

Recoculous.com: Magic the Gathering Articles

[home](#)
[about](#)
[ethical realism](#)
[strategy](#)
[previews](#)
[reviews](#)
[critiques](#)
[fake cards](#)
[fantasy cards](#)
[tokens](#)
[ebay store](#)
[facebook](#)

Predicting the Future Part 13: Magic 2414 (1 of 4) August 7, 2012

Posted by James in : [all](#), [fake cards](#) , [trackback](#)

I made some predictions about what Magic will look like 100 years in the future and posted cards from Magic 2114. At that point the power 9 will no longer be “over powered” because of the power creep — cards will become incrementally more powerful every decade. If my predictions are correct, then I can also estimate what cards will be like from just about any decade... including four hundred years in the future. At that point Magic will be completely silly, but that doesn’t mean it will be pointless. It can still be an interesting game after all. I will list four common cards from Magic 2414.



1. Flare

Recent Posts

- Khans of Tarkir: First Thoughts
- Adventures with Ebay: International Shipping With Tracking
- Conspiracy Review
- Are There Too Many Magic Sets?
- Magic Proxies on Ebay
- Magic 1833: Spellslinger (Updated 4/20/14)
- Recoculous Tokens
- Baby Steps Part III (A Fan Set)
- Better Mulligan Rules
- Baby Steps Part II (A Fan Set)

Archive

- September 2014
- August 2014
- June 2014
- May 2014
- March 2014
- November 2013
- October 2013
- September 2013
- August 2013
- July 2013
- June 2013
- April 2013
- March 2013
- February

Blog Roll

- Ethical Realism @ Myspace
- Inkwell Looter (token art & comics)
- My ebay auctions
- Magic Lampoon
- Good Gamery
- Recoculous @Facebook
- Ethical Realism: Philosophy Site
- Recoculous



Flare shows how much more powerful we can expect direct damage. Additionally, it has “Mountain Seek,” which is an important ability for at least three reasons:

1. Mountain Seek gives you a reason to play fewer colors, even though you can easily throw it in any deck regardless of color. Fewer colors in the deck means you will have a higher chance of getting free lands.
2. Mountain Seek gives you a reason to play basic land cards. Nonbasic lands can be much more powerful than basic lands in the future, but there can still be a good reason to play basic lands anyway.
3. Zero cost spells can have various power levels depending on how high of a “seek” score they get.

2013 @ Twitter

- January 2013
- December 2012
- November 2012
- October 2012
- September 2012
- August 2012
- July 2012
- June 2012
- May 2012
- April 2012
- March 2012
- February 2012
- January 2012
- September 2011
- August 2011
- July 2011
- June 2011
- May 2011
- April 2011
- March 2011
- February 2011
- January 2011
- December 2010
- November 2010
- October 2010
- September 2010
- August 2010
- July 2010
- June 2010
- May 2010
- April 2010
- March 2010
- February

Flare has “Mountain Seek 6,” so its effect is one of the weakest burn effects possible. (Without a seek ability it could deal between 12–14 damage instead.)

2. Lich of Lim-Dul



Lich of Lim-Dul features an ability similar to Lich's Mirror and it helps explain how players can stay alive when all the cards are so powerful. Black notoriously has few defensive options to stay alive, but Lich of Lim-Dul will exist for that purpose.

3. Spiteful Sprite

- 2010
- January 2010
- December 2009
- November 2009
- October 2009
- September 2009
- August 2009
- July 2009
- June 2009
- May 2009
- April 2009
- March 2009
- February 2009
- January 2009
- December 2008
- November 2008
- October 2008
- September 2008

Meta

- Register
- Login
- Valid XHTML
- XFN

FEEDS FULL

COMMENTS



Spiteful Sprite shows us how powerful we should expect counter magic to be 400 years in the future.

4. Titanic Ape



Titanic Ape technically has a converted mana cost of 1, but it will usually be played for free. The ability also features a reason for players to play basic lands and fewer colors. This is about how powerful we can expect “potentially free” creatures to be in the future.

(All of the images on these cards are in the public domain, except the one used for Flare, which has a Creative Commons License.)

Related:

- Predicting the Future Part 16: Magic 2414 (4 of 4)
- Predicting the Future Part 15: Magic 2414 (3 of 4)
- Predicting the Future Part 14: Magic 2414 (2 of 4)

- [Predicting the Future Part 10: Magic 2114](#)

Comments»

1. alastair – October 8, 2013

what's the point of mana in this future of yours?

2. James – October 9, 2013

You get more powerful effects for spells that have higher mana costs. You might want to take a look at the other pieces I wrote about Magic 2414. Here's part 2: <http://www.recoculous.com/2012/08/14/predicting-the-future-part-13-magic-2414-2-of-4/>

3. Recoculous.com: Magic the Gathering Articles » Predicting the Future Part 14: Magic 2414 (2 of 4) – October 14, 2013

[...] Go here to see Magic 2414 (part 1). [...]

4. Recoculous.com: Magic the Gathering Articles » Predicting the Future Part 15: Magic 2414 (3 of 4) – October 14, 2013

[...] Go here to see Magic 2414 (part 1). [...]

message

name

email

url

say it!

© 2008-2012 James Gray | Magic: the Gathering is © 1993-2014 Wizards of the Coast and Hasbro. | [Top](#)