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The Control Magic family

Magic Arcana
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The card **Bribery** was originally slated to be in *Urza's Destiny*, and had the playtest name "Kick-Ass Control Magic." But the *Destiny* team wanted to continue the "free mechanic" into that set, and created **Treachery**, which is basically a five mana "free" **Control Magic**.

Bribery was moved up a set into *Mercadian Masques*, where it found a happy home, and both cards made significant impacts on their respective Block Constructed -- and Standard -- metagames.

Later, *Odyssey* debuted **Persuasion**, which is **Treachery** without the free mechanic. The development teams believe the original **Control Magic** was undercosted at 4 mana, and **Treachery** was undercosted at 5, but both **Bribery** and **Persuasion** are costed correctly.



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