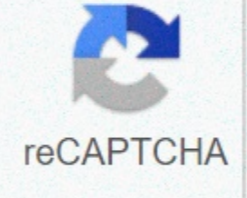




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## 2 archetype of imagination

When asked by MrWorldwide 6 years ago, I'm just curious. Does every creature fly, none of them, or what? This discussion is closed
As long as both archetypes are in play, no creatures have hexproof. The most important rule to consider here is Rule 112.11: Effects can prevent an object from having a specific ability. These effects say that the object may not have this ability. If the object has this ability, it loses it. It is also impossible for an effect to add this ability to the object. If a resolution spell or ability attempts to create a continuous effect that adds the specified ability to such an object, that continuous effect is not generated, although that resolution spell or ability can still produce other continuous effects. Continuous effects generated by static abilities that would add the specified ability do not apply to this object. This works with Rule 101.2: If a rule or effect allows or directs something, and another effect indicates that this cannot happen, the can't effect takes precedence. This means that each archetype says that the creatures of its enemies can lose hexproof and not hexproof, and that removes Hexproof from these creatures and overrides any ability that would give them hexproof. If we want to look closely at how these abilities interact, then we need Rule 613: Interaction of continuous effects: 613.1: The values of the properties of an object are determined by starting with the actual object... Then all applicable continuous effects are applied in a series of layers in the following order: 613.1f: Layer 6: Skill Adding Effects, Skill Removal Effects, and Effects that indicate that an object cannot have a capability. 613.2: Within layers 1-6, apply effects of characteristic abilities first, then all other effects in timestamp order. The effects generated by the abilities of the archetypes are not characteristic abilities (according to Rule 604.3), so they are applied in timestamp order (i.e. in the order in which they entered the battlefield). If player A is the player whose archetype of stamina was first entered, the effects are applied in the following order: The first ability of the archetype of player A. Creatures controlled by player A have hexproof. The second ability of the archetype of player B. Creatures used by player B would become hexproof, but the previous ability prevents this from happening (due to the aforementioned rule 101.2) the second ability of the archetype of player B. Creatures controlled by player A lose hexproof. The end result is that none of the creatures on the battlefield has hexproof. Note that this process of applying effects does not take place at any given time during the game. If at any time you want to determine if a creature has hexproof, has, gives you the answer. We have updated our Terms of Use and Privacy Policy. Click on the links to learn more.
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TCGplayer Core Value #5 Community for all original content herein is Copyright 2021 TCGplayer, Inc. TCGplayer.com® is a trademark of TCGplayer, Inc. No part of this website may be used without express written consent. All rights reserved. Magic: The Gathering and its respective properties are Copyright Wizards of the Coast. Yu-Gi-Oh! and its respective characteristics are © 1996 Kazuki Takahashi © 2017 NAS • TV Tokyo. Privacy Policy • Terms of Use ; © 1996-2014, Amazon.com, Inc. or its affiliates Advanced Map Search Random Map Born by the Gods — Unusual Enchantment Creature — Human Wizard Archetype of Imagination
Judgments:2014-02-01: The archetype's second ability applies to each creature, controlled by one of your opponents, no matter when it came into play.2014-02-01: As you control an archetype, continuous effects generated by the dissolution of spells and abilities will not give the specified ability to the creatures that your opponents control. For example, if you control the archetype of Courage, a spell cast by an enemy that gives creatures that control the first strike would not cause the creatures to strike first, even if later in the turn Archetype of Courage would leave the battlefield. (If the spell has additional effects, such as B increasing the power of creatures, these effects will apply as usual.) 2014-02-01: Conversely, continuous effects generated by static abilities (such as an aura granted the corresponding ability) would apply again if the archetype left the battlefield.2014-02-01: If you and an enemy each control the same archetype, no creature controlled by a player will have the appropriate ability. Instant creatures that control your enemies lose flying to the end of the turn when it's issued to have this spell, and creatures you control win flying to the end of the turn when it's issued to spell that spell. (Do both when they're issued.)
Legendary artifact creatures you control have flies, first stroke, vigilance, trampling, and protection from black and red. Creature — Human Wizard Ally (2/3)
When Halimar Tidecaller comes into play, you can return the target card to your hand as you awaken from your graveyard. Landcreatures you control have flying. Creature — Elemental (3/5)
FliesColorful creatures you control have flying. Creature — Incarnation (2/2)
Fly As long as Wonder is in your graveyard and you control an island, creatures you control have flying. Enchantmentcreatures you control have Legendary Creature — Merfolk Artificer (2/4) : Add . Spend this mana only to cast artifact spells or activate artifact abilities. Equipped creatures you control have to fly and have it in a hurry. Creature — Shard (1/1)
splinter creatures you control have flying and have it in a hurry. Creature — Shard (1/1)
splinter creatures you control have flying.
Legendary Creature — Human Wizard (3/3)
Creatures you control have flying. Creature — Human Artifacts (4/4)
Artifact creatures you control have flying. At the beginning of the battle in your turn, you can have a non-creature artifact that you control becomes a 0/0 artifact creature. When you do this, place four +1/+1 counters on it. Creature — Human Art Man (1/1)
When Wing Pleiſer comes into play, create a 3/3 colorless Golem Artifact creature toyor. Golem creatures you control have flying. Enchantment Creature — Human Soldier (2/2)
Creatures you control have the first blow. Creatures that control your opponents lose the first blow and cannot have or win the first blow. Enchantment Creature — Wild boar (6/5)
creatures you control have hexproof. Creatures that control your opponents lose hexproof and cannot have hexproof or win. Enchantment Creature — Human Warriors (3/2)
creatures you control have tramples. Creatures that control your opponents lose tramples and can't trample or win. Enchantment Creature — Gorgon (2/3)
creatures you control have death statuses. Creatures that control your enemies lose Death Touch and can't have Death Touch or Win.
Legendary Creature — Human Scout (2/2)
You can't get poison counters. Creatures you control cannot bet -1/-1 counters on them. Creatures that control your opponents lose infect. Artifact creatures you control get +1/+1 and have flying and indestructible. Sacrifice a creature at the beginning of your maintenance. If you can't, sacrifice Eldrazi Monument. Creature — Merfolk Wizard Ally (2/3)
Whenever Seascape Aerialist or another ally comes into play under your control, you can have Ally creatures that you control that fly to the end of the turn. Wizardry Two Datorzish creatures you control will each receive +2/+2 and win to the end of the turn. © 2021 MTG Assist • Disclaimer • Terms of Use / Privacy Policy • Contact MTG Assist • Login Magic: the Gathering is a trademark and copyright Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All rights reserved. is not affiliated with these companies. Articles and comments are submitted by the user and do not constitute official recommendations for this website. MTGAssist.com is not connected to the MTG Assist or Kiwi Up mobile app. Above. Above.

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