

The answers to Monday's puzzles.

## Magic: the Puzzling –Ravnica Answers

Jeff Till

Wednesday, November 23, 2005



- [Jeff Till Archive](#)

Time for the answers to [Monday's puzzles](#).

### Round 1, Game 3:




- Vhati has 31 cards in his graveyard, and 9 in play. That leaves exactly 20 cards left in his deck (since the required deck size was 60 cards).
- Tap all your land and your Signet for mana.
- Transmute [Dimir Infiltrator](#) into [Glimpse the Unthinkable](#).
- Transmute [Muddle the Mixture](#) into [Twincast](#).
- Cast [Glimpse the Unthinkable](#) targeting Vhati, and copy it with [Twincast](#).
- Vhati has no cards left in his deck and will die on his next draw step.

### Round 2, Game 3:


- You must consider all the possible tricks that your opponent has. With no mana available, the only relevant options are:
  - [Shining Shoal](#) for 1
  - [Devouring Light](#)
  - [Chord of Calling](#) (for 0 or 1)
  - [Gather Courage](#)
  - [Sundering Vitae](#) (targeting [Unholy Strength](#))
- The only way you can lose the game is to attack with [Nekrataal](#), and have the first strike damage [Shining Shoal](#)ed back to you. Because of this, you will not attack with [Nekrataal](#) unless you know you can avoid the Shoal.
- The only creatures that can stop you with [Chord of Calling](#) are [Ornithopter](#) and [Kami of False Hope](#).
- [Devouring Light](#), [Sundering Vitae](#), [Gather Courage](#), [Shining Shoal](#) with damage on the stack, and [Chord of Calling](#) for [Kami of False Hope](#) will automatically force the game into a draw, so you cannot effectively play around those situations.
- Cast [Dizzy Spell](#) targeting [Drift of Phantasms](#). This will put Circu's ability on the stack. You might get lucky and pull [Ornithopter](#) or [Kami of False Hope](#) out of the deck.

- Your opponent can always respond to the trigger by casting [Chord of Calling](#) for [Ornithopter](#). If they do, then you know they do not have an active [Shining Shoal](#) in their hand. Therefore, you can attack with [Nekrataal](#), and still have enough damage for the win.
- Cast [Last Gasp](#) targeting [Drift of Phantasms](#), using the same logic above.
- Assuming [Chord of Calling](#) was not cast, attack with everyone except [Nekrataal](#). Unless your opponent has a trick mentioned above, you will win the game.

### Round 3, Game 2:

- Tap all your lands and your Signet to get five each of Black and Blue mana.
- Use  to cast [Gifts Ungiven](#) for [Peel from Reality](#), [Teardrop Kami](#), [Dimir Machinations](#), and [Drift of Phantasms](#).
- If you receive either card with Transmute:
  - Use  to transmute into [Spawnbroker](#).
  - Cast [Spawnbroker](#) with your remaining mana, exchanging [Helldozer](#) for Stabwhiskers.
  - Pass the turn, and during her upkeep, your opponent will die to Stabwhisker's ability.
- If you receive [Peel from Reality](#) and [Teardrop Kami](#):
  - Cast [Teardrop Kami](#).
  - Using , cast [Peel from Reality](#), targeting your [Teardrop Kami](#) and the Doppelganger.
  - Recast [Teardrop Kami](#) and sacrifice it to tap Szadek.
  - Pump [Undercity Shade](#) twice, making it a 3/3.
  - Attack with [Undercity Shade](#) and [Helldozer](#). Only one can be blocked, so you will win.

### Round 4, Game 2:

- Tap an [Island](#) and cast [Teardrop Kami](#).
- Attack with [Mindleech Mass](#), [Undercity Shade](#), and [Wizened Snitches](#). Your opponent will be best off blocking the Mass, but will still take 3 damage and the Mass will trigger.
- Play [Auratouched Mage](#) from his hand, fetching [Followed Footsteps](#) out of your deck.
- Tap three more [Islands](#) and play [Copy Enchantment](#), copying [Followed Footsteps](#). Enchant your [Teardrop Kami](#).
- Pass the turn and let your opponent draw [Worship](#).
- During their draw step, tap your remaining mana and cast [Time Stop](#).
- During your upkeep, you will receive a copy of [Auratouched Mage](#) and [Teardrop Kami](#).
- Draw a card for your turn (assume it is something that will not help you).
- Pay  and sacrifice the [Teardrop Kami](#) copy to tap your opponent's token (the [Pithing Needle](#) does not affect the copy, since it is not a card).
- Attack with [Mindleech Mass](#), [Undercity Shade](#), [Wizened Snitches](#), [Teardrop Kami](#), and [Auratouched Mage](#). Your opponent will take all 12 damage, and be down to 4.
- Play [Worship](#) from his hand.
- Tap [Llanowar Wastes](#), [Underground Sea](#), and 3 [Islands](#) to play [Soul Feast](#) targeting your opponent for the final 4 damage.

### Round 4, Game 3:

You have several ways of winning this game, but they are all in your deck. You can draw a single card with [Terrarion](#), since [Pithing Needle](#) will not stop mana abilities. Your outs include:

- [Spawnbroker](#) (3 mana)  
Swap [Moroi](#) for any of Argus's creatures. He will lose 1 life during his upkeep and lose the game.
- [Drift of Phantasms](#) (6 mana)  
Transmute into [Spawnbroker](#), and use the [Spawnbroker](#) solution.
- [Hex](#) (6 mana)  
Cast [Hex](#) targeting every creature in play. [Booby Trap](#) will kill Argus during his upkeep.
- [Golgari Guildmage](#) (7 mana)  
Cast the Guildmage and use its ability to put a +1/+1 counter on [Necroplasm](#). At the end of your turn all of Argus's creatures will die, and he will die from the [Booby Trap](#) during his upkeep.
- [Muddle the Mixture](#) or [Dimir Infiltrator](#) (10 mana)  
Transmute into [Golgari Guildmage](#) and use that solution.
- [Gifts Ungiven](#) (7, 10, or 11 mana)  
Search for [Golgari Guildmage](#), [Spawnbroker](#), [Hex](#), and any other card.
- [Twisted Justice](#) (9 or 12 mana)  
Sacrifice [Necroplasm](#) to draw four cards. You will win if you draw [Spawnbroker](#) or transmute [Drift of Phantasms](#) into [Spawnbroker](#).

You can manipulate your library to change the odds of drawing certain cards. Your options include:

1. Sacrifice the [Terrarion](#) immediately.
2. Transmute [Dizzy Spell](#) into [Unholy Strength](#) to shuffle your library, then sacrifice the [Terrarion](#).
3. Play [Glimpse](#), transmute [Dizzy Spell](#), sacrifice [Terrarion](#).

Playing [Glimpse](#) without later randomizing your deck does not affect your odds. So which option is best?

1. If you just sacrifice the [Terrarion](#), you have no chance of drawing the Guildmage or [Spawnbroker](#), since they are near the bottom of your library. This leaves you [Muddle the Mixture](#), [Dimir Infiltrator](#), [Drift of Phantasms](#), [Hex](#), or [Gifts Ungiven](#). The probability of drawing each of these is 1/24. You also have a 1/24 chance of drawing [Twisted Justice](#), in which case you can win if [Drift of Phantasms](#) is among the next four cards. The probability of that happening is 4/23, making the total probability of winning  $(1/24 * 5) + (1/24 * 4/23) = 119/552 \sim 21.6\%$ .
2. If you transmute [Dizzy Spell](#) and then sacrifice the [Terrarion](#), you have 27 random cards in your library. Since you have 9 mana remaining, you can win with [Golgari Guildmage](#), [Spawnbroker](#), [Hex](#), or [Drift of Phantasms](#). The probability of drawing each of these is 1/27. In addition, if you draw [Twisted Justice](#), you can win if [Spawnbroker](#) is among the next four cards, which has a probability of 4/26. Hence, the total probability of winning is  $(1/27 * 4) + (1/27 * 4/26) \sim 15.4\%$ .
3. If you play [Glimpse the Unthinkable](#), you mill yourself for 10. The probability that you will mill the 2 remaining 1-mana spells in your library is  $10/24 * 9/23 = 15/92$ . Therefore, when you transmute [Dizzy Spell](#), you have a 15/92 chance to be left with an 18-card library, and a 77/92 chance to be left with a 17-card library. You will have seven mana remaining, so you will still win if you draw Guildmage, [Spawnbroker](#), [Hex](#), or [Drift](#). Since the Guildmage and [Spawnbroker](#) are definitely still in your library, the probability of drawing each is  $(1/18 * 15/92) + (1/17 * 77/92) = 547/9384$ . [Hex](#) and [Drift](#) may be in your library or may be in the 10 cards that were milled, so the probability of drawing

each is  $(1/28 * 15/92) + (1/27 * 77/92) = 2561/69552$ . The total probability of winning is therefore  $(2 * 547/9384) + (2 * 2561/69552) = 112459/591192 \sim 19.0\%$ .

Your best option is therefore just to sacrifice the [Terrarion](#) right away. (I'd like to thank [goblinrecruiter](#) for pointing out a couple options I missed.)

Unfortunately, the odds were against you and you failed to draw either [Hex](#) or the [Golgari Guildmage](#), and you lost the final game. That just reinforced the fact that **Magic** is both a game of skill and chance.

### **Bonus Puzzle:**

Below is an image of something I've been constructing for quite some time now. I add one new card to the matrix each day. Can anyone figure out what it is? Feel free to post guesses in the forums.

