

Several abilities trigger at the same time: they are put onto the stack in APNAP order; they will resolve on a last in, first out basis.

Landfall abilities that have a visual impact on the game are always optional – except for Hedron Crab. The judge doesn't have to intervene for the others if forgotten.



Creature with Kicker enters-the-battlefield ability: if the target is announced at the same time as the spell and the would-be target is removed before the creature enters the battlefield, another target will have to be chosen.

Traps: Most traps check whether something has happened in the past. Once the condition is met, you can cast the trap for its alternative cost until end of turn, you don't have to cast it as soon as the condition is met.

Intervening 'If' clause: will prevent Scute Mob's ability from triggering, so Harrow during upkeep doesn't help.

Adventuring Gear gives the bonus to the creature it's equipping when its triggered ability resolves. Moving the equipment doesn't move the bonus. If it's destroyed in response to its triggered ability, and it was equipping a creature at that time, that creature will get the bonus.



Blade of the Bloodchief: the creature gets the counters.



Bloodchief Ascension: if destroyed at the same time as an opponent's creature, it will not trigger, since the second ability is not a leaves-the-battlefield trigger (put into an opponent's graveyard from anywhere). Does not count tokens.

Archive trap: search is a keyword action, this checks whether an opponent has chosen to "search", doesn't matter if he found something or not.

Archmage Ascension: controlling two won't enable you to search for two cards for each draw; once a draw is replaced by one replacement effect, the other doesn't apply anymore.

Celestial Mantle + Lifelink = Lifelink is applied first because it's not triggered anymore.

Sorin Markov enables you to control your opponent's turn. You can do and see everything he could, except for conceding and looking at the sideboard, and you cannot make him do anything illegal.

Cosi's trickster: what counts is that you've been instructed to shuffle your library. Works even if you have only 0 or 1 card in it.

Vampire Hexmage works well on planeswalkers, because a planeswalker without loyalty counters is put into its owner's graveyard.



Oracle of Mul Daya: several of them have a cumulative effect. You reveal each card if you draw multiples. Doesn't enable you to play a land at another time than usual.



Chandra Ablaze: you can activate the first ability even if you have no cards in hand. For the third ability, you cast the spells from your graveyard during its resolution, so you ignore timing restrictions based on type (sorcery) but not the others (cast only during combat). You cannot pay alternate costs, but you may pay additional costs such as kicker.

Eldrazi Monument: you have to sacrifice a creature if you control any as the triggered ability resolves.



Vampire Hexmage + Quest for the Gravelord: if the Quest already has two counters, it's too late to use Vampire Hexmage on it, as the triggered ability will go on the stack above the Hexmage's ability, and will resolve first.

Gigantiform: Applied after any other effects that set P/T, but before any effects that modify P/T. If kicked, you choose something for the other Gigantiform to enchant as it enters the battlefield. After it's chosen, it's too late to respond.

Iona, shield of Emeria: as-enters-the-battlefield ability doesn't use the stack, you cannot respond to it.

Predatory Urge: will work if enchanted creature is removed in response to the activated ability, but not if the target is removed.

Blazing Torch: if you control Blazing Torch and your opponent controls the equipped creature, the damage ability can't be activated, since your opponent cannot sacrifice your Blazing Torch.

Pyromancer Ascension: a spell can't both put the second counter on it and be copied. The copy also copies X, whether it was kicked, and so on.

If you cast Mark of Mutiny on a Roil Elemental, then play a land and target the Elemental with its ability, you get to keep it forever.



Quest for the Gemblades: remember combat damage doesn't use the stack anymore.

Rite of Replication: very good if kicked on an Ally creature, as each of the tokens will see all the others enter the battlefield.



Turntimber Basilisk doesn't work on Welkin Tern, as blocking restrictions must be followed regardless of any blocking requirements.

Regardless of anything else, please make sure you carefully read the cards, even if you think you know them. Can you look up a fetchland with Expedition Map? Yes you can!