The Delphi Test #2
version 040108
Do you Guru?

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

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Welcome to Delphi 2--
There are a few basic premises involved in taking the second installment of the Delphi Test series. This test is not timed-- it is recommended you review the entire test again after completing it but before attempting to score the test. Always read the question and answers carefully. It is recommended that Delphi be taken once without assistance and then repeated with a copy of the Comprehensive Rules available.

*Extra Special Note: Unless a question states otherwise, you may assume that all players have a sufficient amount of mana to pay whatever costs are necessary. No permanents are in play other than the permanents specified in each question. Creatures with their characteristics listed parenthetically in a test question have no additional abilities.

Here is some shorthand as well as the official wording for several abilities that appear in the test. You may wish to refer back here during the test:
B = one Black mana
U = one Blue mana
G = one Green mana
R = one Red mana
W = one White mana
T = Tap
Buyback X #(If you pay an additional X as you play this spell, put it into your hand instead of your graveyard as part of the spell's resolution.)#
Cycling 2 #(You may pay 2 and discard this card from your hand to draw a card. Play this ability any time you could play an instant.)#
Echo #(At the beginning of your next upkeep after this permanent comes under your control, sacrifice it unless you pay its mana cost.)#
Fading X #(This artifact comes into play with X fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)#
Haste #(This creature may attack and T the turn it comes under your control.)#

1. Russell controls an attacking Grizzly Bears (G1, Creature- Bear, 2/2) enchanted with Treetop Bracers. Can Michelle block the Grizzly Bears with an untapped Belbe's Percher?

Belbe's Percher (2B, Creature- Bird, 2/2)
Flying
Belbe's Percher may block only creatures with flying.

Treetop Bracers (1G, Enchant Creature)
Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

a) Yes
b) No

2. Michelle wishes to attack Russell with her Okk and her Wild Jhovall (R3, Creature- Cat, 3/3) enchanted with Tahngarth's Rage. Can she do that?

Okk (1R, Creature- Goblin, 4/4)
Okk can't attack unless a creature with greater power also attacks.
Okk can't block unless a creature with greater power also blocks.

Tahngarth's Rage (R, Enchant Creature)
Enchanted creature gets +3/+0 as long as it's attacking. Otherwise, it gets -2/-1.

a) Yes.
b) No.

3. Russell begins his turn with two cards in hand. Russell controls an untapped Howling Mine. Michelle controls The Rack. Can Russell avoid taking damage from The Rack this turn?

Howling Mine (2, Artifact)
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

The Rack (1, Artifact)
As The Rack comes into play, choose an opponent.
At the beginning of the chosen player's upkeep, The Rack deals X damage to that player, where X is the number of cards in his or her hand fewer than three.

a) Yes
b) No

4. Russell has 1 life and controls only a Phyrexian War Beast. The only creature card in Russell's graveyard is a Nether Spirit. Michelle controls an Umbilicus. Can Russell return the Nether Spirit to play before he must resolve the Umbilicus ability?

Nether Spirit (1BB, Creature- Spirit, 2/2)
At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.

Phyrexian War Beast (3, Artifact Creature, 3/4)
When Phyrexian War Beast leaves play, sacrifice a land and Phyrexian War Beast deals 1 damage to you.

Umbilicus (4, 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
b) No

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5. Russell controls a Fervor. Can Russell play a Waylay and attack with the Knight tokens?

Fervor (2R, Enchantment)
Creatures you control have haste.

Waylay (2W, Instant)
Play only during combat.
Put three 2/2 white Knight creature tokens into play. Remove them from the game at end of turn.

a) Yes
b) No

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6. Russell controls a Giant Tortoise. Michelle controls one untapped Mountain. She has a Shock and a Panic in her hand. Russell declares no attackers and passes priority to Michelle. Can Michelle now Panic the Giant Tortoise in order to gain the card drawing effect?

Giant Tortoise (1U, Creature- Tortoise, 1/1)
Giant Tortoise gets +0/+3 as long as it's untapped.

Panic (R, Instant)
Play Panic only during combat before the declare blockers step.
Target creature can't block this turn.
Draw a card at the beginning of the next turn's upkeep.

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

a) Yes
b) No

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7. A Longbow Archer attacks and is blocked by a Wild Jhovall (R3, Creature- Cat, 3/3). Is it possible to use a Fatal Blow to kill the Wild Jhovall and keep the Longbow Archer alive?

Fatal Blow (B, Instant)
Destroy target creature that was dealt damage this turn. It can't be regenerated.

Longbow Archer (WW, Creature- Soldier, 2/2)
First strike
Longbow Archer may block as though it had flying.

a) Yes
b) No

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8. Michelle controls an Abundance and an Island Sanctuary. She is about to draw the first card of her draw step. Can she benefit from both cards on this draw?

Abundance (2GG, Enchantment)
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until

you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

Island Sanctuary (1W, Enchantment)
If you would draw the first card of your draw step, instead you may skip drawing that card. If you skip that draw, until your next turn, only creatures with flying or islandwalk may attack you.

a) Yes
b) No

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9. During Michelle's end-of-turn step Russell plays a Natural Affinity. Russell then takes his turn. He wants to play Eradicate during his first main phase targeting one of Michelle's lands. Can he do this?

Natural Affinity (2G, Instant)
All lands become 2/2 creatures until end of turn. They still count as lands.

Eradicate (2BB, Sorcery)
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his or her library.

a) Yes
b) No

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10. Russell attacks with his Gray Ogre (R2, Creature- Ogre, 2/2). After Michelle declares no blockers, Russell plays Blood Frenzy targeting the Gray Ogre. After combat is over, Russell uses Soul Sculptor to turn the Gray Ogre into an enchantment. Will the Gray Ogre be destroyed?

Blood Frenzy (1R, Instant)
Target attacking or blocking creature gets +4/+0 until end of turn. Destroy that creature at end of turn.

Soul Sculptor (2W, Creature- Townsfolk, 1/1)
1W, T: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.

a) Yes
b) No

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11. Russell starts his first turn by playing a Swamp and playing Duress targeting his opponent, Michelle. Michelle responds by removing a blue card in her hand from the game to play Misdirection targeting the Duress. Is this a legal play?

Duress (B, Sorcery)
Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.

Misdirection (3UU, Instant)
You may remove a blue card in your hand from the game rather than pay Misdirection's mana cost.
Change the target of target spell with a single target.

a) Yes
b) No

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12. Russell controls a Worship, a 1/1 creature, and has 1 life. Can Michelle play a Shower of Sparks targeting the creature and Russell to kill Russell?

Shower of Sparks (R, Instant)
Shower of Sparks deals 1 damage to target creature and 1 damage to target player.

Worship (3W, Enchantment)
Damage that would reduce your life total to less than 1 reduces it to 1 instead if you control a creature.

a) Yes
b) No

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13. Michelle attacks with a Fresh Volunteers (W1, Creature- Rebel, 2/2). After he declines to block, Russell activates his Circle of Protection: White choosing the Fresh Volunteers when the ability resolves. Before putting damage on the stack, Michelle uses an Ashnod's Transmogrant targeting the Fresh Volunteers. Will the shield prevent the Fresh Volunteers' combat damage?

Ashnod's Transmogrant (1, Artifact)
T, Sacrifice Ashnod's Transmogrant: 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.)#

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

a) Yes
b) No

Chose the Best Answer

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14. Russell controls a Phyrexian War Beast, a Cathodion, an Ashnod's Altar, and one land, which is an untapped Forest. He sacrifices the Cathodion to his Ashnod's Altar. If Michelle plays Diabolic Edict targeting Russell when she receives priority, will Russell have enough mana to play the only green card in his hand, a Vine Dryad, and preserve his Phyrexian War Beast?

Ashnod's Altar (3, Artifact)
Sacrifice a creature: Add two colorless mana to your mana pool.

Cathodion (3, Artifact Creature, 3/3)
When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool.

Diabolic Edict (1B, Instant)
Target player sacrifices a creature.

Phyrexian War Beast (3, Artifact Creature, 3/4)
When Phyrexian War Beast leaves play, sacrifice a land and Phyrexian War Beast deals 1 damage to you.

Vine Dryad (3G, Creature- Dryad, 1/3)
Forestwalk
You may play Vine Dryad any time you could play an instant.
You may remove a green card in your hand from the game rather than pay Vine Dryad's mana cost.

a) No. Ashnod's Altar has a mana ability and cannot be responded to, but the Cathodion's ability is a triggered ability that uses the stack. Michelle has responded to the Cathodion's ability, so Russell doesn't yet have the last point of mana required to play his Vine Dryad.
b) No. The Ashnod's Altar has a normal activated ability, and the Cathodion's ability is a triggered ability. So Russell doesn't get the mana from either in time to play the Vine Dryad before the Diabolic Edict resolves.
c) No. Once Russell has passed priority to Michelle he will not receive priority again until the stack is empty.
d) Yes. Ashnod's Altar has a normal activated ability that goes onto the stack. Cathodion's ability is a mana ability, so it resolves immediately. Michelle has responded to the Ashnod's Altar's ability, but Russell has already received the 3 mana from Cathodion with which he can play the Vine Dryad.
e) Yes. Abilities which produce mana are mana abilities and don't use the stack. By the time Michelle can

respond, Russell has already received the mana from both of the abilities, and he can afford to play his Vine Dryad.

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15. With an Opalescence in play, Michelle attacks Russell with her Wild Jhovall (R3, Creature- Cat, 3/3). Russell uses a Soul Sculptor targeting the Wild Jhovall prior to blocking. How does combat conclude?

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

Soul Sculptor (2W, Creature- Townsfolk, 1/1)
1W, T: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.

a) Turning creatures into enchantments removes them from combat, so the Wild Jhovall won't deal any combat damage.
b) The Soul Sculptor turned the Wild Jhovall into an enchantment. It is now an attacking enchantment that can't deal damage.
c) The Soul Sculptor turned the Wild Jhovall into an enchantment. It is now an attacking enchantment that deals three damage like a normal creature due to its last known characteristics.
d) As the Soul Sculptor turned the Wild Jhovall into an enchantment, it would have been removed from combat had it not been for the Opalescence. The Wild Jhovall is still attacking and will deal four damage.
e) The Soul Sculptor turned the Wild Jhovall into an enchantment, but Opalescence immediately turned it back into a creature. For a moment it wasn't a creature, but the state based effect that removes creatures from combat didn't get checked at that time. The Wild Jhovall is still attacking and will deal four damage.

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16. Michelle plays a Shock, targeting Russell's River Boa. Russell responds by playing the regeneration ability of the River Boa, and the regeneration shield resolves. Michelle then plays her Hurr Jackal's ability targeting the River Boa, and that ability resolves. Michelle then plays a Debt of Loyalty targeting the River Boa, and it resolves. Finally the Shock resolves. What happens?

Debt of Loyalty (1WW, Instant)
Regenerate target creature. You gain control of that creature if it regenerates this way this turn.

Hurr Jackal (R, Creature- Jackal, 1/1)
T: Target creature can't be regenerated this turn.

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

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

a) The River Boa can't regenerate. It is put into the graveyard during the check for state based effects.
b) The ability of the Hurr Jackal overrides the regeneration shield of the River Boa. The only shield left is from the Debt of Loyalty. The River Boa regenerates, and Michelle gains control of the River Boa.
c) The ability of the Hurr Jackal overrides the regeneration shield of the Debt of Loyalty. The only shield left is from the River Boa. The River Boa regenerates, and Russell maintains control of the River Boa.
d) Since Russell has control of the creature, he can decide which shield to apply first. He can choose apply the shield from Debt of Loyalty first, which will be neutralized by the Hurr Jackal ability. Then he can apply the shield from the River Boa itself and regenerate the River Boa.
e) Since Russell has control of the creature, he can decide which shield to apply first. Regardless of which regeneration effect he applies first, the Hurr Jackal overrides regeneration effects. However, Debts of Loyalty's side effect still happens, and Michelle gains control of the River Boa.

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17. Russell activates his Predator, Flagship's destroy ability targeting Michelle's Voice of Truth. In response, Michelle uses her Distorting Lens to make the Predator, Flagship white. The ability of the

Distorting Lens resolves. Russell then plays Disenchant targeting the Predator, Flagship. The Disenchant destroys the Predator, Flagship, then what happens?

Disenchant (1W, Instant)
Destroy target artifact or enchantment.

Distorting Lens (2, Artifact)
T: Target permanent becomes the color of your choice until end of turn.

Predator, Flagship (5, Legendary Artifact)
2: Target creature gains flying until end of turn.
5, T: Destroy target creature with flying.

Voice of Truth (3W, Creature- Angel, 2/2)
Flying, protection from white

a) On resolution, the destroy ability checks the color of the Predator, Flagship and sees that it is in the graveyard and thereby unaffected by Distorting Lens. The destroy effect is no longer white, and the Voice of Truth is destroyed.
b) Even though the Predator, Flagship was white when it left play, the ability resolving is colorless. The Voice of Truth is destroyed.
c) The Predator, Flagship was white when it left play, so the last known color was white. However, because the Predator, Flagship was also an artifact, the Voice of Truth is still destroyed.
d) The Voice of Truth had already been successfully targeted when the Distorting Lens ability resolved. Therefore, the Voice of Truth will be destroyed even though the destroy ability is white on resolution.
e) The Predator, Flagship was white when it left play, so its last known color was white, and the destroy ability is countered because of the protection from white.

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18. Russell controls an Abundance. Michelle controls a Field of Dreams. Russell targets himself with and resolves a Stroke of Genius for five. How is this resolution handled?

Abundance (2GG, Enchantment)
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

Field of Dreams (U, Enchant World)
Players play with the top card of their libraries revealed.

Stroke of Genius (X2U, Instant)
Target player draws X cards.

a) Before he manipulates any cards, Russell must say which of the draws he will replace with the Abundance ability. He doesn't get to see the top card of his library before any of the actions while resolving the Stroke of Genius.
b) Before he manipulates any cards, Russell must say which of the draws he will replace with the Abundance ability. He does get to see the top card of his library before any of the actions while resolving the Stroke of Genius.
c) Russell may decide before each draw if he wants to replace it with Abundance, but he won't know what the top card of his library is when he decides.
d) Russell may decide before each draw if he wants to replace it with Abundance, and he does get to see the top card of his library before deciding.
e) Russell must decide to either replace all draws with Abundance or none at all when he starts resolving the Stroke of Genius.

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19. Michelle controls a Seal of Cleansing and an Opalescence. Russell targets the Seal of Cleansing with a Desert Twister. Michelle plays a Reverent Mantra in response. When the Reverent Mantra resolves,

Michelle chooses green. Before the Desert Twister resolves, Russell plays a Disenchant targeting the Opalescence. The Opalescence and Disenchant are put into their graveyards. What happens when the Desert Twister attempts to resolve?

Desert Twister (4GG, Sorcery)
Destroy target permanent.

Disenchant (1W, Instant)
Destroy target artifact or enchantment.

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

Reverent Mantra (3W, Instant)
You may remove a white card in your hand from the game rather than pay Reverent Mantra's mana cost.
All creatures gain protection from the color of your choice until end of turn.

Seal of Cleansing (1W, Enchantment)
Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

a) The Desert Twister originally targeted a creature. Because the Seal of Cleansing is now just an enchantment, the Desert Twister is countered on resolution.
b) The Desert Twister targets an enchantment that has protection from green. The Desert Twister will be countered on resolution.
c) Reverent Mantra can only affect creatures. The Seal of Cleansing is no longer a creature. The Desert Twister destroys the Seal of Cleansing.
d) Reverent Mantra still applies to the Seal of Cleansing, because it has already resolved. However, Seal of Cleansing isn't a creature, so it can't have protection from green. The Desert Twister destroys the Seal of Cleansing.
e) The Desert Twister checked the legality of its target at the time it was announced and doesn't do so a second time. Therefore, the Desert Twister destroys the Seal of Cleansing.

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20. Michelle plays a Plow Under targeting two of Russell's lands. What happens when the Plow Under resolves?

Plow Under (3GG, Sorcery)
Put two target lands on top of their owner's library.

a) Michelle can put 0, 1, or 2 of the targeted lands on top of Russell's library. She chooses the order.
b) Michelle can put 0, 1, or 2 of the targeted lands on top of Russell's library. He chooses the order.
c) Michelle must put both lands on top of Russell's library starting with the most recently played land.
d) Michelle must put both lands on top of Russell's library, and she chooses the order.
e) Michelle must put both lands on top of Russell's library, and he chooses the order.

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21. Michelle controls an Angelic Chorus, a Kyren Negotiations, and a Castle. Michelle plays and resolves a Fresh Volunteers (W1, Creature- Rebel, 2/2) triggering the Angelic Chorus. After Michelle has put the Angelic Chorus ability on the stack, Russell targets the Fresh Volunteers with a Terror. Michelle plays the ability of Kyren Negotiations, tapping the Fresh Volunteers and targeting Russell. Then the Terror resolves and destroys the Fresh Volunteers. What happens when the Angelic Chorus ability resolves?

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

Castle (3W, Enchantment)
Untapped creatures you control get +0/+2.

Kyren Negotiations (2RR, Enchantment)

Tap an untapped creature you control: Kyren Negotiations deals 1 damage to target player.

Terror (1B, Instant)
Destroy target nonartifact, nonblack creature. It can't be regenerated.

a) The Angelic Chorus ability checks for the Fresh Volunteers' toughness, but the Fresh Volunteers is no longer in play. Michelle gains no life.
b) The Fresh Volunteers' toughness was two when it left play. Michelle gains two life.
c) The Fresh Volunteers' toughness was four when it left play. Michelle gains four life.
d) The Fresh Volunteers' toughness was two when it came into play. Michelle gains two life.
e) The Fresh Volunteers' toughness was four when it came into play. Michelle gains four life.

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22. Russell plays a Cannibalize, choosing to remove a creature he controls from the game, and put two +1/+1 counters on a second creature he controls. Michelle destroys the second creature in response. Russell plays a Power Sink for zero targeting his Cannibalize. When it resolves, can the Power Sink counter the Cannibalize?

Cannibalize (1B, Sorcery)
Choose a player and two target creatures controlled by that player. You remove one from the game and put two +1/+1 counters on the other.

Power Sink (XU, Instant)
Counter target spell unless its controller pays X. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool.

a) Yes. Russell can choose to not pay zero. The Cannibalize will be countered and Russell must tap all his lands.
b) Yes. Russell can choose to not pay zero. The Cannibalize will be countered and Russell will not tap all his lands.
c) Russell can decide how to resolve the Power Sink. He may choose to counter the Cannibalize and then decide if he wants to tap lands or not.
d) No. Russell must pay zero. The Cannibalize will not be countered and Russell must tap all his.
e) No. Russell must pay zero. The Cannibalize will not be countered and Russell will not tap all his lands.

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23. Michelle owns and controls a Gray Ogre (R2, Creature- Ogre, 2/2), a Wild Jhovall (R3, Creature- Cat, 3/3), and an Abduction (on her own Gray Ogre). Russell then plays an Abduction targeting the Gray Ogre and then another one targeting the Wild Jhovall. After the stack is empty and Russell passes priority, Michelle plays Enchantment Alteration targeting her Abduction. When the Enchantment Alteration resolves, she chooses to move the Abduction to the Wild Jhovall. Who controls the Wild Jhovall?

Abduction (2UU, Enchant Creature)
When Abduction comes into play, untap enchanted creature.
You control enchanted creature.
When enchanted creature is put into a graveyard, return that creature to play under its owner's control.

Enchantment Alteration (U, Instant)
Move target enchantment enchanting a creature or land to another permanent of that type.

a) Russell controls the Wild Jhovall because his Abduction was played later than Michelle's.
b) Russell controls the Wild Jhovall because moving the enchantment did not alter its timestamp.
c) Russell decides who controls the Wild Jhovall because it is his turn, and the active player chooses how to timestamp permanents.
d) Michelle controls the Wild Jhovall because she owns the Abduction and the Wild Jhovall.
e) Michelle controls the Wild Jhovall because moving the enchantment reset the timestamp of her Abduction to later than the timestamp of Russell's Abduction.

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24. Michelle targets the third card in her graveyard, which is a Spined Fluke, with an Unearth.

Michelle currently controls no creatures. Once all abilities or effects of the Unearth and Spined Fluke have resolved, where are the two cards?

Spined Fluke (2B, Creature- Horror, 5/1)
When Spined Fluke comes into play, sacrifice a creature.
B: Regenerate Spined Fluke.

Unearth (B, Sorcery)
Cycling 2
Return target creature card with converted mana cost 3 or less from your graveyard to play.

a) The Unearth is the top card of her graveyard, and the Spined Fluke is in play if Michelle activates its regeneration ability.
b) The Unearth is the top card in her graveyard, and the Spined Fluke is the fourth card.
c) The Unearth is the top card in her graveyard, and the Spined Fluke is the second card.
d) The Unearth is the second card in her graveyard, and the Spined Fluke is the top card.
e) The Unearth is the top card of her graveyard, and the Spined Fluke is in play.

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25. Michelle controls an untapped Island and a creature. Russell plays a Catastrophe. Does Michelle know which of those two permanents will be destroyed when she has the opportunity to play a Rescue?

Catastrophe (4WW, Sorcery)
Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated.

Rescue (U, Instant)
Return target permanent you control to its owner's hand.

a) Yes. Catastrophe is modal, so Russell must announce if he wants to have Catastrophe destroy lands or destroy creatures when he plays his spell.
b) Yes. Though Catastrophe is not modal, it does use the word 'or' which denotes a choice that is made on announcement of the spell.
c) No. The choice of creatures or lands is made during the resolution of the Catastrophe.
d) Yes. When Catastrophe resolves, Russell will make his choice and then put a second effect onto the stack to destroy all permanents of the appropriate type. Michelle may respond to this second effect with her Rescue.
e) Russell has the option to choose the effect of Catastrophe during either announcement or resolution. If Russell makes the choice on announcement, Michelle will have a chance to play her Rescue and save the correct permanent.

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26. Michelle announces a Pyrotechnics. She targets two of Russell's Grizzly Bears (G1, Creature- Bear, 2/2). Russell has a Magnify in his hand. He wants to play it only if he can save both of his Bears. Will Russell know whether he should play the Magnify or not?

Magnify (G, Instant)
All creatures get +1/+1 until end of turn.

Pyrotechnics (4R, Sorcery)
Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

a) Yes. Michelle must divide the damage equally among all targets.
b) Yes. Michelle is required to announce the division of damage while announcing the spell.
c) No. Michelle has to choose the targets during announcement. She decides about the distribution of the damage only during the resolution of the Pyrotechnics.
d) No. The distribution of damage is made before the resolution of the Pyrotechnics but after Russell has passed priority.
e) Michelle has the option to choose the distribution of damage during either announcement or resolution. If Michelle makes the choice on announcement, Russell will have a chance to play his Magnify.

27. Michelle has a Pyromancy in play and only two cards in her hand, a Wild Jhovall (R3, Creature-Cat, 3/3) and a Grizzly Bears (G1, Creature- Bear, 2/2). Russell controls a Wild Jhovall and a Grizzly Bears. If Michelle activates her Pyromancy twice, can she be sure to destroy both of Russell's creatures?

Pyromancy (2RR, Enchantment)
3, Discard a card at random from your hand: Pyromancy deals to target creature or player damage equal to the converted mana cost of the discarded card.

a) No. The targeting choice happens during the announcement of the Pyromancy ability before the card is discarded, so Michelle can't be sure.
b) No. The targeting choice happens during the resolution of the Pyromancy ability before the card is discarded, so Michelle can't be sure.
c) Yes. The targeting choice happens during the announcement of the Pyromancy ability after the card is discarded. Michelle can choose the appropriate target for the discarded card.
d) Yes. The targeting choice happens during the resolution of the Pyromancy ability after the card is discarded. Michelle can choose the appropriate target for the discarded card.
e) Yes. Michelle discards a card during the announcement of the Pyromancy ability. During the resolution of the ability she will be able to choose the best target.

28. During Michelle's turn, Russell activates a Nevinyrral's Disk. Both players have a Corpse Dance in hand, so the order their cards end up in the graveyards is very important. How is the resolution of the Nevinyrral's Disk's ability handled?

Corpse Dance (2B, 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.

Nevinyrral's Disk (4, Artifact)
Nevinyrral's Disk comes into play tapped.
1, T: Destroy all artifacts, creatures, and enchantments.

a) Michelle orders all the cards going to her graveyard first, as she is the active player. After she is done, Russell does the same for the cards that go to his graveyard.
b) Russell orders all the cards going to his graveyard first, as he is the controller of the ability. After he is done, Michelle does the same for her cards that go into her graveyard.
c) Michelle and Russell take turns deciding which card goes on top of his or her graveyard. Michelle starts.
d) Michelle and Russell take turns deciding which card goes on top of his or her graveyard. Russell starts.
e) Russell orders the cards going to both graveyards.

29. Russell plays and resolves a Ghitu Slinger triggering its ability. Russell puts the ability on the stack and targets Michelle's Voice of Truth. In response, Michelle uses her Distorting Lens targeting the Ghitu Slinger and choosing white on resolution. Russell then plays a Shock targeting his own Ghitu Slinger. The Ghitu Slinger is destroyed when the Shock resolves. What happens when the Ghitu Slinger's ability resolves?

Distorting Lens (2, Artifact)
T: Target permanent becomes the color of your choice until end of turn.

Ghitu Slinger (2R, Creature- Nomad, 2/2)
Echo
When Ghitu Slinger comes into play, it deals 2 damage to target creature or player.

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

Voice of Truth (3W, Creature- Angel, 2/2)
Flying, protection from white

a) The Ghitu Slinger was red when the ability went on the stack and white is its last known color when the ability resolves. The ability is countered.
b) The Ghitu Slinger was red when the ability went on the stack. The ability won't be countered and will deal red damage to the Voice of Truth.
c) The Ghitu Slinger was red when the ability went on the stack. The ability won't be countered, and the white damage to the Voice of Truth will be prevented.
d) The Ghitu Slinger was red when the ability went on the stack and red when the ability resolves. The ability won't be countered, but the damage to the Voice of Truth will be prevented.
e) The Ghitu Slinger was red when the ability went on the stack. The Ghitu Slinger is no longer in play when the ability resolves, therefore, the ability is countered.

---

30. Russell is at twelve life and controls an Opal Avenger which is currently an enchantment. Russell plays a Game of Chaos targeting Michelle who is at twenty life. First he loses four coin flips, and then he wins once and chooses to stop. What happens?

Game of Chaos (RRR, Sorcery)
Choose target opponent and flip a coin. If you win the flip, you gain 1 life and that player loses 1 life. If you lose the flip, you lose 1 life and the player gains 1 life. The winner of each flip decides whether to flip again. Double the life stakes with each flip.

Opal Avenger (2W, Enchantment)
When you have 10 life or less, if Opal Avenger is an enchantment, Opal Avenger becomes a 3/5 Guardian creature.

a) This can't actually happen. Russell will be at -3 after the first four flips, and he will die immediately.
b) The Opal Avenger triggers three times. Russell survives.
c) The Opal Avenger triggers once. Russell survives.
d) The Opal Avenger doesn't trigger. Russell survives.
e) The Opal Avenger triggers. When Russell tries to put the ability on the stack he loses because his life had been zero or less.

---

31. Russell controls a Gray Ogre (R2, Creature- Ogre, 2/2). Michelle plays a Gray Ogre of her own and then plays a Conspiracy. As Conspiracy comes into play, Michelle chooses the creature type "Legend". What happens?

Conspiracy (3BB, Enchantment)
As Conspiracy comes into play, choose a creature type.
Creatures you control and creature cards in your graveyard, hand, and library are of the chosen type.

a) Michelle is the active player, so the status of her Gray Ogre is evaluated first. The status of Russell's Gray Ogre is then evaluated. Russell must put his Gray Ogre into the graveyard.
b) Michelle's Gray Ogre came into play most recently. Michelle must put her Gray Ogre into the graveyard.
c) Both Gray Ogres were in play when the Conspiracy resolved. Both Gray Ogres must be put into the graveyard.
d) Both Gray Ogres were in play when the Conspiracy resolved. Only Michelle's Gray Ogre is affected by the legend rule, and she will have to put her Gray Ogre in the graveyard.
e) Both Gray Ogres were in play when the Conspiracy resolved. Only Michelle's Gray Ogre is affected by the legend rule, and she will not have to put her Gray Ogre in the graveyard.

---

32. Michelle attacks with an Air Elemental and a Venomous Dragonfly enchanted with Lure. Russell has an untapped Giant Spider in play. Can the Giant Spider block the Air Elemental?

Air Elemental (3UU, Creature- Elemental, 4/4)
Flying

Giant Spider (3G, Creature- Spider, 2/4)
Giant Spider may block as though it had flying.

Lure (1GG, Enchant Creature)
All creatures able to block enchanted creature do so.

Venomous Dragonfly (3G, Creature- Insect, 1/1)
Flying
Whenever Venomous Dragonfly blocks or becomes blocked by a creature, destroy that creature at end of combat.

a) No. Russell is required to block the Venomous Dragonfly.
b) No. The Giant Spider may block as though it had flying, so Russell must block the Venomous Dragonfly if he blocks at all.
c) No. Russell may try to block the Air Elemental, but the block would be redirected to the Venomous Dragonfly.
d) Yes. The Giant Spider can block as though it had flying.
e) Yes. Russell declares he is not blocking the Venomous Dragonfly. Then Russell declares he is blocking the Air Elemental with the Giant Spider, and Michelle receives priority.

---

33. Russell begins his turn and untaps his four basic lands and two Tangle Wires. One Tangle Wire has a fade counter on it, and the other has three counters remaining. What is the maximum number of untapped basic lands Russell can have at the start of his first main phase?

Tangle Wire (3, Artifact)
Fading 4
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

a) 0
b) 1
c) 2
d) 3
e) 4

---

34. Michelle starts her turn controlling a Wild Mammoth and two Grizzly Bears (G1, Creature- Bear, 2/2). Russell controls three Scathe Zombies (2B, Creature- Zombie, 2/2). Michelle places the Wild Mammoth ability on the stack. Russell then plays a Terror targeting a Grizzly Bears. The Terror resolves, and the Grizzly Bears is destroyed. What happens when the ability of the Wild Mammoth resolves?

Terror (1B, Instant)
Destroy target nonartifact, nonblack creature. It can't be regenerated.

Wild Mammoth (2G, Creature- Elephant, 3/4)
At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of Wild Mammoth.

a) Russell controls more creatures. He gains control of the Wild Mammoth.
b) This can't happen as described. The Wild Mammoth triggered ability doesn't go on the stack at all.
c) The number of creatures controlled by each player was equal when the triggered ability went onto the stack. Michelle keeps the Wild Mammoth when the ability resolves, but (if nothing changes) Russell will gain control of the Wild Mammoth at the beginning of her next upkeep.
d) The number of creatures controlled by each player was equal when the triggered ability went onto the stack. Michelle keeps the Wild Mammoth when the ability resolves, but (if nothing changes) Russell will gain control of the Wild Mammoth at the beginning of his next upkeep.
e) Since the if-condition has a different status during announcement and resolution, the whole effect is contradictory and ignored.

35. Michelle controls a Bloated Toad (the only creature in play) and a Thran Lens. Russell plays a Replenish with a Treachery in his graveyard. What happens?

Bloated Toad (2G, Creature- Toad, 2/2)
Cycling 2
Protection from blue

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

Thran Lens (2, Artifact)
All permanents are colorless.

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

a) Russell chooses to put the colorless Treachery onto the Bloated Toad. Russell gains control of the Bloated Toad.
b) Russell chooses to put the Treachery onto the Bloated Toad. Russell gains control of the Bloated Toad until state based effects are checked. Then the Bloated Toad returns to Michelle and the Treachery becomes the top card in Russell's graveyard.
c) The Treachery attempts to enchant the Bloated Toad, fails, and then goes to the graveyard. Replenish goes to the graveyard on top of the Treachery.
d) The Treachery can't be put on the Bloated Toad, and will keep its place in the graveyard. Replenish resolves, and goes to the graveyard.
e) Treachery cannot target the Bloated Toad. The Treachery will be countered on resolution.

36. Russell controls a Celestial Dawn. He then plays a Contamination. What is his situation?

Celestial Dawn (1WW, Enchantment)
Nonland cards you own that aren't in play and nonland permanents you control are white. Lands you control are plains. Spells and abilities you control produce white mana instead of any other color. You may spend white mana as though it were mana of any color.

Contamination (2B, Enchantment)
If a land is tapped for mana, it produces {B} instead of its normal type and amount.
At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

a) All his lands are Plains in addition to their original land type, but will produce only W when tapped for mana.
b) All his lands are Plains in addition to their original land type, but will produce only B when tapped for mana.
c) All his lands are Plains that can be tapped for either W or B.
d) All his lands are Plains that produce only B when tapped for mana.
e) All his lands are Plains that produce only W when tapped for mana.

37. Russell controls a Coastal Piracy and attacks with a Scathe Zombies (2B, Creature- Zombie, 2/2). After damage is on the stack Michelle uses the ability of a Waterfront Bouncer to return the Scathe Zombies to Russell's hand. When the damage from the Scathe Zombies resolves, does the Coastal Piracy trigger, and if so, what does the triggered ability do?

Coastal Piracy (2UU, Enchantment)

Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Waterfront Bouncer (1U, Creature- Spellshaper, 1/1)
U, T, Discard a card from your hand: Return target creature to its owner's hand.

a) As the Scathe Zombies is no longer in play, Coastal Piracy doesn't trigger.
b) The ability will trigger. Russell must then decide if he wants to draw a card. If he does, he puts the ability of the Coastal Piracy on the stack. Once it resolves, he can't change his mind and must draw the card immediately.
c) The ability will trigger. Russell must then decide if he wants to draw a card. If he does, he puts the ability of the Coastal Piracy on the stack. Once it resolves, he can still change his mind and won't have to draw the card.
d) The ability will trigger and go on the stack, and Russell decides on his resolution if he wants to draw a card. If he decides to draw the card, he draws it immediately.
e) The ability will trigger and go on the stack, and Russell decides on his resolution if he wants to draw a card. If he decides to draw the card, he puts the draw on the stack. When this ability resolves, Russell draws the card.

---

38. Russell controls only 8 Forests, 3 Swamps, and 3 Mountains. In this order he plays a Darkest Hour, Bad Moon, Natural Affinity, Fervor, and then another Forest. He declares a legal attack with every applicable creature. What is the maximum damage he can deal?

Bad Moon (1B, Enchantment)
Black creatures get +1/+1.

Darkest Hour (B, Enchantment)
All creatures are black.

Fervor (2R, Enchantment)
Creatures you control have haste.

Natural Affinity (2G, Instant)
All lands become 2/2 creatures until end of turn. They still count as lands.

a) 0
b) 10
c) 12
d) 15
e) 18

---

39. Russell controls an Aether Flash. He then plays a Death Pit Offering followed by a Humility. Now he plays an Oraxid. What happens?

Aether Flash (2RR, Enchantment)
Whenever a creature comes into play, Aether Flash deals 2 damage to it.

Death Pit Offering (2BB, Enchantment)
As Death Pit Offering comes into play, sacrifice all creatures you control.
Creatures you control get +2/+2.

Humility (2WW, Enchantment)
All creatures lose all abilities and are 1/1.

Oraxid (3U, Creature- Beast, 2/3)
Protection from red

a) The Oraxid comes into play as a 2/3. The Aether Flash trigger goes on the stack, then Oraxid gets +2/+2 from the Death Pit Offering, then it becomes a 1/1 with no abilities. The Aether Flash destroys the Oraxid.
b) The Oraxid comes into play as a 2/3. The Oraxid gets +2/+2 from the Death Pit Offering, and then it becomes a 1/1 with no abilities. The Aether Flash trigger goes on the stack. The protection from red prevents the Aether Flash damage.
c) The Oraxid comes into play as a 3/3. Then it becomes a 1/1 with no abilities. The Aether Flash trigger goes on the stack. The Aether Flash destroys the Oraxid.
d) The Oraxid comes into play as a 1/1 with no abilities. The Aether Flash trigger goes on the stack. The Aether Flash destroys the Oraxid.
e) The Oraxid comes into play as a 1/1 with no abilities. The Oraxid gets +2/+2 from the Death Pit Offering making it a 3/3. The Aether Flash trigger goes on the stack. The Aether Flash deals two damage to the Oraxid.

---

40. Russell controls a Faerie Conclave that is animated by its own ability. Russell attacks with the Faerie Conclave, but before damage is put on the stack, Michelle plays a Jinx, targeting the Faerie Conclave. During the resolution of the Jinx Michelle chooses Forest. What is the status of the card?

Faerie Conclave (Land)
Faerie Conclave comes into play tapped.
T: Add one blue mana to your mana pool.
1U: Faerie Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.

Jinx (1U, Instant)
Target land's type becomes the basic land type of your choice until end of turn.
Draw a card at the beginning of the next turn's upkeep.

a) The card is a tapped, colorless, non-attacking, noncreature permanent that taps to produce G.
b) The card is a non-attacking land that is blue and taps to produce G named Faerie Conclave.
c) The card is an attacking creature that is blue and flying named Faerie Conclave.
d) The card is an attacking creature that is blue and taps to produce G named Forest.
e) The card is an attacking creature that is blue, flying, and taps to produce G named Faerie Conclave.

---

41. Michelle, who is at 1 life, plays Soul Feast targeting Russell. Russell responds with a Misdirection targeting the Soul Feast and choosing Michelle as the Soul Feast's new target. How does this happen, and what happens when the Soul Feast is done resolving?

Misdirection (3UU, Instant)
You may remove a blue card in your hand from the game rather than pay Misdirection's mana cost.
Target spell with a single target targets another target instead.

Soul Feast (3BB, Sorcery)
Target player loses 4 life and you gain 4 life.

a) When Russell announces the Misdirection, he first chooses its target (Soul Feast) and then the Soul Feast's new target (Michelle). Michelle will be at 1 life after the Soul Feast resolves. Michelle survives.
b) When Russell announces the Misdirection, he first chooses its target (Soul Feast) and then the Soul Feast's new target (Michelle). Michelle is at 1 life after the Soul Feast resolves, but she will die as a state-based effect because she was at -3 life for a short time.
c) When Russell announces the Misdirection, he chooses its target (Soul Feast). When Misdirection resolves, he chooses Michelle as the Soul Feast's new target. Michelle will first be reduced to 0 life and then go up to 4 life during the Soul Feast's resolution. Michelle survives.
d) When Russell announces the Misdirection, he chooses its target (Soul Feast). When Misdirection resolves, he chooses Michelle as the Soul Feast's new target. Michelle is still at 1 life after the Soul Feast resolves. Michelle survives.
e) When Russell announces the Misdirection, he chooses its target (Soul Feast). When Misdirection resolves,

he chooses Michelle as the Soul Feast's new target. Michelle is still at 1 life after the Soul Feast resolves, but she will die as a state-based effect because she was at -3 life for a short time.

---

42. Russell controls a Mana Flare, a Contamination, and a Mountain enchanted with Wild Growth. If he taps that Mountain for mana, what mana will be in his pool when he has priority?

Contamination (2B, Enchantment)
Whenever a land is tapped for mana, it produces B instead of its normal type and amount.
At the beginning of your upkeep, sacrifice Contamination unless you sacrifice a creature.

Mana Flare (2R, Enchantment)
Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool.

Wild Growth (G, Enchant Land)
Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool.

a) He gets RRG.
b) He gets RBG.
c) He gets BBG.
d) He gets BBB.
e) He gets B.

---

43. Russell controls a Skeleton Scavengers with one +1/+1 counter on it that is enchanted with his Pariah. Michelle controls a Pestilence. She activates the Pestilence three times and then passes priority to Russell. How often must Russell activate the regeneration ability of the Skeleton Scavengers, and what is the least he must pay to keep the Skeleton Scavengers from being destroyed?

Pariah (2W, Enchant Creature)
All damage that would be dealt to you is dealt to enchanted creature instead.

Pestilence (2BB, Enchantment)
At end of turn, if no creatures are in play, sacrifice Pestilence.
B: Pestilence deals 1 damage to each creature and each player.

Skeleton Scavengers (2B, Creature- Skeleton, 0/0)
Skeleton Scavengers comes into play with one +1/+1 counter on it.
Pay {1} for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers. When it regenerates this way, put a +1/+1 counter on it.

a) 2 times and 2 mana
b) 2 times and 3 mana
c) 3 times and 3 mana
d) 3 times and 4 mana
e) 3 times and 6 mana

---

44. Michelle attacks with a Flesh Reaver, Russell blocks with a Wild Jhovall (R3, Creature- Cat, 3/3). Once combat damage is on the stack, Michelle returns the Flesh Reaver to her hand with an Unsummon. How does combat proceed?

Flesh Reaver (1B, Creature- Horror, 4/4)
Whenever Flesh Reaver deals damage to a creature or opponent, Flesh Reaver deals that much damage to you.

Unsummon (U, Instant)
Return target creature to its owner's hand.

a) Since the Flesh Reaver is no longer in play when combat damage resolves, the Wild Jhovall takes zero damage, and Michelle doesn't take any damage from the Flesh Reaver either.
b) Having put damage on the stack, Michelle must put the Flesh Reaver's triggered ability on the stack. Michelle will take four damage, and then the four damage to the Wild Jhovall will resolve.
c) Although the Flesh Reaver is no longer in play when combat damage resolves, the Wild Jhovall takes zero damage, but Michelle takes four damage from the triggered ability.
d) Although the Flesh Reaver is no longer in play when combat damage resolves, the Wild Jhovall takes four damage, and Michelle also takes four damage from the triggered ability.
e) Although the Flesh Reaver is no longer in play when combat damage resolves, the Wild Jhovall takes four damage, but Michelle doesn't take any damage from the triggered ability.

---

45. Russell attacks with an Elvish Archers and an Elvish Ranger (2G, Creature- Elf, 4/1). Michelle blocks both with a Wall of Glare. After the Elvish Archers' damage goes on the stack, Michelle targets her Wall of Glare with a Flaming Sword (to kill the Elvish Ranger). After the Flaming Sword resolves, how does combat proceed?

Elvish Archers (1G, Creature- Elf, 2/1)
First Strike

Flaming Sword (1R, Enchant Creature)
You may play Flaming Sword any time you could play an instant.
Enchanted creature gets +1/+0 and has first strike.

Wall of Glare (1W, Creature- Wall, 0/5)
Wall of Glare may block any number of creatures each combat.

a) The Wall of Glare takes two first strike damage. Then the Wall of Glare's first strike damage must be put on the stack. The damage from the Wall of Glare destroys the Elvish Ranger before regular combat damage, and the Wall of Glare survives.
b) The Wall of Glare takes two first strike damage. Then the Wall of Glare's first strike damage must be put on the stack. The damage from the Wall of Glare destroys the Elvish Ranger before regular combat damage. The Elvish Ranger's damage is then put on the stack, and the Wall of Glare is destroyed when that damage resolves.
c) The Wall of Glare's first strike damage is added to the stack. The Wall of Glare lethally damages the Elvish Ranger at the same time it is dealt two damage from the Elvish Archers. The Elvish Ranger damage is never put on the stack, and the Wall of Glare survives.
d) The Wall of Glare takes two first strike damage. The damage from the Wall of Glare and the Elvish Ranger is put on the stack at the same time and then resolved at the same time destroying both creatures.
e) The Wall of Glare takes two first strike damage. The combat phase has moved past putting first strike damage on the stack, so only the Elvish Ranger deals it's damage. The Wall of Glare is destroyed.

---

46. Russell begins his turn and untaps three Islands and a Horseshoe Crab enchanted with Hermetic Study. Michelle plays a Terror targeting the Horseshoe Crab. How much damage can Russell do before Terror resolves?

Hermetic Study (1U, Enchant Creature)
Enchanted creature has "T: This creature deals 1 damage to target creature or player."

Horseshoe Crab (2U, Creature- Crab, 1/3)
U: Untap Horseshoe Crab.

Terror (1B, Instant)
Destroy target nonartifact, nonblack creature. It can't be regenerated.

a) 0

b) 1
c) 2
d) 3
e) 4

---

47. Michelle plays a Keldon Vandals with an Urza's Incubator (creature type= Townsfolk) under her control. When the Keldon Vandals comes into play, the only artifact in play is that Urza's Incubator. What is the total mana cost Michelle will pay for playing the Keldon Vandals and paying for its Echo?

Keldon Vandals (2R, Creature- Townsfolk, 4/1)
Echo
When Keldon Vandals comes into play, destroy target artifact.

Urza's Incubator (3, Artifact)
As Urza's Incubator comes into play, choose a creature type.
Creature spells of the chosen type cost 2 less to play.

a) RR4
b) RR2
c) RR
d) 6
e) 4

---

48. Which of these actions uses the stack?

City of Brass (Land)
Whenever City of Brass becomes tapped, it deals 1 damage to you.
T: Add one mana of any color to your mana pool.

Monkey Cage (5, Artifact)
When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Kill Switch (3, Artifact)
2, T: Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.

Rancor (G, 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) Tapping a City of Brass for mana.
b) Creating ape tokens when a Monkey Cage's ability resolves.
c) Putting a Rancor in the graveyard when the permanent it's on stops being a creature.
d) Being damaged when the City of Brass is tapped for mana.
e) Untapping a Kill Switch at the beginning of a turn.

---

49. Michelle controls a Maro, an Emperor Crocodile, and a Veiled Crocodile and is holding one card. The Veiled Crocodile is currently an enchantment, and Michelle decides to play the Brainstorm she is holding. How many creatures does Michelle control when the Brainstorm finishes resolving?

Brainstorm (U, Instant)
Draw three cards, then put two cards from your hand on top of your library in any order.

Emperor Crocodile (3G, Creature- Crocodile, 5/5)
When you control no other creatures, sacrifice Emperor Crocodile.

Maro (2GG, Creature- Elemental, */*)
Maro's power and toughness are each equal to the number of cards in your hand.

Veiled Crocodile (2U, Enchantment)
When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 Crocodile creature.

a) 0
b) 1
c) 2
d) 3
e) The number will depend on what choices Michelle makes with each card.

Scenario Based Questions

Questions 50 through 55 use the following scenario:
      Beginning his turn, Russell controls three Islands and one Mountain. The only card in hand is a Frantic Search. Michelle controls a Tangle Wire with four Fade counters on it. If the top two cards of his library are Mountains, can he play the third card if:

Frantic Search (2U, Instant)
Draw two cards, then discard two cards from your hand.
Untap up to three lands.

Tangle Wire (3, Artifact)
Fading 4
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

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50. The third card is a Lighting Blast?

Lightning Blast (3R, Instant)
Lightning Blast deals 4 damage to target creature or player.

a) Yes
b) No

---

51. The third card is a Viashino Heretic?

Viashino Heretic (2R, Creature- Viashino, 1/3)
1R, T: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's converted mana cost.

a) Yes
b) No

---

52. The third card is Blind Fury?

Blind Fury (2RR, Instant)
If a creature would deal combat damage to a creature this turn, it deals double that damage instead.
All creatures lose trample until end of turn.

a) Yes

b) No

---

53. The third card is a Shatterstorm?

Shatterstorm (2RR, Sorcery)
Destroy all artifacts. They can't be regenerated.

a) Yes
b) No

---

54. The third card is a Recall, and Russell wants to return the Frantic Search to his hand?

Recall (XXU, Sorcery)
Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

a) Yes
b) No

---

55. The third card is a Sonic Burst?

Sonic Burst (1R, Instant)
As an additional cost to play Sonic Burst, discard a card at random from your hand.
Sonic Burst deals 4 damage to target creature or player.

a) Yes
b) No

Questions 56 through 58 use the following scenario:
        Michelle controls a Keldon Warlord enchanted with Russell's Weakness, a Battle Squadron enchanted with Russell's Enfeeblement, and a Lhurgoyf. There are no cards in any graveyard. Russell controls no creatures.

Battle Squadron (3RR, Creature- Ship, */*)
Flying
Battle Squadron's power and toughness are each equal to the number of creatures you control.

Enfeeblement (BB, Enchant Creature)
Enchanted creature gets -2/-2.

Keldon Warlord (2RR, Creature- Lord, */*)
Keldon Warlord's power and toughness are each equal to the number of non-Wall creatures you control.

Lhurgoyf (2GG, Creature- Lhurgoyf, */1+*)
Lhurgoyf's power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1.

Weakness (B, Enchant Creature)
Enchanted creature gets -2/-1.

---

56. Russell plays a Dry Spell. After it has resolved and Russell receives priority, what creature cards are in Michelle's graveyard and in what order?

Dry Spell (1B, Sorcery)
Dry Spell deals 1 damage to each creature and each player.

a) All three are in Michelle's graveyard in any order she chooses.
b) The Lhurgoyf is at the bottom of the graveyard. The Keldon Warlord and Battle Squadron are on the top in any order.
c) The Keldon Warlord is on top of the Battle Squadron in the graveyard. The Lhurgoyf is still in play.
d) The Keldon Warlord is on top. The Battle Squadron and the Lhurgoyf are below it, in any order.
e) The Battle Squadron is on top of the graveyard followed by the Keldon Warlord, then the Lhurgoyf.

---

57. Russell plays a Tremor. After it has resolved and Russell receives priority, what creature cards are in Michelle's graveyard and in what order?

Tremor (R, Sorcery)
Tremor deals 1 damage to each creature without flying.

a) All three are in Michelle's graveyard in any order she chooses.
b) The Lhurgoyf is at the bottom of the graveyard. The Keldon Warlord and Battle Squadron are on the top in any order.
c) The Keldon Warlord is on top of the Battle Squadron in the graveyard. The Lhurgoyf is still in play.
d) The Keldon Warlord is on top. The Battle Squadron and the Lhurgoyf are below it, in any order.
e) The Battle Squadron is on top of the graveyard followed by the Keldon Warlord, then the Lhurgoyf.

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58. Russell plays a Tremor. After it has resolved and Russell receives priority, what cards are in his graveyard and in what order?

Tremor (R, Sorcery)
Tremor deals 1 damage to each creature without flying.

a) All three are in his graveyard in any order he chooses.
b) The Tremor is on top followed by the Weakness and then the Enfeeblement.
c) The Enfeeblement is on top of the graveyard. The Tremor is under the Enfeeblement.
d) The Enfeeblement and the Weakness are on top on any order. The Tremor is underneath them.
e) The Enfeeblement and the Weakness are in the graveyard in any order.

Questions 59 through 62 use the following scenario:
Michelle starts her first main phase with only an untapped Karplusan Forest in play and a hand of exactly four of the same card. Her library contains eight Forests.

Karplusan Forest (Land)
T: Add one colorless mana to your mana pool.
T: Add R or G to your mana pool. Karplusan Forest deals 1 damage to you.

59. Michelle is holding four Skyshroud Cutter. How many of them can she play this turn?

Skyshroud Cutter (3G, Creature- Beast, 2/2)
If you control a forest, you may have each other player gain 5 life rather than pay Skyshroud Cutter's mana cost.

a) 0
b) 1
c) 2
d) 3

e) 4

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60. Michelle is holding four Vine Dryad. How many of them can she play this turn?

Vine Dryad (3G, Creature- Dryad, 1/3)
Forestwalk
You may play Vine Dryad any time you could play an instant.
You may remove a green card in your hand from the game rather than pay Vine Dryad's mana cost.

a) 0
b) 1
c) 2
d) 3
e) 4

---

61. Michelle is holding four Land Grant. How many of them can she play this turn?

Land Grant (1G, Sorcery)
If you have no land cards in hand, you may reveal your hand rather than pay Land Grant's mana cost.
Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library.

a) 0
b) 1
c) 2
d) 3
e) 4

---

62. Michelle is holding four Land Grant. How many Forest cards can she have in her hand at most when she ends her turn?

Land Grant (1G, Sorcery)
If you have no land cards in hand, you may reveal your hand rather than pay Land Grant's mana cost.
Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library.

a) 0
b) 1
c) 2
d) 3
e) 4

Questions 63 through 66 use the following scenario:
        Michelle plays Replenish and both players control only basic lands. When her Replenish resolves, Michelle puts into play a Crusade, an Opalescence, and an Angelic Chorus.

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

Crusade (WW, Enchantment)
White creatures get +1/+1.

Disenchant (1W, Instant)
Destroy target artifact or enchantment.

Opalescence (2WW, Enchantment)

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

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

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63. How much life does Michelle gain?

a) 0
b) 7
c) 8
d) 9
e) There is no way to determine an answer with the information provided.

---

64. If Russell plays a Disenchant targeting Michelle's Angelic Chorus after any triggers are put on the stack, how much life does Michelle gain?

a) 0
b) 7
c) 8
d) 9
e) There is no way to determine an answer with the information provided.

---

65. If Russell plays a Disenchant targeting Michelle's Crusade after any triggers are put on the stack, how much life does Michelle gain?

a) 0
b) 7
c) 8
d) 9
e) There is no way to determine an answer with the information provided.

---

66. If Russell plays a Disenchant targeting Michelle's Opalescence after any triggers are put on the stack, how much life does Michelle gain?

a) 0
b) 7
c) 8
d) 9
e) There is no way to determine an answer with the information provided.

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

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