



"Mystery Metal Man"

Magic Arcana
 Tuesday, April 19, 2005

Now's your chance to play **Magic** developer. What should the cost of this artifact creature be? Answer at the bottom. *Thanks to Devin Low for today's Magic Arcana.*

Mystery Metal Man

Flying. First strike. Haste. Trample. Provoke.

You may play this creature any time you could play an instant.
 This creature can't be countered.
 As this creature comes into play, choose a color. This creature has protection from the chosen color.
 This creature can't be the targets of spells or abilities.
 Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

①: This creature's type becomes the creature type of your choice in addition to its other types until end of turn.
 ②: This creature gets +0/+1 until end of turn.
 ②: This creature gets +1/+0 until end of turn.
 ②: This creature gets +1/+1 until end of turn.
 ②: Regenerate this creature.

②, Sacrifice this creature: Draw a card.
 ②, Sacrifice this creature: You gain 4 life.
 ②, Sacrifice this creature: This creature deals 2 damage to target creature or player.
 ②, Sacrifice this creature: Target player discards a card at random. Play this ability only any time you could play a sorcery.

Pay 2 life: Return this creature to its owner's hand.

Whenever this creature deals damage, its controller gains that much life.
 Whenever this creature deals combat damage to a creature, destroy that creature. It can't be regenerated.
 Whenever this creature deals combat damage to a player, you may draw a card.
 Whenever this creature deals combat damage to a player, its controller may put a 1/1 colorless [Shyft] creature token into play.

This creature can't be blocked except by [Shyfts].
 Ⓢ: Regenerate target [Shyft].
 Ⓢ: Target [Shyft] gets +X/+0 until end of turn, where X is the number of [Shyfts] in play.

3/3

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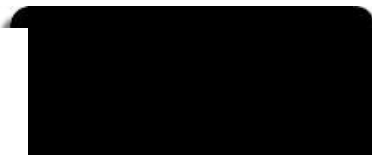
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RULES

Click [here](#) to find out the actual mana cost R&D set for this creature, which is actually printed in a **Magic** set.

The answer is ①.

Yup, just one colorless mana. All you have to do is have **Acidic Sliver**, **Armor Sliver**, **Barbed Sliver**, **Blade Sliver**, **Brood Sliver**, **Clot Sliver**, **Crypt Sliver**, **Crystalline Sliver**, **Essence Sliver**, **Heart Sliver**, **Hibernation Sliver**, **Horned Sliver**, **Hunter Sliver**, **Magma Sliver**, **Mindwhip Sliver**, **Mistform Sliver**, **Mnemonic Sliver**, **Muscle Sliver**, **Plated Sliver**, **Quick Sliver**, **Root Sliver**, **Shifting Sliver**, **Spectral Sliver**, **Spined Sliver**, **Synapse Sliver**, **Talon Sliver**, **Toxin Sliver**, **Victual Sliver**, **Ward Sliver**, and **Winged Sliver** already in play. It's **Metallic Sliver**, and it was actually printed in *Tempest* at just one colorless mana. Pretty good deal!





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