Laurie is since the damage was already on the stack.
  - b) Ingo is even though the damage was on the stack, because the River Boa was removed from combat due to the regeneration, and therefore wasn't able to take combat damage.
  - c) Ingo is even though the damage was on the stack because the River Boa was regenerated, and therefore all damage to the Boa is prevented until end of turn.
- 

45. Ingo has a Customs Depot in play. He plays a creature spell, which triggers Customs Depot. When shall Ingo decide if he wants to pay the (1) or not?

Customs Depot (Enchantment): Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.

- a) Triggered abilities that contain the word "may" follows the rules for modal spells, so Ingo must pay for the ability when he chooses the mode and place it on the stack.
  - b) This triggered ability is not considered modal, so the payment is made on resolution of the ability, then the draw and discard ability is placed on the stack.
  - c) The triggered ability is not considered modal, so the payment is made on resolution of the ability, then Ingo draws, and then he discards.
- 

46. Ingo activates his Treetop Village. He then enchants it with a Rancor. When will the Rancor go to the Graveyard?

Treetop Village (Land): Treetop Village comes into play tapped.

T: Add one green mana to your mana pool.

1G: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Rancor (Enchant Creature): Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

- a) Since local enchantments don't target the permanent they enchant under 6th Edition Rules, the Rancor will stay until the Treetop Village leaves play.
  - b) The Treetop Village will "de-animate" during the Cleanup Step of the End Phase, and the Rancor will then be put into the Graveyard triggering Rancor's ability.
  - c) Since the Treetop Village is a land, Rancor can't enchant it even when "animated".
  - d) The Treetop Village will "de-animate" during the Cleanup Step of the End Phase, and the Rancor will go to its owner's hand instead of the graveyard.
- 

47. Ingo animates his Treetop Village. He then puts a +1/+1 counter on it. When will the counter be removed?

Treetop Village (Land): Treetop Village comes into play tapped.

T: Add one green mana to your mana pool.

1G: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

- a) The counter stays on the Treetop Village, even when it deactivates.
  - b) Non-creature permanents can't have a power or toughness, so the counter can't be placed on the Treetop Village at all.
  - c) Since the Treetop Village is in an "animated state", its allowed to have power and toughness, but the counters will go away during the Cleanup Step of the End Phase when the Treetop Village deactivates.
  - d) The counter stays and the Treetop Village remains as a 1/1 after the normal animation deactivates.
- 

48. Ingo has an Argothian Enchantress in play. He plays an enchantment, but Laurie counters it with a Counterspell. Will Ingo draw a card from the Argothian Enchantress?

Argothian Enchantress (Enchantress 0/1): Argothian Enchantress can't be the target of spells or abilities. Whenever you play an enchantment spell, draw a card.

- a) Yes, since the Argothian Enchantress has already triggered.
  - b) No, since the enchantment wasn't successfully played.
  - c) Yes, Ingo will draw as soon he announces the enchantment.
  - d) No, when Ingo tries to draw, the ability doesn't see the enchantment and counters itself.
- 

49. Ingo plays an Argothian Wurm. Laurie has Sacred Ground in play. Laurie chooses to sacrifice a land to put the Argothian Wurm back on top of Ingo's library. Does she get the land back?

Argothian Wurm (Wurm 6/6): Trample

When Argothian Wurm comes into play, any player may sacrifice a land. If a player does, put Argothian Wurm on top of its owner's library.

Sacred Ground (Enchantment): Whenever a spell or ability controlled by an opponent puts a land into your graveyard from play, return that land to play.

- a) Laurie controls the ability, so the Sacred Ground won't trigger.
  - b) Ingo controls the ability, so the Sacred Ground will trigger.
  - c) Ingo controls the ability, but Laurie chooses which land to sacrifice, so the Sacred Ground won't trigger.
  - d) The Sacrifice is a cost, so Sacred Ground won't trigger.
- 

50. Ingo plays Replenish. In his graveyard is a Treachery. Laurie has a tapped Mother of Runes, which has given itself protection from blue. Can Ingo put the Treachery on the Mother of Runes?

Mother of Runes (Cleric 1/1): T: Target creature you control gains protection from the color of your choice until end of turn.

Replenish (Sorcery 3W): Return all enchantment cards from your graveyard to play. #(Local enchantments with no permanent to enchant remain in your graveyard.)#

Treachery (Enchant Creature 3UU): When Treachery comes into play, if you played it from your hand, untap up to five lands.  
You control enchanted creature.

- a) Yes, that is legal, but it will "fall off" during the check for state based effects.
  - b) No, the Mother is now an illegal choice, so he can't put Treachery on the Mother of Runes.
  - c) Since local enchantments don't target under 6E rules, he can put it on the Mother of Runes, and the Treachery will continue to sit there.
  - d) The Treachery is targeted, since it's a local enchantment, and can't be put onto the Mother since the Mother is an illegal target.
- 

51. Ingo plays Show And Tell. Can he now place his Gaea's Embrace on his Multani, Maro-Sorcerer?

Show and Tell (Sorcery): Each player may put an artifact, creature, enchantment, or land card from his or her hand into play.

Gaea's Embrace (Enchant Creature): Enchanted creature gets +3/+3 and has trample.  
G: Regenerate enchanted creature.

Multani, Maro-Sorcerer (Legend \*/\*): Multani, Maro-Sorcerer can't be the target of spells or abilities. Multani's power and toughness are each equal to the total number of cards in all players' hands.

- a) No, since the Gaea's Embrace targets when it's played.
  - b) Yes, but it will fall off once you check for state based effects.
  - c) Yes, and it will stay on.
  - d) No, you cannot put an enchant creature into play with Show and Tell.
- 

52. Ingo activates his Pestilence and responds by activating it once more. Can Laurie prevent all the damage with one Pentagram of the Ages activation?

Pestilence (Enchantment): At end of turn, if no creatures are in play, sacrifice Pestilence.  
B: Pestilence deals 1 damage to each creature and each player.

Pentagram of the Ages (Artifact): 4, T: The next time a source of your choice would deal damage to you this turn, prevent that damage.

- a) No, since each activation of the Pestilence is a new source.
  - b) No, since only the first activation of Pestilence to resolve will be prevented.
  - c) Yes, since they're in the same batch.
  - d) Yes, all damage to Laurie from the Pestilence will be prevented until the end of turn.
- 

53. Ingo has Pestilence in play. No creatures are in play. At the beginning of his end of turn step, the triggered ability of the Pestilence goes on the stack. Can he avoid the sacrifice of his Pestilence by playing a Simian Grunts, before the Pestilence trigger resolves?

Pestilence (Enchantment): At end of turn, if no creatures are in play, sacrifice Pestilence.  
B: Pestilence deals 1 damage to each creature and each player.

Simian Grunts (Ape 3/4): Echo  
You may play Simian Grunts any time you could play an instant.

- a) Yes he can, just play the Simian Grunts in response to the ability. Then when the ability resolves, it will see that there now is a creature in play, and do nothing.
  - b) No he can't. Once the ability is triggered, it exists independently from its source.
  - c) Ingo cannot play the Simian Grunts during the end of turn step.
  - d) No, when the Pestilence ability resolves it remembers there were no creatures when it was announced.
- 

54. Ingo has a Warrior en-Kor in play, as well as a Gray Ogre (Ogre 2/2). Laurie plays Lightning Bolt, targeting Ingo's Warrior en-Kor. Ingo responds by setting up 3 damage redirection shields from the Warrior en-Kor targeting the Gray Ogre. Laurie lets the shields resolve then plays Shock targeting the Gray Ogre. Both players pass, and the Ogre is put into Ingo's graveyard. When the Lightning Bolt resolves, what happens?

Warrior en-Kor (Knight 2/2): 0: The next 1 damage that would be dealt to Warrior en-Kor this turn is dealt to target creature you control instead.

Lightning Bolt (Instant): Lightning Bolt deals 3 damage to target creature or player.

Shock (Instant): Shock deals 2 damage to target creature or player.

- a) The damage replacement fails and the damage ceases to exist. Warrior en-Kor lives.
- b) The damage replacement fails and the damage is applied to the Warrior en-Kor. Warrior en-Kor dies.

- c) The damage is prevented to the Warrior en-Kor but not applied to the Ogre.
  - d) The damage is replaced to the Gray Ogre in the graveyard. Since the Gray Ogre is already in the graveyard, it won't matter to the game state. The Warrior en-Kor lives.
- 

55. Its Ingo's turn, and he has an Academy Rector in play. Laurie has a Planar Void in play. The Academy Rector goes to the graveyard. Does Ingo get to search for an enchantment?

Academy Rector (Cleric 1/2): When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.

Planar Void (Enchantment): Whenever a card is put into a graveyard, remove that card from the game.

- a) Yes, as the Academy Rector has already triggered.
  - b) No, the Planar Void's replacement ability prevents the Academy Rector from ever going to the graveyard.
  - c) No, Ingo can't remove the Academy Rector from the graveyard to gain the effect since the Planar Void has already removed it from his graveyard.
  - d) Yes, Ingo can remove the Academy Rector from the graveyard to gain the effect before the Planar Void can remove it from his graveyard.
- 

56. Ingo has enchanted Laurie's Academy Rector with Treachery. Laurie is active player. The enchanted Academy Rector goes to the graveyard (no Planar Void this time). Who gets to search for an enchantment?

Academy Rector (Cleric 1/2): When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.

Treachery (Enchant Creature): When Treachery comes into play, if you played it from your hand, untap up to five lands.

You control enchanted creature.

- a) Laurie does-- she is active player.
  - b) Laurie does-- she is the owner of the Academy Rector and will therefore control it once it is in the graveyard.
  - c) None of them-- Ingo controls the ability, but can't remove the Academy Rector from Laurie's graveyard.
  - d) Ingo does-- he controlled the Academy Rector when it left play.
- 

57. Ingo has a Gray Ogre (Ogre 2/2) enchanted with Treacherous Link and an Urza's Armor in play. Laurie plays Lunge, targeting the Gray Ogre and Ingo. How much damage will Ingo take?

Treacherous Link (Enchant Creature): All damage that would be dealt to enchanted creature is dealt to its controller instead.

Urza's Armor (Artifact): Each time a source would deal damage to you, it deals that much damage minus 1 instead.

Lunge (Instant): Lunge deals 2 damage to target creature and 2 damage to target player

- a) 4

- b) 3
  - c) 2
  - d) 0
- 

58. Ingo plays Living Death. Two Mogg Bombers and a Gray Ogre (Ogre 2/2) are put into play by the Living Death. How much damage can Ingo do?

Living Death (Sorcery): Each player sets aside all creature cards in his or her graveyard, then sacrifices all creatures he or she controls, then puts all creature cards he or she set aside this way into play.

Mogg Bombers (Goblin 3/4): When another creature comes into play, sacrifice Mogg Bombers. If you do, it deals 3 damage to target player.

- a) 18
  - b) 12
  - c) 6
  - d) 0
- 

59. Ingo has a 2/2 creature in play. He enchants it with Rancor, and then another Rancor. Laurie then plays Humility. Ingo plays another Rancor on that creature and also gives it a +1/+1 counter. How big is the creature now?

Rancor (Enchant Creature): Enchanted creature gets +2/+0 and has trample. When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

Humility (Enchantment): All creatures lose all abilities and are 1/1.

- a) 4/2
  - b) 8/2
  - c) 3/1
  - d) 1/1
  - e) 7/1
- 

60. If Ingo wishes to affect Laurie's Rofellos, Llanowar Emissary with Engineered Plague, then what does he need to set Engineered Plague to affect?

Rofellos, Llanowar Emissary (Elf Legend 2/1): T: Add one green mana to your mana pool for each forest you control.

Engineered Plague (Enchantment): As Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.

- a) Elf.
  - b) Legend.
  - c) Elf Legend.
  - d) Either a) or b).
  - e) Either a), b) or c)
-

61. Ingo has a Land Tax in play. Laurie plays Replenish. She has two Opalescences in her graveyard, as well as a Rancor. What are Laurie's options?

Land Tax (Enchantment): At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.

Replenish (Sorcery): Return all enchantment cards from your graveyard to play.

Opalescence (Enchantment): Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.

Rancor (Enchant Creature): Enchanted creature gets +2/+0 and has trample.  
When Rancor is put into a graveyard from play, return Rancor to its owner's hand.

- a) She must place the Rancor on either of the Opalescences.
  - b) She must place the Rancor on Ingo's Land Tax.
  - c) She can't get the Rancor into play at all.
  - d) She must place the Rancor on one of the Opalescences, or the Land Tax.
  - e) She may put the Rancor into play on nothing, let to go back to the graveyard, then return it to her hand.
- 

62. Ingo has a Warrior en-Kor in play, as well as a Gray Ogre (Ogre 2/2). Laurie plays Lightning Blast, targeting Ingo's Warrior en-Kor. Ingo responds by setting up 4 damage replacement shields targeting the Gray Ogre. Both players pass, and the Lightning Blast resolves. What happens?

Warrior en-Kor (Knight 2/2): 0: The next 1 damage that would be dealt to Warrior en-Kor this turn is dealt to target creature you control instead.

Lightning Blast (Instant): Lightning Blast deals 4 damage to target creature or player.

- a) The Warrior en-Kor is put into Ingo's graveyard.
  - b) Ingo takes 4 damage.
  - c) The Gray Ogre is put into Ingo's graveyard.
  - d) The Gray Ogre is put into Ingo's graveyard, then the Warrior en-Kor is put into Ingo's graveyard.
  - e) The Warrior en-Kor is put into Ingo's graveyard, then the Gray Ogre is put into Ingo's graveyard.
- 

Questions 63 through 65 use the following scenario:

Will a Palinchron brought into play via XXX allow the player to untap lands, XXX being:

Palinchron (Illusion 4/5): When Palinchron comes into play, if you played it from your hand, untap up to seven lands.

2UU: Return Palinchron to its owner's hand.

63. Sneak Attack?

Sneak Attack (Enchantment): R: Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end of turn.

- a) Yes

b) No

---

64. Temporal Aperture?

Temporal Aperture (Artifact): 5, T: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its mana cost. If the spell has X in its mana cost, X is 0.

a) Yes

b) No

---

65. Dream Halls?

Dream Halls (Enchantment): Rather than pay the mana cost for a nonartifact spell, its controller may discard a card that shares a color with that spell. If the spell has X in its mana cost, X is 0.

a) Yes

b) No

---

Questions 66 and 67 use the following scenario:

Ingo controls a Gray Ogre (Ogre 2/2) enchanted with Gaea's Embrace. Laurie plays Humble on the Ogre, and it resolves. Laurie then proceeds to play Shock targeting the Gray Ogre.

Gaea's Embrace (Enchant Creature): Enchanted creature gets +3/+3 and has trample.

G: Regenerate enchanted creature.

Humble (Instant): Target creature loses all abilities and becomes 0/1 until end of turn.

Shock (Instant): Shock deals 2 damage to target creature or player.

66. Can Ingo make a regeneration shield in response?

a) Yes.

b) No, since the Ogre has no abilities until end of turn.

c) Yes, but the shield will do nothing since the Ogre has no abilities when the Shock resolves.

---

67. If he made a regeneration shield in response to the Humble, would the Gray Ogre regenerate?

a) Yes, the shield will replace the Ogre's destruction.

b) No, because the Humble has wiped out the regeneration shield.

c) He can't respond to Humble, and the Shock will have to resolve before he can activate the regeneration ability.

---

Questions 68 and 69 use the following scenario:

Ingo plays Replenish with one Opalescence, one Pandemonium and one Angelic Chorus in his graveyard.

Replenish (Sorcery 3W): Return all enchantment cards from your graveyard to play.

Opalescence (Enchantment 2WW): Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.

Pandemonium (Enchantment 3R): Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player.

Angelic Chorus (Enchantment 3WW): Whenever a creature comes into play under your control, you gain life equal to its toughness.

68. How much damage can he do maximum?

- a) 13
  - b) 9
  - c) 5
  - d) 0
- 

69. How much life will he gain?

- a) 13
  - b) 9
  - c) 5
  - d) 0
- 

Answer keys will be forwarded on requests to: <sagency@yahoo.com>

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