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Complete text is included for cards from all expansions except Fallen Empires, Ice Age, Homelands, Alliances and Mirage. Text (and entries in general) may or may not be available for these card sets depending on whether or not any rulings were made on those cards.

These rulings are updated monthly. The most recent version is available on the web (WWW) as either of the following:

<http://www.crystalkeep.com/magic/rules/index.html>

If you do not have web access, send e-mail to "dangelo@crystalkeep.com" requesting a copy of the current Rulings Summaries.

A '+' is used to mark changes since the last released version on 03/17/99.

Thanx,

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Printing Information

Limited Edition:

The Limited Edition was printed in two parts--the Alpha printing and Beta printing. The entire Limited Edition was printed with black borders on the face of the cards.

The Alpha printing used a different corner radius on the cards than all further printings. The radius was about 2 mm instead of the 1 mm which has been standard since then. The printing contained 295 unique cards. Approximately 2.6 million cards were printed. Cards were available from late August 1993 through late September 1993.

The Beta printing added one new picture for each of the five lands plus 2 new cards to the set to raise the total to 302 cards. Approximately 7.8 million cards were printed. Cards were available from mid October 1993 until mid December 1993.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (2 rare, 13 uncommon, 45 common). Land cards could appear in the common, uncommon, and rare slots.

In the Alpha printing, 23 cards had errors which were corrected in the Beta printing. These cards are: Basalt Monolith, Birds of Paradise, Channel, Circle of Protection: Red, Cyclopean Tomb, Death Ward, Demonic Hordes, Drain Life, Elvish Archers, Force of Nature, Icy Manipulator, Island Sanctuary, Karma, Mana Short, Orcish Artillery, Orcish Oriflamme, Phantasmal Forces, Red Elemental Blast, Rock Hydra, Sedge Troll, Tropical Island, Twiddle, and Unsummon.

Unlimited Edition:

The Unlimited Edition cards were printed with white borders on the face of the cards. In all other ways this edition matched the Beta printing of the Limited Edition. Approximately 40 million cards were printed. Cards were available from mid January 1994 through mid March 1994.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (2 rare, 13 uncommon, 45 common). Land cards could appear in the common, uncommon, and rare slots.

Revised Edition:

The Revised Edition was released in order to clean up a number of rules problems that the Limited Edition and Unlimited Edition rules had.

The cards still had white borders, but the fake 3-D beveling was removed, and the art was lightened up considerably. Printing size is not known but is estimated to exceed 750 million cards. Cards were available from mid April 1994 through mid April 1995.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (the majority of the printing had 2 rare, 13 uncommon, 45 common, but the last part of the printing had 3 rare, 9 uncommon, 48 common). Land cards could appear in the common and uncommon, but not the rare slots.

About half of the cards had text or formatting changes. The list is too long to include here. 35 of the cards in the First Edition were retired, and 39 cards from the Arabian Nights and Antiquities expansions were added, bringing the total card count to 306 cards.

Fourth Edition:

The Fourth Edition was released in order to rotate the contents of the basic set. The rulebook was updated to include most of the rules from the Legends expansion and to be much clearer on some points. The cards still have white borders but the color was made much richer and "copyright 1995" was added to the base of the cards. Cards were available from May 1995 well past the end of the run in April 1997.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (3 rare, 9 uncommon, 26 common, 22 land).

50 cards were removed from the set and 122 cards were added bringing the set size up to 378 cards. The extra 72 cards came from the fact that lands were removed from the common and uncommon sheets and moved to a separate sheet. Basic lands appear in starter decks and not in booster packs.

Fifth Edition:

The Fifth Edition was released in order to rotate the contents of the basic set. The rulebook was updated to include more rules and to be more detailed, while at the same time streamlining the old rules. The cards still have white borders and "copyright 1997" is on the base of the cards. Cards were available from March 1997 through the current date.

128 cards were removed from the set and 199 cards were added bringing the set size up to 449 cards. Mostly cards from Fallen Empires, Ice Age, Chronicles, and Homelands were rotated in. Basic lands appear in starter decks and not in booster packs.

Arabian Nights:

The Arabian Nights expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section of the card. The expansion symbol is a Scimitar (a sword). The set contained 78 unique cards, but 14 of these have two variants so collectors consider it a 92 card set. Approximately 5 million cards were printed. Cards were available from late December 1993 until late January 1994.

Was printed in 8 card booster packs (2 uncommon, 6 common).

The Erg Raiders, Oubliette, Fishliver Oil, Giant Tortoise, Nafs Asp, Wyluli Wolf, Bird Maiden, Rukh Egg, Army of Allah, Moorish Cavalry, Piety, and War Elephant have versions with light and dark backgrounded generic mana symbols. The Hasran Ogress and Stone-Throwing Devils have a variation with whitish versus orangish black mana symbols in the casting cost. Cards were written under the Limited Edition/Unlimited Edition rules and so have a lot of unclear wordings.

Antiquities:

The Antiquities expansion set was printed with black borders on the face

of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is an Anvil. The set contained 100 unique cards. Approximately 15 million cards were printed. Cards were available from mid March 1994 through late April 1994.

Was printed in 8 card booster packs (2 uncommon, 6 common).

Cards were written under the Limited Edition/Unlimited Edition rules and so have a lot of unclear wordings.

Legends:

The Legends expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is the top section of a Greek column. The set contained 310 unique cards. Approximately 35 million cards were printed. Cards were available from mid June 1994 through late June 1994.

Was printed in 16 card booster packs (1 rare, 3 uncommon, 11 common, and one rules card).

The Dark:

The Dark expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a mostly eclipsed moon. The set contained 119 unique cards. Approximately 75 million cards were printed. Cards were available from mid August 1994 through mid November 1994.

Was printed in 8 card booster packs (2 uncommon, 6 common).

Fallen Empires:

The Fallen Empires expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a Crown. The set contained 187 unique cards, although only 102 unique card names and descriptions. The common cards came in 3 or 4 versions with different artwork. The printing size is estimated to be between 350 and 375 million cards. Cards were available from mid November 1994 to the current date. Although they stopped shipping in late January 1995, enough cards were printed to keep them on the shelves for many months afterward.

Was printed in 8 card booster packs (2 uncommon, 6 common).

Ice Age:

The Ice Age expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a snowflake. The set consists of 383 unique cards. It was released in early June 1995 and went out of print in February 1996, although it did not really dwindle in availability until the end of 1996.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (3 rare, 9 uncommon, 26 common, 22 land).

Several of the common cards were released in magazines prior to the release of the set. They were also given out to Duelist Convocation members.

Chronicles:

This set is a collection of white border reprints of cards from the Arabian Nights, Antiquities, Legends, and The Dark expansion sets. All the cards retain their original expansion symbols. The set consists of 125 unique cards. It was released in early August 1995 and went out of print in December 1996, although it was available for some time thereafter.

Was printed in 12 card booster packs (3 uncommon, 9 common).

Several of the cards were released in various Magic comic books prior to and after the release of the set.

Homelands:

The Homelands expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a circle with

three swirled white blotches on it (it is supposed to be a planet). The set consists of 140 unique cards, although only 115 unique card names and descriptions. It was released in mid October 1995 and was available all through 1996.

Was printed in 8 card booster packs (2 uncommon, 6 common).

A few of the rare cards were released in the Homelands comic book prior to the release of the set.

Alliances:

The Alliances expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a waving flag.

The set consists of 199 unique cards, although only 144 unique card names and descriptions. It was released in early June 1996 and was available until near the end of 1996.

Was printed in 12 card booster packs (1 rare, 3 uncommon, 8 common).

Mirage:

The Mirage expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a palm tree.

The set consists of 350 unique cards. It was released in early October 1996 and was available until summer 1997.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (3 rare, 9 uncommon, 26 common, 22 land).

Visions:

The Visions expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a fancy letter V. The set consists of 167 unique cards. It was released in early February 1997 and was available until fall 1997.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common). Preview boosters were released in the Multiverse Gift Set in November 1996.

These boosters had a different wrapper, and said they were a Special Edition on the back of the wrapper. 25 cards were released this way.

They are: Bull Elephant, Dark Privilege, Feral Instinct, Giant Caterpillar, Goblin Recruiter, Gossamer Chains, Jamuraan Lion, King Cheetah, Knight of the Mists, Lichenthrope, Lightning Cloud, Necrosavant, Ovinomancer, Peace Talks, Rock Slide, Shrieking Drake, Talruum Champion, Tempest Drake, Undiscovered Paradise, Undo, Urborg Mindsucker, Vampirism, Viashino Sandstalker, Warrior's Honor, and Wicked Reward.

Several cards in the preview boosters differ slightly from the final versions. King Cheetah's preview version does not have its name capitalized in the flavor text. Viashino Sandstalker has a similar lack of capitalization of Sandstalker in the flavor text.

Ovinomancer's preview version's text wraps differently; the text "{Tap}: ... owner's hand:" fits on one line. Peace Talks' preview version's text wraps differently; the second line ends with "...an attack". And all the black cards (Dark Privilege, Necrosavant, Urborg Mindsucker, Vampirism, and Wicked Reward) have slightly longer copyright lines on the preview versions than the final versions.

Weatherlight:

The Weatherlight expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is an open book.

The set consists of 167 unique cards. It was released in early June 1997 and was available into early 1998.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common).

Tempest:

The Tempest expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a cloud with

a lightning bolt coming out of it. The set consists of 350 unique cards. It was released in early October 1997 and available through the end of 1998.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 60 card starters (3 rare, 9 uncommon, 26 common, 22 land). In addition, four pre-built starter decks were available with different themes, but the same rarity distribution as normal starters.

Stronghold:

The Stronghold expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a gated archway. The set consists of 143 unique cards. It was released in early March 1998 and available through the end of 1998.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common). In addition, four pre-built starter decks were available with a mixture of Tempest and Stronghold cards, but the same rarity distribution as Tempest starters.

Exodus:

The Exodus expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a bridge. The set consists of 143 unique cards. It was released in early June 1998 and available until early 1999.

This was the first set to include new rarity and card number information. Rarity is indicated by the color of the expansion symbol. Black means common, silver means uncommon, and gold means rare. Also, in the fine print at the bottom of the card is the card's number and set size. Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common). In addition, four pre-built starter decks were available with a mixture of Tempest, Stronghold, and Exodus cards, but the same rarity distribution as Tempest starters.

Unglued:

The Unglued expansion set was printed with silver borders on the face of all cards which are not basic lands. The basic land cards have black borders. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a cracked egg. The set consists of 94 unique cards. It was released in early August 1998.

All silver bordered cards in this set are banned from DCI tournaments unless explicitly allowed by the format. [\[QAS 09/09/98\]](#)

Was printed in 10 card booster packs (1 rare, 2 uncommon, 6 common, 1 land).

Urza's Saga:

The Urza's Saga expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is two meshed gears. The set consists of 350 unique cards. It was released in early October 1998.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common) and 75 card starters (3 rare, 10 uncommon, 32 common, 30 land). In addition, four pre-built starter decks were available with different themes. They contain 60 cards with 2 rares.

The Phyrexian Colossus card was printed as card number 306/350 when it should be 305/350. [\[bethmo 10/02/98\]](#)

Urza's Legacy:

The Urza's Legacy expansion set was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a long handled hammer. The set consists of 143 unique cards. It was released in mid February 1999.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common). In addition, four pre-built starter decks were available with a mixture of Urza's Saga and, Urza's Legacy cards, but the same rarity distribution

as Urza's Legacy starters.

This is the first set to contain foil premium cards. These cards are identical to the normal cards in name, text, etc. They are just printed with a metallic foil finish. Every card in this set has a foil version. Foil versions of common cards appear in the common card slot in about one in 12 boosters. Foil versions of uncommon cards appear in an uncommon slot in about one in 20 boosters. Foil versions of rare cards appear in a rare slot in about one in 40 boosters.

Portal:

The Portal set is not an expansion to the main Magic: The Gathering game. It is instead a new game based on the same rules, but with many complex issues removed from the game. It has a certain amount of compatibility with the core Magic game, but it is not entirely the same.

Portal was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a circle with radial lines on it that is supposed to remind you of a tunnel or possibly a door. The set consists of 220 unique cards. It was released in early June 1997.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common), and a starter pack with two 35-card pre-built decks and a booster.

Portal Second Age:

The Portal Second Age set is the second set for the Portal card game. It includes some cards reprinted from the main Portal set, but many new cards as well.

Portal Second Age was printed with black borders on the face of the cards. Cards can be identified by the expansion symbol on the right hand side of the middle section. The expansion symbol is a pentagram with radial lines on it. The set consists of 165 unique cards. It was released in early June 1998.

Was printed in 15 card booster packs (1 rare, 3 uncommon, 11 common), and in 5 pre-built starter decks with 40 cards in them.

Promotional Cards:

The Nalathni Dragon was first distributed to attendees of DragonCon in Atlanta during July 1994 (1 per person). One card was also distributed in Duelist Magazine issue #3 in October 1994 and 3 copies were included in the Duelist Companion newsletter issue #4 in November 1994. The card has a black border and the expansion symbol is a dragon's head which is displayed on the right side of the middle section of the card. Print size is estimated at 275,000.

The Sewers of Estark and Arena were distributed to people who purchased the first Magic novel "Arena". Some were also given out to Duelist Convocation members. "Arena" was made available in September 1994. The cards have a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is estimated at 165,000.

Windseeker Centaur was distributed to people who purchased the second Magic novel "Whispering Woods". Some were also given out to Duelist Convocation members. "Whispering Woods" was made available in January 1995. The card has a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is not known.

Giant Badger was distributed to people who purchased the third Magic novel "Shattered Chains". Some were also given out to Duelist Convocation members. "Shattered Chains" was made available in late February 1995. The card has a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is not known.

Mana Crypt was distributed to people who purchased the fourth Magic novel "Final Sacrifice". "Final Sacrifice" was made available in April 1995. The card has a black border and the expansion symbol is a pen which is displayed on the right side of the middle section of the card. Print size is not known.

Special printings of Fireball (Shadow Mage #1) and Blue Elemental Blast (Shadow Mage #2) appeared in Magic comic books.

They look just like the Fourth Edition versions of these cards except the copyright date is 1994.

A set of five basic lands with new artwork are being made available to people that join the new Arena League sponsored by Wizards of the Coast. Also, a new Disenchant and Fireball were made available as prizes in the league.

New artwork versions of Counterspell and Incinerate have been given out to members of the Duelist Convocation (at Legend level of membership).

Card Rulings

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Abandon Hope:

Info: Color=Black Type=Sorcery Cost=X1B TE(U1)

Text(TE): Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.

You discard as part of the cost paid when announcing the spell.

[\[D'Angelo 11/02/98\]](#)

X can be zero to just look at their hand. [\[D'Angelo 11/02/98\]](#)

Note - Also see X Costs, Rule K.27.

Abbey Gargoyles:

Info: Color=White Type=Summon Gargoyles Cost=2WWW HL(U3)/5(U1)

Text(HL/5th): 3/4, Flying, Protection from Red.

Note - Also see Protection, Rule A.24.

Abbey Matron:

The ability is typically used in response to a damaging effect such as a Lightning Bolt. It can also be used after declaring this card as a blocker but before damage dealing. This makes it a 1/6 creature but because it is tapped it will not deal damage but can still receive it. The ability can only be used on herself. It cannot be used on other creatures.

Abduction:

Info: Color=Blue Type=Enchant Creature Cost=2UU WL(U1)

Text(WL): When ~this~ comes into play, untap enchanted creature. ; Gain control of enchanted creature. ; If enchanted creature is put into any graveyard, put that creature into play under its owner's control.

Can be played on an already untapped creature. [\[D'Angelo 12/29/97\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Abeyance:

Info: Color=White Type=Instant Cost=1W WL(R1)

Text(WL): Until end of turn, target player cannot play instants, interrupts, sorceries, or abilities requiring an activation cost. Draw a card.

It only affects player's right to announce things. It does not affect anything which was already announced but has not yet resolved.

[\[D'Angelo 06/30/97\]](#) In other words, Abeyance cannot be used to counter a spell or ability. [\[Duelist Magazine #19, Page 34\]](#)

The player can respond to the casting of this spell by playing instant or interrupt spells and abilities. But after this spell resolves, they cannot announce any more this turn. [\[D'Angelo 06/12/97\]](#)

Never prevents mana source abilities from being played.

[\[WotC Rules Team 10/06/97\]](#) This means that you can tap lands for mana and play abilities of cards like Llanowar Elves which are played as mana sources.

Prohibits abilities of permanents which are played as instants, interrupts, or sorceries that do not have an activation cost. [\[Aahz 06/13/97\]](#)

Abeyance affects spells based on the spell's type and not on whether they are played as that type. So, it does not prohibit spells that say "is played as an instant" or "can be played whenever you could play an instant" if the spell's type is not otherwise prevented. For example, an enchantment that could be played as an instant is legal under

Abeyance (assuming you have a way to get mana). [\[WotC Rules Team 10/06/97\]](#)
Similarly, a Summon spell played via Winding Canyons is legal.

[\[Aahz 09/09/97\]](#) See Rule T.15.

Does not prohibit phase costs (see Rule A.6), phase abilities (see Rule A.5), untap costs (see Rule A.10) which don't have an activation cost, the ability to declare an attack, triggered abilities (see Rule A.8) which don't have an activation cost, and summoning, enchantments or artifacts. [\[D'Angelo 08/12/97\]](#) Also does not prohibit damage prevention abilities which do not have activation costs. [\[bethmo 10/09/97\]](#)

Does prohibit the abilities of cards which are not in play. For example, the Ashen Ghoul's ability can not be played while it is in your graveyard. [\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)

Abjure:

Info: Color=Blue Type=Interrupt Cost=U WL(C1)

Text(WL): Sacrifice a blue permanent: Counter target spell.

You cannot sacrifice multiple permanents to get a multiple effect.

[\[D'Angelo 06/12/97\]](#)

Abomination:

Info: Color=Black Type=Summon Abomination Cost=3BB LG(U1)/4(U1)

Text(4th+errata): 2/6 ; If ~this~ blocks or is blocked by any green or white creature, destroy that creature at end of combat. [\[Oracle 07/01/98\]](#)

A "destroy at end of combat" effect is placed on a green or white creature when it is assigned as a blocker or this card is assigned to block it.

The effect is also added to a creature which becomes a blocker by other means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld.

This effect stays even if the creature is removed from the blocking situation by an effect like General Jarkeld. [\[WotC Rules Team 09/22/95\]](#)

The color of the blocking/blocked creature is checked only at declaration of the block. If the creature is indeed green or white at that time, it will be destroyed at the end of the combat even if it changes color before the combat ends. [\[WotC Rules Team 07/27/94\]](#)

Aboroth:

Info: Color=Green Type=Summon Aboroth Cost=4GG WL(R1)

Text(WL): 9/9 ; Cumulative Upkeep - Put a -1/-1 counter on ~this~.

Note - Also see Cumulative Upkeep, Rule A.14.

About Face:

Info: Color=Red Type=Instant Cost=R UL(C1)

Text(UL): Switch target creature's power and toughness until end of turn.

Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.

Note - See Transmutation for additional rulings.

Abu Ja'far:

Info: Color=White Type=Summon Leper Cost=W AN(U3)/CH(U3)

Text(CH+errata): 0/1 ; If ~this~ is put into any graveyard from play, destroy all creatures blocking or blocked by ~this~. Those creatures cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)

Protection from White will not keep a creature from being buried by Abu's power because combat abilities are not considered to be targeted.

[\[D'Angelo 1994\]](#) See Rule G.42.Ruling.1.

If Abu is killed, all creatures currently blocking or blocked by Abu are buried. If he is killed prior to damage dealing, then those creatures are buried at that time instead. Note that if the blockers are switched with an ability like General Jarkeld, only the blockers currently assigned when Abu goes to the graveyard are affected.

[\[Duelist Magazine #8, Page 47\]](#)

Absolute Grace:

Info: Color=White Type=Enchantment Cost=1W US(U1)

Text(US): All creatures gain protection from black.

This affects all creatures, not just your own. [\[Urza's FAQ 10/05/98\]](#)

Absolute Law:

Info: Color=White Type=Enchantment Cost=1W US(U1)

Text(US): All creatures gain protection from red.

This affects all creatures, not just your own. [\[Urza's FAQ 10/05/98\]](#)

Abundance:

Info: Color=Green Type=Enchantment Cost=2GG US(R1)

Text(US): Instead of drawing a card, you may choose land or nonland and reveal cards from your library until you reveal a card of the chosen kind.

Put that card into your hand and put all other revealed cards on the bottom of your library in any order.

You choose either "land" or "not a land", then reveal cards until you get a land or a card which is not a land, as appropriate.

[\[Urza's FAQ 10/05/98\]](#)

If no card of the chosen type is found before your library empties, the effect does not let you draw a card at all, but you do get to order all the cards in your library any way you choose. [\[D'Angelo 10/08/98\]](#)

If you use this on a multi-card draw, each replaced draw is handled separately. In other words, you reveal and then put on the bottom of the library for the first card, then do the same for the second, and so on.

[\[bethmo 10/12/98\]](#) In a multi-card draw you choose how many of those draws will be replaced before you do any drawing or use of this card.

[\[DeLaney 10/17/98\]](#)

+ This replacement ability (see Rule A.7) replaces the draw, so nothing that triggers on a draw happens. [\[Barclay 03/30/99\]](#)

The Abyss:

Info: Color=Black Type=Enchant World Cost=3B LG(R1)

Text(LG+errata): During each player's upkeep, that player sacrifices target nonartifact creature he or she controls. [\[Oracle 07/01/98\]](#)

This is a targeted ability. The Abyss targets one creature each upkeep.

It cannot target creatures which are untargetable, such as those with Protection from Black. [\[Aahz 07/13/94\]](#)

If the target becomes invalid after being chosen but before resolution, you do not have to choose another target. [\[Duelist Magazine #16, Page 25\]](#)
See Rule A.5.Ruling.4.

The player who is acting is counted as the one choosing their target for things like Autumn Willow that care who is targeting rather than what is targeting it. [\[Aahz 10/24/95\]](#)

A player cannot choose to play the upkeep ability when there are no legal targets. The rule is that a player can end upkeep without dealing with it if there are no targets at that time, but if there is a target at that time then you must deal with it. [\[Mirage, Page 43\]](#)

The current/active player plays the ability as an instant during their upkeep. [\[D'Angelo 11/24/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Enchant World, Rule K.14.8.

Abyssal Gatekeeper:

Info: Color=Black Type=Summon Gatekeeper Cost=1B WL(C1)

Text(WL+errata): 1/1 ; If ~this~ is put into any graveyard from play, each player chooses and sacrifices a creature he or she controls.

[\[Oracle 07/01/98\]](#)

If another creature goes to the graveyard at the same time as this card, you cannot choose that creature as the one to be sacrificed by the Gatekeeper's triggered ability. This is because you finish putting all the dying creatures into the graveyard before dealing with the Gatekeeper's triggered ability, and therefore those other creatures going to the graveyard with it are not legal targets.

[\[Duelist Magazine #19, Page 34\]](#)

The "sacrifice a creature" ability is not targeted. It can affect creatures with protection from black. [\[D'Angelo 08/27/97\]](#)

Abyssal Horror:

Info: Color=Black Type=Summon Horror Cost=4BB US(R1)

Text(US): 2/2, Flying. ; When ~this~ comes into play, target player chooses and discards two cards.

Note - Also see Comes Into Play Abilities, Rule E.3.

Abyssal Hunter:

The ability can be used on an already tapped creature. [\[bethmo 10/14/97\]](#)

Abyssal Specter:

Info: Color=Black Type=Summon Specter Cost=2BB IA(U1)/5(U1)
Text(5th) 2/3, Flying ; If ~this~ damages any player, he or she chooses and discards a card.

Academy Researchers:

Info: Color=Blue Type=Summon Wizards Cost=1UU US(U1)
Text(US): 2/2. ; When ~this~ comes into play, you may choose an enchant creature card in your hand and put that enchantment into play on ~this~.
Note - Also see Comes Into Play Abilities, Rule E.3.

Acidic Dagger:

Info: Color=Artifact Type=Artifact Cost=4 MI(R1)
Text(MI+errata): {4},{Tap}: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play this turn, bury Acidic Dagger. Use this ability only before defense is chosen. [\[Duelist Magazine #16, Page 25\]](#)
If used on a creature with First Strike, the Dagger ability will destroy the blocked/blocking creature at the end of first strike damage resolution, so if the other creature did not have First Strike, it may never get to go at all. [\[bethmo 10/27/96\]](#)
Does not affect the creature if all damage is prevented or redirected.
[\[D'Angelo 10/15/96\]](#)

Acidic Sliver:

Info: Color=Multi Type=Summon Sliver Cost=BR SH(U1)
Text(SH): 2/2 ; Each Sliver gains "{2}, Sacrifice this creature: This creature deals 2 damage to target creature of player."

Acidic Soil:

Info: Color=Red Type=Sorcery Cost=2R US(U1)
Text(US): ~this~ deals 1 damage to each player for each land he or she controls.
Counts the lands on resolution. [\[DeLaney 10/05/98\]](#)

Acid Rain:

Info: Color=Blue Type=Sorcery Cost=3U LG(R1)
Text(LG+errata): Destroy all forests. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Acridian:

Info: Color=Green Type=Summon Insect Cost=1G US(C1)
Text(US): 2/4. Echo.
Note - Also see Echo, Rule A.16.

Active Volcano:

Info: Color=Red Type=Instant Cost=R LG(C2)/CH(C3)
Text(LG/CH+errata): Destroy target blue permanent or return target island to owner's hand. [\[Oracle 07/01/98\]](#)
Note - Also see Modal Spells and Abilities, Rule G.27.
Note - The artist is actually Justin Hampton. [\[Duelist Magazine #2, Page 7\]](#)

Adarkar Unicorn:

Info: Color=White Type=Summon Unicorn Cost=1WW IA(C1)
Text(IA+errata): {Tap}: Add either {U} or {U} and one colorless mana to your mana pool. This mana is usable only for cumulative upkeep. Play this ability as a mana source. [\[Mirage, Page 2\]](#)

Adarkar Wastes:

Info: Color=Land Type=Land Cost=None IA(R1)/5(R1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {W} or {U} to your mana pool. ~this~ deals 1 damage to you.

Adun Oakenshield:

Info: Color=Multi Type=Summon Legend Cost=GRB LG(R1)

Text(LG+errata): 1/2 ; {B}{R}{G},{Tap}: Return target creature card from your graveyard to your hand. [\[Oracle 07/01/98\]](#)

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Advance Scout:

Info: Color=White Type=Summon Soldier Cost=1W TE(C1)

Text(TE): 1/1, First Strike ; {W}: Target creature gains first strike until end of turn.

Adventurers' Guildhouse:

Info: Color=Land Type=Land Cost=None LG(U1)

Text(LG+errata): All green legends you control gain bands with other legends. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

AErathi Berserker:

Info: Color=Red Type=Summon Berserker Cost=2RRR LG(U1)

Text(LG): 2/4, Rampage 3.

There is a typographical error in the title of the card so that the "AE" does not appear. [\[Duelist Magazine #2, Page 7\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Rampage, Rule A.25.

AEther Flash:

Info: Color=Red Type=Enchantment Cost=2RR WL(U1)

Text(WL): Whenever any creature comes into play, "this" deals 2 damage to that creature.

This card has a "comes into play" triggered ability (see Rule E.3). Each time a creature comes into play, you first apply any continuous effects of cards in play (such as Humility or whatever), then the creature takes 2 damage from this ability when you play and resolve it. The two damage happens before you can announce any spells (other than mana sources or other "comes into play" triggers). [\[Aahz 09/05/97\]](#)

Once a creature takes the 2 damage there is a damage prevention step (see Rule T.10), so you get the normal chance to prevent the damage or to regenerate the creature if the creature is dying. [\[D'Angelo 10/21/97\]](#)

It is hard to sacrifice a creature or use any of its abilities before AEther Flash kills the creature because triggered abilities (see Rule A.8) only allow mana sources and other triggers before they resolve.

[\[Duelist Magazine #19, Page 34\]](#)

This is not a targeted effect, so it deals damage to Deadly Insects and other creatures that cannot be targeted by spells and abilities.

[\[D'Angelo 09/02/97\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Aether Storm:

Info: Color=Blue Type=Enchantment Cost=3U HL(U3)/5(U1)

Text(5th+errata): Summon spells cannot be played. ; Any player may pay 4 life to destroy "this". [\[Oracle 07/01/98\]](#)

Only affects summon spells and not artifact creatures. [\[D'Angelo 11/25/95\]](#)

Does not affect other ways to get creatures into play, such as Flash.

[\[bethmo 11/27/96\]](#) Or Animate Dead. [\[bethmo 10/07/97\]](#)

Summon spells cannot even be announced while this is in play. Duelist Magazine #9, Page 60 mistakenly implies that this card counters summon spells as they are announced.

The option to destroy it by paying 4 life is a normal instant speed ability.

This means that if it is removed from play (with Boomerang for example) prior to the effect resolving, then you paid 4 life but the effect fails to do anything. [\[D'Angelo 04/22/96\]](#)

AEther Tide:

Info: Color=Blue Type=Sorcery Cost=UX EX(C1)
Text(EX): Choose and discard X creature cards: Return X target creatures to their owner's hand.
You discard the cards at the time you announce the spell.
[\[D'Angelo 10/19/98\]](#)
Note - Also see X Costs, Rule K.27.

Afiya Grove:

If there are any creatures in play, even if they are just your opponent's, you must put a +1/+1 on one of them. If there are no creatures in play, then no counter is removed from this card. [\[bethmo 12/13/96\]](#)

Aftershock:

Info: Color=Red Type=Sorcery Cost=2RR TE(C1)
Text(TE): Destroy target artifact, creature, or land. ~this~ deals 3 damage to you.

Agent of Stromgald:

Info: Color=Red Type=Summon Knight Cost=R AL(C2)
Text(AL+errata): 1/1 ; {R}: Add {B} to your mana pool. Play this ability as a mana source. [\[Mirage, Page 2\]](#)

Agility:

If played on a creature which already has Flanking, its effect is cumulative. [\[Duelist Magazine #16, Page 30\]](#) See Rule A.19.4.

Agonizing Memories:

Info: Color=Black Type=Sorcery Cost=2BB WL(U1)
Text(WL): Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

Air Elemental:

Info: Color=Blue Type=Summon Elemental Cost=3UU ABUR45(U1)
Text(ABU/RV/4th/5th): 4/4, Flying.

Aisling Leprechaun:

Info: Color=Green Type=Summon Faerie Cost=G LG(C1)
Text(LG+errata): 1/1 ; If ~this~ blocks or is blocked by any creature, that creature becomes green permanently. [\[Oracle 07/01/98\]](#)
Creatures change color as a triggered ability (see Rule A.8) upon the block being declared (see Rule C.6). [\[D'Angelo 06/05/98\]](#)
A creature blocking or blocked by this card is changed to green when it is assigned as a blocker or this card is assigned to block it. A creature is also changed if it is blocked or becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an ability such as General Jarkeld. The effect is not removed if the creature is removed from the blocking situation by an ability like General Jarkeld. [\[WotC Rules Team 09/22/95\]](#) This happens as a triggered ability.
A Leprechaun with Protection from Green can be blocked by a creature (since it is not green at that time) but will not take damage from the creature (since it is green at the time of damage dealing).
[\[Duelist Magazine #2, Page 7\]](#)
The change to green does not wear off even if the Leprechaun leaves play.
[\[Aahz 06/16/94\]](#)
The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.
[\[D'Angelo 02/04/99\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Akron Legionnaire:

Info: Color=White Type=Summon Legionnaire Cost=6WW LG(R1)/CH(U1)/5(R1)
Text(5th): 8/4 ; Except for Legionnaires and artifact creatures, creatures you control cannot attack.
If you have two or more Legionnaires, they can all attack. [\[D'Angelo 1994\]](#)
Will prevent Evil Eye of Orms-By-Gore from attacking. [\[Aahz 10/21/94\]](#)
Unless they are artifacts for some reason.

Aku Djinn:

Info: Color=Black Type=Summon Djinn Cost=3BB VI(R1)
Text(VI): 5/6, Trample ; During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls.
Note - Also see Trample, Rule A.27.

Al-abara's Carpet:

Info: Color=Artifact Type=Artifact Cost=5 LG(R1)
Text(LG+errata): {5},{Tap}: Prevent all damage dealt to you from attacking creatures without flying. (Treat further damage from those sources normally.) [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Alabaster Dragon:

Info: Color=White Type=Summon Dragon Cost=4WW WL(R1)
Text(WL): 4/4, Flying ; If ~this~ is put into any graveyard from play, shuffle ~this~ into its owner's library.

Alabaster Potion:

Info: Color=White Type=Instant Cost=XWW LG(C2)/45(C1)
Text(5th): Target player gains X life, or prevent X damage to any creature or player.
Note - Also see X Costs, Rule K.27.

Aladdin:

Info: Color=Red Type=Summon Aladdin Cost=2RR AN(U2)/CH(U1)
Text(CH+errata): 1/1 ; {1}{R}{R},{Tap}: Gain control of target artifact as long as you control ~this~. [\[Oracle Update 11/11/98\]](#)
He can hold onto more than one artifact at a time. He need not drop one in order to pick up another. Note that you must pay and tap the card for each use, however. [\[Arab FAQ 01/05/94\]](#)
Any artifact can be taken. This includes artifact creatures, and token creatures (see Rule K.25) that count as artifacts, such as Wasps from The Hive. [\[D'Angelo 1994\]](#)
Aladdin does not lose control if the target becomes invalid. If the target stops being an artifact, he keeps control. He only checks the validity of the target on declaration and resolution of his ability.
[\[WotC Rules Team 02/09/95\]](#) See Rule T.2.Ruling.4.

Aladdin's Lamp:

Info: Color=Artifact Type=Artifact Cost=10 AN(U2)/R4(R1)
Text(4th+errata): {X},{Tap},Skip drawing a card: Draw X cards. X cannot be 0. Shuffle all but one of those cards and put them on the bottom of your library. [\[Oracle 07/01/98\]](#)
This card has a replacement ability (see Rule A.7). It is used during the resolution of a draw spell or ability to replace one of the draws with a new effect. [\[D'Angelo 06/01/98\]](#) For example, Sylvan Library, Jayemdae Tome, Howling Mine, and your normal draw during the draw phase are also replaceable.
If you have more than one Lamp, you can use a second one on a card being drawn from the first one. [\[Aahz 07/05/95\]](#)
If the ability is countered, you do not get the draw because giving up the draw was a cost for the ability. [\[Aahz 01/14/97\]](#)
The cards are actually drawn and put into your hand before they are put back. [\[Aahz 12/07/96\]](#) But there is no chance to use any of them, not even mana sources, before you put the cards back. [\[D'Angelo 06/01/98\]](#)
Note - The Arabian Nights version had two casting cost circles with 5 in them to indicate 10, because they did not have a way to get 10 into a single circle. This is not a typo. [\[Arab FAQ 01/05/94\]](#)

Aladdin's Ring:

Info: Color=Artifact Type=Artifact Cost=8 AN(U2)/R45(R1)
Text(4th/5th): {8},{Tap}: ~this~ deals 4 damage to target creature or player.

Albino Troll:

Info: Color=Green Type=Summon Troll Cost=1G US(U1)
Text(US): 3/3. Echo. ; {1}{G}: Regenerate ~this~.
Note - Also see Echo, Rule A.16.

Alchor's Tomb:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)
Text(LG+errata): {2},{Tap}: Target permanent you control becomes the color of your choice permanently. [\[Oracle 07/01/98\]](#)
The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.
[\[D'Angelo 02/04/99\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Aleatory:

Info: Color=Red Type=Instant Cost=1R MI(U1)
Text(MI+errata): Play only after defense is chosen. Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
You pick the target on announcement and flip the coin on resolution.
[\[Duelist Magazine #16, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Ali Baba:

Info: Color=Red Type=Summon Ali Baba Cost=R AN(U3)/4(U1)
Text(4th): 1/1 ; {R}: Tap target wall.
May be used to tap more than one wall per turn if you have enough mana.
[\[Arab FAQ 01/05/94\]](#)
May tap walls even when Ali Baba is tapped. [\[Arab FAQ 01/05/94\]](#) May be used on the turn summoned. This is because creature abilities which do not require tapping can be used at any time.

Ali from Cairo:

Info: Color=Red Type=Summon Ali from Cairo Cost=2RR AN(U2)
Text(AN+errata): 0/1 ; Damage that would reduce your life total to less than 1 instead reduces it to 1. [\[Oracle 07/01/98\]](#)
This card makes you immune to damage that would take you below 1 life point.
[\[Arab FAQ 01/05/94\]](#)
Does not prevent effects which reduce your life without doing damage.
[\[Arab FAQ 01/05/94\]](#)
The damage reduction is applied in the automatic damage prevention and redirection step in damage prevention (see Rule T.10.1). It happens automatically. This is not an instant which can be used at any time during damage prevention. [\[WotC Rules Team 06/15/95\]](#)
The protection ability works up until Ali enters the graveyard, so if he dies during a damage prevention step, damage in that same step is prevented, but damage that occurs after he goes to the graveyard (i.e. Creature Bond) is not prevented. [\[bethmo 1994\]](#)
Prevents just enough damage at the end of the damage prevention step to prevent you from going below 1 life. You choose which damage points are prevented, so you can choose to prevent Hypnotic Specter damage and leave some other damage. [\[Duelist Magazine #12, Page 26\]](#)
Does not affect damage if you are already at zero or negative life. You still take it all. [\[WotC Rules Team 06/27/96\]](#)
Classic (Type I) tournaments (Rule D.13) restricted this card from 01/25/94 to 04/01/96.
Extended tournaments (see Rule D.15) have always banned this card.

Allay:

Info: Color=White Type=Instant Cost=1W EX(C1)
Text(EX): Buyback 3 ; Destroy target enchantment.
Note - Also see Buyback, Rule A.13.

All Hallow's Eve:

Info: Color=Black Type=Enchantment Cost=2BB LG(R1)

Text(LG+errata): When ~this~ comes into play, put two haunting counters on it. ; During your upkeep, remove a haunting counter from ~this~.

If ~this~ has no haunting counters on it, put each creature card in each player's graveyard into play under that player's control, in any order you choose. [\[Oracle 07/01/98\]](#)

As errata, the card type is "Enchantment" and not "Sorcery".

[\[Encyclopedia, Page 140\]](#)

A "creature in the graveyard" is a Summon card or Artifact Creature card.

See Rule Z.3.Ruling.4.

Creatures enter play in the order in which they are put into play. So if one player puts a Legend into play, their opponent's Legend of the same name will be buried as a Rule Effect (see Rule T.13) immediately after this spell is done resolving and all the creatures are in play (see Rule K.19.1). [\[D'Angelo 06/23/98\]](#)

Continuous effects of creatures entering play take immediate effect, but triggered abilities (see Rule A.8), such as "comes into play" abilities, wait until this spell's effect is done resolving and are dealt with in one series (see Rule T.9). [\[D'Angelo 11/07/96\]](#)

Since the creatures enter play during upkeep, their upkeep costs (if any) need to be paid. [\[Aahz 06/15/94\]](#)

A targeted creature, such as Clone or Vesuvan Doppelganger, must choose a creature in play to target. If there is no legal creature, then it cannot leave the graveyard. [\[bethmo 06/16/94\]](#)

If a creature, such as a Clone, fails to be able to enter play when chosen (i.e. no other creature to Clone), then it stays in the graveyard and may not be chosen again by this All Hallow's Eve.

[\[WotC Rules Team 09/15/95\]](#)

If a creature goes to the graveyard during the resolution, it does not get looked at again. [\[D'Angelo 10/01/96\]](#)

Once all the counters are gone, it just sits in play as an inert enchantment. [\[bethmo 06/17/94\]](#)

Since you can do your upkeep actions in any order, it is legal to sacrifice creatures using some spell or ability prior to removing the final counter from All Hallow's Eve. [\[Aahz 07/27/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Comes Into Play Abilities, Rule E.3.

Alms:

Info: Color=White Type=Enchantment Cost=W WL(C1)

Text(WL): {1}, Remove the top card in your graveyard from the game:

Prevent 1 damage to any creature.

Altar of Dementia:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)

Text(TE): Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

The ability is played as an instant. This means you cannot use it when instants are not legal. For example, you cannot use it during between creatures dealing damage in combat and the dead creatures being put into the graveyard, or during any other damage prevention step.

[\[D'Angelo 04/08/98\]](#)

Aluren:

Info: Color=Green Type=Enchantment Cost=2GG TE(R1)

Text(TE): Any player may play a creature card with total casting cost 3 or less whenever he or she could play an instant and without paying its casting cost.

Checks the actual cost of the creatures, and is not affected by things which allow you to play the spell for less, such as with the

Emerald Medallion. [\[D'Angelo 10/20/97\]](#)

You are still casting the creature spells. [\[Duelist Magazine #23, Page 22\]](#)

So they can be countered. [\[D'Angelo 11/07/97\]](#)

The casting cost of the creatures being played is still the stated cost on the card for purposes of Spell Blast and such, even though you did not pay the cost. See Rule K.9.Ruling.2. [\[D'Angelo 11/07/97\]](#)

For creatures with X in the casting cost, you must choose the value of X

to make the total casting cost be three or less for this ability.

[\[Aahz 11/17/97\]](#)

Any penalty costs such as Gloom still need to be paid.

[\[D'Angelo 12/29/97\]](#)

You cannot choose to play a creature as an instant via Aluren and still pay the casting cost. You either play the creature normally, or via Aluren without paying the casting cost. [\[bethmo 02/07/98\]](#)

Ambush Party:

Info: Color=Red Type=Summon Ambush Party Cost=4R HL(C4)/5(C1)
Text(5th): 3/1, First Strike ; ~this~ is unaffected by summoning sickness.

Amnesia:

Info: Color=Blue Type=Sorcery Cost=3UUU DK(U2)
Text(DK+errata): Look at target player's hand. That player discards each nonland card in his or her hand. [\[Oracle 07/01/98\]](#)

Amok:

Info: Color=Red Type=Enchantment Cost=1R SH(R1)
Text(SH): {1}, Discard a card at random: Put a +1/+1 counter on target creature.

Amrou Kithkin:

Info: Color=White Type=Summon Kithkin Cost=WW LG(C2)/4(C1)
Text(4th+errata): 1/1 ; ~this~ cannot be blocked by any creatures with power 2 or greater. [\[Oracle 07/01/98\]](#)

Amulet of Kroog:

Info: Color=Artifact Type=Artifact Cost=2 AQ(C4)/45(C1)
Text(5th): {2},{Tap}: Prevent 1 damage to any creature or player.

Amulet of Quoz:

Info: Color=Artifact Type=Artifact Cost=6 IA(R1)
Text(IA+errata): Remove ~this~ from your deck before playing if you are not playing for ante. ; {Tap}: Sacrifice ~this~ to flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that opponent loses the game. Otherwise, you lose the game. Use this ability only during your upkeep. The opponent may ante an additional card to counter this effect. [\[Encyclopedia, Page 208\]](#)
[\[D'Angelo 09/12/97\]](#)
Classic (Type I) tournaments (see Rule D.13) have always banned this card.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card.
Ice Age and Ice Age/Homelands/Alliances block format tournaments (see Rule D.18.3) have always banned this card.

Amulet of Unmaking:

Info: Color=Artifact Type=Artifact Cost=5 MI(R1)
Text(MI): {5},{Tap}, Remove ~this~ from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Anaba Bodyguard:

This is not a Minotaur and cannot be brought into play with Didgeridoo.
[\[Duelist Magazine #9, Page 36\]](#)

Anaconda:

Info: Color=Green Type=Summon Snake Cost=3G US(U1)
Text(US): 3/3, Swampwalk.
Note - Also see Landwalk, Rule A.22.

Anarchist:

Info: Color=Red Type=Summon Townsfolk Cost=4R EX(C1)
Text(EX): 2/2 ; When ~this~ comes into play, you may return target sorcery card from your graveyard to your hand.
Note - Also see Comes Into Play Abilities, Rule E.3.

Ancestral Knowledge:

Info: Color=Blue Type=Enchantment Cost=1U WL(R1)
Text(WL): Cumulative upkeep - {1} ; When ~this~ comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. ;
If ~this~ leaves play, shuffle your library.
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Cumulative Upkeep, Rule A.14.

Ancestral Memories:

If there are less than 7 cards in the library, look at all of them. Put two into your hand, and the rest in the graveyard. [\[D'Angelo 06/16/98\]](#)
This is not considered a draw or a discard. [\[D'Angelo 06/16/98\]](#)

Ancestral Recall:

Info: Color=Blue Type=Instant Cost=U ABU(R1)
Text(ABU+errata): Target player draws three cards.
[\[Encyclopedia, Page 56\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Ancient Runes:

Info: Color=Red Type=Enchantment Cost=2R TE(U1)
Text(TE): During each player's upkeep, ~this~ deals 1 damage to that player for each artifact he or she controls.

Ancient Tomb:

Info: Color=Land Type=Land Cost=None TE(U1)
Text(TE): {Tap}: Add two colorless mana to your mana pool. ~this~ deals 2 damage to you.

Angelic Blessing:

Info: Color=White Type=Sorcery Cost=2W EX(C1)
Text(EX): Target creature gets +3/+3 and gains flying until end of turn.

Angelic Chorus:

Info: Color=White Type=Enchantment Cost=3WW US(R1)
Text(US): Whenever a creature comes into play under your control, gain life equal to that creature's toughness.
Does not trigger when creatures phase in or change controllers.
[\[DeLaney 10/05/98\]](#)
Does trigger when a creature is put into play by casting or by a spell or ability that puts one into play. [\[DeLaney 10/05/98\]](#)
Does not trigger on a card in play being turned into a creature. That is just a permanent changing type, not something coming into play.
[\[Barclay 02/28/99\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Angelic Curator:

Info: Color=White Type=Summon Spirit Cost=1W UL(C1)
Text(UL): 1/1, Flying, Protection from Artifacts.
It will not reduce colorless damage to zero which is not from an artifact.
[\[Barclay 02/09/99\]](#)
Note - Also see Protection, Rule A.24.

Angelic Page:

Info: Color=White Type=Summon Spirit Cost=1W US(C1)
Text(US): 1/1, Flying. ; {Tap}: Target attacking or blocking creature gets +1/+1 until end of turn.

Angelic Protector:

Info: Color=White Type=Summon Angel Cost=3W TE(U1)

Text(TE+errata): 2/2, Flying ; If ~this~ becomes the target of a spell or ability, it gets +0/+3 until end of turn. [\[Oracle Update 11/11/98\]](#)
The +0/+3 bonus is added as a triggered ability upon the playing/casting of the spell or ability which targets this card. This means it has the bonus even before interrupt can be used on that spell or ability.
[\[Duelist Magazine #23, Page 22\]](#)

Angelic Renewal:

Info: Color=White Type=Enchantment Cost=1W WL(C1)
Text(WL+errata): If any creatures are put into your graveyard from play, you may sacrifice ~this~ and put one of those creatures into play.

[\[Oracle 07/01/98\]](#)

If an animated land or artifact goes to the graveyard, you can still use this card's ability to pull the land or artifact back into play.

[\[Aahz 06/16/97\]](#)

This card's ability cannot save token creatures. The tokens are removed from the game before this can trigger. [\[Aahz 06/16/97\]](#)

If multiple creatures go to the graveyard at once, it still only triggers once and saves one creature. [\[bethmo 08/26/97\]](#)

If this card goes to the graveyard at the same time as a creature, then you can still use this card's ability. [\[D'Angelo 03/02/98\]](#)

Angel's Trumpet:

Info: Color=Artifact Type=Artifact Cost=3 UL(U1)

Text(UL): Attacking does not cause creatures to tap. ; At the end of each player's turn, tap all untapped creatures he or she controls that did not attack this turn. ~this~ deals 1 damage to that player for each creature tapped this way.

It does affect Walls and other creatures that cannot attack.

[\[Urza's Legacy FAQ 02/03/99\]](#)

It does not affect creatures which did not attack, but which are tapped before the end of turn. [\[DeLaney 02/10/99\]](#)

Angelic Voices:

Info: Color=White Type=Enchantment Cost=2WW LG(R1)/CH(U1)

Text(CH+errata): As long as all creatures you control are artifact creatures or white creatures, creatures you control get +1/+1. [\[Oracle 07/01/98\]](#)

You get the bonus if all of your creatures are white or artifact even if they also have other colors or qualities. So, if your only creature is a Lord Magnus (a white and green Legend), you would get the bonus. So would a red artifact creature. [\[Aahz 07/13/94\]](#)

Angry Mob:

Info: Color=White Type=Summon Mob Cost=2WW DK(U2)/45(U1)

Text(5th): 2+*/2+*, Trample ; During your turn, ~this~ has power and toughness each equal to 2 plus the number of swamps all opponents control.

During other turns, ~this~ has power and toughness each equal to 2.

Counts up Swamps controlled by all of your opponents. [\[Aahz 12/25/94\]](#)

Note - Also see Trample, Rule A.27.

Angus Mackenzie:

Info: Color=Multi Type=Summon Legend Cost=WUG LG(R1)

Text(LG+errata): 2/2 ; {G}{W}{U},{Tap}: Creatures deal no combat damage this turn. [\[Oracle 07/01/98\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Extended tournaments (see Rule D.15) have always banned this card.

An-Havva Constable:

Info: Color=Green Type=Summon Constable Cost=1GG HL(U1)/5(R1)

Text(5th): 2/1+* ; ~this~ has toughness equal to 1 plus the number of green creatures in play.

Animate Artifact:

Info: Color=Blue Type=Enchant Artifact Cost=3U ABUR4(U1)

Text(4th+errata): Enchanted noncreature artifact is an artifact creature with power and toughness each equal to its total casting cost. (That artifact retains all its abilities.) [\[Oracle 07/01/98\]](#)

Creature artifacts are valid targets for this enchantment, they simply are not affected by it. [\[Oracle 07/01/98\]](#)

Animated artifacts are subject to the effects of summoning sickness.

[\[Mirage, Page 14\]](#) Remember that all permanents get summoning sickness, but that only creatures are affected by it. So whether or not you can use the animated artifact right away depends on whether or not it has summoning sickness. It will not have summoning sickness if it has been in play on your side (creature or not) since the beginning of your most recent turn.

Note - Also see Animated Artifacts, Rule K.5.

Animate Dead:

Info: Color=Black Type=Enchantment Cost=1B ABUR45(U1)

Text(5th+errata): When you play ~this~, choose target creature card in any graveyard. ; When ~this~ comes into play, put that creature into play and ~this~ becomes a creature enchantment that targets the creature. ; Enchanted creature gets -1/-0. ; If ~this~ leaves play, destroy the creature. The creature cannot be regenerated this turn.

[\[Oracle 07/01/98\]](#)

Enters play as a global enchantment and then becomes an Enchant Creature as a triggered ability (see Rule A.8) upon entering play. It follows all the rules for Enchant Creature cards from then on. [\[WotC Rules Team 03/14/97\]](#)

For example, it counts for abilities that interact with creature enchantments, such as Rabid Wombat. [\[Aahz 06/06/97\]](#)

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

The bringing of the creature into play and then putting Animate Dead on it is all done as one triggered ability. [\[bethmo 02/25/97\]](#)

As a local enchantment, its only legal target is the one chosen when it entered play, thus there is no other legal target to move it to with Enchantment Alteration. [\[WotC Rules Team 03/14/97\]](#)

You can Animate a creature which was discarded from a hand and therefore was never in play.

The creature comes out as if it were just cast. Any X in the casting cost is zero (see Rule G.31.2). So animating a Rock Hydra gives you a hydra with zero heads. [\[Mirage, Page 31\]](#)

When putting a card into play that requires a definition for its value, such as with Minion of the Wastes, you do what is needed to define the value (see Rule G.31.3 and Rule G.31.4). [\[WotC Rules Team 02/02/98\]](#)

In the case of Minion of the Wastes, you pay life to define its values.

The animated creature comes into play with summoning sickness (see Rule G.39), so it cannot attack until it begins one of its controller's turns in play. [\[Fifth Edition, Page 28\]](#)

This is a targeted spell. Note that cards in the graveyard do not have Protection from Color abilities (see Rule A.1.4), but the spell may fizzle because the target creature card is removed from the graveyard before the spell resolves. [\[WotC Rules Team 05/10/95\]](#)

When Animate Dead leaves play, the creature it is on is buried as a triggered ability. [\[WotC Rules Team 05/10/95\]](#)

If the creature phases out (see Rule G.30) without the Animate Dead because Animate Dead has been affected by Spatial Binding, the Animate Dead is buried but the creature is not. The creature will phase in perfectly normal since the Animate Dead ability did not bury it. [\[Aahz 02/16/97\]](#)

Note - Also see Comes Into Play abilities, Rule E.3.

Note - Also see Put Into Play, Rule G.31.

Note - The Limited Edition, Unlimited Edition, Revised Edition, and Fourth Edition versions had this card as an Enchant Dead Creature.

[\[D'Angelo 04/11/97\]](#)

Animate Wall:

Info: Color=White Type=Enchant Creature Cost=W ABUR45(R1)

Text(5th): Play only on a Wall. ; Enchanted creature can attack as though it were not a Wall.

Ankh of Mishra:

Info: Color=Artifact Type=Artifact Cost=2 ABUR45(R1)

Text(5th): Whenever a land comes into play, ~this~ deals 2 damage to that

land's controller.

Triggers on any land coming into play. This includes playing a land or putting a land into play using a spell or ability. [\[D'Angelo 05/22/97\]](#)

Lands phasing in will not trigger this card (see Rule G.30.9).

[\[Mirage, Page 2\]](#)

It determines the land's controller at the time the ability resolves. If the land leaves play (due to another triggered ability or a mana source ability) before the ability resolves, the land's last controller before it left is used. See Rule K.4.6. [\[D'Angelo 10/19/98\]](#)

Note - Also see Comes Into Play abilities, Rule E.3.

Annul:

Info: Color=Blue Type=Interrupt Cost=U US(C1)

Text(US): Counter target artifact or enchantment spell.

It works on Artifact Creature spells and Enchant <something> spells.

[\[DeLaney 10/05/98\]](#)

Anoint:

Info: Color=White Type=Instant Cost=W TE(C1)

Text(TE): Buyback {3}. ; Prevent up to 3 damage to any creature.

Note - Also see Buyback, Rule A.13.

Antagonism:

Info: Color=Red Type=Enchantment Cost=3R US(R1)

Text(US): During each player's discard phase, ~this~ deals 2 damage to that player unless one of his or her opponents was successfully dealt damage that turn.

It looks back over the entire turn even if this card was not in play at the time. [\[DeLaney 10/05/98\]](#)

Anthroplasm:

Info: Color=Blue Type=Summon Shapeshifter Cost=2UU UL(R1)

Text(UL): 0/0 ; ~this~ comes into play with two +1/+1 counters on it. ;

{X},{Tap}: Remove all +1/+1 counters from ~this~ and put X +1/+1 counters on it.

It does not kill itself when the ability is used. It is not 0/0 long enough to be killed. [\[Urza's Legacy FAQ 02/03/99\]](#)

Anti-Magic Aura:

Info: Color=Blue Type=Enchant Creature Cost=2U LG(C1)/5(U1)

Text(5th+errata): Enchanted creature cannot be the target of enchantments, instants, or sorceries. This effect does not destroy ~this~. (Other enchantments on that creature are buried because their target is now illegal.) [\[Oracle 07/01/98\]](#)

Will not prevent use of interrupts (even if they are played at instant speed) or non-targeted spells/abilities. This includes spells like Red Elemental Blast, Pestilence, and Wrath of God.

[\[Duelist Magazine #2, Page 7\]](#)

Prevents both spells of type Instant or Sorcery and abilities that are played as an instant or sorcery. Does not prevent spells of type Interrupt that are being played as an instant.

[\[Duelist Magazine #18, Page 28\]](#)

Anvil of Bogardan:

Info: Color=Artifact Type=Artifact Cost=2 VI(R1)

Text(VI): Each player skips his or her discard phase. ; During each player's draw phase, that player draws an additional card and then chooses and discards a card.

If the draw part of the effect is skipped due to a replacement effect like Island Sanctuary or such, the discard part of the effect is not skipped. [\[bethmo 09/13/97\]](#)

The draw and discard during the draw phase are controlled by the controller of Anvil of Bogardan. This means the discard is forced and can trigger Sand Golem or Mangara's Blessing. [\[D'Angelo 05/12/98\]](#)

An-Zerrin Ruins:

Note - Also see Creature Type, Rule K.13.

Cannot choose something such as Artifact Creature or Land Creature which are not creature types. [\[Duelist Magazine #9, Page 36\]](#)

Apathy:

Info: Color=Blue Type=Enchant Creature Cost=U WL(C1)
Text(WL): Enchanted creature does not untap during its controller's untap phase. ; During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.
The untap cost is cumulative with other untap costs even though it does not say "additional". It can be paid more than once like other untap costs. [\[WotC Rules Team 07/03/97\]](#)
The discard to untap is a payment and is not forced. [\[bethmo 06/12/97\]](#)

Apes of Rath:

Info: Color=Green Type=Summon Apes Cost=2GG TE(U1)
Text(TE): 5/4 ; If ~this~ attacks, it does not untap during your next untap phase.

Apocalypse:

Info: Color=Red Type=Sorcery Cost=2RRR TE(R1)
Text(TE): Remove all permanents from the game. Discard your hand.

Apocalypse Chime:

Changing a land's type will not remove the expansion symbol on it, so this still affects Homelands lands which have been changed to another type by a spell like Phantasmal Terrain. [\[Aahz 10/23/95\]](#)

Apprentice Wizard:

Info: Color=Blue Type=Summon Wizard Cost=1UU DK(U1)/4(C1)
Text(4th+errata): 0/1; {U},{Tap}: Add 3 colorless mana to your mana pool.
Play this ability as a mana source. [\[Encyclopedia, Page 19\]](#)
[\[Mirage, Page 2\]](#)

Arboria:

Info: Color=Green Type=Enchant World Cost=2GG LG(U1)
Text(LG+errata): Creatures cannot attack any player unless that player played a spell or put a card into play during his or her last turn.
[\[Oracle 07/01/98\]](#)
Removing Arboria from play will not cancel its benefit. If currently in effect, the effect will end normally. [\[Aahz 10/21/94\]](#)
You can put tokens into play without ending this effect. For example, Tombstone Stairwell. [\[D'Angelo 03/26/97\]](#)
If a Nether Shadow enters play during your upkeep, or if any effect has you put a card into play, it will invalidate the protection of Arboria.
[\[WotC Rules Team 09/15/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Enchant World, Rule K.14.8.

Arcades Sabboth:

Info: Color=Multi Type=Summon Legend Cost=2WWGGUU LG(R1)/CH(U1)
Text(CH+errata): 7/7, Flying ; During your upkeep, pay {G}{W}{U} or sacrifice ~this~. ; Each untapped creature you control gets +0/+2 unless it is attacking. ; {W}: ~this~ gets +0/+1 until end of turn.
[\[Oracle 07/01/98\]](#)
The card has errata to "Summon Legend", not "Summon Elder Dragon Legend".
[\[Oracle 07/01/98\]](#)
It is not of creature type Dragon. [\[Duelist Magazine #9, Page 36\]](#)
Does give himself a bonus. [\[Duelist Magazine #2, Page 7\]](#)
Note - Also see Legendary Permanents, Rule K.19.

Arcane Denial:

Info: Color=Blue Type=Interrupt Cost=1U AL(C2)
Text(AL+errata): Counter target spell. That spell's caster may draw up to two cards at the beginning of the turn. Draw a card at the beginning of the next turn. [\[Aahz 06/06/97\]](#) [\[Duelist Magazine #18, Page 28\]](#)
The player does not choose how many cards to draw until the beginning of the appropriate turn. [\[Duelist Magazine #13, Page 26\]](#) They choose how

many before drawing the first one. [\[D'Angelo 11/11/96\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Arcane Laboratory:

Info: Color=Blue Type=Enchantment Cost=2U US(U1)

Text(US): Each player cannot play more than one spell each turn.

This cannot stop a mana source spell from being played (see Rule T.12.5).

[\[Urza's FAQ 10/05/98\]](#) But if one is played first, it will count as the one spell this turn. [\[Urza's FAQ 10/05/98\]](#)

You cannot play a buyback spell more than once. It does not matter that it's the same spell card. It's not the same spell instance.

[\[WotC Rules Team 10/18/98\]](#)

If the spell is countered, it still counts as the one spell played.

[\[D'Angelo 10/19/98\]](#)

When it enters play, it will look back over the turn to see if any spell was cast before it entered play. [\[DeLaney 10/17/98\]](#) It will notice its own casting. [\[D'Angelo 10/22/98\]](#)

Archangel:

Info: Color=White Type=Summon Angel Cost=5WW VI(R1)

Text(VI): 5/5, Flying ; Attacking does not cause ~this~ to tap.

Archivist:

Info: Color=Blue Type=Summon Wizard Cost=2UU UL(R1)

Text(UL): 1/1 ; {Tap}: Draw a card.

Arc Lightning:

Info: Color=Red Type=Sorcery Cost=2R US(C1)

Text(US): ~this~ deals 3 damage divided as you choose among any number of target creatures and/or players.

Each target must receive at least 1 damage. You can't choose a target to take zero damage. [\[DeLaney 10/05/98\]](#)

Arctic Wolves:

Info: Color=Green Type=Summon Wolves Cost=3GG WL(U1)

Text(WL): 4/5 ; Cumulative upkeep - {2} ; When ~this~ comes into play, draw a card.

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Cumulative Upkeep, Rule A.14.

Arcum's Sleigh:

Info: Color=Artifact Type=Artifact Cost=1 IA(U1)

Text(IA+errata): {2},{Tap}: Attacking this turn does not cause target creature to tap. Ignore this effect if defending player controls no snow-covered lands. [\[Encyclopedia, Page 72\]](#)

Arcum's Weathervane:

Note - Also see Snow-Covered Lands, Rule K.22.

Gives an "is Snow-Covered" or "removes Snow-Covered" counter to a land.

[\[D'Angelo 06/08/95\]](#) It is possible to have Snow-Covered non-basic lands.

This card cannot give Snow-Covered to a non-basic land, so it takes some tricks to make it happen.

Cannot be used on a multiland to add Snow-Coveredness even if it "counts as a" normal land. You can use it on any land to remove Snow-Coveredness. [\[Duelist Magazine #6, Page 132\]](#)

Arcum's Whistle:

Info: Color=Artifact Type=Artifact Cost=3 IA(U1)

Text(IA+errata): {3},{Tap}: Target non-Wall creature must attack this turn.

At end of turn, destroy that creature if it could not attack. Use this ability only during the creature's controller's turn before the attack.

The creature's controller may counter this effect by paying {X}, where X is equal to the creature's casting cost. ~this~ does not affect creatures brought under their controller's control this turn.

[\[Encyclopedia, Page 73\]](#)

The mana payment for this is made just after the ability is announced and prior to even interrupts even being allowed.

[[Duelist Magazine #9, Page 60](#)]

Ardent Militia:

Info: Color=White Type=Summon Soldiers Cost=4W WL(C1)
Text(WL): 2/5 ; Attacking does not cause ~this~ to tap.

Arena:

Either or both creatures can be tapped and it still works. [[bethmo 08/24/95](#)]

Walls can fight in the Arena. [[Aahz 12/02/94](#)]

If either creature leaves play before the ability resolves, then the other creature takes damage equal to the power the creature that left had when it left play. See Rule K.4.6. [[D'Angelo 10/22/98](#)]

Attack abilities like the Thicket Basilisk's do not take effect.

[[Peterson 11/15/94](#)]

Creatures are chosen when the ability is announced, but they don't become tapped until it resolves. [[Aahz 12/21/94](#)]

The power of the creatures when the effect resolves is used to determine how much damage is done. [[Aahz 03/07/95](#)]

In multiplayer games, you can choose a different opposing player each time it is used. [[Duelist Magazine #4, Page 64](#)]

Arena of the Ancients:

Info: Color=Artifact Type=Artifact Cost=3 LG(R1)/CH(U1)

Text(CH+errata): When ~this~ comes into play, tap all legends. ; Legends do not untap during their controllers' untap phases. [[Oracle 07/01/98](#)]

Only taps Legends which are in play before the Arena is put into play.

Legends which enter play later are not tapped immediately, but when they are tapped they are prevented from untapping by the Arena. [[Aahz 06/14/94](#)]

Does not affect Legendary Lands, or any other Legendary cards. It only affects Summon Legend cards. [[Aahz 06/14/94](#)]

Note - Also see Comes Into Play Abilities, Rule E.3.

Arenson's Aura:

Info: Color=White Type=Enchantment Cost=2W IA(C1)/5(U1)

Text(5th): {W},Sacrifice an enchantment: Destroy target enchantment. ; {3}{U}{U}: Counter target enchantment spell. Play this ability as an interrupt.

Counters an enchantment spell as it is being cast. It does not counter the effect of an enchantment. [[Aahz 06/13/95](#)]

Argivian Archaeologist:

Info: Color=White Type=Summon Archaeologist Cost=1WW AQ(U1)

Text(AQ+errata): 1/1 ; {W}{W},{Tap}: Return target artifact card from your graveyard to your hand. [[Oracle 07/01/98](#)]

Extended tournaments (see Rule D.15) have always banned this card.

Argivian Blacksmith:

Info: Color=White Type=Summon Smith Cost=1WW AQ(C4)

Text(AQ+errata): 2/2 ; {Tap}: Prevent up to 2 damage to any artifact creature. [[Oracle 07/01/98](#)]

Can prevent zero, 1 or 2 damage of your choice, but it can only be used if there is at least 1 damage to prevent. [[D'Angelo 06/05/98](#)]

Extended tournaments (see Rule D.15) have always banned this card.

Argivian Find:

Info: Color=White Type=Instant Cost=W WL(U1)

Text(WL): Return target artifact or enchantment card from your graveyard to your hand.

Argivian Restoration:

Info: Color=Blue Type=Sorcery Cost=2UU WL(U1)

Text(WL+errata): Take target artifact card from your graveyard and put that artifact into play. [[Oracle 07/01/98](#)]

Argothian Elder:

Info: Color=Green Type=Summon Elf Cost=3G US(U1)
Text(US): 2/2. ; {Tap}: Untap two target lands.
Must target two different lands. Can't be used if there is just one land to target. [\[DeLaney 10/05/98\]](#)
Can target an already untapped land. [\[DeLaney 10/05/98\]](#)

Argothian Enchantress:

Info: Color=Green Type=Summon Enchantress Cost=1G US(R1)
Text(US): 0/1. ; ~this~ cannot be the target of spells or abilities. ;
Whenever you successfully cast an enchantment spell, draw a card.

Argothian Pixies:

Info: Color=Green Type=Summon Faeries Cost=1G AQ(C4)/CH(C3)
Text(CH+errata): 2/1 ; ~this~ cannot be blocked by artifact creatures. ; All damage dealt to ~this~ by artifact creatures is reduced to 0.
[\[Oracle 07/01/98\]](#)

Argothian Swine:

Info: Color=Green Type=Summon Boars Cost=3G US(C1)
Text(US): 3/3, Trample.
Note - Also see Trample, Rule A.27.

Argothian Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=3GG AQ(C4)
Text(AQ+errata): 3/5 ; All damage dealt to ~this~ by artifacts is reduced to 0. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Argothian Wurm:

Info: Color=Green Type=Summon Wurm Cost=3G US(R1)
Text(US): 6/6, Trample. ; When ~this~ comes into play, any player may sacrifice a land to put ~this~ on top of owner's library.
When it comes into play, it triggers once for each player. Each player controls their own copy of the triggered ability (see Rule A.8) and gets to sacrifice a land if they want to. [\[bethmo 01/18/99\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Trample, Rule A.27.

Armageddon:

Info: Color=White Type=Sorcery Cost=3W ABUR45(R1)
Text(4th/5th): Destroy all lands.
The destruction can be prevented normally, such as with Consecrate Land, Pyramids, or regeneration if the land is animated. [\[Aahz\]](#)

Armageddon Clock:

Info: Color=Artifact Type=Artifact Cost=6 AQ(U2)/R4(R1)
Text(4th+errata): At the beginning of your upkeep, put a doom counter on ~this~. ; At the end of your upkeep, ~this~ deals 1 damage to each player for each doom counter on it. ; During any upkeep, any player may pay {4} to remove a doom counter from ~this~. [\[Oracle 07/01/98\]](#)
The phase ability (see Rule A.5) to remove a counter must be played by the current player, and each player is given the choice to pay to remove a counter at that time. Each player can only pay to remove one counter per turn. [\[D'Angelo 01/22/99\]](#)

Armored Pegasus:

Info: Color=White Type=Summon Pegasus Cost=1W TE(C1)
Text(TE): 1/2, Flying.
Note - The Anthologies version of the card has a casting cost of {2}{W} instead of {1}{W}. This is an error.

Armor of Faith:

Info: Color=White Type=Enchant Creature Cost=W IA(C1)/5(C1)
Text(5th): Enchanted creature gets +1/+1. ; {W}: Enchanted creature gets +0/+1 until end of turn.

Armor of Thorns:

Info: Color=Green Type=Enchant Creature Cost=1G MI(C1)
Text(MI+errata): You may choose to play ~this~ as an instant; if you do, sacrifice it at end of turn. ; Play ~this~ only on a nonblack creature. ; Enchanted creature gets +2/+2.
Note - See Rule T.15.1 for how to read "play as a".

Armor Sliver:

Info: Color=White Type=Summon Sliver Cost=2W TE(U1)
Text(TE): 2/2 ; Each Sliver gains "{2}": This creature gets +0/+1 until end of turn."

Army Ants:

Info: Color=Multi Type=Summon Insects Cost=1BR VI(U1)
Text(VI): 1/1 ; {Tap},Sacrifice a land: Destroy target land.

Army of Allah:

Info: Color=White Type=Instant Cost=1WW AN(C4)
Text(AN+errata): All attacking creatures get +2/+0 until end of turn.

[\[Oracle 07/01/98\]](#)

The card appears in two different versions. One version has a normal generic mana symbol in the cost (it is C1 rarity) and the other has a small dark mana symbol (it is C3 rarity). [\[D'Angelo 01/31/99\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Artifact Blast:

Info: Color=Red Type=Interrupt Cost=R AQ(C4)
Text(AQ+errata): Counter target artifact spell. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Artifact Possession:

Info: Color=Black Type=Enchant Artifact Cost=2B AQ(C4)
Text(AQ+errata): Whenever a player plays an ability of enchanted artifact requiring an activation cost or that artifact becomes tapped, ~this~ deals 2 damage to the artifact's controller. [\[Oracle 07/01/98\]](#)

It does not do double damage if the activation cost requires tapping.

[\[Aahz 06/06/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Artifact Ward:

Info: Color=White Type=Enchant Creature Cost=W AQ(C4)
Text(AQ+errata): Enchanted creature gains protection from artifacts. [\[Oracle 07/01/98\]](#)

Does not protect against non-damaging and non-targeted artifacts such as Nevinyrral's Disk. [\[bethmo 1994\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Protection, Rule A.24.

Ashen Ghoul:

Info: Color=Black Type=Summon Ghoul Cost=3B IA(U1)
Text(IA+errata): 3/1 ; ~this~ is unaffected by summoning sickness. ; {B}: Put ~this~ into play. Use this ability only at the end of your upkeep and only if ~this~ is in your graveyard with at least three creature cards above it. [\[Oracle 07/01/98\]](#)

Ashes to Ashes:

Info: Color=Black Type=Sorcery Cost=1BB DK(C3)/45(U1)
Text(5th): Remove two target nonartifact creatures from the game. ~this~ deals 5 damage to you.

Since this is "removal from game", it does not count as destruction and is therefore not preventable by regeneration. [\[Aahz 09/01/94\]](#)

Must have 2 targets at time of casting in order to be declared.

[\[Duelist Magazine #3, Page 6\]](#)

If one target is removed or becomes invalid after declaration, the other target is still affected. [\[bethmo 09/15/94\]](#) You take the damage if at least one target is removed from the game. [\[D'Angelo 05/17/95\]](#)

Ashnod's Altar:

Info: Color=Artifact Type=Artifact Cost=3 AQ(U2)/CH(C2)/5(U1)
Text(5th): Sacrifice a creature: Add two colorless mana to your mana pool.
Play this ability as a mana source.

Ashnod's Battle Gear:

Info: Color=Artifact Type=Artifact Cost=2 AQ(U2)/4(U1)
Text(4th+errata): You may choose not to untap ~this~ during your untap phase. ; {2},{Tap}: Target creature you control gets +2/-2 as long as ~this~ remains tapped. [\[Oracle 07/01/98\]](#)
Note - Also see Tap and Hold Abilities, Rule E.12.

Ashnod's Coupon:

Info: Color=Artifact Type=Artifact Cost=0 UG(R1)
Text(UG): Tap, Sacrifice ~this~: Target player gets you target drink.
Errata: You pay any costs for the drink.
The drink must be a legal target for the player. [\[Barclay 08/13/98\]](#)
All local, state, federal, and national laws apply.
You can target somebody else's drink, but you don't find out what the costs are until you go to pay for it. Better hope they're not too attached to it. [\[Barclay 08/13/98\]](#)
You cannot force someone get a drink which cannot be reasonably acquired. For example, you cannot make them go to Hawaii for a special drink that is only available there. [\[QAS 09/09/98\]](#) But they might be willing to go if you pay for the trip.
You cannot force someone to break laws, such as asking a minor to get an alcoholic drink. [\[QAS 09/09/98\]](#) This also includes bringing a drink into a location that does not allow drinks, or any other such rule or law breaking. [\[D'Angelo 02/21/99\]](#)
You cannot force someone to do something unsafe. [\[D'Angelo 02/21/99\]](#)
The effect does not resolve until the drink is returned. [\[QAS 09/09/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Ashnod's Cylind:

If the player has less than 3 cards in their library, look at as many as they have, put one back, and remove the others.
[\[Duelist Magazine #12, Page 32\]](#)

Ashnod's Transmogrator:

Info: Color=Artifact Type=Artifact Cost=1 AQ(U3)/CH(C2)/5(C1)
Text(5th): {Tap}, Sacrifice ~this~: Put a +1/+1 counter on target non-artifact creature. That creature becomes an artifact creature permanently.
The effect converts a permanent to have Artifact nature. It works even if the card stops being a creature, but the +1/+1 bonus only applies when it is a creature. [\[Duelist Magazine #5, Page 123\]](#)
The counter only gives the +1/+1. The artifactness is a permanent change not associated with the counter. [\[Aahz 08/22/97\]](#) So if the counter is moved off of the creature the artifact nature stays.
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.
[\[D'Angelo 01/18/99\]](#)

Asmira, Holy Avenger:

Counts creatures that went to the graveyard before this card came into play.
[\[D'Angelo 06/08/98\]](#)

Aspect of Wolf:

Info: Color=Green Type=Enchant Creature Cost=1G ABUR45(R1)
Text(5th): Enchanted creature gets +*/+*, where * is equal to half the number of forests you control, rounded down for power and up for toughness.
The bonus is recalculated every time the number of Forests you have in play changes. It is not a one-time bonus. [\[bethmo 1994\]](#) It is a continuous effect.

Astrolabe:

Info: Color=Artifact Type=Artifact Cost=3 AL(C2)
Text(AL+errata): {1},{Tap}: Sacrifice ~this~ to add two mana of any one color to your mana pool. Play this ability as a mana source. Draw a card at the beginning the next turn.

[\[Mirage, Page 2\]](#) [\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrip, Rule E.2.

Note - Before the errata it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Atog:

Info: Color=Red Type=Summon Atog Cost=1R AQ(C4)/R5(U1)
Text(5th+errata): 1/2 ; Sacrifice an artifact: Atog gets +2/+2 until end of turn. [\[Oracle 07/01/98\]](#)

Attunement:

Info: Color=Blue Type=Enchantment Cost=2U US(R1)
Text(US): Return ~this~ to owner's hand: Draw three cards, then choose and discard four cards.

If you have less than 4 cards, discard all you have. [\[DeLaney 10/05/98\]](#)

You can use mana sources (and triggered and replacement abilities can happen) between the draw and discard, but you can't use anything else.

[\[DeLaney 10/05/98\]](#)

Aura Flux:

Info: Color=Blue Type=Enchantment Cost=2U UL(C1)
Text(UL): Each other enchantment gains "During your upkeep, pay {2} or sacrifice this enchantment."

This card grants an upkeep cost (see Rule A.6) to all other enchantments.

[\[Urza's Legacy FAQ 02/03/99\]](#)

Activated abilities of the enchantments cannot be used until after the upkeep is paid. See Rule A.6.9. [\[Urza's Legacy FAQ 02/03/99\]](#)

If two or more Aura Fluxes are in play, they will give the text to each other. [\[DeLaney 02/14/99\]](#)

Aura of Silence:

Info: Color=White Type=Enchantment Cost=1WW WL(U1)
Text(WL): Artifact and enchantment spells cost target opponent an additional {2} to play. ; Sacrifice ~this~: Destroy target artifact or enchantment.

Auratog:

Info: Color=White Type=Summon Atog Cost=1W TE(R1)
Text(TE): 1/2 ; Sacrifice an enchantment: ~this~ gets +2/+2 until end of turn.

Aurochs:

Info: Color=Green Type=Summon Aurochs Cost=3G IA(C1)/5(C1)
Text(5th+errata): 2/3, Trample ; If ~this~ attacks, it gets +1/+0 until end of turn for each other Aurochs that is attacking. [\[Oracle 07/01/98\]](#)

Note - Also see Trample, Rule A.27.

Autumn Willow:

Does not cause enchantments on it to be removed when the ability is activated. An enchantment in play is neither a spell or an effect.

[\[Duelist Magazine #9, Page 37\]](#)

This card cares about who is targeting it rather than who controls the spell/ability that is targeting it. So if a card you control lets the opponent choose the target (Preacher for example), the opponent is considered to be the one targeting it. [\[Duelist Magazine #9, Page 61\]](#)

Can be countered. The ability does not work until it enters play.

[\[D'Angelo 11/15/95\]](#)

The ability which allows a player to target this card with spells/abilities overrides all effects which prevent such from happening. Thus, you can use the ability to get around Dense Foliage because this effect will be newer. [\[Aahz 06/16/97\]](#)

Avalanche Riders:

Info: Color=Red Type=Summon Nomads Cost=3R UL(U1)
Text(UL): 2/2. Echo ; ~this~ is unaffected by summoning sickness. ;
When ~this~ comes into play, destroy target land.
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Echo, Rule A.16.

Avenging Angel:

Info: Color=White Type=Summon Angel Cost=3WW TE(R1)
Text(TE): 3/3, Flying ; If ~this~ is put into any graveyard from play, you may put ~this~ on top of owner's library.

Avenging Druid:

Info: Color=Green Type=Summon Druid Cost=2G EX(C1)
Text(EX): 1/3 ; If ~this~ damages any opponent, you may reveal cards from your library until you reveal a land card. Put that land into play and put all other revealed cards into your graveyard.
The ability does not work if all damage is prevented. [Barclay 06/10/98]
Putting a land into play does not count as playing a land.
[Barclay 06/10/98] See Rule K.17.Ruling.3.
The cards are revealed from the top of the library. [D'Angelo 06/25/98]

Avizoa:

Info: Color=Blue Type=Summon Avizoa Cost=3U WL(R1)
Text(WL): 2/2, Flying ; Skip your next untap phase: ~this~ gets +2/+2 until end of turn. Use this ability only once each turn.
You skip the next untap phase that you are not skipping for any other reason. In other words, the skips save up until you skip as many as required. [Aahz 06/16/97]
Note - Also see Skipping a Phase, Rule G.38.

Avoid Fate:

Info: Color=Green Type=Interrupt Cost=G LG(C1)
Text(LG+errata): Counter target enchantment or interrupt spell that targets a permanent you control. [Oracle 07/01/98]
Whether the target is an interrupt or enchantment is not set on announcement. [D'Angelo 10/04/95] See Rule G.27. on Modal spells.
Can be used to counter interrupts which are played at instant speed.
[D'Angelo 11/07/96]
Extended tournaments (see Rule D.15) have always banned this card.

Awakening:

Info: Color=Green Type=Enchantment Cost=2GG SH(R1)
Text(SH): At the beginning of each player's upkeep, untap all creatures and lands.
It untaps all creatures and lands controlled by all players.
[Barclay 02/27/98]
It is possible to tap your lands for mana before this effect untaps them, and get a bunch of mana for use during your upkeep. [Barclay 02/27/98]

Axelrod Gunnarson:

Info: Color=Multi Type=Summon Legend Cost=4BBRR LG(R1)/CH(U1)
Text(CH+errata): 5/5, Trample ; Whenever any creature ~this~ damaged this turn is put into any graveyard, gain 1 life, and ~this~ deals 1 damage to target player. [Oracle 07/01/98]
Note - Also see Legendary Permanents, Rule K.19.
Note - Also see Trample, Rule A.27.

Ayesha Tanaka:

Info: Color=Multi Type=Summon Legend Cost=UUWW LG(R1)/CH(U1)
Text(CH+errata): 2/2, Banding ; {Tap}: Counter target artifact ability requiring an activation cost unless that artifact's controller pays {W}. Play this ability as an interrupt. [Oracle 07/01/98]
The controller of the artifact pays when the ability of this card resolves if they want to prevent the countering. [bethmo 12/03/96]
Note - Also see Legendary Permanents, Rule K.19.

Aysen Bureaucrats:

Info: Color=White Type=Summon Bureaucrats Cost=1W HL(C4)/5(C1)

Text(5th): 1/1 ; {Tap}: Tap target creature with power 2 or less.

Checks the power of the creature on announcement and on resolution.

[\[Duelist Magazine #9, Page 37\]](#)

Azure Drake:

Info: Color=Blue Type=Summon Drake Cost=3U LG(U1)/CH(U3)/5(U1)

Text(LG/CH/5th): 2/4, Flying.

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Backdraft:

Info: Color=Red Type=Instant Cost=1R LG(U1)

Text(LG+errata): When you play ~this~, choose a sorcery spell that dealt damage this turn. ; ~this~ deals to the player of that sorcery damage equal to half the damage the sorcery dealt, rounded down.

[\[Oracle 07/01/98\]](#)

Cannot be played unless there is a sorcery that actually did damage this turn. [\[Oracle 07/01/98\]](#)

This is not used during damage prevention. It is used later in the turn to affect a spell which happened earlier that turn. [\[Aahz 11/08/96\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Backfire:

Info: Color=Blue Type=Enchant Creature Cost=U LG(U1)/4(U1)

Text(4th+errata): For each 1 damage dealt to you by enchanted creature, ~this~ deals 1 damage to enchanted creature's controller.

[\[Oracle 07/01/98\]](#)

Back to Basics:

Info: Color=Blue Type=Enchantment Cost=2U US(R1)

Text(US): Nonbasic lands do not untap during their controllers' untap phases.

Only Forest, Island, Mountain, Plains, and Swamp (plus their Snow-Covered equivalents) are basic lands. See Rule K.18.2. [\[DeLaney 10/05/98\]](#)

Badlands:

Info: Color=Land Type=Land Cost=None ABUR(R1)

Text(RV+errata): ~this~ counts as a swamp and a mountain. (~this~ can be tapped to produce {B} or {R}.) [\[Oracle 07/01/98\]](#)

If you change the land type (using Mind Bend or Magical Hack, for example), the type of mana generated is also changed.

[\[WotC Rules Team 03/01/98\]](#)

Conversion changes the entire land to plains if it counts as a mountain.

[\[WotC Rules Team 02/01/98\]](#)

Bad Moon:

Info: Color=Black Type=Enchantment Cost=1B ABUR45(R1)

Text(4th/5th): All black creatures get +1/+1.

Balance:

Info: Color=White Type=Sorcery Cost=1W ABUR4(R1)

Text(4th+errata): All players except the one controlling the fewest lands sacrifice lands until they control the same number of lands as that player. Players then equalize cards in hand and then creatures in the same way. [\[Oracle 07/01/98\]](#)

All cards sacrificed at one time go to the graveyard simultaneously. All cards discarded go to the graveyard simultaneously. As always, you pick the order they end up in the graveyard. See Rule Z.1.4.

This is not considered a targeted ability so cards which cannot be targeted, such as a creature with Protection from White, are both counted and valid choices for being sacrificed. [\[Aahz 12/02/94\]](#)

Cards are not counted until the appropriate step. So, a land creature sacrificed to the first part of the spell would not count for the last part. [\[Oracle 07/01/98\]](#)

Consecrate Land and Pyramids do not protect a land from being sacrificed, and Balance is considered to be a sacrificing effect.

[Aahz 01/07/95]

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 04/19/95.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 04/19/95.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97. It was previously restricted from 04/19/95 to 01/01/97.

Balduvian Horde:

The discard is not considered forced. It is considered a phase cost (see Rule A.6) to be paid during the phase it enters play. You may not use Library of Leng on the discarded card. **[Duelist Magazine #16, Page 25]**

Note - Also see Comes Into Play Abilities, Rule E.3.

Balduvian Trading Post:

Mana Flare will let you make an extra red or an extra colorless mana of your choice. **[Aahz 05/21/96]**

You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use the mana source speed ability between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost (see Rule A.6).

[WotC Rules Team 12/03/96] See Rule E.3.3.

Note - Also see Comes Into Play Abilities, Rule E.3.

Ball Lightning:

Info: Color=Red Type=Summon Ball Lightning Cost=RRR DK(U1)/45(R1)

Text(5th+errata): 6/1, Trample ; ~this~ is unaffected by summoning sickness. ; At the end of any turn, sacrifice ~this~. **[Oracle 07/01/98]**

The creature is buried at the end of every turn in which it is in play.

There is no choice about what turn to bury it. See Rule E.13.Ruling.21.

[D'Angelo 06/05/98]

Note - Also see Trample, Rule A.27.

Bandage:

Info: Color=White Type=Instant Cost=W SH(C1)

Text(SH): Prevent 1 damage to any creature or player. Draw a card.

Banshee:

Info: Color=Black Type=Summon Banshee Cost=2BB DK(U2)/CH(U3)

Text(CH+errata): 0/1 ; {X},{Tap}: ~this~ deals half of X damage, rounded up, to you and half, rounded down, to target creature or player.

Barbarian Guides:

Can give Snow-Covered landwalk for basic or non-basic types, but it must be for a specific type. Examples include, Mountainwalk, Maze of Ith-Walk, and Tolaria-Walk. Entire classes of landwalk are not supported. **[Duelist Magazine #7, Page 99]** Legendary Landwalk, black Landwalk, and so on are not usable.

Barbary Apes:

Info: Color=Green Type=Summon Apes Cost=1G LG(C1)

Text(LG): 2/2.

Extended tournaments (see Rule D.15) have always banned this card.

Barbed Sextant:

Info: Color=Artifact Type=Artifact Cost=1 IA(C1)/5(C1)

Text(5th): {1},{Tap},Sacrifice ~this~: Add one mana of any color to your mana pool. Play this ability as a mana source. Draw a card at the beginning of the next turn.

You draw a card on the turn after you use the ability. **[Aahz 06/08/95]**

Note - Also see Cantrips, Rule E.2.

Note - The Ice Age version said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Barbed Sliver:

Info: Color=Red Type=Summon Sliver Cost=2R TE(U1)

Text(TE): 2/2 ; Each Sliver gains "{2}: This creature gets +1/+0 until end of turn."

Barishi:

Info: Color=Green Type=Summon Barishi Cost=2GG WL(U1)

Text(WL): 4/3 ; If ~this~ is put into any graveyard from play, remove ~this~ from the game, then shuffle all creature cards from your graveyard into your library.

You still shuffle the creatures cards into the library even if this card is not in your graveyard when the triggered ability resolves.

[Aahz 06/13/97]

Barktooth Warbeard:

Info: Color=Multi Type=Summon Legend Cost=4BRR LG(U1)

Text(LG): 6/5.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Barl's Cage:

Info: Color=Artifact Type=Artifact Cost=4 DK(U1)/CH(U1)/5(R1)

Text(CH/5th): {3}: Target creature does not untap during its controller's next untap phase.

Does not prevent a creature from untapping during upkeep phase. It just stops the "normal" untap during the untap phase. [Aahz 12/02/94]

Affects the next untap of that creature for whoever controls it at that time. In other words, the effect does not remember the current controller. [bethmo 11/27/96]

Baron Sengir:

Vampire Bats are not Vampires, they are Bats, so they cannot be regenerated. [Aahz 10/25/95]

The Baron is not a Vampire. [D'Angelo 09/02/97]

Barreling Attack:

Info: Color=Red Type=Instant Cost=2RR MI(R1)

Text(MI+errata): Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature blocking it.

The effect only counts creatures blocking the creature upon resolution of this spell. [Duelist Magazine #16, Page 25]

Barrin, Master Wizard:

Info: Color=Blue Type=Summon Legend Cost=1UU US(R1)

Text(US): 1/1. ; ~this~ counts as a Wizard. ; 2, Sacrifice a permanent:

Return target creature to owner's hand.

Note - Also see Legendary Permanents, Rule K.19.

Barrin's Codex:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)

Text(US): During your upkeep, you may put a page counter on ~this~. ; {4}, {Tap}, Sacrifice ~this~: Draw X cards, where X is the number of page counters on ~this~.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [Urza's Saga Rule Page]

You do not add a counter if it is tapped. That ability is "turned off".

See Rule K.6.4. [DeLaney 10/05/98]

Barrow Ghoul:

Info: Color=Black Type=Summon Zombie Cost=1B WL(C1)

Text(WL+errata): 4/4 ; During your upkeep, remove the top creature card in your graveyard from the game or sacrifice ~this~. [Oracle 07/01/98]

During the upkeep ability, the creature card is removed from the graveyard as a cost, so if you have two Barrow Ghouls, you need one creature card for each if you want to keep them both. [D'Angelo 12/29/97]

Bartel Runeaxe:

Info: Color=Multi Type=Summon Legend Cost=3GRB LG(R1)

Text(LG+errata): 6/5 ; ~this~ cannot be the target of creature enchantments. ; Attacking does not cause ~this~ to tap. [\[Oracle 07/01/98\]](#)
 The "cannot be targeted" effect applies to any way to target him with an enchantment, including casting an enchantment spell and all ways to move enchantments onto him. [\[WotC Rules Team 05/26/96\]](#) This makes Bartel's ability very different from other cards which cannot be targeted by spells and abilities.
 If you somehow get an enchantment moved onto him, the enchantment will bury itself since he is an illegal target. [\[Duelist Magazine #6, Page 131\]](#)
 Animate Dead, Dance of the Dead, and Necromancy become creature enchantments and thus are removed by Bartel's ability. [\[D'Angelo 06/14/97\]](#)
 Can be targeted by the abilities of enchantments.
[\[Duelist Magazine #12, Page 26\]](#)
 Is only immune to Enchant Creature enchantments. Enchant Permanent and other local enchantments which are somehow enabled to target him are not affected by his ability. [\[DeLaney 01/28/97\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.
 Note - Also see Legendary Permanents, Rule K.19.

Basal Thrull:

Info: Color=Black Type=Summon Thrull Cost=BB FE(C4)
 Text(FE+errata): 1/2 ; {Tap}: Sacrifice ~this~ to add {B}{B} to your mana pool. Play this ability as a mana source. [\[Mirage, Page 2\]](#)

Basalt Golem:

The token creature is put into play as a triggered ability on blocking being declared. It does not wait until the end of combat to enter play.
[\[D'Angelo 03/13/97\]](#)

Basalt Monolith:

Info: Color=Artifact Type=Artifact Cost=3 ABUR(U1)
 Text(RV+errata): ~this~ does not untap during your untap phase. ;
 {3}: Untap ~this~ at end of phase. Use this ability only if ~this~ is tapped. ; {Tap}: Add three colorless mana to your mana pool. Play this ability as a mana source. You cannot spend this mana on any ability of any Basalt Monolith. [\[Oracle 07/01/98\]](#)

Battering Ram:

Info: Color=Artifact Type=Artifact Creature Cost=2 AQ(C4)/45(C1)
 Text(5th): 1/1 ; Banding when attacking ; If ~this~ is blocked by any Wall, destroy that Wall at end of combat.
 A wall blocking this card gets a "destroy at end of combat" effect placed upon it when it is assigned as a blocker. The effect is added to a wall which becomes a blocker by any means, including being moved into being a blocker by an ability such as General Jarkeld. This effect stays even if the wall is removed from the blocking situation by an ability like General Jarkeld. [\[WotC Rules Team 09/22/95\]](#)
 Note - Also see Banding, Rule A.11.

Bayou:

Info: Color=Land Type=Land Cost=None ABUR(R1)
 Text(RV+errata): ~this~ counts as a swamp and a forest. (~this~ can be tapped to produce {B} or {G}.) [\[Oracle 07/01/98\]](#)
 See Badlands for rulings.

Bayou Dragonfly:

Info: Color=Green Type=Summon Insect Cost=1G TE(C1)
 Text(TE): 1/1, Flying, Swampwalk.
 Note - Also see Landwalk, Rule A.22.

Bazaar of Baghdad:

Info: Color=Land Type=Land Cost=None AN(U3)
 Text(AN+errata): {Tap}: Draw two cards, then choose and discard three cards. [\[Oracle 07/01/98\]](#)
 You cannot use spells (other than mana sources) before putting the cards back. [\[D'Angelo 11/07/96\]](#)
 Mana sources and abilities that trigger on cards being drawn are handled

at the "then" on the card. See Rule T.7.1. [\[D'Angelo 06/05/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Bazaar of Wonders:

Because it only looks in play and in the graveyard, you can cast several of the same spell in the same batch of spells/abilities. This is because a spell which has been announced but has not yet resolved is in "limbo" and is not checked. [\[bethmo 11/06/96\]](#)

The Bazaar of Wonders only looks at a spell just after the spell is announced, so if a card of the same name goes to the graveyard after announcement but before that spell resolves, the spell will not be countered. [\[bethmo 11/07/96\]](#) If a spell of the same name goes to the graveyard during announcement (discarding as a cost for example), then the spell will be countered. [\[Aahz 01/17/97\]](#)

Cannot counter mana sources since mana sources resolve completely before a trigger like this is dealt with. [\[D'Angelo 11/11/96\]](#)

Beast of Burden:

Info: Color=Artifact Type=Artifact Creature Cost=6 UL(R1)
Text(UL): */* ; ~this~ has power and toughness each equal to the total number of creatures in play.

Note - Apparently some (but not all of) of the foil versions of this card are missing the expansion symbol. [\[DeLaney 02/14/99\]](#)

Beasts of Bogardan:

Info: Color=Red Type=Summon Beasts Cost=4R LG(U1)/CH(U3)
Text(CH+errata): 3/3, Protection from Red ; As long as any opponent controls any white cards in play, ~this~ gets +1/+1. [\[Oracle 07/01/98\]](#)

Bedlam:

Info: Color=Red Type=Enchantment Cost=2RR US(R1)
Text(US): Creatures cannot block.

Befoul:

Info: Color=Black Type=Sorcery Cost=2BB US(C1)
Text(US): Destroy target land or nonblack creature. A creature destroyed this way cannot be regenerated this turn.

This is not modal. You do not have to choose the target type. The target has to either be a land or non-black creature when announced and on resolution. [\[DeLaney 10/05/98\]](#)

Bellowing Fiend:

Info: Color=Black Type=Summon Spirit Cost=4B TE(R1)
Text(TE): 3/3, Flying ; Whenever ~this~ damages any creature, ~this~ deals 3 damage to that creature's controller and 3 damage to you.

Benalish Hero:

Info: Color=White Type=Summon Hero Cost=W ABUR45(C1)
Text(4th/5th): 1/1, Banding.
Note - Also see Banding, Rule A.11.

Benalish Infantry:

Info: Color=White Type=Summon Soldiers Cost=2W WL(C1)
Text(WL): 1/3, Banding.
Note - Also see Banding, Rule A.11.

Benalish Knight:

Info: Color=White Type=Summon Knight Cost=2W WL(C1)
Text(WL): 2/2, First Strike ; You may play ~this~ whenever you could play an instant.

Benalish Missionary:

Info: Color=White Type=Summon Cleric Cost=W WL(C1)
Text(WL): 1/1 ; {1}{W},{Tap}: Target blocked creature deals no combat damage this turn.

Works even if the creature is "blocked" by an effect rather than actual creatures. [\[DeLaney 06/12/97\]](#)

Benevolent Unicorn:

Reduces damage at the start of damage prevention if the damage came from a spell. The ability does get re-applied if the damage is redirected because the damage still tracks its original source as being a spell.

[\[D'Angelo 11/21/97\]](#)

Works as a continuous replacement ability (see Rule A.7.5) at the start of damage prevention. [\[bethmo 12/08/98\]](#) This is true even though it is not worded like a replacement ability.

Benthic Behemoth:

Info: Color=Blue Type=Summon Serpent Cost=5UUU TE(R1)

Text(TE): 7/6, Islandwalk.

Note - Also see Landwalk, Rule A.22.

Bequeathal:

Info: Color=Green Type=Enchant Creature Cost=G EX(C1)

Text(EX): If enchanted creature is put into any graveyard, draw two cards.

Bereavement:

Info: Color=Black Type=Enchantment Cost=1B US(U1)

Text(US): Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card.

If the player has no cards in hand, this has no effect. [\[DeLaney 10/05/98\]](#)

Berserk:

Info: Color=Green Type=Instant Cost=G ABU(U1)

Text(ABU+errata): Play ~this~ only before end of combat. ; Target creature gains trample and gets +X/+0 until end of turn, where X is equal to the creature's power. ; At end of turn, destroy the creature if it attacked this turn. [\[Oracle 07/01/98\]](#)

It is a one time bonus and not something that recalculates.

[\[D'Angelo 06/05/98\]](#)

The creature can regenerate from dying due to attacking under Berserk.

[\[D'Angelo 1994\]](#)

If the permanent stops being a creature before the end of the turn, it is still destroyed. This happens with Jade Statue, and can happen with other animated cards. [\[WotC Rules Team 02/09/95\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Note - Also see Trample, Rule A.27.

Bestial Fury:

The ability kicks in at the end of declaration of blocking if the creature has any blockers at that time. How the blocker blocked the creature does not matter. [\[bethmo 06/28/96\]](#)

Betrayal:

Info: Color=Blue Type=Enchant Creature Cost=U VI(C1)

Text(VI+errata): Play ~this~ only on a creature an opponent controls. ; If enchanted creature becomes tapped, draw a card. [\[Oracle 07/01/98\]](#)

Targets a creature an opponent controls, so it buries itself if it is ever on one of your creatures. [\[bethmo 11/11/97\]](#)

Betrothed of Fire:

Info: Color=Red Type=Enchant Creature Cost=1R WL(C1)

Text(WL): Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn. ; Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.

If this card is on a creature you do not control, you may not use the ability to sacrifice the creature. This is because you cannot sacrifice something you do not control. [\[WotC Rules Team 07/03/97\]](#)

B.F.M. (Big Furry Monster):

Info: Color=Black Type=Summon *See Below* Cost=BBBBBBBBBBBBBBBBB UG(R1)

Text(UG): (Summon Line) Summon The Biggest, Baddest, Nastiest, Scariest Creature You'll Ever See. (Text) 99/99. You must play both B.F.M. cards to put B.F.M. into play. If either B.F.M. card leaves play, sacrifice the other. ~this~ can be blocked only by three or more creatures.

This creature is actually split across two cards. The above text and information is what is shown when you put both parts together. Each of the two halves is a rare card.

"Both cards" means one of each half, not two of the same half.

[\[Barclay 08/13/98\]](#)

While the BFM is in play, it's treated as one creature, not two. While it's not in play, each half is treated as a separate creature card.

[\[bethmo 08/17/98\]](#) So while it's in play a Clone can copy the whole creature. [\[bethmo 11/24/98\]](#)

You can put the BFM into play using Living Death, Timmy, Power Gamer, or any other effect that puts a creature into play or multiple creature cards into play at once (if both halves are present). You cannot put it into play with Animate Dead, Eureka, Spatula of the Ages, or any other effect which only puts one creature card into play. [\[QAS 09/09/98\]](#)

You can make "The Biggest, Baddest, Nastiest, Scariest Creature You'll Ever See" tokens with Volrath's Laboratory. They will only be 2/2. Nobody said that Volrath was perfect. [\[Barclay 08/13/98\]](#)

This thing is big, making me the second largest furry creature in existence. [\[Garfield, 08/23/98\]](#)

If it was allowed in tournaments, you would be allowed 4 of each half in a legal deck. [\[bethmo 09/09/98\]](#)

The half without a casting cost printed on it is considered to have a casting cost of the whole amount if some effect asks for that card's casting cost. [\[bethmo 01/11/99\]](#) But to cast the pair you only pay the casting cost once.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Binding Grasp:

Info: Color=Blue Type=Enchant Creature Cost=3U 1A(U1)/5(U1)

Text(5th+errata): During your upkeep, pay {1}{U} or destroy ~this~. ; Gain control of enchanted creature. That creature gets +0/+1.

[\[Oracle 07/01/98\]](#)

Note - Also see Phase Cost, Rule A.6.

Bird Maiden:

Info: Color=Red Type=Summon Bird Maiden Cost=2R AN(C4)/45(C1)

Text(AN/4th/5th): 1/2, Flying

Note - The Arabian Nights card has two versions. One with a smaller, darker mana circle than normal. Both versions are C2 rarity.

Birds of Paradise:

Info: Color=Green Type=Summon Mana Birds Cost=G ABUR45(R1)

Text(5th): 0/1, Flying ; {Tap}: Add one mana of any color to your mana pool.

Play this ability as a mana source.

Blacker Lotus:

Info: Color=Artifact Type=Artifact Cost=0 UG(R1)

Text(UG): Tap: Tear ~this~ into pieces. Add four mana of any one color to your mana pool. Play this ability as a mana source. Remove the pieces from the game afterwards.

You must tear it into more than one piece. That's why it says "pieces".

[\[QAS 09/09/98\]](#)

As official errata, clean up after yourself. [\[Barclay 08/13/98\]](#) Littering is a crime in many areas. Recycling is recommended.

If the card is in a sleeve, remove it before ripping it up. [\[QAS 09/09/98\]](#)

Optional Rule: If the card is in a sleeve, tear up the sleeve as well.

[\[Barclay 08/13/98\]](#)

You may proxy a Blacker Lotus, by taking a normal Black Lotus, and using a Black Magic Marker to colour the front of the card in completely

black. No other proxies are acceptable. [\[Barclay 08/13/98\]](#)

The ability is played as a mana source, so it cannot be countered.

[\[D'Angelo 09/18/98\]](#)

If your opponent takes control of this card, they can use the ability to rip it up. [\[QAS 09/09/98\]](#) Note that you can concede the game at faster-than-mana source-speed to prevent them from doing so.

Ripping up the card does not make your deck illegal. See Rule U.3.5.

[\[QAS 09/09/98\]](#)

You must pick a valid color (Black, Blue, Green, Red or White) and cannot pick "colorless". [\[D'Angelo 09/21/98\]](#)

Optional Rule: You can pick any color you want, such as Teal.

[\[TomHa 09/15/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Black Knight:

Info: Color=Black Type=Summon Knight Cost=BB ABUR45(U1)

Text(ABU/RV/4th/5th): 2/2, First Strike, Protection from White

Note - Also see Protection, Rule A.24.

Black Lotus:

Info: Color=Artifact Type=Artifact Cost=0 ABU(R1)

Text(ABU+errata): {Tap}, Sacrifice ~this~: Add three mana of any one color to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

It is of type "Artifact" not "Mono Artifact". [\[Encyclopedia, Page 208\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Black Mana Battery:

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R1)

Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap}, Remove X charge counters from ~this~: Add an amount of {B} to your mana pool equal to X plus 1. Play this ability as a mana source.

[\[Oracle 07/01/98\]](#)

X can be zero. [\[D'Angelo 02/03/95\]](#)

Can be tapped even if it has no counters. [\[D'Angelo 05/12/95\]](#)

Black Vise:

Info: Color=Artifact Type=Artifact Cost=1 ABUR4(U1)

Text(4th+errata): At the end of target opponent's upkeep, ~this~ deals 1 damage to that player for each card in his or her hand in excess of four.

[\[Oracle 07/01/98\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers.

It becomes useless but stays in play if the target player leaves play.

[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

Amount of damage is determined in when the effect is resolved and not when it is announced. [\[D'Angelo 10/05/95\]](#)

If you take control of a Vise that targets you, you continue to take damage from it. The "target opponent" check is only made when it is cast and is not checked by the effect again after it is in play. [\[D'Angelo 01/07/96\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 07/01/97. It was previously banned from 02/01/96 to 04/01/96.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 02/01/96.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97. It was previously restricted from 02/01/96 to 01/01/97.

Black Ward:

Info: Color=White Type=Enchant Creature Cost=W ABUR4(U1)

Text(4th+errata): Enchanted creature gains protection from black. The protection granted by ~this~ does not destroy ~this~.

Note - Also see Protection, Rule A.24.

Blanchwood Armor:

Info: Color=Green Type=Enchant Creature Cost=2G US(U1)
Text(US): Enchanted creature gets +X/+X, where X is the number of forests you control.
The bonus is continuously recalculated. [\[Urza's FAQ 10/05/98\]](#)

Blanchwood Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=4G US(C1)
Text(US): 4/5.

Blanket of Night:

Info: Color=Black Type=Enchantment Cost=1BB VI(U1)
Text(VI): Each mana-producing land is a swamp in addition to its normal land type.
The land can now be tapped for black mana in addition to any other abilities it already has. [\[Visions FAQ 02/16/97\]](#) This works just as if the text "{Tap}: Add {B} to your mana pool" was added to each mana-producing land. [\[D'Angelo 01/26/98\]](#) In other words, the land can be tapped for its own ability _or_ it can be tapped for black mana. Not both.
This effect is applied after the base type of the land is applied, so using a Phantasmal Terrain to change a land's type will not erase the Swamp effect. [\[Duelist Magazine #17, Page 25\]](#)
The lands now get the name "Swamp" in addition to their current name. [\[DeLaney 02/02/97\]](#)
Whether the land is a basic land or not is unchanged by this effect. [\[Duelist Magazine #17, Page 25\]](#)
If this effect is applied to a Snow-Covered land, the land is now a Snow-Covered Swamp and not just a regular Swamp. [\[bethmo 03/23/97\]](#)
More than one Blanket of Night has no meaningful additional effect. [\[D'Angelo 08/22/97\]](#)
Anything which counts the number of Swamps in play will not double count an actual Swamp card while Blanket of Night is in play. [\[D'Angelo 03/11/99\]](#)

Blasted Landscape:

Info: Color=Land Type=Land Cost=None US(U1)
Text(US): {Tap}: Add one colorless mana to your mana pool. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Blaze of Glory:

Info: Color=White Type=Instant Cost=W ABU(R1)
Text(ABU+errata): Play ~this~ only before blockers are declared. There is no limit to how many creatures target creature can block this turn.
Target creature blocks as many creatures as able this turn. (All blocking assignments must still be legal.) [\[Oracle 07/01/98\]](#)
Does not allow a tapped creature to block, or allow a creature to block any creatures it would not normally be able to block. If a Goblin War Drums is in effect and no other creature chooses to block, then this creature could not block. [\[WotC Rules Team 12/15/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Blazing Effigy:

Info: Color=Red Type=Summon Effigy Cost=1R LG(C2)
Text(LG+errata): 0/3 ; If ~this~ is put into any graveyard from play, it deals to target creature damage equal to 3 plus the amount of damage ~this~ has received in this way this turn. [\[Oracle 07/01/98\]](#)
If it dies and there are no creatures in play to target, then the ability does nothing. [\[Aahz 05/16/95\]](#)
The controller when it dies gets to use the ability. [\[D'Angelo 08/09/95\]](#)
The damage happens as a triggered ability (see Rule T.8) of the Effigy going to the graveyard. This damage is resolved immediately in a damage prevention step. [\[D'Angelo 10/01/96\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Blessed Reversal:

Info: Color=White Type=Instant Cost=1W UL(R1)
Text(UL): For each attacking creature, gain 3 life.
The creatures are counted on resolution. [Barclay 02/03/99]
Can be cast when there are no attacking creatures, and even out of combat, to gain zero life. [DeLaney 02/10/99]

Blessed Wine:

Info: Color=White Type=Instant Cost=1W IA(C1)/5(C1)
Text(5th): Gain 1 life. Draw a card at the beginning of the next turn.
Note - Also see Cantrips, Rule E.2.
Note - The Ice Age version said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Blessing:

Info: Color=White Type=Enchant Creature Cost=WW ABUR4(R1)
Text(4th+errata): {W}: Enchanted creature gets +1/+1 until end of turn.
[Oracle 07/01/98]

Blight:

Info: Color=Black Type=Enchant Land Cost=BB LG(U1)/45(U1)
Text(5th): If enchanted land becomes tapped, destroy it at end of turn.

Blinking Spirit:

Info: Color=White Type=Summon Blinking Spirit Cost=3W IA(R1)/5(R1)
Text(IA/5th): 2/2 ; {0}: Return "this" to owner's hand.

Bloated Toad:

Info: Color=Green Type=Summon Toad Cost=2G UL(U1)
Text(UL): 2/2, Protection from Blue ; Cycling {2}.
Note - Also see Cycling, Rule A.15.
Note - Also see Protection, Rule A.24.

Blood Frenzy:

Info: Color=Red Type=Instant Cost=1R TE(C1)
Text(TE): Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.

Blood Lust:

Info: Color=Red Type=Instant Cost=1R LG(U1)/45(C1)
Text(5th): Target creature gets +4/-4 until end of turn. If this reduces that creature's toughness to less than 1, the creature's toughness is 1. The +4/-4 is applied when the spell resolves and will not lower the toughness below 1. So, if a 1/1 creature has Blood Lust cast on it, it becomes a 5/1 creature. Later spells to modify toughness modify from this base, so a Giant Growth would make it an 8/4 creature.

[WotC Rules Team 02/09/95]

If the toughness was below one before Blood Lust took effect, it will not raise the toughness up to one. It just applies a -4, so a creature which was 2/-2 when Blood Lust resolves becomes 6/-6.

[Duelist Magazine #7, Page 100]

+ *The effect of Blood Lust lasts only until end of turn. This is true even of the "toughness is 1" effect.* [D'Angelo 04/08/99]

Blood Moon:

Info: Color=Red Type=Enchantment Cost=2R DK(U1)/CH(U1)
Text(CH+errata): All nonbasic lands are mountains. [Oracle 07/01/98]
Does affect multilands and all other special lands.

[Duelist Magazine #3, Page 6]

Does not affect snow-covered basic lands. [Duelist Magazine #6, Page 132]

It immediately changes a non-basic land entering play into a Mountain, but it does so only after abilities that trigger on the original entering play trigger. The triggered abilities resolve after it becomes a Mountain. For example, if a land is played which requires a sacrifice when it enters play, you must do the sacrifice at that time.

[Bethmo 07/10/96]

Blood of the Martyr:

Info: Color=White Type=Instant Cost=WWW DK(U2)/CH(U3)
Text(CH+errata): Until end of turn, you may redirect to yourself all damage dealt to creatures. [\[Oracle 07/01/98\]](#)
This is not a damage prevention spell so it cannot be cast during damage prevention. It is cast before damage prevention in order to allow its use during damage prevention later in the turn. [\[Aahz 07/23/96\]](#)
Note - Also see Damage Redirection, Rule G.13.

Blood Pet:

Info: Color=Black Type=Summon Thrull Cost=B TE(C1)
Text(TE): 1/1 ; Sacrifice ~this~: Add {B} to your mana pool. Play this ability as a mana source.
You can sacrifice it for mana during damage prevention. If you do so, any damage on it never becomes successfully dealt. This stops side-effects of the damage since the damage is never dealt to the Blood Pet. But, you do have the one black mana to deal with. [\[D'Angelo 10/20/97\]](#)
No longer has odd interactions with Trample (see Rule A.27).
[\[D'Angelo 10/17/98\]](#)

Bloodrock Cyclops:

Info: Color=Red Type=Summon Cyclops Cost=2R WL(C1)
No penalty if it cannot attack. [\[DeLaney 06/12/97\]](#)
Text(WL+errata): 3/3 ; Each turn, ~this~ attacks if able. [\[Oracle 07/01/98\]](#)
Note - Also see Must Attack or Block, Rule C.10.

Blood Vassal:

Info: Color=Black Type=Summon Thrull Cost=2B US(C1)
Text(US): 2/2. ; Sacrifice ~this~: Add {B}{B} to your mana pool. Play this ability as a mana source.
You can sacrifice it for mana during damage prevention. If you do so, any damage on it never becomes successfully dealt. This stops side-effects of the damage since the damage is never dealt to the Blood Vassal. But, you do have the two black mana to deal with. [\[D'Angelo 10/15/98\]](#)
No longer has odd interactions with Trample (see Rule A.27).
[\[D'Angelo 10/17/98\]](#)

Blossoming Wreath:

Info: Color=Green Type=Instant Cost=G WL(C1)
Text(WL): Gain life equal to the number of creature cards in your graveyard. Creatures are counted on resolution. [\[DeLaney 06/12/97\]](#)

Blue Elemental Blast:

Info: Color=Blue Type=Interrupt Cost=U ABUR4(C1)
Text(4th+errata): Counter target red spell or destroy target red permanent. (If this spell targets a permanent, play it as an instant.)
[\[Mirage, Page 4\]](#)
The spell is still an interrupt and not an instant for effects that affect certain spell types. See Rule T.15.1. [\[Aahz 09/19/96\]](#)
The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal spells.

Blue Mana Battery:

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R1)
Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap}, Remove X charge counters from ~this~: Add an amount of {U} to your mana pool equal to X plus one. Play this ability as a mana source.
[\[Oracle 07/01/98\]](#)
See Black Mana Battery for rulings.

Blue Ward:

Info: Color=White Type=Enchant Creature Cost=W ABUR4(U1)
Text(4th+errata): Enchanted creature gains protection from blue. The protection granted by ~this~ does not destroy ~this~. [\[Oracle 07/01/98\]](#)
See Black Ward for rulings.

Note - Also see Protection, Rule A.24.

Bogardan Firefiend:

Info: Color=Red Type=Summon Spirit Cost=2R WL(C1)
Text(WL): 2/1 ; If ~this~ is put into any graveyard from play, it deals 2 damage to target creature.
You must pick a target creature, even if you are the only player with creatures in play. [\[D'Angelo 06/12/97\]](#)

Bogardan Phoenix:

Info: Color=Red Type=Summon Phoenix Cost=2RRR VI(R1)
Text(VI+errata): 3/3, Flying ; If ~this~ is put into any graveyard from play and has no death counter on it, return ~this~ into play with a death counter on it. ; If ~this~ is put into any graveyard from play and has a death counter on it, remove it from the game. [\[Oracle 07/01/98\]](#)
When it dies, it comes back under the control of the player who controlled it when it died. This is because they control the return to play effect.
[\[Aahz 01/29/97\]](#)

Bog Imp:

Info: Color=Black Type=Summon Imp Cost=1B DK(C3)/45(C1)
Text(DK/4th/5th): 1/1, Flying.

Bog Raiders:

Info: Color=Black Type=Summon Zombies Cost=2B US(C1)
Text(US): 2/2, Swampwalk.
Note - Also see Landwalk, Rule A.22.

Bog Rats:

Info: Color=Black Type=Summon Rats Cost=B DK(C3)/CH(C3)/5(C1)
Text(5th): 1/1 ; ~this~ cannot be blocked by Walls.
No, these do not affect Plague Rats totals. [\[Aahz 08/09/94\]](#)

Bog Wraith:

Info: Color=Black Type=Summon Wraith Cost=3B ABUR45(U1)
Text(ABU/RV/4th/5th): 3/3, Swampwalk.
Note - Also see Landwalk, Rule A.22.

Boil:

Info: Color=Red Type=Instant Cost=3R TE(U1)
Text(TE): Destroy all islands.

Boiling Blood:

Info: Color=Red Type=Instant Cost=2R WL(C1)
Text(WL): Target creature attacks this turn if able. ; Draw a card.
Note - Also see Must Attack or Block, Rule C.10.

Bone Dancer:

Info: Color=Black Type=Summon Zombie Cost=1BB WL(R1)
Text(WL+errata): 2/2 ; {0}: Take the top creature card of defending player's graveyard and put that creature into play into play under your control. ~this~ deals no combat damage this turn. Use this ability only if ~this~ is attacking and unblocked and only once each turn.
[\[Oracle 07/01/98\]](#)
Note - Also see Is Not Blocked Ability, Rule E.7.

Bone Flute:

Info: Color=Artifact Type=Artifact Cost=3 DK(U2)
Text(DK): {2},{Tap}: All creatures get -1/-0 until end of turn.

Bone Harvest:

Info: Color=Black Type=Instant Cost=2B MI(C1)
Text(MI+errata): Put any number of target creature cards from your graveyard on top of your library. Draw a card at the beginning of the next turn.
[\[Duelist Magazine #18, Page 28\]](#)
You have to show the creatures you put on top of your library, along with the order you put them there. [\[Duelist Magazine #16, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Bone Mask:

If you do not have enough cards in your library, the damage is still prevented and all the cards in your library are removed.

[D'Angelo 01/22/97]

Bone Shaman:

Info: Color=Red Type=Summon Giant Cost=2RR IA(C1)

Text(IA): 3/3 ; {B}: Any creature damaged by ~this~ this turn cannot regenerate until end of turn.

The text "Any creature damaged by Bone Shaman this turn cannot regenerate until end of turn" means that the creature cannot use any regeneration ability or spell during this turn. You cannot and do not just wait until the end of the turn with the creature partly dead and then use regeneration. [D'Angelo 06/14/95]

After the ability is used, any creature damaged by this card cannot regenerate. Creatures damaged before the ability is used are unaffected.

[D'Angelo 06/23/98]

Since "at end of turn" happens after "until end of turn" effects wear off, the creature could regenerate from a "destroy at end of turn" effect.

[D'Angelo 10/01/96]

The "cannot regenerate" ability works only if some damage to the creature is not prevented. It is a side effect of damaging the creature.

[D'Angelo 01/21/97]

Note - The errata issued in Duelist Magazine #6, Page 22 and Magic Official Encyclopedia, Page 75 has been removed. There is no longer errata to this card. [Duelist Magazine #17, Page 24]

Bone Shredder:

Info: Color=Black Type=Summon Minion Cost=2B UL(U1)

Text(UL): 1/1, Flying. Echo ; When ~this~ comes into play, destroy target nonartifact, nonblack creature.

Note - Also see Echo, Rule A.16.

Note - Also see Comes Into Play Abilities, Rule E.3.

Booby Trap:

Info: Color=Artifact Type=Artifact Cost=6 TE(R1)

+ *Text(TE+errata): When ~this~ comes into play, name a card other than a basic land. ; Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, sacrifice ~this~ to deal 10 damage to that player.*

[WotC Rules Team 03/18/99]

The card draw is in the player's hand before the trigger is played. This means if the card is a mana source or damage prevention spell, it can be played. [bethmo 11/03/97]

You name a card title when playing this card. [D'Angelo 11/5/97]

+ *During the resolution of this triggered ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no damage is done.* [WotC Rules Team 03/18/99]

Note - Also see Comes Into Play Abilities, Rule E.3.

Book of Rass:

Info: Color=Artifact Type=Artifact Cost=6 DK(U2)/CH(U1)

Text(CH+errata): {2}, Pay 2 life: draw a card. [Oracle 07/01/98]

You cannot spend yourself to below zero life. You cannot spend life you don't have. [Duelist Magazine #9, Page 35]

Boomerang:

Info: Color=Blue Type=Instant Cost=UU LG(C2)/CH(C3)/5(C1)/MI(C1)

Text(CH/4th/5th/MI): Return target permanent to owner's hand.

Boris Devilboon:

Info: Color=Multi Type=Summon Legend Cost=3BR LG(R1)

Text(LG+errata): 2/2 ; {2}{B}{R},{Tap}: Put a Minor Demon token into play.
Treat this token as a 1/1 black and red creature. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.
Note - Also see Token Creatures, Rule K.25.

Bosium Strip:

Info: Color=Artifact Type=Artifact Cost=3 WL(R1)
Text(WL+errata): {3},{Tap}: Until end of turn, if at any time the top card in your graveyard is an instant, interrupt, or sorcery card, you may play that card as though it were in your hand. If you do so, remove the card from the game instead of anywhere else when it resolves, is countered, or fizzles. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)
The part of the effect which removes the spell card from the game is a replacement ability which happens when the spell would go to the graveyard or anywhere else. [\[D'Angelo 11/24/98\]](#)
Cards which remove cards from the graveyard as a cost can affect themselves when cast using Bosium Strip. For example, Spinning Darkness will remove itself as a cost before the Strip effect removes it. [\[Aahz 06/24/97\]](#)
Once activated, you can cast as many spells as you want from the graveyard during that turn (which meet the criteria). [\[D'Angelo 10/13/97\]](#)
Because the card is removed from the game as replacement ability, a spell like Memory Lapse or an effect like Buyback which tries to put the card somewhere else will have its effect replaced. Such things cannot prevent the card from being removed from the game. [\[D'Angelo 11/24/98\]](#)

Bottle Gnomes:

Info: Color=Artifact Type=Artifact Creature Cost=3 TE(U1)
Text(TE): 1/3 ; Sacrifice ~this~: Gain 3 life.

Bottle of Suleiman:

Info: Color=Artifact Type=Artifact Cost=4 AN(U2)/R45(R1)
Text(5th+errata): {1}, Sacrifice ~this~: Flip a coin. If you lose the flip, ~this~ deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying. [\[Oracle 07/01/98\]](#)
The coin is flipped on resolution and not on declaration of the ability. [\[Aahz 12/21/94\]](#)
The Djinn has summoning sickness (see Rule G.39) on the turn it is created. [\[D'Angelo 06/01/98\]](#)
In multiplayer games you choose an opposing player to call the coin toss at the time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.
Note - Also see Token Creatures, Rule K.25.

Bottomless Pit:

Info: Color=Black Type=Enchantment Cost=1BB SH(U1)
Text(SH): During each player's upkeep, that player discards a card at random.
The current player decides when to play this ability, but the ability is controlled by the player who controls Bottomless Pit. This means that Bottomless Pit can trigger Guerrilla Tactics and other abilities which trigger off an opponent forcing you to discard. [\[WotC Rules Team 05/01/98\]](#)

Bottomless Vault:

Info: Color=Land Type=Land Cost=None FE(U1)/5(R1)
Text(5th): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap phase and put a storage counter on it instead. ; {Tap}, Remove X storage counters from ~this~: Add an amount of {B} equal to X to your mana pool.
Gets a counter if it is tapped when the mandatory untap phase effect resolves during the untap phase. It does not get a counter if it is found to be untapped at that time. [\[Aahz 09/18/96\]](#) The counter itself gets added during resolution of the untap effect. [\[Aahz 12/14/96\]](#)
Since mana sources are allowed during untap, you can tap the land for zero mana prior to doing the untap phase effect and then choose not to untap

it all during this phase. [\[Aahz 09/18/96\]](#)

Does not get a counter if Stasis is in play, but does get one if you don't untap it due to Winter Orb. [\[WotC Rules Team 11/16/94\]](#) This is because Stasis causes the untap phase to be skipped and thereby no chance to get a counter, and Winter Orb just makes the choice of keeping it tapped easier.

Can be tapped for zero mana. [\[Peterson 12/19/94\]](#)

It is considered "tapped for mana" for purposes of Mana Flare and Wild Growth even if you choose to take zero mana from it.

[\[WotC Rules Team 12/15/94\]](#)

Mana Short will not draw any of the counters out of the land. It just taps the land. [\[Aahz 12/06/94\]](#) Same with Power Sink.

[\[D'Angelo 06/05/98\]](#)

Drain Power draws mana from lands if they are untapped and will draw from the counters on the land... but if you want, you can interrupt the spells to tap the land for zero mana and then it won't be drained.

[\[Aahz 12/06/94\]](#) In friendly play, you can assume you are smart enough to defeat this and just assume it taps for zero, but watch out for picky people in tournament play.

It taps for mana at Mana Source speed. [\[Mirage, Page 2\]](#)

Enters play tapped even if a continuous effect like Blood Moon immediately changes it to something else. [\[WotC Rules Team 12/15/94\]](#)

Counters are not lost if the land is changed to another land type. They wait around for the land to change back. [\[Aahz 03/06/95\]](#) See Rule G.9.5.

Bouncing Beebles:

Info: Color=Blue Type=Summon Beebles Cost=2U UL(C1)
Text(UL): 2/2 ; ~this~ is unblockable if defending player controls an artifact.

Bounty Hunter:

Info: Color=Black Type=Summon Minion Cost=2BB TE(R1)
Text(TE): 2/2 ; {Tap}: Put a bounty counter on target nonblack creature. ;
{Tap}: Destroy target creature with any bounty counters on it.

Bounty of the Hunt:

Info: Color=Green Type=Instant Cost=3GG AL(U2)
Text(AL+errata): You may choose a green card in your hand and remove that card from the game instead of paying ~this~'s casting cost. Three target creatures get +1/+1 until end of turn. You may choose the same creature for two or more of these targets. [\[Oracle 07/01/98\]](#)
[\[WotC Rules Team 03/01/98\]](#)

If targeting the same creature three times, it counts as only targeting a single creature. [\[bethmo 03/11/98\]](#)

Note - Also see Pitch Spells, Rule E.10.

Note - By the errata, it does not use counters. And the last sentence is there to override the normal rule that you cannot target the same thing more than once (see Rule G.41.2).

Braingeyser:

Info: Color=Blue Type=Sorcery Cost=XUU ABUR(R1)
Text(RV+errata): Target player draws X cards. [\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) banned this card until 01/01/99. It is currently not banned or restricted.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95 when it left the environment.
Note - Also see X Costs, Rule K.27.

Brainstorm:

Info: Color=Blue Type=Instant Cost=U IA(C1)/5(C1)
Text(5th): Draw three cards. Then, put any two cards from your hand on top of your library in any order.
This is all one effect. You draw 3 and return 2 cards all in one

resolution. Only mana sources and triggered abilities may be used between the two. [\[D'Angelo 11/07/96\]](#)

This counts as 3 draws for effects that check such. [\[D'Angelo 07/11/95\]](#)

Brainwash:

Info: Color=White Type=Enchant Creature Cost=W DK(C3)/45(C1)

Text(5th): Enchanted creature cannot attack this turn unless its controller pays an additional {3}.

This ability is paid for during the declare attackers step of the attack phase (see Rule C.4). [\[Aahz 01/27/95\]](#)

Paying Brainwash is not an instant or any other kind of ability, it is a cost increase on the declaration of the attacker. This makes it much like the way Gloom makes a white spell more expensive to cast.

[\[WotC Rules Team 03/01/98\]](#)

If paid once, the creature is not prevented from attacking for the rest of the turn, even if additional attacks can be declared. [\[Aahz 02/16/97\]](#)

Brand:

Info: Color=Red Type=Instant Cost=R US(R1)

Text(US): Gain control of all permanents you own. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Brassclaw Orcs:

Info: Color=Red Type=Summon Orcs Cost=2R FE(C4)/5(C1)

Text(5th): 3/2 ; ~this~ cannot be assigned to block any creature with power 2 or greater.

Brass Man:

Info: Color=Artifact Type=Artifact Creature Cost=1 AN(U3)/R4(U1)

Text(4th): Brass Man does not untap during your untap phase. ;

{1}: Untap ~this~. Use this ability only during your upkeep.

Brass-Talon Chimera:

Info: Color=Artifact Type=Artifact Creature Cost=4 VI(U1)

Text(VI): 2/2, First strike ; ~this~ counts as a Chimera. ;

Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently.

The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.

[\[D'Angelo 03/11/99\]](#)

Bravado:

Info: Color=Red Type=Enchant Creature Cost=1R US(C1)

Text(US): Enchanted creature gets +1/+1 for each other creature you control.

The bonus is continuously calculated. [\[DeLaney 10/05/98\]](#)

Breach:

Info: Color=Black Type=Instant Cost=2B US(C1)

Text(US): Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.

Breathstealer's Crypt:

Info: Color=Multi Type=Enchantment Cost=2UB VI(R1)

Text(VI+errata): Whenever any player draws a card, he or she reveals that card to all players. If the card is a creature card, that player pays 3 life or discards the card. [\[Oracle 07/01/98\]](#)

The revelation and side effect are both dealt with as a triggered ability.

If the card is not still in your hand when the trigger is dealt with, then it will not be revealed. [\[Aahz 02/16/97\]](#)

Breeding Pit:

Info: Color=Black Type=Enchantment Cost=3B FE(U3)/5(U1)

Text(FE/5th+errata): During your upkeep, pay {B}{B} or sacrifice ~this~. ;

At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature. [\[Oracle 07/01/98\]](#)

Must actually be in play at the end of turn in order for you to get a

Thrull. The getting of the Thrull is not part of paying the upkeep, it is part of having the card in play. [\[D'Angelo 04/12/95\]](#)

Note - Also see Phase Cost, Rule A.6.

Note - Also see Token Creatures, Rule K.25.

Breezekeeper:

Info: Color=Blue Type=Summon Djinn Cost=3U VI(C1)

Text(VI): 4/4, Flying, Phasing.

Note - Also see Phasing, Rule A.23.

Briar Shield:

Info: Color=Green Type=Enchant Creature Cost=G WL(C1)

Text(WL): Enchanted creature gets +1/+1. ; Sacrifice ~this~: Enchanted creature gets +3/+3 until end of turn.

Brilliant Halo:

Info: Color=White Type=Enchant Creature Cost=1W US(C1)

Text(US): Enchanted creature gets +1/+2. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

Brine Hag:

Info: Color=Blue Type=Summon Hag Cost=2UU LG(U1)

Text(LG+errata): 2/2 ; If ~this~ is put into any graveyard from play, all creatures that dealt damage to it this turn become 0/2 permanently.

[\[Oracle 07/01/98\]](#)

The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.

[\[D'Angelo 02/04/99\]](#)

This effect sets the current power/toughness of the creature, so it overrides any effects that resolved prior to this one, and it overrides all counters. See Rule K.12.Ruling.3. [\[D'Angelo 02/09/99\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Brine Shaman:

Info: Color=Black Type=Summon Cleric Cost=1B IA(C1)

Text(IA+errata): 1/1; {Tap}: Sacrifice a creature to give target creature +2/+2 until end of turn. ; {1}{U}{U}: Sacrifice a creature to counter target summon spell. Play this ability as an interrupt.

[\[Encyclopedia, Page 75\]](#)

Brink of Madness:

Info: Color=Black Type=Enchantment Cost=2BB UL(R1)

+ Text(UL+errata): During your upkeep, if you have no cards in hand, sacrifice ~this~ to have target opponent discard his or her hand.

[\[WotC Rules Team 03/18/99\]](#)

It counts the number of cards in your hand during the resolution of the phase ability (see Rule A.5). [\[Urza's Legacy FAQ 02/03/99\]](#)

+ During the resolution of this phase ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no discarding is done.

[\[WotC Rules Team 03/18/99\]](#)

Broken Fall:

Info: Color=Green Type=Enchantment Cost=2G TE(C1)

Text(TE): Return ~this~ to owner's hand: Regenerate target creature.

Broken Visage:

Info: Color=Black Type=Instant Cost=4B HL(U1)/5(R1)

Text(5th+errata): Destroy target nonartifact attacking creature and put a Shadow token into play. The destroyed creature cannot be regenerated this turn. Treat this token as a black creature with the same power and toughness as the targeted creature. At end of turn, sacrifice the token.

[\[Oracle 07/01/98\]](#)

The Shadow token creature gets a fixed power/toughness equal to the power/toughness of the target creature when Broken Visage resolves. This includes the effects of any enchantments or other effects on the target

creature. The Shadow token never gets a variable power/toughness.

[\[D'Angelo 10/29/95\]](#)

The token creature comes into play under your control regardless of who controlled the target creature. [\[Duelist Magazine #9, Page 36\]](#)

Note - Also see Token Creatures, Rule K.25.

Bronze Calendar:

Info: Color=Artifact Type=Artifact Cost=4 UG(U1)

Text(UG): Your spells cost {1} less to play as long as you speak in a voice other than your normal voice. If you speak in your normal voice, sacrifice ~this~.

You may use sign language, unless you normally speak in sign language.

[\[Barclay 08/13/98\]](#)

You can have someone else speak for you. [\[Barclay 08/13/98\]](#)

The Calendar will reduce the total cost of the spell, so it can pay for part of the Gloom cost for a white spell. [\[Barclay 08/13/98\]](#)

If you have two Calendars in play, you can use just one different voice to satisfy both of them. [\[QAS 09/09/98\]](#)

You can switch voices as often as you want. You just cannot use your normal voice. [\[QAS 09/09/98\]](#)

Your normal voice is determined at the time as casting as the voice you used most often during the past 24 hours. [\[TomHa 09/15/98\]](#)

Volume alone does not make a voice "different". [\[D'Angelo 02/21/99\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Bronze Horse:

Info: Color=Artifact Type=Artifact Creature Cost=7 LG(R1)/CH(U1)

Text(CH+errata): 4/4, Trample ; As long as you control any other creatures, all damage dealt to ~this~ from spells that target it is reduced to 0.

[\[Oracle 07/01/98\]](#)

The damage is reduced to zero at the start of the damage prevention step.

[\[Aahz 11/08/96\]](#) See Rule T.10.1.

Note - Also see Trample, Rule A.27.

Bronze Tablet:

Info: Color=Artifact Type=Artifact Cost=6 AQ(U1)/4(R1)

Text(4th+errata): Remove ~this~ from your deck before playing if not playing for ante. ; ~this~ comes into play tapped. ; {4},{Tap}: Remove from the game ~this~ and target card in play owned by target opponent. Permanently exchange ownership of those cards unless that opponent pays 10 life. [\[Oracle 07/01/98\]](#)

Cannot choose to lose 10 life if you have less than 10 life, but you may choose to give up the game immediately. This has roughly the same effect. [\[D'Angelo 1994\]](#)

If the card being targeted by the Bronze Tablet is removed before Tablet takes effect, then the Tablet fizzles and remains tapped.

[\[D'Angelo 1994\]](#)

If using a Copy Artifact of the Tablet, you must trade the Copy Artifact card to your opponent just like you would have traded the Tablet.

[\[bethmo 1994\]](#)

You can take control of your opponent's Tablet and in the trade you only have to give them back their Tablet. [\[Duelist Magazine #2, Page 15\]](#)

Classic (Type I) tournaments (see Rule D.13) have banned this card since 05/02/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Brood of Cockroaches:

Info: Color=Black Type=Summon Insects Cost=1B VI(U1)

Text(VI+errata): 1/1 ; If ~this~ is put into your graveyard from play, lose 1 life and return ~this~ to owner's hand at end of turn.

[\[Duelist Magazine #17, Page 25\]](#)

The loss of life is not optional. [\[bethmo 01/28/97\]](#)

You can go below zero life. [\[D'Angelo 06/05/98\]](#)

The life loss and the return to hand both happen at end of turn as a single effect. It is not two separate effects.

[\[Duelist Magazine #17, Page 28\]](#)

Brothers of Fire:

Info: Color=Red Type=Summon Brothers Cost=1RR DK(U2)/45(C1)
Text(4th/5th): 2/2 ; {1}{R}{R}: ~this~ deals 1 damage to target creature or player and 1 damage to you.

Brown Ouphe:

Info: Color=Green Type=Summon Ouphe Cost=G IA(C1)
Text(IA+errata): 1/1 ; {1}{G},{Tap}: Counter target artifact ability requiring an activation cost. Play this ability as an interrupt.

[\[Encyclopedia, Page 75\]](#)

Only counters a single activation of an artifact's ability.

[\[WotC Rules Team 06/15/95\]](#)

Attacking is not an activation and cannot be countered. [\[D'Angelo 07/24/95\]](#)

Browse:

If used with less than 5 cards in your library, you put one in your hand and remove the others from the game. This is not an immediate loss of the game. [\[Bethmo 07/16/96\]](#)

Brushland:

Info: Color=Land Type=Land Cost=None IA(R1)/5(R1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {G} or {W} to your mana pool. ~this~ deals 1 damage to you.

Brush With Death:

Info: Color=Black Type=Sorcery Cost=2B SH(C1)
Text(SH): Buyback {2}{B}{B}. ; Target opponent loses 2 life. You gain 2 life.

Note - Also see Buyback, Rule A.13.

The Brute:

Info: Color=Red Type=Enchant Creature Cost=1R LG(C1)/45(C1)
Text(5th): Enchanted creature gets +1/+0. ; {R}{R}{R}: Regenerate enchanted creature.

Bubble Matrix:

Info: Color=Artifact Type=Artifact Cost=4 WL(R1)
Text(WL): All damage dealt to creatures is reduced to 0.

Bull Elephant:

Info: Color=Green Type=Summon Elephant Cost=3G VI(C1)
Text(VI+errata): 4/4 ; When ~this~ comes into play, return two forests you control to owner's hand or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Bull Hippo:

Info: Color=Green Type=Summon Hippo Cost=3G US(U1)
Text(US): 3/3, Islandwalk.

Note - Also see Landwalk, Rule A.22.

Bulwark:

Info: Color=Red Type=Enchantment Cost=3RR US(R1)
Text(US): During your upkeep, ~this~ deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.

Counts cards during resolution. [\[DeLaney 10/05/98\]](#)

Bullwhip:

Info: Color=Artifact Type=Artifact Cost=4 SH(U1)
Text(SH): {2},{Tap}: ~this~ deals 1 damage to target creature. That creature attacks this turn if able.

If the creature can attack, it must. If it cannot, then nothing happens.

[\[Duelist Magazine #25, Page 30\]](#)

Bureaucracy:

Info: Color=Blue Type=Enchantment Cost=UU3 UG(R1)

Text(UG): Pursuant to subsection 3.1(4) of Richard's Rules of Order, during the upkeep of each participant in this game of the Magic: The Gathering trading card game (hereafter known as "PLAYER"), that PLAYER performs all actions in the sequence of previously added actions (hereafter known as "ACTION QUEUE"), in the order those actions were added, then adds another action to the end of the ACTION QUEUE. All actions must be simple physical or verbal actions that a PLAYER can perform while sitting in a chair, without jeopardizing the health and security of said PLAYER. If any PLAYER does not perform all the prescribed actions in the correct order, sacrifice Bureaucracy and said PLAYER discards his or her complement of cards in hand (hereafter known as "HAND").

This cards works like this... During the next player's upkeep, he or she will pick a simple verbal or physical action such as clapping his or her hands. During his or her upkeep, the next player (you in a two-player game) must clap his or her hands and then add another action--for example, saying "Yabba Dabba Doo." During his or her upkeep, the next player claps his or her hands, says "Yabba Dabba Doo," and then adds a new action. This little game continues until someone messes up the order, at which point the controller of Bureaucracy sacrifices the card and the player who made the mistake loses all the cards in his or her hand. [\[QAS 09/09/98\]](#)

A player must clearly identify to all players what action he or she is adding. Show it and describe it if necessary. Don't make the player guess. [\[QAS 09/09/98\]](#)

The participant is the PLAYER, not the trading card game. [\[DeLaney 08/12/98\]](#)

Each other player in the game must assent that they are capable of performing the action to be added to the ACTION QUEUE at the time it is added, or the PLAYER must choose a different action. [\[DeLaney 08/12/98\]](#)

Duplicate actions are legal. [\[DeLaney 08/12/98\]](#)

You can only add an action to the end of the ACTION QUEUE, not the beginning. [\[D'Angelo 09/07/98\]](#) Even though some might argue that the beginning is just the "other end". You can optionally play that way.

If there is more than one Bureaucracy in play, you choose which order to deal with them, then deal with each of their ACTION QUEUES separately. [\[QAS 09/09/98\]](#)

You can pick actions which make it hard for the opponent to meet the requirements of another card. Such as clapping hands when the opponent is enchanted with Volrath's Motion Sensor. [\[QAS 09/09/98\]](#)

The action needs to be simple, so saying a Censored word twenty times is not acceptable. [\[QAS 09/09/98\]](#) Once is definitely okay, twice is probably okay, and three or more times isn't very simple. [\[D'Angelo 09/21/98\]](#)

A judge can consider "unsportsmanlike" actions illegal. This includes any action which invades a person's privacy without their permission, such as tossing another player's deck into the air, touching the person in any way, or so on. [\[D'Angelo 02/21/99\]](#)

Any action which would break or law or local rule is not a valid choice. [\[D'Angelo 02/21/99\]](#) For example, you cannot ask someone to yell "Fire" in a crowded room.

Yelling "judge" can be considered an illegal action by the judges if it annoys them. [\[D'Angelo 02/21/99\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Burgeoning:

Info: Color=Green Type=Enchantment Cost=G SH(R1)

Text(SH): Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.

Playing a land will trigger it, but putting a land into play as part of an effect will not. [\[Duelist Magazine #25, Page 30\]](#)

Buried Alive:

Info: Color=Black Type=Sorcery Cost=2B WL(U1)

Text(WL): Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

You can choose zero creatures. [\[DeLaney 06/12/97\]](#)

Burning Cinder Fury of Crimson Chaos Fire:

Info: Color=Red Type=Enchantment Cost=R3 UG(R1)

Text(UG): Whenever any player taps a card, that player gives control of that card to an opponent at end of turn. If a player does not tap any nonland cards during his or her turn, ~this~ deals 3 damage to that player at end of turn.

Lands that count as creatures are not considered to be "non-land cards".

[\[Barclay 08/13/98\]](#)

If you tap another player's card, you must give control of that card (at end of turn) to one of your opponents. [\[QAS 09/09/98\]](#) For example, in a multiplayer game, Player A could tap Player B's permanent with Icy Manipulator and give the player B's card to Player C at end of turn.

This card is not considered tapped. Card orientation is determined by the orientation of the text, artwork, etc., not by the length of the card sides. [\[QAS 09/09/98\]](#)

Does not affect tokens. [\[D'Angelo 09/21/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Burnout

Info: Color=Red Type=Interrupt Cost=1R AL(U2)

Text(AL+errata): Counter target interrupt spell if it is blue. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

Checks the color of the spell only on resolution. [\[D'Angelo 06/10/98\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Burnt Offering:

Info: Color=Black Type=Mana Source Cost=B IA(C1)

Text(IA): Sacrifice a creature to add that creature's casting cost in any combination of red and/or black mana to your mana pool.

Note - The spell has errata to change its type from Interrupt to Mana Source. [\[WotC Rules Team 10/03/96\]](#)

Burrowing:

Info: Color=Red Type=Enchant Creature Cost=R ABUR4(U1)

Text(4th+errata): Enchanted creature gains mountainwalk.

Note - Also see Landwalk, Rule A.22.

Burst of Energy:

Info: Color=White Type=Instant Cost=W UL(C1)

Text(UL): Untap target permanent.

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Cackling Fiend:

Info: Color=Black Type=Summon Zombie Cost=2BB US(C1)

Text(US): 2/1. ; When ~this~ comes into play, each of your opponents chooses and discards a card.

If the opponent has no cards in hand, this has no effect. [\[DeLaney 10/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Caldera Lake:

Info: Color=Land Type=Land Cost=None TE(R1)

Text(TE): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {R} to your mana pool. ~this~ deals 1 damage to you.

Call of the Wild:

Info: Color=Green Type=Enchantment Cost=2GG WL(R1)

Text(WL+errata): {2}{G}{G}: Reveal the top card of your library to all players. If that card is a creature card, put that creature into play.

Otherwise, bury it. [\[Oracle 07/01/98\]](#)

Call to Arms:

Info: Color=White Type=Enchantment Cost=1W IA(R1)
Text(IA+errata): Choose a color. As long as target opponent controls more cards in play of that color than any other color, all white creatures get +1/+1. If at any time that opponent does not control more cards in play of that color than any other color, bury ~this~.

[Encyclopedia, Page 208]

You cannot choose "colorless" as a color. [Aahz 06/08/95]

Only buried if opponent controls less or exactly the same number of cards of the chosen color than of any other single color. Thus, if you chose red and they had 5 red cards, 4 blue ones, and 3 white ones, it would not be buried. [WotC Rules Team 07/19/95]

Only counts cards in play. See Rule A.1.11. [Duelist Magazine #10, Page 44]

Colorless cards are effectively ignored by this card's ability.

[D'Angelo 06/23/97]

Calming Licid:

Info: Color=White Type=Summon Licid Cost=2W SH(U1)

Text(SH+errata): 2/2 ; {W},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {W} to end this effect. [WotC Rules Team 12/18/97]

[Duelist Magazine #22, Page 27] [WotC Rules Team 05/01/98]

Note - Also see Licids, Rule E.8.

Camel:

Info: Color=White Type=Summon Camel Cost=W AN(C5)

Text(AN+errata): 0/1, Banding ; All damage dealt by Deserts to ~this~ or any creature banded with ~this~ is reduced to 0. [Oracle 07/01/98]

It does prevent damage from animated Deserts in combat. [D'Angelo 11/07/96]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Banding, Rule A.11.

Camouflage:

Info: Color=Green Type=Instant Cost=G ABU(U1)

Text(ABU+errata): Play ~this~ only before blockers are declared. ; Turn all attacking creatures you control face down and rearrange them randomly. Until end of turn, defending player may assign any creature he or she controls to block any attacking creature. After blockers are declared, turn all attacking creatures face up. For each creature that was assigned to block a creature illegally, retroactively cancel that blocking assignment. [Oracle 07/01/98]

Can be cast when you have no creatures in play or no attacking creatures since it does not say it needs to be played during an attack. [bethmo]

If so, it does nothing.

Does not give creatures which cannot block the ability to block, but it does make any creature able to block ignore any characteristics of the creatures they are blocking. [DeLaney 01/18/99]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Face Down Cards, Rule E.5.

Candelabra of Tawnos:

Info: Color=Artifact Type=Artifact Cost=1 AQ(U1)

Text(AQ+errata): {X},{Tap}: Untap X target lands. [Oracle 07/01/98]

The card type is "Artifact" and not "Mono Artifact". [Oracle 07/01/98]

This is not mana source (or even interrupt) speed. It is an Instant and it will resolve along with other spells and abilities in its batch. The lands untap during resolution. [bethmo 1994]

You may untap your opponent's lands if desired. [Aahz 05/03/94] This can be useful if Power Surge is in play.

Can be used on an untapped land. [Duelist Magazine #5, Page 22]

Classic (Type I) tournaments (see Rule D.13) restricted this card from 05/02/94 until 10/01/97.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 04/01/99.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Cannibalize:

Info: Color=Black Type=Sorcery Cost=1B SH(C1)

Text(SH+errata): Choose a player and two target creatures controlled by that player. Remove one of those creatures from the game and put two +1/+1 counters on the other. [\[WotC Rules Team 03/31/98\]](#)

You choose the two creatures and choose which gets the counters and which is to get removed from the game all during announcement.

[\[Duelist Magazine #25, Page 30\]](#)

A creature will not be affected if it changes controllers before this spell resolves. This is because being controlled by the chosen player is a targeting restriction. [\[WotC Rules Team 03/31/98\]](#)

If one of the targets is not valid on resolution, it still affects the other target normally. See Rule G.41.5. [\[Duelist Magazine #25, Page 30\]](#)

Canopy Spider:

Info: Color=Green Type=Summon Spider Cost=1G TE(C1)

Text(TE): 1/3 ; ~this~ can block creatures with flying.

Canyon Drake:

Info: Color=Red Type=Summon Drake Cost=2RR TE(R1)

Text(TE): 1/2, Flying ; {1}, Discard a card at random: ~this~ gets +2/+0 until end of turn.

The ability cannot be used unless you have at least one card in your hand which can be discarded. [\[D'Angelo 11/02/98\]](#)

Canyon Wildcat:

Info: Color=Red Type=Summon Cat Cost=1R TE(C1)

Text(TE): 2/1, Mountainwalk.

Note - Also see Landwalk, Rule A.22.

Capsize:

Info: Color=Blue Type=Instant Cost=1UU TE(C1)

Text(TE): Buyback {3} ; Return target permanent to owner's hand.

Note - Also see Buyback, Rule A.13.

Carapace:

Info: Color=Green Type=Enchant Creature Cost=G HL(C4)/5(C1)

Text(5th): Enchanted creature gets +0/+2. ; Sacrifice ~this~: Regenerate enchanted creature.

Cardboard Carapace:

Info: Color=Green Type=Enchant Creature Cost=G5 UG(R1)

Text(UG): For each other Cardboard Carapace card you have with you, enchanted creature gets +1/+1. Errata: This does not count any Cardboard Carapace cards in play that you control or in your graveyard, hand, or library.

Does not count cards which were removed from the game, are in ante, are phased out, or are in limbo. Only counts ones which were never in this game. [\[QAS 09/09/98\]](#) Sideboard is also in the game. [\[D'Angelo 09/21/98\]](#)

You only have to have possession of the cards. You don't actually have to own them (in the property sense). [\[QAS 09/09/98\]](#)

You do have to show the cards to your opponent and let them count them.

[\[TomHa 09/15/98\]](#)

Optional Rule: If Carboard Carapace is enchanting a Blue creature, it gets all wet and soggy, and provides no bonuses. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Caribou Range:

Info: Color=White Type=Enchant Land Cost=2WW IA(R1)/5(R1)

Text(5th): Play only on a land you control. ; {W}{W}, Tap enchanted land: Put a Caribou token into play. Treat this token as a 0/1 white creature. ; Sacrifice a Caribou token: Gain 1 life.

The enchanted land is tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)

This card is buried if you lose control of the target land. See Rule K.14.5.

[\[Mirage, Page 22\]](#)

Note - Also see Token Creatures, Rule K.25.

Carnassid:

Info: Color=Green Type=Summon Beasts Cost=4GG SH(R1)

Text(SH): 5/4, Trample ; {1}{G}: Regenerate ~this~.

Note - Also see Trample, Rule A.27.

Carnivorous Plant:

Info: Color=Green Type=Summon Wall Cost=3G DK(C3)/4(C1)

Text(DK/4th+errata): 4/5. (Walls cannot attack.) [\[Oracle 07/01/98\]](#)

It is a wall even though the name does not have "Wall" in it. The card is of type "Summon Wall". [\[Duelist Magazine #3, Page 6\]](#)

Note - The Anthologies version of the card has a Legends expansion symbol when it should have one from The Dark.

Carnophage:

Info: Color=Black Type=Summon Zombie Cost=B EX(C1)

Text(EX): 2/2 ; During your upkeep, pay 1 life or tap ~this~.

The ability is a phase cost (see Rule A.6) paid during upkeep.

[\[Barclay 06/10/98\]](#)

Carpet of Flowers:

Info: Color=Green Type=Enchantment Cost=G US(U1)

Text(US): During your main phase, you may add up to X mana of one color to your mana pool, where X is the number of islands target opponent controls.

It has a Phase Ability (see Rule A.5), which means it can only be used once each turn (see Rule A.5.2). [\[Urza's FAQ 10/05/98\]](#)

The ability is played as an instant, not as a mana source.

[\[Urza's FAQ 10/05/98\]](#)

You can add less than X mana if you want, even zero. [\[DeLaney 10/17/98\]](#)

Carrion Ants:

Info: Color=Black Type=Summon Ants Cost=2BB LG(R1)/45(U1)

Text(LG/4th/5th+errata): 0/1 ; {1}: ~this~ gets +1/+1 until end of turn.

[\[Oracle 07/01/98\]](#)

Carrion Beetles:

Info: Color=Black Type=Summon Insects Cost=B US(C1)

Text(US): 1/1. ; {B},{Tap}: Remove from the game up to three target cards in one graveyard.

You pick the 0, 1, 2, or 3 target cards on announcement. [\[DeLaney 10/05/98\]](#)

If any of the targets are not there on resolution, the others are still affected. [\[D'Angelo 10/15/98\]](#)

Carrionette:

Info: Color=Black Type=Summon Skeleton Cost=1B TE(R1)

Text(TE): 1/1 ; {2}{B}{B}: Remove ~this~ and target creature from the game.

That creature's controller may pay {2} to counter this ability. Use this ability only if ~this~ is in your graveyard.

Since it is removed as part of the effect and not part of the cost, you can activate its ability more than once in a single batch. [\[Adam 11/10/97\]](#)

Cartographer:

Info: Color=Green Type=Summon Townsfolk Cost=2G EX(U1)

Text(EX): 2/2 ; When ~this~ comes into play, you may return target land card from your graveyard to your hand.

Note - Also see Comes Into Play Abilities, Rule E.3.

Castle:

Info: Color=White Type=Enchantment Cost=3W ABUR45(U1)

Text(5th): Each untapped creature you control gets +0/+2 unless it is attacking.

Tapping a creature removes the +2 toughness from the creature and may kill it if it has already taken damage. [\[D'Angelo 1994\]](#)

Cataclysm:

Info: Color=White Type=Sorcery Cost=2WW EX(R1)

Text(EX): Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

If you control a permanent with more than one type, you can choose that same permanent for more than one of the choices if you want to.

[Barclay 06/10/98] This makes it possible to select a Brass Man as both your artifact and creature, and then select a land and thereby keep only two cards. You probably won't want to do this often, but it is an option. [D'Angelo 08/19/98]

If you control a permanent with more than one type, you can choose that permanent to be the representative of either type. This makes it possible to have more than one creature (or other permanent type) in play. For example, if you select a Scryb Sprite for your creature and a Brass Man for your artifact, you get to keep both of these creatures.

[D'Angelo 07/23/98]

The permanents to save are chosen on resolution. You do not choose them when announcing the spell. [WotC Rules Team 08/01/98] See Rule G.35.4.

The current player makes their choices before the other player. After both players make choices, all the sacrifices are done simultaneously.

[D'Angelo 11/04/98]

Catacomb Dragon:

Info: Color=Black Type=Summon Dragon Cost=4BB MI(R1)

Text(MI): 4/4, Flying ; Whenever "this" is blocked by any nonartifact, non-Dragon creature, that creature's power is halved, rounded up, until end of turn.

The halving of power is done as a triggered ability (see Rule A.8) upon declaration of blockers (see Rule C.6). This halving is not applied to any additional power modification done after that.

[Duelist Magazine #16, Page 28]

If the power of the creature is recalculated (which only happens if the base power changes or a power-changing effect which was in effect before the Catacomb Dragon's effect ends), you redo the halving of the power.

[Aahz 11/08/96] For example, if a 2/2 creature with Unholy Strength on it to make it 4/3 blocks the Dragon, it becomes 2/3. If the Unholy Strength is destroyed, the halving effect is reapplied to the 2/2 creature to make it 1/2.

Catalog:

Info: Color=Blue Type=Instant Cost=2U US(C1)

Text(US): Draw two cards, then choose and discard a card.

You can use mana sources (and triggered and replacement abilities can happen) between the draw and discard, but you can't use anything else.

[DeLaney 10/05/98]

Catastrophe:

Info: Color=White Type=Sorcery Cost=4WW US(R1)

Text(US): Destroy all lands or all creatures. Creatures destroyed this way cannot regenerate this turn.

This is a modal spell (see Rule G.27). You choose land or creatures when announcing the spell. [DeLaney 10/05/98]

Cat Burglar:

Info: Color=Black Type=Summon Minion Cost=3B EX(C1)

Text(EX): 2/2 ; {B}{2}, {Tap}: Target player chooses and discards a card.

Play this ability as a sorcery.

Cathedral of Serra:

Info: Color=Land Type=Land Cost=None LG(U1)

Text(LG+errata): All white legends you control gain bands with other legends. [Oracle 07/01/98]

See Adventurers' Guildhouse for rulings.

Extended tournaments (see Rule D.15) have always banned this card.

Cathodion:

Info: Color=Artifact Type=Artifact Creature Cost=3 US(U1)

Text(US): 3/3. ; When ~this~ is put into a graveyard from play, add three colorless mana to your mana pool.

If it goes to the graveyard in combat, you get the 3 mana at a time when only mana sources and triggered abilities are legal. You cannot spend this mana on instants. It's very likely you will take mana burn.

[\[DeLaney 10/15/98\]](#)

You cannot choose not to get the 3 mana when Cathodion is destroyed.

[\[D'Angelo 10/17/98\]](#)

Cat Warriors:

Info: Color=Green Type=Summon Cat Warriors Cost=1GG LG(C2)/CH(C3)/5(C1)

Text(LG/CH/5th): 2/2, Forestwalk.

Note - Also see Landwalk, Rule A.22.

Cave People:

Info: Color=Red Type=Summon Cave People Cost=1RR DK(U2)/45(U1)

Text(5th): If Cave People attacks, it gets +1/-2 until end of turn. ;

{1}{R}{R}{R},{Tap}: Target creature gains mountainwalk until end of turn.

Note - Also see Landwalk, Rule A.22.

Caverns of Despair:

Info: Color=Red Type=Enchant World Cost=2RR LG(R1)

Text(LG+errata): Players cannot attack with more than two creatures each turn and cannot assign more than two creatures to block each turn.

[\[Oracle 07/01/98\]](#)

If there are creatures that must attack, the attack declaration is illegal if any subset of the creatures that were required to attack but were left out could have been added to the set of attackers. See Rule C.4.5.

[\[WotC Rules Team 07/05/97\]](#) [\[Duelist Magazine #20, Page 35\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - See Declare Attackers, Rule C.4, for general rules on declaring attackers.

Note - Also see Enchant World, Rule K.14.8.

Cave Tiger:

Info: Color=Green Type=Summon Cat Cost=2G US(C1)

Text(US): 2/2. ; Whenever a creature blocks it, ~this~ gets +1/+1 until end of turn.

It gets +1/+1 for each creature that blocks it. [\[D'Angelo 10/08/98\]](#)

Celestial Dawn:

Info: Color=White Type=Enchantment Cost=1WW MI(R1)

Text(MI+errata): All nonland cards you own that are not in play are white.

All nonland permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are {W}. [\[Duelist Magazine #15, Page 28\]](#)

It has three effects. First, it changes all your lands into Plains. This can be overridden to change the land type by an effect that enters play after Celestial Dawn. Second, it changes all mana symbols on your cards to white mana symbols. Third, it changes the color of all non-land permanents you control to white. This effect means that even if you Phantasmal Terrain one of your lands to a Mountain, it'll be a Mountain making white mana. Effects that override what color mana a land produces, such as Naked Singularity or Hall of Gemstone can override both effects. [\[bethmo 11/05/96\]](#)

Affects only cards you own and permanents you control. Does not affect mana symbols on cards you do not own and which that are not in play as permanents you control. Therefore, a card Grinning Totem grabs is not affected. [\[bethmo 10/16/96\]](#)

It does affect text 'spliced' into other cards. For example,

Zombie Master adds the text "B: Regenerate." to zombies. If you opponent had the Zombie Master and you had zombies and Celestial Dawn, your zombies would get "W: Regenerate.". [\[Aahz 12/02/96\]](#)

This card affects the color of spells being cast by changing the color requirements in the casting cost. Thus, all your spells with a colored casting cost are cast as white spells. If an interrupt such as Deathlace changes the color of the spell, the spell will be changed to

the appropriate color. [\[Aahz 03/18/97\]](#)

When a card is in play, its "basic color definition" normally determines its color. This definition is defined as "the color(s) of the mana in the card's casting cost". Thus, when Celestial Dawn is in play, all your non-land cards with colored mana costs are white. When it leaves play, the effect ends and all cards revert to their normal colors. This is true even if the cards were cast using white mana while Celestial Dawn was in play. [\[Aahz 03/18/97\]](#)

The effect to turn all your non-land cards (including artifacts) white is a continuous effect that will override the color as set prior to Celestial Dawn's effect. Thus, a Deathlace on casting of a spell or prior to Celestial Dawn entering play will be overridden by Celestial Dawn's effect. [\[Aahz 03/18/97\]](#)

A color change effect which enters play after Celestial Dawn can override the color changing effect of Celestial Dawn. [\[D'Angelo 03/18/97\]](#)

If an effect like Vampire Bats or Dragon Whelp is used while the mana symbols are one color and then they change because this card enters or leaves play, then the previous expenditures are not counted toward the modified limit. For example, if you spent {B}{B} on a Vampire Bats, and then this card entered play, you could spend {W}{W} on it.

[\[WotC Rules Team 06/01/97\]](#) [\[Duelist Magazine #19, Page 31\]](#)

Does not affect color words written out instead of being written using the mana symbol. [\[D'Angelo 08/27/97\]](#)

Does not change the type of lands which are not in play. Lands out of play are what they say they are, and any "comes into play" effects of playing them still happen. [\[D'Angelo 08/27/97\]](#)

Will not add or remove Snow-Covered nature from a land. See Rule K.22.3. [\[D'Angelo 08/11/98\]](#)

Celestial Prism:

Info: Color=Artifact Type=Artifact Cost=3 ABUR4(U1)
Text(4th+errata): {2},{Tap}: Add one mana of any color to your mana pool.
Play this ability as a mana source. [\[Mirage, Page 2\]](#)

Censorship:

Info: Color=Blue Type=Enchantment Cost=U UG(U1)
Text(UG): When ~this~ comes into play, choose a [\[CENSORED\]](#) word. Whenever any [\[CENSORED\]](#) player says the chosen [\[CENSORED\]](#) word, ~this~ deals 2 [\[CENSORED\]](#) damage to him or her.

You're only allowed one word. Make it a good one. [\[Barclay 08/13/98\]](#)

Any spoken word is acceptable. It does not have to appear in the dictionary. For example, "um" can be chosen. [\[QAS 09/09/98\]](#)

The censored word is based upon speech, so homophones will trigger it.

For example, "I" and "eye" are the same word for Censorship.

[\[QAS 09/09/98\]](#)

Portions of words don't count. For example, saying "sidewalk" when the censored word is "side" won't trigger it. [\[QAS 09/09/98\]](#)

It affects all players, including you. [\[Barclay 08/13/98\]](#)

Combines well with Bureacracy, Sorry, and "Ow". [\[Barclay 08/13/98\]](#)

This card has no artist name, and that is the correct answer for Squirrel Farm. [\[QAS 09/09/98\]](#) The actual artist is Matt Wilson, for those that care. [\[DeLaney 10/20/98\]](#)

We do know who painted the picture on Censorship. We just can't tell you. [\[Barclay 08/13/98\]](#)

Choosing the word "Wow" when playing against Jeff Donais is legal, but unfair on Jeff. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Cessation:

Info: Color=White Type=Enchant Creature Cost=2W UL(C1)
Text(UL): Enchanted creature cannot attack. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

Chain Lightning:

Info: Color=Red Type=Sorcery Cost=R LG(C2)
Text(LG+errata): ~this~ deals 3 damage to target creature or player. ;

Whenever "this" damages any creature or player, that player or the controller of that creature may pay {R}{R} to have "this" deal 3 damage to target creature or player of his or her choice. [\[Oracle 07/01/98\]](#)

The chaining effects (after the first one) are not considered "spells" and cannot be countered. Only the original spell can be countered.

[\[Aahz 06/15/95\]](#)

You can only chain to another target if at least one damage is not prevented on the current target. [\[bethmo 06/15/94\]](#)

Each time Chain Lightning deals damage it happens in a separate damage prevention step. [\[D'Angelo 01/09/98\]](#)

Once the Chain Lightning is resolved, a sequence of damage prevention steps is entered. Only spells allowed during damage prevention can be used until the Chain is done. This means no casting of Giant Growth or other non-prevention spells. [\[Aahz 06/16/94\]](#)

Paying to make Chain Lightning continue is done as part of the side-effects of damage part of damage prevention. [\[D'Angelo 10/01/96\]](#) See Rule T.10.1.

Your opponent is counted as the one choosing any targets they choose (just like you count for your own choices) for things like Autumn Willow that care who is targeting rather than what is targeting it. [\[Aahz 10/24/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Chains of Mephistopheles:

Info: Color=Black Type=Enchantment Cost=1B LG(R1)

Text(LG+errata): For each card any player draws other than the first one that player draws during his or her draw phase, the player instead chooses and discards a card, then draws a card for each card discarded in this manner. If the player cannot discard a card, he or she puts the top card of his or her library into his or her graveyard.

[\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

If you cast a spell to draw extra cards (such as Ancestral Recall or Wheel of Fortune) at some time outside the draw phase, this affects all the cards drawn. During the draw phase, the first card drawn is not affected. [\[bethmo 06/15/94\]](#)

Only affects the drawing of cards. It does not affect spells like Demonic Tutor, Millstone, or Petra Sphinx which affect the library but do not say "draw" a card. [\[bethmo 06/22/94\]](#)

Each player is exempted from one draw during their draw phase. You are not exempted during your opponent's draw phase. [\[D'Angelo 11/24/98\]](#)

This is a REVERSAL.

If X cards are drawn as the resolution of a single spell/ability, then the player first discards X cards then draws X cards. If they cannot discard X cards, they discard as many as they can and then move one card from their library to the graveyard for each card they could not discard. They then draw as many cards as they successfully discarded.

[\[Aahz 06/25/97\]](#) If this interacts with the first draw during the draw phase, only X minus 1 cards need to be discarded because the first card being drawn is immune to this effect. [\[Aahz 06/25/97\]](#)

The effect is cumulative. If you have two of these out, each of them will modify on each draw (after the first one if during the draw phase), and will cause the player to discard or to "mill" a card from their library.

As they resolve in order, the player must discard if possible. Once the player fails to discard and instead "mills" a card, all further effects of additional Chains of Mephistopheles will not do anything. This is because the "mill" also replaces the draw effect and the player is no longer drawing a card. [\[WotC Rules Team 12/03/96\]](#) You handle them in order. Each one makes you discard first and then continue or else mill a card and lose the draw.

This is a replacement ability (see Rule A.7). [\[Oracle 07/01/98\]](#)

Cards which are drawn as a cost are not affected by this card because replacement abilities cannot be used on costs (see Rule A.7.4). If a card is drawn as a cost and is the first card drawn during the draw phase, then the "first card drawn" is used up. [\[Aahz 06/25/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Chain Stasis:

Info: Color=Blue Type=Instant Cost=U HL(U1)

Text(HL+errata): Tap or untap target creature. Then, that creature's

controller may pay {2}{U} to repeat this process. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

The tapping and untapping all happens during the resolution of the spell.

The use of "then" allows mana sources to be used as needed.

[\[Oracle Update 11/11/98\]](#) There are no triggered abilities here.

The decision to tap or untap is made on announcement (of the spell or of each repeated use) before target is selected. This decision cannot be changed if the spell is Forked or redirected.

[\[WotC Rules Team 09/22/95\]](#) See Rule G.27 on Modal spells.

You do get to choose a different tap or untap each time it is used during a chain. [\[D'Angelo 1995\]](#)

You can choose the same creature over and over if you want. You are not forced to pick a different one each time. Note that this is different than Fireball since you are picking the targets one at a time and not all at once. [\[Duelist Magazine #9, Page 60\]](#)

Change of Heart:

Info: Color=White Type=Instant Cost=W SH(C1)

Text(SH): Buyback {3}. ; Target creature cannot attack this turn.

Will not remove an already attacking creature from the combat. It must be used before attackers are declared or it won't have any noticeable effect on the game. [\[Barclay 03/06/98\]](#)

Note - Also see Buyback, Rule A.13.

Channel:

Info: Color=Green Type=Sorcery Cost=GG ABUR4(U1)

Text(4th+errata): Until end of turn, whenever you can play a mana source, you may spend any amount of life to add that amount of colorless mana to your mana pool. [\[Oracle 07/01/98\]](#)

This is not damage, it is loss of life. It cannot be prevented by any spell or effect. [\[Mirage, Page 53\]](#) See Rule G.24.2.

The amount of life converted into mana is not a decision as part of the casting of Channel. [\[WotC Rules Team 1994\]](#) You first cast Channel then you can convert life to mana for the rest of the turn. You do not convert it during casting.

You cannot convert life points you don't have. In other words, you cannot Channel yourself below zero life. [\[D'Angelo 08/10/95\]](#) See Rule G.22.6.

Classic (Type I) tournaments (see Rule D.13) have banned this card since 11/01/95. It was previously restricted from 03/23/94 to 11/01/95.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 11/01/95. It was previously restricted until 11/01/95.

Chaos Confetti:

Info: Color=Artifact Type=Artifact Cost=4 UG(C1)

Text(UG): {4}, Tap: Tear this into pieces. Throw the pieces onto the playing area from a distance of at least five feet. Destroy each card in play that a piece touches. Remove the pieces from the game afterwards.

The word "distance" means "horizontal", not "vertical". [\[QAS 09/09/98\]](#)

All the pieces must be tossed at once. [\[QAS 09/09/98\]](#)

Proper disposal of the pieces is the responsibility of the controller of the ability. [\[D'Angelo 08/23/98\]](#) Breaking this rule is subject to all local littering laws.

You may proxy this card, but the card you use must be more rare than Chaos Confetti currently is. [\[Barclay 08/13/98\]](#) An uncommon or rarer card is required. Use of a Chaos Orb should inspire fear in your opponents.

If you have a Frealise Winds, Hurricane, Tropical Storm, Katabatic Winds or Cyclone card in your hand, you may reveal that card to all opponents to enable you to blow on the pieces whilst they are in flight, to aid their flight. No other interference is allowed. [\[Barclay 08/13/98\]](#)

Five feet is one thousand, five hundred and twenty four millimeters.

[\[Barclay 08/13/98\]](#)

Tearing it into pieces is part of the effect, not the cost.

[\[Barclay 08/13/98\]](#)

It will not destroy tokens, and it will only destroy cards it actually touches. [\[Barclay 08/13/98\]](#)

Players may rearrange your cards in the playing area any time before Chaos Confetti is activated. Once it is activated, only changes made by the rules (such as sacrifices and tapping cards) are legal until it is done resolving. [\[QAS 09/09/98\]](#)

The five feet is measured from the centre of the playing area, so don't move cards too far. [\[Barclay 08/13/98\]](#)

Counters on a card are not considered part of that card and can block the confetti from touching your card. But, at least the title on a card must be visible at all times. [\[QAS 09/09/98\]](#)

You can rip the card into as many pieces as you want. If you take too long, you can be called for stalling or get hassled by your friends.

[\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Chaoslace:

Info: Color=Red Type=Interrupt Cost=R ABUR4(R1)

Text(4th+errata): Target permanent or spell becomes red permanently. (If this spell targets a permanent, play it as an instant.) [\[Oracle 07/01/98\]](#)

The spell is still an interrupt and not an instant for effects that affect certain spell types. See Rule T.15.1. [\[Aahz 09/19/96\]](#)

If played on a spell being cast, it changes the color of the spell. If the spell becomes a permanent, the permanent enters play with an effect on it that changes its color. See Rule K.4.3. [\[WotC Rules Team 05/01/98\]](#)

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

Chaos Lord:

Info: Color=Red Type=Summon Lord Cost=4RRR IA(R1)

Text(IA+errata): 7/7, First strike ; ~this~ can attack the first turn it comes into play on a side, except the turn it first comes into play. ; During each player's upkeep, count the number of permanents. If that number is even, target opponent gains control of ~this~.

[\[Encyclopedia, Page 208\]](#)

The Lord's changing of controllers is a new effect each upkeep so it will take precedence over any other control effects. This means that using Control Magic on a Chaos Lord won't guarantee that you keep it.

[\[WotC Rules Team 07/19/95\]](#)

During each upkeep, you play the phase ability (see Rule A.5) as an instant.

The counting is done during resolution of the effect and not on announcement. [\[Aahz 07/12/95\]](#)

Chaos Moon:

You announce during upkeep the handling of the "counting" as an instant speed effect. Chaos Moon counts the permanents during the resolution of the effect and not on announcement. [\[Aahz 07/12/95\]](#)

Chaos Orb:

Info: Color=Artifact Type=Artifact Cost=2 ABUR(R1)

Text(ABUR+errata): {1},{Tap}: If ~this~ is in play, flip it onto the playing area from a height of at least one foot. If ~this~ makes at least one complete turn, destroy each card it lands on. Destroy ~this~.

[\[Oracle 07/01/98\]](#)

It is an "Artifact" and not a "Mono Artifact". [\[Encyclopedia, Page 208\]](#)

[\[Duelist Magazine #15, Page 28\]](#)

You can arrange your cards any time before the Orb is put into play, but not after. [\[Snark 1993\]](#) In general, you should not stack cards or put

them in places where your opponent cannot read the names of all of them or count them. This is recommended good gaming practice. [\[Aahz 12/03/94\]](#)

You cannot interfere in any physical way with the playing of this card.

[\[PPG Page 221\]](#)

It must flip 360 degrees (that's what "flip entirely" means). [\[FAQ 1994\]](#)

And this flip must be in the air and not in your hand.

"Cards it lands on" refers to cards it touches once it stops moving.

[Snark 1993]

If the Orb does not touch a card because a token is between them, the Orb counts as not touching the card. [bethmo 1994] Same goes if there are cards stacked up. If the card is not touched, it is not destroyed. Note that only counters and tokens placed in play because of the game count for this. "Tapping" stones and any other markers you have in play should be taken out of the way before using the Orb. [Aahz 02/09/95]

If you have sleeves on cards, they count as the cards. [bethmo 1994] Can only affect cards that are in play. Cards that are in the game but not in play (such as the Library and Graveyard) or cards that are held out of play by such effects as Oubliette and Tawnos's Coffin cannot be affected. [D'Angelo 1994]

This is a not a targeted ability. [bethmo 1994]

Even if your hand is face up on the table due to an effect like

Revelation, cards in the hand are not considered "in play" and will not be affected by the Orb. [Aahz 04/17/95]

Ripping the Chaos Orb into confetti and then scattering it (as each piece flops 360 degrees) across your opponent's cards was ruled legal at one time, but it was suggested that this strategy not be allowed in the final round of a tournament. [bethmo 1994] This ruling is mostly humorous in value. You are very unlikely to get WotC or a NetRep to back this one, but I'm listing it because it is funny. Also, note that if you remove a card from your deck during a tournament then you are disqualified. You cannot remove or shred one of your opponent's cards.

Classic (Type I) tournaments (see Rule D.13) have banned this card since 11/01/95. It was previously restricted from 08/01/94 to 11/01/95.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Chaosphere:

There are no specific rulings on this card.

Chaotic Goo:

Info: Color=Red Type=Summon Ooze Cost=2RR TE(R1)

Text(TE): 0/0 ; ~this~ comes into play with three +1/+1 counters on it. ;

During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to ~this~. Otherwise, remove a +1/+1 counter from it.

Charging Paladin:

Info: Color=White Type=Summon Knight Cost=2W EX(C1)

Text(EX): 2/2 ; If ~this~ attacks, it gets +0/+3 until end of turn.

Charging Rhino:

Info: Color=Green Type=Summon Rhino Cost=3GG TE(U1)

Text(TE): 4/4 ; ~this~ cannot be blocked by more than one creature.

Chariot of the Sun:

The entire effect lasts until end of turn, not just the toughness reduction.

[bethmo 01/22/97]

Charm School:

Info: Color=White Type=Enchant Player Cost=W2 UG(U1)

Text(UG): When ~this~ comes into play, choose a color and balance ~this~ on your head. Prevent all damage to you of the chosen color. If ~this~ falls off your head, sacrifice ~this~.

The card must be kept horizontal, not vertical on your head.

[QAS 09/09/98]

No external equipment, such as a hat or hairpins, can be used to secure the card to your head. [QAS 09/09/98]

Afro haircuts and Brylcreem can aid the use of this card, but you can't do anything extra to your head in order to keep the card there. You certainly can't hold the card. [Barclay 08/13/98]

If you Steal Enchantment this card, take it off its old controller's head, and put it onto yours. [Barclay 08/13/98] Optional Rule: The Steal Enchantment should also be balanced on your head at this time.

[D'Angelo 09/21/98]

Enchant Player cards are played in the territory of the player they enchant.

[D'Angelo 09/21/98]

Other players cannot use any physical action to try to knock the card off your head. They can try to make you laugh or something, but cannot blow on the card or do other similar actions. **[D'Angelo 11/09/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Checks and Balances:

Info: Color=Blue Type=Enchantment Cost=U2 UG(U1)

Text(UG): Whenever any spell is played, counter that spell if each player, other than the caster and his or her teammates, agrees to choose and discard a card. Those players must discard those cards after agreeing. ~this~ may be played only in a game with three or more players.

It only checks the number of players when cast. Once in play it will stay even if the number of players drops to less than 3. **[QAS 09/09/98]**

You can't agree to something that you can't do, so if you have no cards in hand, you can't agree to choose and discard a card. **[QAS 09/09/98]**

The agreements and choices are all made on resolution. **[Barclay 08/13/98]**

It affects all spells cast, even yours. **[Barclay 08/13/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

The Cheese Stands Alone:

Info: Color=White Type=Enchantment Cost=WW4 UG(R1)

Text(UG): If you control no cards in play other than ~this~ and have no cards in your hand, you win the game.

If you have six of these in play under your control, and you answer a general knowledge question correctly, you win the game. **[Barclay 08/13/98]**

In addition, five of them have to be different colors and the last one must be colorless. **[DeLaney 09/10/98]**

If you cast the last card in your hand, you can win while the card is in "limbo" and waiting to resolve. **[TomHa 09/15/98]** It's cheesy, but true.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Chicken a la King:

Info: Color=Blue Type=Summon Chicken Cost=UU1 UG(R1)

Text(UG): 2/2 ; Whenever a 6 is rolled on a six-sided die, put a +1/+1 counter on each Chicken in play. (You may roll dice only when a card instructs you to.) ; Tap a Chicken you control: Roll a six-sided die.

Only looks at dice being rolled in this game of Magic. It doesn't look at the game of Car Wars that's being played across the room.

[Barclay 08/13/98]

It can tap itself since it is a Chicken. And this is legal even when it has summoning sickness. **[QAS 09/09/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Chicken Egg:

Info: Color=Red Type=Summon Egg Cost=R1 UG(C1)

Text(UG): 0/1 ; During your upkeep, roll a six-sided die. On a 6, sacrifice ~this~ and put a Giant Chicken token into play. Treat this token as a 4/4 red creature that counts as a Chicken.

The Giant Chicken comes into play before any triggered abilities on the die roll are played. So a roll of 6 will put the Giant Chicken into play before Chicken a la King gives out +1/+1 chicken feed. **[QAS 09/09/98]**

Giant Chickens don't fly. **[QAS 09/09/97]**

Well, at least this solves the age-old question... **[Barclay 08/13/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Child of Gaea:

Info: Color=Green Type=Summon Elemental Cost=3GGG US(R1)

Text(US): 7/7, Trample. ; During your upkeep, pay {G}{G} or sacrifice ~this~. ; {1}{G}: Regenerate ~this~.

Note - Also see Trample, Rule A.27.

Chill:

Info: Color=Blue Type=Enchantment Cost=1U TE(U1)
Text(TE): Red spells cost an additional {2} to play.

Chimeric Sphere:

Info: Color=Artifact Type=Artifact Cost=3 WL(U1)
Text(WL): {2}: Until end of turn, ~this~ is a 2/1 artifact creature with flying. ; {2}: Until end of turn, ~this~ is a 3/2 artifact creature without flying.

You can change forms after blockers are assigned. A common strategy might be to make it a 2/1 Flyer and attack. After no blockers are declared (or even after blockers are declared), change it to a 3/2 creature and do more damage. [\[D'Angelo 06/12/97\]](#)

Chimeric Staff:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): {X}: ~this~ is an artifact creature with power and toughness each equal to X until end of turn.

You can use the ability again to change its power/toughness. For example, if you paid 3 mana earlier to make it 3/3, you could pay 2 to make it 2/2, or 4 to make it 4/4 later in the turn. [\[Urza's FAQ 10/05/98\]](#)

If Power Artifact is used it can decrease your payment. For example, if you can choose for X=4 and pay just 2 mana to get a 4/4 creature.

[\[D'Angelo 10/08/98\]](#)

It cannot attack until it starts a turn in play under your control.

[\[D'Angelo 11/25/98\]](#) See Rule G.39.

Choke:

Info: Color=Green Type=Enchantment Cost=2G TE(U1)
Text(TE): Islands do not untap during their controllers' untap phases.

Choking Vines:

Info: Color=Green Type=Instant Cost=XG WL(C1)
Text(WL): Play only when blockers are declared. ; X target attacking creatures are considered blocked. ~this~ deals 1 damage to each of those creatures.

Remember that a creature with Trample which is blocked but has no actual creatures blocking it to which it can assign damage, deals its damage to the defending player. This makes this spell not very effective against Trample creatures. [\[D'Angelo 06/12/97\]](#) See Rule A.27.2.

Will make any creatures it targets become blocked, even if the creature had blocking restrictions on it. For example, you can make an Islandwalk creature become blocked even if the defending player has Islands. This is because evasion abilities only prevent creatures from being assigned to block them. [\[D'Angelo 06/20/97\]](#)

Is used during the declare blockers part of the attack phase. More specifically, it is used in either of the series of abilities during the step. [\[Aahz 07/22/97\]](#) See Rule C.6.

It can be used even if you declare zero blockers, with X=0.

[\[Duelist Magazine #19, Page 34\]](#)

Note - Also see X Costs, Rule K.27.

Chronatog:

Info: Color=Blue Type=Summon Atog Cost=1U VI(R1)
Text(VI): 1/2 ; Skip your next turn: ~this~ gets +3/+3 until end of turn.

Use this ability only once each turn.

If used to skip an extra turn gained by Final Fortune, you don't lose the game from the Final Fortune's restriction. [\[DeLaney 02/02/97\]](#)

Can only use the ability once each turn for each Chronatog.

[\[Duelist Magazine #17, Page 28\]](#)

Chromium:

Info: Color=Multi Type=Summon Legend Cost=2BBUUWW LG(R1)/CH(U1)
Text(CH+errata): 7/7, Flying, Rampage 2 ; During your upkeep, pay {W}{U}{B} or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

The card has errata to "Summon Legend", not "Summon Elder Dragon Legend".

[\[Oracle 07/01/98\]](#)

It is not of creature type Dragon. [\[Duelist Magazine #9, Page 36\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Note - Also see Rampage, Rule A.25.

Note - The generic mana circle around the "2" in "Rampage: 2" on the Legends version of the card is a misprint. Ignore it. [\[Aahz 06/15/94\]](#)

Chub Toad:

Info: Color=Green Type=Summon Toad Cost=2G IA(C1)/5(C1)

Text(5th): 1/1 ; If ~this~ blocks or is blocked, it gets +2/+2 until end of turn.

Cinder Crawler:

Info: Color=Red Type=Summon Salamander Cost=1R EX(C1)

Text(EX): 1/2 ; {R}: ~this~ gets +1/+0 until end of turn. Use this ability only if ~this~ is blocked.

Cinder Giant:

Info: Color=Red Type=Summon Giant Cost=3R WL(U1)

Text(WL): 5/3 ; During your upkeep, ~this~ deals 2 damage to each other creature you control.

Cinder Marsh:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {R} to your mana pool. ~this~ does not untap during your next untap phase.

Cinder Wall:

Info: Color=Red Type=Summon Wall Cost=R WL(C1)

Text(WL): 3/3 ; If ~this~ blocks, destroy it at end of combat.

Note - Also see Walls, Rule K.26.

Circle of Protection: Artifacts:

Info: Color=White Type=Enchantment Cost=1W AQ(U3)/45(U1)

Text(5th+errata): {2}: Prevent all damage to you from an artifact source. (Treat further damage from that source normally.)

[\[Oracle 07/01/98\]](#)

Circle of Protection: Black:

Info: Color=White Type=Enchantment Cost=1W BUR45(C1)/IA(C1)/TE(C1)

Text(TE): {1}: Prevent all damage to you from a black source. (Treat further damage from that source normally.)

Note - See Circle of Protection: Blue for rulings.

Note - Was not in the Alpha printing of the Limited Edition.

Circle of Protection: Blue:

Info: Color=White Type=Enchantment Cost=1W ABUR45(C1)/IA(C1)/TE(C1)

Text(TE): {1}: Prevent all damage to you from a blue source. (Treat further damage from that source normally.)

Can only be used during a damage prevention step in which there is damage to affect with this prevention effect. [\[Duelist Magazine #7, Page 36\]](#)

Can be used multiple times each turn for damage from the same source or for damage from different sources. [\[D'Angelo 10/10/97\]](#)

Can be used more than once on the same damage if you want to sink extra mana into it, but all of the mana spent this way has to be spent in the same spell stack. Once one of the effects resolves and prevents the damage all the rest will fail and do nothing since that specific damage has already been prevented. [\[Duelist Magazine #7, Page 36\]](#)

Circle of Protection: Green:

Info: Color=White Type=Enchantment Cost=1W ABUR45(C1)/IA(C1)/TE(C1)

Text(TE): {1}: Prevent all damage to you from a green source. (Treat further damage from that source normally.)

Note - See Circle of Protection: Blue for rulings.

Circle of Protection: Red:

Info: Color=White Type=Enchantment Cost=1W ABUR45(C1)/IA(C1)/TE(C1)

Text(TE): {1}: Prevent all damage to you from a red source. (Treat further damage from that source normally.)

Note - See Circle of Protection: Blue for rulings.

Circle of Protection: Shadow:

Info: Color=White Type=Enchantment Cost=1W TE(C1)

Text(TE): {1}: Prevent all damage to you from a creature with shadow. (Treat further damage from that source normally.)

It can be used on non-combat damage which happens to come from creatures with the Shadow ability. [\[Duelist Magazine #23, Page 22\]](#)

Note - See Circle of Protection: Blue for rulings.

Note - Also see Shadow, Rule A.26.

Circle of Protection: White:

Info: Color=White Type=Enchantment Cost=1W ABUR45(C1)/IA(C1)/TE(C1)

Text(TE): {1}: Prevent all damage to you from a white source. (Treat further damage from that source normally.)

Note - See Circle of Protection: Blue for rulings.

Circling Vultures:

Info: Color=Black Type=Summon Birds Cost=B WL(U1)

Text(WL+errata): 3/2, Flying ; During your upkeep, remove the top creature card in your graveyard from the game or sacrifice ~this~. ; If ~this~ is in your hand, you may discard it. Play this ability as an instant.

[\[Oracle 07/01/98\]](#)

Citanul Centaurs:

Info: Color=Green Type=Summon Centaurs Cost=3G US(R1)

Text(US): 6/3. Echo. ; ~this~ cannot be the target of spells or abilities.

Note - Also see Echo, Rule A.16.

Citanul Druid:

Info: Color=Green Type=Summon Druid Cost=1G AQ(U3)

Text(AQ+errata): 1/1 ; Whenever target opponent successfully casts an artifact spell, put a +1/+1 counter on ~this~. [\[Oracle 07/01/98\]](#)

In multiplayer games you choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It's ability becomes useless but it stays in play if the target player leaves play. [\[Duelist Magazine #4, Page 64\]](#)

See Rule M.1.3.

Extended tournaments (see Rule D.15) have always banned this card.

Citanul Flute:

Info: Color=Artifact Type=Artifact Cost=5 US(R1)

Text(US): {X},{Tap}: Search your library for a creature card with total casting cost no greater than X. Reveal that card and put it into your hand. Shuffle your library afterward.

X can be zero if you want. [\[DeLaney 10/05/98\]](#)

If you find no creature with cost X or less, shuffle and continue.

[\[DeLaney 10/05/98\]](#)

If you find any creatures with cost X or less, you must choose one.

[\[DeLaney 10/05/98\]](#)

Citanul Hierophants:

Info: Color=Green Type=Summon Druids Cost=3G US(R1)

Text(US): 3/2. ; Each creature you control gains "{Tap}: Add {G} to your mana pool. Play this ability as a mana source."

City in a Bottle:

Info: Color=Artifact Type=Artifact Cost=2 AN(U2)

Text(AN+errata): Players cannot play cards from the Arabian Nights expansion. ; Whenever a card from the Arabian Nights expansion other than ~this~ is in play, destroy that card. [\[Oracle 07/01/98\]](#)

The card type is "Artifact" and not "Continuous Artifact".

[\[Encyclopedia, Page 123\]](#)

If creatures are regenerated, they are immediately destroyed again, so it is not worth doing. [\[Duelist Magazine #2, Page 15\]](#)
If tapped by some means, this card does not function in any way (see Rule K.6.4). Once untapped, all Arabian Nights cards are destroyed and no Arabian Nights spells can be cast. [\[Duelist Magazine #2, Page 15\]](#)
Any Arabian Nights token creatures (see Rule K.25) or counters are not removed. [\[bethmo 1994\]](#)
Only affects cards with the Arabian Nights scimitar symbol on them. It does not affect Gathering cards which came from the Arabian Nights expansion. [\[bethmo 06/04/94\]](#)
It does affect cards from Chronicles with the scimitar symbol. [\[Duelist Magazine #7, Page 98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

City of Brass:

Info: Color=Land Type=Land Cost=None AN(U3)/CH(U1)/5(R1)
Text(CH/5th): Whenever ~this~ becomes tapped, it deals 1 damage to you. ; {Tap}: Add one mana of any color to your mana pool.
The damaging ability triggers no matter how the land becomes tapped. [\[Arab FAQ 01/05/94\]](#) For example, using Twiddle.

City of Shadows:

Info: Color=Land Type=Land Cost=None DK(U1)
Text(DK+errata): {Tap}, Remove a creature you control from the game: Put a shadow counter on ~this~ ; {Tap}: Add to your mana pool an amount of colorless mana equal to the number of shadow counters on ~this~. [\[Oracle 07/01/98\]](#)
The counters do not go away when it is used. [\[bethmo 08/15/94\]](#)
Can be tapped for zero mana if it has zero counters. [\[Peterson 12/19/94\]](#)
It is considered "tapped for mana" for purposes of Mana Flare and Wild Growth even if it has zero counters on it. [\[WotC Rules Team 12/15/94\]](#)

City of Solitude:

Info: Color=Green Type=Enchantment Cost=2G VI(R1)
Text(VI+errata): Each player may play spells and abilities requiring an activation cost only during his or her turn. [\[Oracle 07/01/98\]](#)
Mana source spells/abilities are never prevented by an spell or effect, so this spell does not affect them. You can always tap lands for mana. [\[WotC Rules Team 10/06/97\]](#)
Does not stop continuous effects from working. [\[bethmo 02/05/97\]](#)
Does not stop triggered abilities (see Rule A.8) and phase abilities (see Rule A.5) which are mandatory. For example, Underworld Dreams, Howling Mine, and Khabal Ghoul. Does stop activated ones such as Soul Net. [\[WotC Rules Team 03/14/97\]](#)
Phase costs (see Rule A.6), such as upkeep costs, which happen on an opponent's turn are still played as normal. [\[Duelist Magazine #17, Page 28\]](#)
Can affect abilities of cards that are not in play because it prevents players from announcing those abilities. [\[DeLaney 02/19/97\]](#)
Note - In some places (Germany in particular), the errata was mistakenly given out to make the card only affect non-tapping activation costs. The above erratum is correct. [\[D'Angelo 03/17/97\]](#)

City of Traitors:

Info: Color=Land Type=Land Cost=None EX(R1)
Text(EX): If you play a land, sacrifice ~this~. ; {Tap}: Add two colorless mana to your mana pool.
Does not trigger on lands that are put into play without playing them. [\[Barclay 06/10/98\]](#)

Clairvoyance:

Info: Color=Blue Type=Instant Cost=U IA(C1)
Text(IA+errata): Look at target player's hand. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - The Ice Age card said to draw a card at the beginning of the next

upkeep, but they should be played by the new wording.

Clambassadors:

Info: Color=Blue Type=Summon Clamfolk Cost=U3 UG(C1)
Text(UG): 4/4 ; If ~this~ damages any player, choose an artifact, creature, or land you control. That player gains control of that artifact, creature, or land.
They keep control of it until the end of the game (unless something else happens to it). [\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Clam-I-Am:

Info: Color=Blue Type=Summon Clamfolk Cost=U2 UG(C1)
Text(UG): 2/2 ; Whenever you roll a 3 on a six-sided die, you may reroll that die.
Use the ability right after the original roll, before any effects of that roll. You can't use it later on. The new roll is now used in its place.
[\[Barclay 08/13/98\]](#)
This ability is played in the Betting Window. [\[Barclay 08/13/98\]](#)
Any "betting window" ability may be played during the middle of the resolution of another spell or ability.
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Clam Session:

Info: Color=Blue Type=Summon Clamfolk Cost=UU1 UG(C1)
Text(UG): 2/5 ; When ~this~ comes into play, choose a word. During your upkeep, sing at least six words of a song, one of which must be the chosen word, or sacrifice ~this~. You cannot repeat a song.
If you're tone deaf (like I am), you should suffer a serious penalty (agreed among your opponents) for playing with Clam Session.
Unless you sing heavy metal songs, where it doesn't matter too much anyway.
[\[Barclay 08/13/98\]](#)
If the six words you sing contain the chosen word more than once, you sacrifice the Session. "one" means "exactly one". [\[Barclay 08/13/98\]](#)
"Happy Birthday to Dan" is considered the same song as "Happy Birthday to Dave". [\[Barclay 08/13/98\]](#)
You must say your chosen word for everyone. [\[bethmo 08/17/98\]](#)
The six words must be consecutive words from the song. [\[QAS 09/09/98\]](#)
The six words don't have to be different. [\[QAS 09/09/98\]](#) See the flavor text.
If you have more than one Clam Session in play, you can use the same song for each of them. [\[QAS 09/09/98\]](#) But you're a wimp if you do.
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Claws of Gix:

Info: Color=Artifact Type=Artifact Cost=0 US(U1)
Text(US): {1}, Sacrifice a permanent: Gain 1 life.
The ability cannot be used during damage prevention. So you have to use it before your creatures get lethally damaged. [\[DeLaney 10/05/98\]](#)
The ability cannot be used while this card is tapped. See Rule K.6.4.
[\[DeLaney 10/05/98\]](#)

Clay Pigeon:

Info: Color=Artifact Type=Artifact Creature Cost=3 UG(U1)
Text(UG): 1/1, Flying ; 1, Throw ~this~ into the air at least two feet above your head while seated, Attempt to catch it with one hand: If you catch ~this~, prevent all damage to you from any one source and return ~this~ to play, tapped. Otherwise sacrifice it.
The ability can be used while it is tapped. [\[D'Angelo 09/07/98\]](#)
"Catch" means the same thing that it does in Baseball and Cricket - you have to catch it before it hits the ground/table/etc. [\[Barclay 08/13/98\]](#)
Deflections off opponents or anything other than your one hand is not legal.
[\[QAS 09/09/98\]](#)
You must stay seated while throwing and catching. [\[QAS 09/09/98\]](#)

From the time that the Pigeon is thrown to the time its ability resolves, it is considered to be in the "In the Air" zone, so you can't use its ability again until it resolves. This means that if you fail to catch it, it will be sacrificed before you can use its ability again.

[[Barclay 08/13/98](#)]

Two feet is 61 cm. [[TomHa 09/15/98](#)]

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Clay Statue:

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(C4)/45(C1)
Text(4th/5th+errata): 3/1 ; {2}: Regenerate ~this~. [[Oracle 07/01/98](#)]

Cleanse:

Info: Color=White Type=Sorcery Cost=2WW LG(R1)
Text(LG+errata): Destroy all black creatures. [[Oracle 07/01/98](#)]
Extended tournaments (see Rule D.15) have always banned this card.

Cleansing:

Info: Color=White Type=Sorcery Cost=WWW DK(U1)
Text(DK+errata): For each land, destroy that land unless any player pays an additional 1 life. [[Oracle 07/01/98](#)]
Consecrate Land will prevent this effect. [[Duelist Magazine #3, Page 6](#)]

Clear:

Info: Color=White Type=Instant Cost=1W US(U1)
Text(US): Destroy target enchantment. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Clergy en-Vec:

Info: Color=White Type=Summon Cleric Cost=1W TE(C1)
Text(TE): 1/1 ; {Tap}: Prevent 1 damage to any creature or player.

Clergy of the Holy Nimbus:

Info: Color=White Type=Summon Priest Cost=W LG(C2)
Text(LG+errata): 1/1 ; Whenever ~this~ is destroyed, it regenerates instead unless target opponent pays {1}. [[Oracle 07/01/98](#)]
If the Clergy are reduced to below one toughness (by such as Weakness), then they get stuck in a permanent loop of dying, going toward the graveyard, and then regenerating. The net effect is that until the effect is removed or until your opponent spends one mana to let them die, they remain in play in a tapped state. [[Duelist Magazine #2, Page 7](#)]
They do untap briefly during the untap phase like normal, but then become tapped immediately thereafter. [[Aahz 01/30/96](#)]
Extended tournaments (see Rule D.15) have always banned this card.

Cloak of Confusion:

Info: Color=Black Type=Enchant Creature Cost=1B IA(C1)/5(C1)
Text(5th): {0}: Defending player discards a card at random. Enchanted creature deals no combat damage this turn. Use this ability only if enchanted creature is attacking and unblocked and only once each turn.
Note - Also see Is Not Blocked Ability, Rule E.7.

Cloak of Mists:

Info: Color=Blue Type=Enchant Creature Cost=1U US(C1)
Text(US): Enchanted creature is unblockable.
No creature can be assigned to block it. [[DeLaney 10/05/98](#)]

Clockwork Avian:

Info: Color=Artifact Type=Artifact Creature Cost=5 AQ(U1)/4(R1)
Text(4th+errata): 0/4, Flying ; When ~this~ comes into play, put four +1/+0 counters on it. ; At the end of any combat in which ~this~ attacked or blocked, remove one of these counters. ; {X},{Tap}: Put X +1/+0 counters on ~this~. You may have no more than four of these counters on ~this~.
Use this ability only during your upkeep. [[Oracle 07/01/98](#)]
See Clockwork Beast for rulings.

Clockwork Beast:

Info: Color=Artifact Type=Artifact Creature Cost=6 ABUR45(R1)
Text(5th): 0/4 ; When ~this~ comes into play, put seven +1/+0 counters on it. ; At the end of any combat in which ~this~ attacked or blocked, remove one of these counters. ; {X},{Tap}: Put X +1/+0 counters on ~this~.
You may have no more than seven of these counters on ~this~. Use this ability only during your upkeep.

Can attack or block even if it has no counters. [\[Aahz 05/15/95\]](#)

At end of combat, if it was declared as an attacker or blocker, you remove a counter. This is not a triggered ability. It is played during the end of combat series. [\[D'Angelo 06/23/98\]](#)

Loses a counter even if it is affected by Fog or a Fog-like effect which prevents it from dealing damage. [\[WotC Rules Team 04/26/95\]](#)

If the effect to add counters is used when there are already 7 counters on it or when the number of counters to be added would cause it to exceed 7 counters, any counters over 7 are simply not added. [\[D'Angelo 02/09/97\]](#)

If put into play by means other than casting, such as Animate Dead, it comes into play with all of its counters. [\[WotC Rules Team 02/07/94\]](#)

Note - Also see Comes Into Play abilities, Rule E.3.

Clockwork Steed:

Info: Color=Artifact Type=Artifact Creature Cost=4 HL(C1)/5(U1)
Text(5th): 0/3 ; ~this~ cannot be blocked by artifact creatures. ;
When ~this~ comes into play, put four +1/+0 counters on it. ; At the end of any combat in which ~this~ attacked or blocked, remove one of these counters. ; {X},{Tap}: Put X +1/+0 counters on ~this~. You may have no more than four of these counters on ~this~. Use this ability only during your upkeep.

See Clockwork Beast for rulings.

Clone:

Info: Color=Blue Type=Summon Clone Cost=3U ABUR(U1)
Text(RV+errata): */* ; ~this~ comes into play as a copy of target creature card or creature token. [\[WotC Rules Team 03/31/98\]](#)

Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.

The target creature to copy is chosen when casting this spell. If that target is not still in play when it resolves, this spell fizzles.

See Rule G.41.4. [\[WotC Rules Team 02/09/95\]](#)

If put into play without casting, the target is chosen right before it is put into play. See Rule G.31.3. [\[D'Angelo 06/05/98\]](#)

As a copy, the Clone copies all characteristics of the targeted creature.

This includes name, color, power/thoughness, abilities, and more.

See Rule E.4.2. [\[WotC Rules Team 03/31/98\]](#) For example, a copy of an artifact creature can be Disenchanted.

Can be used to copy a base Vesuvan Doppelganger. You get a Doppelganger and the Clone is mimicking the same creature the Doppelganger was until the next upkeep. Then it can switch forms just like the Doppelganger.

[\[PPG Page 223\]](#)

The Clone is not treated as a Summon Clone card in addition to the type of its target. [\[Duelist Magazine #10, Page 43\]](#)

If it is copying an artifact creature, it is not considered to be a summon card and cannot be copied with Dance of Many.

[\[Duelist Magazine #10, Page 43\]](#)

Clot Sliver:

Info: Color=Black Type=Summon Sliver Cost=1B TE(C1)
Text(TE): 1/1 ; Each Sliver gains "{2}: Regenerate this creature."

Cloudchaser Eagle:

Info: Color=White Type=Summon Bird Cost=3W TE(C1)
Text(TE): 2/2, Flying ; When ~this~ comes into play, destroy target enchantment.

Nothing happens if there are no legal enchantments to target when it enters play. [\[D'Angelo 11/10/97\]](#)

It does destroy one of your enchantments if you are the only player with any enchantments. [\[D'Angelo 06/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Cloud Djinn:

Info: Color=Blue Type=Summon Djinn Cost=5U WL(U1)
Text(WL): 5/4, Flying ; ~this~ can block only creatures with flying.

Cloud Elemental:

Info: Color=Blue Type=Summon Elemental Cost=2U VI(C1)
Text(VI): 2/3, Flying ; ~this~ can block only creatures with flying.

Cloud of Faeries:

Info: Color=Blue Type=Summon Faeries Cost=1U UL(C1)
Text(UL+errata): 1/1, Flying ; When ~this~ comes into play, if you played it from your hand, untap up to two lands. ; Cycling {2}.

[\[DCI Tournament Update 03/01/99\]](#)

The errata makes it so you only untap lands if it comes into play by being cast from your hand. It does not untap lands if put into play as the effect of a spell or ability, even if it is put into play from your hand.

[\[DCI Tournament Update 03/01/99\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 03/05/99\]](#)

You can untap 0 to 2 lands. [\[D'Angelo 02/13/99\]](#)

Does not target the lands. [\[D'Angelo 02/13/99\]](#)

Can be used on already untapped lands (with no effect). [\[D'Angelo 02/13/99\]](#)

Can be used on another player's lands. [\[D'Angelo 02/13/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Cycling, Rule A.15.

Cloud Spirit:

Info: Color=Blue Type=Summon Spirit Cost=2U SH(C1)
Text(SH): 3/1, Flying ; ~this~ can block only creatures with flying.

If it loses Flying, it will be unable to block any creatures.

[\[D'Angelo 10/06/98\]](#)

Coal Golem:

Info: Color=Artifact Type=Artifact Creature Cost=5 DK(U2)
Text(DK+errata): 3/3 ; {3},Sacrifice ~this~: Add {R}{R}{R} to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

Coat of Arms:

Info: Color=Artifact Type=Artifact Cost=5 EX(R1)
Text(EX): Each creature gets +1/+1 for each other creature in play of the same creature type.

If you have a creature with more than one creature type, count all creatures which have either creature type. [\[D'Angelo 08/04/98\]](#)

If you have a creature with more than one creature type, and another creature matches more than one creature type, you only count that creature once. You do not double count it because it has a double match.

[\[Barclay 06/10/98\]](#)

If a creature in play has more than one creature type, and one of those types matches the creature you are calculating for, then count this creature. Only one type needs to match in order to get counted.

[\[Barclay 06/10/98\]](#)

Animated lands and artifacts have no creature type (unless their text says they Count As a given creature type), so they are unaffected by this card. [\[D'Angelo 10/30/98\]](#) One exception to this is that animated Legendary lands are of creature type Legend. [\[DeLaney 12/12/98\]](#)

Note - Also see Creature Type, Rule K.13.

Cockatrice:

Info: Color=Green Type=Summon Cockatrice Cost=3GG ABUR45(R1)
Text(5th): 2/4, Flying ; If ~this~ blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.

Creatures can regenerate from the Cockatrice's power. [\[D'Angelo 1994\]](#)

A non-wall creature blocking or blocked by this card gets a "destroy at end of combat" effect placed on it when it is assigned as a blocker or this card is assigned to block it. The effect is added to a creature which

becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an ability like General Jarkeld.

[WotC Rules Team 09/22/95]

Protection from Green does not prevent the Cockatrice's power because the ability is not a targeted effect. [WotC Rules Team 02/07/94]

See Rule G.42.Ruling.1.

The ability destroys the creature at the end of the combat (see Rule C.9), which is after all first strike and normal damage dealing is done.

This means that a creature may have to regenerate twice to survive the combat, once from damage and once again at end of combat.

[D'Angelo 12/09/96]

Cocoon:

Info: Color=Green Type=Enchant Creature Cost=G LG(U1)/CH(U3)

Text(CH+errata): Play ~this~ only on a creature you control. ; When ~this~ comes into play, put three change counters on it and tap enchanted creature. ; As long as ~this~ has any change counters on it, enchanted creature does not untap during its controller's untap phase. Instead remove one of these counters from ~this~. ; During the first upkeep that ~this~ begins with no change counters on it, put a +1/+1 counter on enchanted creature and sacrifice this. That creature gains flying permanently. [Oracle 07/01/98]

Can be used on a tapped creature. [Duelist Magazine #5, Page 22]

The creature can still be untapped using spells and abilities, such as Twiddle or Instill Energy. [Aahz 06/24/94]

After the last counter is removed, the creature gains its bonus during the next upkeep. This will usually be your opponent's upkeep.

[Duelist Magazine #2, Page 7] It does not get the counter if Cocoon is removed from that creature before you use it during the upkeep following the last counter being removed. [Duelist Magazine #11, Page 57]

If the enchantment is moved with Enchantment Alteration, the number of counters is unchanged. [D'Angelo 05/04/98]

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[D'Angelo 01/18/99]

Coercion:

Info: Color=Black Type=Sorcery Cost=2B VI(V1)/TE(C1)

Text(TE): Look at target opponent's hand and choose one of those cards. That player discards that card.

Coffin Queen:

Info: Color=Black Type=Summon Wizard Cost=2B TE(R1)

Text(TE+errata): 1/1 ; You may choose not to untap ~this~ during your untap phase. ; {2}{B},{Tap}: Choose target creature card in any graveyard and put that creature into play under your control. Remove that creature from the game if ~this~ becomes untapped or if you lose control of ~this~.

[Oracle 07/01/98]

The activated ability has two parts. First, it puts a creature card into play as a one-time effect. Second, it sets up an ongoing effect that tracks what happens to the Coffin Queen. If this second effect is not ended before the Coffin Queen leaves play or untaps, then the creature is removed from the game when that happens. [WotC Rules Team 12/18/97]

If the creature brought into play phases out (or otherwise leaves play), the tracking effect ends and the creature will no longer be removed if something happens to the Coffin Queen. [WotC Rules Team 12/18/97]

[Duelist Magazine #22, Page 27]

If the Coffin Queen leaves play before the creature comes into play, then you simply get to keep the creature. [Duelist Magazine #23, Page 22]

If, however, you just lost control of the Coffin Queen and later get control of that same Coffin Queen and lose control of it again at some time after you got the creature, the creature will be removed from the game at that time because the Coffin Queen remembers that it gave you that creature. [bethmo 10/19/97]

Coiled Tinvipier:

Info: Color=Artifact Type=Artifact Creature Cost=3 TE(C1)
 Text(TE): 2/1, First Strike.

Coils of the Medusa:

Info: Color=Black Type=Enchant Creature Cost=1B WL(C1)
 Text(WL): Enchanted creature gets +1/-1. ; Sacrifice ~this~: Destroy all non-Wall creatures blocking enchanted creature.

Cold Snap:

Amount of damage is determined when effect is resolved and not when it is announced. [\[D'Angelo 10/05/95\]](#)

Cold Storage:

Info: Color=Artifact Type=Artifact Cost=4 TE(R1)
 Text(TE+errata): {3}: Remove target creature you control from the game. ; Sacrifice ~this~: Put into play under its owner's control each creature removed from the game with ~this~.

[\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)

If this card leaves play, the cards on it stay out of play.

[\[bethmo 10/09/97\]](#)

Colossus of Sardia:

Info: Color=Artifact Type=Artifact Creature Cost=9 AQ(U1)/45(R1)
 Text(5th): 9/9, Trample ; ~this~ does not untap during your untap phase.

{9}: Untap ~this~. Use this ability only during your upkeep.

Note - Also see Trample, Rule A.27.

Commander Greven il-Vec:

Info: Color=Black Type=Summon Legend Cost=3BBB TE(R1)

Text(TE): 7/5 ; When ~this~ comes into play, sacrifice a creature. ; ~this~ cannot be blocked except by artifact creatures and black creatures.

The use of "Greven" on the second ability is just shorthand for "Commander Greven il-Vec" and should not be interpreted as referring to a non-existent Greven card. [\[D'Angelo 10/23/97\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Common Courtesy:

Info: Color=Blue Type=Enchantment Cost=UU2 UG(U1)

Text(UG): Counter any spell unless its caster asks your permission to play that spell. If you refuse permission, Sacrifice ~this~ and counter the spell.

This affects all spells, even yours. So you need to ask yourself permission. [\[QAS 09/09/98\]](#)

If the caster doesn't ask permission, then the spell is countered automatically. [\[Barclay 08/13/98\]](#)

If the caster asks permission, then you can choose to say "No" once they've announced it. [\[Barclay 08/13/98\]](#)

If there's more than one in play, you need to ask each player who controls one. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Conch Horn:

Info: Color=Artifact Type=Artifact Cost=2 FE(U1)

Text(FE+errata): {1},{Tap},Sacrifice ~this~: Draw two cards, then put any one card from your hand back on top of your library.

[\[Encyclopedia, Page 179\]](#)

You draw two cards, then put 1 back. You cannot use spells (other than mana sources) before putting the cards back. [\[D'Angelo 11/07/96\]](#)

Mana sources and abilities that trigger on cards being drawn are handled at the "then" on the card and at the end of resolution. See Rule T.7.1.

[\[D'Angelo 06/05/98\]](#)

Concordant Crossroads:

Info: Color=Green Type=Enchant World Cost=G LG(R1)/CH(U1)

Text(CH+errata): Creatures are unaffected by summoning sickness.

[\[Oracle 07/01/98\]](#)

Note - Also see Enchant World, Rule K.14.8.

Cone of Flame:

Info: Color=Red Type=Sorcery Cost=3RR WL(U1)
Text(WL): Choose three target creatures and/or players. ~this~ deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.
Cannot be cast unless you have 3 different targets. [\[D'Angelo 06/23/97\]](#)

Confiscate:

Info: Color=Blue Type=Enchant Permanent Cost=4UU US(U1)
Text(US): You control enchanted permanent.
If you take control of a local enchantment, you do not get to move the enchantment. [\[Urza's FAQ 10/05/98\]](#)
If you take control of a permanent that targets you, it continues to affect you even if its text says "target opponent". [\[Urza's FAQ 10/05/98\]](#)

Congregate:

Info: Color=White Type=Instant Cost=3W US(C1)
Text(US): Target player gains 2 life for each creature in play.
Creatures are counted during resolution. [\[DeLaney 10/05/98\]](#)

Conquer:

Info: Color=Red Type=Enchant Land Cost=3RR IA(U1)/5(U1)
Text(5th): Gain control of enchanted land.

Consecrate Land:

Info: Color=White Type=Enchant Land Cost=W ABU(U1)
Text(ABU+errata): Enchanted land cannot be the target of enchantments. This effect does not destroy ~this~. (Other enchantments on that land are destroyed because their target is now illegal.) ; Enchanted land cannot be destroyed. [\[Oracle 07/01/98\]](#)

Burial and sacrifice cannot be prevented by this card. [\[Mirage, Page 11\]](#)
It can prevent "destroy but cannot be regenerated this turn".
[\[D'Angelo 05/21/98\]](#)

Not paying upkeep costs on a land is considered to have the land as being sacrificed regardless of the source of the upkeep effect. In other words, if an outside source imposes an upkeep cost on a land, the land is still considered to be sacrificed. [\[D'Angelo 01/16/99\]](#) Cumulative upkeep is just a kind of upkeep.

Does prevent enchantment spells (but not the effects of enchantments) from even targeting the land. [\[Duelist Magazine #7, Page 99\]](#) Indirect effect by enchantments such as Conversion, Living Lands, Kormus Bell, and Mana Flare are not prevented and the land can still be targeted by Gaea's Liege, Cyclopean Tomb, and other non-enchantment effects.
[\[Snark 1994\]](#)

The land can be targeted by land destroying spells and the spell will resolve successfully, but the destroy effect will be prevented from happening. [\[Duelist Magazine #5, Page 22\]](#)

Does not prevent "remove from game" effects which do not destroy the card. This includes Swords to Plowshares (if the land is animated) or Dust to Dust (if the land is an artifact as well). [\[Aahz 12/21/94\]](#)

If it ever takes enough damage to be killed, it simply does not go to the graveyard or die. It does not 'regenerate', damage on it is not removed, and it does not become tapped. [\[Aahz 01/14/97\]](#)

When in combat, an animated land is not removed from combat due to taking lethal damage during First Strike damage dealing and will still deal damage during the non-First Strike damage dealing. This is because lethal damage does not kill the land. [\[Aahz 06/16/97\]](#)

This power works similarly for immunity to the Thicket Basilisk ability, Fireball, and anything else that would kill it. [\[bethmo\]](#)

Disintegrate can cause it to be removed from the game, because the land is still damaged by the Disintegrate and Disintegrate only requires lethal damage to be on the land in order to remove it from the game.

[\[WotC Rules Team 09/22/95\]](#) Of course this only applies if the land is animated.

Extended tournaments (see Rule D.15) have always banned this card.

Conservator:

Info: Color=Artifact Type=Artifact Cost=4 ABUR4(U1)

Text(4th): {3},{Tap}: Prevent up to 2 damage to you.

Can prevent zero, one, or two points of damage to the player who controls this card, but there must be some damage to prevent in order to use it.

[\[WotC Rules Team 1995\]](#)

Note - See Damage Prevention, Rule G.13.

Note - Loss of life cannot be prevented. See Rule G.24.2.

Constant Mists:

Info: Color=Green Type=Instant Cost=1G SH(U1)

Text(SH): Buyback - Sacrifice a land. ; Creatures deal no combat damage this turn.

Note - Also see Buyback, Rule A.13.

Consuming Ferocity:

Info: Color=Red Type=Enchant Creature Cost=1R MI(U1)

Text(MI+errata): Play ~this~ only on a non-Wall creature. ; Enchanted creature gets +1/+0. ; During your upkeep, put a +1/+0 counter on enchanted creature. ; At the end of any upkeep, if that creature has three of these counters on it, destroy the creature and it deals damage equal to its power to its controller. The creature cannot be regenerated this turn. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

If you manage to get it above 3 counters without having it be around at the end of upkeep when it has exactly 3 counters, it will continue to grow and won't be killed. [\[Aahz 09/30/96\]](#) Phasing it out during the upkeep in which it has 3 counters is one way to do this.

It counts any +1/+0 counters on this card. You should ignore the word "these" on the card. [\[WotC Rules Team 03/19/98\]](#)

Contagion:

Note - Also see Pitch Spells, Rule E.10.

Contamination:

Info: Color=Black Type=Enchantment Cost=2B US(R1)

Text(US): During your upkeep, sacrifice a creature or sacrifice ~this~. ; Whenever a land is tapped for mana, it produces {B} instead of its normal type and amount.

The ability of this card is a continuous replacement ability (see Rule A.7.5). [\[WotC Rules Team 11/03/98\]](#)

Wild Growth and other external effects that generate more mana still generate their additional mana as directed without being affected by this card. [\[DeLaney 10/05/98\]](#) Effects which generate more mana based on what mana the land produces, such as Mana Flare will be affected in color but not in amount. [\[D'Angelo 10/22/98\]](#)

Contemplation:

Info: Color=White Type=Enchantment Cost=1WW SH(U1)

Text(SH): Whenever you successfully cast a spell, gain 1 life.

You do not gain life from the casting of Contemplation itself.

[\[Duelist Magazine #25, Page 30\]](#)

Contempt:

Info: Color=Blue Type=Enchant Creature Cost=1U SH(C1)

Text(SH): If enchanted creature attacks, return that creature and ~this~ to owner's hand at end of combat.

If the creature dies before the end of combat, neither will return to your hand. [\[Barclay 02/27/98\]](#)

If Contempt is moved to another creature after the creature attacks, Contempt will still return to your hand at end of combat whether or not the creature dies. [\[D'Angelo 03/23/98\]](#)

Contract from Below:

Info: Color=Black Type=Sorcery Cost=B ABUR(R1)

Text(ABU/RV+errata): Remove ~this~ from your deck before playing if not playing for ante. ; Discard your hand, then put the top card of your

library into your ante, then draw seven cards. [\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have banned this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card.
Note - The artist's name, Shuler was misspelled on the Limited Edition and Unlimited Edition versions of this card.

Control Magic:

Info: Color=Blue Type=Enchant Creature Cost=2UU ABUR4(U1)
Text(4th+errata): Gain control of enchanted creature. [\[Oracle 07/01/98\]](#)
Takes control of a creature, but enchantments on the creature do not change controller. [\[D'Angelo 06/01/98\]](#)
The controlled creature comes under your control with summoning sickness (see Rule G.39) so it cannot be tapped or used for an attack until you begin a turn with the creature in play. [\[Mirage, Page 14\]](#)

Convalescence:

Info: Color=White Type=Enchantment Cost=1W EX(R1)
Text(EX): During your upkeep, if you have 10 or less life, gain 1 life.
The ability is a phase ability (see Rule A.5), so it can only be used once per turn during upkeep. [\[Barclay 06/10/98\]](#) It is not optional.
The life total is checked only on resolution of the ability.
[\[Barclay 06/10/98\]](#)

Conversion:

Info: Color=White Type=Enchantment Cost=2WW ABUR4(U1)
Text(4th+errata): During your upkeep, pay {W}{W} or sacrifice ~this~. ; All mountains are plains. [\[Oracle 07/01/98\]](#)
The mountains becomes plains in all ways (see Rule K.18.3). They even produce white mana. [\[D'Angelo 06/01/98\]](#)
Will not add or remove Snow-Covered nature from a land. See Rule K.22.3. [\[Duelist Magazine #6, Page 132\]](#)
The Conversion effect is a continuous effect. There is no chance to tap a just-played mountain for red mana before it becomes a plains.
[\[D'Angelo 12/10/96\]](#)
Note - Also see Phase Cost, Rule A.6.

Conviction:

Info: Color=White Type=Enchant Creature Cost=1W SH(C1)
Text(SH): Enchanted creature gets +1/+3. ; {W}: Return ~this~ to owner's hand.

Convulsing Lcid:

Info: Color=Red Type=Summon Lcid Cost=2R SH(U1)
Text(SH+errata): 2/2 ; {R},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {R} to end this effect. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#)
Note - Also see Lcids, Rule E.8.

Copper Gnomes:

Info: Color=Artifact Type=Artifact Creature Cost=2 US(R1)
Text(US): 1/1. ; {4}, Sacrifice ~this~: Choose an artifact card in your hand and put that artifact into play.
You choose the artifact card on resolution. [\[bethmo 11/03/98\]](#)
You can use the ability if you have no artifacts in hand. It just does nothing on resolution. [\[DeLaney 10/05/98\]](#) If a player claims they have none, you may call a judge to verify that they don't have any.
[\[bethmo 11/03/98\]](#)

Copper Tablet:

Info: Color=Artifact Type=Artifact Cost=2 ABU(U1)
Text(ABU+errata): During each player's upkeep, ~this~ deals 1 damage to

that player. [\[Oracle 07/01/98\]](#)

The card type is "Artifact" and not "Continuous Artifact".

[\[Encyclopedia, Page 56\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Copy Artifact:

Info: Color=Blue Type=Enchantment Cost=1U ABUR(R1)

Text(RV+errata): "this" comes into play as a copy of target artifact card or artifact token, but also counts as a global enchantment.

[\[WotC Rules Team 03/31/98\]](#)

Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.

The target artifact to copy is chosen when casting this spell. If that target is not still in play when it resolves, this spell fizzles.

See Rule G.41.4. [\[WotC Rules Team 02/09/95\]](#)

If put into play without casting, the target is chosen right before it is put into play. See Rule G.31.3. [\[D'Angelo 06/05/98\]](#)

As a copy, Copy Artifact copies all base characteristics of the targeted artifact. This includes name, abilities, whether or not it is a creature and more. See Rule E.4.2. [\[WotC Rules Team 03/31/98\]](#)

The copy of the artifact is not still blue. It copies the color of the thing it is copying. [\[Duelist Magazine #14, Page 26\]](#)

The copy is both an artifact and an enchantment, so it is an artifact-enchantment. It can be affected by anything which affects either type of permanent. [\[D'Angelo 1994\]](#)

Classic (Type I) tournaments (see Rule D.13) restricted this card from 03/23/94 to 10/01/97.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 04/01/99.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95. It was previously restricted up until 05/02/95.

Coral Atoll:

Info: Color=Land Type=Land Cost=None VI(U1)

Text(VI+errata): "this" comes into play tapped. ; When "this" comes into play, return an untapped island you control to owner's hand or sacrifice "this". ; {Tap}: Add {U} and one colorless mana to your mana pool. [\[Oracle 07/01/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Coral Helm:

Info: Color=Artifact Type=Artifact Cost=3 AQ(U1)/45(R1)

Text(5th): {3}, Discard a card at random: Target creature gets +2/+2 until end of turn.

The cards are discarded from your hand during announcement and as a cost.

It is not a forced discard. [\[Duelist Magazine #11, Page 56\]](#)

Coral Merfolk:

Info: Color=Blue Type=Summon Merfolk Cost=1U US(C1)

Text(US): 2/1.

Coral Reef:

The removal of the counter in the second ability is a cost done on announcement along with the payment of one blue mana. The rest of the effect is a "Do A to do B" effect where A is tapping a blue creature you control and B is giving any creature a +0/+1 counter. [\[D'Angelo 10/23/95\]](#)

The blue creature that is tapped cannot be the one that gets the counter.

You cannot target the same creature with different parts of the same effect. [\[Aahz 06/13/96\]](#)

Corpse Dance:

Info: Color=Black Type=Instant Cost=2B TE(R1)

Text(TE+errata): Buyback {2} ; Take the top creature card in your graveyard and put that creature into play. The creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.

[\[Oracle 07/01/98\]](#)

Only removes the card from the game if the card is still in play at the

end of the turn. [\[DeLaney 05/04/98\]](#)
Note - Also see Buyback, Rule A.13.

Corrosion:

Info: Color=Multi Type=Enchantment Cost=1BR VI(R1)
Text(VI+errata): Cumulative Upkeep {1} ; During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, destroy the artifact. Creatures destroyed in this way cannot be regenerated this turn. ; If ~this~ leaves play, remove all rust counters from the game. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Does not destroy anything until its upkeep effect is resolved. So the turn after you cast it, all 0-cost and 1-cost artifacts are buried.

[\[bethmo 01/28/97\]](#) In other words, the burial is part of the upkeep effect and is not a continuous effect or part of the counters.

When it leaves play, it removes all rust counters from all instances of Corrosion and not just ones from itself. [\[Aahz 01/29/97\]](#)

It does count rust counters put on artifacts by other Corrosion cards. This means that having more than one of these can result in fast destruction of artifacts. [\[Oracle 07/01/98\]](#)

In multiplayer games, can choose a different target player each time the ability is used. [\[DeLaney 02/02/97\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Corrupt:

Info: Color=Black Type=Sorcery Cost=5B US(C1)
Text(US): ~this~ deals 1 damage to target creature or player for each swamp you control. When ~this~ successfully deals damage to a creature or player, gain life equal to that damage.
The swamps are counted on resolution. [\[DeLaney 10/05/98\]](#)

Corrupting Lcid:

Info: Color=Black Type=Summon Lcid Cost=2B SH(U1)
Text(SH+errata): 2/2 ; {B},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {B} to end this effect. [\[WotC Rules Team 12/18/97\]](#)

[\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#)

Note - Also see Licids, Rule E.8.

Cosmic Horror:

Info: Color=Black Type=Summon Horror Cost=3BBB LG(R1)/4(R1)
Text(4th+errata): 7/7, First Strike ; During your upkeep, pay {3}{B}{B}{B} or sacrifice ~this~ and it deals 7 damage to you. [\[Oracle 07/01/98\]](#)

Note - Also see Phase Cost, Rule A.6.

Counterspell:

Info: Color=Blue Type=Interrupt Cost=UU ABUR4(U1)/5(C1)/IA(C1)/TE(C1)
Text(4th/5th/IA/TE): Counter target spell.

Cradle Guard:

Info: Color=Green Type=Summon Treefolk Cost=1GG US(U1)
Text(US): 4/4, Trample. Echo.

Note - Also see Trample, Rule A.27.

Note - Also see Echo, Rule A.16.

Crashing Boars:

Info: Color=Green Type=Summon Boars Cost=3GG EX(U1)
Text(EX): 4/4 ; If ~this~ attacks, defending player chooses an untapped creature he or she controls. That creature blocks ~this~ this turn if able.

The ability is not optional. If there are no untapped creatures to choose, then the ability does nothing. [\[Barclay 06/10/98\]](#)

If the chosen creature is not still untapped at the time blockers are declared, it does not have to block. [\[DeLaney 06/10/98\]](#)

Crash of Rhinos:

Note - Also see Trample, Rule A.27.

Crater Hellion:

Info: Color=Red Type=Summon Beast Cost=4RR US(R1)

Text(US): 6/6. Echo. ; When ~this~ comes into play, it deals 4 damage to each other creature.

Does 4 damage to every creature in play other than itself.

[\[DeLaney 10/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Echo, Rule A.16.

Craven Giant:

Info: Color=Red Type=Summon Giant Cost=2R SH(C1)

Text(SH): 4/1 ; ~this~ cannot block.

Craw Giant:

Info: Color=Green Type=Summon Giant Cost=3GGGG LG(U1)/CH(U3)/5(U1)

Text(5th): 6/4, Trample, Rampage 2.

Note - Also see Rampage, Rule A.25.

Note - Also see Trample, Rule A.27.

Crawlspace:

Info: Color=Artifact Type=Artifact Cost=3 UL(R1)

Text(UL): No more than two creatures can attack you each combat.

Craw Wurm:

Info: Color=Green Type=Summon Wurm Cost=4GG ABUR45(C1)

Text(ABU/RV/4th/5th): 6/4.

Crazed Armodon:

Info: Color=Green Type=Summon Elephant Cost=2GG TE(R1)

Text(TE): 3/3 ; {G}: ~this~ gets +3/+0 and gains trample until end of turn.

At end of turn, destroy ~this~. Use this ability only once each turn.

Note - Also see Trample, Rule A.27.

Crazed Skirge:

Info: Color=Black Type=Summon Imp Cost=3B US(U1)

Text(US): 2/2, Flying. ~this~ is unaffected by summoning sickness.

Creature Bond:

Info: Color=Blue Type=Enchant Creature Cost=1U ABUR4(C1)

Text(4th+errata): If enchanted creature is put into any graveyard, ~this~ deals to that creature's controller damage equal to the creature's toughness. [\[Oracle 07/01/98\]](#)

You do not take damage if Swords to Plowshares is used on the creature.

Swords to Plowshares causes the card to leave the game, not to be destroyed. [\[Snark 1994\]](#)

Creeping Mold:

Info: Color=Green Type=Sorcery Cost=2GG VI(U1)

Text(VI): Destroy target artifact, land, or enchantment.

Crevasse:

Info: Color=Red Type=Enchantment Cost=2R LG(U1)

Text(LG): Creatures with mountainwalk may be blocked as though they did not have that ability.

Extended tournaments (see Rule D.15) have always banned this card.

Crimson Kobolds:

Info: Color=Red Type=Summon Kobolds Cost=0 LG(C2)

Text(LG+errata): 0/1 ; ~this~ counts as red instead of colorless.

[\[Oracle 07/01/98\]](#)

Remember that "counts as" text is not an ability (see Rule G.10.3), and it applies when this card is not in play (see Rule G.10.2).

[\[Oracle 07/01/98\]](#)

The casting cost is not a mistake. [\[D'Angelo 1994\]](#)

The text on the card explaining the color can be affected with Sleight of Mind. [\[Duelist Magazine 18, Page 29\]](#) Changing this wording affects the base color of the card much like changing the mana symbols on a card would do. [\[D'Angelo 12/04/96\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Crookshank Kobolds.

Crimson Manticore:

Info: Color=Red Type=Summon Manticore Cost=2RR LG(R1)/45(R1)
Text(5th): 2/2, Flying ; {R},{Tap}: ~this~ deals 1 damage to target attacking or blocking creature.

Crimson Roc:

Info: Color=Red Type=Summon Roc Cost=4R MI(U1)
Text(MI+errata): 2/2, Flying ; If ~this~ blocks any creatures without flying, ~this~ gets +1/+0 and gains first strike until end of turn.
[\[Oracle 07/01/98\]](#)
It gets the bonus only once no matter how many non-flying creatures it blocks. [\[bethmo 02/24/99\]](#)

Crookshank Kobolds:

Info: Color=Red Type=Summon Kobolds Cost=0 LG(C2)
Text(LG+errata): 0/1 ; ~this~ counts as red instead of colorless.
[\[Oracle 07/01/98\]](#)
Remember that "counts as" text is not an ability (see Rule G.10.3), and it applies when this card is not in play (see Rule G.10.2).
[\[Oracle 07/01/98\]](#)

The casting cost is not a mistake. [\[D'Angelo 1994\]](#)
The text on the card explaining the color can be affected with Sleight of Mind. [\[Duelist Magazine 18, Page 29\]](#) Changing this wording affects the base color of the card much like changing the mana symbols on a card would do. [\[D'Angelo 12/04/96\]](#) It used to be explanatory text and was not Sleightable.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Crimson Kobolds.

Crop Rotation:

Info: Color=Green Type=Instant Cost=G UL(C1)
Text(UL): At the time you play ~this~, sacrifice a land. ; Search your library for a land card and put that land into play. Shuffle your library afterwards.
Sacrificing a land is part of the play cost (see Rule K.21) of this spell.
[\[Barclay 02/09/99\]](#)

Crossbow Ambush:

Info: Color=Green Type=Instant Cost=G SH(C1)
Text(SH): All creatures you control can block creatures with flying until end of turn.
This effect only allows them to block creatures with Flying as if they did not have Flying. It does not allow a otherwise unblockable creature to be blocked. [\[Duelist Magazine #25, Page 30\]](#)

Crosswinds:

Info: Color=Green Type=Enchantment Cost=1G US(U1)
Text(US): All creatures with flying get -2/-0.

Crovax, the Cursed:

Info: Color=Black Type=Summon Legend Cost=2BB SH(R1)
Text(SH): 0/0 ; ~this~ counts as a Vampire. ; ~this~ comes into play with four +1/+1 counters on it. ; During your upkeep, sacrifice a creature and put a +1/+1 counter on ~this~, or remove a +1/+1 counter from ~this~. ; {B}: ~this~ gains flying until end of turn.
Can sacrifice itself to its upkeep cost. [\[Barclay 02/27/98\]](#)
You can only sacrifice one card to it each turn (see Rule A.6.8).
[\[D'Angelo 10/12/98\]](#)
If you choose not to sacrifice a creature and he has no +1/+1 counters, then nothing bad happens. [\[DeLaney 01/13/99\]](#) Note that some other effect must

be keeping him alive if he has no counters.
Note - Also see Legendary Permanents, Rule K.19.

Crown of Flames:

Info: Color=Red Type=Enchant Creature Cost=R TE(C1)
Text(TE): {R}: Enchanted creature gets +1/+0 until end of turn. ;
{R}: Return ~this~ to owner's hand.

Crown of the Ages:

Info: Color=Artifact Type=Artifact Cost=2 IA(R1)/5(R1)
Text(5th+errata): {4},{Tap}: Move target local enchantment from one creature to another. [\[Oracle 07/01/98\]](#)

Can move any enchantment on a creature to another valid creature target.

Mostly this refers to enchant creature cards, but enchant artifact cards on an artifact creature or enchant land cards on a land creature could also be moved to legal targets. [\[D'Angelo 06/23/95\]](#)

Only targets the enchantment and not either creature. [\[Aahz 07/09/95\]](#)

This means it can move enchantments onto a creature which cannot normally be targeted by spells and effects if the enchantment is legal on that target.

The enchantment's new target must be legal. [\[D'Angelo 01/14/99\]](#)

Note - Also see Moving Enchantments, Rule E.9.

Crumble:

Info: Color=Green Type=Instant Cost=G AQ(C4)/R45(U1)
Text(5th+errata): Destroy target artifact. That artifact's controller gains an amount of life equal to its total casting cost. Creatures destroyed in this way cannot regenerate this turn. [\[Oracle 07/01/98\]](#)

If the target artifact becomes illegal before resolution, the player does not gain any life. [\[Duelist Magazine #5, Page 23\]](#)

Crusade:

Info: Color=White Type=Enchantment Cost=WW ABUR45(R1)
Text(4th/5th): All white creatures get +1/+1.

Crypt Cobra:

The effect is not an optional "Is Not Blocked Ability". It is triggered at the end of blocker declaration and gives a poison counter to the defender if the Cobra is not blocked. [\[bethmo 12/03/96\]](#)

Crypt Rats:

Info: Color=Black Type=Summon Rats Cost=2B VI(C1)
Text(VI): 1/1 ; {X}: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way.

Crystal Chimes:

Info: Color=Artifact Type=Artifact Cost=3 US(U1)
Text(US): {3},{Tap}, Sacrifice ~this~: Return all enchantment cards from your graveyard to your hand.

Crystalline Sliver:

Info: Color=Multi Type=Summon Sliver Cost=WU SH(U1)
Text(SH): 2/2 ; Slivers cannot be the target of spells or abilities.

This card makes slivers untargetable. What this means is that no spell or ability with the word "target" in its text can be announced with a Sliver as the target. If the spell or ability does not use the word "target", then Crystalline Sliver does not protect the slivers from it. It is very important to remember that cards can be affected without targeting them! [\[D'Angelo 06/11/98\]](#) For example, none of the Slivers use the word "target" when granting Sliver abilities.

Note - Also see Targeting--Is Something Targeted, Rule G.42.

Crystal Rod:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th): {1}: Gain 1 life. Use this ability only when a blue spell is successfully cast and only once for each such spell.

Culling the Weak:

Info: Color=Black Type=Mana Source Cost=B EX(C1)

Text(EX): Sacrifice a creature: Add {B}{B}{B}{B} to your mana pool.

You cannot sacrifice more than one creature to get extra mana.

[Barclay 06/10/98] See Rule K.21.3.

As a Mana Source, it does not come into play. It goes to the graveyard when it resolves. [Barclay 06/10/98] See Rule K.20.1.

Cuombajj Witches:

Info: Color=Black Type=Summon Witches Cost=BB AN(C4)/CH(C3)

Text(CH+errata): 1/3 ; {Tap}: ~this~ deals 1 damage to target creature or player of your choice and 1 damage to target creature or player of an opponent's choice. [Oracle 07/01/98] [WotC Rules Team 02/01/98]

Both targets are chosen on announcement, but you choose your target before the opponent chooses. [WotC Rules Team 08/17/95]

It does not target the opponent, but you still choose an opponent.

[WotC Rules Team 02/01/98]

Your opponent is counted as the one choosing their target for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

If either target becomes invalid, the other one is still affected.

[Aahz 05/23/95]

In multiplayer games you can choose a different opposing player each time it is used. [Duelist Magazine #4, Page 64] You also don't have to choose the same player that you targeted with the effect (or whose creature you targeted).

Cunning:

Info: Color=Blue Type=Enchant Creature Cost=1U EX(C1)

Text(EX): Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice ~this~ at end of turn.

Curfew:

Info: Color=Blue Type=Instant Cost=U US(C1)

Text(US+errata): Each player who controls a creature card chooses one of them and returns it to owner's hand. [WotC Rules Team 10/18/98]

The current player chooses first. [Urza's FAQ 10/05/98]

All choices are made on announcement. [DeLaney 10/20/98]

Curiosity:

Info: Color=Blue Type=Enchant Creature Cost=U EX(U1)

Text(EX): If enchanted creature damages an opponent, you may draw a card.

You draw one card each time the enchanted creature damages the opponent.

This is not one card per point of damage. [Barclay 06/10/98]

If put on your opponent's creature, you do not draw a card when that creature damages you. The creature has to damage your opponent in order to have this work. [D'Angelo 11/10/98]

Curse Artifact:

Info: Color=Black Type=Enchant Artifact Cost=2BB DK(U2)

Text(DK+errata): During the upkeep of enchanted artifact's controller, that player sacrifices that artifact or ~this~ deals 2 damage to him or her.

[Oracle 07/01/98]

Cursed Flesh:

Info: Color=Black Type=Enchant Creature Cost=B EX(C1)

Text(EX): Enchanted creature gets -1/-1 and cannot be blocked except by artifact creatures and black creatures.

Cursed Land:

Info: Color=Black Type=Enchant Land Cost=2BB ABUR45(U1)

Text(5th): During the upkeep of enchanted land's controller, ~this~ deals 1 damage to him or her.

Cursed Rack:

Info: Color=Artifact Type=Artifact Cost=4 AQ(C1)/4(U1)

Text(4th+errata): During target opponent's discard phase, that player

chooses four cards in his or her hand and discards the rest.

[\[Oracle 07/01/98\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

This card's ability is a phase ability (see Rule A.5) that makes a player discard down to 4 cards during their discard phase. This is in addition to the normal discard down to 7 cards at the end of the discard phase.

It is a forced discard. [\[D'Angelo 02/12/97\]](#)

The player plays this phase ability (see Rule A.5) during their discard phase, but the controller of the Cursed Rack still controls the discard effect. [\[D'Angelo 05/04/98\]](#)

This card has no effect if the discard phase is skipped due to a card like Library of Leng. [\[D'Angelo 06/05/98\]](#)

Cursed Scroll:

Info: Color=Artifact Type=Artifact Cost=1 TE(R1)

Text(TE+errata): {3},{Tap}: Name a card. An opponent chooses a card at random from your hand and reveals it to all players. If he or she chooses the named card, ~this~ deals 2 damage to target creature or player.

[\[WotC Rules Team 12/18/97\]](#) [\[WotC Rules Team 02/01/98\]](#)

You name the card, choose an opponent, and choose a target creature or player all during the announcement of the ability. No choices are made on resolution. [\[D'Angelo 02/01/98\]](#)

It does not target the opponent, but you still choose an opponent.

[\[WotC Rules Team 02/01/98\]](#)

If you have no cards in hand, you still have to name a card, but your opponent does not pick one. The card they chose cannot match the card you named, since they didn't get to pick one, so the Cursed Scroll does not deal any damage. [\[D'Angelo 05/18/98\]](#)

Tempest/Stronghold/Exodus block format tournaments (see Rule D.18.5) have banned this card since 07/01/98.

Cursed Totem:

Affects anything with an activation cost, which is anything written as "Cost: effect". No colon and it's not an activation cost.

[\[bethmo 09/19/96\]](#) It can still be a cost, but not an activation cost.

Remember this is only creature abilities and not abilities of enchantments which are on creatures. [\[bethmo 09/19/96\]](#)

Does not prevent creature cards which are not in play from having their abilities used. For example, Elvish Spirit Guide and Ashen Ghoul.

This is because they are not "creatures", they are "creature cards" when they are not in play. [\[Duelist Magazine #19, Page 30\]](#)

Does not prevent creature abilities which are played as mana sources, because no spell or ability can prevent mana sources from being played.

[\[WotC Rules Team 10/06/97\]](#) So Llanowar Elves' ability can be played.

Cycle of Life:

Only works on summoned creatures, not ones that entered play by other means.

[\[bethmo 12/03/96\]](#)

Cyclone:

Info: Color=Green Type=Enchantment Cost=2GG AN(U3)/CH(U1)

Text(CH+errata): During your upkeep, put a wind counter on ~this~. Then pay {G} for each wind counter on ~this~ and ~this~ deals damage equal to the number of these counters to each creature and player, or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

The ability is a phase ability (see Rule A.5), not a phase cost (see Rule A.6). [\[D'Angelo 07/21/98\]](#)

You are given the choice to pay or not pay during the resolution.

[\[D'Angelo 07/21/98\]](#)

Cyclopean Mummy:

Info: Color=Black Type=Summon Mummy Cost=1B LG(C2)/4(C1)

Text(4th+errata): 2/1 ; If ~this~ is put into any graveyard from play, remove ~this~ from the game. [\[Oracle 07/01/98\]](#)

The Mummy does go to the graveyard and trigger abilities (such as Soul Net) which watch for something going to the graveyard. It then leaves the game as a triggered ability (see Rule A.8). [\[bethmo 06/22/94\]](#)
It does not leave the game if it goes to the graveyard from someplace other than "in play". This includes discarding from your hand or if the spell is countered. [\[bethmo 06/27/94\]](#)

Cyclopean Tomb:

Info: Color=Artifact Type=Artifact Cost=4 ABU(R1)
Text(ABU+errata): Effects generated by ~this~ do not end if it leaves play. Instead, during each upkeep, choose one of those effects, and that effect ends. ; {2},{Tap}: Target nonswamp land is a swamp. Use this ability only during your upkeep. [\[Oracle 07/01/98\]](#)

The card is of type "Artifact" and not "Mono Artifact".

[\[Duelist Magazine #3, Page 79\]](#)

A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced too. [\[Mirage, Page 58\]](#) See Rule K.18.3.

Will not add or remove Snow-Covered nature from a land. See Rule K.22.3.

[\[Duelist Magazine #6, Page 132\]](#)

If by any chance more than one counter is on the same land, you can remove older ones before newer ones. For example Mountain changed to Swamp by the Tomb, then someone Phantasmal Terrains the land to Island, then you Swamp it again. Removing the newest counter reverts the land to an Island. Removing the oldest one leaves the newer one in effect.

[\[bethmo 05/09/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - No casting cost was listed in the Alpha printing of the Limited Edition. This was corrected in the Beta printing.

[\[Duelist Magazine #2, Page 68\]](#)

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Dakkon Blackblade:

Info: Color=Multi Type=Summon Legend Cost=2BUUW LG(R1)/CH(U1)
Text(CH): */* ; ~this~ has power and toughness each equal to the number of lands you control.

Note - Also see Legendary Permanents, Rule K.19.

Damping Engine:

Info: Color=Artifact Type=Artifact Cost=4 UL(R1)
Text(UL): A player who controls more permanents than any other cannot play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

It prevents players from playing a land by the normal means or from casting artifact, summon, or enchantment spells. It does not prevent a land, artifact, creature or enchantment from being put into play by some other means. [\[Urza's Legacy FAQ 02/03/99\]](#)

Sacrificing a permanent to this card is played as an instant.

[\[Barclay 02/13/99\]](#)

You can only sacrifice a permanent to this card if you have more permanents than any other player, and you have not already resolved a use of the sacrifice ability this turn. The ability to sacrifice a card is itself part of the effect that is ignored once you use it. [\[Barclay 02/09/99\]](#)

Damping Field:

Info: Color=White Type=Enchantment Cost=2W AQ(U3)
Text(AQ+errata): Players cannot untap more than one artifact during their untap phases. [\[Oracle 07/01/98\]](#)

Does not prevent artifacts (such as Colossus of Sardia) from untapping during upkeep. [\[D'Angelo 1994\]](#)

Artifact creatures are artifacts. They are affected so only one may untap. If Smoke is also in play, then untapping an artifact creature counts as your one creature and as your one artifact. [\[D'Angelo 1994\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Dance of Many:

Info: Color=Blue Type=Enchantment Cost=UU DK(U1)/CH(U1)/5(R1)
Text(5th+errata): During your upkeep, pay {U}{U} or bury ~this~. ; When you play ~this~, choose target summon card. When ~this~ comes into play, put a token creature into play and treat it as a copy of that summon card. If either ~this~ or the token creature leaves play, bury the other.

[\[WotC Rules Team 03/31/98\]](#)

Note - Also see Copy Cards, Rule E.4.

Treat the token as a just-summoned creature of the appropriate type. If that creature normally gets counters upon being cast, the token creature gets counters. [\[bethmo 08/10/94\]](#)

Can be used on any creature which is a Summon card, even if the creature is in play only because of Animate Dead. In the case of Animate Dead, the copy does not have the -1 power penalty. [\[WotC Rules Team 09/30/94\]](#)

Destroying the creature which was copied will not cause the token creature to be destroyed as well. [\[Aahz 10/21/94\]](#)

This spell is targeted and checks the validity of the target when declared and when resolving. If the creature is not still there when the copy resolves, the spell fizzles. [\[WotC Rules Team 02/09/95\]](#)

The casting cost is copied. This makes Dance of Many the only exception to the rule that token creatures have a casting cost of zero.

[\[Aahz 11/13/95\]](#)

The creature is still considered a token creature, so if you happen to copy a Drudge Skeleton, the Skeleton token would still be susceptible to Drudge Spell. [\[Aahz 03/02/96\]](#)

The remove from play effects are from Dance of Many and not from the token.

[\[D'Angelo 10/01/96\]](#) This means that a copy of the token creature will not be subject to the remove from play effect. [\[D'Angelo 05/19/97\]](#)

Each Dance of Many is associated only with its token creature. If one leaves play, only the corresponding token is affect, not all tokens from all instances of Dance of Many. [\[D'Angelo 05/19/97\]](#)

Note - Also see Comes Into Play abilities, Rule E.3.

Note - Also see Phase Cost, Rule A.6.

Note - Also see Token Creatures, Rule K.25.

Dance of the Dead:

Info: Color=Black Type=Enchantment Cost=1B IA(U1)

Text(IA+errata): When you play ~this~, choose target creature card in any graveyard. When ~this~ comes into play, put that creature into play, tapped, and ~this~ becomes a creature enchantment that targets the creature. ; Enchanted creature gets +1/+1 and does not untap during its controller's untap phase. ; At the end of his or her upkeep, the creature's controller may pay an additional {1}{B} to untap it. ; If ~this~ leaves play, sacrifice the creature. [\[Oracle 07/01/98\]](#)

[\[Oracle Update 11/11/98\]](#)

As errata, it is now of card type "Enchantment" and not "Enchant Dead Creature". [\[Wotc Rules Team 06/01/97\]](#)

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

Enters play as a global enchantment and then becomes an Enchant Creature as a triggered ability upon entering play. It follows all the rules for Enchant Creature cards from then on. [\[WotC Rules Team 03/14/97\]](#) (Borrowed from Necromancy rulings)

The bringing of the creature into play and then putting Dance of the Dead on it is all done as one triggered ability. [\[bethmo 02/25/97\]](#) (Borrowed from Necromancy rulings)

As a local enchantment, its only legal target is the one chosen when it entered play, thus there is no other legal target to move it to with Enchantment Alteration. [\[WotC Rules Team 03/14/97\]](#) (Borrowed from Necromancy rulings)

In general, an animated creature comes out as if it were just cast. Any X in the casting cost is zero. So animating a Rock Hydra gives you a hydra with zero heads. [\[Mirage, Page 31\]](#)

You can Dance of the Dead a creature which was discarded from a hand and therefore was never in play. [\[D'Angelo 06/01/97\]](#)

Dance of the Dead becomes a creature enchantment spell and so it does activate the Rabid Wombat and trigger other cards which use creature enchantments. [\[Aahz 06/06/97\]](#)

This is a targeted effect. Note that cards in the graveyard do not have Protection from Color abilities, but it may fizzle because the target is removed before the effect resolves. [\[WotC Rules Team 05/10/95\]](#)

(Based on Animate Dead ruling)

When Dance of the Dead leaves play, the creature it is buried. A death event is still generated. [\[WotC Rules Team 05/10/95\]](#) This happens even if there is another Animate Dead or Dance of the Dead on the creature since if even one is removed, the creature is buried as a triggered effect. [\[Duelist Magazine #8, Page 51\]](#)

If more than one Dance of the Dead ends up on a creature, each contributes a +1/+1 and an additional {1}{B} to the untap cost. [\[D'Angelo 09/25/95\]](#)

The caster of Dance of the Dead is not considered the "caster" of the creature that is brought back into play. The "caster" is the "owner."

[\[Duelist Magazine #5, Page 123\]](#) (Based on Animate Dead ruling)

Dancing Scimitar:

Info: Color=Artifact Type=Artifact Creature Cost=4 AN(U2)/R45(R1)

Text(AN/RV/4th/5th): 1/5, Flying.

Dandan:

Info: Color=Blue Type=Summon Dandan Cost=UU AN(C4)/CH(C3)/5(C1)

Text(5th): 4/1, Islandhome.

Note - Also see Landhome, Rule A.21.

Daraja Griffin:

Info: Color=White Type=Summon Griffin Cost=3W VI(U1)

Text(VI): 2/2, Flying ; Sacrifice ~this~: Destroy target black creature.

Daring Apprentice:

As errata, the ability is played as an interrupt.

[\[Duelist Magazine #14, Page 26\]](#)

Dark Banishing:

Info: Color=Black Type=Instant Cost=2B IA(C1)/MI(C1)/TE(C1)

Text(TE): Destroy target nonblack creature. That creature cannot be regenerated this turn.

Darkest Hour:

Info: Color=Black Type=Enchantment Cost=B US(R1)

Text(US): All creatures are black.

All creatures are black instead of whatever color(s) they were before.

[\[DeLaney 10/05/98\]](#)

Dark Hatchling:

Info: Color=Black Type=Summon Horror Cost=4BB US(R1)

Text(US): 3/3, Flying. ; When ~this~ comes into play, destroy target nonblack creature. That creature cannot be regenerated this turn.

Note - Also see Comes Into Play Abilities, Rule E.3.

Dark Heart of the Wood:

Info: Color=Multi Type=Enchantment Cost=BG DK(C3)

Text(DK+errata): Sacrifice a forest: Gain 3 life. [\[Oracle 07/01/98\]](#)

The text on the card explaining the color is considered to be explanatory and not characteristic text. This means that it cannot be affected by Sleight of Mind. [\[Duelist Magazine #3, Page 22\]](#) This is true even under the new rulings made on 12/03/96 for the Crimson Kobolds (and other Kobolds).

This card can have its color changed by a lace spell but not by

Sleight of Mind. [\[WotC Rules Team 09/15/94\]](#)

[\[Duelist Magazine 18, Page 29\]](#)

Darkling Stalker:

Info: Color=Black Type=Summon Spirit Cost=3B TE(C1)

Text(TE): 1/1 ; {B}: Regenerate ~this~ ; {B}: ~this~ gets +1/+1 until end of turn.

Dark Maze:

Info: Color=Blue Type=Summon Wall Cost=4U HL(C4)/5(C1)
Text(5th): 4/5 ; {0}: ~this~ can attack this turn as though it were not a Wall. At end of turn, remove ~this~ from the game.

Darkness:

Info: Color=Black Type=Instant Cost=B LG(C1)
Text(LG+errata): Creatures deal no combat damage this turn.
[\[Oracle 07/01/98\]](#)
Note - Also see Fog Effects, Rule E.6.

Darkpact:

Info: Color=Black Type=Sorcery Cost=BBB ABUR(R1)
Text(RV+errata): Remove ~this~ from your deck before playing if not playing for ante. ; If there is at least one card in your library, exchange all cards in any ante with the top card of your library. [\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have banned this card since 01/25/94 since it is only used in games for Ante.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Dark Privilege:

Info: Color=Black Type=Enchant Creature Cost=1B VI(C1)
Text(VI): Enchanted creature gets +1/+1. ; Sacrifice a creature: Regenerate enchanted creature.

Dark Ritual:

Info: Color=Black Type=Mana Source Cost=B
ABUR45(C1)/IA(C1)/MI(C1)/TE(C1)/US(C1)
Text(5/MI/TE/US): Add {B}{B}{B} to your mana pool.
This card, as with all Mana Source cards, goes to the graveyard when it resolves. It does not stay in play. [\[D'Angelo 09/02/97\]](#)
Note - Versions prior to Mirage had this spell of type interrupt instead of mana source.

Dark Sphere:

Info: Color=Artifact Type=Artifact Cost=0 DK(U2)
Text(DK+errata): {Tap}, Sacrifice ~this~: Prevent half of the damage, rounded down, dealt to you from any source. [\[Oracle 07/01/98\]](#)
Prevents half the damage from that source which is currently unprevented, not half of what was originally assigned. So two of them will result in 1/4 damage, not zero damage. This is because you apply them sequentially, not simultaneously. [\[Duelist Magazine #3, Page 7\]](#)

Darkwatch Elves:

Info: Color=Green Type=Summon Elves Cost=2G UL(U1)
Text(UL): 2/2, Protection from Black ; Cycling {2}.
Note - Also see Cycling, Rule A.15.
Note - Also see Protection, Rule A.24.

Daughter of Autumn:

The ability fizzles if the creature is not still white on resolution.
[\[Aahz 06/16/97\]](#)

Dauthi Cutthroat:

Info: Color=Black Type=Summon Minion Cost=1B EX(U1)
Text(EX): 1/1, Shadow ; {B}{1},{Tap}: Destroy target creature with shadow.
Note - Also see Shadow, Rule A.26.

Dauthi Embrace:

Info: Color=Black Type=Enchantment Cost=2B TE(U1)
Text(TE): {B}{B}: Target creature gains shadow until end of turn.
Note - Also see Shadow, Rule A.26.

Dauthi Ghoul:

Info: Color=Black Type=Summon Zombie Cost=1B TE(U1)

Text(TE): 1/1, Shadow ; Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on ~this~.

Note - Also see Shadow, Rule A.26.

Dauthi Horror:

Info: Color=Black Type=Summon Beast Cost=1B TE(C1)

Text(TE): 2/1, Shadow ; ~this~ cannot be blocked by white creatures.

Note - Also see Shadow, Rule A.26.

Dauthi Jackal:

Info: Color=Black Type=Summon Hound Cost=2B EX(C1)

Text(EX): 2/1, Shadow ; {B}{B}, Sacrifice ~this~: Destroy target blocking creature.

This creature does not have to be an attacker or blocker to use its ability.

[\[Barclay 06/10/98\]](#)

Note - Also see Shadow, Rule A.26.

Dauthi Marauder:

Info: Color=Black Type=Summon Minion Cost=2B TE(C1)

Text(TE): 3/1, Shadow.

Note - Also see Shadow, Rule A.26.

Dauthi Mercenary:

Info: Color=Black Type=Summon Knight Cost=2B TE(U1)

Text(TE): 2/1, Shadow ; {1}{B}: ~this~ gets +1/+0 until end of turn.

Note - Also see Shadow, Rule A.26.

Dauthi Mindripper:

Info: Color=Black Type=Summon Minion Cost=3B TE(U1)

Text(TE): 2/1, Shadow ; Sacrifice ~this~: Defending player chooses and discards three cards. Use this ability only if ~this~ is attacking and unblocked.

Note - Also see Shadow, Rule A.26.

Dauthi Slayer:

Info: Color=Black Type=Summon Soldier Cost=BB TE(C1)

Text(TE): 2/2, Shadow ; Each turn, ~this~ attacks if able.

Note - Also see Shadow, Rule A.26.

Dauthi Trapper:

Info: Color=Black Type=Summon Minion Cost=2B SH(U1)

Text(SH): 1/1 ; {Tap}: Target creature gains shadow until end of turn.

Note - Also see Shadow, Rule A.26.

Dauthi Warlord:

Info: Color=Black Type=Summon Soldier Cost=1B EX(U1)

Text(EX): */1, Shadow ; ~this~ has power equal to the number of creatures with shadow in play.

It counts creatures with the Shadow ability controlled by all players.

[\[Barclay 06/10/98\]](#)

Note - Also see Shadow, Rule A.26.

D'Avenant Archer:

Info: Color=White Type=Summon Archer Cost=2W LG(C2)/CH(C3)/5(C1)

Text(CH/5th): 1/2 ; {Tap}: ~this~ deals 1 damage to target attacking or blocking creature.

Does damage immediately and may kill the creature before damage dealing.

[\[Aahz 06/17/94\]](#)

Dazzling Beauty:

Info: Color=White Type=Instant Cost=2W MI(C1)

Text(MI+errata): Play only when defense is chosen. Target unblocked attacking creature is considered blocked. Draw a card at the beginning of the next turn.

[\[Duelist Magazine #15, Page 28\]](#) [\[Duelist Magazine #18, Page 28\]](#)

Does not trigger most blocking abilities since most of them say they happen when a creature blocks, not when the blocked without a creature.

[D'Angelo 11/11/96] Keeper of Tresserhorn's effect can be stopped, as can effects of "Is Not Blocked Ability" creatures.
Works on unblockable creatures. **[bethmo 11/18/96]** Or on creatures that have special blocking requirements such as when Goblin War Drums is in effect. **[bethmo 01/22/97]**
Is not very useful against Trample creatures since Trample damage comes through as if a zero toughness creature blocked the Trampler.
[Duelist Magazine #16, Page 28] See Rule A.27.3.
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Deadfall:

Info: Color=Green Type=Enchantment Cost=2G LG(U1)
Text(LG+errata): Creatures with forestwalk may be blocked as though they did not have that ability. **[Oracle 07/01/98]**
Extended tournaments (see Rule D.15) have always banned this card.

Deadhead:

Info: Color=Black Type=Summon Zombie Cost=B3 UG(C1)
Text(UG): 3/3 ; Put ~this~ into play. Use this ability only if any opponent loses contact with his or her hand of cards and only if ~this~ is in your graveyard.
To "lose contact" means to not be in direct physical contact with any of the cards in your hand. **[QAS 09/09/98]** Being in contact with at least one card from your hand (if you hand has any cards) means you are still in contact.
If you've got no cards in your hand, you can't lose contact with it.
[QAS 09/09/98]
Deadhead says nothing about which part of your opponent must touch his hand of cards - any part will do. Clothes (including gloves) do not count as part of your opponent. **[Barclay 08/13/98]**
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Deadly Insect:

The no-target ability does not work when it's not in play. So it can be targeted in the graveyard or while being cast. **[bethmo 08/21/96]**

Deadshot:

Info: Color=Red Type=Sorcery Cost=3R TE(R1)
Text(TE): Tap target creature. That creature deals damage equal to its power to another target creature.
Deadshot can target a creature which is already tapped as its first target, and it will still damage the second target. This is because it taps that creature as an effect, not as a cost. **[Duelist Magazine #23, Page 22]**

Deathgrip:

Info: Color=Black Type=Enchantment Cost=BB ABUR45(U1)
Text(4th/5th): {B}{B}: Counter target green spell. Play this ability as an interrupt.

Deathlace:

Info: Color=Black Type=Interrupt Cost=B ABUR4(R1)
Text(4th+errata): Target permanent or spell becomes black permanently. (If this spell targets a permanent, play it as an instant.) **[Oracle 07/01/98]**
See Chaoslace for rulings.
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.
[D'Angelo 01/18/99]

Death Pits of Rath:

Info: Color=Black Type=Enchantment Cost=3BB TE(R1)
Text(TE): Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.

Death's Duet:

Info: Color=Black Type=Sorcery Cost=2B EX(C1)
Text(EX): Return two target creature cards from your graveyard to your hand.
You cannot cast this spell if you only have one creature card in your graveyard. [\[Barclay 06/10/98\]](#)

Death Speakers:

Info: Color=White Type=Summon Speakers Cost=W HL(U3)/5(C1)
Text(HL/5th): 1/1, Protection from Black.
Note - Also see Protection, Rule A.24.

Death Stroke:

Info: Color=Black Type=Sorcery Cost=BB SH(C1)
Text(SH): Destroy target tapped creature.

Death Ward:

Info: Color=White Type=Instant Cost=W ABUR45(C1)/IA(C1)
Text(4th/5th): Regenerate target creature.

Death Watch:

Info: Color=Black Type=Enchant Creature Cost=B VI(C1)
Text(VI): If enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.

Debt of Loyalty:

Info: Color=White Type=Instant Cost=1WW WL(R1)
Text(WL): Regenerate target creature. Gain control of that creature.
Can only be used on a creature that is actually dying. [\[D'Angelo 06/12/97\]](#)

Deep Spawn:

As errata, it should read "Trample. During your upkeep, take two cards from the top of your library and put them in your graveyard, or bury Deep Spawn. ..." [\[Encyclopedia, Page 179\]](#)
The two cards put into the graveyard are not discards from your hand and so Library of Leng does not apply. [\[Aahz 11/30/94\]](#)
Does not cause enchantments on it to be removed when the effect is activated. An enchantment in play is neither a spell or an effect.
[\[Duelist Magazine #4, Page 7\]](#)
Does not prevent enchantments already on it from being used.
[\[Duelist Magazine #5, Page 122\]](#)

Deep Water:

Info: Color=Blue Type=Enchantment Cost=UU DK(C3)
Text(DK+errata): {U}: Until end of turn, all lands you control produce {U} instead of their normal type and amount of mana. [\[Oracle 07/01/98\]](#)
All affected lands produce just one blue mana regardless of how many it might normally generate. [\[Duelist Magazine #3, Page 7\]](#) So a storage land produces one blue even if you remove zero or three counters. Other lands which produce more than one mana are similarly restricted.
Mana Flare will make the lands provide one extra blue mana.
[\[Duelist Magazine #3, Page 7\]](#)
Will remove restrictions on how mana generated by the land is used.
[\[Duelist Magazine #6, Page 131\]](#) For example, the blue mana from a Mishra's Workshop can be used for any purpose.

Defender of Chaos:

Info: Color=Red Type=Summon Knight Cost=2R UL(C1)
Text(UL): 2/1, Protection from White ; You may play ~this~ any time you could play an instant.
If you play this when only instants are legal, it is still a summon spell and not an instant. [\[Urza's Legacy FAQ 02/03/99\]](#)
Note - Also see Protection, Rule A.24.

Defender of Law:

Info: Color=White Type=Summon Knight Cost=2W UL(C1)
Text(UL): 2/1, Protection from Red ; You may play ~this~ any time you could play an instant.

If you play this when only instants are legal, it is still a summon spell and not an instant. [\[Urza's Legacy FAQ 02/03/99\]](#)
Note - Also see Protection, Rule A.24.

Defense Grid:

Info: Color=Artifact Type=Artifact Cost=2 UL(R1)
Text(UL): During each player's turn, spells played by another player cost an additional {3}.
The additional cost is not part of the casting cost (such as for Spell Blast). See Rule K.9.1. [\[Urza's Legacy FAQ 02/03/99\]](#)
The additional cost can be reduced by effects such as Helm of Awakening. See Rule K.21.4. [\[Urza's Legacy FAQ 02/03/99\]](#)

Defense of the Heart:

Info: Color=Green Type=Enchantment Cost=3G UL(R1)
+ Text(UL+errata): During your upkeep, if one of your opponents controls three or more creatures, sacrifice ~this~ to search your library for up to two creature cards, and put those creatures into play. Shuffle your library afterward. [\[WotC Rules Team 03/18/99\]](#)
It counts the number of creatures your opponent controls during the resolution of the phase ability (see Rule A.5).
[\[Urza's Legacy FAQ 02/03/99\]](#)
A "creature card" is an Artifact Creature or Summon card.
[\[D'Angelo 02/13/99\]](#)
+ You choose how many cards to put into play during the resolution. You do not choose on announcement. [\[Bethmo 03/05/99\]](#) **You don't choose a number before you look in your library. You choose how many while you are looking.** [\[D'Angelo 03/23/99\]](#)
+ During the resolution of this phase ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no searching of the library is done. [\[WotC Rules Team 03/18/99\]](#)
In a multiplayer game, it is sacrificed if at least one opponent controls three or more creatures. [\[Barclay 02/28/99\]](#)

Defensive Formation:

Info: Color=White Type=Enchantment Cost=W US(U1)
Text(US): Instead of the attacking player, you choose how creatures attacking you deal combat damage.
You follow all the normal rules for damage assignment. For example, you can assign more damage to a blocking creature than its toughness, and if a creature has Trample (see Rule A.27) you follow the Trample rules as appropriate. [\[Urza's FAQ 10/05/98\]](#)

Deflection:

Info: Color=Blue Type=Interrupt Cost=3U IA(R1)/5(R1)
Text(5th): Target spell with a single target now targets a new legal target of your choice.
Only targets the spell being Deflected and not the original or new target of the spell it is affecting. [\[Aahz 07/09/95\]](#)
You cannot choose an invalid target for the new spell. You have to pick a valid target on announcement. If the target of the spell being Deflected is not valid when Deflection resolves, then Deflection fails. [\[WotC Rules Team 09/22/95\]](#)
Cannot deflect any spell to the Deflection itself since when you are announcing it (and choosing its targets), it is not yet a spell. It becomes a spell once all the costs and targets are successfully chosen. [\[Duelist Magazine #7, Page 9\]](#)
You cannot make an interrupt (like Counterspell or Deflection) target itself or anything other than what it targets already. This means you cannot create an infinite loop of spells. [\[Aahz 10/30/96\]](#)
Once Deflection resolves, the new target is considered to be targeted by the deflected spell. This will trigger any effects, such as Skulking Ghost, which trigger on being targeted. [\[bethmo 08/08/97\]](#)

Delif's Cone:

As errata, it should read "{Tap}: Sacrifice Delif's Cone to have target attacking creature that is not blocked you control deal no damage to defending player this turn, and to gain life equal to that creature's power." [\[Encyclopedia, Page 209\]](#) The errata in the Encyclopedia mistakenly did not include the restriction "that is not blocked".
[\[D'Angelo 01/22/97\]](#)

Delif's Cube:

As errata, is should read "{2},{Tap}: If target creature you control attacks and is not blocked, put a cube counter on Delif's Cube and that creature deals no damage to defending player this turn. {2}: Remove a cube counter to regenerate a target creature." [\[Encyclopedia, Page 209\]](#)
Can be used at any point up until damage is dealt as long as the creature is not blocked. [\[Aahz 12/02/94\]](#)

Delirium:

Note - Also see Fog Effects, Rule E.6.
Delirium does three separate things, and it works on any creature your opponent controls, regardless of whether it's tapped or not. If the creature isn't already tapped, Delirium taps it. The creature then deals damage to the player. Finally, the creature neither deals nor receives combat damage. Each part is independent. Even if the creature is already tapped (so the first part fails), the 2nd and 3rd part still happen.
[\[bethmo 10/16/96\]](#)
Tapping the creature is part of the effect and not the cost, therefore you can play it on a tapped creature. [\[Duelist Magazine #16, Page 28\]](#)

Delusions of Mediocrity:

Info: Color=Blue Type=Enchantment Cost=3U UL(R1)
Text(UL): When ~this~ comes into play, gain 10 life. ; When ~this~ leaves play, lose 10 life.
Note - Also see Comes Into Play Abilities, Rule E.3.

Demonic Attorney:

Info: Color=Black Type=Sorcery Cost=1BB ABUR(R1)
Text(ABU/RV+errata): Remove ~this~ from your deck before playing if not playing for ante. ; You and target opponent each ante an additional card.
[\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have banned this card since 01/25/94 since it is only used in games for Ante.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Demonic Consultation:

As errata, add "or there are no cards left in your library." to the end of the text. [\[Encyclopedia, Page 77\]](#)
The spell fails if you do not find the card before your library is empty. You do not lose the game at that point. You lose on the next time you have to draw. [\[Aahz 06/08/95\]](#)
Because choosing the card to draw for is a casting decision, you cannot change this decision when you Fork this spell. You must dig for the same card. [\[Aahz 09/05/95\]](#)
You must name a card that actually exists in the game of Magic.
[\[Aahz 10/07/95\]](#)
There is no way to make this card affect your opponent. It affects "you", and "you" means the caster. [\[Duelist Magazine #7, Page 9\]](#) It has no targets and cannot be Deflected.

Demonic Hordes:

Info: Color=Black Type=Summon Demons Cost=3BBB ABUR(R1)
Text(ABU/RV+errata): 5/5 ; During your upkeep, pay {B}{B}{B} or tap ~this~ and sacrifice a land of target opponent's choice. ; {Tap}: Destroy target land. [\[Oracle 07/01/98\]](#)
May not use its ability until its upkeep is paid for that turn.
[\[bethmo 1994\]](#) See Rule A.6.9.

The sacrifice of a land is done on resolution of the upkeep cost. You choose the land at that time. [\[Aahz 09/09/97\]](#)
In multiplayer games, you can choose a different player each time a land is to be sacrificed due to not paying upkeep. [\[Duelist Magazine #4, Page 64\]](#)
See Rule M.1.4.
Note - Also see Phase Cost, Rule A.6.

Demonic Torment:

Info: Color=Black Type=Enchant Creature Cost=2B LG(U1)
Text(LG+errata): Enchanted creature deals no combat damage and cannot attack. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Demonic Tutor:

This is not a draw. [\[D'Angelo 02/27/95\]](#)
You do not show the card you pick out of your library to your opponent. [\[bethmo\]](#)
You pick a card on resolution. [\[D'Angelo 07/21/95\]](#) Because you pick on resolution, this spell can be Forked so that the Fork's caster can pick a different card. [\[Aahz 09/05/95\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 03/23/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95, when it left the environment.
Note - The artist's name, Shuler, was misspelled on the Limited Edition and Unlimited Edition versions of this card.

Denied!:

Info: Color=Blue Type=Interrupt Cost=U UG(C1)
Text(UG): Play ~this~ only as any opponent casts target spell. Name a card, then look at all cards in that player's hand. If the named card is in the player's hand, counter target spell.
The spell that they are casting is not in their hand when you play Denied!. [\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Dense Foliage:

Info: Color=Green Type=Enchantment Cost=2G WL(R1)
Text(WL): Creatures cannot be the target of spells.

Deranged Hermit:

Info: Color=Green Type=Summon Elf Cost=3GG UL(R1)
Text(UL): 1/1. Echo ; When ~this~ comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. ; All Squirrels get +1/+1.
The Squirrel tokens get the bonus, so they are effectively 2/2 creatures until the Hermit leaves play. And they get bigger if multiple Hermits are in play. [\[DeLaney 02/10/99\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Echo, Rule A.16.
Note - Also see Token Creatures, Rule K.25.

Derelor:

Info: Color=Black Type=Summon Thrull Cost=3B FE(U1)/5(R1)
Text(5th): 4/4 ; Your black spells cost an additional {B} to play.

Desert:

Info: Color=Land Type=Land Cost=None AN(C11)
Text(AN+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: ~this~ deals 1 damage to target attacking creature at end of combat. [\[Oracle 07/01/98\]](#)
Can be used on any player's attacking creatures. This includes your own and creatures in an attack you are not involved in (multiplayer games).

[bethmo 1994]

Will do damage even if Fog is played since Fog only prevents creatures from damaging each other. **[Aahz 03/08/95]**

If the Desert leaves play before the end of the attack, the creature still gets damaged. **[D'Angelo 04/12/95]**

Can target a single creature in a Banding group. Banding (see Rule A.11) only affects how combat damage is distributed. **[D'Angelo 1994]**

Extended tournaments (see Rule D.15) have always banned this card.

Desertion:

Info: Color=Blue Type=Interrupt Cost=3UU VI(R1)

Text(VI+errata): Counter target spell, but if that spell is an artifact or summon spell, put that artifact or creature into play under your control instead of putting the card into the owner's graveyard.

[Oracle 07/01/98]

The spell really is countered and goes to the graveyard. It is then pulled from the graveyard into play. **[D'Angelo 02/03/98]**

The card enters play as if just cast and you get to make all necessary decisions from scratch. **[Duelist Magazine #17, Page 28]**

Any X in the casting cost is zero since it is not actually being cast.

[DeLaney 02/02/97]

Desert Nomads:

Info: Color=Red Type=Summon Nomads Cost=2R AN(C4)

Text(AN+errata): 2/2, Desertwalk ; All damage dealt by Deserts to "this" is reduced to 0. **[Oracle 07/01/98]**

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Desert.

Note - Also see Landwalk, Rule A.22.

Desert Twister:

Info: Color=Green Type=Sorcery Cost=4GG AN(U3)/R45(U1)

Text(4th/5th): Destroy target permanent.

Desolation:

Info: Color=Black Type=Enchantment Cost=1BB VI(U1)

Text(VI+errata): At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, "this" deals 2 damage to that plains's controller.

[Oracle 07/01/98]

Each Desolation only causes up to one land per turn to be sacrificed. If you have more than one, each will do this. **[Duelist Magazine #17, Page 28]**

It works even if it was not in play when the land was tapped for mana. It only has an end of turn effect of checking each player to see if they did tap a land that turn. **[bethmo 02/13/97]**

It only works if Desolation is in play at the end of the turn.

[bethmo 02/26/97]

Desperate Gambit:

Info: Color=Red Type=Instant Cost=R WL(U1)

Text(WL+errata): Flip a coin. If you win the flip, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

[Oracle 07/01/98]

This is considered a damage prevention spell. **[Aahz 08/17/97]**

This is played during damage prevention. You must choose the damage from the source you want to affect when you announce the spell, which is before the flip. **[D'Angelo 06/12/97]**

Despondency:

Info: Color=Black Type=Enchant Creature Cost=1B US(C1)

Text(US): Enchanted creature gets -2/-0.

Despotic Scepter:

Info: Color=Artifact Type=Artifact Cost=1 IA(R1)

Text(IA+errata): {Tap}: Destroy target permanent you own. That permanent cannot regenerate this turn. **[Oracle Update 11/11/98]**

Destructive Urge:

Info: Color=Red Type=Enchant Creature Cost=1RR US(U1)
Text(US): Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land.
The ability has no effect if the player has no lands. [\[Urza's FAQ 10/05/98\]](#)

Detonate:

Info: Color=Red Type=Sorcery Cost=XR AQ(U3)/45(U1)
Text(5th+errata): Destroy target artifact with total casting cost equal to X. ~this~ deals X damage to that artifact's controller. Creatures destroyed this way cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)
If the artifact becomes an illegal target before resolution, then no damage is done. [\[Duelist Magazine #5, Page 23\]](#)
Note - Also see X Costs, Rule K.27.

Devouring Deep:

Info: Color=Blue Type=Summon Devouring Deep Cost=2U LG(C2)
Text(LG): 1/2, Islandwalk.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Landwalk, Rule A.22.

Devout Harpist:

Info: Color=White Type=Summon Townsfolk Cost=W UL(C1)
Text(UL): 1/1 ; {Tap}: Destroy target creature enchantment.
It can only target "Enchant Creature" cards. [\[Urza's Legacy FAQ 02/03/99\]](#)
And cards changed into Enchant Creatures, such as a Lcid or Animate Dead. [\[DeLaney 02/14/99\]](#)

Diabolic Edict:

Info: Color=Black Type=Instant Cost=1B TE(C1)
Text(TE): Target player sacrifices a creature.
The choice of what to sacrifice is made by the player on resolution.
[\[Duelist Magazine #23, Page 22\]](#)

Diabolic Machine:

Info: Color=Artifact Type=Artifact Creature Cost=7 DK(U2)/45(U1)
Text(4th/5th+errata): 4/4 ; {3}: Regenerate ~this~. [\[Oracle 07/01/98\]](#)

Diabolic Servitude:

Info: Color=Black Type=Enchantment Cost=3B US(U1)
Text(US): When ~this~ comes into play, choose target creature card in your graveyard and put that creature into play. When the chosen creature is put into a graveyard, remove the creature from the game and return ~this~ to owner's hand. ; When ~this~ leaves play, remove the chosen creature from the game.

You choose the target creature card when this card's "comes into play" ability (see Rule E.3) is played. If the targeted creature card is not in the graveyard when the ability resolves, it brings nothing into play and sits in play with no further effects in the future. If there is no creature card to target, then you skip playing the ability.

[\[D'Angelo 10/08/98\]](#)

If the creature is in play and phases out, is unsummoned, or is removed from the game, this card loses track of the creature and has no further effects in the future. [\[D'Angelo 10/08/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Diamond Kaleidoscope:

Info: Color=Artifact Type=Artifact Cost=4 VI(R1)
Text(VI): {3},{Tap}: Put a Prism token into play. Treat this token as a 0/1 artifact creature. ; Sacrifice a Prism token: Add one mana of any color to your mana pool. Play this ability as a mana source.
Note - Also see Token Creatures, Rule K.25.

Diamond Valley:

Info: Color=Land Type=Land Cost=None AN(U2)
Text(AN+errata): {Tap}, Sacrifice a creature: Gain life equal to the sacrificed creature's toughness. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Didgeridoo:

Bringing a Minotaur into play is a normal instant speed effect and it can be used at any time instants are allowed. [\[D'Angelo 04/12/96\]](#)

Diminishing Returns:

You (and the other players) decide upon announcement how many cards to draw.

[\[Duelist Magazine #12, Page 27\]](#) You choose first, then your opponent.

You can choose any number from 0 to 7. [\[Aahz 05/21/96\]](#) You are not forced to draw 7 cards.

Dingus Egg:

Info: Color=Artifact Type=Artifact Cost=4 ABUR45(R1)

Text(5th): Whenever a land is put into any graveyard from play, ~this~ deals 2 damage to that land's controller.

If multiple lands are destroyed at once, each land causes the Egg to do 2 points of damage. These are all from the same source but come in separate damage prevention steps because each land causes a separate triggered ability. [\[D'Angelo 02/03/98\]](#)

Triggers by any effect which puts a land into the graveyard from play.

[\[WotC Rules Team 12/15/94\]](#) Does not trigger on phasing out.

Classic (Type I) tournaments (see Rule D.13) restricted this card from 01/25/94 to 05/01/94.

Dingus Staff:

Info: Color=Artifact Type=Artifact Cost=4 WL(U1)

Text(WL): Whenever a creature is put into any graveyard from play, ~this~ deals 2 damage to that creature's controller.

Dirtcowl Wurm:

Info: Color=Green Type=Summon Wurm Cost=4G TE(R1)

Text(TE): 3/4 ; Whenever any opponent plays a land, put a +1/+1 counter on ~this~.

A spell or ability that tells a player to "put a land into play" does not count as playing a land. [\[D'Angelo 12/16/98\]](#)

Disciple of Grace:

Info: Color=White Type=Summon Cleric Cost=1W US(C1)

Text(US): 1/2, Protection from black ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Disciple of Law:

Info: Color=White Type=Summon Cleric Cost=1W US(C1)

Text(US): 1/2, Protection from red ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Discordant Dirge:

Info: Color=Black Type=Enchantment Cost=3BB US(R1)

Text(US): During your upkeep, you may put a verse counter on ~this~. ; {B}, Sacrifice ~this~: Look at target opponent's hand and choose up to X of those cards, where X is the number of verse counters on ~this~. That player discards those cards.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Discordant Spirit:

Will not count damage that was dealt but retroactively prevented through an effect such as Reverse Damage. [\[Duelist Magazine #18, Page 29\]](#)

The target player is chosen when it is cast. [\[Aahz 05/19/97\]](#)

Disenchant:

Info: Color=White Type=Instant Cost=1W

ABUR45(C1)/IA(C1)/MI(C1)/TE(C1)/US(C1)

Text(5th/US): Destroy target artifact or enchantment.

Regenerating artifacts can regenerate from destroy effects like this.

This spell is not modal. If the target changes from an artifact to an enchantment or vice versa (as with Transmogrifying Lcid), this spell still destroys it. [\[WotC Rules Team 07/01/98\]](#)

Disharmony:

Info: Color=Red Type=Instant Cost=2R LG(R1)

Text(LG+errata): Play ~this~ only during combat before blockers are declared. ; Gain control of target attacking creature until end of turn.

Untap that creature. [\[Oracle 07/01/98\]](#)

The creature is still considered to have attacked. This is a change introduced by the errata. [\[D'Angelo 02/11/99\]](#)

Works even if the attacker was not tapped to attack. [\[Aahz 12/13/94\]](#)

Can work on creatures you control. [\[Aahz 06/13/96\]](#)

It untaps (if it was tapped) after you get control of the creature.

[\[D'Angelo 02/11/99\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - The artist is actually Byron Wackwitz, not Phil Foglio.

[\[Duelist Magazine #2, Page 7\]](#)

Disintegrate:

Info: Color=Red Type=Sorcery Cost=XR ABUR45(C1)

Text(5th): ~this~ deals X damage to target creature or player. That creature cannot regenerate this turn. If the creature is dealt lethal damage this turn, remove it from the game.

Creatures damaged with Disintegrate cannot regenerate during this turn. The

"cannot regenerate" is an effect of Disintegrate targeting the creature and not an effect of the damage. So it works even if the damage is prevented or redirected away. If redirected, the damage does not take this effect with it. [\[WotC Rules Team 02/07/94\]](#)

Disintegrated creatures do not go to the graveyard at all before leaving the game. They do not trigger abilities which happen due to a creature going to the graveyard. [\[WotC Rules Team 09/15/94\]](#)

Note - Also see X Costs, Rule K.27.

Dismiss:

Info: Color=Blue Type=Interrupt Cost=2UU TE(U1)

Text(TE): Counter target spell. Draw a card.

Disorder:

Info: Color=Red Type=Sorcery Cost=1R US(U1)

Text(US): ~this~ deals 2 damage to each white creature and each player who controls a white creature.

Players take 0 or 2 damage. Does not do 2 damage per creature to the player. [\[DeLaney 10/05/98\]](#)

Disrupt:

Info: Color=Blue Type=Interrupt Cost=U WL(C1)

Text(WL): Counter target instant, interrupt, or sorcery spell unless its caster pays an additional {1}. ; Draw a card.

If you draw another counterspell when Disrupt resolves, and the player paid the mana to stop Disrupt from countering the spell, you may use the newly drawn counterspell to try again to counter the spell being cast.

[\[Duelist Magazine #19, Page 34\]](#)

Disrupting Scepter:

Info: Color=Artifact Type=Artifact Cost=3 ABUR45(R1)

Text(5th): {3},{Tap}: Target player chooses and discards a card. Use this ability only during your turn.

You can use it on yourself. [\[Duelist Magazine #4, Page 64\]](#)

In multiplayer games this allows you to choose a different player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Can be used on a player with no cards, but has no effect.

[\[Duelist Magazine #5, Page 23\]](#)

Disruptive Student:

Info: Color=Blue Type=Summon Wizard Cost=2U US(C1)

Text(US): 1/1. ; {Tap}: Counter target spell unless its caster pays an

additional {1}. Play this ability as an interrupt.

Dissipate:

Info: Color=Blue Type=Interrupt Cost=1UU MI(U1)

Text(MI+errata): Counter target spell but remove that spell card from the game instead of putting it into its owner's graveyard.

[\[Oracle 07/01/98\]](#)

The card does not go to the graveyard before being removed from the game.

[\[DeLaney 01/04/99\]](#)

Disturbed Burial:

Info: Color=Black Type=Sorcery Cost=1B TE(C1)

Text(TE): Buyback {3} ; Return target creature card from your graveyard to your hand.

Note - Also see Buyback, Rule A.13.

Divine Intervention:

Info: Color=White Type=Enchantment Cost=6WW LG(R1)

Text(LG+errata): When ~this~ comes into play, put two meddling counters on it. ; During your upkeep, remove a meddling counter from ~this~. If there are no meddling counters on ~this~, the game ends in a draw.

[\[Oracle 07/01/98\]](#)

Classic (Type I) tournaments (see Rule D.13) have banned this card since 08/01/94. This is because it forces a tie and this messes up tournaments.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Note - Also see Comes Into Play Abilities, Rule E.3.

Divine Offering:

Info: Color=White Type=Instant Cost=1W LG(C2)/CH(C3)/MI(C1)/5(C1)

Text(5th): Destroy target artifact. Gain an amount of life equal to that artifact's total casting cost.

You may regenerate the creature without losing the life bonus.

[\[Duelist Magazine #2, Page 8\]](#)

It can be used on your opponent's artifacts. [\[bethmo 09/05/94\]](#)

If the target artifact becomes illegal before resolution, you do not gain any life. [\[Duelist Magazine #5, Page 23\]](#)

Divine Transformation:

Info: Color=White Type=Enchant Creature Cost=2WW LG(R1)/45(U1)

Text(5th): Enchanted creature gets +3/+3.

Dizzying Gaze:

Info: Color=Red Type=Enchant Creature Cost=R EX(C1)

Text(EX): Play ~this~ only on a creature you control. ; {R}: Enchanted creature deals 1 damage to target creature with flying.

Cannot be played on an opponent's creature. And this card buries itself if ever on a creature you do not control. [\[Barclay 06/10/98\]](#) See Rule K.14.5.

Dominating Lcid:

Info: Color=Blue Type=Summon Lcid Cost=1UU EX(R1)

Text(EX): 1/1 ; {U}{U}{1},{Tap}: ~this~ loses this ability and becomes a creature enchantment that reads "Gain control of enchanted creature" instead of any other type of permanent. Move ~this~ onto target creature.

You may pay {U} to end this effect.

Note - Also see Licids, Rule E.8.

Doomsday:

Info: Color=Black Type=Sorcery Cost=BBB WL(R1)

Text(WL+errata): Pay half your life, rounded up: Put your graveyard on top of your library. Search your library for five cards, put them on top of your library in any order, and remove the rest of your library from the game. [\[Oracle 07/01/98\]](#)

If you have less than 5 cards between your graveyard and library, you keep

all your cards. [\[DeLaney 06/12/97\]](#)

Dormant Volcano:

Info: Color=Land Type=Land Cost=None VI(U1)
Text(VI+errata): ~this~ comes into play tapped. ; When ~this~ comes into play, return an untapped mountain you control to owner's hand or sacrifice ~this~. ; {Tap}: Add {R} and one colorless mana to your mana pool. [\[Oracle 07/01/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Double Cross:

Info: Color=Black Type=Sorcery Cost=BB3 UG(C1)
Text(UG): Choose another player. Look at that player's hand and choose one of those cards other than a basic land. He or she discards that card. At the beginning of the next game with the player, look at the player's hand and choose one of those cards other than a basic land. He or she discards that card.

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. So, if you're playing Poker next, this could turn out to be very good for you. [\[Barclay 08/13/98\]](#)

"Another player" means "a player that isn't you". One of your teammates is a legal target. A player in a different game is not a legal target. [\[Barclay 08/13/98\]](#)

If there's more than one Double happening at the start of a game, resolve them in turn order, after doing all mulligans etc. If a player has more than one affecting her, then she chooses the order of them.

[\[Barclay 08/13/98\]](#)

If played in a tournament, affects the next game in the current match only. If played outside a tournament, affects the next non-tournament game.

[\[QAS 09/09/98\]](#)

The term "beginning of the next game" means, after both players draw their hands (and do any mulligans), and right before starting the first player's turn. [\[D'Angelo 09/17/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Double Deal:

Info: Color=Red Type=Sorcery Cost=R4 UG(C1)
Text(UG): Choose another player. ~this~ deals 3 damage to that player now and deals an additional 3 damage to the player at the beginning of the next game with the player.

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. [\[Barclay 08/13/98\]](#)

"Another player" means "a player that isn't you". One of your teammates is a legal target. A player in a different game is not a legal target. [\[Barclay 08/13/98\]](#)

If there's more than one Double happening at the start of a game, resolve them in turn order, after doing all mulligans etc. If a player has more than one affecting her, then she chooses the order of them.

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If played in a tournament, affects the next game in the current match only. If played outside a tournament, affects the next non-tournament game.

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The term "beginning of the next game" means, after both players draw their hands (and do any mulligans), and right before starting the first player's turn. [\[D'Angelo 09/17/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Double Dip:

Info: Color=White Type=Instant Cost=W4 UG(C1)
Text(UG): Choose another player. Gain 5 life now and an additional 5 life at the beginning of the next game with that player.

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. [\[Barclay 08/13/98\]](#)

"Another player" means "a player that isn't you". One of your teammates is a legal target. A player in a different game is not a legal target.

[Barclay 08/13/98]

If there's more than one Double happening at the start of a game, resolve them in turn order, after doing all mulligans etc. If a player has more than one affecting her, then she chooses the order of them.

[Barclay 08/13/98]

If played in a tournament, affects the next game in the current match only.
If played outside a tournament, affects the next non-tournament game.

[QAS 09/09/98]

The term "beginning of the next game" means, after both players draw their hands (and do any mulligans), and right before starting the first player's turn. **[D'Angelo 09/17/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Double Play:

Info: Color=Green Type=Sorcery Cost=GG3 UG(C1)

Text(UG): Choose another player. Search your library for a basic land and put that land into play. At the beginning of the next game with that player, search your library for an additional basic land and put that land into play. In both cases, shuffle your library afterwards.

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. **[Barclay 08/13/98]**

"Another player" means "a player that isn't you". One of your teammates is a legal target. A player in a different game is not a legal target.

[Barclay 08/13/98]

If there's more than one Double happening at the start of a game, resolve them in turn order, after doing all mulligans etc. If a player has more than one affecting her, then she chooses the order of them.

[Barclay 08/13/98]

If played in a tournament, affects the next game in the current match only.
If played outside a tournament, affects the next non-tournament game.

[QAS 09/09/98]

The term "beginning of the next game" means, after both players draw their hands (and do any mulligans), and right before starting the first player's turn. **[D'Angelo 09/17/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Double Take:

Info: Color=Blue Type=Instant Cost=UU3 UG(C1)

Text(UG): Choose another player. Draw two cards now and draw an additional two cards at the beginning of the next game with that player.

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. So, if you're playing Poker next, this could turn out to be very good for you. **[Barclay 08/13/98]**

"Another player" means "a player that isn't you". One of your teammates is a legal target. A player in a different game is not a legal target.

[Barclay 08/13/98]

If there's more than one Double happening at the start of a game, resolve them in turn order, after doing all mulligans etc. If a player has more than one affecting her, then she chooses the order of them.

[Barclay 08/13/98]

If played in a tournament, affects the next game in the current match only.
If played outside a tournament, affects the next non-tournament game.

[QAS 09/09/98]

The term "beginning of the next game" means, after both players draw their hands (and do any mulligans), and right before starting the first player's turn. **[D'Angelo 09/17/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Douse:

Info: Color=Blue Type=Enchantment Cost=2U US(U1)

Text(US): {1}{U}: Counter target red spell. Play this ability as an interrupt.

Downdraft:

Info: Color=Green Type=Enchantment Cost=2G WL(U1)
Text(WL): {G}: Target creature loses flying until end of turn.
Sacrifice ~this~: ~this~ deals 2 damage to each creature with flying.

Draconian Cylix:

The cards are discarded from your hand during announcement and as a cost.
It is not a forced discard, so it cannot be used with Library of Leng.
[\[Duelist Magazine #11, Page 56\]](#)

Dracoplasm:

Info: Color=Multi Type=Summon Shapeshifter Cost=UR TE(R1)
Text(TE): */*, Flying ; When you play ~this~, sacrifice any number of creatures. ; ~this~ comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. ; {R}: ~this~ gets +1/+0 until end of turn.
When it is about to come into play by means other than being cast, you must choose the number of creatures to sacrifice and do so right before it comes into play. [\[bethmo 02/12/98\]](#) See Rule G.31.3.

Drafna's Restoration:

Info: Color=Blue Type=Sorcery Cost=U AQ(C4)
Text(AQ+errata): Put any number of target artifact cards from target player's graveyard on top of that player's library in any order.
[\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Dragon Blood:

Info: Color=Artifact Type=Artifact Cost=3 US(U1)
Text(US): {3},{Tap}: Put a +1/+1 counter on target creature.

Dragon Engine:

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(C4)/R45(R1)
Text(AQ/4th/5th+errata): 1/3 ; {2}: ~this~ gets +1/+0 until end of turn.
[\[Oracle 07/01/98\]](#)

Dragon Mask:

Info: Color=Artifact Type=Artifact Cost=3 VI(U1)
Text(VI+errata): {3},{Tap}: Target creature you control gets +2/+2 until end of turn. At end of turn, return that creature to owner's hand.
[\[Oracle 07/01/98\]](#)

Dragon Whelp:

Info: Color=Red Type=Summon Dragon Cost=2RR ABUR4(U1)
Text(4th+errata): 2/3, Flying ; {R}: ~this~ gets +1/+0 until end of turn.
If you spend more than {R}{R}{R} in this way during one turn, sacrifice ~this~ at end of turn. [\[Oracle 07/01/98\]](#)
Note - Oracle 07/01/98 incorrectly says "more than {R}{R}{R}{R}".
[\[D'Angelo 01/14/99\]](#)

Drain Life:

Info: Color=Black Type=Sorcery Cost=1B MI(C1)/ABUR45(C1)
Text(5th): {X}: ~this~ deals X damage to target creature or player. Spend only black mana in this way. Gain 1 life for each 1 damage dealt, but not more than the toughness of the creature or the life total of the player ~this~ damages.
The life total or toughness are checked at the time damage side-effects are applied. See Rule T.10.1. [\[D'Angelo 02/03/98\]](#)
You can put as much Black mana as you want into this spell, but you cannot gain more life than the creature's toughness. [\[Card Text\]](#)
You may gain up to the total toughness of the creature even if it was already damaged. [\[PPG Page 70\]](#)
The amount of mana put into the spell is determined at time of casting.
It is part of the "play cost" (see Rule K.21) and not part of the "casting cost" (see Rule K.9). [\[D'Angelo 06/01/98\]](#)
Cost reducers, such as Helm of Awakening can be used to reduce the X part of the play cost. See Rule G.20.3. [\[WotC Rules Team 06/01/97\]](#)
Note - The artist's name, Shuler, was misspelled on the Limited Edition

and Unlimited Edition versions of this card.

Drain Power:

Info: Color=Blue Type=Sorcery Cost=UU ABUR45(R1)

Text(5th): Target player draws all mana from all lands he or she controls.

Put all mana from that player's mana pool into yours.

Since this is a sorcery, your opponent may use instants and interrupts (and the abilities of permanents which work at these speeds) in response to this spell before you get the mana from their mana pool and lands.

[D'Angelo 1994]

If a land can draw more than one color of mana (by choice) then the target player (not the caster of this spell) chooses which colors are drawn at the time they draw it. [bethmo 1994]

If a land has different amounts of mana that can be drawn, the maximum will be drawn from the land. This may cause the land to sacrifice itself (in the case of some lands) or to remove counters in the case of other lands.

[D'Angelo 02/15/95] Note that such lands can be tapped by your opponent at mana source speeds for the lesser amount of mana prior to Drain Power resolving. If this happens, all you get is what is in their pool.

[D'Angelo 02/03/98]

Dread of Night:

Info: Color=Black Type=Enchantment Cost=B TE(U1)

Text(TE): All white creatures get -1/-1.

Dream Cache:

Info: Color=Blue Type=Sorcery Cost=2U TE(C1)

Text(TE+errata): Draw three cards. Then, choose two cards from your hand and put both on either the top or the bottom of your library.

[Oracle Update 11/11/98]

Dream Coat:

Info: Color=Blue Type=Enchant Creature Cost=U LG(U1)

Text(LG+errata): {0}: Enchanted creature is the color of your choice until end of turn. Use this ability only once each turn. [Oracle 07/01/98]

Play the ability as an instant. [Oracle 07/01/99]

The color change is not part of the enchantment and so it will not go away if the enchantment does. It will still last until the end of the turn.

[Duelist Magazine #11, Page 56]

Setting the color is not a casting decision. You decide when activating the ability. [Aahz 07/25/94]

Extended tournaments (see Rule D.15) have always banned this card.

Dream Fighter:

Affects all creatures that end up blocking it, including ones that are members of bands. [bethmo 09/17/96]

If Dream Fighter is assigned to block a creature with Flanking, the Flanking ability and the Dream Fighter ability both trigger. The active player's Flanking effect goes first and kill the Dream Fighter with the -1/-1.

Then the Dream Fighter effect goes off (remember that destroying the source will not stop the effect from happening) and the attacker phases out. [Aahz 09/24/96]

Since the phasing out is a triggered ability, you cannot cast any spells after it blocks or is blocked and before the phasing out happens. Only other triggered abilities can come before it.

[Duelist Magazine #16, Page 30]

Dream Halls:

Info: Color=Blue Type=Enchantment Cost=3UU SH(R1)

Text(SH): Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.

Artifact and "colorless" are not colors, so you cannot cast colorless spells this way. [Duelist Magazine #25, Page 30]

Only pays the casting cost (the mana in the upper right hand corner of the card). It will not pay additional costs from the card text (such as Buyback) or from other effects (such as Gloom or Chill). It does

not prevent you from paying those additional costs if you want or need to.

[\[Duelist Magazine #25, Page 30\]](#)

The ability is a continuous ability and not a replacement or triggered ability, even though it is worded like a replacement ability in order to make it easier to understand. [\[WotC Rules Team 05/01/98\]](#)

Discarding a Guerrilla Tactics to pay for a red spell through your opponent's Dream Halls will not trigger the Guerrilla Tactics second ability, because you are discarding as a cost, not an effect.

[\[D'Angelo 05/21/98\]](#)

You cannot target the discarded card with the spell you are casting.

[\[D'Angelo 05/28/98\]](#)

Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.

Dream Prowler:

Info: Color=Blue Type=Summon Illusion Cost=2UU SH(C1)

Text(SH): 1/5 ; ~this~ is unblockable as long as no other creatures are attacking.

Dreams of the Dead:

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

Removes the creature from the game no matter how it leaves play, including Unsummoning or being killed. [\[D'Angelo 11/15/95\]](#)

If it is removed from the game by Safe Haven, then this effect will not do anything additional. Each player has only one "out of the game" zone, so this effect will not cause the Safe Haven to lose track of the creature. [\[WotC Rules Team 10/03/96\]](#)

Note that the remove from the game is a triggered ability and will only work if the creature is still in the graveyard at the time the ability resolves. If the creature was moved to another zone (like your hand) by a different triggered ability, this one will fail to do anything.

[\[D'Angelo 11/07/96\]](#)

Dream Tides:

Info: Color=Blue Type=Enchantment Cost=2UU VI(U1)

Text(VI): Creatures do not untap during their controllers' untap phase. ; Each nongreen creature's controller may pay an additional {2} during his or her upkeep to untap that creature.

The text "Each nongreen creature's controller may pay..." means that the controller may pay for each non-green creature. Some people were reading it as saying that if a player controlled a green creature then they could not pay for any of their creatures. [\[D'Angelo 12/29/97\]](#)

Dregs of Sorrow:

Info: Color=Black Type=Sorcery Cost=X4B TE(R1)

Text(TE): Destroy X target nonblack creatures. Draw X cards.

X can be zero. [\[D'Angelo 11/02/98\]](#)

Note - Also see X Costs, Rule K.27.

Drifting Djinn:

Info: Color=Blue Type=Summon Djinn Cost=4UU US(R1)

Text(US): 5/5, Flying. ; During your upkeep, pay {1}{U} or sacrifice ~this~. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Drifting Meadow:

Info: Color=Land Type=Land Cost=None US(C1)

Text(US): ~this~ comes into play tapped. ; {Tap}: Add W to your mana pool. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Dromosaur:

Info: Color=Red Type=Summon Lizard Cost=2R US(C1)

Text(US): 2/3. ; Whenever ~this~ blocks or becomes blocked, it gets +2/-2 until end of turn.

If it manages to block or become blocked more than once in a turn (due to

Relentless Assault), it can get the bonus twice. [\[DeLaney 10/05/98\]](#)
Switching blockers will not re-trigger this since it only triggers on becoming blocked and switching does not unblock and reblock it.
[\[DeLaney 10/17/98\]](#)

Drop of Honey:

Info: Color=Green Type=Enchantment Cost=G AN(U2)
Text(AN+errata): During your upkeep, destroy target creature with the lowest power of all possible targets. If two or more creatures have the lowest power, choose one of them. That creature cannot be regenerated this turn. If there are no creatures in play, sacrifice ~this~.

[\[Oracle 07/01/98\]](#)

This card's ability is targeted. It ignores any creatures which cannot be targeted, such as those with Protection from Green, when choosing which creature it destroys. [\[WotC Rules Team 1994\]](#)

Creatures which cannot be targeted, such as those with Protection from Green count in determining if Drop of Honey stays in play.

[\[WotC Rules Team 1994\]](#)

If the target becomes invalid after declaration and the effect fizzles, you do not choose another target. [\[Duelist Magazine #16, Page 25\]](#)

See Rule A.5.Ruling.4.

A player cannot choose to use the destroy creature effect when there are no targets. The rule is that a player can end upkeep without dealing with it if there are no targets at that time, but if there is a target at that time then you must deal with it. [\[Mirage, Page 43\]](#) See Rule A.5.5.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Phase Abilities, Rule A.5.

Drought:

As errata, it should read "During your upkeep, pay {W}{W} or bury Drought.

Spells require sacrificing one additional swamp for each B in their casting cost to play. Abilities require sacrificing one additional swamp for each B in their activation cost." [\[Encyclopedia, Page 78\]](#)

[\[Aahz 10/21/97\]](#)

You have to sacrifice a Swamp for each black mana in the activation cost.

If you use Pestilence with BBBB, that's 4 activations with B each so you sacrifice 4 Swamps. [\[D'Angelo 06/28/96\]](#)

The sacrifice is made as part of the playing of the card, just as with other cost increasing effects. [\[D'Angelo 10/22/97\]](#)

Drought can affect Mana Sources. [\[Aahz 10/07/97\]](#)

Drowned:

Info: Color=Blue Type=Summon Zombies Cost=1U DK(C3)
Text(DK+errata): 1/1 ; {B}: Regenerate ~this~.

Drudge Skeletons:

Info: Color=Black Type=Summon Skeletons Cost=1B ABUR45(C1)
Text(4th/5th): 1/1 ; {B}: Regenerate.

Drudge Spell:

As errata, it should read "{B}, Remove from the game two creature cards in your graveyard: Put a..." [\[Encyclopedia, Page 198\]](#)

Buries all Skeleton tokens from all sources if it leaves play. It does not just bury ones generated by this Drudge Spell or just ones you control.

[\[Duelist Magazine #9, Page 37\]](#)

The creatures in the graveyard are removed from the game during announcement and as a cost. [\[Duelist Magazine #11, Page 56\]](#)

The fact that Skeleton tokens are buried is an aspect of the enchantment and not of the tokens. Thus, only Skeleton tokens which are in play when it leaves play are buried. Ones which are going to appear due to use of the effect but which have not yet appeared are safe.

[\[Duelist Magazine #10, Page 44\]](#)

Duct Crawler:

Info: Color=Red Type=Summon Insect Cost=R SH(C1)
Text(SH): 1/1 ; {1}{R}: Target creature cannot block ~this~ this turn.

Dungeon Shade:

Info: Color=Black Type=Summon Spirit Cost=3B SH(C1)
 Text(SH): 1/1, Flying ; {B}: ~this~ gets +1/+1 until end of turn.

Duplicity:

Info: Color=Blue Type=Enchantment Cost=3UU TE(R1)
 Text(TE+errata): When ~this~ comes into play, remove the top five cards of your library from the game, face down. ; During your upkeep, you may exchange all the cards in your hand for the cards removed from the game with ~this~. ; At the end of your turn, choose and discard a card. ; If you lose control of ~this~, put into owner's graveyard all cards removed from the game with ~this~. [\[Oracle 07/01/98\]](#)
 The cards are face down all the time. You can't look at them. This applies even to cards from your hand that got swapped out. You have to remember what they were if you care. [\[Bethmo 03/13/99\]](#)
 Note - Also see Comes Into Play Abilities, Rule E.3.

Duress:

Info: Color=Black Type=Sorcery Cost=B US(C1)
 Text(US): Look at target opponent's hand and choose a noncreature, nonland card there. That player discards that card.

Durkwood Boars:

Info: Color=Green Type=Summon Boars Cost=4G LG(C2)/45(C1)
 Text(LG/4th/5th): 4/4.

Dusk rider Falcon:

Info: Color=White Type=Summon Falcon Cost=1W WL(C1)
 Text(WL): 1/1, Flying, Protection from Black.
 Note - Also see Protection, Rule A.24.

Dust to Dust:

Info: Color=White Type=Sorcery Cost=1WW DK(C3)/5(U1)
 Text(5th): Remove two target artifacts from the game.
 Since this is "removal from game", it does not count as destruction and is therefore not preventable by Guardian Beast or any form of regeneration. [\[Aahz 09/01/94\]](#)
 Must have 2 targets at time of casting in order to be declared.
[\[Duelist Magazine #3, Page 6\]](#)
 If one target is removed or becomes invalid after declaration, the other target is still affected. [\[Aahz 08/12/94\]](#)

Dwarven Armorer:

The cards are discarded from your hand during announcement and as a cost instead of being discarded on resolution. It is not a forced discard, so it cannot be used with Library of Leng.
[\[Duelist Magazine #11, Page 56\]](#)

Dwarven Armory:

Can be used during your opponent's upkeep as well as your own.
[\[Duelist Magazine #7, Page 100\]](#) The upkeep restriction is there to avoid its use during combat.

Dwarven Berserker:

Info: Color=Red Type=Summon Dwarf Cost=1R WL(C1)
 Text(WL): 1/1 ; If ~this~ is blocked, it gets +3/+0 and gains trample until end of turn.
 Note - Also see Trample, Rule A.27.

Dwarven Catapult:

Info: Color=Red Type=Instant Cost=XR FE(U3)/5(U1)
 Text(5th): ~this~ deals X damage divided evenly, rounded down, among all creatures target opponent controls.
 Count the number of creatures on resolution of the spell and divide X by that number at that time. [\[WotC Rules Team 12/15/94\]](#) If the number of creatures changes before resolution, the damage done may be different than what you expected.

Note - Also see X Costs, Rule K.27.

Dwarven Demolition Team:

Info: Color=Red Type=Summon Dwarves Cost=2R ABU(U1)
Text(ABU+errata): 1/1 ; {Tap}: Destroy target Wall. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Dwarven Hold:

Info: Color=Land Type=Land Cost=None FE(U1)/5(R1)
Text(5th): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap phase and put a storage counter on it instead. ; {Tap}, Remove X storage counters from ~this~: Add an amount of {R} equal to X to your mana pool.
See Bottomless Vault for rulings.

Dwarven Nomad:

See Dwarven Warriors for rulings.

Dwarven Ruins:

Info: Color=Land Type=Land Cost=None FE(U2)/5(U1)
Text(5th): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {R}{R} to your mana pool.
When Drain Power resolves and you are forced to "draw all mana" from your lands, you must sacrifice this land if it is untapped. [\[D'Angelo 02/15/95\]](#)
Note that you can tap the land for one mana in response to the Drain Power before it resolves, and keep the land.

Dwarven Soldier:

Info: Color=Red Type=Summon Dwarf Cost=1R FE(C3)/5(C1)
Text(5th): 2/1 ; If ~this~ blocks or is blocked by any Orcs, it gets +0/+2 until end of turn.

An Orc blocking or blocked by this card by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an ability such as General Jarkeld, will immediately give the +0/+2 bonus to this card. The bonus is not removed if the Orc is removed from the blocking situation by an ability like General Jarkeld.
[\[WotC Rules Team 09/22/95\]](#)

Dwarven Song:

Info: Color=Red Type=Instant Cost=R LG(U1)
Text(LG+errata): Any number of target creatures are red until end of turn.
[\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
You can choose to target zero creatures. [\[Oracle 07/01/98\]](#)

Dwarven Thaumaturgist:

Info: Color=Red Type=Summon Dwarf Cost=2R WL(R1)
Text(WL): 1/2 ; {Tap}: Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn.
Any additional words on cards which modify the power/toughness are also reversed. For example, Blood Lust acts as if it read "Target creature gets -4/+4 until end of turn. If this reduces that creature's power to less than 1, the creature's power is 1." [\[WotC Rules Team 07/03/97\]](#)

Dwarven Vigilantes:

Info: Color=Red Type=Summon Dwarves Cost=2R VI(C1)
Text(VI+errata): 2/2 ; {0}: ~this~ deals damage equal to its power to target creature and deals no combat damage this turn. Use this ability only if ~this~ is attacking and unblocked and only once each turn.
[\[Oracle 07/01/98\]](#)

Dwarven Warriors:

Info: Color=Red Type=Summon Dwarves Cost=2R ABUR45(C1)
Text(5th): 1/1 ; {Tap}: Target creature with power 2 or less is unblockable this turn.
Can enhance the creature any way you want after the Dwarves make it

unblockable without losing the effect. [\[bethmo 1994\]](#)
Can be used after a creature is blocked but has no effect. Once a creature is blocked, it cannot be unblocked by anything other than False Orders. [\[bethmo 1994\]](#)

Dwarven Weaponsmith:

Info: Color=Red Type=Summon Dwarves Cost=2R AQ(U3)/R(U1)
Text(RV+errata): 1/1 ; {Tap}, Sacrifice an artifact: Put a +1/+1 counter on target creature. Use this ability only during your upkeep.
[\[Oracle 07/01/98\]](#)

Dystopia:

The permanent is chosen and sacrificed during resolution.
[\[D'Angelo 06/23/98\]](#)

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Earthbind:

Info: Color=Red Type=Enchant Creature Cost=R ABUR(C1)
Text(RV+errata): Enchanted creature loses flying. ; When ~this~ removes flying from a creature, ~this~ deals 2 damage to that creature.
[\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)
If Flight is cast on an Earthbound creature, it gains flying again. In general, if two enchantments contradict each other, the most recently cast wins. [\[Mirage, Page 29\]](#) See Rule T.14.
The damage is done after it enters play and not as part of the casting of the spell. It is something the permanent does while in play. This means the damage is not subject to Justice. [\[Aahz 01/03/96\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - The Limited Edition and Unlimited Edition versions of this card were of type "Enchant Flying Creature".

Earthcraft:

Info: Color=Green Type=Enchantment Cost=1G TE(R1)
Text(TE): Tap an untapped creature you control: Untap target basic land. Since it taps a creature as a cost, it must be used on an untapped creature.
[\[D'Angelo 11/11/97\]](#)
It can tap a creature with summoning sickness. [\[bethmo 11/11/97\]](#)
Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.

Earth Elemental:

Info: Color=Red Type=Summon Elemental Cost=3RR ABUR4(U1)
Text(ABU/RV/4th): 4/5.

Earthlink:

Triggers even if the creature doesn't stay in the graveyard because of Enduring Renewal or some other triggered ability. [\[bethmo 01/19/96\]](#)

Earthlore:

As errata, the first sentence should read "Choose target land you control."
[\[Encyclopedia, Page 78\]](#)
The land is tapped during announcement and as a cost.
[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)
It is buried if you lose control of the target land.
[\[WotC Rules Team 06/15/95\]](#) See Rule K.14.5.

Earthquake:

Info: Color=Red Type=Sorcery Cost=XR ABUR45(R1)
Text(5th): Earthquake deals X damage to each creature without flying and each player.
This is not a targeted spell, so it may be cast when there are no creatures in play. [\[bethmo 1994\]](#)
Whether or not a creature is not Flying is only checked on resolution.
[\[D'Angelo 10/05/95\]](#)
Note - Also see X Costs, Rule K.27.

Eastern Paladin:

Info: Color=Black Type=Summon Knight Cost=2BB US(R1)
Text(US): 3/3. ; {B}{B},{Tap}: Destroy target green creature.

Eater of the Dead:

Info: Color=Black Type=Summon Eater Cost=4B DK(U2)
Text(DK+errata): 3/4 ; Remove a creature card in any graveyard from the game: Untap ~this~. Use this ability only if ~this~ is tapped.

[\[Oracle 07/01/98\]](#)

A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 02/03/98\]](#)

The card in the graveyard is removed from the game during announcement and as a cost. [\[D'Angelo 1995\]](#)

It untaps during the resolution of its ability. This makes it possible to empty a graveyard of creatures by using this effect repeatedly in one batch of spells. [\[Duelist Magazine #13, Page 27\]](#)

It still untaps as normal during untap unless otherwise prevented. The ability is not inhibited by other effects that prevent normal untapping such as Meekstone, Paralyze, Smoke, etc. [\[Aahz 08/10/94\]](#)

Ebon Praetor:

You can sacrifice a creature to remove a counter even if it has no counters. [\[Aahz 12/07/96\]](#)

Ebon Stronghold:

Info: Color=Land Type=Land Cost=None FE(U2)/5(U1)
Text(5th): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {B}{B} to your mana pool.
See Dwarven Ruins for rulings.

Ebony Charm:

Info: Color=Black Type=Instant Cost=B MI(C1)
Text(MI+errata): Choose one -- Target opponent loses 1 life and you gain 1 life; or remove from the game up to three target cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures. [\[WotC Rules Team 07/01/98\]](#)
It targets the cards in the graveyard. This target is selected when announcing the spell. [\[WotC Rules Team 07/01/98\]](#)

Ebony Horse:

Info: Color=Artifact Type=Artifact Cost=3 AN(U2)/R4(R1)
Text(4th+errata): {2},{Tap}: Untap target attacking creature you control. That creature neither deals or receives combat damage this turn. [\[Oracle 07/01/98\]](#)
This card only untaps the creature and makes it neither take nor deal damage. It is still attacking, however. [\[Duelist Magazine #5, Page 10\]](#)

Echo Chamber:

Info: Color=Artifact Type=Artifact Cost=4 TE(R1)
Text(TE+errata): {4},{Tap}: An opponent chooses target creature card or creature token he or she controls. Put a token creature into play and treat it as a copy of that card or token. The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery. [\[WotC Rules Team 03/31/98\]](#)

The token comes into play as a generic creature with no characteristics. It then immediately gains its new characteristics. This means it does not trigger any "comes into play" abilities (such as Nekrataal letting you bury a creature) and does not benefit from "enters play" abilities (such as Spike Colony coming into play with +1/+1 counters). [\[WotC Rules Team 08/01/98\]](#)

Note - Also see Copy Cards, Rule E.4.

Note - Also see Token Creatures, Rule K.25.

Ekundu Cyclops:

It must be declared in the first group of attackers you declare. You

cannot declare some attackers, then declare this one in a second attacker declaration step. [\[Aahz 01/14/97\]](#)

If Errantry is put on it, then it will not be able to attack if other creatures attack. This is because Errantry will prevent it. It either attacks alone or not at all. [\[Aahz 06/14/97\]](#)

Eladamri, Lord of Leaves:

Info: Color=Green Type=Summon Legend Cost=GG TE(R1)
Text(TE): 2/2 ; All Elves gain forestwalk. ; Elves cannot be the target of spells or abilities.

This card is not an Elf. [\[D'Angelo 06/30/98\]](#)

Note - Also see Landwalk, Rule A.22.

Note - Also see Legendary Permanents, Rule K.19.

Eladamri's Vineyard:

Info: Color=Green Type=Enchantment Cost=G TE(R1)
Text(TE): At the beginning of each player's main phase, add {G}{G} to that player's mana pool.

Elder Druid:

Info: Color=Green Type=Summon Cleric Cost=3G IA(R1)/5(R1)
Text(IA/5th): 2/2 ; {3}{G},{Tap}: Tap or untap target artifact, creature, or land.

The decision to tap or untap is made on announcement before target is selected. [\[D'Angelo 10/04/95\]](#) See Rule G.27 on Modal abilities.

The choice of target gives free range of lands, creatures, and artifacts.

You do not lock in on one type as a casting decision. [\[D'Angelo 10/04/95\]](#)

Elder Land Wurm:

Info: Color=White Type=Summon Wurm Cost=4WWW LG(R1)/4(R1)
Text(4th+errata): 5/5, Trample ; ~this~ cannot attack unless it has blocked during this game. [\[Oracle 07/01/98\]](#)

Note - Also see Trample, Rule A.27.

It becomes free to attack once it has been assigned as a blocker once.

[\[WotC Rules Team 09/22/95\]](#)

Elder Spawn:

Info: Color=Blue Type=Summon Spawn Cost=4UUU LG(R1)
Text(LG+errata): 6/6 ; During your upkeep, sacrifice an island, or sacrifice ~this~ and it deals 6 damage to you. ; ~this~ cannot be blocked by red creatures. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Electric Eel:

Info: Color=Blue Type=Summon Eel Cost=U DK(U2)
Text(DK+errata): 1/1 ; When ~this~ comes into play, it deals 1 damage to you. ; {R}{R}: ~this~ gets +2/+0 until end of turn and deals 1 damage to you. [\[Oracle 07/01/98\]](#)

Electryte:

Info: Color=Red Type=Summon Beast Cost=3RR US(R1)
Text(US): 3/3. ; Whenever ~this~ successfully deals combat damage to defending player, ~this~ deals damage equal to its power to each blocking creature.

Elephant Grass:

Info: Color=Green Type=Enchantment Cost=G VI(U1)
Text(VI+errata): Cumulative Upkeep - {1} ; Black creatures cannot attack you. ; Each turn, each nonblack creature cannot attack you unless that creature's controller pays an additional {2} for that creature.

[\[Oracle 07/01/98\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Elephant Graveyard:

Info: Color=Land Type=Land Cost=None AN(U2)
Text(AN+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Regenerate target Elephant or Mammoth. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

El-Hajjaj:

Info: Color=Black Type=Summon El-Hajjaj Cost=1BB AN(U2)/R4(R1)
Text(4th+errata): 1/1 ; Whenever ~this~ damages a creature or player, gain 1 life for each 1 damage dealt, but not more than the toughness of the creature or the life total of the player ~this~ damages.
[\[Oracle 07/01/98\]](#)

Elite Archers:

Info: Color=White Type=Summon Soldiers Cost=5W US(R1)
Text(US): 3/3. ; {Tap}: ~this~ deals 3 damage to target attacking or blocking creature.

Elite Javelineer:

Info: Color=White Type=Summon Soldier Cost=2W TE(C1)
Text(TE): 2/2 ; If ~this~ blocks, it deals 1 damage to target attacking creature.

Elkin Bottle:

Info: Color=Artifact Type=Artifact Cost=3 IA(R1)/5(R1)
Text(5th+errata): {3},{Tap}: Remove the top card of your library from the game, face up. You may play that card as though it were in your hand. At the beginning of your next turn, put into your graveyard the card the card removed from the game by ~this~ if you have not played it.

[\[Oracle 07/01/98\]](#)

This is not considered to be drawing a card. [\[Aahz 06/12/95\]](#)

If the Bottle leaves play or your control, the spell remains waiting until used or until the beginning of your next turn. [\[Aahz 06/13/96\]](#) The card is in the "out of game" zone (see Rule Z.7).

The card is not part of your hand in any way. You cannot be forced to discard it due to a discard from hand effect. When you play it, it is played following rules as if it were being played from your hand (e.g. a sorcery is played as such and is not played as an instant).

[\[Duelist Magazine #11, Page 56\]](#)

You cannot play a card from the Elkin Bottle onto an Ice Cauldron.

[\[Duelist Magazine #11, Page 57\]](#) (See Ice Cauldron for more info)

Word of Command cannot be used to force a player to play a spell off the Bottle. [\[Aahz 12/18/95\]](#)

You can get a creature card onto the Bottle when Enduring Renewal is in play. [\[D'Angelo 12/04/95\]](#)

To "play a card" is to either announce a spell (see Rule T.4) or to put a land into play using the main phase special action (see Rule P.8.3).

[\[D'Angelo 01/18/99\]](#)

Elkin Lair:

Info: Color=Red Type=Enchant World Cost=3R VI(R1)
Text(VI+errata): During each player's upkeep, that player chooses a card at random from his or her hand and removes it from the game, face up. The player may play that card as though it were in his or her hand. If the player does not play the card by end of turn, put it into the player's graveyard. [\[Oracle 07/01/98\]](#)

Elven Cache:

Info: Color=Green Type=Sorcery Cost=2GG VI(C1)
Text(VI): Return target card from your graveyard to your hand.

Elven Palisade:

Info: Color=Green Type=Enchantment Cost=G EX(U1)
Text(EX): Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.

Elven Riders:

Info: Color=Green Type=Summon Riders Cost=3GG LG(R1)/45(U1)
Text(5th): 3/3 ; ~this~ cannot be blocked except by Walls or creatures with flying.

Elven Rite:

Info: Color=Green Type=Sorcery Cost=1G SH(U1)
Text(SH): Put two +1/+1 counters, distributed any way you choose, on any number of target creatures.

Elven Warhounds:

Info: Color=Green Type=Summon Hounds Cost=3G TE(R1)
Text(TE): 2/2 ; If ~this~ is blocked by any creature, put that creature on top of owner's library.
When blocked, the creature is put on top of the owner's library before damage dealing. [\[D'Angelo 11/10/97\]](#)

Elves of Deep Shadow:

Info: Color=Green Type=Summon Elves Cost=G DK(U2)
Text(DK+errata): 1/1 ; {Tap}: Add {B} to your mana pool. ~this~ deals 1 damage to you. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
The errata reverses previous rulings that this card's ability was played as an instant. [\[DeLaney 07/17/98\]](#)

Elvish Archers:

Info: Color=Green Type=Summon Archers Cost=1G ABUR45(R1)
Text(B/U/RV/4th/5th): 2/1, First strike
Note - The Alpha printing version of this card was a 1/2 creature.

Elvish Berserker:

Info: Color=Green Type=Summon Elf Cost=G EX(C1)
Text(EX): 1/1 ; For each creature that blocks it, ~this~ gets +1/+1 until end of turn.

Elvish Farmer:

Note - Also see Token Creatures, Rule K.25.

Elvish Fury:

Info: Color=Green Type=Instant Cost=G TE(C1)
Text(TE): Buyback {4} ; Target creature gets +2/+2 until end of turn.
Note - Also see Buyback, Rule A.13.

Elvish Healer:

You choose on announcement whether you are preventing 2 damage to a green creature or are preventing 1 damage to something else. [\[Aahz 06/13/96\]](#)
See Rule G.27. on Modal abilities.
If you choose to prevent 2 damage to a green creature and it is not green on resolution, the effect fizzles. Similarly, if you choose to prevent 1 damage to a non-green creature and it is green on resolution, the effect fizzles. [\[Aahz 11/15/96\]](#)

Elvish Herder:

Info: Color=Green Type=Summon Elf Cost=G US(C1)
Text(US): 1/1. ; {G}: Target creature gains trample until end of turn.

Elvish Impersonators:

Info: Color=Green Type=Summon Elves Cost=G3 UG(C1)
Text(UG): */* ; When you play ~this~, roll two six-sided dice one after the other. ~this~ comes into play with power equal to the first die roll and toughness equal to the second.
You roll the dice when announcing the spell, so your opponent knows the values before deciding if they want to counter it or not.
[\[D'Angelo 08/23/98\]](#)

You automatically win any hamburger eating contests that you are challenged to have, if this card is in play when you're challenged.

[\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Elvish Lyryst:

Info: Color=Green Type=Summon Elf Cost=G US(C1)
Text(US): 1/1. ; {G},{Tap}, Sacrifice ~this~: Destroy target enchantment.

Elvish Scout:

Can prevent damage from being dealt but does not prevent special abilities like the Thicket Basilisk stoning. [\[Aahz 12/02/94\]](#)

Note - Also see Fog Effects, Rule E.6.

Elvish Spirit Guide:

As errata, play the mana gaining ability as a mana source. [\[Mirage, Page 2\]](#)

When using the ability, this is not considered to be "playing a card" for things like Recycle. You are playing an ability. [\[D'Angelo 03/11/98\]](#)

Emberwilde Djinn:

Comes to your side with summoning sickness when you pay for him. You need to start a turn with him in play in order to attack with him.

[\[Duelist Magazine #16, Page 30\]](#)

Emerald Charm:

Info: Color=Green Type=Instant Cost=G VI(C1)

Text(VI): Choose one - Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

Note - Also see Modal Spells and Abilities, Rule G.27.

Emerald Dragonfly:

Info: Color=Green Type=Summon Dragonfly Cost=1G LG(C2)/CH(C3)

Text(LG+errata): 1/1, Flying ; {G}{G}: ~this~ gains first strike until end of turn. [\[Oracle 07/01/98\]](#)

Emerald Medallion:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)

Text(TE): Your green spells cost {1} less to play.

See Helm of Awakening for Rulings.

Emmessi Tome:

Info: Color=Artifact Type=Artifact Cost=4 TE(R1)

Text(TE): {5},{Tap}: Draw two cards, then choose and discard a card.

Empyrial Armor:

Info: Color=White Type=Enchant Creature Cost=1WW WL(C1)

Text(WL+errata): Enchanted creature gets +*/+*, where * is equal to the number of cards in your hand. [\[Oracle 07/01/98\]](#)

The value of X is recalculated constantly, so this card's bonus varies as the number of cards in your hand varies. [\[D'Angelo 08/04/98\]](#)

Enchanted Being:

Info: Color=White Type=Summon Being Cost=1WW LG(C1)

Text(LG+errata): 2/2 ; All combat damage dealt to ~this~ from creatures with enchantments on them is reduced to 0. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Enchantment Alteration:

Info: Color=Blue Type=Instant Cost=U LG(C1)/CH(U3)/US(U1)

Text(US): Move target enchantment from one creature to another or from one land to another. (The enchantment's new target must be legal.)

Cannot move an enchantment to an illegal target. [\[Card Text\]](#)

Only targets the enchantment and not either of the things the enchantment may be on. [\[Aahz 07/09/95\]](#)

You can move a Blue Ward since it offers protection to the creature and not to itself. [\[bethmo 09/14/94\]](#)

If this card is Deflected, you cannot change the choice of destination. You can only change the enchantment which will be moved to that destination. [\[D'Angelo 10/31/95\]](#) And you can change the choice to an enchantment which would be illegal to move to the destination. In which case the enchantment is not moved. [\[Aahz 03/17/97\]](#)

Note - Also see Moving Enchantments, Rule E.9.

Endangered Armodon:

Info: Color=Green Type=Summon Elephant Cost=2GG SH(C1)

Text(SH): 4/5 ; If you control any creature with toughness 2 or less, sacrifice ~this~.

Endless Scream:

Info: Color=Black Type=Enchant Creature Cost=XB TE(C1)

Text(TE): Enchanted creature gets +X/+0.

The X in the text box is set when the spell is cast and does not revert to zero while in play or even when the enchantment is moved.

[WotC Rules Team 02/01/98]

Note - Also see X Costs, Rule K.27.

Endless Wurm:

Info: Color=Green Type=Summon Wurm Cost=3GG US(R1)

Text(US): 9/9, Trample. ; During your upkeep, sacrifice an enchantment or sacrifice ~this~.

Note - Also see Trample, Rule A.27.

Endoskeleton:

Info: Color=Artifact Type=Artifact Cost=2 US(U1)

Text(US): You may choose not to untap ~this~ during your untap phase. ;

{2},{Tap}: Target creature gets +0/+3 as long as ~this~ remains tapped.

Enduring Renewal:

Token creatures are removed from the game (as a continuous effect) if they leave play, so this effect will not let you get them in your hand.

[D'Angelo 06/08/95]

The creature discarding ability is a triggered ability and as such will not do anything until after the draw effect completely resolves. Thus, if you play Brainstorm, you can draw a creature and put it back onto the library before the triggered ability happens... and thereby not have to discard it at this time. [Duelist Magazine #11, Page 57]

You can use Resurrection or Safe Haven to get creatures into play.

[D'Angelo 06/14/95] This is because the creatures come to your hand in some way that is not considered a "draw". Enduring Renewal only affects creatures that are "drawn".

If you Animate Dead a creature and then the Animate is removed, the creature goes to your hand. [D'Angelo 06/14/95]

If the creature is only a creature due to an effect, it still comes to your hand. [Duelist Magazine #7, Page 9] This includes Mishra's Factory, Titania's Song, and any other way to animate a card.

Energizer:

Info: Color=Artifact Type=Artifact Creature Cost=4 TE(R1)

Text(TE): 2/2 ; {2},{Tap}: Put a +1/+1 counter on ~this~.

Energy Arc:

Can be used on untapped creatures as well. They won't deal damage either.

[D'Angelo 07/10/96] The trick is that it says to untap any number of target creatures and the other part of the effect works even if the card is already untapped.

Can be used outside of an attack and on any player's creatures.

[D'Angelo 11/11/96]

Energy Field:

Info: Color=Blue Type=Enchantment Cost=1U US(R1)

Text(US): Prevent all damage dealt to you from sources you do not control. ;

When a card is put into your graveyard, sacrifice ~this~.

Buyback (see Rule A.13) causes a spell to go to your hand instead of your graveyard, so using Buyback will avoid triggering this card to be sacrificed. [D'Angelo 10/08/98]

Discarding does trigger this. [DeLaney 10/17/98]

Energy Flux:

Info: Color=Blue Type=Enchantment Cost=2U AQ(U3)/R45(U1)

Text(5th+errata): All artifacts gain "During your upkeep, pay {2} or sacrifice this artifact." [Oracle 07/01/98]

There is a phase cost (see Rule A.6) imposed on the artifacts. They cannot

have their activated abilities used until this upkeep is dealt with (see Rule A.6.9). It is paid during the upkeep phase (see Rule P.6).

[\[D'Angelo 02/03/98\]](#)

Energy Storm:

Info: Color=White Type=Enchantment Cost=1W IA(R1)

+ **Text(IA+errata): Cumulative Upkeep - {1} ; All damage from spells is reduced to 0 ; Creatures with flying do not untap during their controllers' untap phase.** [\[Oracle 07/01/98\]](#)

+ **Does not prevent damage from abilities of permanents.** [\[DeLaney 03/18/99\]](#)
This is due to the errata.

+ **Note - Also see Cumulative Upkeep, Rule A.14.**

Energy Tap:

Info: Color=Blue Type=Sorcery Cost=U LG(C2)/4(C1)

Text(4th+errata): Tap target untapped creature you control. Add to your mana pool an amount of colorless mana equal to that creature's total casting cost. [\[Oracle 07/01/98\]](#)

Energy Vortex:

Does a flat 3 damage, not 3 damage per counter. [\[bethmo 09/27/96\]](#)

Enervate:

Info: Color=Blue Type=Instant Cost=1U IA(C1)/5(C1)

Text(5th): Tap target artifact, creature, or land. Draw a card at the beginning of the next turn.

Note - Also see Cantrips, Rule E.2.

Note - The Ice Age and Mirage versions said to draw a card at the beginning of the next upkeep, but they should be played by the new wording.

Enfeeblement:

Info: Color=Black Type=Enchant Creature Cost=BB TE(C1)

Text(TE): Enchanted creature gets -2/-2.

Engineered Plague:

Info: Color=Black Type=Enchantment Cost=2B UL(U1)

Text(UL): When ~this~ comes into play, choose a creature type. ; All creatures of the chosen type get -1/-1.

The creature type is chosen when the Comes Into Play ability is announced.

No creatures get -1/-1 until this happens. [\[DeLaney 02/20/99\]](#)

Note - See Rule K.13.6 for details on picking a creature type.

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Creature Type, Rule K.13.

Enlightened Tutor:

The "shuffle and put the card on top" is a single action. If

Field of Dreams was in play, the second card down on the library is not revealed. [\[Aahz 12/07/96\]](#)

Enraging Lcid:

Info: Color=Red Type=Summon Lcid Cost=1R TE(U1)

Text(TE+errata): 1/1 ; {R},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {R} to end this effect.

[\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)

[\[WotC Rules Team 05/01/98\]](#)

Note - Also see Lcids, Rule E.8.

Ensnaring Bridge:

Info: Color=Artifact Type=Artifact Cost=3 SH(R1)

Text(SH): Each creature with power greater than the number of cards in your hand cannot attack.

It only checks the cards in your hand when declaring attackers. Once they are declared, changes to your hand size or to the power of the creatures will not remove creatures from the attack. [\[Duelist Magazine #25, Page 30\]](#)

All creatures in play (including yours) are subject to the restriction based on the number of cards in your hand. [\[D'Angelo 07/22/98\]](#)

Entropic Specter:

Info: Color=Black Type=Summon Spirit Cost=3BB EX(R1)
Text(EX): */*, Flying ; ~this~ has power and toughness each equal to the number of cards in target opponent's hand. ; If ~this~ damages any player, that player chooses and discards a card.
This power/toughness changes as your opponent's hand size changes. [\[Barclay 06/10/98\]](#)
The opponent does not discard a card if all the damage is prevented. [\[Barclay 06/10/98\]](#)
You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes 0/0 if the target player leaves play. [\[D'Angelo 02/07/99\]](#)
See Rule M.1.3.

Ephemeron:

Info: Color=Blue Type=Summon Illusion Cost=4UU EX(R1)
Text(EX): 4/4, Flying ; Choose and discard a card: Return ~this~ to owner's hand.

Equilibrium:

Info: Color=Blue Type=Enchantment Cost=1UU EX(R1)
Text(EX): Whenever you successfully cast a creature spell, you may pay {1} to return target creature to owner's hand.
You can pay for the triggered ability (see Rule A.8) once each time a creature spell is successfully cast. [\[D'Angelo 06/25/98\]](#)
Remember that spells become successfully cast even before responses to that spell can be announced. This means that you have to use Equilibrium before the creature that is being cast comes into play, so you cannot use Equilibrium on the creature you cast. [\[D'Angelo 03/08/99\]](#)

Equinox:

Info: Color=White Type=Enchant Land Cost=W LG(C1)
Text(LG+errata): Play ~this~ only on a land you control. ; Tap enchanted land: Counter target spell that would put one or more lands you control into any graveyard or deal lethal damage to any land you control. Play this ability as an interrupt. [\[Oracle 07/01/98\]](#)
If it's unclear whether a spell is a valid target for this ability, check to see whether any of your lands would be put into any graveyard if the spell were resolving right now. If one or more would, then the spell is a valid target for this ability. For example, whether Balance is a valid target is determined by the current land totals. [\[Oracle 07/01/98\]](#)
Can be used to counter any spell which would result in the destruction of one or more of your lands. For example a Shatter cast on an Assembly Worker or even a Lightning Bolt at an animated land. [\[WotC Rules Team 06/15/95\]](#)
Cannot be used to counter abilities of permanents such as Demonic Hordes or others which destroy lands. [\[bethmo 06/14/94\]](#)
Cannot be used to counter a spell like Demonic Hordes which creates a possibility of a land being destroyed at a later time. [\[bethmo 06/15/94\]](#)
Cannot be used to counter a spell which would indirectly cause destruction of one of your lands. For example, casting Resurrection on a Mold Demon or casting Terror on a creature while Earthlink is in play. [\[Aahz 11/21/95\]](#)
Cannot be used to counter a spell which has a random chance of destroying a land, such as Falling Star or Chaos Orb. [\[Aahz 04/16/96\]](#)
Cannot be used to counter a spell which requires sacrificing when it enters play such as Mold Demon or Wood Elemental. [\[Aahz 11/07/96\]](#)
Or ones that requires sacrificing as part of the casting cost. [\[Aahz 12/17/94\]](#)
Balance can be countered only if you have more lands than someone else in play when Equinox is announced and resolved. [\[Aahz 11/11/95\]](#)
Diabolic Edict can only be countered if you have at least one land creature and no non-land creatures. [\[bethmo 02/11/99\]](#)
Does not stop the sending of the land from play into its owner's hand.

Or to any place other than the graveyard. [\[Aahz 06/16/94\]](#)
The land is tapped during announcement and as a cost.
[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)
It is buried if you lose control of the enchanted land.
[\[WotC Rules Team 06/15/95\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Equipoise:

Info: Color=White Type=Enchantment Cost=2W VI(R1)
Text(VI+errata): During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and again for creatures.
[\[Oracle 07/01/98\]](#)
You choose which targets to phase out. [\[Duelist Magazine #17, Page 28\]](#)
The number of excess lands, artifact and creatures is not counted until resolution. This also means that the targets to be phased out are not chosen until resolution of the effect either. [\[DeLaney 01/28/97\]](#) This is because you do not know on announcement which ones will be excess at the time of resolution.
In multiplayer games, can choose a different target player each turn. You can even choose yourself. [\[Duelist Magazine #17, Page 28\]](#) See Rule M.1.4.
Note - Also see Phasing Out and In, Rule G.30.

Erase:

Info: Color=White Type=Instant Cost=W UL(C1)
Text(UL): Remove target enchantment from the game.
The card does not go to the graveyard first. [\[Urza's Legacy FAQ 02/03/99\]](#)

Erg Raiders:

Info: Color=Black Type=Summon Raiders Cost=1B AN(C5)/R45(C1)
Text(5th): 2/3 ; At the end of your turn, ~this~ deals 2 damage to you if it did not attack this turn. Ignore this effect if ~this~ has summoning sickness.
If tapped and unable to attack, they still do 2 damage to the controller of this card. [\[Snark 1994\]](#)
Note - The Arabian Nights version of this card has two versions, one with a small dark circle behind the "1" in the casting cost (rarity C3) and one with a normal mana circle behind the cost (rarity C2).

Erhnam Djinn:

Info: Color=Green Type=Summon Djinn Cost=3G AN(U2)/CH(U3)
Text(CH+errata): 4/5 ; During your upkeep, target non-Wall creature any opponent controls gains forestwalk until your next turn.
[\[Oracle 07/01/98\]](#)
You cannot choose to use the "give Forestwalk" effect when there are no legal targets. The rule is that you can end upkeep without dealing with it if there are no legal targets at that time, but if there is a legal target at that time then you must deal with it.
[\[Duelist Magazine #7, Page 98\]](#)
If you have more than one Djinn, you can have all of them target the same creature with their ability. [\[D'Angelo 12/10/96\]](#)
In multiplayer games you can choose a different player's creature each time it is used (see Rule M.1.4). [\[Duelist Magazine #4, Page 64\]](#) You are forced to pick a creature that some opponent controls if there is at least one creature in play that is a legal target. [\[Aahz 06/13/96\]](#)
Note - Also see Landwalk, Rule A.22.
Note - Also see Phase Abilities, Rule A.5.

Erosion:

Info: Color=Blue Type=Enchant Land Cost=UUU DK(C3)/4(C1)
Text(4th+errata): During the upkeep of enchanted land's controller, destroy that land unless that player pays {1} or 1 life. [\[Oracle 07/01/98\]](#)
The payment is an upkeep cost (see Rule A.6) managed by the enchantment and is not considered to be on the land itself. This means that you can use the abilities of the land prior to paying the upkeep cost.
[\[Duelist Magazine #11, Page 56\]](#)

Errantry:

Info: Color=Red Type=Enchant Creature Cost=1R IA(C1)/5(C1)
 Text(5th+errata): Enchanted creature gets +3/+0 and cannot attack with any other creatures. [\[Oracle 07/01/98\]](#)

Erratic Portal:

Info: Color=Artifact Type=Artifact Cost=4 EX(R1)
 Text(EX): {1},{Tap}: Return target creature to owner's hand unless its controller pays {1}.

Ersatz Gnomes:

If used on a spell which becomes a permanent when cast, the permanent enters play colorless and remains colorless. Remember that the permanent is not an artifact just because it is colorless. [\[Duelist Magazine #16, Page 28\]](#)

Ertai's Familiar:

Info: Color=Blue Type=Summon Illusion Cost=1U WL(R1)
 Text(WL): 2/2, Phasing ; If ~this~ leaves play, put the top three cards of your library into your graveyard. ; {U}: ~this~ cannot phase out until the beginning of your next upkeep.
 Note - Also see Phasing, Rule A.23.

Ertai's Meddling:

Info: Color=Blue Type=Interrupt Cost=XU TE(R1)
 Text(TE+errata): When target spell is successfully cast, put X delay counters on it. X cannot be 0. That spell does not resolve at the normal time. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves. [\[Oracle 07/01/98\]](#)
 Note that a delayed counterspell will fizzle when it resolves since the counterspell will no longer find that its target is a "spell being cast", which is a requirement for countering a spell. [\[D'Angelo 10/29/97\]](#)
 If a spell is targeted by more than one Ertai's Meddling, the spell will resolve only once. The other Meddlings will attempt to have the spell resolve, but their effects will be ignored because a spell can resolve only once each time it is successfully cast. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#)
 A targeted spell which is delayed will still succeed even if its target has phased out and back in again. [\[bethmo 11/19/97\]](#)
 Note - Also see X Costs, Rule K.27.

Ertai, Wizard Adept:

Info: Color=Blue Type=Summon Legend Cost=2U EX(R1)
 Text(EX): 1/1 ; Counts as a Wizard. ; {U}{U}{2},{Tap}: Counter target spell.
 Play this ability as an interrupt.
 Note - Also see Legendary Permanents, Rule K.19.

Escaped Shapeshifter:

Info: Color=Blue Type=Summon Shapeshifter Cost=3UU TE(R1)
 Text(TE): 3/4 ; As long as your opponent controls any creatures with flying, ~this~ gains flying. The same is true for first strike, trample, and protection from any color.
 This card ignores any other Escaped Shapeshifters in play when checking to see if another creature has the various abilities.
[\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)
 Effects, such as the Radjan Spirit's, can remove an ability from the Shapeshifter as if it had that ability naturally.
[\[WotC Rules Team 12/18/97\]](#)
 All abilities listed on the card (Flying, First Strike, Trample, and Protection from Color) are considered to be base abilities of this card which are only "on" under certain conditions. When determining order of effects, these abilities are considered to be built-in and thus are the oldest. [\[Duelist Magazine #23, Page 22\]](#)
 In a multiplayer game, it works if any opponent controls creatures with the appropriate abilities. [\[bethmo 03/24/98\]](#)
 Note - Also see Trample, Rule A.27.

Essence Bottle:

Info: Color=Artifact Type=Artifact Cost=2 TE(U1)
Text(TE): {3},{Tap}: Put an elixir counter on ~this~. ; {Tap}, Remove all elixir counters from ~this~: Gain 2 life for each elixir counter removed in this way.

Essence Flare:

Info: Color=Red Type=Sorcery Cost=2RR DK(U1)
Text(DK+errata): ~this~ deals an amount of damage equal to the number of mountains you control to target opponent and half that amount, rounded up, to you. [\[Oracle 07/01/98\]](#)
Its effect is not an upkeep cost (see Rule A.6), it's just an upkeep ability (see Rule A.5). [\[Aahz 02/12/96\]](#)

Essence Vortex:

Info: Color=Multi Type=Instant Cost=1UB IA(U1)
Text(IA+errata): Destroy target creature. That creature cannot be regenerated this turn. The creature's controller may pay life equal to the creature's toughness to counter ~this~. [\[Oracle 07/01/98\]](#)

Eternal Flame:

As errata, it should read "Eternal Flame deals to target opponent an amount of damage equal to..." [\[Encyclopdia Page 168\]](#)
Targets one opposing player. [\[Duelist Magazine #4, Page 64\]](#)

Eternal Warrior:

Info: Color=Red Type=Enchant Creature Cost=R LG(U1)/45(C1)
Text(5th): Attacking does not cause enchanted creature to tap.

Ether Well:

The choice of where to put the creature is made on resolution when the color is discovered. [\[bethmo 09/17/96\]](#)

Eureka:

Info: Color=Green Type=Sorcery Cost=2GG LG(R1)
Text(LG+errata): Beginning with you and proceeding in turn order, each player may choose an artifact, creature, enchantment, or land card in his or her hand and put that card into play. Continue until each player in turn has declined to put a card into play. [\[Oracle 07/01/98\]](#)
The cards played during Eureka all enter play one at a time. This means that if two of the same Legend are put into play as the result of this spell that the second one is buried, not both of them. [\[Aahz 06/22/94\]](#)
You keep putting cards out until both/all players say they are done. It is not just until one player says they are done. You alternate simply to stop one player from putting out too many cards in a row when the other player wants to play some. Another way to think of this is to go around the table. Each player may play a card or pass. Eureka ends once an entire pass around the table is made where everyone passes.

[\[Duelist Magazine #2, Page 8\]](#)

The cards are just put into play. They are not cast, and so they cannot be countered, will not trigger "gain 1 life when" or other effects (such as the Verduran Enchantress) that can only be used when a spell is cast. [\[Aahz 09/02/94\]](#) They are also not "played" so abilities such as Recycle won't trigger. [\[Oracle 07/01/98\]](#)

Local enchantments can be played on creatures, like Autumn Willow, that cannot be targeted by spells and abilities... since these are considered to be neither at the time. [\[bethmo 02/23/96\]](#) And a Skulking Ghost won't die since it was not targeted by a spell or ability. [\[bethmo 08/21/97\]](#)

Any abilities that trigger due to these cards coming into play do not actually resolve until after the entire Eureka effect is done resolving. [\[WotC Rules Team 02/01/98\]](#) This overrides text from Oracle 07/01/98. Continuous effects of cards put into play happen immediately.

[\[Aahz 12/18/95\]](#) For example, Kismet.

If a Clone tries to enter play when there are no creatures in play, it stays where it is because it has no legal target. [\[Aahz 10/28/96\]](#)

Cards cannot be put into play illegally. [\[WotC Rules Team 06/01/97\]](#)
If two of the same Legend end up in play during Eureka but one of them is removed (say by an Oubliette being played as well) before the rules triggered effects step, then the game won't detect the presence of two Legends and neither is buried. [\[Aahz 11/16/97\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Evacuation:

Info: Color=Blue Type=Instant Cost=3UU SH(R1)
Text(SH): Return all creatures to owner's hands.

Evaporate:

A creature which is both blue and white only takes one damage.
[\[Duelist Magazine #9, Page 60\]](#) The card just creates a list of affected creatures and the list cannot have a single creature more than once.

Everglades:

Info: Color=Land Type=Land Cost=None VI(U1)
Text(VI+errata): ~this~ comes into play tapped. ; When ~this~ comes into play, return an untapped swamp you control to owner's hand or sacrifice ~this~. ; {Tap}: Add {B} and one colorless mana to your mana pool. [\[Oracle 07/01/98\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Evil Eye of Orms-by-Gore:

Info: Color=Black Type=Summon Evil Eye Cost=4B LG(U1)/5(U1)
Text(5th): 3/6 ; ~this~ cannot be blocked except by Walls. ; Except for Evil Eyes, creatures you control cannot attack.
Will prevent Akron Legionnaires from attacking. [\[Aahz 10/21/94\]](#)

Evil Presence:

Info: Color=Black Type=Enchant Land Cost=B ABUR45(U1)
Text(5th): Enchanted land is a swamp.
A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced too. [\[Mirage, Page 58\]](#)
Will not add or remove Snow-Covered nature from a land.
[\[Duelist Magazine #6, Page 132\]](#)

Evincar's Justice:

Info: Color=Black Type=Sorcery Cost=2BB TE(C1)
Text(TE): Buyback {3} ; ~this~ deals 2 damage to each creature and player.
Note - Also see Buyback, Rule A.13.

Eviscerator:

Info: Color=Black Type=Summon Horror Cost=3BB UL(R1)
Text(UL): 5/5, Protection from White ; When ~this~ comes into play, lose 5 life.
This is loss of life, and not damage. It cannot be prevented. See Rule G.24. [\[Barclay 02/09/99\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Protection, Rule A.24.

Exalted Dragon:

Info: Color=White Type=Summon Dragon Cost=4WW EX(R1)
Text(EX): 5/5, Flying ; Each turn, ~this~ cannot attack unless you sacrifice a land.
You have to sacrifice a land at the time you declare this creature as an attacker if you want it to attack. This is additive with any other attack declaration costs (such as Brainwash). [\[bethmo 06/11/98\]](#)

Excavator:

Info: Color=Artifact Type=Artifact Cost=2 TE(U1)
Text(TE): {Tap}, Sacrifice a basic land: Target creature gains that landwalk ability until end of turn.
If you sacrifice a land that counts as more than one land type, you may choose only one of those land types. It gets landwalk of the type you

choose. [\[WotC Rules Team 02/01/98\]](#)

If you sacrifice a Snow-Covered land it gets the appropriate kind of

Snow-Covered Landwalk. [\[Aahz 11/17/97\]](#)

Note - Also see Landwalk, Rule A.22.

Exhaustion:

Info: Color=Blue Type=Sorcery Cost=2U US(U1)

Text(US): Creatures and lands target opponent controls do not untap during his or her next untap phase.

Modifies the targeted opponent's next turn. It affects creatures at that time regardless of what the player controls when this resolves.

[\[WotC Rules Team 10/18/98\]](#)

Exhume:

Info: Color=Black Type=Sorcery Cost=1B US(C1)

Text(US+errata): Each player with a creature card in his or her graveyard chooses one and puts that creature into play. [\[WotC Rules Team 10/18/98\]](#)

The current player chooses first (if they can choose). [\[Urza's FAQ 10/05/98\]](#)

All choices are made on announcement. [\[DeLaney 10/20/98\]](#)

Exorcist:

Info: Color=White Type=Summon Exorcist Cost=WW DK(U1)

Text(DK+errata): 1/1 ; {1}{W},{Tap}: Destroy target black creature.

[\[Oracle 07/01/98\]](#)

Expendable Troops:

Info: Color=White Type=Summon Soldiers Cost=1W UL(C1)

Text(UL): 2/1 ; {Tap}, Sacrifice ~this~: ~this~ deals 2 damage to target attacking or blocking creature.

Exploration:

Info: Color=Green Type=Enchantment Cost=G US(R1)

Text(US): You may play an additional land each turn.

You can still only play lands on your turn, during your main phase.

[\[D'Angelo 10/08/98\]](#)

You have to say when you put the land out that it is the one you get because of Exploration. [\[bethmo 10/23/98\]](#) If you put out a Forest while Exploration is in play, then Exploration leaves play (by being destroyed or something), you cannot put out another Forest claiming that the first one was due to Exploration unless you said so when you played that Forest.

Expunge:

Info: Color=Black Type=Instant Cost=2B US(C1)

Text(US): Destroy target nonartifact, nonblack creature. That creature cannot be regenerated this turn. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Extinction:

Info: Color=Black Type=Sorcery Cost=4B TE(R1)

Text(TE): Destroy all creatures of any creature type of your choice.

You do not have to name an existing creature type.

[\[WotC Rules Team 03/31/98\]](#)

Note - Also see Creature Type, Rule K.13.

Eye for an Eye:

Info: Color=White Type=Instant Cost=WW AN(U3)/R45(R1)

Text(5th): Play only when a creature, spell, or effect assigns damage to you. ~this~ deals an equal amount of damage to that source's controller.

Cannot be used on effects that cause loss of life. It can only be used on damage. [\[bethmo 1994\]](#)

This spell is played during the series at the start of the damage prevention step (see Rule T.10.1) in which the player is damaged. [\[D'Angelo 06/01/98\]](#)

Since it counts damage that was assigned, you can still prevent the damage afterward with a Circle of Protection or something. [\[bethmo 1994\]](#)

Does white damage to your opponent. [\[D'Angelo 1994\]](#)

If any damage is prevented by other effects that trigger on damage being assigned, that prevention does not affect this card because the amount

of damage originally assigned does not change even if damage was prevented. [\[D'Angelo 06/23/98\]](#)

Eye of Singularity:

Info: Color=White Type=Enchant World Cost=3W VI(R1)
Text(VI+errata): When ~this~ comes into play, destroy all permanents with the same name except basic lands. ; Whenever any permanent comes into play, bury each other permanent with the same name as that permanent other than basic lands. [\[Oracle 07/01/98\]](#) [\[WotC Rules Team 08/01/98\]](#)
Since phasing in does not cause comes-into-play effects to trigger, it is possible to phase in a card which is already in play and not trigger this effect. [\[bethmo 02/05/97\]](#)
If a duplicate Legend is cast while this is in play, both Legends are buried. One from the duplicate Legend rule and the other from this card. [\[Duelist Magazine #17, Page 28\]](#)
If a copy card such as Clone enters play, the permanent it is copying is buried and the copy card stays in play. [\[bethmo 05/23/97\]](#)
The errata moves the check to see if the card is a basic land until the resolution, which allows for an effect such as Blood Moon's to change the card's name before resolution. [\[WotC Rules Team 08/01/98\]](#)

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Fade Away:

Info: Color=Blue Type=Sorcery Cost=2U EX(C1)
Text(EX): For each creature, that creature's controller pays {1} or sacrifices a permanent.
At the beginning of the resolution, each player counts up the number of creatures they control, then they make the required number of payments and/or sacrifices. The active player announces their choices first followed by the other players, but all the sacrifices are done at the same time. [\[WotC Rules Team 07/01/98\]](#) Because of this, you cannot sacrifice one creature in order to pay for another and thereby avoid payment for the first. [\[Barclay 06/10/98\]](#)
You can choose to pay some mana and sacrifice some permanents if you have more than one creature. [\[Barclay 06/10/98\]](#)
You cannot play mana sources during the resolution. You must do so before the spell begins to resolve. [\[WotC Rules Team 07/01/98\]](#)

Faerie Conclave:

Info: Color=Land Type=Land Cost=None UL(U1)
Text(UL): ~this~ comes into play tapped. ; {Tap}: Add one blue mana to your mana pool. ; {1}{U}: ~this~ becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.
The animating ability sets the base characteristics for the land creature. So, while you can use the ability again, it won't have any additional effect if used more than once. [\[Urza's Legacy FAQ 02/03/99\]](#)
The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[Urza's Legacy FAQ 02/03/99\]](#)
See Rule G.39.3.

Faerie Noble:

Info: Color=Green Type=Summon Noble Cost=2G HL(U1)
Text(HL): 1/2, Flying. ; All Faeries you control get +0/+1. ; {Tap}: All Faeries you control get +1/+0 until end of turn.
The errata in Oracle 07/01/98 has been removed. [\[Oracle Update 11/11/98\]](#)

Faith Healer:

Info: Color=White Type=Summon Cleric Cost=1W US(R1)
Text(US): 1/1. ; Sacrifice an enchantment: Gain life equal to the sacrificed enchantment's total casting cost.

The Fallen:

Info: Color=Black Type=Summon Fallen Cost=1BBB DK(U2)/CH(U3)
Text(CH+errata): 2/3 ; During your upkeep, ~this~ deals 1 damage to each opponent it has damaged this game. [\[Oracle 07/01/98\]](#)
Will not damage the controller, only opponents of the controller. So, if

you managed to take control of someone else's The Fallen after being damaged by it, you will not be damaged. [\[Aahz 02/08/95\]](#) Unlike Black Vise which targets only when it is cast, this card actually chooses players each upkeep and will not choose an illegal player. The effect is not cumulative. If a player is hit more than once, they still only take one damage from The Fallen each turn. [\[D'Angelo 1995\]](#) This card is not targeted and so it cannot be redirected. [\[Aahz 08/15/95\]](#) It stops damaging players and forgets which players it damaged when it leaves play. [\[Duelist Magazine #9, Page 35\]](#) If phased out or put into an Oblivette or Tawnos's Coffin it will not forget which players it damaged. [\[Duelist Magazine #11, Page 57\]](#) [\[D'Angelo 10/23/98\]](#)

Fallen Angel:

Info: Color=Black Type=Summon Angel Cost=3BB LG(U1)/CH(U3)/5(U1)
Text(5th+errata): 3/3, Flying ; Sacrifice a creature: ~this~ gets +2/+1 until end of turn. [\[Oracle 07/01/98\]](#)
You can use the sacrifice ability as many times in a turn as you want to, with one creature sacrificed each time. [\[Aahz 06/14/94\]](#)
Can sacrifice itself. [\[Duelist Magazine #5, Page 123\]](#)

Fallen Askari:

Info: Color=Black Type=Summon Knight Cost=1B VI(C1)
Text(VI): 2/2, Flanking ; ~this~ cannot block.
Cannot be given the ability to block by something like Web or Spider Climb. Those abilities do not remove the general inability to block. [\[Duelist Magazine #17, Page 30\]](#)
Note - Also see Flanking, Rule A.19.

Falling Star:

Info: Color=Red Type=Sorcery Cost=2R LG(R1)
Text(LG+errata): Flip ~this~ onto the playing area from a height of at least one foot. If ~this~ makes at least one full turn, it deals 3 damage to each creature it lands on. Whenever ~this~ damages a creature this turn, tap that creature. [\[Oracle 07/01/98\]](#)
It must flip like a coin and not like a frisbee. [\[Aahz 06/16/94\]](#)
Only cards touched when it stops moving are affected. Not ones touched while it is moving. [\[Aahz 06/16/94\]](#)
Classic (Type I) tournaments (see Rule D.13) have banned this card since 11/01/95. It was previously on the restricted list from 08/01/94 to 11/01/95.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Fallow Wurm:

Info: Color=Green Type=Summon Wurm Cost=2G WL(U1)
Text(WL+errata): 4/4 ; When ~this~ comes into play, choose and discard a land card or sacrifice ~this. [\[Oracle 07/01/98\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

False Demise:

Since False Demise's effect follows the standard timing rules for triggered abilities, if both players have False Demise on the same creature, then the player whose turn it is when the creature goes to the graveyard will get it. The other False Demise effect will fizzle. [\[Duelist Magazine #12, Page 32\]](#)
Token creatures are removed from the game prior to False Demise's triggered ability resolving. [\[Duelist Magazine #12, Page 32\]](#) The continuous effect of removing tokens is "faster" than triggered abilities.

False Orders:

Info: Color=Red Type=Instant Cost=R ABU(C1)
Text(ABU+errata): Play ~this~ only at the end of declaring blockers.
Assign target creature defending player controls to block any attacking

creature, or assign it to not block. Any previous blocking assignments of that creature are retroactively canceled. (All blocking assignments must still be legal.) [\[Oracle 07/01/98\]](#)

You cannot use this spell to make a creature not block a Lured creature because that is not a legal action. [\[bethmo 1994\]](#)

You cannot use this spell to add a creature to block or to remove a creature from blocking when Goblin War Drums is in effect, unless the resulting block is still legal. [\[Aahz 01/27/95\]](#)

If a creature is removed from being a blocker of a given attacker, any effects on the creatures that would have happened because it was declared as a blocker do not happen. [\[Duelist Magazine #8, Page 47\]](#)

If a creature is added as a blocker to a given attacker, any effects on the creatures that would happen due to this, do happen.

[\[Duelist Magazine #8, Page 47\]](#)

False Orders is played as a replacement effect after blocking assignments are made. False Orders can result in a new blocking assignment or retroactive removal of an assignment. [\[Duelist Magazine #8, Page 47\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Falter:

Info: Color=Red Type=Instant Cost=1R US(C1)

Text(US): Creatures without flying cannot block this turn.

Familiar Ground:

Info: Color=Green Type=Enchantment Cost=2G WL(U1)

Text(WL): Each creature you control cannot be blocked by more than one creature.

Fanning the Flames:

Info: Color=Red Type=Sorcery Cost=XRR SH(U1)

Text(SH): Buyback 3. ; "this" deals X damage to target creature or player.

Note - Also see Buyback, Rule A.13.

Note - Also see X Costs, Rule K.27.

Farmstead:

Info: Color=White Type=Enchant Land Cost=WWW ABUR(R1)

Text(RV+errata): {W}{W}: Enchanted land's controller gains 1 life. Use this ability only during that player's upkeep and only once each turn.

[\[Encyclopedia, Page 53\]](#)

Note that the controller of the enchantment is the only one that can pay the cost, but the controller of the land is the one that gets the life point. [\[WotC Rules Team 10/12/94\]](#)

Farrelite Priest:

As errata, play the ability as a mana source. [\[Mirage, Page 2\]](#)

Mana which "changes color" as it goes through the Priest forgets its original source because the old mana gets used up and new mana gets generated. [\[Aahz 01/24/95\]](#)

Farrel's Mantle:

As errata, it should read "...enchants. If it does so, it deals no damage to defending player this turn." [\[Encyclopedia, Page 181\]](#)

This enchantment gives the creature the ability to deal damage, and therefore the damage is considered to come from the creature and not from the enchantment. [\[Aahz 12/02/94\]](#) Creatures like Sengir Vampire that get credit for damaging a creature get credit when using the Mantle.

[\[D'Angelo 01/18/95\]](#)

The creature's controller (not the enchantment's controller) gets to use the ability. If put on an opponent's creature, you don't make decisions about it. [\[WotC Rules Team 12/15/94\]](#)

A creature can use the abilities of two Mantles. [\[D'Angelo 10/01/96\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

Farrel's Zealot:

As errata, it should read "...creature. If you do so, it deals no damage to defending player this turn." [\[Encyclopedia, Page 181\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

In a multiplayer game, the target creature does not need to be one of the ones controlled by the player you actually attacked.

Fastbond:

Info: Color=Green Type=Enchantment Cost=G ABUR(R1)
Text(ABU/RV+errata): You may play as many lands as you wish each turn ; For each land after the first you put into play during a turn, ~this~ deals 1 damage to you. [\[Oracle 07/01/98\]](#)
You can only play land cards when it would otherwise be legal to play a land. This means only on your turn during your main phase.
[\[WotC Rules Team 09/15/94\]](#)
Playing a land is not a fast effect, so they must be played out one at a time. Only the restriction to one land per turn was removed. Lands are still played the same way they normally are. [\[Aahz 12/21/94\]](#)
You take damage whether you play a land using Fastbond's effect or using any other effect like Gaea's Touch or Eureka. [\[bethmo 09/20/94\]](#)
Also, the extra lands that Storm Cauldron allows. [\[bethmo 06/20/96\]](#)
Land put into play by Thawing Glaciers or a similar effect will cause you damage. Any way of putting a land into play will cause damage.
[\[DeLaney 03/16/99\]](#)
If you have two in play, you take 2 damage per land played.
[\[bethmo 04/11/96\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 10/01/96.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 10/01/96.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95, when it left the environment.

Fasting:

Info: Color=White Type=Enchantment Cost=W DK(U2)
Text(DK+errata): During your upkeep, put a hunger counter on ~this~.
If ~this~ has five hunger counters on it, sacrifice it. ; If you draw a card, sacrifice ~this~. ; Skip your next draw phase: Gain 2 life. Use this ability only during your turn and only once each turn.
[\[Oracle 07/01/98\]](#)
This effect requires a payment of skipping your draw phase. You cannot use multiple effects that require such a payment, so you cannot use two Fasting in the same turn. [\[WotC Rules Team 10/18/95\]](#)
Note that using this spell causes you to skip your draw phase entirely, so it cannot be used in combination with draw phase effects like Island Sanctuary or Howling Mine. [\[bethmo 08/10/94\]](#)
It can be used with Necropotence since this is used before the draw phase and Necropotence happens right as the draw phase would start.
[\[WotC Rules Team 07/29/96\]](#)
Note - Also see Skipping a Phase, Rule G.38.

Fatal Blow:

Info: Color=Black Type=Instant Cost=B WL(C1)
Text(WL+errata): Destroy target creature that was damaged this turn. That creature cannot regenerate this turn. [\[Oracle 07/01/98\]](#)
This card works if the creature was successfully damaged at any point during the turn, even if it regenerated. [\[Aahz 07/03/97\]](#)

Fatal Lore:

Info: Color=Black Type=Sorcery Cost=2BB AL(R2)
Text(AL+errata): An opponent chooses one - You draw three cards; or destroy up to two target creatures that opponent controls and he or she draws up to three cards. Those creatures cannot be regenerated this turn.
[\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)
It does not target the opponent, but you still choose an opponent.
[\[WotC Rules Team 02/01/98\]](#)
You pick the up to two target creatures before the opponent chooses which of the two effects will happen. [\[Duelist Magazine #12, Page 32\]](#)
See Rule G.27 on Modal spells.

Fault Line:

Info: Color=Red Type=Instant Cost=XRR US(R1)
 Text(US): ~this~ deals X damage to each creature without flying and each player.
 Note - Also see X Costs, Rule K.27.

Fear:

Info: Color=Black Type=Enchant Creature Cost=BB ABUR45(C1)/IA(C1)
 Text(5th): Enchanted creature cannot be blocked except by artifact creatures and black creatures.

Fecundity:

Info: Color=Green Type=Enchantment Cost=2G US(U1)
 Text(US): Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.

Feedback:

Info: Color=Blue Type=Enchant Enchantment Cost=2U ABUR45(U1)
 Text(5th): During the upkeep of enchanted enchantment's controller, ~this~ deals 1 damage to him or her.

Feint:

Info: Color=Red Type=Instant Cost=R LG(C1)
 Text(LG+errata): Tap all creatures blocking target attacking creature. That creature and all creatures blocking it deal no combat damage this turn.
[\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.
 Note - Also see Fog Effects, Rule E.6.

Feldon's Cane:

Info: Color=Artifact Type=Artifact Cost=1 AQ(C1)/CH(C2)/5(U1)
 Text(5th): {Tap}, Remove ~this~ from the game: Shuffle your graveyard into your library.
 Classic (Type I) tournaments (see Rule D.13) restricted this card from 05/02/94 until 10/01/97. It is not currently banned or restricted.
 Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 01/01/99. It is not currently banned or restricted.
 Standard (Type II) tournaments (see Rule D.16) restricted this card from 05/02/94 through 04/01/96. It is not currently banned or restricted.

Fellwar Stone:

Info: Color=Artifact Type=Artifact Cost=2 DK(U2)/45(U1)
 Text(5th): {Tap}: Add to your mana pool one mana of any type that any opponent's lands can produce. Play this ability as a mana source.
 Cannot be tapped for mana if opponent has no mana producing lands.
[\[bethmo 09/26/94\]](#)

+ The generated mana is of the color the land would produce if tapped for mana after applying any effects (such as Phantasmal Terrain or Reality Twist) and any replacement effects (such as Naked Singularity) when determining the type of mana the land can produce. [WotC Rules Team 03/18/99]

It only produces one mana even if the land can produce more than one.
[\[D'Angelo 08/02/95\]](#)

Can generate any of the colors the land can produce, even if the land is one of the Homelands lands which has a cost in addition to tapping in order to generate that mana. [\[Duelist Magazine #9, Page 37\]](#)

Works even if the opponent's lands are tapped. It only checks what kinds of mana can be produced, not if the abilities that produce them are usable right now. [\[D'Angelo 10/31/96\]](#)

Can generate colorless mana if the opponent has a land which does so.
[\[Duelist Magazine #5, Page 10\]](#)

The generated mana has any restrictions that the land's mana would have had. For example, if they have a Mishra's Workshop you could generate one colorless mana only usable for casting artifacts. [\[Aahz 08/01/95\]](#)

Femeref Enchantress:

Info: Color=Multi Type=Summon Enchantress Cost=GW VI(R1)

Text(VI+errata): 1/2 ; Whenever any enchantment is put into any graveyard from play, draw a card. [\[Oracle 07/01/98\]](#)

If it goes to the graveyard, its ability will not trigger because of any local enchantments on herself (unless those enchantments are being destroyed by the same effect that is destroying the Enchantress). This is because those enchantments are not buried until after she is in the graveyard. [\[bethmo 10/19/97\]](#)

Feral Instinct:

Info: Color=Green Type=Instant Cost=1G VI(C1)
Text(VI+errata): Target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Feroz's Ban:

Info: Color=Artifact Type=Artifact Cost=6 HL(U1)/5(R1)
Text(5th): Summon spells cost an additional {2} to play.

Fertile Ground:

Info: Color=Green Type=Enchant Land Cost=1G US(C1)
Text(US): Whenever enchanted land is tapped for mana, it produces an additional one mana of any color.
The color of mana to be generated is chosen when tapping the land for mana. [\[Urza's FAQ 10/05/98\]](#) Actually, it's just afterwards when you are dealing with the triggered abilities from tapping the land. [\[D'Angelo 10/22/98\]](#)
This does not change the mana type the land produces for any other effects that check what mana type the land produces. For example, a Mana Flare would see a Mountain produce R, and make an extra R regardless of what color Fertile Ground generates. [\[Urza's FAQ 10/05/98\]](#)
Still generates mana even if the other land is tapped for zero mana. For example, Gaea's Cradle tapped when no creatures are in play. [\[D'Angelo 10/20/98\]](#)

Fervor:

Info: Color=Red Type=Enchantment Cost=2R WL(R1)
Text(WL): All creatures you control are unaffected by summoning sickness.

Festering Evil:

Info: Color=Black Type=Enchantment Cost=3BB WL(U1)
Text(WL): During your upkeep, ~this~ deals 1 damage to each creature and player. ; {B}{B}, Sacrifice ~this~: ~this~ deals 3 damage to each creature and player.

Festival:

Info: Color=White Type=Instant Cost=W DK(C3)
Text(DK+errata): Play ~this~ only during target opponent's upkeep. ; That player cannot attack this turn. [\[Oracle 07/01/98\]](#)
You cannot play Siren's Call or any other spell/ability that can only be played prior to an attack when this spell is in effect, because the player cannot attack at all. You can play instant speed effects such as the Nettling Imp and such before this spell resolves. [\[Aahz 06/16/97\]](#)
Cannot be retargeted since it can only be played during its target's upkeep. [\[Aahz 07/06/95\]](#)
Prohibits all attacks that turn, not just one attack. [\[DeLaney 01/28/97\]](#)

Fevered Convulsions:

Info: Color=Black Type=Enchantment Cost=BB TE(R1)
Text(TE): {2}{B}{B}: Put a -1/-1 counter on target creature.

Fevered Strength:

Info: Color=Black Type=Instant Cost=2B AL(C3)
Text(AL+errata): Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the

next upkeep, but it should be played by the new wording.

Field of Dreams:

Info: Color=Blue Type=Enchant World Cost=U LG(R1)
Text(LG+errata): Players play with the top card of their libraries face up.
[\[Oracle 07/01/98\]](#)

Note - Also see Enchant World, Rule K.14.8.

If you get to draw more than one card from the library at a time (such as with Brainstorm), players do not get to see anything other than the top card before the draw and the top card after you are done drawing.

They do not see each card being drawn. [\[Aahz 06/16/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Field of Souls:

Info: Color=White Type=Enchantment Cost=2WW TE(R1)
Text(TE): Whenever a nontoken creature is put into your graveyard from play, put an Essence token into play. Treat this token as a 1/1 white creature with flying.

If you have two of these in play, both will trigger when a non-token creature goes to the graveyard. [\[bethmo 12/19/97\]](#)

Note - Also see Token Creatures, Rule K.25.

Fiery Justice:

Info: Color=Multi Type=Sorcery Cost=WRG IA(R1)
Text(IA+errata): ~this~ deals 5 damage divided any way you choose among any number of target creatures and/or players. An opponent gains 5 life.
[\[Oracle Update 11/11/98\]](#)

Cannot choose to do fractional or zero damage to a target.

[\[WotC Rules Team 07/19/95\]](#)

You can give life to the same opposing player you target.

[\[Oracle Update 11/11/98\]](#)

Fiery Mantle:

Info: Color=Red Type=Enchant Creature Cost=1R US(C1)
Text(US): When ~this~ is put into a graveyard from play, return ~this~ to owner's hand. ; {R}: Enchanted creature gets +1/+0 until end of turn.

Fighting Chance:

Info: Color=Red Type=Instant Cost=R EX(R1)
Text(EX): For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.

Fighting Drake:

Info: Color=Blue Type=Summon Drake Cost=2UU TE(U1)
Text(TE): 2/4, Flying.

Final Fortune:

If you end up skipping the extra turn that is gained, you do not lose the game. For example, you can feed the extra turn to untap a Time Vault.

[\[Duelist Magazine #16, Page 25\]](#) The turn is not "saved" by the Time Vault, so when you use the Vault, that turn does not have the Final Fortune disadvantage. [\[Duelist Magazine #16, Page 25\]](#)

If more than one of these (or Time Walk) are used in a single turn, the extra turns happen in the order in which the spells resolve.

[\[bethmo 11/05/96\]](#)

Fire and Brimstone:

Info: Color=White Type=Instant Cost=3WW DK(U2)
Text(DK+errata): ~this~ deals 4 damage to target player who has attacked this turn and 4 damage to you. [\[Oracle 07/01/98\]](#)

Fire Ants:

Info: Color=Red Type=Summon Insects Cost=2R US(U1)
Text(US): 2/1. ; {Tap}: ~this~ deals 1 damage to each other creature without flying.

Does 1 damage to each non-Flying creature other than itself.

[\[DeLaney 10/05/98\]](#)

Fireball:

Info: Color=Red Type=Sorcery Cost=XR ABUR45(C1)
 Text(5th): Pay {1} for each target beyond the first: ~this~ deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

If split for multiple targets, each target can receive only one of the splits. You may not multiply target something. [\[bethmo 1994\]](#) See Rule G.41.2.

If the damage to creatures is redirected to the player (via Jade Monolith or other effect), the damage from the Fireball can all be prevented with one use of a Circle of Protection. The trick is that all damage from one use of a spell/ability can be prevented at once.

[\[WotC Rules Team 10/03/96\]](#)

The mana spent for extra targets is not part of the casting cost (see Rule K.9) for Spell Blast or other reasons. [\[Peterson 10/14/94\]](#)

Note - Also see X Costs, Rule K.27.

Fireblast:

Info: Color=Red Type=Instant Cost=4RR VI(C1)
 Text(VI): You may sacrifice two mountains instead of paying ~this~'s casting cost. ; ~this~ deals 4 damage to target creature or player.

Note - Also see Pitch Spells, Rule E.10.

Firebreathing:

Info: Color=Red Type=Enchant Creature Cost=R ABUR45(C1)/MI(C1)
 Text(MI/5th): {R}: Enchanted creature gets +1/+0 until end of turn.

Fire Drake:

Info: Color=Red Type=Summon Drake Cost=1RR DK(U2)/CH(U3)/5(U1)
 Text(CH/5th+errata): 1/2, Flying ; {R}: ~this~ gets +1/+0 until end of turn.
 You cannot spend more than {R} in this way each turn.

Fire Elemental:

Info: Color=Red Type=Summon Elemental Cost=3RR ABUR4(U1)
 Text(ABU/RV/4th): 5/4.

Firefly:

Info: Color=Red Type=Summon Insect Cost=3R TE(U1)
 Text(TE): 1/1, Flying ; {R}: ~this~ gets +1/+0 until end of turn.

Fireslinger:

Info: Color=Red Type=Summon Wizard Cost=1R TE(C1)
 Text(TE): 1/1 ; {Tap}: ~this~ deals 1 damage to target creature or player and 1 damage to you.

Fire Sprites:

Info: Color=Green Type=Summon Faeries Cost=1G LG(C2)
 Text(LG+errata): 1/1, Flying ; {G},{Tap}: Add {R} to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Firestorm:

Info: Color=Red Type=Instant Cost=R WL(R1)
 Text(WL): Choose and discard X cards: ~this~ deals X damage to each of X target creatures and/or players.
 Cannot be cast for a value of X more than the number of legal (different) targets. [\[Duelist Magazine #19, Page 34\]](#) You cannot target the same thing more than once. [\[Fifth Rulebook, Page 37\]](#) See Rule G.41.2.

Firestorm Hellkite:

Info: Color=Multi Type=Summon Dragon Cost=4UR VI(R1)
 Text(VI): 6/6, Flying, Trample ; Cumulative Upkeep - {U}{R}.
 Note - Also see Cumulative Upkeep, Rule A.14.
 Note - Also see Trample, Rule A.27.

Firestorm Phoenix:

Info: Color=Red Type=Summon Phoenix Cost=4RR LG(R1)

Text(LG+errata): 3/2, Flying ; If ~this~ is put into any graveyard from play, return it to owner's hand. It cannot be played again until owner's next turn. [\[Oracle 07/01/98\]](#)

No matter how it goes to the graveyard from play, it returns to its owner's hand. [\[Aahz 06/16/94\]](#)

The rebirth is a triggered ability (see Rule A.8), so it is possible for another triggered ability to remove the card from the graveyard before the effect resolves. In which case, it fails to work. [\[D'Angelo 11/11/96\]](#)

The Phoenix power works even for Clones or Vesuvan Doppelgangers of a Phoenix. The Clone or Doppelganger goes to your hand immediately after going to the graveyard. [\[WotC Rules Team 09/15/94\]](#)

Does not return if Disintegrated because Disintegrated creatures do not go to the graveyard first. [\[WotC Rules Team 09/15/94\]](#)

Does return if a Runesword is used on it and it is destroyed.

[\[WotC Rules Team 10/12/94\]](#) The Runesword sends creatures to the graveyard first.

It may not be summoned again until your next turn, but it can be put into play by effects such as Flash or Eureka. [\[Aahz 04/07/97\]](#)

A Clone or Vesuvan Doppelganger of this card also cannot be summoned until your next turn. The effect is considered to apply to the card.

[\[Aahz 04/07/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Fire Whip:

Info: Color=Red Type=Enchant Creature Cost=1R WL(C1)

Text(WL+errata): Play only on a creature you control. ; Enchanted creature gains "{Tap}: This creature deals 1 damage to target creature or player." ; Sacrifice ~this~: ~this~ deals 1 damage to target creature or player. [\[Oracle 07/01/98\]](#)

Cannot be used by a creature with summoning sickness because the creature itself needs to tap. [\[Duelist Magazine #19, Page 34\]](#)

Remember that you tap the creature as part of the cost of announcing Fire Whip's granted ability. So, if you have two Fire Whips on a creature announcing the first one will tap the creature, so you cannot use the second one or any other ability which requires tapping the creature until you find a way to untap it. [\[D'Angelo 06/23/97\]](#)

Is buried if you lose control of the creature since the card text says it is played on a creature you control. [\[D'Angelo 08/12/97\]](#) See Rule K.14.5.

Yes, any side effects of the creature dealing damage do happen.

[\[Duelist Magazine #19, Page 34\]](#) For example, giving poison counters.

Fishliver Oil:

Info: Color=Blue Type=Enchant Creature Cost=1U AN(C4)/CH(C3)

Text(CH+errata): Enchanted creature gains islandwalk. [\[Oracle 07/01/98\]](#)

Note - Also see Landwalk, Rule A.22.

Fissure:

Info: Color=Red Type=Instant Cost=3RR DK(C4)/4(C1)

Text(4th+errata): Destroy target creature or land. Creatures destroyed in this way cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)

Whether the target is a land or creature is not set on announcement, so if the spell were Deflected it could target either. [\[D'Angelo 10/04/95\]](#)

Fit of Rage:

Info: Color=Red Type=Sorcery Cost=1R WL(C1)

Text(WL): Target creature gets +3/+3 and gains first strike until end of turn.

The +3/+3 is also only until end of turn. [\[D'Angelo 06/12/97\]](#)

Flailing Drake:

Info: Color=Green Type=Summon Drake Cost=3G TE(U1)

Text(TE): 2/3, Flying ; If ~this~ blocks or is blocked by any creature, that creature gets +1/+1 until end of turn.

Flame Spirit:

Info: Color=Red Type=Summon Spirit Cost=4R IA(U1)/5(U1)

Text(IA/5th+errata): 2/3 ; {R}: ~this~ gets +1/+0 until end of turn.
[\[Oracle 07/01/98\]](#)

Flame Wave:

Info: Color=Red Type=Sorcery Cost=3RRRR SH(U1)
Text(SH): ~this~ deals 4 damage to target player and each creature he or she controls.

Flare:

Info: Color=Red Type=Instant Cost=2R IA(C1)/MI(C1)/5(C1)
Text(5th): ~this~ deals 1 damage to target creature or player. Draw a card at the beginning of the next turn.
Note - Also see Cantrips, Rule E.2.
Note - The Ice Age and Mirage versions said to draw a card at the beginning of the next upkeep, but they should be played by the new wording.

Flash:

The casting cost you pay includes colored mana. It effectively means that you cast the other spell as normal but pay 2 less generic mana in doing so. [\[Aahz 09/20/96\]](#)
You choose the creature, put it into play, pay, then bury if you didn't pay, in that order, all during the resolution. [\[Aahz 10/30/96\]](#)
You pay the cost after the creature enters play. Thus, if there is an X in the cost, X is zero. And X when the creature is being put into play is zero. [\[Aahz 11/15/96\]](#) Similarly, if a Clone is cast, you pay the casting cost of the new form it takes on and not the Clone card's cost. [\[Aahz 11/15/96\]](#)
You can use mana source speed abilities of the card being put into play to pay for its own casting cost. The extra payment is not considered a pre-condition cost for use of the card. [\[Duelist Magazine #17, Page 25\]](#)

Flash Counter:

Info: Color=Blue Type=Interrupt Cost=1U LG(C2)
Text(LG): Counter target interrupt or instant spell.
Extended tournaments (see Rule D.15) have always banned this card.

Flashfires:

Info: Color=Red Type=Sorcery Cost=3R ABUR45(U1)
Text(4th/5th): Destroy all plains.

Flash Flood:

Info: Color=Blue Type=Instant Cost=U LG(C2)/CH(C3)
Text(CH): Destroy target red permanent or return target mountain to owner's hand.
The decision to destroy a permanent or unsummon a Mountain is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [\[WotC Rules Team 09/22/95\]](#) See Rule G.27 on Modal spells.

Fledgling Djinn:

Info: Color=Black Type=Summon Djinn Cost=1B WL(C1)
Text(WL): 2/2, Flying ; During your upkeep, ~this~ deals 1 damage to you.

Fleeting Image:

Info: Color=Blue Type=Summon Illusion Cost=2U UL(R1)
Text(UL): 2/1, Flying ; {1}{U}: Return ~this~ to owner's hand.

Flesh Reaver:

Info: Color=Black Type=Summon Horror Cost=1B US(U1)
Text(US): 4/4. ; Whenever ~this~ successfully deals damage to a creature or opponent, ~this~ deals an equal amount of damage to you.
The ability triggers when damage is successfully dealt, so it starts a new damage prevention step. [\[DeLaney 10/05/98\]](#)

Flickering Ward:

Info: Color=White Type=Enchant Creature Cost=W TE(U1)

Text(TE): When you play ~this~, choose a color. ; Enchanted creature gains protection from the chosen color. ; {W}: Return ~this~ to owner's hand.

Does not have the "does not destroy itself" text, so if you use it for Protection from White, it will bury itself. [\[bethmo 10/09/97\]](#)

Flight:

Info: Color=Blue Type=Enchant Creature Cost=U ABUR45(C1)
Text(5th): Enchanted creature gains flying.

Fling:

Info: Color=Red Type=Instant Cost=1R SH(C1)
Text(SH): Sacrifice a creature: ~this~ deals damage equal to the sacrificed creature's power to target creature or player.

It deals damage equal to the sacrificed creature's power when it was sacrificed. This is as if it read "Sacrifice a creature: Fling deals damage equal to the power the creature had when sacrificed."

[\[WotC Rules Team 03/01/98\]](#)

Cannot be used between the start of damage dealing and the end of combat.

See Rule C.7.Ruling.1. [\[D'Angelo 02/15/99\]](#)

Flock of Rabid Sheep:

Info: Color=Green Type=Sorcery Cost=GGX UG(U1)
Text(UG): Flip X coins; an opponent calls heads or tails. For each flip you win, put a Rabid Sheep token into play. Treat these tokens as 2/2 green creatures that count as Sheep.

You do not have to flip all the coins at once. [\[QAS 09/09/98\]](#)

The opponent only calls heads or tails once, not once per coin.

[\[Barclay 08/12/98\]](#)

No, we don't know why Sheep are green. Maybe Seattle sheep graze near a nuclear power plant. [\[Barclay 08/13/98\]](#)

Optional Rule: You do have to flip all the coins at once. Extra dexterity may be required. [\[Barclay 08/12/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Flood:

Info: Color=Blue Type=Enchantment Cost=U DK(U2)/45(C1)
Text(4th/5th): {U}{U}: Tap target creature without flying.

Note - The artist's name, Dennis Detwiller, is spelled incorrectly on The Dark version.

Flooded Shoreline:

Info: Color=Blue Type=Enchantment Cost=UU VI(R1)
Text(VI): {U}{U}, Return two islands you control to owner's hand: Return target creature to owner's hand.

Floral Spuzzem:

Info: Color=Green Type=Summon Spuzzem Cost=3G LG(U1)
Text(LG+errata): 2/2 ; {0}: Destroy target artifact defending player controls. ~this~ deals no combat damage this turn. Use this ability only once each turn and only if ~this~ is attacking and unblocked.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Is Not Blocked Ability, Rule E.7.

Flowstone Blade:

Info: Color=Red Type=Enchant Creature Cost=R SH(C1)
Text(SH): {R}: Enchanted creature gets +1/-1 until end of turn.

Flowstone Flood:

Info: Color=Red Type=Sorcery Cost=3R EX(U1)
Text(EX): Buyback-3 life+Discard a card at random. ; Destroy target land. You cannot pay the Buyback cost unless you have at least one card in your hand to discard. [\[D'Angelo 10/01/98\]](#)

Note - Also see Buyback, Rule A.13.

Flowstone Giant:

Info: Color=Red Type=Summon Giant Cost=2RR TE(C1)
Text(TE): 3/3 ; {R}: ~this~ gets +2/-2 until end of turn.

Flowstone Hellion:

Info: Color=Red Type=Summon Beast Cost=4R SH(U1)
Text(SH): 3/3 ; ~this~ is unaffected by summoning sickness. ; {0}: ~this~ gets +1/-1 until end of turn.

It will be destroyed as soon as one of its abilities resolves that puts its toughness at zero (or less than the current amount of damage on it). This destruction is a Rule Trigger, so there is no way to use its ability any more to increase its power and there is no way to use Fling before it is destroyed. [\[D'Angelo 04/09/98\]](#)

Flowstone Mauler:

Info: Color=Red Type=Summon Beasts Cost=4RR SH(R1)
Text(SH): 4/5, Trample ; {R}: ~this~ gets +1/-1 until end of turn.
Note - Also see Trample, Rule A.27.

Flowstone Salamander:

Info: Color=Red Type=Summon Salamander Cost=3RR TE(U1)
Text(TE): 3/4 ; {R}: ~this~ deals 1 damage to target creature blocking it.

Flowstone Sculpture:

Info: Color=Artifact Type=Artifact Creature Cost=6 TE(R1)
Text(TE): 4/4 ; {2}, Choose and discard a card: ~this~ gains flying, first strike, or trample permanently, or put a +1/+1 counter on ~this~.
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

Note - Also see Trample, Rule A.27.

Flowstone Shambler:

Info: Color=Red Type=Summon Beast Cost=2R SH(C1)
Text(SH): 2/2 ; {R}: ~this~ gets +1/-1 until end of turn.

Flowstone Wyvern:

Info: Color=Red Type=Summon Drake Cost=3RR TE(R1)
Text(TE): 3/3, Flying ; {R}: ~this~ gets +2/-2 until end of turn.

Fluctuator:

Info: Color=Artifact Type=Artifact Cost=2 US(R1)
Text(US): Cycling costs you up to 2 less to play.

The ability does not work while this card is tapped. See Rule K.6.4.

[\[DeLaney 10/05/98\]](#)

Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.

Note - Also see Cycling, Rule A.15.

Flux:

Info: Color=Blue Type=Sorcery Cost=2U WL(C1)
Text(WL+errata): Each player chooses and discards any number of cards, then draws an equal number of cards. ; Draw a card. [\[Oracle 07/01/98\]](#)

The discard is forced even though you choose how many to discard.

[\[Aahz 06/16/97\]](#)

Flying Carpet:

Info: Color=Artifact Type=Artifact Cost=4 AN(U3)/R45(R1)
Text(5th+errata): {2},{Tap}: Target creature gains flying until end of turn. If that creature is put into any graveyard this turn, sacrifice ~this~.

[\[Oracle 07/01/98\]](#)

It is not sacrificed if the creature regenerates. It is not sacrificed if the creature is removed from the game (unless the creature goes to the graveyard first). [\[Aahz 06/13/96\]](#)

Flying Men:

Info: Color=Blue Type=Summon Flying Men Cost=U AN(C5)
Text(AN): 1/1, Flying.

Extended tournaments (see Rule D.15) have always banned this card.

Fog:

Info: Color=Green Type=Instant Cost=G MI(C1)/ABUR45(C1)
Text(MI/5th): Creatures deal no combat damage this turn.
Only prevents creatures from dealing damage in the damage dealing part of the attack (see Rule C.8). Does not prevent damage done during the attack phase by creature abilities, or other effects such as the Thicket Basilisk's destroy ability.
Note - Also see Fog Effects, Rule E.6.

Fog Bank:

Info: Color=Blue Type=Summon Wall Cost=1U US(U1)
Text(US): 0/2, Flying. (Walls cannot attack.) ; ~this~ does not deal or receive combat damage.
Note - Also see Fog Effects, Rule E.6.

Fog Elemental:

Info: Color=Blue Type=Summon Elemental Cost=2U WL(C1)
Text(WL+errata): 4/4, Flying ; If ~this~ attacks or blocks, sacrifice it at end of combat. [\[Oracle 07/01/98\]](#)

Fog of Gnats:

Info: Color=Black Type=Summon Insects Cost=BB UL(C1)
Text(UL): 1/1, Flying ; {b}: Regenerate ~this~.

Fool's Tome:

Info: Color=Artifact Type=Artifact Cost=4 TE(R1)
Text(TE): {2},{Tap}: Draw a card. Use this ability only if you have no cards in your hand.

Forbid:

Info: Color=Blue Type=Interrupt Cost=1UU EX(U1)
Text(EX): Buyback-Choose and discard two cards. ; Counter target spell. You actually have to discard the cards if you want to pay the buyback (see Rule A.13). [\[D'Angelo 06/18/98\]](#)
Note - Also see Buyback, Rule A.13.

Forbidden Crypt:

The "if you cannot" in the first ability refers to putting the card in your hand, as well as being unable to target a card. Thus, if you cannot target a card or if you are able to target the card but an effect somehow removes it before the card gets to your hand, you lose the game.

[\[WotC Rules Team 06/01/97\]](#)

The ability is a continuous replacement ability (see Rule A.7.5).

[\[bethmo 11/28/98\]](#)

It will trigger on itself being sent to the graveyard, and remove itself from the game. [\[D'Angelo 02/09/99\]](#)

Forbidden Lore:

As errata, it should read "Play only on a land you control. {0}: Tap land Forbidden Lore enchants to give target creature +2/+1 until end of turn."

[\[Encyclopedia, Page 81\]](#)

The land is tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)

Forbidden Ritual:

Info: Color=Black Type=Sorcery Cost=2BB VI(R1)
Text(VI): Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.
The sacrifice of one of your cards is part of the play cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [\[D'Angelo 01/28/97\]](#)
After each time the effect finishes, you get the chance to use it again.
All of these uses are done during the single spell resolution.

[Duelist Magazine #17, Page 28]

You can pick a different player each time the effect repeats in a multiplayer game. **[DeLaney 02/10/97]** See Rule M.1.4.

If your opponent sacrifices a permanent with one of your local enchantments on it, the enchantment is buried before you get a chance to repeat the use of this effect, so you cannot sacrifice the enchantment in response.

[Duelist Magazine #17, Page 28]

Forbidding Watchtower:

Info: Color=Land Type=Land Cost=None UL(U1)
Text(UL): ~this~ comes into play tapped. ; {Tap}: Add one white mana to your mana pool. ; {1}{W}: ~this~ becomes a 1/5 white creature until end of turn. This creature still counts as a land.

The animating ability sets the base characteristics for the land creature.

So, while you can use the ability again, it won't have any additional effect if used more than once. **[Urza's Legacy FAQ 02/03/99]**

The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. **[Urza's Legacy FAQ 02/03/99]**

See Rule G.39.3.

Forcefield:

Info: Color=Artifact Type=Artifact Cost=3 ABU(R1)
Text(ABU+errata): {1}: Prevent all but 1 combat damage to you from an unblocked attacking creature. (Treat further damage from that source normally.) **[Oracle 07/01/98]**

It is of type "Artifact" and not "Poly Artifact". **[Encyclopedia, Page 57]**

Cannot be used to prevent damage caused by a blocked creature with Trample ability. **[bethmo 1994]**

Only usable on combat damage. Any damage from effects (even while it is attacking and is unblocked) is not valid. **[Duelist Magazine #7, Page 99]**

Extended tournaments (see Rule D.15) have always banned this card.

Force of Nature:

Info: Color=Green Type=Summon Force Cost=2GGGG ABUR45(R1)
Text(4th/5th): During your upkeep, pay {G}{G}{G}{G} or ~this~ deals 8 damage to you.

It is not mandatory to pay the upkeep cost (see Rule A.6). You may choose not to pay and to take the damage. **[Duelist Magazine #3, Page 15]**

A Circle of Protection: Green can be used to prevent damage due to not paying upkeep. **[Snark 1994]**

Note - Also see Trample, Rule A.27.

Force of Will:

Note - Also see Pitch Spells, Rule E.10.

Force Spike:

Info: Color=Blue Type=Interrupt Cost=U LG(C2)/5(C1)
Text(5th): Counter target spell unless its caster pays an additional {1}. The payment is optional. **[Aahz 09/02/94]**

Force Void:

Info: Color=Blue Type=Interrupt Cost=2U IA(U1)
Text(IA+errata): Counter target spell unless that spell's caster pays an additional {1}. Draw a card at the beginning of the next turn.

[Duelist Magazine #18, Page 28]

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Foreshadow:

Info: Color=Blue Type=Instant Cost=1U VI(U1)
Text(VI+errata): Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw a card. Draw a card at the beginning of the next turn.

[Duelist Magazine #18, Page 28]

You name the card on announcement. **[Duelist Magazine #17, Page 28]**

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Foresight:

Info: Color=Blue Type=Sorcery Cost=1U AL(C2)
Text(AL+errata): Search your library for any three cards and remove them from the game. Shuffle your library afterwards. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Forethought Amulet:

Info: Color=Artifact Type=Artifact Cost=5 LG(R1)
Text(LG+errata): During your upkeep, pay {3} or sacrifice ~this~. ; Damage dealt to you from each sorcery and instant source is reduced to 2.
[\[Oracle 07/01/98\]](#)
Does not reduce damage which is already 2 or 1. [\[DeLaney 02/14/99\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Forget:

Info: Color=Blue Type=Sorcery Cost=UU HL(U1)/5(R1)
Text(5th): Target player chooses and discards two cards, then draws as many cards as he or she discarded in this way.

Forgotten Lore:

Info: Color=Green Type=Sorcery Cost=G IA(U1)
Text(IA+errata): Put into your hand target card in your graveyard of an opponent's choice. Whenever that player chooses a target for ~this~, you may pay {G} to have him or her instead choose target card in your graveyard he or she has not already chosen for ~this~.
[\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)
It does not target the opponent, but you still choose an opponent.
[\[WotC Rules Team 02/01/98\]](#)
You can keep paying until you're happy with the card choice or run out of green mana. This isn't particularly clear from the card text, however.
[\[Aahz 06/08/95\]](#)
The opponent gets to choose and you get to pay the mana during the announcement of the spell, even before interrupts can be used against it. If you make the payment they choose another target, still being done prior to allowing interrupts. Note that this card is not yet in the graveyard so it cannot be selected. [\[Duelist Magazine #9, Page 60\]](#)
This is a triggered ability that triggers on the the choice being made when playing the spell or when playing the triggered ability.
[\[Oracle 07/01/98\]](#)

Foriysian Brigade:

Info: Color=White Type=Summon Soldiers Cost=3W WL(U1)
Text(WL+errata): 2/4 ; ~this~ may block an additional creature each combat. (All blocking assignments must still be legal.) [\[Oracle 07/01/98\]](#)

Fork:

Info: Color=Red Type=Interrupt Cost=RR ABUR(R1)
Text(RV+errata): ~this~ resolves as a copy of target instant or sorcery spell, except that it does not copy that spell's color. When you play ~this~, choose all targets required by the copy. (You cannot change other choices made by the original caster.) [\[WotC Rules Team 03/31/98\]](#)
You need not (and may not) pay any additional mana or other costs (like sacrifices) to use the spell which is Forked. You get control over a complete copy but can change nothing except the targets.
[\[Duelist Magazine #11, Page 57\]](#)
If mana or other costs need to be spent at resolution of the spell, the caster of Fork would still be responsible for paying that cost.
[\[bethmo 07/18/94\]](#)
Extra costs which are in the spell text but not in the cost at the top of the card still count as part of the cost and do not need to be paid by the player casting Fork. This includes extra mana in Drain Life,

Soul Burn, etc. [\[Duelist Magazine #11, Page 57\]](#)

You maintain full control over the copy of the spell regardless of who cast the original. [\[Snark 1994\]](#)

For spells like Fireball that allow mana to be used for damage or for additional targets, the controller of the copy must use the same number of targets the original spell did. [\[Duelist Magazine #3, Page 22\]](#)

Forking a spell with an X in the cost like Detonate requires you to use the same X value. In the case of Detonate, you must find an artifact with exactly the cost X. [\[WotC Rules Team 09/30/94\]](#)

When Fork resolves, it resolves as if it were the copy of the spell. The copy does not get placed in the current batch.

[\[Duelist Magazine #18, Page 29\]](#)

If something happens to the spell card being copied, the Fork will act completely as that card. For example, Recall removes itself from the game, so a Fork of Recall will remove the Fork card. [\[Aahz 02/17/95\]](#)

Will not copy changes made by interrupts to the spell prior to the use of Fork, such as Sleight of Mind or Magical Hack.

[\[WotC Rules Team 03/31/98\]](#) (REVERSAL)

If you change the color of the Fork from red that the resulting spell will not be red. [\[Aahz 11/07/96\]](#)

If you copy a spell for which Buyback has been paid, you get the Fork back in your hand as part of its resolution. [\[bethmo 10/14/97\]](#)

Does not copy effects upon the spell, such as Ertai's Meddling.

[\[bethmo 11/19/97\]](#)

Does not let you make non-targeting choices about the spell. Remember that damage prevention spells which require a choice (not a target) about what damage to prevent cannot have this choice changed due to Fork. This makes Fork mostly useless on many damage prevention spells.

[\[Aahz 11/17/97\]](#)

It does copy the mana symbols in the casting cost for the card it is copying, but it uses its own color definition and not the one from those mana symbols. This is so it maintains its color just like the text says.

[\[bethmo 07/07/98\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 04/19/95.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/96 since it is not in the current edition.

Note - Also see Copy Cards, Rule E.4.

Formation:

Info: Color=White Type=Instant Cost=1W IA(R1)

Text(IA+errata): Target creature gains banding until end of turn. Draw a card at the beginning of the next turn.

[\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Forsaken Wastes:

Info: Color=Black Type=Enchant World Cost=2B MI(R1)

Text(MI+errata): Players cannot gain life. ; During each player's upkeep, that player loses 1 life. ; If ~this~ becomes the target of a successfully cast spell, that spell's caster loses 5 life. [\[Oracle Update 11/11/98\]](#)

The loss of life from targeting this card does not work until after this card enters play, so you can counterspell it without losing life.

[\[Aahz 09/19/96\]](#)

The fact that players cannot gain life is absolute. There are currently no cards that get around this. [\[Aahz 02/16/97\]](#)

It will not stop a life-giving effect from being altered by specialized effects. Thus, if you have Lich in play when you play Healing Salve to gain 3 life, the specialized conversion effect of the Lich will take place and cause there to be no life gain for Forsaken Wastes to affect.

[\[WotC Rules Team 03/14/97\]](#)

Fortified Area:

Info: Color=White Type=Enchantment Cost=1WW LF(U1)/4(C1)
Text(4th+errata): All Walls you control get +1/+0 and gain banding.

[\[Oracle 07/01/98\]](#)

Note - Also see Banding, Rule A.11.

Fortitude:

Info: Color=Green Type=Enchant Creature Cost=1G US(C1)

Text(US): When ~this~ is put into a graveyard from play, return ~this~ to owner's hand. ; Sacrifice a forest: Regenerate enchanted creature.

Foul Familiar:

Ability cannot be used while this card is in the graveyard.

[\[Duelist Magazine #7, Page 9\]](#)

Foul Imp:

Info: Color=Black Type=Summon Imp Cost=BB SH(C1)

Text(SH): 2/2, Flying ; When ~this~ comes into play, lose 2 life.

Note - Also see Comes Into Play Abilities, Rule E.3.

You can play this if you have less than 2 life, since the life is lost as an effect and not a payment. [\[Duelist Magazine #25, Page 30\]](#)

Fountain of Youth:

Info: Color=Artifact Type=Artifact Cost=0 DK(U2)/CH(C2)/5(U1)

Text(DK/CH/5th): {2},{Tap}: Gain 1 life.

Fowl Play:

Info: Color=Blue Type=Enchant Creature Cost=U2 UG(C1)

Text(UG): Enchanted creature loses all abilities and is a 1/1 creature that counts as a Chicken.

+ *The "counts as a Chicken" text overrides the creature's other type(s).*
[\[QAS 09/09/98\]](#) *But does not remove Legendary status if the creature is a non-token. Token creatures will have Legendary status removed because their name will change. See Rule K.19.5.* [\[bethmo 04/10/99\]](#)

The card keeps all its other characteristics. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Foxfire:

Info: Color=Green Type=Instant Cost=2G IA(C1)/5(C1)

Text(5th): Untap target attacking creature. That creature neither deals nor receives combat damage this turn. Draw a card at the beginning of the next turn.

Note - Also see Cantrips, Rule E.2.

Note - Also see Fog Effects, Rule E.6.

Note - The Ice Age version said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Frankenstein's Monster:

Info: Color=Black Type=Summon Monster Cost=XBB DK(U1)

Text(DK+errata): 0/1 ; When ~this~ comes into play, remove X target creatures in your graveyard from the game or sacrifice ~this~. Then put a total of X +2/+0, +1/+1, and/or +0/+2 counters on ~this~.

[\[Oracle 07/01/98\]](#)

A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 02/03/98\]](#)

You declare X when the spell is cast. When it comes into play, the triggered ability has you choose X creatures in the graveyard. If there are not X creatures there, then the Monster is buried. [\[D'Angelo 10/11/97\]](#)

This is a change from a ruling in here before in Duelist #10 which said you picked the target creatures when announcing the spell. The errata changed the meaning enough to make that ruling invalid.

X can be any number and it does not have to match the total contents of your graveyard. [\[bethmo 09/09/94\]](#)

The power/toughness is a permanent value that can be copied by copy cards such as Clone. [\[Aahz 08/04/97\]](#)

Note - Also see X Costs, Rule K.27.

Frantic Search:

Info: Color=Blue Type=Instant Cost=2U UL(C1)
Text(UL): Draw two cards, then choose and discard two cards. Untap up to three lands.
You can untap 0 to 3 lands. [\[D'Angelo 02/13/99\]](#)
Does not target the lands. [\[D'Angelo 02/13/99\]](#)
Can be used on already untapped lands (with no effect). [\[D'Angelo 02/13/99\]](#)
Can be used on another player's lands. [\[D'Angelo 02/13/99\]](#)

Free-for-All:

Info: Color=Blue Type=Enchantment Cost=U3 UG(R1)
Text(UG): When ~this~ comes into play, set aside all creatures in play, face down. During each player's upkeep, that player chooses a creature card at random from those set aside in this way and puts that creature into play under his or her control. If ~this~ leaves play, bury each creature still set aside this way into its owner's graveyard.
It will set cards and tokens aside, but only cards come back.
[\[Barclay 08/13/98\]](#) Tokens are removed from the game as soon as they leave play.
Only sets creatures aside when it comes into play. It doesn't keep doing it afterwards. [\[Barclay 08/13/98\]](#)
Treat B.F.M. as one creature for purposes of this card. [\[QAS 09/09/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Free-Range Chicken:

Info: Color=Green Type=Summon Chicken Cost=G3 UG(C1)
Text(UG): 3/3 ; {1G}: Roll two six-sided dice. If both die rolls are the same, ~this~ gets +X/+X until end of turn, where X is the number rolled on each die. Otherwise, if the total rolled is equal to any other total you have rolled this turn for ~this~, sacrifice it. (For example, if you roll two 3s, ~this~ gets +3/+3. If you roll a total of 6 for ~this~ later in that turn, sacrifice it.)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Freewind Falcon:

Info: Color=White Type=Summon Falcon Cost=1W VI(C1)
Text(VI): 1/1, Flying, Protection from Red.
Note - Also see Protection, Rule A.24.

Freyalise's Winds:

The effect is inherent in the wind counters and not the enchantment, so if the enchantment leaves play the wind counters will continue to work until they are removed during the next untap.
[\[Duelist Magazine #10, Page 44\]](#)
Does not remove counters from Cyclone. This is because the enchantment does not seek out wind counters. The wind counters from the enchantment remove themselves at the proper time. [\[Duelist Magazine #10, Page 44\]](#)

Frog Tongue:

Info: Color=Green Type=Enchant Creature Cost=G TE(C1)
Text(TE): When ~this~ comes into play, draw a card. ; Enchanted creature can block creatures with flying.
Note - Also see Comes Into Play Abilities, Rule E.3.

Frost Giant:

Info: Color=Red Type=Summon Giant Cost=3RRR LG(U1)
Text(LG): 4/4, Rampage 2.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Rampage, Rule A.25.

Frozen Shade:

Info: Color=Black Type=Summon Shade Cost=2B ABUR45(C1)
Text(4th/5th+errata): 0/1 ; {B}: ~this~ gets +1/+1 until end of turn.
[\[Oracle 07/01/98\]](#)
Note - The artist's name, Shuler, was misspelled on the Limited Edition

and Unlimited Edition versions of this card.

Fugitive Druid:

Info: Color=Green Type=Summon Druid Cost=3G TE(R1)
Text(TE): 3/2 ; Whenever any player successfully casts an enchantment spell that targets ~this~, draw a card.
The text about drawing a card when targeted only applies while the Druid is in play. This means that Animate Dead targeting it will not let anyone draw a card. [\[D'Angelo 11/12/97\]](#)

Fugue:

Info: Color=Black Type=Sorcery Cost=3BB EX(U1)
Text(EX): Target player chooses and discards three cards.

Funeral Charm:

Info: Color=Black Type=Instant Cost=B VI(C1)
Text(VI): Choose one - Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.
Note - Also see Landwalk, Rule A.22.
Note - Also see Modal Spells and Abilities, Rule G.27.

Funeral March:

Info: Color=Black Type=Enchant Creature Cost=1BB HL(C1)/5(C1)
Text(5th): If enchanted creature leaves play, its controller sacrifices a creature.
Phasing out will trigger the sacrifice effect. [\[bethmo 09/17/96\]](#)

Fungal Bloom:

Info: Color=Green Type=Enchantment Cost=GG FE(U1)
Text(FE): {G}{G}: Put a spore counter on a target Fungus.

Fungusaur:

Info: Color=Green Type=Summon Fungusaur Cost=3G ABUR45(R1)
Text(5th): 2/2 ; At the end of any turn in which ~this~ was damaged, put a +1/+1 counter on it.
Regeneration prevents death, so even if it would have died, it took damage and lived so it gets its +1/+1. [\[bethmo 1994\]](#)
Gets only one counter per turn, even if it was damaged multiple times.
[\[D'Angelo 06/03/98\]](#)

Fungus Elemental:

Info: Color=Green Type=Summon Elemental Cost=3G WL(R1)
Text(WL+errata): 3/3 ; When ~this~ comes into play, it gains "{G}, Sacrifice a forest: Put a +2/+2 counter on ~this~" until end of turn.
[\[WotC Rules Team 03/31/98\]](#)
The ability to add counters will not be usable on a turn in which is phases in, because "comes into play" abilities will not trigger.
[\[WotC Rules Team 03/31/98\]](#) See Rule G.30.9.

Furnace Brood:

Info: Color=Red Type=Summon Elementals Cost=3R EX(C1)
Text(EX): 3/3 ; {R}: Target creature cannot be regenerated this turn.

Furnace of Rath:

Info: Color=Red Type=Enchantment Cost=1RRR TE(R1)
Text(TE): Double all damage assigned to any creature or player.
It is a continuous replacement ability (see Rule A.7.5) played when damage is assigned at the start of damage prevention (see Rule T.10.1) before handling abilities that trigger on damage being assigned.
[\[WotC Rules Team 10/18/98\]](#) [\[WotC Rules Team 11/03/98\]](#)
If a spell or ability damages multiple things, divide up the damage before applying this effect (see Rule T.10.13). [\[WotC Rules Team 10/18/98\]](#) This means you cannot normally end up with an odd amount of damage on something.
If you have two of these in play, the damage is multiplied by 4.
[\[D'Angelo 10/17/97\]](#)

The multiplied damage counts in all ways as if it came from the original source. Furnace of Rath is not the source. [\[D'Angelo 10/17/97\]](#)
Does double damage (again) when the damage is being redirected from one place to another. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#)
Trample does not count as redirection. [\[D'Angelo 10/08/98\]](#)
If damage is split as with Fireball, the damage to each target is individually doubled. [\[Aahz 11/17/97\]](#)

Furnace Spirit:

Info: Color=Red Type=Summon Spirit Cost=2R SH(C1)
Text(SH): 1/1 ; ~this~ is unaffected by summoning sickness. ; {R}: ~this~ gets +1/+0 until end of turn.

Fylamarid:

Info: Color=Blue Type=Summon Beast Cost=1UU TE(U1)
Text(TE): 1/3 ; Flying ; ~this~ cannot be blocked by blue creatures. ; {U}: Target creature is blue until end of turn.

Fylgja:

This card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age.

Fyndhorn Druid:

The ability works if it was blocked this turn, no matter how that block came about. [\[bethmo 06/28/96\]](#)

Fyndhorn Elder:

Info: Color=Green Type=Summon Elf Cost=2G IA(U1)/5(U1)
Text(5th): 1/1 ; {Tap}: Add {G}{G} to your mana pool. Play this ability as a mana source.

Fyndhorn Elves:

As errata, play the ability as a mana source. [\[Mirage, Page 2\]](#)

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Gabriel Angelfire:

Info: Color=Multi Type=Summon Legend Cost=3WWGG LG(R1)/CH(U1)
Text(CH): 4/4 ; During your upkeep, ~this~ gains one of the following until your next upkeep: flying; first strike; trample; or rampage 3.
Note - Also see Legendary Permanents, Rule K.19.
Note - Also see Rampage, Rule A.25.
Note - Also see Trample, Rule A.27.

Gaea's Avenger:

Info: Color=Green Type=Summon Gaea's Avenger Cost=1GG AQ(U1)
Text(AQ+errata): *+1/*+1 ; ~this~ has power and toughness each equal to 1 plus the number of artifacts target opponent controls.
[\[Oracle 07/01/98\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes less useful but stays in play if the target player leaves the game. [\[Duelist Magazine #4, Page 64\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Gaea's Blessing:

Info: Color=Green Type=Sorcery Cost=1G WL(U1)
Text(WL): Target player shuffles up to three target cards from his or her graveyard into his or her library. ; Draw a card. ; If ~this~ is put into your graveyard from your library, shuffle your graveyard into your library.

It targets the player and each of the cards. Thus, it is only a "spell with one target" if you choose to target zero cards. [\[DeLaney 09/08/97\]](#)

If Gaea's Blessing is moved into the graveyard by an effect, it is dealt with as a triggered effect. This means you wait for the next appropriate time before shuffling your graveyard into your library. For Millstone,

it means you put both cards in at once, so it does not matter whether the Gaea's Blessing was the first or second card. [\[bethmo 11/09/97\]](#)
Does not trigger the "if moved to the graveyard" ability if this card is discarded. [\[D'Angelo 11/28/97\]](#)
It does trigger on Intuition. [\[D'Angelo 12/01/97\]](#) Or anything else that puts cards into your graveyard directly from your library.
When cast as a spell, you cannot choose this card as one of the targets. This is because you choose the targets when announcing this spell, and this spell does not go to the graveyard until after it resolves.
[\[D'Angelo 06/09/98\]](#)

Gaea's Bounty:

Info: Color=Green Type=Sorcery Cost=2G US(C1)
Text(US): Search your library for up to two forest cards, reveal them, and put them into your hand. Shuffle your library afterward.

Gaea's Cradle:

Info: Color=Land Type=Legendary Land Cost=None US(R1)
Text(US): {Tap}: Add {G} to your mana pool for each creature you control.
+ Is considered to have an ability that generates green mana, even if you control no creatures. [\[WotC Rules Team 03/18/99\]](#)
Note - Also see Legendary Permanents, Rule K.19.

Gaea's Embrace:

Info: Color=Green Type=Enchant Creature Cost=2GG US(U1)
Text(US): Enchanted creature gets +3/+3 and gains trample. ; {G}: Regenerate enchanted creature.

Gaea's Liege:

Info: Color=Green Type=Summon Gaea's Liege Cost=3GGG ABUR4(R1)
Text(4th+errata): As long as Gaea's Liege is attacking, it has power and toughness each equal to the number of forests defending player controls. Otherwise, it has power and toughness each equal to the number of forests you control. ; {Tap}: Target land is a forest as long as Gaea's Liege is in play. [\[Oracle 07/01/98\]](#)
The power/toughness are continuously being calculated and will change whenever your number of forests change. It also changes whenever this card starts and ends an attack. For example, if you have 5 Forests and your opponent has 10 Forests, the Liege is 5/5 normally, and 10/10 when attacking. If it takes 7 damage during an attack, then once the attack is over, it reverts to being 5/5 with 7 damage and will be killed.
[\[bethmo 1994\]](#)

A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced too. [\[Mirage, Page 58\]](#) See Rule K.18.3.

Will not add or remove Snow-Covered nature from a land.

[\[Duelist Magazine #6, Page 132\]](#) See Rule K.22.3.

Gaea's Touch:

Info: Color=Green Type=Enchantment Cost=GG DK(C3)
Text(DK+errata): You may play an additional land each turn. Play only basic forests in this way. ; Sacrifice ~this~: Add {G}{G} to your mana pool.
Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

Cannot put out multilands which generate green mana because they are not basic Forests. They do count as part Forest but not _basic_ forests.

[\[Duelist Magazine #10, Page 44\]](#)

You have to say when you put the land out that it is the one you get because of Gaea's Touch. [\[Duelist Magazine #6, Page 131\]](#) Thus, you cannot put out a Forest, play Gaea's Touch, then play another land claiming that the first one was under Gaea's Touch.

Can get a Snow-Covered Forest. [\[Duelist Magazine #6, Page 132\]](#)

Gallantry:

Info: Color=White Type=Instant Cost=1W TE(U1)
Text(TE): Target blocking creature gets +4/+4 until end of turn. Draw a card.

Gallowbraid:

Info: Color=Black Type=Summon Legend Cost=3BB WL(R1)
Text(WL): 5/5, Trample ; Cumulative upkeep - 1 life.
Note - Also see Cumulative Upkeep, Rule A.14.
Note - Also see Trample, Rule A.27.

Gamble:

Info: Color=Red Type=Sorcery Cost=R US(R1)
Text(US): Search your library for a card, put that card into your hand, then discard a card at random. Shuffle your library afterward.
You might end up discarding the card you searched for. [\[DeLaney 10/05/98\]](#)

Game of Chaos:

Info: Color=Red Type=Sorcery Cost=RRR IA(R1)/5(R1)
Text(5th+errata): Flip a coin. If you win the flip, target opponent loses 1 life. Otherwise, you lose 1 life. The winner of the flip gains 1 life and may repeat this process. Double the stakes each time.
[\[Oracle 07/01/98\]](#)
To "double the stakes" means to double the amount of life lost or gained.
[\[D'Angelo 01/18/99\]](#)

Gang of Elk:

Info: Color=Green Type=Summon Beasts Cost=5G UL(U1)
Text(UL): 5/4 ; Whenever a creature blocks it, ~this~ gets +2/+2 until end of turn.
Gets the bonus once for each blocker. [\[Urza's Legacy FAQ 02/03/99\]](#)

Gangrenous Zombies:

Whether it does 1 or 2 damage is set on announcement depending on whether you have any Snow-Covered Swamps at that time and it is not changed if you gain or lose such Swamps afterwards. [\[Duelist Magazine #8, Page 50\]](#)
See Rule G.27 on Modal abilities.

Gaseous Form:

Info: Color=Blue Type=Enchant Creature Cost=2U 45(C1)/LG(C1)/TE(C1)
Text(TE/5th): Enchanted creature neither deals nor receives combat damage.
Note - Also see Fog Effects, Rule E.6.

Gate to Phyrexia:

Info: Color=Black Type=Enchantment Cost=BB AQ(U3)
Text(AQ+errata): Sacrifice a creature: Destroy target artifact. Use this ability only during your upkeep and only once each turn.
[\[Oracle 07/01/98\]](#)
The sacrifice is now an optional activated ability and no longer a mandatory phase ability. [\[D'Angelo 11/07/97\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Gauntlet of Might:

Info: Color=Artifact Type=Artifact Cost=4 ABU(R1)
Text(ABU+errata): Whenever a mountain is tapped for mana, it produces an additional {R}. ; All red creatures get +1/+1. [\[Oracle 07/01/98\]](#)
It is of type "Artifact" and not "Continuous Artifact".
[\[Encyclopedia, Page 57\]](#)
Multilands which have Mountain as one of their types produce an extra red mana when tapped for either color. [\[bethmo 1994\]](#)
This effect is applied after any land change effects (regardless of which enters play first), so Mountains do not produce two mana when Conversion is in play. See Rule K.17.4.
Classic (Type I) tournaments (see Rule D.13) restricted this card from 01/25/94 to 05/01/94.
Extended tournaments (see Rule D.15) have always banned this card.

Gauntlets of Chaos:

Info: Color=Artifact Type=Artifact Cost=5 LG(R1)/CH(U1)/5(R1)
Text(5th+errata): {5}, Sacrifice ~this~: Permanently exchange control of target artifact, creature, or land you control for control of target permanent of the same type an opponent controls. Then destroy all

enchancements played on those permanents. [\[Oracle 07/01/98\]](#)
Targets both cards and swaps them during resolution. [\[Bethmo 02/28/96\]](#)
If one of the cards in a swap is not legal on resolution, then that swap fails. [\[Aahz 03/02/96\]](#)
Creatures with Artifact Ward on them may be selected, but this will cause the effect to fail and nothing will change hands. [\[Aahz 07/13/94\]](#)
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.
[\[D'Angelo 01/18/99\]](#)

Gaze of Pain:

Does not target the creatures. [\[Aahz 07/19/96\]](#)
The ability is used as a triggered ability at the end of blocking declaration. At that time, you choose to either have them deal damage or to do damage to a target creature. [\[D'Angelo 04/07/97\]](#)

Gemstone Mine:

Info: Color=Land Type=Land Cost=None WL(U1)
Text(WL+errata): When "this" comes into play, put three mining counters on it. ; {Tap}, Remove a mining counter from "this": Add one mana of any color to your mana pool. ; If there are no mining counters on "this", sacrifice it. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)
Sacrificing this card when the last counter is removed is a triggered ability. It is not part of the last removal. This makes it possible to sacrifice this card to Squandered Resources (which is a mana source ability) after the last counter is removed. [\[WotC Rules Team 10/06/97\]](#)
You cannot sacrifice it to Zuran Orb since Zuran Orb is played as an instant, which cannot be played during this narrow window.
[\[D'Angelo 02/23/98\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

General Jarkeld:

If a creature is removed from being a blocker of a specific creature, the effects that would have happened because it was declared as a blocker may or may not happen depending on the creature's blocking effect. [\[WotC Rules Team 09/22/95\]](#) If the card text said that creatures "assigned to block" or "blocks" then the effect is not removed by removing the blocker. If the card text said "blocking", then the effect probably does not happen. Look for the entry of the card think may interact with General Jarkeld to see if a specific ruling is there.
If a creature is added as a blocker to a specific creature, the blocking effect of that creature may or may not happen depending on the creature's blocking effect. [\[WotC Rules Team 09/22/95\]](#) If the card text said that creatures "blocking" then the effect happens. If the card text said "assigned to block" or "blocks", then the effect probably does not happen. Look for the entry of the card think may interact with General Jarkeld to see if a specific ruling is there.
Can target any two attacking creatures but only works if both of them have at least one blocker when it resolves and when you are done choosing new blockers. [\[Duelist Magazine #7, Page 99\]](#)

Gerrard's Battle Cry:

Info: Color=White Type=Enchantment Cost=W TE(R1)
Text(TE): {2}{W}: All creatures you control get +1/+1 until end of turn.

Gerrard's Wisdom:

Info: Color=White Type=Sorcery Cost=2WW WL(U1)
Text(WL): For each card in your hand, gain 2 life.

Gerrymandering:

Info: Color=Green Type=Sorcery Cost=G2 UG(U1)
Text(UG): Remove all lands from play and shuffle them together. Randomly deal to each player one land card for each land he or she had before.
Each player puts those lands into play under his or her control, untapped.
"Had" should read "controlled". [\[Barclay 08/13/98\]](#)
This will trigger "leaving play" and "coming into play" abilities.
[\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Get a Life:

Info: Color=White Type=Instant Cost=W UG(U1)
Text(UG): Target player and each of his or her teammates exchange life totals.

You can cast this on a player with no teammates. It will do nothing, because you can't exchange one of something. [\[Barclay 08/13/98\]](#)

If there is more than one teammate present, you get to choose which player gets which life total, but you must make sure that each life total goes to a different player. [\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Ghazban Ogre:

Info: Color=Green Type=Summon Ogre Cost=G AN(C4)/CH(C3)/5(C1)
Text(5th): 2/2 ; During your upkeep, if a player has more life than any other, he or she gains control of ~this~.

If there is a tie for highest life, the Ogre does not switch controllers.

[\[D'Angelo 06/03/98\]](#)

It checks the life totals during the resolution of the phase ability (see Rule A.5) which is played during upkeep. [\[D'Angelo 06/03/98\]](#)

The Ogre's changing of controllers is a new effect each upkeep so it will take precedence over any other control effects. This means that using Control Magic on a Ghazban Ogre won't guarantee that you keep it.

[\[Duelist Magazine #7, Page 98\]](#)

Ghazban Ogress:

Info: Color=Green Type=Summon Ogre Cost=G UG(C1)
Text(UG): 2/2 ; When ~this~ comes into play, the player who has won the most Magic games that day gains control of it. If more than one player has won the same number of games, you retain control of ~this~.

No lying, please. [\[Barclay 08/13/98\]](#)

It only checks players in the current game. [\[Barclay 08/13/98\]](#)

In tournament play, only games in that tournament count. [\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Ghitu Encampment:

Info: Color=Land Type=Land Cost=None UL(U1)
Text(UL): ~this~ comes into play tapped. ; {Tap}: Add one red mana to your mana pool. ; {1}{R}: ~this~ becomes a 2/1 red creature with first strike until end of turn. This creature still counts as a land.

The animating ability sets the base characteristics for the land creature.

So, while you can use the ability again, it won't have any additional

effect if used more than once. [\[Urza's Legacy FAQ 02/03/99\]](#)

The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[Urza's Legacy FAQ 02/03/99\]](#)

See Rule G.39.3.

Ghitu Fire-Eater:

Info: Color=Red Type=Summon Nomad Cost=2R UL(U1)
Text(UL): 2/2 ; {Tap}, Sacrifice ~this~: ~this~ deals damage equal to its power to target creature or player.

Ghitu Slinger:

Info: Color=Red Type=Summon Nomad Cost=2R UL(C1)
Text(UL): 2/2. Echo ; When ~this~ comes into play, it deals 2 damage to target creature or player.

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Echo, Rule A.16.

Ghitu War Cry:

Info: Color=Red Type=Enchantment Cost=2R UL(U1)
Text(UL): {R}: Target creature gets +1/+0 until end of turn.

Ghostly Flame:

Does not make red and black spells and permanents colorless. They still have color. A red spell cannot target a creature with Protection from Red due to this. The spells just act like colorless sources when dealing damage. [\[D'Angelo 06/09/95\]](#)

If the source has more than one color but at least one is red or black, then the damage is colorless and all the other colors are forgotten.

[\[D'Angelo 06/21/95\]](#)

It does not change the color of the source, so that things that trigger on a red spell doing damage (such as Justice) will still trigger.

[\[bethmo 04/18/96\]](#) The damage itself thinks it came from a colorless source, however.

The effect is continuous and applies whenever something looks at the damage.

If this card leaves play, damage from red and black spells will appear as its normal color. In other words, the color was not removed from the damage, the color just could not be determined while this card is in effect. [\[Aahz 03/17/97\]](#)

Ghost Ship:

Info: Color=Blue Type=Summon Ship Cost=2UU DK(C3)/4(U1)

Text(4th+errata): 2/4, Flying ; {U}{U}{U}: Regenerate ~this~.

[\[Oracle 07/01/98\]](#)

Ghosts of the Damned:

Info: Color=Black Type=Summon Ghosts Cost=1BB LG(C2)

Text(LG): 0/2 ; {Tap}: Target creature gets -1/-0 until end of turn.

Extended tournaments (see Rule D.15) have always banned this card.

Ghost Town:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ;

{0}: Return ~this~ to owner's hand. Use this ability only during another player's turn.

Giant Albatross:

The ability is a triggered ability and can only be activated once just after this card goes to the graveyard. [\[Duelist Magazine #9, Page 37\]](#) The activation cannot include more than one payment of the cost.

The ability works no matter how it goes to the graveyard. It seeks out all creatures that damaged it during the turn and buries them. [\[Aahz 10/25/95\]](#)

The ability works even if the damage is redirected to the Albatross.

[\[D'Angelo 01/06/96\]](#)

The effect does not actually prevent burial, it prevents the effect which will cause the burial. [\[D'Angelo 11/11/96\]](#)

Giant Badger:

Info: Color=Green Type=Summon Badger Cost=1GG PR(SC)

Text(PR+errata): 2/2 ; If ~this~ blocks, it gets +2/+2 until end of turn.

Giant Caterpillar:

Info: Color=Green Type=Summon Caterpillar Cost=3G VI(C1)

Text(VI): 3/3 ; {G}, Sacrifice ~this~: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying.

Note - Also see Token Creatures, Rule K.25.

Giant Cockroach:

Info: Color=Black Type=Summon Insect Cost=3B UL(C1)

Text(UL): 4/2.

Giant Crab:

Info: Color=Blue Type=Summon Crab Cost=4U TE(C1)

Text(TE): 3/3 ; {U}: Until end of turn, ~this~ cannot be the target of spells or abilities.

Giant Fan:

Info: Color=Artifact Type=Artifact Cost=4 UG(R1)

Text(UG): {2}, Tap: Move target counter from one card to another. If the

second card's rules text refers to any type of counters, the moved counter becomes one of those counters. Otherwise, it becomes a +1/+1 counter. You must move the counter to a different card than it came from.

[QAS 09/09/98]

If there is a choice of what type of counter you can put on the card, then you choose from the legal types. [QAS 09/09/98]

Tokens are not counters. [Barclay 08/13/98]

Remember that Cumulative Upkeep is kept track of by counters.

[Barclay 08/13/98]

If Giant Fan's ability is countered, put a "counter" counter on it.

[Barclay 08/13/98]

Optional Rule: You can also turn the counter into any type that is already on the card (a Corrosion or Meddling counter for example).

[Barclay 08/13/98]

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Giant Growth:

Info: Color=Green Type=Instant Cost=G ABUR45(C1)/IA(C1)
Text(IA/4th/5th): Target creature gets +3/+3 until end of turn.

Giant Oyster:

If the creature being held by the Oyster phases out, there is no way to remove the counters it left on the creature. The Oyster considers the creature to have left play, so will not affect it any more.

[Aahz 11/04/96] If the Oyster later is used on the same creature again, it will again recognize the counters it put there during a previous hold.

[Aahz 10/21/97]

If the Oyster untaps before the putting of a -1/-1 counter on the creature happens, the -1/-1 counter goes on when the effect resolves and then is removed immediately. [Aahz 12/07/96] The effects of the -1/-1 counter, including possible death of the creature, are applied before the counter is removed. [D'Angelo 04/07/97]

Giant Shark:

Info: Color=Blue Type=Summon Shark Cost=5U DK(C3)
Text(DK+errata): 4/4 ; Islandhome ; If "this" blocks or is blocked by at least one creature that was damaged this turn, "this" gets +2/+0 and gains trample until end of turn. [Oracle 07/01/98]

Only gets the bonus once, regardless of the number of blockers or their condition. [Aahz 10/21/94]

If a creature enters a blocking situation with the Giant Shark due to being part of a banded group of attackers, the Shark will get the bonus if that creature is damaged at that time. [D'Angelo 03/12/99]

The bonus happens when a previously damaged creature becomes a blocker and the bonus is not removed if that creature is removed from the blocking situation by any means (such as being killed or by General Jarkeld).

[D'Angelo 03/12/99]

+ Setting up a blocking condition after blockers are declared through the use of General Jarkeld will trigger the ability, and the Shark will get the bonus if it did not already get the bonus this turn. But it won't get the bonus if it already did get it. The bonus can only be achieved once per turn. [D'Angelo 03/26/99]

Only gains its bonus if the blocking creature was damaged before blocking was declared. Damaging the creature later will not give the Shark the bonus. [Duelist Magazine #3, Page 7]

Note - Also see Landhome, Rule A.21.

Note - Also see Trample, Rule A.27.

Giant Slug:

Info: Color=Black Type=Summon Slug Cost=1B LG(C2)/CH(C3)
Text(CH+errata): 1/1 ; {5}: During your next upkeep, choose a basic landwalk ability. "this" gains that ability until end of turn. [Oracle 07/01/98]

Note - Also see Landwalk, Rule A.22.

The choice of landwalk ability is made during upkeep and not at the time the mana is spent. [Duelist Magazine #2, Page 8]

If the Slug changes controllers after the mana is spent, the player who

activates this ability selects a landwalk during their next upkeep even if they don't control it at the time. [\[Aahz 06/13/96\]](#)

Giant Spider:

Info: Color=Green Type=Summon Spider Cost=3G ABUR45(C1)
Text(5th): 2/4 ; ~this~ can block creatures with flying.

Giant Strength:

Info: Color=Red Type=Enchant Creature Cost=RR 45(C1)/LG(C2)/TE(C1)
Text(5th/TE): Enchanted creature gets +2/+2.

Giant Tortoise:

Info: Color=Blue Type=Summon Tortoise Cost=1U AN(C4)/4(C1)
Text(4th+errata): 1/1 ; As long as ~this~ is untapped, it gets +0/+3.
[\[Oracle 07/01/98\]](#)

Giant Trap Door Spider:

Yes, it does remove itself from the game when used. [\[D'Angelo 08/02/95\]](#)
If removed from play before his effect resolves, the target will still be removed from the game. [\[D'Angelo 06/21/95\]](#) If the effect fizzles with regards to its target, the Spider is not removed from the game because the effect fizzled with regards to all its targets. [\[D'Angelo 12/09/96\]](#)

Giant Turtle:

Info: Color=Green Type=Summon Turtle Cost=1GG LG(C2)
Text(LG+errata): 2/4 ; ~this~ cannot attack if it attacked during your last turn. [\[Oracle 07/01/98\]](#)
It only cares if it attacked on _your_ last turn, and not your opponent's. This makes a difference if you take control of the Turtle during your opponent's turn after it attacks. You can use it on your turn because it began your turn in play and because you did not attack with it last turn. [\[bethmo 06/15/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Gift of the Woods:

The ability kicks in at the end of declaration of blocking if the creature has any blockers at that time. How the blocker blocked the creature does not matter. [\[bethmo 06/28/96\]](#)

Gilded Drake:

Info: Color=Blue Type=Summon Drake Cost=1U US(R1)
Text(US): 3/3, Flying. ; When ~this~ comes into play, exchange control of ~this~ for target creature one of your opponents controls or sacrifice ~this~.
Note - Also see Comes Into Play Abilities, Rule E.3.

Glacial Chasm:

If there are no lands (other than this one) in play when this enters play, you have to sacrifice this card. [\[WotC Rules Team 06/15/95\]](#)
It requires a land to be sacrificed as a triggered ability just after it enters play. It is not paid on announcement. [\[D'Angelo 10/27/95\]](#)
Consecrate Land will not prevent it from being buried due to not paying the upkeep. [\[WotC Rules Team 07/24/95\]](#) (See errata to Consecrate Land)
If put into play when an Ankh of Mishra is in play, it will prevent the damage since the Ankh's ability triggers just after the land enters play. [\[D'Angelo 10/12/95\]](#)

Glacial Crevasses:

As errata, it should read "{0}: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn." [\[Encyclopedia, Page 82\]](#)

Glacial Wall:

Info: Color=Blue Type=Summon Wall Cost=2U IA(U1)/5(U1)
Text(IA/5th): 0/7.

Glaciers:

As errata, it should read "During your upkeep, pay {W}{U} or bury Glaciers."

All mountains become plains." [\[Encyclopedia, Page 83\]](#)

Glasses of Urza:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th): {Tap}: Look at target player's hand.
You can use it on yourself. [\[D'Angelo 06/03/98\]](#)
In multiplayer games this allows you to choose a different player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Gliding Lcid:

Info: Color=Blue Type=Summon Lcid Cost=2U SH(U1)
Text(SH+errata): 2/2 ; {U},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {U} to end this effect. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#)
Note - Also see Lcids, Rule E.8.

Gloom:

Info: Color=Black Type=Enchantment Cost=2B ABUR45(U1)
Text(5th): White spells cost an additional {3} to play. Activated abilities of white enchantments cost an additional {3} to play.
The additional mana is paid at the same time the spell/ability is announced. [\[bethmo 06/20/96\]](#)
The extra mana is not considered part of the casting cost (see Rule K.9).
A Spell Blast would still only require the original casting cost as X in order to counter the spell. [\[Aahz 09/02/94\]](#) See Rule K.9.2.
The extra mana is not considered part of the activation cost. It is a separate cost. [\[Aahz 09/02/94\]](#) If an artifact enchantment (Copy Artifact) with an activation cost were Purelaced, Power Artifact could be used to reduce the base cost, but not the Gloom cost. [\[Aahz 12/13/94\]](#)
The extra mana is part of the play cost (see Rule K.21), so it cost reducers like Helm of Awakening can be used to pay part of this cost.
See Rule K.21.Ruling.2.

Glorious Anthem:

Info: Color=White Type=Enchantment Cost=1WW US(R1)
Text(US): All creatures you control get +1/+1.

Glyph of Delusion:

Info: Color=Blue Type=Instant Cost=U LG(C1)
Text(LG+errata): Put X counters on one target creature blocked by target wall this turn, where X is equal to that creature's power. As long as the creature has any delusion counters on it, it does not untap during its controller's untap phase. Instead, remove one of these delusion counters from the creature. [\[Oracle 07/01/98\]](#)
Can be played at any time after the wall blocked a creature and can affect any creature that the wall was assigned to block or that was blocked by the wall due to being in a band or by being switched into or out of the block by an ability like General Jarkeld. [\[WotC Rules Team 09/22/95\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Glyph of Destruction:

Info: Color=Red Type=Instant Cost=R LG(C2)
Text(LG+errata): Target blocking Wall you control gets +10/+0 until end of turn. All damage dealt to that Wall this turn is reduced to 0. At end of combat, destroy the Wall. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Glyph of Doom:

Info: Color=Black Type=Instant Cost=B LG(C2)
Text(LG): All creatures blocked by target Wall are destroyed at end of combat.
All creatures blocked by the wall at the time this spell resolves are marked for destruction. This mark stays even if the creature is removed from being blocked later. [\[Duelist Magazine #12, Page 26\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Glyph of Life:

Info: Color=White Type=Instant Cost=W LG(C2)
Text(LG+errata): Until end of turn, gain 1 life for each 1 damage dealt to target Wall by attacking creatures. [\[Oracle 07/01/98\]](#)

Yes, you can play this on your opponent's walls to good effect.

[\[bethmo 06/14/94\]](#)

This is not redirection of damage. The wall still takes the damage.

[\[Duelist Magazine #2, Page 8\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Glyph of Reincarnation:

Info: Color=Green Type=Instant Cost=G LG(C1)
Text(LG+errata): Play ~this~ only after combat. ; Destroy all creatures blocked by target Wall this turn. Those creatures cannot be regenerated this turn. Then, for each creature put into any graveyard in this way, put target creature card from its controller's graveyard into play under that player's control. [\[Oracle 07/01/98\]](#)

A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 1995\]](#)

Can be played at any time after combat is over and affects all creatures that the wall was assigned to block or that were blocked by the wall due to being in a band or by being switched into or out of the block by an ability like General Jarkeld. [\[WotC Rules Team 09/22/95\]](#)

First place all the affected creatures in the graveyard, then choose the appropriate number of creatures from the attacker's graveyard and put them into play. Some or all of them may be the same creatures which were just destroyed. [\[bethmo 06/15/94\]](#)

Yes, you can play this on your opponent's Walls to good effect.

[\[bethmo 06/14/94\]](#)

The phrase "after combat" means "after the attack phase ends".

[\[D'Angelo 12/31/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Goblin:

Info: Color=Red Type=Token Cost=None UG(U1)
Text(UG): (none)

This card is used to represent a token creature. It is not a spell you can cast and is pretty close to worthless in your play deck. Set this card aside and use it when playing a spell or ability that puts a Goblin token into play. [\[D'Angelo 08/23/98\]](#)

Note - See Token Cards, Rule U.2.

Goblin Artisans:

Info: Color=Red Type=Summon Goblins Cost=R AQ(U3)/CH(U3)
Text(CH+errata): 1/1 ; {Tap}: Flip a coin. If you lose the flip, counter target artifact spell you control that has not been the target of any Goblin Artisans's ability. Otherwise, draw a card. Play this ability as an interrupt. [\[Oracle 07/01/98\]](#)

In multiplayer games you can choose a different opposing player to call the coin toss each time it is used. [\[Duelist Magazine #4, Page 64\]](#)

See Rule M.1.4.

Goblin Balloon Brigade:

Info: Color=Red Type=Summon Goblins Cost=R ABUR4(U1)
Text(4th+errata): 1/1 ; {R}: ~this~ gains flying until end of turn.

[\[Oracle 07/01/98\]](#)

Can power it up repeatedly during a turn. This generally has no additional effect, but can use up a red mana each time. [\[Aahz 1994\]](#)

Goblin Bomb:

Info: Color=Red Type=Enchantment Cost=1R WL(R1)
Text(WL+errata): During your upkeep, you may choose to flip a coin. If you win the flip, put a fuse counter on ~this~. Otherwise, remove a fuse counter from ~this~. ; Remove five fuse counters from ~this~, Sacrifice ~this~: ~this~ deals 20 damage to target player.

[Oracle 07/01/98]

Nothing happens if you are to remove a fuse counter from an empty card.

[DeLaney 06/12/97]

Just like other phase abilities, this can only be used once per upkeep.

[Duelist Magazine #19, Page 34] See Rule A.5.2.

Goblin Bombardment:

Info: Color=Red Type=Enchantment Cost=1R TE(U1)

Text(TE): Sacrifice a creature: ~this~ deals 1 damage to target creature or player.

Goblin Bookie:

Info: Color=Red Type=Summon Goblin Cost=R UG(C1)

Text(UG): 1/1 ; {R}, Tap: Reflip any coin or reroll any die.

The Bookie's ability is played in the "Betting Window". **[DeLaney 08/13/98]**

Any "betting window" ability may be played during the middle of the resolution of another spell or ability.

Rerolling a die or refliping a coin makes it so the other roll or flip never happened. **[QAS 09/09/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Goblin Bowling Team:

Info: Color=Red Type=Summon Goblin Cost=R3 UG(C1)

Text(UG): 1/1 ; Whenever ~this~ damages any creature or player, roll a six-sided die. ~this~ deals to that creature or player additional damage equal to the die roll.

It does not trigger itself. **[QAS 09/09/98]** This is officially a change to the card that most people would call "errata".

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Goblin Cadets:

Info: Color=Red Type=Summon Goblins Cost=R US(U1)

Text(US): 2/1. ; Whenever ~this~ blocks or becomes blocked, target opponent gains control of it. (This removes Goblin Cadets from combat.)

Goblin Caves:

Info: Color=Red Type=Enchant Land Cost=1RR DK(C3)

Text(DK+errata): As long as enchanted land is a mountain, all Goblins get +0/+2. **[Oracle 07/01/98]**

Now works if placed on a non-basic Mountain. **[Oracle 07/01/98]**

Works even if placed on one of your opponent's Mountains.

[D'Angelo 01/18/95]

Works if placed on a Snow-Covered Mountain. **[Duelist Magazine #6, Page 132]**

Goblin Chirurgeon:

Can sacrifice itself. **[Duelist Magazine #5, Page 123]**

Goblin Digging Team:

Info: Color=Red Type=Summon Goblins Cost=R DK(C3)/CH(C3)/5(C1)

Text(5th): 1/1 ; {Tap}, Sacrifice ~this~: Destroy target Wall.

Goblin Flotilla:

As errata, it should read "Islandwalk. Whenever a creature blocks or is blocked by Goblin Flotilla, that creature gains first strike until end of turn. You may pay {R} at the beginning of an attack to ignore this effect for this attack." **[Encyclopedia, Page 209]**

A creature gains first strike if the creature was assigned to block or was blocked by the Flotilla or was made to block or was blocked due to being in a band or by being switched into the block by an ability like General Jarkeld. The first strike is not lost if the creature is removed from the blocking situation by an ability such as General Jarkeld.

[WotC Rules Team 09/22/95]

Goblin Grenade:

You cannot sacrifice more than one Goblin to get a greater effect.

[\[Aahz 11/15/94\]](#)

When Forked, you do not need to sacrifice another Goblin. The Goblin was part of the cost and need not be repaid when using Fork.

[\[Duelist Magazine #4, Page 6\]](#)

Goblin Grenadiers:

Info: Color=Red Type=Summon Goblins Cost=3R WL(U1)

Text(WL): 2/2 ; Sacrifice ~this~: Destroy target creature and target land.

Use this ability only if ~this~ is attacking and unblocked.

Can target itself for destruction (which will fizzle of course) and still destroy the land. [\[D'Angelo 10/11/97\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

Goblin Hero:

Info: Color=Red Type=Summon Goblin Cost=2R DK(C3)/5(C1)

Text(DK/5th): 2/2.

Goblin King:

Info: Color=Red Type=Summon Lord Cost=1RR ABUR45(R1)

Text(5th): 2/2 ; All Goblins get +1/+1 and gain mountainwalk.

Grants the abilities to all cards which say "Summon Goblin(s)" and not to itself. [\[PPG Page 225\]](#)

The Revised Edition and Fourth Edition cards are "Summon Lord" while the Limited Edition and Unlimited Edition ones are "Summon Goblin King". [\[Aahz 10/06/94\]](#) Only the An-Zerrin Ruins card is affected by this difference.

Note - Also see Landwalk, Rule A.22.

Goblin Kites:

In multiplayer games you can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#)

Goblin Lackey:

Info: Color=Red Type=Summon Goblin Cost=R US(U1)

Text(US): 1/1. ; Whenever ~this~ successfully deals damage to a player, you may choose a Goblin card in your hand and put that Goblin into play.

You can pick any "Summon Goblin" or "Summon Goblins" card, or a creature card that says "Counts as a goblin" in its text. [\[Urza's FAQ 10/05/98\]](#)

Note - Also see Creature Type, Rule K.13.

Goblin Lyre:

As errata, it should read "{0}: Sacrifice Goblin Lyre to flip a coin; ..."

[\[Encyclopedia, Page 83\]](#)

Goblin Matron:

Info: Color=Red Type=Summon Goblin Cost=2R US(C1)

Text(US): 1/1. ; When ~this~ comes into play, you may search your library for a Goblin card. If you do, reveal that card, put it into your hand, and shuffle your library afterward.

Only lets you look for "Summon Goblin" and "Summon Goblins" cards, not other cards with Goblin in the name. [\[D'Angelo 01/12/99\]](#) Also for cards which say "counts as a goblin". [\[DeLaney 01/18/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Goblin Medics:

Info: Color=Red Type=Summon Goblins Cost=2R UL(C1)

Text(UL): 1/1 ; Whenever ~this~ becomes tapped, it deals 1 damage to target creature or player.

The ability does trigger when it taps to attack. [\[Barclay 02/09/99\]](#)

Goblin Offensive:

Info: Color=Red Type=Sorcery Cost=X1RR US(U1)

Text(US): Put X Goblin tokens into play. Treat these tokens as 1/1 red creatures.

The tokens are named "Goblin" and are of creature type "Goblin" (see Rule K.25.4). [\[Urza's FAQ 10/05/98\]](#)

X can be zero. [\[DeLaney 10/05/98\]](#)

Note - Also see X Costs, Rule K.27.

Goblin Patrol:

Info: Color=Red Type=Summon Goblins Cost=R US(C1)
Text(US): 2/1. Echo.
Note - Also see Echo, Rule A.16.

Goblin Raider:

Info: Color=Red Type=Summon Goblin Cost=1R US(C1)
Text(US): 2/2. ; Goblin Raider cannot block.

Goblin Recruiter:

Info: Color=Red Type=Summon Goblin Cost=1R VI(U1)
Text(VI): 1/1 ; When ~this~ comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order.
You can only put "Summon Goblin" and "Summon Goblins" cards on top of your library. Not any card with "Goblin" in the title. [\[D'Angelo 06/30/97\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Goblin Rock Sled:

Info: Color=Red Type=Summon Rock Sled Cost=1R DK(C3)/4(C1)
Text(4th+errata): 3/1, Trample ; ~this~ cannot attack unless defending player controls any mountains. ; ~this~ does not untap during your untap phase if it attacked during your last turn. [\[Oracle 07/01/98\]](#)
Is not a Goblin so it does not get Goblin bonuses. [\[Aahz 08/09/94\]](#)
Note - Also see Trample, Rule A.27.
Note - The artist's name, Dennis Detwiller, is spelled incorrectly on The Dark version.

Goblin Sappers:

Info: Color=Red Type=Summon Goblins Cost=1R IA(C1)
Text(IA): 1/1 ; {R}{R},{Tap}: Target creature you control is unblockable until end of turn. At end of combat, destroy that creature and ~this~. ; {R}{R}{R}{R},{Tap}: Target creature you control is unblockable until end of turn. At end of combat, destroy that creature.
[\[Oracle 07/01/98\]](#)
If there is no attack declared this turn or the ability is used after the attack, the creature is destroyed at the end of the next combat that takes place. [\[Oracle Update 11/11/98\]](#) (REVERSAL)

Goblin Scouts:

The tokens have the Mountainwalk ability, but do not have the text "Mountainwalk" on them. This means they cannot be Magical Hacked or Mind Bended to give them a different kind of landwalk. [\[Aahz 05/19/97\]](#)

Goblin Shrine:

Info: Color=Red Type=Enchant Land Cost=1RR DK(C3)/CH(C3)
Text(CH+errata): As long as enchanted land is a mountain, all Goblins get +1/+0. ; If ~this~ leaves play, it deals 1 damage to each Goblin.
[\[Oracle 07/01/98\]](#)
Works even if placed on one of your opponent's mountains.
[\[D'Angelo 01/18/95\]](#)
Works if placed on a Snow-Covered Mountain. [\[Duelist Magazine #6, Page 132\]](#)
Works if played on a land that counts as a mountain, such as Badlands.
[\[D'Angelo 11/07/96\]](#)

Goblin Ski Patrol:

As errata, it should read "{1}{R}: Flying and +2/+0 until end of turn. At end of turn, bury Goblin Ski Patrol. Use this ability only once and only if you control any snow-covered mountains." [\[Encyclopedia, Page 83\]](#)
The ability can only be used once during the card's existence, however, since it says "use only once" and not once each turn. [\[bethmo 02/28/96\]](#)
And it will not forget about being used if it phases out.
[\[WotC Rules Team 12/03/96\]](#)
If it phases out before the end of turn, the bonuses and the bury effects are all removed. [\[D'Angelo 11/11/96\]](#)

Goblin Snowman:

Since they cannot be assigned damage, if it is the only creature blocking a trampling creature, all the damage goes through to the defender.

[Aahz 06/09/95] This is similar to a built in Fog Effect (see Rule E.6).

Goblins of the Flarg:

Info: Color=Red Type=Summon Goblins Cost=R DK(C3)/CH(C3)

Text(CH+errata): 1/1, Mountainwalk ; If you control any Dwarves, sacrifice ~this~. [Oracle 07/01/98]

Note - Also see Landwalk, Rule A.22.

Goblin Spelunkers:

Info: Color=Red Type=Summon Goblins Cost=2R US(C1)

Text(US): 2/2, Mountainwalk.

Note - Also see Landwalk, Rule A.22.

Goblin Swine-Rider:

Info: Color=Red Type=Summon Goblin Cost=R VI(C1)

Text(VI+errata): 1/1 ; If ~this~ is blocked, it deals 2 damage to each attacking creature and each blocking creature. [Oracle 07/01/98]

If it is blocked by a Dream Fighter, the order of triggered abilities is used to figure out what happens. In this case, the 2 damage is dealt and damage prevention (possible creature death) happens, then the Dream Fighter's phase-out ability happens. [Duelist Magazine #17, Page 28]

Goblin Tutor:

Info: Color=Red Type=Instant Cost=R UG(U1)

Text(UG): Roll a six-sided die for ~this~. On a 1, ~this~ has no effect.

Otherwise, search your library for the indicated card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards. 2 - Any Goblin Tutor. 3 - Any enchantment. 4 - Any artifact. 5 - Any creature. 6 - Any sorcery, instant, or interrupt.

Cannot retrieve land or Mana Source cards. [Barclay 08/13/98]

Can retrieve an Artifact creature on a 4 or a 5. [Barclay 08/13/98]

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Goblin Vandal:

Info: Color=Red Type=Summon Goblin Cost=R WL(C1)

Text(WL): 1/1 ; {R}: Destroy target artifact defending player controls. ~this~ deals no combat damage this turn. Use this ability only if ~this~ is attacking and unblocked and only once each turn.

Note - Also see Is Not Blocked Ability, Rule E.7.

Goblin War Buggy:

Info: Color=Red Type=Summon Goblin Cost=1R US(C1)

Text(US): 2/2. Echo. ; ~this~ is unaffected by summoning sickness.

Note - Also see Echo, Rule A.16.

Goblin War Drums:

Info: Color=Red Type=Enchantment Cost=2R FE(C4)/5(C1)

Text(5th): Each creature you control cannot be blocked by only one creature.

Multiple War Drums are not cumulative. They are redundant. [Aahz 12/03/94]

If a banded group is used, one member of the band must be blocked by at least 2 creatures at once. You do not need 2 creatures for each member of the band and you cannot use 1 creature each on 2 different members of a band. [WotC Rules Team 12/15/94]

When combined with Familiar Ground, it can make all your creatures unblockable. [Duelist Magazine #19, Page 34] Also works with Stalking Tiger.

Goblin Warrens:

Info: Color=Red Type=Enchantment Cost=2R FE(U1)/5(R1)

Text(5th): {2}{R}, Sacrifice two Goblins: Put three Goblin tokens into play.

Treat these tokens as 1/1 red creatures.

The token Goblins can be fed back to the Warrens to generate new Goblins.

They are Goblin creatures in every way. [\[Duelist Magazine #4, Page 7\]](#)
Basically, you are paying R2 for each Goblin. But, this removes enchantments from existing Goblins and now all 3 of the new ones entered play this turn and have summoning sickness.
Note - Also see Token Creatures, Rule K.25.

Goblin Welder:

Info: Color=Red Type=Summon Goblin Cost=R UL(R1)
Text(UL): 1/1 ; {Tap}: Exchange target artifact a player controls for target artifact card in that player's graveyard.

The artifact in play is put on top of its owner's graveyard. It is not placed into the same spot in the graveyard the other artifact was.

[\[WotC Rules Team 03/18/99\]](#) See Rule G.17.3.

The exchange fails (and nothing happens) if either target is not legal at the start of resolution. See Rule G.17.2. [\[D'Angelo 02/13/99\]](#)

The effect works exactly like "Put target artifact a player controls into the graveyard, and put target artifact in that player's graveyard into play. This entire effect is cancelled if either target is not legal at the start of resolution." [\[D'Angelo 02/13/99\]](#)

Goblin Wizard:

Info: Color=Red Type=Summon Goblin Cost=2RR DK(U1)
Text(DK+errata): 1/1 ; {Tap}: Choose a Goblin in your hand and put it into play. ; {R}: Target Goblin gains protection from white until end of turn.

[\[Oracle 07/01/98\]](#)

Note - Also see Protection, Rule A.24.

Golgothian Sylex:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U1)
Text(AQ+errata): {1},{Tap}: Destroy all cards from the Antiquities expansion. [\[Oracle 07/01/98\]](#)

The card type is "Artifact" and not "Mono Artifact". [\[Oracle 07/01/98\]](#)

Only affects cards with the Antiquities anvil symbol on them. It does not affect cards that came from the Antiquities expansion into the main set. [\[bethmo 06/04/94\]](#)

It does affect cards from Chronicles with the anvil symbol.

[\[Duelist Magazine #7, Page 98\]](#) This does not include the Wall of Shadows from Chronicles with an anvil symbol on it. That card has errata to replace that symbol with a Legends symbol.

[\[Duelist Magazine #7, Page 98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Gorilla Warrior:

Info: Color=Green Type=Summon Ape Cost=2G US(C1)
Text(US): 3/2.

It is not a creature of type Gorilla, it is of type Ape. [\[DeLaney 10/05/98\]](#)

Gossamer Chains:

Info: Color=White Type=Enchantment Cost=WW VI(C1)
Text(VI+errata): Return ~this~ to owner's hand: Target unblocked attacking creature deals no combat damage this turn. [\[Oracle 07/01/98\]](#)

The return of this card to your hand is part of the activation cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect.

[\[D'Angelo 01/28/97\]](#)

Can only be used during an attack after blockers are declared.

[\[Duelist Magazine #17, Page 30\]](#)

Gosta Dirk:

Info: Color=Multi Type=Summon Legend Cost=3WWUU LG(R1)
Text(LG): 4/4, First Strike ; Creatures with islandwalk may be blocked as though they did not have that ability.

Allows any creature controlled by any player to block Islandwalking creatures as if they did not have this ability. It is not limited to just Gosta. [\[Aahz 06/17/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Grafted Skullcap:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): During your draw phase, draw an additional card. ; At the end of each of your turns, discard your hand.
The abilities do not work while this card is tapped. See Rule K.6.4.
[\[DeLaney 10/05/98\]](#)

Granite Gargoyle:

Info: Color=Red Type=Summon Gargoyle Cost=2R ABUR(R1)
Text(RV+errata): 2/2, Flying ; {R}: ~this~ gets +0/+1 until end of turn.
[\[Oracle 07/01/98\]](#)

Granite Grip:

Info: Color=Red Type=Enchant Creature Cost=2R UL(C1)
Text(UL): Enchanted creature gets +1/+0 for each mountain you control.

Grapeshot Catapult:

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(C4)/45(C1)
Text(4th/5th): 2/3 ; {Tap}: ~this~ deals 1 damage to target creature with flying.

Gravebind:

Info: Color=Black Type=Instant Cost=B IA(R1)
Text(IA+errata): Target creature cannot regenerate this turn. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Gravedigger:

Info: Color=Black Type=Summon Zombie Cost=3B TE(C1)
Text(TE): 2/2 ; When ~this~ comes into play, you may return target creature card from your graveyard to your hand.
Note - Also see Comes Into Play Abilities, Rule E.3.

Grave Pact:

Info: Color=Black Type=Enchantment Cost=1BBB SH(R1)
Text(SH): Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.
Each of your opponents sacrifices a creature for each creature you control that goes to a graveyard. [\[Duelist Magazine #25, Page 30\]](#)

Grave Robbers:

Info: Color=Black Type=Summon Robbers Cost=1BB DK(U1)
Text(DK+errata): 1/1 ; {B},{Tap}, Remove an artifact card in any graveyard from th game: Gain 2 life. [\[Oracle 07/01/98\]](#)

Grave Servitude:

Note - Also see Play As A, Rule T.15.1.
The color change lasts only while this card is on the creature.
[\[Duelist Magazine #16, Page 30\]](#)

Gravity Sphere:

Info: Color=Red Type=Enchant World Cost=2R LG(R1)
Text(LG+errata): All creatures lose flying. [\[Oracle 07/01/98\]](#)
It removes Flying from all creatures in play when it enters play and from each creature as that creature enters play. It does not prevent Flying ability being given to the creature _after_ the Sphere is in play.
[\[Duelist Magazine #2, Page 8\]](#) See Rule T.14.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Enchant World, Rule K.14.8.

Gray Ogre:

Info: Color=Red Type=Summon Ogre Cost=2R ABUR4(C1)
Text(ABU/RV/4th): 2/2.

Great Defender:

Info: Color=White Type=Instant Cost=W LG(U1)
 Text(LG+errata): Target creature gets +0/+X until end of turn, where X is equal to that creature's total casting cost. [\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Greater Realm of Preservation:

Info: Color=White Type=Enchantment Cost=1W LG(U1)/5(U1)
 Text(5th+errata): {1}{W}: Prevent all damage to you from a black or red source. (Treat further damage from that source normally.)
[\[Oracle 07/01/98\]](#)

Greater Werewolf:

Info: Color=Black Type=Summon Lycanthrope Cost=4B HL(C1)/5(U1)
 Text(5th): 2/4 ; At end of combat, put a -0/-2 counter on each creature blocking or blocked by ~this~.
 This ability is played at end of combat so it only works if it is still alive at that time. [\[Aahz 09/11/96\]](#)

Great Wall:

Info: Color=White Type=Enchantment Cost=2W LG(U1)
 Text(LG): Creatures with plainswalk may be blocked as though they did not have that ability.
 Extended tournaments (see Rule D.15) have always banned this card.

Great Whale:

Info: Color=Blue Type=Summon Whale Cost=5UU US(R1)
 Text(US+errata): 5/5. ; When ~this~ comes into play, if you played it from your hand, untap up to seven lands. [\[DCI Tournament Update 03/01/99\]](#)
 The errata makes it so you only untap lands if it comes into play by being cast from your hand. It does not untap lands if put into play as the effect of a spell or ability, even if it is put into play from your hand.
[\[DCI Tournament Update 03/01/99\]](#)
 Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 03/05/99\]](#)
 You can untap from 0 to 7 lands. [\[DeLaney 10/05/98\]](#)
 Does not target the lands. [\[DeLaney 10/05/98\]](#)
 Can be used on already untapped lands (with no effect). [\[DeLaney 10/05/98\]](#)
 Can be used on another player's lands. [\[DeLaney 10/05/98\]](#)
 There is no errata for this card. It does not have errata to only untap lands when successfully cast. That's just an incorrect rumor.
[\[D'Angelo 01/13/99\]](#)
 Note - Also see Comes Into Play Abilities, Rule E.3.

Greater Good:

Info: Color=Green Type=Enchantment Cost=2GG US(R1)
 Text(US): Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then choose and discard three cards.

Greed:

Info: Color=Black Type=Enchantment Cost=3B LG(R1)/4(R1)
 Text(4th+errata): {B}, Pay 2 life: Draw a card. [\[Oracle 07/01/98\]](#)
 You cannot spend more life on Greed than you have. See Rule G.22.6.
[\[Duelist Magazine #3, Page 22\]](#)

Greener Pastures:

Info: Color=Green Type=Enchantment Cost=2G US(R1)
 Text(US): During each player's upkeep, if that player controls more lands than any other, the player puts a Saproling token into play under his or her control. Treat this token as a 1/1 green creature.
 Counts the lands on resolution of the Phase Ability (see Rule A.5).
[\[DeLaney 10/05/98\]](#)
 Note - Also see Token Creatures, Rule K.25.

Green Mana Battery:

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R1)
 Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap}, Remove

X charge counters from ~this~: Add an amount of {G} to your mana pool equal to X plus one. Play this ability as a mana source.

[\[Oracle 07/01/98\]](#)

See Black Mana Battery for rulings.

Green Ward:

Info: Color=White Type=Enchant Creature Cost=W ABUR4(U1)

Text(4th+errata): Enchanted creature gains protection from green. The protection granted by ~this~ does not destroy ~this~. [\[Oracle 07/01/98\]](#)

See Black Ward for rulings.

Note - Also see Protection, Rule A.24.

Griffin Canyon:

Info: Color=Land Type=Land Cost=None VI(R1)

Text(VI): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Untap target Griffin. That Griffin gets +1/+1 until end of turn.

Can target an already untapped Griffin, and gives the bonus regardless.

[\[DeLaney 02/02/97\]](#)

Grim Feast:

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers.

It becomes useless but stays in play if the target player leaves the

game. [\[D'Angelo 10/15/96\]](#)

Grim Monolith:

Info: Color=Artifact Type=Artifact Cost=2 UL(R1)

Text(UL): ~this~ does not untap during your untap phase. ; {Tap}: Add three colorless mana to your mana pool. Play this ability as a mana source. ; {4}: Untap ~this~.

The untap ability can be played while it is tapped. [\[Barclay 02/09/99\]](#)

This overrides the normal rule that abilities of tapped artifacts are turned off.

Grindstone:

Info: Color=Artifact Type=Artifact Cost=1 TE(R1)

Text(TE): {3},{Tap}: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

The effect repeats as many times as it takes to meet the end condition.

[\[Duelist Magazine #23, Page 23\]](#)

If the two cards are both colorless, then the effect does not repeat. It only repeats if both cards have at least one color and at least one color is shared between them. [\[D'Angelo 01/06/98\]](#)

Remember that land cards have no color. See Rule K.17.3.

[\[D'Angelo 02/03/98\]](#)

Griming Totem:

Info: Color=Artifact Type=Artifact Cost=4 MI(R1)

Text(MI+errata): {2},{Tap}, Sacrifice ~this~: Search target opponent's library for any card and remove that card from the game. That player shuffles his or her library afterwards. You may play the card as though it were in your hand. At the beginning of your next turn, put the card into owner's graveyard if you have not played it. [\[Oracle 07/01/98\]](#)

[\[Oracle Update 11/11/98\]](#)

Grizzled Wolverine:

The ability has nothing to do with the number of blockers.

You cannot even pay for more than one use if you want to as a way to sink extra mana. [\[D'Angelo 06/12/95\]](#) The card says it can only be used once.

Grizzly Bears:

Info: Color=Green Type=Summon Bears Cost=1G ABUR45(C1)

Text(ABU/RV/4th/5th): 2/2.

Grollub:

Info: Color=Black Type=Summon Beast Cost=2B EX(C1)

Text(EX): 3/3 ; For each 1 damage dealt to ~this~, each opponent gains 1 life.

Only counts damage which is not prevented. [\[Barclay 06/10/98\]](#)

Growth Spurt:

Info: Color=Green Type=Instant Cost=G1 UG(C1)

Text(UG): Roll a six-sided die. Target creature gets +X/+X until end of turn, where X is equal to the die roll.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Guardian Angel:

Info: Color=White Type=Instant Cost=XW ABUR(C1)

Text(RV+errata): Prevent X damage to target creature or player. Until end of turn, for each {1} you pay, you may prevent 1 damage to that creature or player. [\[Oracle 07/01/98\]](#)

Unlike most damage prevention effects, this spell targets the creature or player in addition to affecting the damage. This means it cannot be used on a creature with Protection from White. [\[Aahz 01/17/95\]](#)

Note - Also see X Costs, Rule K.27.

Guardian Beast:

Info: Color=Black Type=Summon Guardian Cost=3B AN(U2)

Text(AN+errata): 2/4 ; As long as ~this~ is untapped, no player can gain control of your noncreature artifacts, those artifacts cannot be destroyed, and enchantments cannot target those artifacts.

[\[Oracle 07/01/98\]](#)

Cannot prevent any kind of burial or sacrifice. [\[Mirage, Page 11\]](#)

Not paying upkeep costs on an artifact causes it to be buried, not destroyed. And bury cannot be prevented. [\[D'Angelo 01/31/99\]](#)

Does not prevent removal from the game as from Dust to Dust.

[\[WotC Rules Team 10/12/94\]](#)

Does prevent enchantment spells from targeting one of your artifacts.

[\[Duelist Magazine #7, Page 99\]](#)

Does not prevent non-targeted enchantment effects like Titania's Song, or targeted effects which are not enchantments like Xenic Poltergeist.

These are particularly useful since they make the artifact into a creature which the Beast will not protect. [\[Duelist Magazine #2, Page 14\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Guerrilla Tactics:

If it is discarded, the damage done by it is done by an effect and not by a spell. So Suffocation cannot be used on that damage.

[\[D'Angelo 11/11/96\]](#)

Guided Strike:

Info: Color=White Type=Instant Cost=1W WL(C1)

Text(WL): Target creature gets +1/+0 and gains first strike until end of turn. ; Draw a card.

Guiding Spirit:

Info: Color=Multi Type=Summon Angel Cost=1WU VI(R1)

Text(VI): 1/2, Flying ; {Tap}: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library.

Guma:

Info: Color=Red Type=Summon Cat Cost=2R US(U1)

Text(US): 2/2, Protection from blue.

Gus:

Info: Color=Green Type=Summon Gus Cost=G2 UG(C1)

Text(UG): 2/2 ; ~this~ comes into play with one +1/+1 counter on it for each game you have lost to your opponent since you last won a Magic game against him or her.

"Lost" only counts games of Magic. [\[QAS 09/09/98\]](#)

In tournament play, only games in that tournament count. [\[QAS 09/09/98\]](#)

Gus is not a Summon Legend since there is no one Gus. Gus is everywhere.

[QAS 09/09/98]

In a multi-player game, choose a player when this comes into play.

[D'Angelo 11/09/98]

Optional Rule: "Lost" means any sort of loss - losing a bet, losing a poker game, etc. [Barclay 08/13/98]

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Gustha's Scepter:

Info: Color=Artifact Type=Artifact Cost=0 AL(R2)

Text(AL+errata): {Tap}: Choose any card in your hand and remove that card from the game face down. If you lose control of ~this~, put the card into your graveyard. ; {Tap}: Return to your hand any card removed from the game with ~this~. [Oracle 07/01/98] [Oracle Update 11/11/98]

You cannot look at the cards when deciding which one to return to your hand.

The cards are face down. You did get to look at them as you removed them from the game, so you if you care to return a specific card, you have to remember where you put it. [bethmo 03/13/99]

Gwendlyn Di Corci:

Info: Color=Multi Type=Summon Legend Cost=RBBU LG(R1)

Text(LG+errata): 3/5 ; {Tap}: Target player discards a card at random. Use this ability only during your turn. [Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

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Hakim, Loreweaver:

You can use his ability to put enchantments on him that would be invalid, but they are immediately buried. [Aahz 12/07/96] Hakim's ability is different from other ways that bring enchantments into play because you do not 'play' them. This is why you can put an invalid enchantment on him.

You can use the ability multiple times in one spell stack and can get multiple enchantments on him this way. You only check if he has no enchantments when announcing the ability. [Duelist Magazine #16, Page 28]

The Duelist page somewhat contradicts itself, and the above is correct.

[D'Angelo 03/02/97]

Halfdane:

Info: Color=Multi Type=Summon Legend Cost=1BUW LG(R1)

Text(LG+errata): 3/3 ; {0}: Until this ability is played again, ~this~'s power and toughness are the power and toughness of target creature other than ~this~. Use this ability only during your upkeep and only once each turn. [Oracle 07/01/98]

The ability sets the current power/toughness, not the base power/toughness.

This means that it overrides any counters on this card, as well as any power/toughness altering effects that resolved before this effect.

[Oracle Update 11/11/98]

When the ability is played to change the power/toughness, the previous use of the ability ends. This means that his base value plus counters and effects will apply for a short while until the ability resolves.

[Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Hall of Gemstone:

As errata, ignore the line break. The entire text is one ability.

[WotC Rules Team 10/03/96]

The ability is a continuous replacement ability (see Rule A.7.5).

[WotC Rules Team 11/03/98]

Will affect lands that produce colorless mana. [Aahz 11/07/96]

Will not affect lands that do not produce mana.

Although the color may be altered, any restrictions on the use of the mana are not removed. So Mishra's Workshop may produce colored mana which can only be used on artifacts. [Aahz 11/07/96]

Hammerhead Shark:

Info: Color=Blue Type=Summon Fish Cost=1U SH(C1)
Text(SH): 2/3 ; ~this~ cannot attack unless defending player controls any islands.

Hammerheim:

Info: Color=Land Type=Legendary Land Cost=None LG(U2)
Text(LG+errata): {Tap}: Add {R} to your mana pool. ; {Tap}: Target creature loses all landwalk abilities until end of turn. [\[Oracle 07/01/98\]](#)
Can be used on a creature without landwalking but has no effect.
[\[Duelist Magazine #5, Page 23\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Handcuffs:

Info: Color=Black Type=Enchantment Cost=BB3 UG(U1)
Text(UG): Target player keeps both hands in contact with each other. If he or she does not, sacrifice ~this~ and that player sacrifices three cards in play.
The player must keep their real hands (not wrists) touching at all times.
Don't wear gloves. [\[Barclay 08/13/98\]](#)
If the targeted player has less than two hands, "both hands" means their hand of cards, and the one hand that they do have. This calls for exceptional manual dexterity. [\[Barclay 08/13/98\]](#)
If the player has more than two hands, call the Men In Black.
[\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Hand of Justice:

The creatures are tapped during announcement and as a cost.
[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the creatures are not in an untapped state. [\[D'Angelo 12/23/96\]](#)
"Summoning sickness" does not prevent creatures from being tapped by this effect. [\[WotC Rules Team 12/15/94\]](#) But you cannot use the Hand's ability at all if the Hand has summoning sickness.

Hand to Hand:

Info: Color=Red Type=Enchantment Cost=2R TE(R1)
Text(TE): Instants and abilities requiring an activation cost cannot be played during combat.
Will not prevent mana source abilities from being played.
[\[D'Angelo 11/07/97\]](#)
Will not prevent cost increasers such as Propaganda.
[\[WotC Rules Team 03/01/98\]](#)

Hanna's Custody:

Info: Color=White Type=Enchantment Cost=2W TE(R1)
Text(TE): Artifacts cannot be the target of spells or abilities.
A spell or ability is targeted only if the word "target" appears in its text. See Rule G.42.1. Only targeted spells and abilities are prevented by this card's ability. [\[D'Angelo 06/19/98\]](#)

Harmonic Convergence:

Info: Color=Green Type=Instant Cost=2G UL(U1)
Text(UL): Return all enchantments to top of owners' libraries.
If any player needs to put more than one enchantment on top of their library, they choose the order. [\[Barclay 02/09/99\]](#)

Harrow:

Info: Color=Green Type=Instant Cost=2G TE(U1)
Text(TE): Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.
The sacrifice of a land is part of the cost of playing the card. You cannot pay this cost more than once to get a multiple effect. [\[D'Angelo 11/12/97\]](#)

Harvest Wurm:

Info: Color=Green Type=Summon Wurm Cost=1G WL(C1)

Text(WL+errata): 3/2 ; When ~this~ comes into play, return any basic land card from your graveyard to your hand or sacrifice ~this~.

[Oracle 07/01/98]

Note - Also see Comes Into Play Abilities, Rule E.3.

Hasran Ogress:

Info: Color=Black Type=Summon Ogre Cost=BB AN(C5)/CH(C3)

Text(CH+errata): 3/2 ; If ~this~ attacks, pay {2} or ~this~ deals 3 damage to you. [Oracle 07/01/98]

The ability triggers (see Rule A.8) on the declaration of attackers.

[D'Angelo 06/03/98]

Note - The Arabian Nights version of this card has two versions, one with a small dark circle behind the "2" in the payment cost (rarity C3) and one with a normal mana circle behind the cost (rarity C2).

Hatred:

Info: Color=Black Type=Instant Cost=3BB EX(R1)

Text(EX): Pay X life: Target creature gets +X/+0 until end of turn.

The life payment is part of the play cost (see Rule K.21), so it is lost if this spell is countered. [Barclay 06/10/98]

You cannot pay life more than once to target more than one creature.

[D'Angelo 06/10/98] See Rule K.21.3.

Haunting Apparition:

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers.

It becomes useless but stays in play if the target player leaves play.

[D'Angelo 10/15/96]

Haunting Misery:

Info: Color=Black Type=Sorcery Cost=1BB WL(C1)

Text(WL): Remove X creature cards in your graveyard from the game: ~this~ deals X damage to target player.

Haunting Wind:

Info: Color=Black Type=Enchantment Cost=3B AQ(U3)

Text(AQ+errata): Whenever any player plays an artifact ability requiring an activation cost or an artifact controlled by any player becomes tapped, ~this~ deals 1 damage to that artifact's controller.

[Oracle 07/01/98]

It does not do double damage if the activation cost requires tapping.

[Aahz 06/06/94]

Extended tournaments (see Rule D.15) have always banned this card.

Havenwood Battleground:

Info: Color=Land Type=Land Cost=None FE(U2)/5(U1)

Text(5th): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {G}{G} to your mana pool.

See Dwarven Ruins for rulings.

Havoc:

Info: Color=Red Type=Enchantment Cost=1R TE(U1)

Text(TE): Whenever target opponent successfully casts a white spell, he or she loses 2 life.

Hawkeater Moth:

Info: Color=Green Type=Summon Insect Cost=3G US(U1)

Text(US): 1/2, Flying. ; ~this~ cannot be the target of spells or abilities.

Hazduhr the Abbot:

Targets damage on a single white creature. It does not target the creature.

It cannot take damage from multiple creatures at once. [D'Angelo 10/18/95]

Hazon Tamar:

Info: Color=Multi Type=Summon Legend Cost=4WGR LG(R1)

Text(LG+errata): 2/4 ; ~this~ comes into play with "During your upkeep, put into play one Sand Warrior token for each land you control and ~this~ loses this ability." Treat these tokens as 1/1 red, green, and white creatures ; If ~this~ leaves play, remove all Sand Warriors from the game.

[\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

The Sand Warriors leave play if Hazezon is phased out or placed in an Oblivette or Tawnos's Coffin, and they do not come back on the turn after Hazezon re-enters play. [\[WotC Rules Team 09/15/94\]](#)

[\[D'Angelo 10/23/98\]](#)

The Sand Warriors come into play on a player's side if that player controls Hazezon during the player's first upkeep after Hazezon enters play.

It is possible for no player or all players to get Sand Warriors if control of Hazezon changes. [\[WotC Rules Team 05/10/95\]](#)

The Sand Warriors do not change controller when Hazezon changes controller. [\[bethmo 07/14/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Note - Also see Token Creatures, Rule K.25.

Headless Horseman:

Info: Color=Black Type=Summon Horseman Cost=2B LG(C1)

Text(LG): 2/2.

Extended tournaments (see Rule D.15) have always banned this card.

Headlong Rush:

Info: Color=Red Type=Instant Cost=1R US(C1)

Text(US): All attacking creatures gain first strike until end of turn.

If cast outside of combat, it does nothing. [\[DeLaney 10/05/98\]](#)

Headstone:

Info: Color=Black Type=Instant Cost=1B HL(C1)

Text(HL+errata): Remove from the game target card in any graveyard. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Heal:

Info: Color=White Type=Instant Cost=W IA(C1)/5(C1)

Text(5th): Prevent 1 damage to any creature or player. Draw a card at the beginning of the next turn.

Note - Also see Cantrips, Rule E.2.

Note - Also see Damage Prevention, Rule G.12.

Note - The Ice Age version had you draw a card at the beginning of the next upkeep, but it should be played by the current text.

Healing Salve:

Info: Color=White Type=Instant Cost=W ABUR45(C1)/MI(C1)/US(C1)

Text(US): Choose one - Target player gains 3 life; or prevent up to 3 damage to a creature or player.

Does not target the creature or player (or the damage) when preventing damage. [\[Duelist Magazine #7, Page 36\]](#) It does target the player when giving life.

Hearth Charm:

Info: Color=Red Type=Instant Cost=R VI(C1)

Text(VI): Choose one - Destroy target artifact creature; or all attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

Note - Also see Modal Spells and Abilities, Rule G.27.

Heart of Bogardan:

Info: Color=Red Type=Enchantment Cost=2RR WL(R1)

Text(WL): Cumulative Upkeep - {2} ; If ~this~'s cumulative upkeep cost is not paid, ~this~ deals damage equal to its last paid cumulative upkeep to target player and each creature he or she controls.

The consequences of not paying the cumulative upkeep happen at the same

the card is buried as a result of not paying. This is not a triggered ability. [\[WotC Rules Team 07/03/97\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Heart of Yavimaya:

You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use the mana source speed ability between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost. [\[WotC Rules Team 12/03/96\]](#)

See Rule E.3.3.

Note - Also see Comes Into Play Ability, Rule E.3.

Heart Sliver:

Info: Color=Red Type=Summon Sliver Cost=1R TE(C1)

Text(TE): 1/1 ; All Slivers are unaffected by summoning sickness.

Heartstone:

Info: Color=Artifact Type=Artifact Cost=3 SH(U1)

Text(SH+errata): The cost of each creature ability requiring an activation cost is reduced by {1}. This cannot reduce an ability's total mana cost to less than {1}. [\[WotC Rules Team 03/01/98\]](#)

[\[Duelist Magazine #25, Page 31\]](#)

The cost reduction can be applied to extra costs such as Gloom.

[\[D'Angelo 02/27/98\]](#)

Will not add a 1 generic mana cost to abilities with no generic mana in their activation cost. [\[Barclay 02/27/98\]](#)

It will never reduce any colored mana portion of an activation cost.

[\[D'Angelo 11/06/98\]](#)

The errata changed "generic" to "total" in the text, so it will change {1}{R} to {R}. [\[WotC Rules Team 03/01/98\]](#)

Heartwood Dryad:

Info: Color=Green Type=Summon Dryad Cost=1G TE(C1)

Text(TE): 2/1 ; ~this~ can block creatures with shadow.

Note - Also see Shadow, Rule A.26.

Heartwood Giant:

Info: Color=Green Type=Summon Giant Cost=3GG TE(R1)

Text(TE): 4/4 ; {Tap}, Sacrifice a forest: ~this~ deals 2 damage to target player.

Heartwood Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=2GG TE(U1)

Text(TE): 3/4, Forestwalk.

Note - Also see Landwalk, Rule A.22.

Heat of Battle:

Info: Color=Red Type=Enchantment Cost=1R SH(U1)

Text(SH): Whenever any creature blocks, ~this~ deals 1 damage to that creature's controller.

Heat Ray:

Info: Color=Red Type=Instant Cost=XR US(C1)

Text(US): ~this~ deals X damage to target creature.

Note - Also see X Costs, Rule K.27.

Heat Stroke:

Info: Color=Red Type=Enchantment Cost=2R WL(R1)

Text(WL): At the end of each combat, destroy all creatures that blocked or were blocked this turn.

Heat Wave:

Info: Color=Red Type=Enchantment Cost=2R VI(U1)

Text(VI+errata): Cumulative Upkeep - {R} ; Blue creatures cannot block creatures you control. ; Each turn, each nonblue creature cannot block creatures you control unless its controller pays an additional 1 life for that creature. [\[Oracle 07/01/98\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Heaven's Gate:

Info: Color=White Type=Instant Cost=W LG(U1)
Text(LG+errata): Any number of target creatures are white until end of turn. [\[Oracle 07/01/98\]](#)
It can target zero creatures if you want. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Heavy Ballista:

Info: Color=White Type=Summon Soldiers Cost=3W WL(C1)
Text(WL): 2/3 ; {Tap}: ~this~ deals 2 damage to target attacking or blocking creature.

Hecatomb:

Info: Color=Black Type=Enchantment Cost=1BB IA(R1)/5(R1)
Text(5th+errata): When ~this~ comes into play, sacrifice four creatures or sacrifice ~this~. ; Tap a swamp you control: ~this~ deals 1 damage to target creature or player. [\[Oracle 07/01/98\]](#)
The sacrifice is done as a triggered ability just after it enters play. It is not done on announcement. [\[D'Angelo 10/27/95\]](#)
If you have less than 4 creatures, you do not partially sacrifice. You pay 4 creatures or none. [\[WotC Rules Team 06/15/95\]](#)
The swamp is tapped during announcement of the ability and as a cost. [\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the target swamp is not untapped at the time. [\[D'Angelo 12/23/96\]](#)
Note - Also see Comes Into Play abilities, Rule E.3.

Hellfire:

Info: Color=Black Type=Sorcery Cost=2BBB LG(R1)
Text(LG+errata): Destroy all nonblack creatures. ~this~ deals to you an amount of damage equal to 3 plus the number of creatures put into any graveyard in this way. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Hell's Caretaker:

Info: Color=Black Type=Summon Hell's Caretaker Cost=3B LG(R1)/CH(U1)
Text(CH+errata): 1/1 ; {Tap}, Sacrifice a creature: Put target creature card from your graveyard into play. Use this ability only during your upkeep. [\[Oracle 07/01/98\]](#)
A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 1994\]](#)
Pick a creature card in the graveyard on announcement. This creature is targeted and the ability will fizzle if it is not there on resolution. [\[Aahz 07/05/95\]](#)
Can sacrifice itself. [\[Duelist Magazine #5, Page 123\]](#)
Cannot choose itself to be brought back. [\[D'Angelo 11/11/96\]](#)

Hell Swarm:

Info: Color=Black Type=Instant Cost=B LG(C1)
Text(LG): All creatures get -1/-0 until end of turn.
Extended tournaments (see Rule D.15) have always banned this card.

Helm of Awakening:

Info: Color=Artifact Type=Artifact Cost=2 VI(U1)
Text(VI+errata): All spells cost {1} less to play. [\[Oracle 07/01/98\]](#)
The effect is cumulative. [\[Aahz 01/29/97\]](#)
You apply the Helm to the total play cost (see Rule K.21). Since the play cost is the total of the casting cost (see Rule K.9) and all costs in the card text, this means you can apply the Helm to things like Fireball's extra targets and to Buyback (see Rule A.13) costs. The cost reduction is not applied separately to each thing, however, it is applied just once to the total cost. For example, a Capsize costs {U}{U}{1} to cast and {3} for Buyback for a total play cost of {U}{U}{4}. One Helm makes the cost {U}{U}{3} and three Helms makes the cost {U}{U}{1}. See how the reduction is applied to the total and not to individual items. [\[D'Angelo 01/06/98\]](#)

The cost reduction can apply to external penalty effects such as Gloom.

[\[WotC Rules Team 02/01/98\]](#) See Rule K.21.4.

The generic X cost is still considered generic even if there is a requirement that a specific color be used for it. For example, "only black mana can be spent this way". This distinction is important for effects which reduce the colorless portion of a spell's cost. For example, if you had two Helms in play (each reduces the generic costs of all spells by 1), you could cast a Drain Life for just {B} and still do 1 damage. [\[WotC Rules Team 06/01/97\]](#) [\[Duelist Magazine #19, Page 26\]](#)

Can lower the cost to zero. For example, a Brass Man.

[\[D'Angelo 05/20/98\]](#) But cannot lower something below zero.

[\[D'Angelo 06/26/98\]](#)

The lower cost is not optional like with many other cost reducers.

[\[D'Angelo 01/27/97\]](#)

Can never affect the colored (non-generic) part of a casting cost.

[\[D'Angelo 07/29/98\]](#)

Helm of Chatzuke:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(R1)
Text(4th/5th): {1},{Tap}: Target creature gains banding until end of turn.
Note - Also see Banding, Rule A.11.

Helm of Obedience:

It is buried as part of the effect. If it is not still in play at that time because you Boomerang it back to your hand, then that part of the effect fails. [\[bethmo 06/24/96\]](#)

If when using the effect you pick a Clone or Vesuvan Doppelganger, and there are no legal targets for the creature, you simply don't get the creature but still bury the Helm. [\[bethmo 07/10/96\]](#) The Clone or Doppelganger stays in the graveyard.

Helm of Possession:

Info: Color=Artifact Type=Artifact Cost=4 TE(R1)
Text(TE): You may choose not to untap ~this~ during your untap phase. ; {2},{Tap}, Sacrifice a creature: Gain control of target creature as long as you control ~this~ and ~this~ remains tapped.

Hematite Talisman:

There are no special rulings for this card.

Herald of Serra:

Info: Color=White Type=Summon Angel Cost=2WW US(R1)
Text(US): 3/4, Flying. Echo.
Note - Also see Echo, Rule A.16.

Hermetic Study:

Info: Color=Blue Type=Enchant Creature Cost=1U US(C1)
Text(US): Enchanted creature gains "{Tap}: This creature deals 1 damage to target creature or player."

Hermit Druid:

Info: Color=Green Type=Summon Druid Cost=1G SH(R1)
Text(SH): 1/1 ; {G},{Tap}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.
You can put the cards from your library into your graveyard in any order.
[\[Duelist Magazine #25, Page 31\]](#)

Heroism:

The cost to avoid the penalty must be paid when the spell resolves. You cannot wait until later to do so. [\[Aahz 11/30/94\]](#)

Paying the Heroism cost to allow a creature to deal damage does not prevent other effects from preventing it from dealing damage. Paying the cost only prevents the Heroism effect. [\[Duelist Magazine #4, Page 7\]](#)

Hero's Resolve:

Info: Color=White Type=Enchant Creature Cost=1W TE(C1)

Text(TE): Enchanted creature gets +1/+5.

Hesitation:

Info: Color=Blue Type=Enchantment Cost=1U SH(U1)

+ **Text(SH+errata): If any spell is played, sacrifice this to counter that spell.** [WotC Rules Team 03/18/99]

If a mana source spell is cast, then Hesitation will trigger and sacrifice itself but will not counter the mana source. [Barclay 02/27/98]

Hesitation's ability is not an interrupt, so it can counter

Kaervek's Torch without the additional payment of 2 mana.

[bethmo 03/26/98]

Playing a land is not a "spell", so playing a land will not trigger this card. [D'Angelo 12/02/98]

+ **During the resolution of this triggered ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and the spell is not countered.**

[WotC Rules Team 03/18/99]

Hibernation:

Info: Color=Blue Type=Instant Cost=2U US(U1)

Text(US): Return all green permanents to owners' hands.

Hibernation Sliver:

Info: Color=Multi Type=Summon Sliver Cost=UB SH(U1)

Text(SH): 2/2 ; Each Sliver gains "Pay 2 life: Return this creature to owner's hand."

Hidden Ancients:

Info: Color=Green Type=Enchantment Cost=1G US(U1)

Text(US): When one of your opponents successfully casts an enchantment spell, if ~this~ is an enchantment, ~this~ becomes a 5/5 creature that counts as a Treefolk.

When it turns into a creature, it no longer counts as an enchantment.

[Urza's Saga Rule Page]

It only changes if the spell is not countered. [Urza's Saga Rule Page]

Hidden Gibbons:

Info: Color=Green Type=Enchantment Cost=G UL(R1)

Text(UL): When one of your opponents successfully casts an instant or interrupt spell, if ~this~ is an enchantment, ~this~ becomes a 4/4 creature that counts as an Ape.

When it turns into a creature, it no longer counts as an enchantment.

[Urza's Saga Rule Page]

It only changes into a creature if the spell is not countered.

[Urza's Saga Rule Page]

It becomes a creature when the spell becomes successfully cast, which is before the spell resolves. A Disenchant cannot be used to destroy this card, since it will no longer be an enchantment when the Disenchant resolves. [D'Angelo 02/13/99]

Hidden Guerrillas:

Info: Color=Green Type=Enchantment Cost=G US(U1)

Text(US): When one of your opponents successfully casts an artifact spell, if ~this~ is an enchantment, ~this~ becomes a 5/3 creature with trample and that counts as a Soldier.

When it turns into a creature, it no longer counts as an enchantment.

[Urza's Saga Rule Page]

It only changes if the spell is not countered. [Urza's Saga Rule Page]

Hidden Herd:

Info: Color=Green Type=Enchantment Cost=G US(R1)

Text(US): When one of your opponents plays a nonbasic land, if ~this~ is an enchantment, ~this~ becomes a 3/3 creature that counts as a Beast.

When it turns into a creature, it no longer counts as an enchantment.

[Urza's Saga Rule Page]

Does not trigger on lands put into play by a spell or ability.

[DeLaney 10/05/98]

Hidden Horror:

Info: Color=Black Type=Summon Undead Cost=1BB WL(U1)
Text(WL+errata): 4/4 ; When ~this~ comes into play, choose and discard a creature card or sacrifice ~this~. [Oracle 07/01/98]
Note - Also see Comes Into Play Abilities, Rule E.3.

Hidden Path:

Info: Color=Green Type=Enchantment Cost=2GGGG DK(U1)
Text(DK): All green creatures gain forestwalk.
Note - Also see Landwalk, Rule A.22.

Hidden Predators:

Info: Color=Green Type=Enchantment Cost=G US(R1)
Text(US): When one of your opponents controls a creature with power 4 or greater, if ~this~ is an enchantment, ~this~ becomes a 4/4 creature that counts as a Beast.
When it turns into a creature, it no longer counts as an enchantment.
[Urza's Saga Rule Page]

Hidden Retreat:

Info: Color=White Type=Enchantment Cost=2W SH(R1)
Text(SH): Choose a card in your hand and put it on top of your library:
Prevent all damage from an instant or sorcery. (Treat further damage from that source normally.)
Can be used on instant or sorcery spells and abilities.
[Duelist Magazine #25, Page 31]
Can be used on damage to a creature or player. [D'Angelo 11/10/98]

Hidden Spider:

Info: Color=Green Type=Enchantment Cost=G US(C1)
Text(US): When one of your opponents successfully casts a creature with flying, if ~this~ is an enchantment, ~this~ becomes a 3/5 creature that can block creatures with flying and that counts as a Spider.
When it turns into a creature, it no longer counts as an enchantment.
[Urza's Saga Rule Page]
It only changes if the spell is not countered. [Urza's Saga Rule Page]
It only changes if the creature has Flying innately, not if the creature gets flying due to a continuous effect of a permanent (even if that permanent is itself, as with Winged Sliver). [DeLaney 12/14/98]

Hidden Stag:

Info: Color=Green Type=Enchantment Cost=1G US(R1)
Text(US): Whenever one of your opponents plays a land, if ~this~ is an enchantment, ~this~ becomes a 3/2 creature that counts as a Beast. ;
Whenever you play a land, if ~this~ is a creature, ~this~ becomes an enchantment.
When it turns into a creature, it no longer counts as an enchantment.
[Urza's Saga Rule Page]
Does not trigger on lands put into play by a spell or ability.
[DeLaney 10/05/98]

High Ground:

Info: Color=White Type=Enchantment Cost=W EX(U1)
Text(EX): Each creature you control may block one additional creature. (All defense must be legal.)

High Tide:

Multilands which are part Island produce an extra blue mana in addition to whatever you tap it for. [Aahz 12/03/94]
Non lands or lands which do not say they count as Islands do not produce extra mana. [Duelist Magazine #4, Page 6]

Hill Giant:

Info: Color=Red Type=Summon Giant Cost=3R ABUR45(C1)
Text(ABU/RV/4th/5th): 3/3.

Hipparion:

Info: Color=White Type=Summon Hipparion Cost=1W IA(U1)/5(C1)
 Text(5th): 1/3 ; ~this~ cannot be assigned to block any creature with power 3 or greater unless you pay an additional {1}.

The Hive:

Info: Color=Artifact Type=Artifact Cost=5 ABUR45(R1)
 Text(4th/5th): {5},{Tap}: Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying.
 Note - Also see Token Creatures, Rule K.25.

Hollow Dogs:

Info: Color=Black Type=Summon Hounds Cost=4B US(C1)
 Text(US): 3/3. ; Whenever ~this~ attacks, it gets +2/+0 until end of turn.
 If it attacks more than once per turn (due to Relentless Assault, for example), it gets the bonus each time. [\[DeLaney 10/05/98\]](#)

Hollow Trees:

Info: Color=Land Type=Land Cost=None FE(U1)/5(R1)
 Text(5th): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap phase and put a storage counter on it instead. ; {Tap}, Remove X storage counters from ~this~: Add an amount of {G} equal to X to your mana pool.
 See Bottomless Vault for rulings.

Holy Armor:

Info: Color=White Type=Enchant Creature Cost=W ABUR4(C1)
 Text(4th+errata): Enchanted creature gets +0/+2. ; {W}: Enchanted creature gets +0/+1 until end of turn. [\[Oracle 07/01/98\]](#)
 Does not target the creature it is on when the ability is used. Holy Armor does target the creature when it is cast onto the creature.
[\[D'Angelo 06/03/98\]](#)

Holy Day:

Info: Color=White Type=Instant Cost=W LG(C1)
 Text(LG+errata): Creatures deal no combat damage this turn.
[\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.
 Note - Also see Fog Effects, Rule E.6.

Holy Light:

Info: Color=White Type=Instant Cost=2W DK(C3)
 Text(DK): All nonwhite creatures get -1/-1 until end of turn.

Holy Strength:

Info: Color=White Type=Enchant Creature Cost=W ABUR45(C1)
 Text(5th): Enchanted creature gets +1/+2.

Hopping Automaton:

Info: Color=Artifact Type=Artifact Creature Cost=3 US(U1)
 Text(US): 2/2. ; {0}: ~this~ gets -1/-1 and gains flying until end of turn.

Homarid:

When it gets 4 counters, only these counters are removed. [\[Aahz 12/02/94\]](#)

Homarid Spawning Bed:

Note - Also see Token Creatures, Rule K.25.

Homarid Warrior:

Info: Color=Blue Type=Summon Homarid Cost=4U FE(C3)/5(C1)
 Text(5th+errata): 3/3 ; {U}: ~this~ cannot be the target of spells or abilities until end of turn and does not untap during your next untap phase. Tap ~this~. [\[Oracle 07/01/98\]](#)
 The ability to make itself not be targetable is an instant and can be used in response to being targeted. Since effects resolve in last-to-first order, the Warrior becomes untargetable before the targeted effect happens

and causes the targeted effect to fizzle. Note that if you use this ability before being targeted, that a targeted effect used in the same batch will resolve first. [\[Aahz 12/01/94\]](#) Note that the ability can be activated more than once in a single batch if you need it to be. Does not cause enchantments on it to be removed when the effect is activated. An enchantment in play is neither a spell nor an ability. [\[Duelist Magazine #4, Page 7\]](#)
It taps when the ability resolves if it was not already tapped. It may be used even if it is already tapped. [\[Aahz 12/02/94\]](#)

Honorable Passage:

Info: Color=White Type=Instant Cost=1W VI(U1)
Text(VI+errata): Prevent all damage to you or any creature from any one source. If that source is red, ~this~ deals 1 damage to the source's controller for each 1 damage prevented. (Treat further damage from that source normally.) [\[Oracle 07/01/98\]](#)

Honor Guard:

Info: Color=White Type=Summon Soldier Cost=W SH(C1)
Text(SH): 1/1 ; {W}: ~this~ gets +0/+1 until end of turn.

Hope and Glory:

Info: Color=White Type=Instant Cost=1W UL(U1)
Text(UL): Untap two target creatures. Each of them gets +1/+1 until end of turn.
Must target two different creatures. See Rule G.41.2.
[\[Urza's Legacy FAQ 02/03/99\]](#)

Hope Charm:

Info: Color=White Type=Instant Cost=W VI(C1)
Text(VI): Choose one - Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.
Note - Also see Modal Spells and Abilities, Rule G.27.

Horned Sliver:

Info: Color=Green Type=Summon Sliver Cost=2G TE(U1)
Text(TE): 2/2 ; All Slivers gain trample.
Note - Also see Trample, Rule A.27.

Horned Turtle:

Info: Color=Blue Type=Summon Turtle Cost=2U TE(C1)
Text(TE): 1/4.

Hornet Cannon:

Info: Color=Artifact Type=Artifact Cost=4 SH(U1)
Text(SH): {3},{T}: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness.
At end of turn, destroy the token.

Hornet Cobra:

Info: Color=Green Type=Summon Cobra Cost=1GG LG(C2)
Text(LG): 2/1, First Strike.
Extended tournaments (see Rule D.15) have always banned this card.

Horn of Deafening:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)/CH(U1)
Text(CH+errata): {2},{Tap}: Target creature deals no combat damage this turn. [\[Oracle 07/01/98\]](#)

Horn of Greed:

Info: Color=Artifact Type=Artifact Cost=3 SH(R1)
Text(SH): Whenever any player plays a land, that player draws a card.
Playing a land will trigger it, but putting a land into play as part of an effect will not. [\[Duelist Magazine #25, Page 30\]](#)

Horror of Horrors:

Info: Color=Black Type=Enchantment Cost=3BB LG(U1)

Text(LG+errata): Sacrifice a swamp: Regenerate target black creature.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Horseshoe Crab:

Info: Color=Blue Type=Summon Crab Cost=2U US(C1)

Text(US): 1/3. ; {U}: Untap ~this~.

Hot Springs:

As errata, it should read "Play only on a land you control. {0}: Tap land
Hot Springs enchants to prevent 1 damage to any creature or player."

[\[Encyclopedia, Page 84\]](#)

The land is tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the
land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)

It is buried if you lose control of the target. [\[WotC Rules Team 06/15/95\]](#)

See Rule K.14.5.

Howl from Beyond:

Info: Color=Black Type=Instant Cost=XB IA(C1)/ABUR45(C1)

Text(IA/4th/5th): Target creature gets +X/+0 until end of turn.

Note - Also see X Costs, Rule K.27.

Howling Mine:

Info: Color=Artifact Type=Artifact Cost=2 ABUR45(R1)

Text(5th): During each player's draw phase, that player draws an additional
card.

The additional draw is separate from any other draw during your draw phase.

[\[WotC Rules Team 10/12/94\]](#)

In general, drawing a card during the draw phase is an instant speed
effect just like any other. [\[WotC Rules Team 10/12/94\]](#)

Hulking Cyclops:

Info: Color=Red Type=Summon Cyclops Cost=3RR VI(U1)

Text(VI): 5/5 ; ~this~ cannot block.

Cannot be given the ability to block by something like Web or
Spider Climb. Those abilities do not remove the general inability to
block. [\[Duelist Magazine #17, Page 30\]](#)

Humble:

Info: Color=White Type=Instant Cost=1W US(U1)

**+ Text(US+errata): Target creature loses all abilities and is 0/1 until end of
turn. [\[WotC Rules Team 03/18/99\]](#)**

Removes all creature abilities. This includes mana source abilities, such
as with Llanowar Elves. Animated lands lose the ability to tap for
mana. [\[bethmo 10/14/97\]](#)

Will not remove card text which defines characteristics of the card which
are not normally done in the text, such as "Counts as a Wall" or "This
card is red.". These things are descriptive text and not abilities.

[\[bethmo 10/23/97\]](#)

Will remove even upkeep cost text. [\[bethmo 01/22/98\]](#)

If there is a question about the power/toughness of the creatures due to
some other effect such as Crusade. Apply the power/toughness change
in the order in which the cards enter play. [\[Aahz 11/02/97\]](#)

To figure a creature's power/toughness, start with the base value as granted
by its card (or the effect that animated it), then apply counters, then
apply other effects in the order those effects came into play (see
Rule K.12.Ruling.2). This means that counters on a creature which change
power/toughness or add an ability will be overridden, but that effects
which enter play after this spell resolves will still have their full
effect. [\[Urza's FAQ 10/05/98\]](#)

**+ Without the errata, the effect turned the creature into just a creature and
erased any artifact, land, or enchantment typeing the creature may also
have had. [\[DeLaney 04/19/99\]](#)**

Humility:

Info: Color=White Type=Enchantment Cost=2WW TE(R1)

+ Text(TE+errata): Each creature loses all abilities and is 1/1.

[WotC Rules Team 03/18/99]

Removes all creature abilities. This includes mana source abilities, such as with Llanowar Elves. Animated lands lose the ability to tap for mana. **[bethmo 10/14/97]**

Will not remove card text which defines characteristics of the card which are not normally done in the text, such as "Counts as a Wall" or "This card is red.". These things are descriptive text and not abilities.

[bethmo 10/23/97] See Rule G.10.2.

Will remove even upkeep cost text. **[bethmo 01/22/98]**

Does not remove abilities from a creature entering play until after any "comes into play" abilities trigger. **[D'Angelo 10/28/97]** For example, Nekrataal and Man-o'-War both trigger on coming into play before they turn into 1/1 creatures with no abilities. Note that although the comes into play abilities trigger before Humility removes the abilities, they do not resolve until after Humility removes the abilities.

If there is a question about the power/toughness of the creatures due to some other effect such as Crusade. Apply the power/toughness change in the order in which the cards enter play. **[Aahz 11/02/97]**

When figuring out your creatures' abilities and power/toughness, apply all card effects in the order they entered play. Built-in abilities of a creature and any counters on the creature are applied first. Then, you apply all external effects in the order they entered play. The result of this is that any effects on the creatures' abilities or power/toughness in play before Humility enters play are completely overridden. But that any played after Humility enters play stay. **[D'Angelo 12/01/97]** For example, a Crusade is in play, then a Humility enters play. All your white creatures are 1/1. If Humility enters play, then Crusade, your white creatures are 2/2 (they become 1/1 then get +1/+1 in that order). See Rule K.12.Ruling.2.

+ Without the errata, the effect turned the creature into just a creature and erased any artifact, land, or enchantment typeing the creature may also have had. [DeLaney 04/19/99]

Hunding Gjornersen:

Info: Color=Multi Type=Summon Legend Cost=2UUW LG(U1)

Text(LG): 5/4, Rampage 1.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Note - Also see Rampage, Rule A.25.

Hungry Hungry Heifer:

Info: Color=Green Type=Summon Cow Cost=G2 UG(U1)

Text(UG): 3/3 ; During your upkeep, remove a counter from any card you control or sacrifice ~this~.

Cannot remove counters from token creatures. **[QAS 09/09/98]**

Not suitable for children under 3 years. 2 to 4 players. To play the Heifer's upkeep cost, hit it repeatedly very hard. Oh, sorry, I must be thinking of something else. **[Barclay 08/13/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Hungry Mist:

Info: Color=Green Type=Summon Mist Cost=2GG HL(C4)/5(C1)

Text(HL/5th): 6/2 ; During your upkeep, pay {G}{G} or bury ~this~.

Note - Also see Phase Cost, Rule A.6.

Hurkyl's Recall:

Info: Color=Blue Type=Instant Cost=1U AQ(U1)/R45(R1)

Text(5th): Return to target player's hand all artifacts in play he or she owns.

Retrieves all artifacts owned by the target player regardless of who controls them. Ignores artifacts owned by other players even if target player has control of them. **[D'Angelo 1994]**

Hurloon Minotaur:

Info: Color=Red Type=Summon Minotaur Cost=1RR ABUR45(C1)

Text(ABU/RV/4th/5th): 2/3.

Hurloon Shaman:

Info: Color=Red Type=Summon Minotaur Cost=1RR WL(U1)
Text(WL+errata): 2/3 ; If ~this~ is put into any graveyard from play, each player chooses and sacrifices a land he or she controls. [\[Oracle 07/01/98\]](#)

Hurloon Wrangler:

Info: Color=Red Type=Summon Minotaur Cost=R2 UG(C1)
Text(UG): 2/2, Denimwalk (If defending player is wearing any clothing made of denim, this creature is unblockable.)
You are allowed to remove garments in the neutral state before blockers are declared. Removing a garment is played as faster than a mana source.
[\[QAS 09/09/98\]](#)
Any denim will count, even underwear and shoes. [\[Barclay 08/13/98\]](#)
Removal of clothing is subject to indecency laws. [\[D'Angelo 08/17/98\]](#)
Denim is the substance that jeans are made of. [\[Levis 09/09/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Hurricane:

Info: Color=Green Type=Sorcery Cost=XG IA(U1)/ABUR45(U1)
Text(5th): ~this~ deals X damage to each creature with flying and each player.
This is not a targeted spell, and so it may be cast when there are no creatures in play. [\[bethmo 1994\]](#)
Whether or not a creature is Flying is only checked on resolution.
[\[D'Angelo 10/05/95\]](#)
Note - Also see X Costs, Rule K.27.

Hurr Jackal:

Info: Color=Red Type=Summon Jackal Cost=R AN(C4)/4(R1)
Text(4th): 1/1 ; {Tap}: Target creature cannot regenerate this turn.
Note that it must be used before lethal damage occurs and that it prevents regeneration for the rest of the turn. You may not use it at the time when someone tries to regenerate it because this ability is an instant speed fast effect that is not allowed at the time regeneration is used.
[\[D'Angelo 1995\]](#)

Hush:

Info: Color=Green Type=Sorcery Cost=3G US(C1)
Text(US): Destroy all enchantments. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Hydroblast:

Info: Color=Blue Type=Interrupt Cost=U IA(C1)/5(U1)
Text(5th): Counter target spell if it is red, or destroy target permanent if it is red. (If this spell targets a permanent, play it as an instant.)
The spell is still an "Interrupt" and not an "Instant" for effects that affect certain spell types. [\[Aahz 09/19/96\]](#)
You can target any spell or permanent, it need not be red. It just does not do anything unless the color matches. [\[D'Angelo 06/09/95\]](#)
You can use Sleight of Mind after announcing this spell to change the color word and make it do something on resolution. [\[D'Angelo 06/09/95\]](#)
The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [\[WotC Rules Team 09/22/95\]](#) See Rule G.27 on Modal spells.
Note - Also see Play As A, Rule T.15.1.

Hymn of Rebirth:

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

Hymn to Tourach:

The two cards are chosen at random and then discarded at the same time.

This means the player chooses the order they are stacked in the graveyard. [\[DeLaney 04/09/98\]](#)
Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97 since it is no longer part of the environment. It was previously restricted from 10/01/96 until 01/01/97.

Hyperion Blacksmith:

Info: Color=Red Type=Summon Smith Cost=1RR LG(U1)
Text(LG+errata): 2/2 ; {Tap}: Tap or untap target artifact you do not control. [\[Oracle 07/01/98\]](#)

You declare whether you are tapping or untapping the artifact when you tap this card (see Rule G.27). If the card changes state before this effect happens, it does nothing. It does not toggle the card state.

[\[bethmo 06/19/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Hypnotic Specter:

Info: Color=Black Type=Summon Specter Cost=1BB ABUR4(U1)
Text(4th+errata): 2/2, Flying ; If ~this~ damages any opponent, that player discards a card at random. [\[Oracle 07/01/98\]](#)

Must do at least 1 point of damage to cause opponent to discard because the effect is a property of the damage. [\[WotC Rules Team 02/07/94\]](#)

If damage is redirected to opponent by some spell or ability and is not prevented, opponent must discard a card as if they were attacked directly. Equally, if damage is redirected away from the player, no card needs to be discarded. [\[WotC Rules Team 02/07/94\]](#)

If a player discards due to the Specter and later that turn retroactively removes the damage (Simulacrum or other effect), the player does not get the card back. [\[WotC Rules Team 02/07/94\]](#)

Extended tournaments (see Rule D.15) tournaments have banned this card since 10/01/97.

Note - The artist's name, Shuler, was misspelled on the Limited Edition and Unlimited Edition versions of this card.

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Icatian Moneychanger:

A copy (Clone, Doppelganger, etc) of a Moneychanger only causes a player to take damage and the Moneychanger to get counters when the copy card itself is cast. A later Vesuvan Doppelganger change to a Moneychanger results in zero counters and zero damage. [\[Aahz 11/16/94\]](#)

Yes, the damage is preventable and it does not reduce the number of counters. [\[Aahz 12/01/94\]](#)

Icatian Phalanx:

Info: Color=White Type=Summon Soldiers Cost=4W FE(U3)/5(U1)
Text(5th): 2/4, Banding.

Note - Also see Banding, Rule A.11.

Icatian Scout:

Info: Color=White Type=Summon Soldier Cost=W FE(C4)/5(C1)
Text(FE/5th): 1/1 ; {1},{Tap}: Target creature gains first strike until end of turn.

Icatian Store:

Info: Color=Land Type=Land Cost=None FE(U1)/5(R1)
Text(5th): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap phase and put a storage counter on it instead. ; {Tap}, Remove X storage counters from ~this~: Add an amount of {W} equal to X to your mana pool.

See Bottomless Vault for rulings.

Icatian Town:

Info: Color=White Type=Sorcery Cost=5W FE(U1)/5(R1)
Text(5th): Put four Citizen tokens into play. Treat these tokens as 1/1 white creatures.

Note - Also see Token Creatures, Rule K.25.

Note - Also see Token Creatures, Rule K.25.

Iceberg:

As errata, play the mana gaining ability as a mana source. [\[Mirage, Page 2\]](#)

Ice Cauldron:

Info: Color=Artifact Type=Artifact Cost=4 IA(R1)

Text(IA+errata): {X},{Tap}: Put a charge counter on ~this~, choose a spell card from your hand, and remove that card from the game face up. Note the type and amount of mana used to pay this activation cost. Use this ability only if there are no charge counters on ~this~. If ~this~ leaves play, put the chosen spell card into your graveyard. ;

{Tap}, Remove the charge counter from ~this~: Add mana to your mana pool of the type and amount last used to put a charge counter on ~this~. Use this mana only to play the spell card removed from the game with ~this~ with that charge counter. You may play that card as though it were in your hand. [\[Oracle 07/01/98\]](#)

Cards which are not actually in your hand, such as ones on an Elkin Bottle, cannot be played onto the Ice Cauldron.

[\[Duelist Magazine #11, Page 57\]](#)

The card on the Cauldron is not "in play". [\[Aahz 06/08/95\]](#) It is in the "out of game" zone (see Rule Z.7).

The mana put in the Cauldron can only be used to cast the given spell, but you can add additional mana to a spell. [\[D'Angelo 06/08/95\]](#) This means you can pay part of the cost on one turn and the rest of it on the next turn.

The mana cannot be used to pay for penalty costs from things like Gloom.

[\[Duelist Magazine #9, Page 61\]](#)

The mana can be used for additional costs outlined in the spell, such as the black mana for Drain Life. [\[Duelist Magazine #9, Page 61\]](#)

Tapping the Cauldron for the mana is not an interrupt (or a mana source).

It is an instant. So you don't get the mana back until the entire stack resolves. You can then use this mana on the spell during the following spell stack. [\[Duelist Magazine #7, Page 9\]](#)

X can be zero. This places a zero mana counter on the Cauldron.

[\[Duelist Magazine #7, Page 9\]](#)

You do not have to use any mana from the Cauldron when casting the spell if you don't want to. You don't even have to tap the Cauldron and draw the mana, you can just cast the spell. [\[D'Angelo 06/12/95\]](#)

You can cast the spell at any time as if it were in your hand. The Cauldron does not have to be untapped for you to do this. You can cast it as a result of the original effect and not as a continuous effect of the Cauldron. [\[Duelist Magazine #7, Page 9\]](#)

You can only cast the spell when you could legally cast it normally. So no casting a Sorcery on your opponent's turn. [\[Duelist Magazine #7, Page 9\]](#)

When you cast the spell and it resolves, it either becomes a permanent or goes to the graveyard just like normal. It does not stay out of the game.

[\[D'Angelo 08/01/95\]](#)

If the Cauldron leaves your control, the spell out of the game. The controller of the Cauldron is the only one that can tap to get the mana out of it. The player who put the spell out of the game with the Cauldron is the only one that can cast the spell and they can do so even if they are not in control of the Cauldron. [\[Duelist Magazine #7, Page 9\]](#)

It is possible to have more than one spell removed by the Cauldron. You can tap the Cauldron to remove the charge counter and whatever mana is on it but leave the spell there. Later, you can tap it and put in mana and a charge counter to add another spell. [\[Duelist Magazine #7, Page 9\]](#)

If multiple spells are removed by the Cauldron, any one of them can be cast.

The language of "the spell card removed from the game" means "any spell removed from the game with Ice Cauldron". [\[Duelist Magazine #7, Page 9\]](#)

If multiple spells are removed by the Cauldron, the mana can only be used for the spell that was put remove by the Cauldron when the charge counter was put there. [\[Aahz 06/29/95\]](#)

Since tapping the Cauldron is an instant speed effect, it is possible for the Cauldron to be destroyed by a Disenchant in the same spell stack.

The result is that you get the mana during the spell stack resolution, but the Cauldron (and any spells removed by it) are gone! You're gonna

take mana burn. [\[bethmo 06/22/95\]](#) Note that if the spell removed by the Cauldron is a fast effect, you can still use mana from other sources to quickly get the spell removed by the Cauldron. You still get mana burn but won't lose the spell.

If the act of removing the spell with the Cauldron is countered, you do not lose the spell since the spell would be removed during resolution.

[\[Duelist Magazine #7, Page 9\]](#)

If the Cauldron leaves play before the "remove spell from game" effect resolves, the card stays in your hand. [\[Aahz 11/25/96\]](#)

You cannot store mana that is to be used for a special purpose into the Cauldron, such as Mishra's Workshop. [\[Aahz 07/04/95\]](#)

If you use mana from a Soldevi Machinist to charge the Cauldron, you cannot use the mana to cast anything and so it's just mana burn waiting to happen. This is because the Ice Cauldron remembers everything about how the mana can be used and generates mana with the same restrictions.

[\[Duelist Magazine #10, Page 44\]](#)

Power Artifact will reduce the cost of placing a charge counter on it by 2, but the Cauldron will count only mana spent on it and will not store extra mana because of the Power Artifact's effect. Thus, if you spent RR2 by declaring an RR4 cost, you get RR2 later and not RR4.

[\[WotC Rules Team 09/22/95\]](#)

Power Artifact will force a minimum expenditure of 1 on the Cauldron.

[\[WotC Rules Team 09/22/95\]](#)

Ice Floe:

Info: Color=Land Type=Land Cost=None IA(U1)/5(U1)

Text(5th): You may choose not to untap ~this~ during your untap phase. ;
{Tap}: Tap target creature without flying that is attacking you. As long as ~this~ remains tapped, that creature does not untap during its controller's untap phase.

Can be used on an already tapped attacker. [\[Duelist Magazine #7, Page 8\]](#)

The attacking creature is not removed from the attack and still deals damage as normal. [\[Duelist Magazine #7, Page 8\]](#)

A creature on the Ice Floe will not be freed even if it gains Flying later.

It is only freed when the Floe untaps or leaves play. [\[D'Angelo 07/05/95\]](#)

Cannot be used on a creature before it is declared to be attacking since it only targets attacking creatures. By the time the creature is attacking, it is too late to stop it from continuing forward and dealing damage. [\[D'Angelo 08/22/95\]](#)

Does not prevent a creature from untapping during upkeep or during any time other than the untap phase. [\[bethmo 07/24/95\]](#)

This card has no ability to be tapped for mana. [\[D'Angelo 07/16/98\]](#)

Note - Also see Tap and Hold Abilities, Rule E.12.

Ice Storm:

Info: Color=Green Type=Sorcery Cost=1GG ABU(U1)

Text(ABU+errata): Destroy target land. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Icequake:

The snow-covered nature of the land is checked only on resolution.

[\[Aahz 06/13/96\]](#)

Ichneumon Druid:

Info: Color=Green Type=Summon Druid Cost=1GG LG(U1)

Text(LG+errata): 1/1 ; For each instant after the first that each opponent successfully casts each turn, ~this~ deals 4 damage to that player.

[\[Oracle 07/01/98\]](#)

It tracks the instant count for each player separately. [\[D'Angelo 02/04/99\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Icy Manipulator:

Info: Color=Artifact Type=Artifact Cost=4 ABU(U1)/IA(U1)

Text(IA): {1},{Tap}: Tap target artifact, creature, or land.

Tapping a card with an effect like this will never pay the cost of an ability. For example, tapping a land with this card will not put a point of mana into a player's pool. And tapping a Prodigal Sorcerer will not

make them have to deal a point of damage to something.

[\[D'Angelo 02/03/98\]](#) See Rule G.40.Ruling.1.

This card's ability is played as an instant. That means that any instants announced in response to it will resolve first. Also, any card which is tapped as a cost will be tapped before this resolves. What this means is that the Icy Manipulator cannot be used to stop someone from using an instant speed ability. [\[D'Angelo 06/03/98\]](#) It can be used to make a player use the ability now or to not use it. For example, you can use the Icy on your opponent's Prodigal Sorcerer and force them to use it or let it get tapped. Then you can play a 6/1 Ball Lightning, knowing the creature will at live long enough to damage your opponent.

If you want to stop someone from attacking with a creature by using this card, you must do so during the main phase before the attack actually starts. You cannot wait until after attackers are declared and then try to use it to make a creature stop attacking. [\[D'Angelo 06/03/98\]](#)

Note that your opponent cannot start the attack without letting you use the Icy. See Rule C.2.

Tapping an attacking creature which did not tap to attack does not remove the creature from the attack or cause the creature to stop dealing damage.

[\[D'Angelo 06/03/98\]](#)

This card can be used to tap a creature after the creature blocks.

Remember that a tapped blocker receives damage but does not deal damage.

[\[D'Angelo 06/03/98\]](#) See Rule C.8.2.

Any cards which might trigger off a card becoming tapped still trigger.

Thus, a Psychic Venom on a land that becomes tapped will cause 2 damage. [\[D'Angelo 03/12/95\]](#)

Can target a tapped card, but tapping a tapped card does nothing useful.

[\[Duelist Magazine #5, Page 23\]](#) And it will not trigger "if the card becomes tapped" effects. See Rule G.40.3.

Classic (Type I) tournaments (see Rule D.13) restricted this card from 01/25/94 to 03/23/94.

Icy Prison:

As errata, it should read "During your upkeep, bury Icy Prison. Any player may pay {3} to prevent this." This card explicitly breaks the rules about burial being unpreventable. [\[Duelist Magazine #16, Page 25\]](#)

Enchantments on the creature are destroyed and counters on creatures removed when the creature is sent to the Prison. [\[Aahz 06/30/95\]](#)

This card's effect is a phase effect for the upkeep phase. [\[Aahz 12/20/96\]](#)

Ifh-Biff Efreet:

Info: Color=Green Type=Summon Efreet Cost=2GG AN(U2)

Text(AN+errata): 3/3, Flying ; Any player may pay {G} to have ~this~ deal 1 damage to each creature with flying and each player. [\[Oracle 07/01/98\]](#)

You can pay the Efreet more than once a turn, even more than once in a given batch. [\[Arab FAQ 01/05/94\]](#)

Each payment counts as a separate use and therefore a separate damage prevention step. [\[bethmo 1994\]](#)

It is not an activation cost. [\[D'Angelo 1994\]](#)

The Efreet does indeed damage itself (unless it is no longer flying).

[\[Chris Page 1994\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

III-Gotten Gains:

Info: Color=Black Type=Sorcery Cost=2BB US(R1)

Text(US): Remove ~this~ from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand.

You can get fewer than 3 cards if you want. [\[DeLaney 10/05/98\]](#)

You can pick up any of the cards you discarded since you do not choose the cards until resolution. [\[WotC Rules Team 10/18/98\]](#) (The card works this way instead of the "choices are made on announcement" because the Rules Team wants it to work that way.)

Illicit Auction:

Info: Color=Red Type=Sorcery Cost=3RR MI(R1)

Text(MI): Choose target creature. Each player may bid life for control of

that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature.

This is a life loss and not a life payment so you can bid more life than you have. [\[bethmo 11/27/96\]](#)

The errata issued in Oracle 07/01/98 has been removed.

[\[Oracle Update 11/11/98\]](#)

Illusionary Mask:

Info: Color=Artifact Type=Artifact Cost=2 ABU(R1)

Text(ABU+errata): {X}: Use this ability only as you play a summon spell.

That spell is played face down. If the summoned creature deals damage, is damaged, or becomes tapped, turn it face up. [\[Oracle 07/01/98\]](#)

Note - Also see Face Down Cards, Rule E.5.

It is of type "Artifact" and not "Poly Artifact". [\[Encyclopedia, Page 57\]](#)

This card does not affect in any way the original spell casting cost (amounts or colors). It just allows you to spend X additional mana of any color to disguise what the real cost was. [\[Card Text\]](#)

X can be zero. [\[D'Angelo 1994\]](#)

If the Mask is destroyed, the creatures still remain face-down until one of the conditions of turning it over are met. [\[bethmo 1994\]](#)

Only usable on summoned creatures, not on artifact creatures or animated lands. [\[bethmo 1994\]](#) Similarly, it can't be used for Resurrection or Animate Dead creatures.

The true casting cost of the spell can be masked. If your opponent wants to Spell Blast the creature, they need to guess at the casting cost of the creature exactly. Overspending or underspending on Spell Blast will cause it to fizzle. [\[Aahz 06/24/94\]](#)

This effect is played as a specialized ability. [\[D'Angelo 10/01/96\]](#)

If Power Artifact is placed on it, the minimum Mask use cost is 1.

[\[D'Angelo 1994\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Illusionary Presence:

Info: Color=Blue Type=Summon Illusion Cost=1UU IA(R1)

Text(IA): 2/2 ; Cumulative Upkeep {U} ; During your upkeep, ~this~ gains a landwalk ability of your choice until end of turn.

Can give a basic land landwalk, legendary landwalk (all legendary lands), or a specific non-basic landwalk (like Maze of Ith-Walk).

[\[Duelist Magazine #7, Page 99\]](#)

Cannot give a type of Snow-Covered landwalk, because Snow-Covered is a characteristic like color is, and not part of the land's type.

[\[D'Angelo 05/04/98\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Note - Also see Landwalk, Rule A.22.

Illusionary Terrain:

As errata, it should read as "Cumulative Upkeep: {2}. All lands of one basic land type become basic lands of a different type of your choice".

[\[Encyclopedia, Page 85\]](#)

The errata makes the card work on lands which "count as" a basic land type, such as the multilands which say "counts as a forest".

[\[Duelist Magazine #11, Page 56\]](#)

Will not add or remove Snow-Covered nature from a land.

[\[Duelist Magazine #6, Page 132\]](#)

Illusions of Grandeur:

If a player takes control of this card away from you, you do not lose 20 life because the loss of 20 life is a separate ability. That player is now subject to the loss. [\[Aahz 11/02/97\]](#)

Imaginary Pet:

Info: Color=Blue Type=Summon Illusion Cost=1U US(R1)

Text(US): 4/4. ; During your upkeep, if you have a card in hand, return ~this~ to owner's hand.

Immolation:

Info: Color=Red Type=Enchant Creature Cost=R LG(C1)/4(C1)
Text(4th+errata): Enchanted creature gets +2/-2. [\[Oracle 07/01/98\]](#)

Impending Disaster:

Info: Color=Red Type=Enchantment Cost=1R UL(R1)
+ Text(UL+errata): During your upkeep, if there are seven or more lands in play, sacrifice ~this~ to destroy all lands. [\[WotC Rules Team 03/18/99\]](#)
It counts the number of lands in play during the resolution of the phase ability (see Rule A.5). [\[Urza's Legacy FAQ 02/03/99\]](#)
The ability is not optional. [\[Barclay 02/09/99\]](#)
+ During the resolution of this phase ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no lands are destroyed.
[\[WotC Rules Team 03/18/99\]](#)

Implements of Sacrifice:

As errata, play the ability as a mana source. [\[Mirage, Page 2\]](#)

Imposing Visage:

Info: Color=Red Type=Enchant Creature Cost=R IA(C1)/5(C1)
Text(5th): Enchanted creature cannot be blocked by only one creature.

Imprison:

Info: Color=Black Type=Enchant Creature Cost=B LG(R1)
Text(LG+errata): If enchanted creature plays an ability that includes {Tap} in its activation cost, pay {1} to counter that ability, or sacrifice ~this~; If enchanted creature attacks or blocks, pay {1} to tap it and retroactively remove it from combat, or sacrifice ~this~.
[\[Oracle 07/01/98\]](#)
Both abilities are triggered abilities (see Rule A.8). The first one triggers on the announcing of a creature ability, and the second triggers on declaration of attacking or blocking. [\[D'Angelo 02/11/99\]](#)
You do not pay twice when it taps to attack. [\[D'Angelo 1994\]](#)
Does not counter creature abilities which are played as mana sources from being played even if the 1 mana is paid. [\[D'Angelo 10/11/97\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - See Rule C.1.9 for information on retroactive removal from combat.
Note - There is a typo on this card. The gray circle for the generic mana cost accidentally appears one line above the "1" it should be behind it.

Imps' Taunt:

Info: Color=Black Type=Instant Cost=1B TE(U1)
Text(TE): Buyback {3}; Target creature attacks this turn if able.
Note - Also see Buyback, Rule A.13.

Impulse:

Info: Color=Blue Type=Instant Cost=1U VI(C1)
Text(VI+errata): Look at the top four cards of your library, then put one of them into your hand and the rest on the bottom of your library.
[\[Oracle 07/01/98\]](#)
Due to errata, you no longer shuffle your library. [\[Oracle 07/01/98\]](#)
This is not a "draw". [\[Aahz 01/29/97\]](#)

I'm Rubber, You're Glue:

Info: Color=White Type=Enchantment Cost=WW UG(R1)
Text(UG): Speak only in rhyming sentences. If you do not, sacrifice ~this~.
Say "I'm rubber, you're glue. Everything bounces off me and sticks to you": Target spell or ability, which targets only you, targets another player of your choice instead. (The new target must be legal.)
This card is hard to play with. Just try declaring an attack with it in play. [\[Barclay 08/13/98\]](#)
Partial sentences are okay. [\[bethmo 08/17/98\]](#)
False rhymes are okay. [\[bethmo 08/17/98\]](#) Example, "rocks" and "talks".
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Incinerate:

Info: Color=Red Type=Instant Cost=1R IA(C1)/MI(C1)/5(C1)

Text(5th): ~this~ deals 3 damage to target creature or player. Creatures damaged by ~this~ cannot regenerate this turn.

The "cannot regenerate" ability works only if some damage to the creature is not prevented. It is a side effect of damaging the creature.

[\[Aahz 11/15/96\]](#)

Incoming!:

Info: Color=Green Type=Sorcery Cost=GGGG4 UG(R1)

Text(UG): Each player searches his or her library for any number of artifacts, creatures, enchantments, and lands and puts those cards into play. Each player shuffles his or her library afterwards.

You can choose zero cards, and in fact must choose zero if your library is empty. [\[D'Angelo 09/07/98\]](#)

Each player may choose a different number of cards. There is no requirement that various players choose the same number. [\[DeLaney 08/12/98\]](#)

You still shuffle if you pick zero cards. [\[DeLaney 08/12/98\]](#)

The caster of Incoming! chooses first, then puts all her choices into play at the same time, then repeat this round the table in turn order until every player has done it once. [\[Barclay 08/13/98\]](#)

All cards come into play simultaneously. [\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Indestructible Aura:

Info: Color=White Type=Instant Cost=W LG(C2)/CH(C3)

Text(CH+errata): All damage dealt to target creature this turn is reduced to 0. [\[Oracle 07/01/98\]](#)

Despite the name, this card only prevents damage and not destroy effects.

[\[bethmo 08/30/94\]](#)

Infantry Veteran:

Info: Color=White Type=Summon Soldier Cost=W VI(C1)

Text(VI): 1/1 ; {Tap}: Target attacking creature gets +1/+1 until end of turn.

Infernal Contract:

If you are at zero or less life, "half your life" is zero and so you may cast it without paying any life. [\[D'Angelo 04/23/97\]](#)

Infernal Darkness:

All affected lands produce just one black mana regardless of how many it might normally generate. [\[Duelist Magazine #6, Page 131\]](#) So a storage land produces one black even if you remove zero or three counters.

Will remove restrictions on how mana generated by the land is used.

[\[Duelist Magazine #6, Page 131\]](#) For example, the black mana from a Mishra's Workshop can be used for any purpose.

The ability is a continuous replacement ability (see Rule A.7.5).

[\[DeLaney 11/03/98\]](#)

Infernal Denizen:

You must sacrifice the Swamps if you can. You cannot choose not to pay if you have them. [\[Aahz 06/22/95\]](#)

You should always have one creature for your opponent to take (i.e. the Denizen). If by chance you have no creature for your opponent to take, then they don't get one. Remember that taking a creature is optional so your opponent is not forced to take the Denizen. [\[D'Angelo 08/02/95\]](#)

Your opponent is counted as the one choosing the target for things like Autumn Willow that care who is targeting rather than what is targeting it. [\[Aahz 10/24/95\]](#)

Infernal Harvest:

Info: Color=Black Type=Sorcery Cost=1B VI(C1)

Text(VI+errata): Return X swamps you control to owner's hand: ~this~ deals X damage divided any way you choose among any number of target creatures.

[Oracle 07/01/98]

The return of X of your Swamps to your hand is part of the play cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect.

[D'Angelo 01/28/97]

You can use X as being zero. **[bethmo 02/25/97]**

Infernal Medusa:

Info: Color=Black Type=Summon Medusa Cost=3BB LG(U1)

Text(LG+errata): 2/4 ; If ~this~ blocks or is blocked by any non-Wall creature, destroy that creature at end of combat. **[Oracle 07/01/98]**

A non-wall creature blocking or blocked by this card gets a "destroy at end of combat" effect on it when it is assigned as a blocker or this card is assigned to block it. The effect is also added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an ability such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an ability like General Jarkeld.

[WotC Rules Team 09/22/95]

Extended tournaments (see Rule D.15) have always banned this card.

Infernal Spawn of Evil:

Info: Color=Black Type=Summon (Demon) Beast Cost=BBB6 UG(R1)

Text(UG): 7/7, Flying, First Strike ; {1B}, Reveal ~this~ from your hand, Say "It's coming!": ~this~ deals 1 damage to target opponent. Use this ability only during your upkeep and only once each upkeep.

You can only play the ability when it's in your hand. **[Barclay 08/13/98]**

If you've got more than one Infernal Spawn of Evil in your hand, you may only use the ability once per upkeep total, not once per Spawn.

[Barclay 08/13/98]

You can say "It's coming" in any language. For example, "Przybywa!" in Polish, "Kuru zo!" in Japanese, "Bientot!" in French, or "Es Kommt!" in German. **[TomHa 09/15/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Infernal Tribute:

Info: Color=Black Type=Enchantment Cost=BBB WL(R1)

Text(WL): {2}, Sacrifice a card in play: Draw a card.

Inferno:

Info: Color=Red Type=Instant Cost=5RR DK(U1)/45(R1)

Text(5th): ~this~ deals 6 damage to each creature and player.

Infinite Authority:

Info: Color=White Type=Enchant Creature Cost=WWW LG(R1)

Text(LG+errata): Whenever enchanted creature blocks or is blocked by any creature with toughness 3 or less, destroy that creature at end of combat. At end of turn, put a +1/+1 counter on enchanted creature for each creature successfully destroyed in this way this turn.

[Oracle 07/01/98]

A creature of toughness 3 or less blocking or blocked this card gets a "destroy at end of combat" effect on it when it is assigned as a blocker or this card is assigned to block it. The effect is also added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an ability such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an ability like General Jarkeld. **[WotC Rules Team 09/22/95]**

The enchanted creature gets a +1/+1 counter for each creature destroyed by this specific card. **[D'Angelo 02/11/99]** Before the errata it was ruled to give the +1/+1 counter to every creature with an Infinite Authority card on it.

Extended tournaments (see Rule D.15) have always banned this card.

Note - There is a typo on this card. "creaeture" should be "creature".

Infinite Hourglass:

Info: Color=Artifact Type=Artifact Cost=4 IA(R1)/5(R1)
Text(5th): During your upkeep, put a time counter on ~this~. ; All creatures get +X/+0, where X is equal to the number of time counters on ~this~. ; Any player may pay {3} during any upkeep to remove a time counter from ~this~.
Each player may announce use of the counter removal effect once during each upkeep. [\[D'Angelo 04/07/97\]](#)
The controller of Infinite Hourglass is considered the controller of the counter removal effect even though other players may announce it. [\[D'Angelo 04/07/97\]](#)

Infuse:

Info: Color=Blue Type=Instant Cost=2U IA(C1)
Text(IA+errata): Untap target artifact, creature, or land. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Initiates of the Ebon Hand:

Info: Color=Black Type=Summon Clerics Cost=B FE(C3)/5(C1)
Text(5th+errata): 1/1 ; {1}: Add {B} to your mana pool. If {4} or more is spent in this way during one turn, sacrifice ~this~ at end of turn. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
Mana which "changes color" as it goes through the Hand forgets its original source because the old mana gets used up and new mana gets generated. [\[Aahz 01/24/95\]](#)

Inner Sanctum:

Info: Color=White Type=Enchantment Cost=1WW WL(R1)
Text(WL+errata): Cumulative upkeep - Pay 2 life ; All damage dealt to creatures you control is reduced to 0. [\[Oracle 07/01/98\]](#)
Note - Also see Cumulative Upkeep, Rule A.14.

Inquisition:

Info: Color=Black Type=Sorcery Cost=2B DK(C3)
Text(DK+errata): Look at target player's hand. ~this~ deals 1 damage to that player for each white card in his or her hand. [\[Oracle 07/01/98\]](#)

Insidious Bookworms:

Each Bookworm can only be used once when it goes to the graveyard. [\[Duelist Magazine #12, Page 32\]](#)

Insight:

Info: Color=Blue Type=Enchantment Cost=2U TE(U1)
Text(TE): Whenever target opponent successfully casts a green spell, draw a card.

Inspiration:

Info: Color=Blue Type=Instant Cost=3U VI(C1)
Text(VI): Target player draws two cards.

Instill Energy:

Info: Color=Green Type=Enchant Creature Cost=G ABUR45(XX)
Text(5th): Enchanted creature is unaffected by summoning sickness. ; {0}: Untap enchanted creature. Use this ability only during your turn and only once each turn.
Instill Energy is an instant speed ability, so it will not resolve (untap the creature) until the batch (see Rule T.8) resolves. This means the creature cannot be tapped, untapped, and then tapped again all in the same batch. It may be tapped for some effect, and then untapped by the Instill Energy on one spell stack. [\[bethmo 1994\]](#)
Any enchantments (or other effects) which are on the creature that would cause it to not be untapped (or have a cost to be untapped) during untap phase do not in any way hinder or imply a cost to use this card's ability to untap once during the turn. [\[bethmo 1994\]](#)
See Ruling A.10.Ruling.1.

The creature does not suffer from summoning sickness (see Rule G.39). This means that if Instill Energy is placed on the creature on the turn the creature comes into play, or if the creature changes controllers, that you can attack with the creature or use its abilities with tap in the cost.

[D'Angelo 06/05/98]

If played on an opponent's creature, you can untap their creature during your turn. [bethmo 1994]

Interdict:

Info: Color=Blue Type=Interrupt Cost=1U TE(U1)

Text(TE+errata): Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Activated abilities of that permanent cannot be played again this turn. Draw a card.

[WotC Rules Team 02/01/98]

Cannot be used to counter an ability which is played as a mana source since such abilities have no chance for interrupts. [D'Angelo 11/10/97]

See Rule T.12.3.

If used on a non-mana source ability of a card, the effect will not prevent any other ability which is played as a mana source from being played.

[D'Angelo 11/10/97]

Can counter a triggered ability (see Rule A.8) with an activation cost.

[Aahz 11/17/97]

After being played, it prevents all abilities with activation costs of that permanent, even if they are triggered (see Rule A.8).

[WotC Rules Team 02/01/98]

After being played, it does not affect continuous abilities (see Rule A.4) or any abilities without activation costs of that permanent. So it cannot prevent Trample, paying of upkeep, and so on. [WotC Rules Team 02/01/98]

After being played, it can prevent the playing of abilities of that permanent that are gained later in the turn as well. [Aahz 12/01/97]

Cannot be used to counter a side-effect action, such as paying mana to not get damaged by Nafs Asp. [D'Angelo 08/11/98]

Cannot be used to counter the ability of something which is not a permanent, which means it cannot be used on abilities which are played while a card is in the graveyard or hand (such as Cycling). [D'Angelo 10/12/98]

This card targets the ability, and not the permanent itself.

[D'Angelo 01/13/99]

Intervene:

Info: Color=Blue Type=Interrupt Cost=U UL(C1)

Text(UL): Counter target spell that targets a creature.

Can only target a spell that is currently targeting a creature.

[D'Angelo 02/15/99]

The spell targets the creature if it uses the word "target" in its text.

If the word "target" isn't there, then the spell is not targeted.

[Urza's Legacy FAQ 02/03/99] One exception, local enchantments target even if they don't use the word target. [D'Angelo 02/18/99]

If a spell is modal (see Rule G.27), use the target(s) of the current mode only for this check. [D'Angelo 02/15/99] Targets for the other modes are never selected. See Rule G.27.5.

It means "targeting at least one creature" not "exactly one creature".

[D'Angelo 03/12/99]

In the Eye of Chaos:

Info: Color=Blue Type=Enchant World Cost=2U LG(R1)

Text(LG+errata): Whenever an interrupt or instant spell is played, counter that spell unless its caster pays an additional {X}, where X is the spell's total casting cost. [Oracle 07/01/98]

This ability triggers when the spell is announced and is dealt with prior to allowing interrupts to the spell. [WotC Rules Team 11/10/95]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Enchant World, Rule K.14.8.

Intrepid Hero:

Info: Color=White Type=Summon Soldier Cost=2W US(R1)

Text(US): 1/1. ; {Tap}: Destroy target creature with power 4 or greater.

The power of the creature is checked on announcement and on resolution. If

the targeted creature's power is not 4 or greater on resolution, the spell fizzles. [\[Urza's FAQ 10/05/98\]](#)

Intruder Alarm:

Info: Color=Blue Type=Enchantment Cost=2U SH(R1)

Text(SH): Creatures do not untap during their controllers' untap phase. ; Whenever any creature comes into play, untap all creatures.

If multiple creatures come into play at one time, this ability triggers once for each creature. This doesn't matter much, but it can in some cases.

[\[bethmo 03/05/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Intuition:

Info: Color=Blue Type=Instant Cost=2U TE(R1)

Text(TE+errata): Search your library for any three cards and reveal them to an opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.

[\[WotC Rules Team 02/01/98\]](#)

It does not target the opponent, but you still choose an opponent when announcing the spell. [\[WotC Rules Team 02/01/98\]](#)

Invasion Plans:

Info: Color=Red Type=Enchantment Cost=2R SH(R1)

Text(SH): Each creature blocks whenever able. Attacking player chooses how each creature blocks. (All blocking assignments must still be legal.)

When this card is in play, creatures that require paying a cost to block cannot block. This is because blocking costs must be paid when the block is declared, but this card causes the attacking player to declare blockers and that player cannot pay the costs. [\[WotC Rules Team 07/01/98\]](#)

Invisibility:

Info: Color=Blue Type=Enchant Creature Cost=U ABU(C1)

Text(ABU+errata): Enchanted creature cannot be blocked except by Walls.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Invoke Prejudice:

Info: Color=Blue Type=Enchantment Cost=UUUU LG(R1)

Text(LG+errata): Whenever target opponent plays a summon spell that does not share any colors with at least one creature you control, counter that spell unless he or she pays {X}, where X is the total casting cost of the spell. [\[Oracle 07/01/98\]](#)

If you have no creatures in play then by definition your opponent's summon spell cannot be of the same color as a creature you have in play. In this case they will always have to pay the extra mana. [\[bethmo 06/29/94\]](#)

Artifact creatures are not "summoned" and therefore are not affected by this spell. [\[Aahz 06/27/94\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

This ability triggers when the spell is announced and prior to allowing interrupts to it. [\[WotC Rules Team 11/10/95\]](#)

Only checks the colors of your creatures at announcement (read the word "plays" as "announces"). If your creatures change after that (even as an interrupt), it will not cause this ability to trigger.

[\[D'Angelo 10/06/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Invulnerability:

Info: Color=White Type=Instant Cost=1W TE(U1)

Text(TE): Buyback {3} ; Prevent all damage to you from one source. (Treat further damage from that source normally.)

Note - Also see Buyback, Rule A.13.

Irini Sengir:

The extra mana is not considered part of the casting cost. A Spell Blast

would still only requires the original casting cost as X in order to counter the spell. [\[Duelist Magazine #9, Page 36\]](#)

Ironclaw Curse:

Info: Color=Red Type=Enchant Creature Cost=R HL(U1)/5(R1)
Text(5th): Enchanted creature gets -0/-1 and cannot be assigned to block any creature with power greater than or equal to enchanted creature's toughness.

Ironclaw Orcs:

Info: Color=Red Type=Summon Orcs Cost=1R ABU45(C1)
Text(5th): 2/2 ; ~this~ cannot be assigned to block any creature with power 2 or greater.

Iron-Heart Chimera:

Info: Color=Artifact Type=Artifact Creature Cost=4 VI(U1)
Text(VI+errata): 2/2 ; Attacking does not cause ~this~ to tap. ; ~this~ counts as a Chimera. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains "Attacking does not cause this creature to tap" permanently. [\[Oracle 07/01/98\]](#)
The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.
[\[D'Angelo 03/11/99\]](#)

Iron Maiden:

Info: Color=Artifact Type=Artifact Cost=3 UL(R1)
Text(UL): During each of your opponents' upkeeps, ~this~ deals 1 damage to that player for each card more than four in his or her hand.

Ironroot Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=4G ABUR45(C1)
Text(ABU/RV/4th/5th): 3/5.

Iron Star:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th): {1}: Gain 1 life. Use this ability only when a red spell is successfully cast and only once for each such spell.

Iron Will:

Info: Color=White Type=Instant Cost=W UL(C1)
Text(UL): Target creature gets +0/+4 until end of turn. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Island Fish Jasconius:

Info: Color=Blue Type=Summon Island Fish Cost=4UUU AN(U2)/R4(R1)
Text(4th+errata): 6/8, Islandhome ; ~this~ does not untap during your untap phase. ; {U}{U}{U}: Untap ~this~. Use this ability only during your upkeep. [\[Oracle 07/01/98\]](#)
Note - Also see Landhome, Rule A.21.

Island of Wak-Wak:

Info: Color=Land Type=Land Cost=None AN(U2)
Text(AN+errata): {Tap}: Target creature with flying gets -X/-0 until end of turn, where X is equal to that creature's power. [\[Oracle 07/01/98\]](#)
This is not considered an Island and cannot be used as a target or an enabler for spells which require Islands. [\[Arab FAQ 01/05/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Island Sanctuary:

Info: Color=White Type=Enchantment Cost=1W ABUR45(R1)
Text(5th): Skip drawing a card: Until the beginning of your next turn, only creatures with flying or islandwalk can attack you. Use this ability only during your draw phase and only once each turn.
The ability is played as a replacement ability (see Rule A.7) right before resolving any spell or ability which has you draw a card. It makes the draw never happen and gives the listed benefit. [\[D'Angelo 06/05/98\]](#)
You only have to skip one draw during your draw phase to activate this. If

you get multiple draws or you use a spell or ability during the draw phase to draw extra cards, you can skip any one of those.

[\[bethmo 05/30/94\]](#)

Since the draw is spent as a cost, you cannot use the same skipped draw to pay for other spells or abilities. [\[D'Angelo 09/27/95\]](#)

This card does not count as an Island for any spell which expects Islands.

[\[bethmo 1994\]](#)

Once activated, the effect will continue until your next turn even if this card leaves play. [\[D'Angelo 10/27/95\]](#)

Note - Also see Skipping a Draw, Rule G.37.

Note - Also see Landwalk, Rule A.22.

Ivory Cup:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)

Text(5th): {1}: Gain 1 life. Use this ability only when a white spell is successfully cast and only once for each such spell.

Ivory Gargoyle:

Note - Also see Skipping a Phase, Rule G.38.

If more than one of these dies in a turn, the loss of draw phases adds up.

You do not get to skip just one draw phase to pay off more than one Gargoyle death. [\[WotC Rules Team 07/29/96\]](#)

A Clone or Vesuvan Doppelganger of this card which leaves play does get returned to play at the end of the turn just like a normal Gargoyle would. This is because it was a Gargoyle when it left play and the effect triggered. If there are no creatures in play to copy at the time it enters play, the effect of returning to play fizzles. [\[Aahz 05/21/96\]](#)

If a player other than the owner controls it at the time it goes to the graveyard, then that controller is the one who loses a draw phase, not the owner. [\[Duelist Magazine #12, Page 32\]](#)

The effect that brings it back into play is considered controlled by the player who controlled the Gargoyle when it went to the graveyard.

Therefore, the Gargoyle is considered to be put into play by the controller at the time it died, even though it gets put into play under the control of the Gargoyle's owner. [\[Aahz 06/18/96\]](#) This matters only if someone steals the Gargoyle and has an effect which triggers when they bring a creature into play.

If it goes to the graveyard after you are done dealing with your "at end of turn" effects in the Cleanup phase, it will not come back into play. But, if it goes during your "at end of turn" effect handling, it will return.

[\[WotC Rules Team 10/03/96\]](#) This reverses a ruling in Duelist Magazine #12 on Page 26. This means it is possible to get an infinite loop if

Vibrating Sphere is in play. In this case, just bury the Gargoyle and lose all the rest of your draw phases in the game. Then continue.

[\[WotC Rules Team 10/03/96\]](#)

Ivory Guardians:

Info: Color=White Type=Summon Guardians Cost=4WW LG(U1)/CH(U3)/5(U1)

Text(5th): 3/3, Protection from Red ; As long as any opponent controls any red cards in play, all Guardians get +1/+1.

Because the card says it gives +1/+1 to all Guardians if opponent has red cards in play, this bonus also applies to the Guardian Beast (from Arabian Nights) and other cards which say Summon Guardian. Not intentional, but true. [\[Aahz 06/24/94\]](#)

Only gets the bonus once even if more than one other player has red cards.

[\[D'Angelo 04/14/95\]](#)

Note - Also see Protection, Rule A.24.

Ivory Tower:

Info: Color=Artifact Type=Artifact Cost=1 AQ(U3)/R4(R1)

Text(4th): At the beginning of your upkeep, gain 1 life for each card in your hand in excess of four.

The amount of life is determined when effect is resolved and not when it is announced. [\[D'Angelo 10/05/95\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 05/02/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned

this card.

Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97. Previously it was restricted since this format was created.

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Jabari's Banner:

Info: Color=Artifact Type=Artifact Cost=2 WL(U1)
Text(WL): {1},{Tap}: Target creature gains flanking until end of turn.
If a creature gains Flanking after blockers are assigned, the Flanking ability will not give them the -1/-1. Flanking must be on the creature before blockers are assigned because that is when Flanking triggers.
[\[Duelist Magazine #19, Page 34\]](#)
Note - Also see Flanking, Rule A.19.

Jabari's Influence:

Info: Color=White Type=Instant Cost=3WW MI(R1)
Text(MI+errata): Play ~this~ only after combat. ; Put a -1/-0 counter on target nonartifact, nonblack creature that attacked you this turn. Gain control of that creature. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Jackalope Herd:

Info: Color=Green Type=Summon Beasts Cost=3G EX(C1)
Text(EX): 4/5 ; If you play any spell, return ~this~ to owner's hand.
The ability triggers, and returns this card to owners' hand, when you announce a spell. It returns even before interrupts to that spell can be announced. [\[D'Angelo 06/10/98\]](#)
If they are sacrificed as a cost of the spell, they will be in the graveyard and will not return. [\[Barclay 06/10/98\]](#)

Jackal Pup:

Info: Color=Red Type=Summon Hound Cost=R TE(U1)
Text(TE): 2/1 ; For each 1 damage dealt to ~this~, it deals 1 damage to you.

Jack-in-the-Mox:

Info: Color=Artifact Type=Artifact Cost=0 UG(R1)
Text(UG): Tap: Roll a six-sided die for ~this~. On a 1, sacrifice ~this~ and lose 5 life. Otherwise, ~this~ has one of the following effects.
Treat this ability as a mana source. 2 - Add {W} to your mana pool.
3 - Add {U} to your mana pool. 4 - Add {B} to your mana pool.
5 - Add {R} to your mana pool. 6 - Add {G} to your mana pool.
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Jacques le Vert:

Info: Color=Multi Type=Summon Legend Cost=1WGR LG(R1)
Text(LG+errata): 3/2 ; All green creatures you control get +0/+2.
[\[Oracle 07/01/98\]](#)
Does give the +0/+2 bonus to itself since it is green as well as other colors. [\[Duelist Magazine #2, Page 7\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Jade Monolith:

Info: Color=Artifact Type=Artifact Cost=4 ABUR45(R1)
Text(5th+errata): {1}: Redirect all damage from any creature to yourself. (Treat further damage from that source normally.)
[\[Oracle 07/01/98\]](#)
It is used during damage prevention for damage. It is not used retroactively. [\[D'Angelo 05/31/95\]](#)

Jade Statue:

Info: Color=Artifact Type=Artifact Cost=4 ABU(U1)
Text(ABU+errata): {2}: ~this~ is a 3/6 artifact creature until end of combat. Use this ability only when attackers or blockers are declared.
[\[Oracle 07/01/98\]](#)

Note - Also see Animating Artifacts, Rule K.5.

It can only be a creature during attack phases and therefore it is difficult to get creature enchantments placed on it. [\[PPG Page 223\]](#)

Paying mana to use it for defense does not tap it. [\[bethmo\]](#)

It is legal to power it up even if it is already a creature. This will set its power and toughness to 3/6. [\[Aahz 06/13/96\]](#)

It is subject to summoning sickness and cannot attack until it starts your turn under your control. [\[WotC Rules Team 1994\]](#)

The statue is destroyed at the end of the turn if it attacks when Berserked. [\[Snark 1994\]](#) Similarly for any other effect which kills it at the end of the turn, even though it is not a creature then.

[\[bethmo 1994\]](#)

If Animate Artifact is used on it, you get a 4/4 artifact creature which becomes a 3/6 artifact creature during an attack phase if 2 mana are spent. [\[bethmo 1994\]](#) While animated, it can have enchantments placed on it. Once the Animate Artifact is removed, all Enchant Creatures will be removed because they no longer apply.

The effect can be paid for during the Declare Attackers or Declare Defenders steps of the attack phase. This is one of the few effects which can do this. [\[WotC Rules Team 06/15/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Jagged Lightning:

Info: Color=Red Type=Sorcery Cost=3RR US(U1)

Text(US): "this" deals 3 damage to target creature and 3 damage to another target creature.

Jalum Grifter:

Info: Color=Red Type=Summon Legend Cost=RR3 UG(R1)

Text(UG): 3/5 ; {1R},Tap: Put "this" and two lands you control face down in front of target opponent after revealing each card to him or her. Then, rearrange the order of the three cards as often as you wish, keeping them on the table at all times. That opponent then chooses one of those cards. If a land is chosen, destroy target card in play. Otherwise, sacrifice "this".

Choose the Grifter's target when its ability is played. [\[Barclay 08/13/98\]](#)

You must show which card is which before you start. [\[QAS 09/09/98\]](#)

The three cards are turned back face up at the end of the resolution.

[\[QAS 09/09/98\]](#)

If Paul Daniels or David Copperfield is playing with this card, they are required to get a judge to do the card manipulation. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Jalum Tome:

Info: Color=Artifact Type=Artifact Cost=3 AQ(U2)/CH(U1)/5(R1)

Text(5th): {2},{Tap}: Draw a card, then choose and discard a card.

Jamuraan Lion:

Info: Color=White Type=Summon Lion Cost=2W VI(C1)

Text(VI): 3/1 ; {W},{Tap}: Target creature cannot block this turn.

Jandor's Ring:

Info: Color=Artifact Type=Artifact Cost=6 AN(U2)/R(R1)

Text(AN/RV+errata): {2},{Tap},Discard a card you just drew: Draw a card.

[\[Oracle 07/01/98\]](#)

The ability is a triggered ability (see Rule A.8) played just after drawing a card. [\[Oracle 07/01/98\]](#)

If you do not have the card still in your hand, you cannot pay the cost.

[\[DeLaney 07/02/98\]](#) This can happen if another triggered ability causes you to discard before this ability is played.

If you draw more than one card due to a spell or ability, you can look at them and choose which one to discard. [\[Oracle 07/01/98\]](#)

Jandor's Saddlebags:

Info: Color=Artifact Type=Artifact Cost=2 AN(U2)/R45(R1)

Text(5th): {3},{Tap}: Untap target creature.

Jangling Automaton:

Info: Color=Artifact Type=Artifact Creature Cost=3 WL(C1)
Text(WL): 3/2 ; If ~this~ attacks, untap all creatures defending player controls.

Jasmine Boreal:

Info: Color=Multi Type=Summon Legend Cost=3WG LG(U1)
Text(LG): 4/5.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Jayemdae Tome:

Info: Color=Artifact Type=Artifact Cost=4 ABUR45(R1)
Text(5th): {4},{Tap}: Draw a card.
In the Limited Edition and Unlimited Edition, the term "Mono Artifact" was used to indicate that tapping was part of the use cost.

Jedit Ojanen:

Info: Color=Multi Type=Summon Legend Cost=4UWW LG(U1)
Text(LG): 5/5.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Jerrard of the Closed Fist:

Info: Color=Multi Type=Summon Legend Cost=3GGR LG(U1)
Text(LG): 6/5.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Jester's Cap:

Info: Color=Artifact Type=Artifact Cost=4 IA(R1)/5(R1)
Text(5th+errata): {2},{Tap}, Sacrifice ~this~: Search through target player's library for any three cards and remove them from the game. Shuffle that library afterwards. [\[Oracle 07/01/98\]](#)
If the player has less than 3 cards in their library, just remove all the cards that are there. [\[D'Angelo 05/13/97\]](#)

Jester's Mask:

The player's hand and library are mixed together, so that any cards from their hand which are not left in their hand get shuffled back into the library. [\[DeLaney 03/03/97\]](#)

Jester's Sombrero:

Info: Color=Artifact Type=Artifact Cost=2 UG(R1)
Text(UG): {2},Tap,Sacrifice ~this~: Look through target player's sideboard and remove any three of those cards from it for the remainder of the match.
If there are fewer than three cards, remove all of them. [\[Barclay 08/13/98\]](#)
Cards return to the sideboard at the start of the next match. [\[Barclay 08/13/98\]](#)
Removing the card from your sideboard for the match does not make your deck illegal. See Rule U.3.6. [\[QAS 09/09/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Jet Medallion:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)
Text(TE): Your black spells cost {1} less to play.
See Helm of Awakening for Rulings.

Jeweled Amulet:

As errata, play the mana producing ability as a mana source.
[\[Mirage, Page 2\]](#)
If charged with colorless mana, it produces colorless mana.
[\[bethmo 11/13/96\]](#)
If charged with mana that has restrictions on its use, the produced mana

has the same restrictions. [\[D'Angelo 11/14/96\]](#)

Jeweled Bird:

Info: Color=Artifact Type=Artifact Cost=1 AN(U3)/CH(U1)
Text(CH+errata): Remove ~this~ from your deck before playing if not playing for ante. ; {Tap}: Draw a card. Put all cards from your ante into your graveyard and put ~this~ into your ante. [\[Oracle 07/01/98\]](#)

You put the Bird into your ante. Your old ante goes to your graveyard, and you get to draw a new card to replace the Bird. [\[D'Angelo 1994\]](#)

The card is exchanged for your entire contribution to the ante. This means that it replaces all the cards if you have more than one already contributed! [\[Duelist Magazine #2, Page 15\]](#)

Classic (Type I) tournaments (see Rule D.13) have banned this card since 01/25/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Note - The Arabian Nights version was of type Mono Artifact.

See Rule K.6.Ruling.2.

Jhoira's Toolbox:

Info: Color=Artifact Type=Artifact Creature Cost=2 UL(U1)
Text(UL): 1/1 ; {2}: Regenerate target artifact creature.

Jihad:

Info: Color=White Type=Enchantment Cost=WWW AN(U2)
Text(AN+errata): When you play ~this~, choose a color. ; If target opponent controls no cards in play of the chosen color, sacrifice ~this~. ; All white creatures get +2/+1. [\[Oracle 07/01/98\]](#)

Only the five basic colors can be used (see Rule G.4.1). [\[Arab FAQ 01/05/94\]](#)

You choose one opposing player on casting and it only looks at that one player for the color of their cards. If that player leaves play, they will have no cards of the appropriate color in play so Jihad will be buried. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

Extended tournaments (see Rule D.15) have always banned this card.

Jinx:

Info: Color=Blue Type=Instant Cost=1U HL(C1)
Text(HL+errata): Target land becomes a basic land type of your choice until end of turn. Draw a card at the beginning of the next turn.
[\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Jinxed Idol:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)
Text(TE+errata): During your upkeep, ~this~ deals 2 damage to you. ; Sacrifice a creature: Target opponent gains control of ~this~.
[\[Oracle Update 11/11/98\]](#)

Your opponent can use the ability to give this card back to you.

[\[D'Angelo 11/11/98\]](#)

Jinxed Ring:

Info: Color=Artifact Type=Artifact Cost=2 SH(R1)
Text(SH): Whenever any card is put into your graveyard from play, ~this~ deals 1 damage to you. ; Sacrifice a creature: Target opponent gains control of ~this~ permanently.

The word "permanently" does not mean that control cannot change again. It is just a reminder that the control change due to that effect will not wear off at end of turn. [\[Barclay 02/27/98\]](#)

Johan:

Info: Color=Multi Type=Summon Legend Cost=3WGR LG(R1)/CH(U1)
Text(CH+errata): 5/4 ; Whenever you attack, you may choose that until end of turn, as long as ~this~ is untapped, attacking does not cause creatures

you control to tap. If you do, ~this~ cannot attack this turn.

[\[Oracle 07/01/98\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Johtull Wurm:

Info: Color=Green Type=Summon Wurm Cost=5G IA(U1)/5(U1)

Text(5th): 6/6 ; For each creature assigned to block it beyond the first, ~this~ gets -2/-1 until end of turn.

Jokulhaups:

Info: Color=Red Type=Sorcery Cost=4RR IA(R1)/5(R1)

Text(IA/5th+errata): Destroy all artifacts, creatures, and lands. Creatures destroyed in this way cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)

Jolt:

Info: Color=Blue Type=Instant Cost=2U MI(C1)

Text(MI+errata): Tap or untap target artifact, creature or land. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Joven's Ferrets:

As errata, it should read "If declared as an attacker, Joven's Ferrets gets +0/+2 until end of turn. Whenever Joven's Ferrets is blocked by a creature, tap that creature at end of combat and the creature does not untap during its controller's next untap phase." [\[Encyclopedia, Page 201\]](#)
The Encyclopedia entry mistakenly said "block" instead of "is blocked by".
[\[D'Angelo 01/22/97\]](#)

Joven's Tools:

Info: Color=Artifact Type=Artifact Cost=6 HL(U3)/5(U1)

Text(5th): {4},{Tap}: Target creature cannot be blocked this turn except by Walls.

Jovial Evil:

Info: Color=Black Type=Sorcery Cost=2B LG(R1)

Text(LG+errata): ~this~ deals 2 damage to target player for each white creature he or she controls. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Juggernaut:

Info: Color=Artifact Type=Artifact Creature Cost=5 ABUR(U1)

Text(ABU/RV+errata): 5/3 ; ~this~ cannot be blocked by Walls. ; Each turn, ~this~ attacks if able. [\[Oracle 07/01/98\]](#)

Invisibility can make the Juggernaut unblockable. The "can only be blocked by walls" of Invisibility does not override the text on the Juggernaut which says it cannot be blocked by walls. [\[bethmo 1994\]](#)

There is no penalty if for some reason the Juggernaut cannot attack, but if it can attack you must do so. [\[bethmo 08/05/94\]](#)

Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 10/01/97. It is currently unrestricted.

Note - Also see Must Attack, Rule C.10.

Juju Bubble:

Info: Color=Artifact Type=Artifact Cost=1 VI(U1)

Text(VI+errata): Cumulative Upkeep - {1} ; If you play a card, sacrifice ~this~. ; {2}: Gain 1 life. [\[Oracle 07/01/98\]](#)

The text "play a card" means to play a land or to announce any kind of spell. [\[bethmo 02/25/97\]](#) The spell does not have to be successfully cast.

It does not matter if it is played from your hand or from something like Elkin Bottle. [\[D'Angelo 02/18/97\]](#)

Does not care if you use an ability which puts something into play.

[\[DeLaney 02/02/97\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Jumbo Imp:

Info: Color=Black Type=Summon Imp Cost=B2 UG(U1)
 Text(UG): 0/0, Flying ; When you play ~this~, roll a six-sided die. ~this~ comes into play with a number of +1/+1 counters on it equal to the die roll. ; During your upkeep, roll a six-sided die and put on ~this~ a number of +1/+1 counters equal to the die roll. ; At the end of your turn, roll a six-sided die and remove from ~this~ a number of +1/+1 counters equal to the die roll.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Jump:

Info: Color=Blue Type=Instant Cost=U ABUR4(C1)

Text(4th): Target creature gains flying until end of turn.

If used after a blocker is assigned your creature is still blocked.

See Rule C.6.10. [\[D'Angelo 1994\]](#)

Jungle Basin:

Info: Color=Land Type=Land Cost=None VI(U1)

Text(VI+errata): ~this~ comes into play tapped. ; When ~this~ comes into play, return an untapped forest you control to owner's hand or sacrifice ~this~. ; {Tap}: Add {G} and one colorless mana to your mana pool. [\[Oracle 07/01/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Jungle Patrol:

Sacrificing wood tokens is an ability of this card and not of the tokens themselves. You cannot sacrifice them if this card is no longer in play.

[\[bethmo 12/03/96\]](#)

Juniper Order Druid:

As errata, the ability is played as an instant. [\[Mirage, Page 4\]](#)

[\[Encyclopedia, Page 87\]](#)

Junun Efreet:

Info: Color=Black Type=Summon Efreet Cost=1BB AN(U2)/4(U1)

Text(4th+errata): 3/3, Flying ; During your upkeep, pay {B}{B} or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

Note - Also see Phase Cost, Rule A.6.

Justice:

Info: Color=White Type=Enchantment Cost=2WW IA(U1)/5(U1)

Text(5th+errata): During your upkeep, pay {W}{W} or sacrifice ~this~. ; Whenever any red creature or spell assigns damage, ~this~ deals an equal amount of damage to that creature's or spell's controller.

[\[Oracle 07/01/98\]](#)

The damage done by Justice is done immediately after any red spell which does damage resolves or creature deals damage. The damage is handled in the same damage prevention step as the damage from the original spell.

[\[Aahz 07/25/95\]](#)

Remember that Justice only works on red spell and creature sources. It does not do anything for non-creature permanents, so using Chaoslace on Justice will not cause an infinite loop. [\[Duelist Magazine #7, Page 9\]](#)

If a single source does damage to multiple targets at once, Justice will add up all the damage done and deal damage to the source's controller at one time (not multiple separate damagings).

[\[Duelist Magazine #7, Page 100\]](#)

It does get re-applied to damage that gets redirected.

[\[WotC Rules Team 02/01/98\]](#) The Lancers en-Kor (and similar creatures) will also cause Justice to trigger if the original source of the damage is red. [\[D'Angelo 03/17/98\]](#)

Trample is not redirection and does not cause this card to re-trigger.

[\[D'Angelo 10/08/98\]](#)

Note - Also see Phase Cost, Rule A.6.

Juxtapose:

Info: Color=Blue Type=Sorcery Cost=3U LG(R1)/CH(U1)/5(R1)

Text(5th): Exchange with target player control of the creature with the highest total casting cost that you each control. If two or more creatures are tied for highest total casting cost creature a player controls, he or she chooses between them. Exchange control of artifacts in the same way.

The choices of what to exchange are made on resolution. They are not made on announcement. [\[bethmo 12/07/96\]](#)

Must trade creatures and artifacts if possible, but can trade just one kind or neither kind if none are available to trade. [\[Aahz 06/16/94\]](#)

Spell can choose creatures with Protection from Blue when making the choice of highest cost creatures. [\[Aahz 10/24/95\]](#)

Does not target either creature. [\[Aahz 10/24/95\]](#)

Juzam Djinn:

Info: Color=Black Type=Summon Djinn Cost=2BB AN(U2)

Text(AN+errata): 5/5 ; During your upkeep, ~this~ deals 1 damage to you.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

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Kaervek's Spite:

Info: Color=Black Type=Instant Cost=BBB VI(R1)

Text(VI): Sacrifice all permanents, Discard your hand: Target player loses 5 life.

The sacrifice of all your permanents and discarding of your hand is part of the play cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [\[D'Angelo 01/28/97\]](#)

As always, you cannot sacrifice things you do not control.

[\[Duelist Magazine #17, Page 30\]](#)

Kaervek's Torch:

The extra cost applies to all interrupts and not just to spells. For example, the Daring Apprentice's ability would require 2 mana in addition to its other costs. [\[Aahz 01/22/97\]](#)

Karakas:

Info: Color=Land Type=Legendary Land Cost=None LG(U2)

Text(LG+errata): {Tap}: Add {W} to your mana pool. ; {Tap}: Return target legend to owner's hand. [\[Oracle 07/01/98\]](#)

Can only be used on "Summon Legend" cards, not on cards from the Legends expansion, and not Legendary Land or other Legendary cards.

[\[D'Angelo 10/11/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Karma:

Info: Color=White Type=Enchantment Cost=2WW ABUR45(U1)

Text(5th): During each player's upkeep, ~this~ deals to that player an amount of damage equal to the number of swamps he or she controls.

Amount of damage is locked in when effect is resolved and not when it is announced. [\[D'Angelo 10/05/95\]](#)

Karmic Guide:

Info: Color=White Type=Summon Spirit Cost=3WW UL(R1)

Text(UL): 2/2, Flying, Protection from Black. Echo ; When ~this~ comes into play, choose target creature card in your graveyard and put that creature into play.

A "creature card" is an Artifact Creature or Summon card.

[\[D'Angelo 02/13/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Echo, Rule A.16.

Note - Also see Protection, Rule A.24.

Karn, Silver Golem:

Info: Color=Artifact Type=Legendary Artifact Creature Cost=5 US(R1)

Text(US+errata): 4/4. ; Whenever ~this~ blocks or becomes blocked, it gets -4/+4 until end of turn. ; {1}: Target noncreature artifact is an artifact creature with power and toughness each equal to its total casting cost until end of turn. (That artifact retains its abilities.)

[WotC Rules Team 10/18/98]

The blocking ability triggers only once no matter how many blockers are declared. [bethmo 10/12/98] Using Choking Vines only triggers the ability if Karn was not blocked before. [bethmo 10/12/98]

Note - Also see Legendary Permanents, Rule K.19.

Karoo:

Info: Color=Land Type=Land Cost=None VI(U1)

Text(VI+errata): ~this~ comes into play tapped. ; When ~this~ comes into play, return an untapped plains you control to owner's hand or sacrifice ~this~. ; {Tap}: Add {W} and one colorless mana to your mana pool. [Oracle 07/01/98]

Note - Also see Comes Into Play Abilities, Rule E.3.

Karplusan Forest:

Info: Color=Land Type=Land Cost=None IA(R1)/5(R1)

Text(5th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {R} or {G} to your mana pool. ~this~ deals 1 damage to you.

Karplusan Giant:

The land is tapped during announcement and as a cost.

[Duelist Magazine #11, Page 56] The ability cannot be announced if the land is not in an untapped state. [D'Angelo 12/23/96]

Karplusan Yeti:

See Tracker for rulings.

Kasimir the Lone Wolf:

Info: Color=Multi Type=Summon Legend Cost=4UW LG(U1)

Text(LG): 5/3.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Katabatic Winds:

Info: Color=Green Type=Enchantment Cost=2G VI(R1)

Text(VI): Phasing ; Creatures with flying cannot attack, block, or use any ability that includes {Tap} in the activation cost.

Note - Also see Phasing, Rule A.23.

Keeper of Kookus:

Info: Color=Red Type=Summon Goblin Cost=R VI(C1)

Text(VI+errata): 1/1 ; {R}: ~this~ gains protection from red until end of turn. [Oracle 07/01/98]

Note - Also see Protection, Rule A.24.

Keeper of the Beasts:

Info: Color=Green Type=Summon Wizard Cost=GG EX(U1)

Text(EX): 1/2 ; {G},{Tap}: Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you.

A different opposing player may be targeted each time the ability is played.

[bethmo 06/11/98]

Keeper of the Dead:

Info: Color=Black Type=Summon Wizard Cost=BB EX(U1)

Text(EX): 1/2 ; {B},{Tap}: Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours.

It checks if you have at least 2 more creature cards in your graveyard than the creature's controller has. This check is done only on announcing the ability. [Barclay 06/10/98]

Keeper of the Flame:

Info: Color=Red Type=Summon Wizard Cost=RR EX(U1)
Text(EX): 1/2 ; {R},{Tap}: ~this~ deals 2 damage to target opponent. Use this ability only if that opponent has more life than you.
A different opposing player may be targeted each time the ability is played.
[\[bethmo 06/11/98\]](#)

Keeper of the Light:

Info: Color=White Type=Summon Wizard Cost=WW EX(U1)
Text(EX): 1/2 ; {W},{Tap}: Gain 3 life. Play this ability only if you have less life than target opponent.
A different opposing player may be targeted each time the ability is played.
[\[bethmo 06/11/98\]](#)

Keeper of the Mind:

Info: Color=Blue Type=Summon Wizard Cost=UU EX(U1)
Text(EX): 1/2 ; {U},{Tap}: Draw a card. Play this ability only if target opponent has at least two more cards in hand than you.
A different opposing player may be targeted each time the ability is played.
[\[bethmo 06/11/98\]](#)

Keeper of Tresserhorn:

The loss of life happens as a triggered ability that triggers when defense is chosen and resolves as soon as blocking choices are done. It triggers if it has not been blocked at that time. [\[Aahz 06/24/96\]](#)

Keepers of the Faith:

Info: Color=White Type=Summon Keepers Cost=1WW LG(C2)/CH(C3)
Text(LG/CH): 2/3.

Kei Takahashi:

Info: Color=Multi Type=Summon Legend Cost=2WG LG(R1)/CH(C1)
Text(CH): 2/2 ; {Tap}: Prevent up to 2 damage to any creature.
Note - Also see Legendary Permanents, Rule K.19.

Keldon Warlord:

Info: Color=Red Type=Summon Lord Cost=2RR ABUR45(U1)
Text(5th): */* ; ~this~ has power and toughness each equal to the number of non-Wall creatures you control.
The power/toughness adjusts itself as a continuous effect that is recalculated after each effect resolves or anything happens which might change it. [\[D'Angelo 1994\]](#)

Kezzerdrix:

Info: Color=Black Type=Summon Beast Cost=2BB TE(R1)
Text(TE): 4/4, First Strike ; During your upkeep, if your opponents control no creatures, ~this~ deals 4 damage to you.

Khabal Ghoul:

Info: Color=Black Type=Summon Ghoul Cost=2B AN(U3)
Text(AN+errata): 1/1 ; At the end of any turn, put a +1/+1 counter on ~this~ for each creature put into any graveyard from play this turn.
[\[Oracle 07/01/98\]](#)

Can collect counters for creatures that died during the turn in which it enters play, even if it enters play after they die. [\[bethmo 1994\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Killer Bees:

Info: Color=Green Type=Summon Bees Cost=1GG LG(R1)/45(U1)
Text(LG/4th/5th): 0/1, Flying ; {G}: ~this~ gets +1/+1 until end of turn
[\[Oracle 07/01/98\]](#)

Killer Whale:

Info: Color=Blue Type=Summon Whale Cost=3UU EX(U1)
Text(EX): 3/5 ; {U}: ~this~ gains flying until end of turn.

Kindle:

Info: Color=Red Type=Instant Cost=1R TE(C1)

Text(TE): ~this~ deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.
Counts the Kindles in graveyard on resolution. [\[bethmo 04/03/98\]](#)

King Cheetah:

Info: Color=Green Type=Summon Cheetah Cost=3G VI(C1)
Text(VI+errata): 3/2 ; You may play ~this~ whenever you could play an instant. [\[Oracle 07/01/98\]](#)
Note - Also see Play As A..., Rule T.15.

King Crab:

Info: Color=Blue Type=Summon Crab Cost=4UU UL(U1)
Text(UL): 4/5 ; {1}{U},{Tap}: Put target green creature on top of owner's library.

King Suleiman:

Info: Color=White Type=Summon King Cost=1W AN(U2)
Text(AN+errata): 1/1 ; {Tap}: Destroy target Djinn or Efreet.
Extended tournaments (see Rule D.15) have always banned this card.

Kird Ape:

Info: Color=Red Type=Summon Ape Cost=R AN(C5)/R(C1)
Text(RV+errata): As long as you control any forests, ~this~ gets +1/+2.
[\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Kismet:

Info: Color=White Type=Enchantment Cost=3W LG(U1)/45(U1)
Text(5th): Artifacts, creatures, and lands target player controls come into play tapped.
Cards enter play tapped. They do not come into play untapped and then immediately tap, therefore they do not trigger any effects due to tapping. [\[Aahz 06/28/94\]](#)
Face-down creatures due to Illusionary Mask will come into play tapped and face-down. [\[Aahz 06/28/94\]](#)
You choose one player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.
[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.
Does not affect cards that phase in (see Rule G.30.9).
[\[Duelist Magazine #19, Page 30\]](#)
It affects token creatures and cards that are put into play without casting them (such as with Living Death or Animate Dead).
[\[bethmo 01/23/96\]](#)

Kithkin Armor:

Info: Color=White Type=Enchant Creature Cost=W WL(C1)
Text(WL): Enchanted creature cannot be blocked by creatures with power 3 or greater. ; Sacrifice ~this~: Prevent all damage to enchanted creature from one source.

Kjeldoran Dead:

Info: Color=Black Type=Summon Dead Cost=B IA(C1)/5(C1)
Text(IA/5th+errata): 3/1 ; When ~this~ comes into play, sacrifice a creature. ; {B}: Regenerate ~this~.
If there are no creatures in play (other than this one) when it enters play, you have to sacrifice this card. [\[Duelist Magazine #6, Page 132\]](#)
The sacrifice is a triggered ability (see Rule A.8) and not a cost.
[\[Duelist Magazine #16, Page 25\]](#)
Note - Also see Comes Into Play abilities, Rule E.3.

Kjeldoran Elite Guard:

Can be assigned as a blocker and then have its ability used.
[\[WotC Rules Team 06/15/95\]](#)
Can be used when opponent is declaring attack and defense. Not just when you are. [\[Duelist Magazine #7, Page 99\]](#)

Kjeldoran Frostbeast:

As errata, it should read "Whenever Kjeldoran Frostbeast blocks or is blocked by a creature, destroy that creature at end of combat."

[\[Encyclopedia, Page 87\]](#)

Kjeldoran Guard:

Can be assigned as a blocker and then have its ability used.

[\[WotC Rules Team 06/15/95\]](#)

Can be used when opponent is declaring attack and defense. Not just when you are. [\[Duelist Magazine #7, Page 99\]](#)

Kjeldoran Home Guard:

The ability does not trigger when declared as attacking or blocking. It is checked later. [\[Aahz 05/21/96\]](#)

Kjeldoran Outpost:

You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use the mana source speed ability between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost. [\[WotC Rules Team 12/03/96\]](#)

See Rule E.3.3.

Note - Also see Comes Into Play Abilities, Rule E.3.

Kjeldoran Pride:

Does not target the creature it is moving itself to at the time it is moved.

[\[bethmo 07/20/96\]](#) Once on that creature, it targets the creature like any enchantment would.

Kjeldoran Royal Guard:

Info: Color=White Type=Summon Soldiers Cost=3WW IA(R1)/5(R1)

Text(5th): 2/5 ; {Tap}: Redirect from you to ~this~ all combat damage dealt by unblocked creatures this turn.

Only usable on combat damage from unblocked attacking creatures. Any damage from effects (even while it is attacking and is unblocked) is not valid.

[\[Duelist Magazine #7, Page 99\]](#)

Can be used during damage prevention, or it may be used earlier in the turn.

[\[Aahz 11/07/96\]](#)

If used earlier in the turn, it only works as long as it is in play. Once it leaves play, the effect continues to try to redirect the damage but there is no place to redirect it so the damage stays where it is.

[\[Aahz 11/07/96\]](#)

Kjeldoran Skycaptain:

Info: Color=White Type=Summon Soldier Cost=4W IA(U1)/5(U1)

Text(IA/5th): 2/2, Banding, Flying, First Strike.

Note - Also see Banding, Rule A.11.

Knighthood:

Info: Color=White Type=Enchantment Cost=2W UL(U1)

Text(UL): All creatures you control gain first strike.

Knight of Dawn:

Info: Color=White Type=Summon Knight Cost=1WW TE(U1)

Text(TE): 2/2, First Strike ; {W}{W}: ~this~ gains protection from the color of your choice until end of turn.

Knight of Dusk:

Info: Color=Black Type=Summon Knight Cost=1BB TE(U1)

Text(TE): 2/2 ; {B}{B}: Destroy target creature blocking ~this~.

Knight of Stromgald:

Info: Color=Black Type=Summon Knight Cost=BB IA(U1)/5(U1)

Text(5th+errata): 2/1, Protection from White ; {B}: ~this~ gains first strike until end of turn. ; {B}{B}: ~this~ gets +1/+0 until end of turn.

Note - Also see Protection, Rule A.24.

Knight of the Hokey Pokey:

Info: Color=White Type=Summon Knight Cost=WW UG(C1)
Text(UG): 2/2, First strike ; {1W}, Do the Hokey Pokey (Stand up, wiggle your butt, raise your hands above your head, and shake them wildly as you rotate 360 degrees): Prevent all damage to ~this~ from any one source. For non-Americans, a "Butt" is the thing you sit on. [\[Barclay 08/13/98\]](#)
Singing the song gains you no gameplay advantage, but gives you extra marks for artistic impression. [\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Knight of the Mists:

Info: Color=Blue Type=Summon Knight Cost=2U VI(C1)
Text(VI+errata): 2/2, Flanking ; When ~this~ comes into play, pay {U} or destroy target Knight. That creature cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)
Can destroy an opponent's knight. [\[Duelist Magazine #17, Page 30\]](#)
If no other knights are in play, pay the mana or destroy this card. [\[Visions FAQ 02/16/97\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Flanking, Rule A.19.

Knight of Valor:

The ability is not Flanking and is not removed by an effect that removes Flanking. [\[Duelist Magazine #17, Page 30\]](#)
The activated ability is not exactly the same as Flanking. It affects all creatures blocking the Knight and not only ones assigned to block it. [\[DeLaney 02/02/97\]](#)

Knights of Thorn:

Info: Color=White Type=Summon Knights Cost=3W DK(U1)
Text(DK): 2/2, Protection from Red, Banding.
Note - Also see Banding, Rule A.11.
Note - Also see Protection, Rule A.24.

Knowledge Vault:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)
Text(LG+errata): {2},{Tap}: Remove the top card of your library from the game. Put into your graveyard all cards removed from the game with ~this~ if you lose control of ~this~ for any reason other than sacrificing it. ; Sacrifice ~this~: Discard your hand, then put into your hand all the cards removed from the game with ~this~. [\[Oracle 07/01/98\]](#)
It should say that the cards are removed from the game face down. [\[bethmo 03/13/99\]](#) This means you don't get to know what the cards are that you will get when you sacrifice this card. [\[D'Angelo 03/14/99\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Kobold Drill Sergeant:

Info: Color=Red Type=Summon Drill Sergeant Cost=1R LG(U1)
Text(LG+errata): 1/2 ; All Kobolds you control get +0/+1 and gain trample. [\[Oracle 07/01/98\]](#)
He is not a Kobold, so he does not give himself abilities. [\[Aahz 07/15/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Trample, Rule A.27.

Kobold Overlord:

Info: Color=Red Type=Summon Lord Cost=1R LG(R1)
Text(LG+errata): 1/2, First Strike ; All Kobolds you control gain first strike. [\[Oracle 07/01/98\]](#)
He is not a Kobold, so he does not give himself abilities. [\[Aahz 07/15/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Kobolds of Kher Keep:

Info: Color=Red Type=Summon Kobolds Cost=0 LG(C2)
Text(LG+errata): 0/1 ; ~this~ counts as red instead of colorless. [\[Oracle 07/01/98\]](#)
Remember that "counts as" text is not an ability (see Rule G.10.3), and it applies when this card is not in play (see Rule G.10.2).

[Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Note - See Crimson Kobolds for rulings.

Kobold Taskmaster:

Info: Color=Red Type=Summon Taskmaster Cost=1R LG(U1)

Text(LG+errata): 1/2 ; All Kobolds you control get +1/+0. **[Oracle 07/01/98]**

He is not a Kobold, so he does not give himself abilities. **[Aahz 07/15/94]**

Extended tournaments (see Rule D.15) have always banned this card.

Kookus:

Info: Color=Red Type=Summon Djinn Cost=3RR VI(R1)

Text(VI+errata): 3/5, Trample ; During your upkeep, if you do not control at least one Keeper of Kookus, ~this~ deals 3 damage to you and attacks this turn if able. ; {R}: ~this~ gets +1/+0 until end of turn.

[Oracle 07/01/98]

Note - Also see Trample, Rule A.27.

Kor Chant:

Info: Color=White Type=Instant Cost=2W EX(C1)

Text(EX): Redirect to target creature all damage dealt to any one creature you control from any one source.

You have to control the damaged creature, but you do not have to control the targeted creature the damage is being redirected to.

[Barclay 06/10/98]

Kormus Bell:

Info: Color=Artifact Type=Artifact Cost=4 ABUR4(R1)

Text(4th+errata): All swamps are 1/1 creatures. (These creatures still count as lands.) **[Oracle 07/01/98]**

It affects Swamps controlled by any and all players. **[D'Angelo 1994]**

The Swamps are both lands and creatures at the same time. **[D'Angelo 1994]**

They are affected by anything that affects either permanent type. For example, Wrath of God and Armageddon or Smoke and Winter Orb. See Rule K.5.Ruling.2.

With Balance, consider them both as lands and as creatures. Just remove whatever you have to in order to achieve "balance". And yes, this does mean that they get double-counted :-)

Note - Also see Animating Lands, Rule K.5.

Note - The Fourth Edition version of this card is affected by the above errata. It should not say the creatures are black. The creatures are not given a color. **[Encyclopedia, Page 33]**

Krakilin:

Info: Color=Green Type=Summon Beast Cost=XGG TE(U1)

Text(TE): 0/0 ; ~this~ comes into play with X +1/+1 counters on it. ;

{1}{G}: Regenerate ~this~.

If put into play by any means other than casting it, then it enters play with X=0. **[D'Angelo 11/28/97]**

Note - Also see X Costs, Rule K.27.

Krazy Kow:

Info: Color=Red Type=Summon Cow Cost=R3 UG(C1)

Text(UG): 3/3 ; During your upkeep, roll a six-sided die. On a 1, sacrifice ~this~ and it deals 3 damage to each creature and player.

It won't damage itself since it is sacrificed first. **[bethmo 08/17/98]**

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Krovikan Fetish:

Info: Color=Black Type=Enchant Creature Cost=2B IA(C1)/5(C1)

Text(5th): Draw a card at the beginning of the turn after ~this~ comes into play. Enchanted creature gets +1/+1.

If it is moved to a new creature by something that moves enchantments, the controller of the Fetish does not get to draw another card.

[D'Angelo 05/04/98] See Rule E.9.3.

You do not get a card if the target becomes illegal before it resolves.

This is because it never successfully comes into play. [\[D'Angelo 06/20/95\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Also see Comes Into Play Ability, Rule E.3.

Krovikan Plague:

It is played on a non-wall creature you control. This is considered to be a targeting restriction. The enchantment will bury itself if you lose control of the creature or if it somehow becomes a Wall.

[\[Duelist Magazine #11, Page 54\]](#)

Krovikan Sorcerer:

Info: Color=Blue Type=Summon Wizard Cost=2U IA(C1)/5(C1)

Text(5th): 1/1 ; {Tap}, Choose and discard a nonblack card: Draw a card. ; {Tap}, Choose and discard a black card: Draw two cards, then choose and discard one of them.

The cards are discarded from your hand during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#)

It is not a forced discard, so it cannot be used with Library of Leng.

[\[Duelist Magazine #11, Page 56\]](#)

Krovikan Vampire:

Info: Color=Black Type=Summon Vampire Cost=3BB IA(U1)

Text(IA+errata): 3/3 ; Whenever any creature ~this~ damaged this turn is put into any graveyard, put that creature into play under your control at end of turn. If you lose control of ~this~, sacrifice the creature.

[\[Oracle 07/01/98\]](#)

The creature is returned to play even if the Vampire itself is not in play at the end of turn. [\[D'Angelo 03/02/99\]](#)

You do not get the creature back if the creature is not still in the graveyard at the end of the turn. [\[Aahz 06/10/95\]](#)

If the creature goes to the graveyard, then leaves the graveyard by some means, then the Vampire effect loses track of it. It will not give you control of the creature even if the creature goes back to the graveyard before the end of the turn. [\[Aahz 11/21/95\]](#)

You do get the permanent back if the card that went to the graveyard is no longer a creature. [\[Aahz 07/12/95\]](#)

Works no matter how he damages the creature, in combat or by some other effect. [\[D'Angelo 08/01/95\]](#)

The Krovikan Vampire effect remembers who was controlling it when it damaged the creature. At the end of the turn, the creature will come under that player's control. If at that time, the player does not also control the Vampire, the burial effect is ignored. [\[bethmo 12/14/97\]](#)

Kry Shield:

Info: Color=Artifact Type=Artifact Cost=2 LG(U1)

Text(LG+errata): {2},{Tap}: Target creature you control deals no damage this turn. That creature gets +0/+X until end of turn, where X is equal to its total casting cost. [\[Oracle 07/01/98\]](#)

Using the Shield does not undo any damage already dealt this turn.

[\[Aahz 10/21/94\]](#)

Can be used during upkeep to prevent damage due to not paying a creature's upkeep. [\[D'Angelo 05/12/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Kudzu:

Info: Color=Green Type=Enchant Land Cost=1GG ABUR(R1)

Text(RV+errata): If enchanted land becomes tapped, destroy that land, and its controller moves Kudzu to another target land. [\[Oracle 07/01/98\]](#)

If there is no valid target to move it to, Kudzu is destroyed and cannot regenerate. [\[Oracle 07/01/98\]](#)

If the land with Kudzu on it is destroyed by some spell or ability (rather than tapping) Kudzu is buried like any other enchantment. [\[Snark 1994\]](#)

You can move it to any other player's land whenever you get to move it.

[\[D'Angelo 1994\]](#)

Although the person making choices with this spell changes regularly, the "controller" of the enchantment does not change. It is always the caster who is the controller. [\[D'Angelo 1995\]](#)

If it is on a Strip Mine which is used, the Kudzu ability is triggered at the same time the Mine is sacrificed, but the Kudzu is buried as a continuous effect before the trigger resolves. Thus, the Kudzu does not move on. [\[WotC Rules Team 06/01/96\]](#) [\[Duelist Magazine #19, Page 31\]](#)

Kyscu Drake:

Info: Color=Green Type=Summon Drake Cost=3G VI(U1)
Text(VI+errata): 2/2, Flying ; {G}: ~this~ gets +0/+1 until end of turn.
You cannot spend more than {G} in this way each turn. ; Sacrifice ~this~ and Spitting Drake: Search your library for any Viashivan Dragon card and put that card into play. Shuffle your library afterwards.
[\[Oracle 07/01/98\]](#)

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Lab Rats:

Info: Color=Black Type=Sorcery Cost=B SH(C1)
Text(SH): Buyback {4}. ; Put a Rat token into play. Treat this token as a 1/1 black creature.
Note - Also see Buyback, Rule A.13.

Labyrinth Minotaur:

Info: Color=Blue Type=Summon Minotaur Cost=3U HL(C4)/5(C1)
Text(5th): 1/4 ; If ~this~ blocks any creature, that creature does not untap during its controller's next untap phase.
Affects any creature that is assigned to block this card, or which ends up blocking this card by other means, such as becoming a blocker due to Banding (see Rule A.11). [\[D'Angelo 05/13/97\]](#)

Lady Caleria:

Info: Color=Multi Type=Summon Legend Cost=3WWGG LG(R1)
Text(LG+errata): 3/6 ; {Tap}: ~this~ deals 3 damage to target attacking or blocking creature. [\[Oracle 07/01/98\]](#)
May kill the creature before damage dealing in combat. [\[Aahz 06/17/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Lady Evangela:

Info: Color=Multi Type=Summon Legend Cost=BUW LG(R1)
Text(LG+errata): 1/2 ; {W}{B},{Tap}: Target creature deals no combat damage this turn. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

The Lady of the Mountain:

Info: Color=Multi Type=Summon Legend Cost=4GR LG(U1)
Text(LG): 5/5.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Lady Orca:

Info: Color=Multi Type=Summon Legend Cost=5BR LG(U1)
Text(LG): 7/4.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Lake of the Dead:

You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use either of the mana source speed abilities between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost.
[\[Duelist Magazine #16, Page 25\]](#) See Rule E.3.3.
The tap and sacrifice counts as tapping the land for mana for purposes of Manabarbs. [\[D'Angelo 07/17/96\]](#)
The "tap and sacrifice" ability is played as a mana source.
[\[D'Angelo 11/24/97\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Lance:

Info: Color=White Type=Enchant Creature Cost=W ABUR(U1)
Text(ABU/RV+errata): Enchanted creature gains first strike.
[\[Oracle 07/01/98\]](#)

Lancers en-Kor:

Info: Color=White Type=Summon Soldiers Cost=3WW SH(U1)
Text(SH): 3/3, Trample ; {0}: Redirect 1 damage from ~this~ to a creature you control.

Note - Also see Damage Redirection, Rule G.13.

It can redirect damage to itself. [\[D'Angelo 03/17/98\]](#)

When you redirect damage it stops being combat damage.

[\[Duelist Magazine #17, Page 24\]](#)

You can redirect as much damage as you want during the damage prevention step, and damage is not considered "dealt" until the end of the damage prevention step. So it is possible to redirect more damage to a creature than that creature's toughness. [\[D'Angelo 03/23/98\]](#)

You can redirect damage from an en-Kor to itself. [\[D'Angelo 06/05/98\]](#)

Cards which trigger on damage being "assigned", such as Justice, Benevolent Unicorn, and Furnace of Rath trigger each time damage is redirected. [\[D'Angelo 06/05/98\]](#) See Rule G.13.9.

Cards which trigger on damage being "dealt", such as Spirit Link do not trigger when damage is redirected. They trigger only when the damage is finally dealt to something at the end of the damage prevention step (see Rule T.10.1). [\[D'Angelo 07/29/98\]](#)

The ability of this card does not do anything to stop Trample damage from being assigned to the defending player (see Rule A.27).

[\[D'Angelo 10/08/98\]](#)

Note - Also see Trample, Rule A.27.

Land Equilibrium:

Info: Color=Blue Type=Enchantment Cost=2UU LG(R1)
Text(LG+errata): Whenever any opponent puts a land into play, if that player then controls more lands than you, he or she sacrifices a land.

[\[Oracle 07/01/98\]](#)

You sacrifice a land after you put one into play and not before.

[\[D'Angelo 01/18/95\]](#)

This is a triggered ability (see Rule A.8), so it's possible to tap the land that just entered play for mana (as a mana source) prior to dealing with the trigger. [\[D'Angelo 11/07/96\]](#)

The effect is cumulative. If you have 2 of them, the other player must sacrifice two lands for each one put into play. [\[D'Angelo 1994\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Landfill:

Info: Color=Red Type=Sorcery Cost=R4 UG(R1)
Text(UG): Choose a land type. Remove from play all lands of that type that you control. Drop those cards, one at a time, onto the playing area from a height of at least one foot. Destroy each card in play that is completely covered by those cards. Then return to play, tapped, all lands dropped in this way.

You can choose a land type which you control zero of. [\[DeLaney 08/12/98\]](#)

Cards destroyed by this card cannot regenerate. This is due to an odd timing aspect that says you play Regeneration before cards are destroyed, but you don't find out which are destroyed until after resolution starts.

[\[DeLaney 08/12/98\]](#)

Once announced, players may not rearrange their cards until after the resolution is complete. [\[DeLaney 08/12/98\]](#)

Will not destroy token creatures. [\[DeLaney 08/12/98\]](#)

Cards which are under another card, which is in turn completely covered, are also completely covered. [\[DeLaney 08/12/98\]](#)

If a card is only partly visible because it is partly under another card, covering the visible portion is enough to destroy it. [\[QAS 09/09/98\]](#)

Counters on a card cannot stop a card from being covered. [\[DeLaney 08/12/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Land Leeches:

Info: Color=Green Type=Summon Leeches Cost=1GG DK(C3)/4(C1)
Text(DK/4th): 2/2, First Strike.

Land's Edge:

Info: Color=Red Type=Enchant World Cost=1RR LG(R1)/CH(U1)
Text(CH+errata): Any player may choose and discard a card to have ~this~ deal 2 damage to target player if that card is a land card.

[Oracle 07/01/98]

The discard is a cost. [Aahz 11/07/96]

The damage done when you discard a land only applies to lands which are discarded by choice using the Land's Edge ability. It does not work on forced discards of any type. [Duelist Magazine #2, Page 8]

You cannot use the Library of Leng ability to place a discarded card on top of your library when using the Land's Edge ability to discard when you want to because this is a discard by choice. [Aahz 07/25/94]

The effect is an instant speed effect. It works as if it said "discard a land: Land's Edge deals 2 damage to target player. This ability can be used by any player and not just the controller of Land's Edge." except it does not actually have an activation cost. [D'Angelo 1995]

Note - Also see Enchant World, Rule K.14.8.

Land Tax:

Info: Color=White Type=Enchantment Cost=W LG(U1)/4(R1)
Text(LG/4th+errata): {0}: Search your library for up to three basic land cards. Reveal those cards to all players and put them into your hand. Shuffle your library afterwards. Use this ability only during your upkeep, only once each turn, and only if any opponent controls more lands than you do. [Oracle 07/01/98]

Can get a Snow-Covered land out. [Duelist Magazine #6, Page 132]

Only counts lands when announced and will not fail if you no longer have fewer lands when it resolves. [Duelist Magazine #7, Page 100]

A common strategy is to use Strip Mine if both players have the same amount of land. Use a Strip Mine to destroy an opponent's land, then use Land Tax in response. At that time your Strip Mine is gone, but the opponent's land is not destroyed yet. [Bethmo 05/22/96]

Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card from 07/01/96 to 04/01/97. It not not currently banned.

Extended tournaments (see Rule D.15) banned this card from 07/01/98.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97. It was previously restricted from 07/01/96 to 01/01/97.

Lapis Lazuli Talisman:

See Hematite Talisman for rulings.

Last-Ditch Effort:

Info: Color=Red Type=Instant Cost=R UL(U1)
Text(UL): Sacrifice X creatures. ~this~ deals X damage to target creature or player.

The creatures are chosen and sacrificed on resolution. X is the number of creatures you chose. [Barclay 02/09/99]

Lat-Nam's Legacy:

Info: Color=Blue Type=Instant Cost=1U AL(C2)
Text(AL+errata): Choose a card from your hand and shuffle that card into your library to draw two cards at the beginning of the next turn.

[Duelist Magazine #18, Page 28]

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw the cards at the beginning of the next upkeep, but it should be played by the new wording.

Launch:

Info: Color=Blue Type=Enchant Creature Cost=1U US(C1)
Text(US): Enchanted creature gains flying. When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

Lava Axe:

Info: Color=Red Type=Sorcery Cost=4R UL(C1)
Text(UL): ~this~ deals 5 damage to target player.

Lava Burst:

Info: Color=Red Type=Sorcery Cost=XR IA(C1)
Text(IA+errata): ~this~ deals X damage to target creature or player.

Players may not play spells and activated abilities that prevent or redirect damage dealt to that creature this turn from ~this~.

[\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Only creatures cannot have this damage prevented or redirected. Players can prevent or redirect the damage normally.

[\[Duelist Magazine #7, Page 8\]](#)

Automatic abilities which prevent or redirect damage are not prevented by Lava Burst from doing so. Only spells/abilities with an activation cost are prohibited. [\[Aahz 11/07/96\]](#)

Damage prevention spells cannot even be announced against damage from the Lava Burst onto a creature. [\[Aahz 08/17/97\]](#)

Non-activated abilities and effects which reduce damage to zero still work when Lava Burst is used. [\[Duelist Magazine #7, Page 9\]](#)

Lava Burst does not prevent a regeneration spell or ability from removing the damage. [\[Oracle 07/01/98\]](#)

Lava Hounds:

Info: Color=Red Type=Summon Hounds Cost=2RR WL(U1)
Text(WL): 4/4 ; ~this~ is unaffected by summoning sickness. ; When ~this~ comes into play, it deals 4 damage to you.
Note - Also see Comes Into Play Abilities, Rule E.3.

Lava Storm:

Info: Color=Red Type=Instant Cost=3RR WL(C1)
Text(WL): ~this~ deals 2 damage to each attacking creature or 2 damage to each blocking creature.
Note - See Modal Spells and Abilities, Rule G.27.

Lava Tubes:

Info: Color=Land Type=Land Cost=None IA(R1)
Text(IA+errata): {Tap}: Add {B} or {R} to your mana pool. ~this~ does not untap during your next untap phase. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

Lay Waste:

Info: Color=Red Type=Sorcery Cost=3R US(C1)
Text(US): Destroy target land. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Lead-Belly Chimera:

Info: Color=Artifact Type=Artifact Creature Cost=4 VI(U1)
Text(VI): 2/2, Trample ; ~this~ counts as a Chimera. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains trample permanently.
The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.
[\[D'Angelo 03/11/99\]](#)
Note - Also see Trample, Rule A.27.

Leap:

Info: Color=Blue Type=Instant Cost=U SH(C1)
Text(SH): Target creature gains flying until end of turn. Draw a card.

Leeching Licid:

Info: Color=Black Type=Summon Licid Cost=1B TE(U1)
Text(TE+errata): 1/1 ; {B},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, ~this~ deals 1 damage to that player" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {B} to end this effect. [\[WotC Rules Team 12/18/97\]](#)

[Duelist Magazine #22, Page 27] [WotC Rules Team 05/01/98]

If the upkeep phase ability is dealt with, then the Licid turns back into a creature, then back into a creature enchantment again during that upkeep, the upkeep ability must be dealt with again because it is considered a new ability and not the same one as before. **[Aahz 11/17/97]**
Note - Also see Licids, Rule E.8.

Legacy's Allure:

Info: Color=Blue Type=Enchantment Cost=UU TE(U1)
Text(TE): During your upkeep, you may put a treasure counter on ~this~. ;
Sacrifice ~this~: Permanently gain control of target creature with power no greater than the number of treasure counters on ~this~.
The "power no greater than the number of treasure counters on this card" restriction is a targeting restriction and will be checked on resolution.
If the creature's power changes to be greater than this before the effect resolves, then the Legacy's Allure effect fizzles, but the card stays in the graveyard. **[bethmo 02/24/98]**
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.
[D'Angelo 01/18/99]

Legerdemain:

Info: Color=Blue Type=Sorcery Cost=2UU TE(U1)
Text(TE): Permanently exchange control of target artifact or creature for control of target permanent of the same type.
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.
[D'Angelo 01/18/99]

Leshrac's Rite:

Info: Color=Black Type=Enchant Creature Cost=B IA(U1)/5(U1)
Text(5th): Enchanted creature gains swampwalk.
Note - Also see Landwalk, Rule A.22.

Lesser Werewolf:

Info: Color=Black Type=Summon Lycanthrope Cost=3B LG(U1)
Text(LG+errata): 2/4 ; {B}: ~this~ gets -1/-0 until end of turn. Put a -0/-1 counter on target creature blocking or blocked by ~this~. Ignore this effect if ~this~'s power is 0 or less. **[Oracle 07/01/98]**
Extended tournaments (see Rule D.15) have always banned this card.

Leviathan:

Info: Color=Blue Type=Summon Leviathan Cost=5UUUU DK(U1)/45(R1)
Text(5th+errata): 10/10, Trample ; ~this~ comes into play tapped and does not untap during your untap phase. ; Each turn, ~this~ cannot attack unless you sacrifice two additional islands. ; Sacrifice two islands: Untap ~this~. Use this ability only during your upkeep.
[Oracle 07/01/98]
You don't have to pay the untap cost if it is untapped outside the upkeep phase or is untapped by an effect. **[Duelist Magazine #3, Page 7]**
See Rule A.10.Ruling.1.
To make it attack, the two Islands are sacrificed at the time it is declared as an attacker. This is an increase to the cost to attack.
[D'Angelo 06/05/98]
Note - Also see Trample, Rule A.27.

Levitation:

Info: Color=Blue Type=Enchantment Cost=2UU UL(U1)
Text(UL): All creatures you control gain flying.

Lexivore:

Info: Color=White Type=Summon Beast Cost=W3 UG(U1)
Text(UG): 2/3 ; If ~this~ damages any player, destroy target card in play, other than ~this~, with the most lines of text in its text box. (If more than one card has the most lines of text, you choose which of those cards to destroy.)
Simply count the number of lines (including flavour text) on the actual

card. Don't look at Oracle. This means that different versions of cards will be better than others. [\[QAS 09/09/98\]](#)

It does count lines of flavor text. [\[QAS 09/09/98\]](#)

Lexivore cannot eat itself, but can eat other Lexivores. [\[Barclay 08/13/98\]](#)

Humility an Titania's Song don't remove text, they only remove abilities. [\[QAS 09/09/98\]](#)

Portal lands have one line of text. Unglued lands have none. [\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Ley Druid:

Info: Color=Green Type=Summon Cleric Cost=2G ABUR4(U1)/5(C1)
Text(5th): 1/1 ; {Tap}: Untap target land.

Lhurgoyf:

Info: Color=Green Type=Summon Lhurgoyf Cost=2GG IA(R1)/5(R1)
Text(5th): */1+* ; ~this~ has power equal to the number of creature cards in all graveyards and toughness equal to 1 plus the number of creature cards in all graveyards.

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1. [\[D'Angelo 02/03/98\]](#)

Library of Alexandria:

Info: Color=Land Type=Land Cost=None AN(U3)
Text(AN+errata): {Tap}: Add one colorless mana to your mana pool. ;
{Tap}: Draw a card. Use this ability only if you have exactly seven cards in your hand. [\[Oracle 07/01/98\]](#)

You can tap this card before you draw for a turn, and still draw as normal.

[\[Arab FAQ 01/05/94\]](#)

You may tap multiples of these in the same batch because the requirement for 7 cards is checked only at the time of tapping and not at the time of drawing. Only targeted effects are checked at both declaration and resolution. [\[Aahz 06/22/94\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 05/02/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Library of Lat-Nam:

Info: Color=Blue Type=Sorcery Cost=4U AL(R2)
Text(AL+errata): An opponent chooses one - You draw three cards at the beginning of the next turn; or you search your library for any card, put that card into your hand, and shuffle your library afterwards.

[\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)

Does not target the opponent. [\[WotC Rules Team 02/01/98\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Library of Leng:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th+errata): Skip your discard phase. ; Whenever you are forced to discard a card, you may put that card on top of your library.

[\[Oracle 07/01/98\]](#)

The errata changes how this card works. It now works as a triggered ability (see Rule A.8) which triggers on a card being discarded. The card is put into the graveyard so everyone can see it as part of the discard. Then the triggered ability is played (following normal triggered ability timing rules) to put that card on top of your library.

[\[Oracle 07/01/98\]](#)

The discard itself is not modified, so the discard triggers anything else that triggers on discards, such as Psychic Purge and Megrim.

[\[D'Angelo 07/17/98\]](#)

The Library of Leng only has an effect on your discard phase if it is in

play and untapped when your discard phase would start. It will not make you skip the phase if it becomes active during that phase.

[WotC Rules Team 10/18/95] See Rule G.38.Ruling.4.

If more than one card is discarded due to a single effect, the Library triggers once for each card and you get to decide whether or not to use the Library on each of the cards as their triggered abilities resolve.

[D'Angelo 07/17/98] The order the cards get placed on the library is determined by the order in which the triggered abilities are played.

You get to decide this order. [D'Angelo 07/17/98]

You can look at a randomly discarded card before deciding where it goes.

[D'Angelo 04/11/97]

The ability triggers on any spell or ability that has you discard as part of the effect. It does not matter if you or your opponent control the spell or ability. The discard is forced because it is an effect.

[Oracle 07/01/98]

The ability does not trigger on any spell or ability that has you discard as part of a cost. For example, Land's Edge. [Oracle 07/01/98]

Also, cards like Forbid, which have you discard as part of the buyback cost. [D'Angelo 06/18/98]

Lich:

Info: Color=Black Type=Enchantment Cost=BBBB ABU(R1)

Text(ABU+errata): When ~this~ comes into play, your life total becomes 0.

If ~this~ leaves play, you lose the game. ; You do not lose the game as a result of having less than 1 life. ; For each 1 life you gain, draw a card instead. ; For each 1 damage dealt to you, sacrifice a card in play.

[Oracle 07/01/98]

If you are at negative life points, Lich will not raise you back up to zero life. It only lowers you to zero if you have a positive life total.

[WotC Rules Team 09/22/95]

You can lose life, and thereby have a negative life total, while Lich is in play. Losing life is not damage and will not cause you to sacrifice cards. [Aahz 11/08/96]

You cannot pay life, just like any player at less than one life cannot pay life. You can pay zero life if they want. See Rule G.22.6.

[D'Angelo 02/03/98]

You cannot play this on an opponent. [PPG Page 221]

Cards are sacrificed during the side-effects part of damage prevention (which is the same time Hypnotic Specter would make you discard).

[D'Angelo 12/04/95] See Rule T.10.1.

The phrase "If Lich leaves play, you lose the game" is an absolute statement. Casting a Healing Salve or using some other life gain after the destruction (or other means of leaving play) will not save you.

[WotC Rules Team 01/29/94]

The loss of life from Greed is a payment, so Greed cannot be used by a Lich (since a Lich has no life to pay). [Aahz 02/21/95]

If you play Simulacrum after sacrificing some cards, you do not get them back. [bethmo 1994] See Rule G.12.6.

If you have multiple Lich cards in play, you must sacrifice 1 card for each damage done to you for each Lich. This is because the sacrifice is a triggered ability (see Rule A.8). But you only draw 1 card for each life gained regardless of how many Liches you have. This is because the draw is a replacement ability (see Rule A.7) and not a triggered one.

[WotC Rules Team 12/03/96] You lose if any one of the Liches leaves play.

If you take more than one damage at a time, sacrifice the cards for that damage simultaneously. [WotC Rules Team 06/15/95] This allows you to sacrifice both a creature and any enchantment that is on it all at once.

If an opponents steals control of Lich, you do not lose the game immediately. The player stealing it is lowered to zero life and you have until the end of the phase to raise your life total above zero.

[D'Angelo 10/27/97]

Extended tournaments (see Rule D.15) have always banned this card.

Lichenthrope:

Info: Color=Green Type=Summon Lichenthrope Cost=3GG VI(R1)

Text(VI): 5/5 ; For each 1 damage dealt to ~this~, put a -1/-1 counter on it instead. ; During your upkeep, remove one of these -1/-1 counters

from ~this~.

The actual -1/-1 counter to be removed is chosen when the counter is removed. It is not chosen when the upkeep effect is announced.

[WotC Rules Team 06/01/97] [Duelist Magazine #19, Page 31] This matters if you announce the upkeep effect while it has no -1/-1 counters and then it gets damaged before the upkeep effect resolves.

This card's effect replaces damage with placement of -1/-1 counters, so side-effects of damage to it will not trigger. **[bethmo 10/14/97]**

Liege of the Hollows:

Info: Color=Green Type=Summon Spirit Cost=2GG WL(R1)

Text(WL+errata): 3/4 ; If ~this~ is put into any graveyard from play, each player may pay any amount of mana to put an equal number of Squirrel tokens into play under his or her control. Treat those tokens as 1/1 green creatures. **[Oracle 07/01/98]**

+ The triggered ability lets each player pay mana. After each player has paid whatever mana they intend to pay during announcement, the effect resolves and puts all the token creatures into play at once.

[D'Angelo 03/26/99] *There is no way to use the token creatures to generate mana to pour back into this ability, because you don't get the token creatures until the ability resolves.*

Note - Also see Token Creatures, Rule K.25.

Lifeblood:

Info: Color=White Type=Enchantment Cost=2WW LG(R1)

Text(LG+errata): Whenever any mountain target opponent controls becomes tapped, gain 1 life. **[Oracle 07/01/98]**

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[Duelist Magazine #4, Page 64] See Rule M.1.3.

Extended tournaments (see Rule D.15) have always banned this card.

Life Chisel:

Info: Color=Artifact Type=Artifact Cost=4 LG(U2)

Text(LG+errata): Sacrifice a creature: Gain life equal to the sacrificed creature's toughness. Use this ability only during your upkeep and only once each turn. **[Oracle 07/01/98]**

You can't sacrifice creatures you don't control. **[Mirage, Page 26]**

Extended tournaments (see Rule D.15) have always banned this card.

Lifeforce:

Info: Color=Green Type=Enchantment Cost=GG ABUR45(U1)

Text(4th/5th): {G}{G}: Counter target black spell. Play this ability as an interrupt.

Note - Also see Play As A, Rule T.15.2.

Lifelace:

Info: Color=Green Type=Interrupt Cost=G ABUR4(R1)

Text(4th+errata): Target permanent or spell becomes green permanently. (If this spell targets a permanent, play it as an instant.) **[Oracle 07/01/98]**

See Chaoslace for rulings.

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[D'Angelo 01/18/99]

Lifeline:

Info: Color=Artifact Type=Artifact Cost=5 US(R1)

Text(US+errata): Whenever a creature is put into a graveyard and another creature is in play, put the creature back into play under its owner's control at end of turn. **[WotC Rules Team 10/18/98]**

It works for all players and has errata to remove the "your graveyard" text. **[bethmo 10/02/98]**

The creatures come into play under their owner's control.

[D'Angelo 10/08/98]

Only triggers on a creature card going to the graveyard from play. When a card goes to the graveyard from someplace other than "in play", it is

not a creature. [\[WotC Rules Team 10/18/98\]](#)

It checks to see if there are any creatures in play at the time the creature is put into the graveyard. If there are, it will put the creature back even if there are no creatures in play at the end of turn.

[\[Urza's FAQ 10/05/98\]](#)

The creature comes back even if Lifeline leaves play. [\[Urza's FAQ 10/05/98\]](#)

It brings the card back even if the card was a creature only due to a spell or ability. It comes back as if newly cast, however.

[\[WotC Rules Team 10/18/98\]](#)

If more than one creature is in play and all the creatures in play go to the graveyard at once (such as with Wrath of God), then all of them are returned at end of turn. [\[WotC Rules Team 10/18/98\]](#) This is because all "leaves play" triggers that check the state of the game check the game state at the time right before the card left play. See Rule A.8.Ruling.8. [\[D'Angelo 11/17/98\]](#)

It fails to bring the creature back if the creature is not still in the graveyard at the end of turn. [\[D'Angelo 10/12/98\]](#)

The ability does not work while this card is tapped. See Rule K.6.4.

[\[D'Angelo 10/15/98\]](#)

If multiple creatures are coming back, they come back one at a time, not all at once. This is because Lifeline triggered once for each creature and set up a separate "at end of turn" effect for each.

[\[D'Angelo 11/17/98\]](#)

There are many combinations that can form infinite loops at end of turn with this card. All you need is a triggered ability that can kill a creature when a creature comes into play. Refer to the infinite loop rules, G.21.3 to resolve these. [\[D'Angelo 10/19/98\]](#)

If you control Lifeline and play a Ball Lightning, at end of turn the Ball Lightning will die and come back repeatedly in an infinite loop. By the infinite loop rules (see G.21.3), it repeats a fixed number of times then remains in play. If the Ball Lightning died before end of turn, it comes back then dies repeatedly. The end result is that it repeats a fixed number of times then ends up in the graveyard. If one player controls Lifeline and the other the Ball Lightning, there is no loop since "end of turn" effects do not go back and forth between players (see Rule A.3.4). Thus if the current player controls the Ball Lightning, it ends up in play, and if the other player did, it ends up in the graveyard. [\[WotC Rules Team 10/18/98\]](#)

Life Matrix:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)

Text(LG+errata): {4},{Tap}: Put a matrix counter on target creature. Use this ability only during your upkeep. You may remove that counter to regenerate that creature. [\[Oracle 07/01/98\]](#)

Once the counter is placed on the creature, the counter is used by the player who put the counter on the creature. This might not be the same as the player who is the creature's controller or the Matrix's controller.

[\[Wotc Rules Team 02/09/95\]](#)

The counters can be used even if the Matrix leaves play.

[\[WotC Rules Team 02/09/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Lifetap:

Info: Color=Blue Type=Enchantment Cost=UU ABUR45(U1)

Text(5th): Whenever any forest target opponent controls becomes tapped, gain 1 life.

Gives one life for each and every Forest tapped. [\[bethmo 1994\]](#)

Since it detects a Forest becoming tapped, it even works if the Forest is tapped with Twiddle or Icy Manipulator. [\[D'Angelo 1994\]](#)

It works if the land being tapped is only part Forest or "counts as a Forest" regardless of what mana type it is tapped for. [\[Aahz 07/28/94\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers.

It becomes useless but stays in play if the target player leaves play.

[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

Lightning Blast:

Info: Color=Red Type=Instant Cost=3R TE(C1)
Text(TE): ~this~ deals 4 damage to target creature or player.

Lightning Blow:

Info: Color=White Type=Instant Cost=1W IA(R1)
Text(IA+errata): Target creature gains first strike until end of turn. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Lightning Bolt:

Info: Color=Red Type=Instant Cost=R ABUR4(C1)
Text(4th): ~this~ deals 3 damage to target creature or player.

Lightning Cloud:

Info: Color=Red Type=Enchantment Cost=3R VI(R1)
Text(VI): {R}: ~this~ deals 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.

Lightning Dragon:

Info: Color=Red Type=Summon Dragon Cost=2RR US(R1)
Text(US): 4/4, Flying. Echo ; {R}: Lightning Dragon gets +1/+0 until end of turn.
Note - Also see Echo, Rule A.16.

Lightning Elemental:

Info: Color=Red Type=Summon Elemental Cost=3R TE(C1)
Text(TE): 4/1 ; ~this~ is unaffected by summoning sickness.

Lightning Reflexes:

Note - Also see Play As A..., Rule T.15.

Light of Day:

Info: Color=White Type=Enchantment Cost=3W TE(U1)
Text(TE): Black creatures cannot attack or block.

Lilting Refrain:

Info: Color=Blue Type=Enchantment Cost=1U US(U1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ;
Sacrifice ~this~: Counter target spell unless its caster pays an additional {X}, where X is the number of verse counters on ~this~. Play this ability as an interrupt.
Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Lim-Dul's Paladin:

The bonus happens when creatures are assigned to block the Paladin; no bonus is gained if something else in the band is blocked. The second part of his ability is like the Keeper: it activates automatically after blocking assignment is finished if nothing is currently blocking him. So if he attacks as part of a band and one of the other members is blocked, he's just a plain old 0/3. [\[bethmo 06/28/96\]](#)
This is a forced discard, so it can be used with Library of Leng. [\[bethmo 10/03/96\]](#)

Limited Resources:

Info: Color=White Type=Enchantment Cost=W EX(R1)
Text(EX): When ~this~ comes into play, each player chooses five lands he or she controls and sacrifices the rest. ; As long as there are ten or more lands in play, players cannot play lands.
You can put lands into play using effects, you just cannot play lands from your hand as an action. [\[Barclay 06/10/98\]](#)
If a player has less than 5 lands, they get to pick and keep all of their lands. [\[D'Angelo 06/23/98\]](#)

The sacrificed lands are chosen at the start of resolution.

[\[bethmo 07/07/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Lingering Mirage:

Info: Color=Blue Type=Enchant Land Cost=1U US(U1)

Text(US): Enchanted land is an island. ; Cycling {2}.

The land loses all its previous abilities and gains the ability to be tapped for blue mana, just like an island (see Rule K.18.3).

[\[Urza's FAQ 10/05/98\]](#)

Note - Also see Cycling, Rule A.15.

Lion's Eye Diamond:

You can discard a hand of zero cards to use this effect.

[\[Duelist Magazine #16, Page 28\]](#)

Living Armor:

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)/CH(C2)

Text(CH+errata): {Tap}, Sacrifice ~this~: Put a +0/+X counter on target creature, where X is equal to that creature's total casting cost.

[\[Oracle 07/01/98\]](#)

Living Artifact:

Info: Color=Green Type=Enchant Artifact Cost=G ABUR45(R1)

Text(5th): For each 1 damage dealt to you, put a vitality counter on ~this~. ; Remove a vitality counter from ~this~: Gain 1 life. Use this ability only during your upkeep and only once each turn.

Counters are associated with the Living Artifact card so counters go away if the enchantment is removed. [\[Duelist Magazine #2, Page 68\]](#)

Does not trigger on loss of life, just on damage. [\[D'Angelo 06/05/98\]](#)

If you have two or more in play, you may trade in one counter from each during each of your upkeeps. [\[WotC Rules Team 02/07/94\]](#)

If this enchantment is moved, the counters go with it.

[\[Oracle Update 11/11/98\]](#)

You can play it on your opponent's artifacts. The controller of the enchantment (not the controller of the artifact) uses the Living Artifact ability. [\[bethmo 1994\]](#)

Living Death:

Info: Color=Black Type=Sorcery Cost=3BB TE(R1)

Text(TE+errata): Remove from the game all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, take each creature card removed from the game with ~this~ and put it into play under its owner's control. [\[Oracle 07/01/98\]](#)

Copy creatures, like Clone and Doppelganger which require a target creature in order to be put into play by this effect, will not enter play. They will stay "set aside" (out of the game, see Rule Z.7) for the rest of the game. This is because all the creatures are put into play at once and there will be no legal targets at that time. [\[bethmo 11/03/97\]](#)

The creatures from this are considered to enter play simultaneously. So if two of the same Legend enter play, both will be buried. [\[bethmo 11/07/97\]](#)

The creatures which are put in the graveyard cannot be regenerated.

[\[D'Angelo 12/28/97\]](#)

Living Lands:

Info: Color=Green Type=Enchantment Cost=3G ABUR45(R1)

Text(5th): All forests are 1/1 creatures. (These creatures still count as lands.)

Living Lands is identical in effect to the Kormus Bell (except it animates Forests instead of Swamps), so see its entry for rulings.

Note - Also see Animating Lands, Rule K.5.

Living Plane:

Info: Color=Green Type=Enchant World Cost=2GG LG(R1)

Text(LG+errata): All lands are 1/1 creatures. (These creatures still count as lands.) [\[Oracle 07/01/98\]](#)

Even affects Mishra's Factory by turning it into a 1/1 creature. The

Factory can still use its ability to become an Assembly Worker. Any Assembly Workers already activated when Living Plane is cast become 1/1 creatures. [\[Duelist Magazine #2, Page 8\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Animating Lands, Rule K.5.
Note - Also see Enchant World, Rule K.14.8.

Living Wall:

Info: Color=Artifact Type=Artifact Creature Cost=6 ABUR(U1)
Text(ABU/RV+errata): 0/6 ; ~this~ counts as a Wall. (Walls cannot attack.) ;
{1}: Regenerate ~this~. [\[Oracle 07/01/98\]](#)

Livonya Silone:

Info: Color=Multi Type=Summon Legend Cost=2GGRR LG(R1)
Text(LG): 4/4, First Strike, Legendary Land Walk.
This is one of the only cards that can get the class Legendary Landwalk.
Only Illusionary Presence can also grant this broad ability.
[\[D'Angelo 04/17/97\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Landwalk, Rule A.22.
Note - Also see Legendary Permanents, Rule K.19.

Llanowar Behemoth:

Info: Color=Green Type=Summon Behemoth Cost=3GG WL(U1)
Text(WL+errata): 4/4 ; Tap a creature you control: ~this~ gets +1/+1 until end of turn. [\[Oracle 07/01/98\]](#)
You can use its ability to tap creatures which have summoning sickness.
Summoning sickness only prevents the payment of abilities with a tap symbol in the cost, not the tapping by other cards as a cost.
[\[Duelist Magazine #19, Page 34\]](#)
Can tap itself even if it has summoning sickness. [\[Aahz 06/25/97\]](#) This is because summoning sickness only prevents abilities with the {Tap} symbol in the cost. Summoning sickness does not affect other ways of tapping a creature.
Cannot tap an already tapped creature. This is because tapping a creature is a cost and must be completed successfully in order to announce the ability. [\[D'Angelo 08/05/97\]](#)

Llanowar Druid:

Info: Color=Green Type=Summon Elf Cost=1G WL(C1)
Text(WL): 1/2 ; {Tap},Sacrifice ~this~: Untap all forests.

Llanowar Elves:

Info: Color=Green Type=Summon Elves Cost=G ABUR45(C1)
Text(5th): 1/1 ; {Tap}: Add {G} to your mana pool. Play this ability as a mana source.

Llanowar Sentinel:

Info: Color=Green Type=Summon Elf Cost=2G WL(C1)
Text(WL): 2/3 ; When ~this~ comes into play, you may pay {1}{G} to search your library for a Llanowar Sentinel card. Put that card into play.
Shuffle your library afterwards.
Note - Also see Comes Into Play Abilities, Rule E.3.

Lobotomy:

Info: Color=Multi Type=Sorcery Cost=2UB TE(U1)
Text(TE): Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand, and library for all copies of the chosen card and remove them from the game. That player shuffles his or her library afterwards.
You only get to pick one card from the player's hand. [\[D'Angelo 11/03/97\]](#)
If the player has no cards in their hand, you still get to look through their deck, but you do not get to remove any cards. [\[D'Angelo 01/27/98\]](#)
It removes the chosen card plus all others in the hand, library, and graveyard. [\[D'Angelo 02/25/98\]](#) Some people thought the chosen card was not removed due to some vague wording.

Lodestone Bauble:

Info: Color=Artifact Type=Artifact Cost=0 AL(R2)
Text(AL+errata): {1},{Tap}: Sacrifice ~this~ to put up to four target basic lands from any player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn.

[\[Duelist Magazine #18, Page 28\]](#)

The player draws a card on the turn after you use the ability.

[\[D'Angelo 06/10/98\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Lone Wolf:

Info: Color=Green Type=Summon Wolf Cost=2G UL(U1)
Text(UL): 2/2 ; You may have ~this~ deal combat damage to defending player instead of to creatures blocking it.

All damage is done to blockers or to the defending player. You cannot split the damage up between the two. [\[Urza's Legacy FAQ 02/03/99\]](#)

Longbow Archer:

Info: Color=White Type=Summon Archer Cost=WW VI(U1)
Text(VI): 2/2, First Strike ; ~this~ can block creatures with flying.

Look at Me, I'm the DCI:

Info: Color=White Type=Sorcery Cost=WW5 UG(R1)
Text(UG): Ban one card, other than a basic land, for the remainder of the match. (For the remainder of the match, each player removes from the game all copies of that card in play or in any graveyard, hand, library, or sideboard.)

After removing the banned card from your library, shuffle the library.

[\[Barclay 08/13/98\]](#)

This card can affect a match, not just a game. [\[Barclay 08/13/98\]](#)

It also removes cards from the phased-out zone and Limbo. It will not remove cards from the Ante zone, because as everyone knows the DCI refutes all knowledge of the existence of Ante. [\[Barclay 08/13/98\]](#)

Removing the card from your deck for the match does not make your deck illegal. See Rule U.3.6. [\[QAS 09/09/98\]](#)

Only affects the players in the current game, not matches being played by other player's in a given tournament round. [\[D'Angelo 02/21/99\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Looming Shade:

Info: Color=Black Type=Summon Shade Cost=2B US(C1)
Text(US): 1/1. ; {B}: ~this~ gets +1/+1 until end of turn.

Lord Magnus:

Info: Color=Multi Type=Summon Legend Cost=3WWG LG(U1)
Text(LG+errata): 4/3, First Strike ; Creatures with plainswalk or forestwalk may be blocked as if they did not have that ability. [\[Oracle 07/01/98\]](#)

The statement that creatures with Plainswalk or Forestwalk can be blocked applies to all creatures in play blocking them, and not just to Lord Magnus. [\[Duelist Magazine #2, Page 9\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Lord of Atlantis:

Info: Color=Blue Type=Summon Lord Cost=UU ABUR45(R1)
Text(5th): 2/2 ; All Merfolk get +1/+1 and gain islandwalk.

Does not grant the abilities to itself because it is not a Merfolk.

[\[PPG Page 225\]](#)

The Revised Edition and Fourth Edition cards are "Summon Lord" while the Limited Edition and Unlimited Edition ones are "Summon Lord of Atlantis". [\[Aahz 10/06/94\]](#) Only An-Zerrin Ruins is affected by this difference.

Note - Also see Landwalk, Rule A.22.

Lord of the Pit:

Info: Color=Black Type=Summon Demon Cost=4BBB ABUR45(R1)

Text(5th): 7/7, Flying, Trample ; During your upkeep, sacrifice a creature other than ~this~. If you cannot, ~this~ deals 7 damage to you.

If you have a creature, you must sacrifice it. The 7 damage can only be taken if no creature can be sacrificed. [\[Duelist Magazine #3, Page 15\]](#)

You can sacrifice a Lord of the Pit to a different Lord of the Pit, but you cannot simultaneously sacrifice them to each other. [\[Aahz 09/14/94\]](#)

Can select creatures with Protection from Black to be sacrificed.

[\[Aahz 1994\]](#) See Rule G.35.5.

Circle of Protection: Black can be used to prevent the damage.

[\[bethmo 1994\]](#)

Note - Also see Trample, Rule A.27.

Lord of Tresserhorn:

As errata, it should read "When Lord of Tresserhorn comes into play, lose 2 life and sacrifice 2 creatures, and..." [\[Encyclopedia, Page 113\]](#)

Since this is a loss of life and not a payment, your life total can be reduced below zero by this. [\[Duelist Magazine #13, Page 27\]](#)

If he enters play, you do as much of the "when he enters play" text as possible. If you have less than 2 creatures in play, he must be one of the ones sacrificed. [\[Duelist Magazine #12, Page 32\]](#)

Lost Soul:

Info: Color=Black Type=Summon Lost Soul Cost=1BB LG(C2)/45(C1)

Text(LG/4th/5th): 2/1, Swampwalk.

Note - Also see Landwalk, Rule A.22.

Lotus Blossom:

Info: Color=Artifact Type=Artifact Cost=2 US(R1)

Text(US): During your upkeep, you may put a petal counter on ~this~. ; {Tap}, Sacrifice ~this~: Add X mana of one color to your mana pool, where X is the number of petal counters on ~this~. Play this ability as a mana source.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

The phase ability does not work while this card is tapped. See Rule K.6.4.

[\[D'Angelo 10/15/98\]](#)

Lotus Petal:

Info: Color=Artifact Type=Artifact Cost=0 TE(C1)

Text(TE): {Tap}, Sacrifice ~this~: Add one mana of any color to your mana pool. Play this ability as a mana source.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.

Lotus Vale:

Info: Color=Land Type=Land Cost=None WL(R1)

Text(WL+errata): When ~this~ comes into play, sacrifice two untapped lands or sacrifice ~this~. ; {Tap}: Add three mana of any one color to your mana pool. [\[Oracle 07/01/98\]](#)

Cannot tap it for mana until after you sacrifice the two lands. This is because the comes into play text is a cost that must be paid before you can use the ability. [\[Duelist Magazine #19, Page 34\]](#) See Rule E.3.3.

Note - Also see Comes Into Play Abilities, Rule E.3.

Lowland Basilisk:

Info: Color=Green Type=Summon Basilisk Cost=2G SH(C1)

Text(SH): 1/3 ; Whenever ~this~ damages any creature, destroy that creature at end of combat.

If it damages a creature outside of combat, its effect will destroy the creature at the end of the next combat. [\[Duelist Magazine #25, Page 31\]](#)

If a creature leaves play (including phasing out) before the end of combat, then the Lowland Basilisk effect on it will end.

[\[Duelist Magazine #25, Page 31\]](#)

Lowland Giant:

Info: Color=Red Type=Summon Giant Cost=2RR TE(C1)
 Text(TE): 4/3.

Lull:

Info: Color=Green Type=Instant Cost=1G US(C1)
 Text(US): Creatures deal no combat damage this turn. ; Cycling {2}.
 Note - Also see Cycling, Rule A.15.

Lure:

Info: Color=Green Type=Enchant Creature Cost=1GG ABUR45(U1)
 Text(5th): All creatures able to block enchanted creature do so.
 Remember that Lure does not give a creature the ability to block the Lured creature, it just forces those creatures which are already able to block the Lured creature to do so. [\[D'Angelo 1994\]](#)
 Opponent does not have to power special effects in an attempt to make all creatures block the Lured creature. For example, you do not need to power a Goblin Balloon Brigade to block a flying creature with Lure, but if you do power it, the Brigade must block. [\[bethmo 1994\]](#)
 If a Lured creature is in a band, only blockers able to block the Lured creature are affected by the Lure. [\[bethmo 1994\]](#)

Lurker:

Info: Color=Green Type=Summon Lurker Cost=2G DK(U1)
 Text(DK+errata): 2/3 ; Each turn, ~this~ cannot be the target of any spells unless it attacked or blocked that turn. [\[Oracle 07/01/98\]](#)

Lurking Evil:

Info: Color=Black Type=Enchantment Cost=BBB US(R1)
 Text(US): Pay half your life, rounded up: ~this~ becomes a 4/4 creature with flying that counts as a Horror.
 When it turns into a creature, it no longer counts as an enchantment. [\[Urza's Saga Rule Page\]](#)
 If you have zero or negative life, half your life is zero (see Rule G.22.7), so it costs nothing to use the ability. [\[Urza's FAQ 10/05/98\]](#)

Lurking Skirge:

Info: Color=Black Type=Enchantment Cost=1B UL(R1)
 Text(UL): When a creature is put into one of your opponents' graveyards, if ~this~ is an enchantment, ~this~ becomes a 3/2 creature with flying that counts as an Imp.
 Only triggers on a creature going to the opponent's graveyard from play. This is true since something can only be a "creature" while in play. When not in play, it is just a "card". [\[Barclay 02/09/99\]](#)

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Maddening Imp:

Info: Color=Black Type=Summon Imp Cost=2B TE(R1)
 Text(TE): 1/1, Flying ; {Tap}: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.
 It does affect creatures with summoning sickness. [\[D'Angelo 07/30/98\]](#)
 So put your creatures into play after your attack.
 If the creature cannot attack because of some restriction, such as Pacifism, or because it is tapped, it is destroyed at the end of the turn. [\[D'Angelo 07/30/98\]](#)
 The effect only requires the creature to attack this turn. It is not a permanent effect. [\[D'Angelo 07/30/98\]](#)
 If the Imp leaves play before the end of the turn, the creature still dies. [\[D'Angelo 07/30/98\]](#)
 Note - Also see Must Attack or Block, Rule C.10.

Mage il-Vec:

Info: Color=Red Type=Summon Wizard Cost=2R EX(C1)
 Text(EX): 2/2 ; {Tap}, Discard a card at random: ~this~ deals 1 damage to

target creature or player.

You must discard a card as part of the activation cost. You cannot announce the ability unless you have a card in hand. [\[D'Angelo 06/15/98\]](#)

Magical Hack:

Info: Color=Blue Type=Interrupt Cost=U ABUR45(R1)

Text(5th+errata): Permanently change the text of target permanent or spell by replacing all instances of one basic land type with another. (For example, you may change "swampwalk" to "plainswalk." If this spell targets a permanent, play it as an instant.) [\[Oracle 07/01/98\]](#)

Alters all occurrences of a land word in the text box of the given card.

[\[WotC Rules Team 1994\]](#)

Can target a card with no land words on it. [\[Duelist Magazine #5, Page 23\]](#)

Cannot change a land word to the same land word. It must be a different word. [\[Duelist Magazine #5, Page 23\]](#)

Cannot Hack proper nouns (i.e. card names) such as Island Fish Jasconius. [\[WotC Rules Team 1994\]](#)

+ **Cannot change a card's name, such as changing an Island to a Plains.**

[\[D'Angelo 03/26/99\]](#)

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

The affected card forgets the change if it goes to the graveyard or is Unsummoned. [\[Chris Page 1994\]](#) In a multiplayer game, this means it persists even after the player who cast the Magical Hack leaves the game.

Cannot add or remove the words "Snow-Covered".

[\[Duelist Magazine #6, Page 132\]](#)

If played on a spell being cast, and that spell becomes a permanent, the permanent enters play with an effect on it. It does not change the base characteristics of the permanent. This is just like having the permanent enter play, and then playing this spell as an instant.

[\[bethmo 05/22/98\]](#)

If played on a permanent, then the effect works just like an instant would as far as the "order the effect entered play" rule.

[\[WotC Rules Team 05/01/98\]](#)

If you respond to your opponent's use of this spell with another use so that the land word changes before the opponent's resolves, the opponent's will do nothing since no instances of the words they chose will be there.

[\[bethmo 11/05/96\]](#)

Note - Also see Play As A..., Rule T.15.1.

Magma Mine:

Info: Color=Artifact Type=Artifact Cost=1 VI(U1)

Text(VI+errata): {4}: Put a pressure counter on ~this~. ; {Tap},

Sacrifice ~this~: For each pressure counter on ~this~, it deals 1 damage to target creature or player. [\[Oracle 07/01/98\]](#)

Magmasaur:

Info: Color=Red Type=Summon Elemental Cost=3RR TE(R1)

Text(TE): 0/0 ; ~this~ comes into play with five +1/+1 counters on it. ;

During your upkeep, remove a +1/+1 counter from ~this~, or sacrifice ~this~ and it deals 1 damage for each +1/+1 counter on it to each creature without flying and each player.

Magnetic Mountain:

Info: Color=Red Type=Enchantment Cost=1RR AN(U3)/R4(R1)

Text(4th+errata): Blue creatures do not untap during their controllers' untap phases. ; Each blue creature's controller may pay an additional {4} during his or her upkeep to untap it. [\[Oracle 07/01/98\]](#)

[\[Oracle Update 11/11/98\]](#)

Magnetic Web:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)

Text(TE+errata): Each creature with any magnet counters on it attacks, if able, if any other creatures with magnet counters on them that the attacking player controls attack. ; If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that

the defending player controls block that creature if able. ;
{1},{Tap}: Put a magnet counter on target creature.

[\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)

The ability that forces attacking and blocking situations belongs to the artifact and not the counters. This means it will "turn off" when this card is tapped. [\[bethmo 11/22/97\]](#)

Magus of the Unseen:

Info: Color=Blue Type=Summon Wizard Cost=1U IA(R1)/5(R1)

Text(5th): 1/1 ; {1}{U},{Tap}: Untap target artifact an opponent controls and gain control of it until end of turn. That artifact is unaffected by summoning sickness this turn. Tap the artifact if you lose control of it at end of this turn.

Can be used on an untapped artifact. Being tapped is not a targeting requirement. [\[Aahz 06/08/95\]](#)

The artifact taps after returning to the opponent (if it is not already tapped), so any abilities triggered off it tapping happen at that time.

[\[Aahz 07/05/95\]](#)

Mahamoti Djinn:

Info: Color=Blue Type=Summon Djinn Cost=4UU ABUR4(R1)

Text(ABU/RV/4th): 5/6, Flying.

Malachite Talisman:

See Hematite Talisman for rulings.

Malignant Growth:

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[\[D'Angelo 10/15/96\]](#)

It causes one draw effect of X cards, where X is the number of growth counters on this card. [\[Aahz 03/17/97\]](#)

It has one effect of X damage, not X effects of one damage each.

[\[Aahz 03/17/97\]](#)

Manabarbs:

Info: Color=Red Type=Enchantment Cost=3R ABUR45(R1)

Text(5th): Whenever any player taps a land for mana, ~this~ deals 1 damage to him or her.

This card has a triggered ability (see Rule A.8) that causes a separate effect for 1 point of damage each time a land is tapped. [\[bethmo 1994\]](#)

Normally, each point of damage is in a separate damage prevention step (see Rule T.10), but you can get all the damage from Manabarbs into a single damage prevention step, so the damage can be prevented by a single use of a Circle of Protection: Red. To do this, you do following: tap one land for mana, then in the damage prevention step, tap additional lands for mana. When you do this, the additional damage gets added to the current damage prevention step (such steps do not nest) and all damage from one source in one damage prevention step can be prevented at one time.

[\[Duelist Magazine #17, Page 24\]](#) See Rule G.12.Ruling.3.

Manabond:

Info: Color=Green Type=Enchantment Cost=G EX(R1)

Text(EX): During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.

The ability is a phase ability (see Rule A.5) played during the discard phase. This means it can only be used once each turn. [\[Barclay 06/10/98\]](#)

The lands are put into play during the resolution of the ability.

[\[Barclay 06/10/98\]](#)

Putting a land into play does not count as playing a land.

[\[Barclay 06/10/98\]](#) See Rule K.17.Ruling.3.

Mana Breach:

Info: Color=Blue Type=Enchantment Cost=2U EX(U1)

Text(EX): Whenever any player plays a spell, that player returns a land he or she controls to owner's hand.

The person who played the spell chooses which of their lands is affected.

[\[Barclay 06/10/98\]](#) See Rule A.8.11.

The ability itself is played and controlled by the player who played the spell. The controller of Mana Breach does not matter. See Rule A.8.11.

[\[D'Angelo 07/21/98\]](#)

Mana Chains:

Info: Color=Blue Type=Enchant Creature Cost=U WL(C1)

Text(WL): Enchanted creature gains "Cumulative Upkeep - {1}."

Note - Also see Cumulative Upkeep, Rule A.14.

Mana Clash:

Info: Color=Red Type=Sorcery Cost=R DK(U1)/45(R1)

Text(4th/5th): You and target opponent each flip a coin. ~this~ deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads at the same time.

All the damage from the coin flips is saved up and happens when the spell is done resolving. All the damage is collected into a single damage prevention step. Thus you need to power a Circle of Protection: Red only once for this. [\[D'Angelo 10/01/96\]](#)

Always affects the caster and targets an opposing player. It cannot be Deflected back to affect the caster twice.

[\[WotC Rules Team 02/09/95\]](#)

Mana Crypt:

As errata, play the mana producing ability as a mana source.

[\[Mirage, Page 2\]](#)

The coin flip is an upkeep effect and not an upkeep cost. You can use the Crypt before dealing with the upkeep effect and thus avoid the coin flip entirely. This works because if it is tapped at the end of upkeep, it is turned "off" like all artifacts are when tapped.

[\[Duelist Magazine #10, Page 44\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Mana Drain:

Info: Color=Blue Type=Interrupt Cost=UU LG(U1)

Text(LG+errata): Counter target spell. At the beginning of your next main phase, add to your mana pool an amount of colorless mana equal to the total casting cost of that spell. [\[Oracle 07/01/98\]](#)

The mana gain is done as a beginning of main phase effect and not as a mana source or such. [\[D'Angelo 11/08/96\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Mana Flare:

Info: Color=Red Type=Enchantment Cost=2R ABUR45(R1)

Text(4th/5th): Whenever any player taps a land for mana, it produces one additional mana of the same type.

Mana Flare adds one of whatever color the land produces after applying any land type or color changing effects. [\[Duelist Magazine #6, Page 130\]](#)

See Rule K.17.4.

When used with lands such as Badlands, Mana Flare produces 2 of one color, not one of each. [\[bethmo 05/12/94\]](#)

When used with Urza's lands (and other colorless producing lands) they produce one extra colorless mana each. [\[bethmo 05/12/94\]](#)

Only produces extra mana when land is tapped for mana, not when tapped by Twiddle or for some other effect. [\[bethmo 1994\]](#)

Applies to all players in multiplayer games. [\[Duelist Magazine #4, Page 64\]](#)

If the land produces more than one color or type of mana at a single time, such as with Balduvian Trading Post, you choose which kind of mana the Mana Flare actually provides. [\[Duelist Magazine #12, Page 26\]](#)

Any restrictions on the mana generated by the land are copied along with the color. [\[bethmo 12/07/96\]](#)

The mana is provided when the triggered ability (see Rule A.8) resolves.

[\[Duelist Magazine #18, Page 29\]](#)

Manakin:

Info: Color=Artifact Type=Artifact Creature Cost=2 TE(C1)

Text(TE): 1/1 ; {Tap}: Add one colorless mana to your mana pool. Play this ability as a mana source.

Mana Leak:

Info: Color=Blue Type=Interrupt Cost=1U SH(C1)
Text(SH): Counter target spell unless its caster pays an additional {3}.

Mana Leech:

Info: Color=Black Type=Summon Worm Cost=2B US(U1)
Text(US): 1/1. ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: Tap target land. As long as ~this~ remains tapped, that land does not untap during its controller's untap phase.
Note - Also see Tap and Hold Abilities, Rule E.12.

Mana Matrix:

Info: Color=Artifact Type=Artifact Cost=6 LG(R1)
Text(LG+errata): Your enchantment, instant, and interrupt spells cost up to {2} less to play. [\[Oracle 07/01/98\]](#)
Only reduces the generic mana portion of a spell's cost. If the spell does not accept generic mana or accepts less than {2}, you get a reduced or null effect from this card. [\[Duelist Magazine #2, Page 9\]](#)
Only affects its controller, not all players. [\[bethmo 06/15/94\]](#)
Only works on instants, interrupts, and enchantments. It does not work on sorceries, or other spell types. So, you can't use it on a Fireball. [\[bethmo 06/16/94\]](#)
Although the apparent cost is reduced, the "casting cost" of the spell for reasons of Spell Blast or such is still the full amount. [\[Duelist Magazine #2, Page 9\]](#) Just think of the Matrix as contributing {2} to the cost, not reducing it.
Multiple Matrices do add up. Two will contribute up to {4} toward the cost, and so on. [\[bethmo 06/29/94\]](#)
It does not affect mana sources. [\[D'Angelo 11/07/96\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Mana Severance:

Info: Color=Blue Type=Sorcery Cost=1U TE(R1)
Text(TE): Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.

Mana Short:

Info: Color=Blue Type=Instant Cost=2U ABUR4(R1)
Text(4th+errata): Tap all lands target player controls. That player loses all mana in his or her mana pool. [\[Oracle 07/01/98\]](#)
If you play Mana Short in response to a spell, it will have no effect on that spell since the mana has already been paid. [\[D'Angelo 11/08/96\]](#)
Since this is an instant, your opponent may use instants in response to the casting of this spell. Note that such spells and abilities will be resolved before the mana pool is emptied by the Mana Short. [\[bethmo 1994\]](#)
This makes it useless as a countermeasure for spells. To use it effectively, you need to use it during Upkeep and even then it will not prevent the use of instant spells and abilities.
Taps all lands, even if they do not normally produce mana. [\[D'Angelo 07/17/95\]](#)

Mana Vault:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(R1)
Text(5th): ~this~ does not untap during your untap phase. ; At the end of your upkeep, if ~this~ is tapped, it deals 1 damage to you. ; {4}: Untap ~this~ at end of upkeep. Use this ability only during your upkeep. ; {Tap}: Add three colorless mana to your mana pool. Play this ability as a mana source.
The untap ability can be used even when it is tapped. See Rule K.6.5. [\[D'Angelo 02/03/98\]](#)
You pay the mana to untap it as an instant during upkeep, but it does not untap until the end of upkeep. [\[D'Angelo 06/05/98\]](#)

Mana Vortex:

Info: Color=Blue Type=Enchantment Cost=1UU DK(U1)

Text(DK+errata): When ~this~ comes into play, sacrifice a land or sacrifice ~this~. ; During each player's upkeep, that player sacrifices a land. ; If no player controls any lands, sacrifice ~this~.

[Oracle 07/01/98]

Consecrate Land cannot be used to prevent a sacrifice.

[Duelist Magazine #3, Page 7]

You have to sacrifice a land right after announcement of casting this card and prior to interrupts being used or it is countered. [Aahz 09/18/96]

The sacrifice due to the phase ability is done during the resolution of that ability. [Aahz 09/15/97]

Mana Web:

Info: Color=Artifact Type=Artifact Cost=3 WL(R1)

Text(WL): Whenever any land target opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.

The player can tap as many lands for mana as they want before the effect of this card taps the rest of their lands of that type. So it does not prevent a player from getting mana into their pool.

[Duelist Magazine #19, Page 34] It just forces them to do so all at once.

Remember that they cannot save mana across phases or through an attack.

This affects lands that can produce a "type of mana". This includes color (or lack of color) combined with any limitations, so tapping a Mishra's Workshop for mana only has this card tap other lands which produce "colorless mana that can only be used to cast artifacts".

Ones that just produce colorless mana without restriction are not affected. [bethmo 06/25/97]

It only affects lands which can produce the same type of mana which the land which was tapped for mana can produce. It does not tap every land which produce mana. [D'Angelo 08/22/97] In other words, read it as "any type of mana that the land which was tapped can produce" instead of "any type of mana that land cards can produce".

Remember that the lands are tapped as an effect and not as a cost, so the lands will not produce mana because of this. Players will not be forced to take mana burn. [Duelist Magazine #19, Page 34]

Maniacal Rage:

Info: Color=Red Type=Enchant Creature Cost=1R EX(C1)

Text(EX): Enchanted creature gets +2/+2 and cannot block.

Mangara's Blessing:

Info: Color=White Type=Instant Cost=2W MI(U1)

Text(MI+errata): Gain 5 life. ; If a spell or ability your opponent controls causes you to discard ~this~, gain 2 life and return ~this~ to your hand at end of turn. [Oracle 07/01/98]

The 2 life from having it discarded is gained immediately, not at end of turn. Only the return to hand is done at end of turn.

[Oracle Update 11/11/98]

The card is only returned if it is still in the graveyard at end of turn and never left the graveyard in the meantime. [D'Angelo 11/13/98]

Mangara's Tome:

Info: Color=Artifact Type=Artifact Cost=5 MI(R1)

Text(MI+errata): When ~this~ comes into play, search your library and choose any five cards. Shuffle these cards and remove them from the game, face down. Shuffle your library afterwards. If you lose control of ~this~, those cards can no longer be retrieved by ~this~. ; {2}, Skip drawing a card: Put into your hand the top card removed from the game with ~this~.

[Oracle 07/01/98] [Oracle Update 11/11/98]

The getting of cards with the Tome is not considered a "draw".

[Aahz 10/21/96]

The ability is a replacement ability (see Rule A.7) that replaces a draw.

[D'Angelo 11/11/96]

If there are no cards left, you can still use the ability to turn a draw into a "do nothing". [DeLaney 12/22/97]

If you lose control of this card, the cards removed stay out of the game

and face down. [\[bethmo 11/24/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Skipping a Draw, Rule G.37.

Man-o'-War:

Info: Color=Blue Type=Summon Jellyfish Cost=2U VI(C1)

Text(VI): 2/2 ; When ~this~ comes into play, return target creature to owner's hand.

It can choose itself. It has to if there are no other creatures.

[\[Duelist Magazine #17, Page 30\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Manta Ray:

Info: Color=Blue Type=Summon Fish Cost=1UU WL(C1)

Text(WL): 3/3, Islandhome ; ~this~ cannot be blocked except by blue creatures.

Note - Also see Landhome, Rule A.21.

Manta Riders:

Info: Color=Blue Type=Summon Merfolk Cost=U TE(C1)

Text(TE): 1/1 ; {U}: ~this~ gains flying until end of turn.

Maraxus of Keld:

Info: Color=Red Type=Summon Legend Cost=4RR WL(R1)

Text(WL): */* ; ~this~ has power and toughness each equal to the total number of untapped artifacts, creatures, and lands you control.

Marble Priest:

Info: Color=Artifact Type=Artifact Creature Cost=5 LG(U1)

Text(LG+errata): 3/3 ; All damage dealt to ~this~ from Walls is reduced to 0. ; All Walls able to block ~this~ do so.

Extended tournaments (see Rule D.15) have always banned this card.

Marble Titan:

Info: Color=White Type=Summon Giant Cost=3W TE(R1)

Text(TE): 3/3 ; Creatures with power 3 or greater do not untap during their controllers' untap phases.

Marhault Elsdragon:

Info: Color=Multi Type=Summon Legend Cost=3GRR LG(U1)/CH(C1)

Text(LG/CH): 4/6, Rampage 1.

Note - Also see Legendary Permanents, Rule K.19.

Note - Also see Rampage, Rule A.25.

Maro:

Can be sacrificed to a spell that is being cast, and which would leave your hand empty. Your hand is not actually empty until the announcement is done and by that time Maro has been sacrificed.

[\[Duelist Magazine #18, Page 28\]](#)

If Infernal Harvest is the last card in your hand and it is announced, the Swamps come back into your hand at the same time (not before or after) the Infernal Harvest leaves your hand. Thus, there is no time when you have no cards, and there is no time when Maro will die.

[\[Duelist Magazine #18, Page 28\]](#)

His toughness is checked after completing each "event" in a spell's resolution. Thus, while his toughness does go to zero during a Wheel of Fortune, it is not checked until after each event, so he will not die because you will have more cards before the event ends.

[\[Aahz 08/18/97\]](#)

Marsh Gas:

Info: Color=Black Type=Instant Cost=B DK(C3)/4(C1)

Text(DK/4th): All creatures get -2/-0 until end of turn.

Marsh Goblins:

Info: Color=Multi Type=Summon Goblins Cost=BR DK(C3)

Text(DK+errata): 1/1, Swampwalk. [\[Oracle 07/01/98\]](#)

The text on the card explaining the color is considered to be explanatory and not characteristic text. This means that it cannot be affected by Sleight of Mind and is not copied by copy cards such as Vesuvan Doppelganger. [\[Duelist Magazine #3, Page 22\]](#) This is true even under the new rulings made on 12/03/96 for the Crimson Kobolds (and other Kobolds).

This card can have its color changed by a lace spell but not by Sleight of Mind. [\[WotC Rules Team 09/15/94\]](#)

[\[Duelist Magazine 18, Page 29\]](#)

Note - Also see Landwalk, Rule A.22.

Marsh Lurker:

Info: Color=Black Type=Summon Beast Cost=3B TE(C1)

Text(TE): 3/2 ; Sacrifice a swamp: ~this~ cannot be blocked this turn except by artifact creatures and black creatures.

Marsh Viper:

Info: Color=Green Type=Summon Viper Cost=3G DK(C3)/45(C1)

Text(5th): 1/2 ; If ~this~ damages any player, he or she gets two poison counters. If any player has ten or more poison counters, he or she loses the game.

Your opponent does not get poison counters if all the damage done to them by the Viper is prevented. The poison is added only if damage gets through because it triggers on damage being successfully dealt (see Rule T.10.1).

[\[Aahz 08/11/94\]](#)

Note - Also see Poison, Rule E.11.

Marton Stromgald:

The bonus is calculated when attackers are declared and does not change if attackers are later killed off or removed from the attack.

[\[Aahz 08/16/95\]](#)

The bonus stays even if Marton is killed or removed from the attack.

[\[D'Angelo 11/11/96\]](#)

Martyrdom:

It is not considered a damage prevention or redirection spell at the time it is cast, so it cannot be played during damage prevention steps.

[\[Aahz 06/30/96\]](#) It allows redirection to be done at a later time.

If the target creature is not still in play when the damage is to be redirected, the damage stays where it is. [\[D'Angelo 08/21/97\]](#)

If the target stops being a creature, you cannot redirect damage to it until/unless it becomes a creature again. [\[bethmo 08/06/96\]](#)

Can be used to redirect damage that was dealt to other players or to their creatures. [\[D'Angelo 08/21/97\]](#)

Can be used to redirect damage from that creature to itself. This would remove combat nature from the damage. [\[bethmo 03/18/98\]](#)

Martyr's Cause:

Info: Color=White Type=Enchantment Cost=2W UL(U1)

Text(UL): Sacrifice a creature: Prevent all damage to a creature or player from one source. (Treat further damage from that source normally.)

Martyr's Cry:

Info: Color=White Type=Sorcery Cost=WW DK(U1)

Text(DK+errata): For each white creature, remove that creature from the game and its controller draws a card. [\[Oracle 07/01/98\]](#)

Only affects creatures in play, not ones in hands or graveyards.

[\[Duelist Magazine #3, Page 7\]](#)

You cannot use replacement effects (such as Pursuit of Knowledge) on the draws from this card. This is because the number of draws is not figured out until the start of the actual resolution, at the time the white creatures are counted. Before the resolution starts, it has zero draws pending. [\[bethmo 03/27/98\]](#)

Martyrs of Korlis:

Info: Color=White Type=Summon Bodyguard Cost=3WW AQ(U3)

Text(AQ+errata): 1/6 ; As long as ~this~ is untapped, all damage

successfully dealt to you from artifact sources is instead redirected to ~this~. Each turn, only one Bodyguard may redirect damage dealt to you. [\[Oracle 07/01/98\]](#)

Only one bodyguard can take damage for you during a turn. Whichever bodyguard triggers first will win for that turn. If the first damage which would qualify for either comes from an unblocked artifact creature, you have the option of which one takes the damage. [\[Aahz 10/21/94\]](#)

The redirection takes place automatically during the third step of damage prevention (see Rule T.10.1). This is not an instant used during damage prevention but you can use other prevention effects before this one kicks in. If there is more than one automatic effect, the person damaged can choose which order to apply them. This damage will result in a second damage prevention step to follow this one.

[\[WotC Rules Team 06/15/95\]](#)

If a Veteran Bodyguard is available, only one of your Bodyguards can take damage. This means that you may choose among your various Bodyguards which one takes creature damage (with Martyrs usable for artifact creature damage). Note that if a Martyr takes some artifact damage (creature or not) then none of the Veteran Bodyguards may take damage for you, even if the damage is not artifact damage.

[\[D'Angelo 1995\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Mask of the Mimic:

Info: Color=Blue Type=Instant Cost=U SH(U1)

Text(SH): Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.

You choose a target card in play which is a "Summon" or "Artifact Creature" card, even if that card is not currently a creature due to some effect.

[\[Barclay 02/27/98\]](#)

You can choose the sacrificed creature as the target, but if you do so the effect will fizzle on resolution and you will not get to look for a creature. [\[Duelist Magazine #25, Page 31\]](#)

+ You look for a card of the same name, the current type of the card does not matter. [\[WotC Rules Team 03/18/99\]](#)

If a copy card, such as Clone, goes to the graveyard under this effect, you get to look for another copy of the card it was copying (not the Clone card). This is because a copy card actually takes on the base name and characteristics of what it copies. [\[WotC Rules Team 03/18/99\]](#)

Master Decoy:

Info: Color=White Type=Summon Soldier Cost=1W TE(C1)

Text(TE): 1/2 ; W, {Tap}: Tap target creature.

Master of Arms:

Info: Color=White Type=Summon Soldier Cost=2W WL(U1)

Text(WL): 2/2, First strike ; {1}{W}: Tap target creature blocking ~this~.

Note that a tapped blocker does not deal but still receives damage in combat. [\[D'Angelo 06/12/97\]](#)

Master of the Hunt:

Info: Color=Green Type=Summon Master Cost=2GG LG(R1)

Text(LG+errata): 2/2 ; {2}{G}{G}: Put a Wolves of the Hunt token into play.

Treat this token as a 1/1 green creature with bands with other

Wolves of the Hunt. [\[Oracle 07/01/98\]](#)

Since tapping is not part of the cost, you can use this more than once a turn. [\[Duelist Magazine #2, Page 9\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Token Creatures, Rule K.25.

Matopi Golem:

Info: Color=Artifact Type=Artifact Creature Cost=5 VI(U1)

Text(VI+errata): 3/3 ; {1}: Regenerate ~this~ and put a -1/-1 counter on it.

[\[Oracle 07/01/98\]](#)

Mawcor:

Info: Color=Blue Type=Summon Beast Cost=3UU TE(R1)

Text(TE): 3/3, Flying ; {Tap}: ~this~ deals 1 damage to target creature or player.

Maze of Ith:

Info: Color=Land Type=Land Cost=None DK(C1)
Text(DK+errata): {Tap}: Untap target attacking creature. That creature neither deals nor receives combat damage this turn.

[\[Encyclopedia, Page 171\]](#)

The creature is still considered to have attacked, and is even still part of the attack. It just deals and receives no damage. Don't infer something from the fact that it becomes untapped.

Can target a non-tapped attacking creature such as the Serra Angel.

Both parts of the effect will happen even if one part fails. So if it fails to untap the card, it will still make the creature unable to deal or receive damage. [\[Duelist Magazine #5, Page 22\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 10/10/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 04/01/99.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 06/08/95 since it is no longer in the environment. It was previously restricted from 10/10/94 until 06/08/95.

Note - Also see Fog Effects, Rule E.6.

Maze of Shadows:

Info: Color=Land Type=Land Cost=None TE(U1)
Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Untap target attacking creature with shadow. That creature neither deals nor receives combat damage this turn.

Note - Also see Shadow, Rule A.26.

Meddle:

Only works on spells with a single target, where that target is a creature.

Will not work on spells that target a single creature and a player, for example. [\[bethmo 12/07/96\]](#)

Does not work on "comes into play" effects. It only targets spells.

[\[D'Angelo 02/17/97\]](#)

Medicine Bag:

Info: Color=Artifact Type=Artifact Cost=3 EX(U1)
Text(EX): {1},{Tap}, Choose and discard a card: Regenerate target creature.

Meditate:

Info: Color=Blue Type=Instant Cost=2U TE(R1)

Text(TE): Skip your next turn: Draw four cards.

You skip exactly one turn when you cast this. You cannot choose to skip zero turns or more than one turn. [\[D'Angelo 03/24/98\]](#)

Meekstone:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(R1)

Text(5th): Creatures with power 3 or greater do not untap during their controllers' untap phases.

Megrim:

Info: Color=Black Type=Enchantment Cost=2B SH(U1)

Text(SH): Whenever any opponent discards a card, ~this~ deals 2 damage to him or her.

Melee:

Declaring a blocker cannot be interrupted or responded to. The player who cast Melee can make all of the blocking assignments before the defending player would be able to make any responses, including tapping of a Kjeldoran Guard. [\[bethmo 08/20/96\]](#)

Meltdown:

Info: Color=Red Type=Sorcery Cost=XR US(U1)

Text(US): Destroy each artifact with total casting cost X or less.
X can be zero. [\[DeLaney 10/05/98\]](#)
Note - Also see X Costs, Rule K.27.

Memory Crystal:

Info: Color=Artifact Type=Artifact Cost=3 EX(R1)
Text(EX): All buyback costs are reduced by {2}.
The ability is not optional. [\[Barclay 06/10/98\]](#)
Only affects generic mana portions of Buyback costs. [\[DeLaney 06/10/98\]](#)
Does not apply to other parts of the play cost (see Rule K.21).
[\[DeLaney 06/10/98\]](#)
Cannot reduce the cost below zero. [\[DeLaney 06/15/98\]](#)
It applies to all players. [\[D'Angelo 11/16/98\]](#)
Note - Also see Buyback, Rule A.13.

Memory Jar:

Info: Color=Artifact Type=Artifact Cost=5 UL(R1)
Text(UL): {Tap}, Sacrifice ~this~: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.
The cards which are "set aside" are in the Removed from Game zone.
[\[Urza's Legacy FAQ 02/03/99\]](#)
You cannot look at the cards you set aside until they return to your hand at end of turn. [\[bethmo 03/13/99\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 04/01/99.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 04/01/99.
Extended tournaments (see Rule D.15) have banned this card since 04/01/99.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.
Urza's Cycle block tournaments (see Rule D.18.6) have banned this card since 04/01/99.

Memory Lapse:

Info: Color=Blue Type=Interrupt Cost=1U HL(C4)/MI(C1)/5(C1)
Text(MI/5th+errata): Counter target spell but put that spell on top of owner's library instead of in his or her graveyard.
The card does not go to the graveyard before being put on the library.
[\[bethmo 10/19/97\]](#)

Merchant Ship:

Info: Color=Blue Type=Summon Ship Cost=U AN(U3)
Text(AN+errata): 0/2, Islandhome ; If ~this~ attacks and is not blocked, gain 2 life. [\[Oracle 07/01/98\]](#)
The ability is triggered (see Rule A.8) at the end of the Declare Blockers step if no creatures were assigned to block it. [\[WotC Rules Team 09/22/95\]](#)
You do not wait until the end of combat.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Landhome, Rule A.21.

Merfolk Assassin:

Info: Color=Blue Type=Summon Merfolk Cost=UU DK(U2)
Text(DK+errata): 1/2 ; {Tap}: Destroy target creature with islandwalk.
[\[Oracle 07/01/98\]](#)
Can be used on a creature with Snow-Covered Islandwalk.
[\[Duelist Magazine #8, Page 51\]](#)
Note - The artist's name, Dennis Detwiller, is spelled incorrectly.

Merfolk Looter:

Info: Color=Blue Type=Summon Merfolk Cost=1U EX(C1)
Text(EX): 1/1 ; {Tap}: Draw a card, then choose and discard a card.

Merfolk of the Pearl Trident:

Info: Color=Blue Type=Summon Merfolk Cost=U ABUR45(C1)
Text(ABU/RV/4th/5th): 1/1.

Merfolk Traders:

Info: Color=Blue Type=Summon Merfolk Cost=1U WL(C1)
 Text(WL): 1/2 ; When ~this~ comes into play, draw a card, then choose and discard a card.
 Note - Also see Comes Into Play Abilities, Rule E.3.

Merieke Ri Berit:

Note - Also see Tap and Hold Abilities, Rule E.12.
 If you lose control of a creature controlled by Merieke, the creature can still be buried according to Merieke's ability. [\[Aahz 11/06/95\]](#)

Merseine:

Info: Color=Blue Type=Enchant Creature Cost=2UU FE(C4)
 Text(FE+errata): When ~this~ comes into play, put three net counters on it. ; As long as ~this~ has any net counters on it, enchanted creature does not untap during its controller's untap phase. ; Enchanted creature's controller may pay X, where X is equal to the creature's total casting cost, to remove a net counter from ~this~. [\[Oracle 07/01/98\]](#)
 When the last counter is removed, Merseine stays in play but does nothing. [\[WotC Rules Team 12/15/94\]](#)
 The cost that needs to be paid is in mana of any color, not the actual cost and color of the creature. [\[Duelist Magazine #4, Page 7\]](#)
 Can remove as many counters per turn as you want to and this can be done at any time fast effects are legal. [\[D'Angelo 03/23/95\]](#)

Mesa Chicken:

Info: Color=White Type=Summon Chicken Cost=WW UG(C1)
 Text(UG): 2/2 ; Stand up, Flap your arms, Cluck like a chicken: ~this~ gains flying until end of turn.
 If you're playing whilst stood up, you must sit down before playing the chicken's ability. [\[Barclay 08/13/98\]](#)
 Players who cannot stand up due to disabilities, medical conditions, or drunkenness may say "I am standing up" before flapping their arms. [\[TomHa 09/15/98\]](#)
 All tournament formats have banned cards from Unglued.
 Note - Also see Unglued rulings, Rule U.1.

Mesa Falcon:

Info: Color=White Type=Summon Falcon Cost=1W HL(C4)/5(C1)
 Text(HL/5th+errata): 1/1, Flying ; {1}{W}: ~this~ gets +0/+1 until end of turn. [\[Oracle 07/01/98\]](#)

Mesa Pegasus:

Info: Color=White Type=Summon Pegasus Cost=1W ABUR45(C1)
 Text(4th/5th): 1/1, Banding, Flying.
 Note - Also see Banding, Rule A.11.

Mesmeric Trance:

The cards are discarded from your hand during announcement and as a cost instead of being discarded on resolution. It is not a forced discard, so it cannot be used with Library of Leng.
[\[Duelist Magazine #11, Page 56\]](#)

Metallic Sliver:

Info: Color=Artifact Type=Artifact Creature Cost=1 TE(C1)
 Text(TE): 1/1 ; ~this~ counts as a Sliver.

Metamorphosis:

Info: Color=Green Type=Sorcery Cost=G AN(C4)/CH(C3)
 Text(CH+errata): Sacrifice a creature: Add to your mana pool an amount of mana of any one color equal to one plus the sacrificed creature's total casting cost. Spend this mana only on summon spells.
[\[Oracle 07/01/98\]](#)
 The creature is sacrificed at the time this spell is announced. It is part of the cost. You cannot sacrifice more than one creature (see Rule K.21.3). [\[D'Angelo 01/31/99\]](#)

The mana generated by this spell must be used to summon creatures or you take mana-burn damage. You can however split it up among multiple summonings or add to it from other mana sources. [\[Arab FAQ 01/05/94\]](#)
You cannot spend any of the mana to pay penalty costs from effects like Gloom, Nether Void, etc. [\[Duelist Magazine #8, Page 51\]](#)
You can spend the mana on costs on the spell itself such as the extra mana paid for Drain Life (a contrived example since Drain Life isn't a creature, but that's the idea). [\[Duelist Magazine #9, Page 61\]](#)
Since this is a "sacrifice" (and sacrifices are not targeted), you may choose creatures with Protection from Green. [\[Aahz 1994\]](#)

Meteor Shower:

The "RXX" casting cost is not a misprint. It means to spend one red plus two times X of any color to cast the spell. Choose X based on how much damage you want to do. [\[Duelist Magazine #7, Page 8\]](#)
Cannot choose to do fractional or zero damage to a target.
[\[WotC Rules Team 07/19/95\]](#)

Metrognome:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): When a spell or ability one of your opponents controls causes you to discard ~this~, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures. ; {4}, {Tap}: Put a Gnome token into play.
Treat this token as a 1/1 artifact creature.

Midsummer Revel:

Info: Color=Green Type=Enchantment Cost=3GG US(R1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ; {G}, Sacrifice ~this~: Put X Beast tokens into play, where X is the number of verse counters on ~this~. Treat these tokens as 3/3 green creatures.
Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Might of Oaks:

Info: Color=Green Type=Instant Cost=3G UL(R1)
Text(UL): Target creature gets +7/+7 until end of turn.

Mightstone:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)
Text(AQ+errata): All attacking creatures get +1/+0. [\[Oracle 07/01/98\]](#)
The card type is "Artifact" and not "Continuous Artifact". [\[Oracle 07/01/98\]](#)
The +1/+0 applies to attacking creatures from all players. [\[Aahz 1994\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Mijae Djinn:

Info: Color=Red Type=Summon Djinn Cost=RRR AN(U2)/R(R1)
Text(AN/RV+errata): If ~this~ attacks, flip a coin. If you lose the flip, tap ~this~ and retroactively remove it from combat. [\[Oracle 07/01/98\]](#)
The coin flip is dealt with as a triggered effect on declaring the Djinn as an attacker. [\[bethmo 08/08/97\]](#) You cannot add or remove creatures from the attack after you reach this point. [\[D'Angelo 08/12/97\]](#)
Any abilities which have already resolved before the coin flip are not undone even if it gets retroactively removed from combat. [\[Aahz 09/09/97\]](#)
Any abilities that trigger when it attacks which have not already resolved will be cancelled if the attacker is retroactively removed from the attack prior to the end of declaration of attackers. This includes the Mijae Djinn effect. [\[Aahz 08/18/97\]](#)
If Nettling Imp, Siren's Call, or similar effect is used on the Djinn and the coin toss fails, then it does not attack and will be killed at the end of the turn. [\[bethmo 1994\]](#)
In multiplayer games you can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Millstone:

Info: Color=Artifact Type=Artifact Cost=2 AQ(U3)/R45(R1)
Text(5th): {2},{Tap}: Put the top two cards of target player's library into

his or her graveyard.

Library of Leng has no effect on the Millstone because cards are moved to the graveyard. They are not "discarded". [\[bethmo 1994\]](#)

Can be used on a player with less than 2 cards in their library. It will remove 0 or 1 cards if that is all that is available.

[\[Duelist Magazine #6, Page 130\]](#)

It is not a draw effect so it will not cause a player with less than 2 cards in their library to lose. [\[Duelist Magazine #6, Page 130\]](#)

Since you are putting more than one card in the graveyard at one time, the affected player can choose the order the 2 cards go in. [\[Aahz 11/17/97\]](#)

Mind Bend:

If you respond to your opponent's use of this spell with another use so that the color word changes before the opponent's resolves, the opponent's will do nothing since no instances of the words they chose will be there.

[\[bethmo 11/05/96\]](#)

Mindbender Spores:

Info: Color=Green Type=Summon Wall Cost=2G MI(R1)

Text(MI+errata): 0/1, Flying (Walls cannot attack.) ; Whenever ~this~ blocks any creature, put four fungus counters on that creature. As long as the creature has any of these fungus counters on it, it does not untap during its controller's untap phase. Instead, remove one of these fungus counters. [\[Oracle 07/01/98\]](#)

It only causes fungus counters it places to be removed. It will not affect fungus counters from other effects. [\[Duelist Magazine #17, Page 24\]](#)

Any creature blocked by this card gets four fungus counters placed on it when this card is assigned to block it. The counters are added to any creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into being blocked by an effect such as General Jarkeld. The counters stay even if the creature is removed from the blocking situation by an ability like General Jarkeld.

[\[D'Angelo 01/22/97\]](#)

Mind Bomb:

Info: Color=Blue Type=Sorcery Cost=U DK(U1)/45(U1)

Text(5th): ~this~ deals 3 damage to each player. Each player may choose and discard up to three cards to prevent that amount of damage to him or her from ~this~.

This is not a forced discard. The player is choosing to discard instead of taking damage. Thus, Library of Leng cannot be used.

[\[Duelist Magazine #12, Page 26\]](#)

The discard to prevent damage is played during the damage prevention step and not during the resolution of the spell. [\[WotC Rules Team 07/03/97\]](#)

Mind Games:

Info: Color=Blue Type=Instant Cost=U SH(C1)

Text(SH): Buyback {2}{U}. ; Tap target artifact, creature, or land.

Note - Also see Buyback, Rule A.13.

Mindless Automaton:

Info: Color=Artifact Type=Artifact Creature Cost=4 EX(R1)

Text(EX): 0/0 ; ~this~ comes into play with two +1/+1 counters on it. ; {1}, Choose and discard a card: Put a +1/+1 counter on ~this~. ; Remove two +1/+1 counters from ~this~: Draw a card.

Mind Maggots:

Info: Color=Black Type=Summon Insects Cost=3B EX(U1)

Text(EX): 2/2 ; When ~this~ comes into play, choose and discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on ~this~.

You can choose to discard zero creature cards. [\[DeLaney 06/10/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Mind Over Matter:

Info: Color=Blue Type=Enchantment Cost=2UUUU EX(R1)

Text(EX): Choose and discard a card: Tap or untap target artifact, creature,

or land.

You can tap a tapped card (see Rule G.40.3) or untap an untapped card (see Rule G.45.3). [\[Barclay 06/10/98\]](#)

Mind Peel:

Info: Color=Black Type=Sorcery Cost=B SH(U1)
Text(SH): Buyback {2}{B}{B}. ; Target player chooses and discards a card.
Note - Also see Buyback, Rule A.13.

Mind Ravel:

Info: Color=Black Type=Sorcery Cost=2B IA(C1)/5(C1)
Text(5th): Target player chooses and discards a card. Draw a card at the beginning of the next turn.

You still draw a card if opponent had no cards in hand.

[\[WotC Rules Team 06/15/95\]](#)

Note - Also see Cantrips, Rule E.2.

Note - The Ice Age version said to draw a card at the beginning of the next turn's upkeep, but it should be played by the above text.

Mindstab Thrull:

Info: Color=Black Type=Summon Thrull Cost=1BB FE(C3)/5(C1)
Text(5th): 2/2 ; Sacrifice ~this~: Defending player chooses and discards three cards. Use this ability only if ~this~ is attacking and unblocked.

The ability is played as an instant after blockers are declared, but before damage is dealt in combat. See Rule C.7. [\[D'Angelo 04/11/97\]](#)

The targeted player gets to choose which cards they discard.

[\[Duelist Magazine #4, Page 7\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

Mind Stone:

Info: Color=Artifact Type=Artifact Cost=2 WL(C1)
Text(WL): {Tap}: Add one colorless mana to your mana pool. Play this ability as a mana source. {1},{Tap}, Sacrifice ~this~: Draw a card.

Mind Twist:

Info: Color=Black Type=Sorcery Cost=XB ABUR4(R1)
Text(4th+errata): Target player discards X cards at random.

[\[Oracle 07/01/98\]](#)

You can use it on yourself. [\[Duelist Magazine #4, Page 64\]](#)

Classic (Type I) tournaments (see Rule D.13) have banned this card since 02/01/96. It was previously restricted from 08/01/94 to 02/01/96.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 02/01/96. It was previously restricted from 08/01/94 to 02/01/96.

Mind Warp:

Info: Color=Black Type=Sorcery Cost=X3B IA(U1)/5(U1)
Text(5th): Look at target player's hand. He or she discards X cards of your choice.

The target player decides what order to put the cards in the graveyard.

You decide which cards, but they do the discarding.

[\[Duelist Magazine #14, Page 27\]](#)

Note - Also see X Costs, Rule K.27.

Mindwarper:

Info: Color=Black Type=Summon Spirit Cost=2BB SH(R1)
Text(SH): 0/0 ; ~this~ comes into play with three +1/+1 counters on it. ; {2}{B}, Remove a +1/+1 counter from ~this~: Target player chooses and discards a card. Play this ability as a sorcery.

Mind Whip:

As errata, it should read "During target creature's controller's upkeep, he or she pays {3} or Mind Whip deals 2 damage to him or her and taps that creature." [\[Encyclopedia, Page 90\]](#)

The payment is an upkeep cost managed by the enchantment and is not

considered to be on the creature itself. This means that you can use the abilities of the creature prior to paying the upkeep cost.

[\[Duelist Magazine #11, Page 56\]](#)

Mindwhip Sliver:

Info: Color=Black Type=Summon Sliver Cost=2B TE(U1)
Text(TE): 2/2 ; Each Sliver gains "{2}, Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery."

Mine, Mine, Mine!:

Info: Color=Green Type=Enchantment Cost=GG4 UG(R1)
Text(UG): When ~this~ comes into play, each player puts his or her library into his or her hand. Each player skips his or her discard phase and does not lose as a result of being unable to draw a card. Each player cannot play more than one spell each turn. ; If ~this~ leaves play, each player shuffles his or her hand and graveyard into his or her library.
"Cannot play more than one spell each turn" includes "Mine, Mine, Mine!", so if you cast it, you can't play another spell that turn. Note that you can cast a spell both on your turn, and on each of your opponents' or teammates' turns. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Minion of Leshrac:

As errata, it should read "Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac deals 5 damage to you and becomes tapped. You cannot sacrifice Minion of Leshrac to itself.

{Tap}: Destroy target creature or land." [\[Encyclopedia, Page 90\]](#)

Paying the upkeep is optional. [\[Aahz 06/19/95\]](#)

Minion of the Wastes:

Info: Color=Black Type=Summon Minion Cost=3BBB TE(R1)
Text(TE): */*, Trample ; When you play ~this~, pay any amount of life. ~this~ has power and toughness each equal to that amount.

When it is about to come into play by means other than being cast, you must choose the amount of life to pay and pay it right before it comes into play. [\[WotC Rules Team 02/01/98\]](#) See Rule G.31.3.

Note - Also see Trample, Rule A.27.

Miracle Worker:

Info: Color=White Type=Summon Miracle Worker Cost=W DK(C3)
Text(DK+errata): 1/1 ; {Tap}: Destroy target enchantment on a creature you control. [\[Oracle 07/01/98\]](#)

Can only target local enchantment cards and not global enchantments such as Oubliette or Pestilence. [\[Aahz 10/21/94\]](#)

Miraculous Recovery:

Info: Color=White Type=Instant Cost=4W VI(U1)
Text(VI+errata): Put target creature card from your graveyard into play with a +1/+1 counter on it. [\[Oracle 07/01/98\]](#)

Mirozel:

Info: Color=Blue Type=Summon Illusion Cost=3U EX(U1)
Text(EX): 2/3, Flying ; If ~this~ is the target of any spell or ability, return ~this~ to owner's hand.

Triggers on any spell or ability being announced which targets this card.

This means it returns to owner's hand before even interrupts to that spell can be announced. [\[D'Angelo 06/10/98\]](#)

The ability only applies when this card is in play, not when it is being cast or is in the graveyard. [\[D'Angelo 02/04/99\]](#) See Rule A.1.4.

Mirri, Cat Warrior:

Info: Color=Green Type=Summon Legend Cost=1GG EX(R1)
Text(EX): 2/3, First Strike, Forestwalk, Does not tap when attacking ; Counts as a Cat Warrior.

Note - The Anthologies version of the card has a toughness of 2 when it should be 3. This is an error. It also has a silver rarity symbol when

it should be gold.

Note - Also see Landwalk, Rule A.22.

Note - Also see Legendary Permanents, Rule K.19.

Mirri's Guile:

Info: Color=Green Type=Enchantment Cost=G TE(R1)

Text(TE): During your upkeep, you may look at the top three cards of your library and put them back in any order.

Mirror Mirror:

Info: Color=Artifact Type=Artifact Cost=7 UG(R1)

Text(UG): ~this~ comes into play tapped. {7}, Tap, Sacrifice ~this~: At end of turn, exchange life totals with target player and exchange all cards in play that you control, and all cards in your hand, library, and graveyard, with that player until end of game.

Exchanges control and ownership of cards in all (such as phased out), in addition to the ones listed. [\[QAS 09/09/98\]](#)

Does exchange token creatures. [\[QAS 09/09/98\]](#)

Changes of ownership don't end until the end of the game. If you're playing multiplayer, and you die, you don't get your cards back until there's a winner. [\[Barclay 08/13/98\]](#)

If you're playing a multiplayer game, you don't exchange seats.

[\[Barclay 08/13/98\]](#)

If my mirror was this good, Snow White would have ended differently.

[\[The Queen, 08/23/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Mirror Universe:

Info: Color=Artifact Type=Artifact Cost=6 LG(R1)

Text(LG+errata): {Tap}, Sacrifice ~this~: Exchange life totals with target opponent. Use this ability only during your upkeep. [\[Oracle 07/01/98\]](#)

The life total trade is treated as if one player loses life and the other one gains life. Things that trigger off gain or loss of life will trigger. [\[bethmo 12/07/96\]](#) For example, if player A has 5 life and player B has 10 life, the Mirror's effect will cause player A to gain 5 life and player B to lose 5 life. Effects like Forsaken Wastes can prevent the life gain.

If one player is a Lich, they are considered to be gaining life from this effect and instead draw cards. The other player is in deep trouble if they cannot raise their life points from zero. [\[Aahz 06/16/94\]](#)

In multiplayer games you choose an opposing player when it is used.

[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

If a player has a negative life, the swap considers the player to be at zero life. [\[WotC Rules Team 12/03/96\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 08/01/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Miscalculation:

Info: Color=Blue Type=Interrupt Cost=1U UL(C1)

Text(UL): Counter target spell unless its caster pays an additional {2}. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Mischievous Poltergeist:

Info: Color=Black Type=Summon Ghost Cost=2B WL(U1)

Text(WL+errata): 1/1, Flying ; Pay 1 life: Regenerate ~this~.

[\[Oracle 07/01/98\]](#)

Misers' Cage:

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers.

It becomes useless but stays in play if the target player leaves play.
[\[D'Angelo 10/15/96\]](#)

Mishra's Factory:

Info: Color=Land Type=Land Cost=None AQ(U3)/4(U1)

Text(4th+errata): {Tap}: Add one colorless mana to your mana pool. ;
{1}: Until end of turn, this land is a 2/2 artifact creature named
Assembly Worker. (This creature still counts as a land.) ; {Tap}: Target
Assembly Worker gets +1/+1 until end of turn. [\[Oracle 07/01/98\]](#)

When it is an Assembly Worker, it is still a land and retains all of its
other abilities. [\[Duelist Magazine #2, Page 14\]](#) The card name is no
longer Mishra's Factory at this time. It is an Assembly Worker.

When animated into an Assembly Worker, it has no creature type.
[\[Oracle 07/01/98\]](#)

The Assembly Worker state only lasts until the end of the turn, and then any
Enchant Creature or Enchant Artifact spells on it are destroyed (see
Rule K.5.Ruling.4). [\[Duelist Magazine #2, Page 15\]](#)

Can attack on the turn an Assembly Worker is created, but it may not attack
on the turn the land itself is brought into play. See Rule G.39.3.
[\[Duelist Magazine #2, Page 15\]](#)

Any counters on the Assembly Worker remain even if the counters stop being
meaningful when it de-animates. See Rule K.5.8.

An Assembly Worker is considered to have a zero casting cost.

[\[Duelist Magazine #5, Page 14\]](#) See Rule K.5.5.

Tapping a land for something other than mana is an instant speed (not
mana source speed) effect. See Rule K.17.Ruling.5. [\[D'Angelo 02/03/98\]](#)

The ability to turn it into an Assembly Worker can be used while it is
an Assembly Worker and will reset the base power/toughness to 2/2, but
this will not override temporary effects such as Sorceress Queen.

[\[D'Angelo 05/28/98\]](#)

When it is an Assembly Worker, it is an Artifact and can therefore be
affected by spells and abilities that affect artifacts, such as
Disenchant. [\[WotC Rules Team 02/09/95\]](#)

If another player takes control of this card while it is an Assembly
Worker, using Aladdin for example, that player keeps control until
the control effect ends. They do not lose control just because the
card stops being an Assembly Worker. [\[WotC Rules Team 02/09/95\]](#)

Note that enchantments which steal cards (such as Control Magic and
Steal Artifact) do leave their target if the target is no longer valid.

If an Assembly Worker is changed into another kind of land by something like
Phantasmal Terrain, it will stay a 2/2 artifact creature (until end of
turn) but will not still be called an Assembly Worker.

[\[Duelist Magazine #9, Page 60\]](#)

Note - Also see Animating Lands, Rule K.5.

Mishra's Groundbreaker:

As errata, it should be "{Tap}, Sacrifice Mishra's Groundbreaker: Target
land becomes a 3/3 artifact creature. That creature still counts as a
land." [\[D'Angelo 09/13/97\]](#) The sacrifice is part of the cost.

Mishra's Helix:

Info: Color=Artifact Type=Artifact Cost=5 US(R1)

Text(US+errata): {X},{Tap}: Tap X target lands. [\[WotC Rules Team 10/18/98\]](#)

You can target already tapped lands. [\[DeLaney 10/05/98\]](#)

Mishra's War Machine:

Info: Color=Artifact Type=Artifact Creature Cost=7 AQ(U1)/R4(R1)

Text(4th+errata): 5/5, Banding ; During your upkeep, choose and discard a
card, or tap ~this~ and it deals 3 damage to you. [\[Oracle 07/01/98\]](#)

You may choose to take damage or to discard. You cannot avoid taking
damage if you have no cards to discard. [\[bethmo 1994\]](#)

Note - Also see Banding, Rule A.11.

Note - Also see Phase Cost, Rule A.6.

Mishra's Workshop:

Info: Color=Land Type=Land Cost=None AQ(U1)

Text(AQ+errata): {Tap}: Add three colorless mana to your mana pool. Spend

this mana only on artifact spells. [\[Oracle 07/01/98\]](#)

Mana from this can only be used for the artifact's play cost and cannot be applied to pay penalties like Power Sink, Nether Void, etc.

[\[WotC Rules Team 10/18/95\]](#)

You can spend the mana on costs on the spell itself such as the extra mana paid for Drain Life (a contrived example since Drain Life isn't an artifact, but that's the idea). [\[WotC Rules Team 11/10/95\]](#)

+ **The mana cannot be used to pay Echo costs.** [\[D'Angelo 04/06/99\]](#)

Classic (Type I) tournaments (see Rule D.13) restricted this card from 06/13/94 to 10/01/97.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 04/01/99.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not in the environment.

Miss Demeanor:

Info: Color=White Type=Summon Lady of Proper Etiquette Cost=W3 UG(U1)

Text(UG): 3/1, Flying, First Strike ; During each other player's turn, compliment that player on his or her game play or sacrifice ~this~.

Be nice - sarcasm will not be tolerated by Miss Demeanor. [\[Barclay 08/13/98\]](#)

Drinking tea without leaving your little finger sticking out will also cause Miss Demeanor to be sacrificed. This is unlikely to happen in a duel. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Mistfolk:

As errata, it should read "{U}: Counter target spell that targets Mistfolk.

Play this ability as an interrupt." [\[Encyclopedia, Page 91\]](#)

Mistmoon Griffin:

Info: Color=White Type=Summon Griffin Cost=3W WL(U1)

Text(WL+errata): 2/2, Flying ; If ~this~ is put into any graveyard from play, remove ~this~ from the game, then take the top creature card from your graveyard and put it into play. [\[Oracle 07/01/98\]](#)

You still put the top creature card from your graveyard into play even if this card is not in your graveyard when the triggered effect resolves.

[\[Aahz 06/13/97\]](#)

The player who controls the Griffin when it goes to the graveyard gets to bring a creature into play. It does not matter who owns the Griffin.

[\[bethmo 08/18/97\]](#)

Mnemonic Sliver:

Info: Color=Blue Type=Summon Sliver Cost=2U TE(U1)

Text(TE): 2/2 ; Each Sliver gains "{2}, Sacrifice this creature: Draw a card."

Moat:

Info: Color=White Type=Enchantment Cost=2WW LG(R1)

Text(LG+errata): Creatures without flying cannot attack. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Mobile Fort:

Info: Color=Artifact Type=Artifact Creature Cost=4 US(U1)

Text(US): 0/6 ; ~this~ counts as a Wall. (Walls cannot attack.) ;

{3}: ~this~ gets +3/-1 until end of turn and can attack this turn as though it were not a Wall. Play this ability only once each turn.

Mob Justice:

Info: Color=Red Type=Sorcery Cost=1R SH(C1)

Text(SH): ~this~ deals 1 damage to target player for each creature you control.

Creatures are counted on resolution. [\[Barclay 02/27/98\]](#)

Mob Mentality:

Info: Color=Red Type=Enchant Creature Cost=R VI(U1)

Text(VI+errata): Enchanted creature gains trample. ; If all non-Wall creatures you control attack, enchanted creature gets +X/+0 until end of turn, where X is equal to the number of attacking creatures.

[Oracle 07/01/98]

Note - Also see Trample, Rule A.27.

Mogg Assassin:

Info: Color=Red Type=Summon Goblin Cost=2R EX(U1)

Text(EX+errata): 2/1 ; {Tap}: Flip a coin. Then, if you win the flip, destroy target creature opponent controls. Otherwise, destroy target creature of that opponent's choice. [WotC Rules Team 07/01/98]

You and your opponent both pick the target creatures on announcing, which is before the coin is flipped. [DeLaney 05/24/98]

If the creature you chose is not still under the opponent's control when the spell resolves, the creature is not destroyed. [DeLaney 05/24/98]

The creatures can be regenerated from this destroy effect only because errata has been issued to add a "then" to the card text. The "then" allows replacement abilities (see Rule A.7) like regeneration to be used after you know which creature will be destroyed.

[WotC Rules Team 07/01/98]

Mogg Bombers:

Info: Color=Red Type=Summon Goblins Cost=3R SH(C1)

+ **Text(SH+errata): 3/4 ; If any other creature comes into play, sacrifice ~this~ to deal 3 damage to target player.**

Note - Also see Comes Into Play Abilities, Rule E.3.

The Mogg Bombers do not trigger on any creatures that come into play at the same time they do. See Rule E.3.2. [D'Angelo 06/03/98]

+ **During the resolution of this triggered ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no damage is done.**

[WotC Rules Team 03/18/99]

+ **If multiple creatures comes into play as the result of a single spell or ability, such as Snake Basket, then it will trigger multiple times, but due to the errata, only the first resolution will do 3 damage. The other triggers will do nothing. [D'Angelo 03/19/99] This is a REVERSAL. Before the errata it was possible to do 3 damage per creature that came into play.**

Mogg Cannon:

Info: Color=Artifact Type=Artifact Cost=2 TE(U1)

Text(TE): {Tap}: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Mogg Conscripts:

Info: Color=Red Type=Summon Goblins Cost=R TE(C1)

Text(TE): 2/2 ; ~this~ cannot attack unless you have successfully cast a creature spell this turn.

Mogg Fanatic:

Info: Color=Red Type=Summon Goblin Cost=R TE(C1)

Text(TE): 1/1 ; Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.

Since the sacrifice ability is played as an instant, it is legal only when instants are legal. This means you cannot use it during damage prevention. [D'Angelo 06/18/98]

If you block a creature with Mogg Fanatic, you can either sacrifice the Mogg Fanatic before damage dealing (in which case the attacker is blocked but takes no combat damage from the Mogg Fanatic), or have the Mogg Fanatic stay in play long enough to deal damage (in which case you cannot use the sacrifice ability until the main phase starts again... and only if it lives that long). [D'Angelo 06/18/98] See Rule C.7.Ruling.1.

Mogg Flunkies:

Info: Color=Red Type=Summon Goblins Cost=1R SH(C1)

Text(SH): 3/3 ; ~this~ cannot attack or block during a turn in which no

other creature you control attacks or blocks.
A group of more than one Mogg Flunkie can attack together.

[\[Barclay 02/27/98\]](#)

Mogg Hollows:

Info: Color=Land Type=Land Cost=None TE(U1)
Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {R} or {G} to your mana pool. ~this~ does not untap during your next untap phase.

Mogg Infestation:

Info: Color=Red Type=Sorcery Cost=3RR SH(R1)
Text(SH): Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.

Mogg Maniac:

Info: Color=Red Type=Summon Goblin Cost=1R SH(U1)
Text(SH): 1/1 ; Whenever ~this~ is dealt damage, it deals an equal amount of damage to target opponent.
If it blocks a trample creature, it only gets dealt damage equal to what is assigned to it. This means it will likely only get to deal 1 damage to the opponent. [\[D'Angelo 10/08/98\]](#) See Rule A.27.

Mogg Raider:

Info: Color=Red Type=Summon Goblin Cost=R TE(C1)
Text(TE): 1/1 ; Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.
Note - The Anthologies version of the card has a casting cost of {R}{R} instead of {R}. This is an error.

Mogg Squad:

Info: Color=Red Type=Summon Goblins Cost=1R TE(U1)
Text(TE): 3/3 ; ~this~ gets -1/-1 for each other creature in play.

Mold Demon:

Info: Color=Black Type=Summon Mold Demon Cost=5BB LG(R1)
Text(LG+errata): 6/6 ; When ~this~ comes into play, sacrifice two swamps or sacrifice ~this~.
The sacrifice is done as a triggered ability just after it enters play. It is not paid on announcement. [\[D'Angelo 10/27/95\]](#)
You must sacrifice two Swamps no matter how the creature is brought into play. This includes Clone or Animate Dead. [\[bethmo 06/25/94\]](#)
A creature leaving Oubliette or Tawnos's Coffin or phasing in does not cause "comes into play" effects to happen again so it will not require a sacrifice in those cases. [\[Aahz 07/05/95\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Comes Into Play Abilities, Rule E.3.

Mole Worms:

Info: Color=Black Type=Summon Worms Cost=2B IA(U1)/5(U1)
Text(IA/5th): 1/1 ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: Tap target land. As long as ~this~ remains tapped, that land does not untap during its controller's untap phase.
Note - Also see Tap and Hold Abilities, Rule E.12.

Molten Hydra:

Info: Color=Red Type=Summon Hydra Cost=1R UL(R1)
Text(UL): 1/1 ; {1}{R}{R}: Put a +1/+1 counter on ~this~. ; {Tap}, Remove all +1/+1 counters on ~this~: ~this~ deals 1 damage to target creature or player for each +1/+1 counter removed in this way.

Mongrel Pack:

Info: Color=Green Type=Summon Hounds Cost=3G TE(R1)
Text(TE): 4/1 ; If ~this~ is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures.

The Hound tokens are put into play if it dies during the attack phase, even if it was not an attacker or blocker. [\[bethmo 01/23/98\]](#)

Note - Also see Token Creatures, Rule K.25.

Monk Idealist:

Info: Color=White Type=Summon Cleric Cost=2W US(U1)
Text(US): 2/2. ; When ~this~ comes into play, return target enchantment card from your graveyard to your hand.

You can play this if there are no enchantments in your graveyard. The "comes into play" ability (see Rule E.3) just doesn't do anything.

[\[Urza's FAQ 10/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Monk Realist:

Info: Color=White Type=Summon Cleric Cost=1W US(C1)
Text(US): 1/1. ; When ~this~ comes into play, destroy target enchantment.

If there is an enchantment in play just after it comes into play, you must destroy one. If not, then the "comes into play" ability (see Rule E.3)

just doesn't do anything. [\[Urza's FAQ 10/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Monsoon:

The damage is done in a single damage prevention step no matter how many Islands are tapped by the effect. [\[D'Angelo 10/01/96\]](#)

Does one damage for each untapped Island. [\[D'Angelo 12/21/95\]](#)

Mons's Goblin Raiders:

Info: Color=Red Type=Summon Goblins Cost=R AUBR45(C1)
Text(ABU/RV/4th/5th): 1/1.

Monstrous Hound:

Info: Color=Red Type=Summon Hound Cost=3R EX(R1)
Text(EX): 4/4 ; ~this~ cannot attack unless you control more lands than

defending player. ~this~ cannot block unless you control more lands than attacking player.

Note - This was the Prerelease card. A version is available with a gold foil "Prerelease 6/98" stamp on it.

Moorish Cavalry:

Info: Color=White Type=Summon Cavalry Cost=2WW AN(C5)
Text(AN): 3/3, Trample.

The card appears in two different versions. One version has a normal generic mana symbol in the cost (it is C1 rarity) and the other has a small dark mana symbol (it is C4 rarity). [\[D'Angelo 01/31/99\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Trample, Rule A.27.

Morale:

Info: Color=White Type=Instant Cost=1WW DK(C3)/4(C1)
Text(4th): All attacking creatures get +1/+1 until end of turn.

Morgue Thrull:

Info: Color=Black Type=Summon Thrull Cost=2B SH(C1)
Text(SH): 2/2 ; Sacrifice ~this~: Put the top three cards of your library

into your graveyard.

Morinfen:

Info: Color=Black Type=Summon Legend Cost=3BB WL(R1)
Text(WL): 5/4, Flying ; Cumulative Upkeep - Pay 1 life.

Note - Also see Cumulative Upkeep, Rule A.14.

Morphling:

Info: Color=Blue Type=Summon Shapeshifter Cost=3UU US(R1)

Text(US): 3/3. ; {U}: Untap ~this~. ; {U}: ~this~ gains flying until end of turn. ; {U}: ~this~ cannot be the target of spells or abilities until end of turn. ; {1}: ~this~ gets +1/-1 until end of turn. ; {1}: ~this~ gets -1/+1 until end of turn.

Mortal Wound:

Info: Color=Green Type=Enchant Creature Cost=G VI(C1)

Text(VI): If damage is dealt to enchanted creature, destroy it.

Mortuary:

Info: Color=Black Type=Enchantment Cost=3B SH(R1)

Text(SH): Whenever any creature is put into your graveyard from play, put that creature on top of your library.

This is not an optional ability. [\[Barclay 02/27/98\]](#)

If multiple creatures die at once, you resolve the triggers in the order you choose, so the creatures end up on your library in the order you choose. [\[Barclay 02/27/98\]](#)

Moss Monster:

Info: Color=Green Type=Summon Monster Cost=3GG LG(C2)

Text(LG): 3/6.

Extended tournaments (see Rule D.15) have always banned this card.

Mother of Runes:

Info: Color=White Type=Summon Cleric Cost=W UL(U1)

Text(UL): 1/1 ; {Tap}: Target creature you control gains protection from a color of your choice until end of turn.

You can only pick black, blue, green, red, or white. See Rule G.4.1.

[\[DeLaney 02/10/99\]](#)

Note - Also see Protection, Rule A.24.

Mountain Goat:

Info: Color=Red Type=Summon Goat Cost=R IA(C1)/5(C1)

Text(IA/5th): 1/1, Mountainwalk.

Note - Also see Landwalk, Rule A.22.

Mountain Stronghold:

Info: Color=Land Type=Land Cost=None LG(U1)

Text(LG+errata): All red legends you control gain bands with other legends.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

See Adventurers' Guildhouse for rulings.

Mountain Titan:

If you spend RR1 more than once, you can get more than one counter per black spell cast. [\[Aahz 06/25/95\]](#)

The counters do not wear off at the end of the turn. They stick around.

The ability to put more counters on wears off after dealing with at end of turn effects. [\[bethmo 12/08/96\]](#)

Mountain Yeti:

Info: Color=Red Type=Summon Yeti Cost=2RR LG(U1)/CH(C3)

Text(LG/CH): 3/3, Mountainwalk, Protection from White.

Note - Also see Landwalk, Rule A.22.

Note - Also see Protection, Rule A.24.

Mounted Archers:

Info: Color=White Type=Summon Soldiers Cost=3W TE(C1)

Text(TE): 2/3 ; ~this~ can block creatures with flying. ; {W}: ~this~ can block an additional creature this turn. (All blocking assignments must still be legal.)

You can use the ability multiple times so it can block more than two creatures. [\[Duelist Magazine #23, Page 23\]](#)

Mox Diamond:

Info: Color=Artifact Type=Artifact Cost=0 SH(R1)

Text(SH): When ~this~ comes into play, choose and discard a land card or sacrifice ~this~. ; {Tap}: Add one mana of any color to your mana pool.

Play this ability as a mana source.

You cannot tap it for mana until after you deal with its "coming into play" cost. [\[Barclay 02/27/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Mox Emerald:

Info: Color=Artifact Type=Artifact Cost=0 ABU(R1)
Text(ABU+errata): {Tap}: Add {G} to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
It is of type "Artifact" and not "Mono Artifact". [\[Encyclopedia, Page 57\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Mox Jet:

Info: Color=Artifact Type=Artifact Cost=0 ABU(R1)
Text(ABU+errata): {Tap}: Add {B} to your mana pool. Play this ability as a mana source.
It is of type "Artifact" and not "Mono Artifact". [\[Encyclopedia, Page 57\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Mox Pearl:

Info: Color=Artifact Type=Artifact Cost=0 ABU(R1)
Text(ABU+errata): {Tap}: Add {W} to your mana pool. Play this ability as a mana source.
It is of type "Artifact" and not "Mono Artifact". [\[Encyclopedia, Page 57\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Mox Ruby:

Info: Color=Artifact Type=Artifact Cost=0 ABU(R1)
Text(ABU+errata): {Tap}: Add {R} to your mana pool. Play this ability as a mana source.
It is of type "Artifact" and not "Mono Artifact". [\[Encyclopedia, Page 57\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Mox Sapphire:

Info: Color=Artifact Type=Artifact Cost=0 ABU(R1)
Text(ABU+errata): {Tap}: Add {U} to your mana pool. Play this ability as a mana source.
It is of type "Artifact" and not "Mono Artifact". [\[Encyclopedia, Page 57\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Mtenda Griffin:

Must have a Griffin in the graveyard to use this ability because it requires a target. [\[D'Angelo 10/15/96\]](#)

Mulch:

Info: Color=Green Type=Sorcery Cost=1G SH(C1)
Text(SH): Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.

Multani, Maro-Sorcerer:

Info: Color=Green Type=Summon Legend Cost=4GG UL(R1)
Text(UL): */* ; ~this~ has power and toughness each equal to the total number of cards in all players' hands. ; ~this~ cannot be the target of spells or abilities.

+ **Note - Also see Maro.**

Note - Also see Legendary Permanents, Rule K.19.

Multani's Acolyte:

Info: Color=Green Type=Summon Elf Cost=GG UL(C1)
Text(UL): 2/1. Echo ; When ~this~ comes into play, draw a card.
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Echo, Rule A.16.

Multani's Presence:

Info: Color=Green Type=Enchantment Cost=G UL(U1)
Text(UL): Whenever a spell you play is countered, draw a card.

Mundungu:

Info: Color=Multi Type=Summon Wizard Cost=1UB VI(U1)
Text(VI): 1/1 ; {Tap}: Counter target spell unless that spell's caster pays an additional {1} and 1 life. Play this ability as an interrupt.

Murk Dwellers:

Info: Color=Black Type=Summon Murk Dwellers Cost=3B DK(C3)/45(C1)
Text(5th): 2/2 ; If ~this~ attacks and is not blocked, it gets +2/+0 until end of turn.

Muscle Sliver:

Info: Color=Green Type=Summon Sliver Cost=1G TE(C1)
Text(TE): 1/1 ; All Slivers get +1/+1.
Yes, it does give the +1/+1 bonus to itself. [\[D'Angelo 11/10/97\]](#)

Musician:

The cost is a phase cost (see Rule A.6) paid during upkeep, and it will prevent the creature from using abilities before the cost is paid.

[\[Aahz 06/08/95\]](#) See Rule A.6.9.

The upkeep imposed on a creature by the music counters is considered to be inherent to the creature. If not paid, the creature is considered to be destroying itself. [\[Duelist Magazine #11, Page 57\]](#)

Mwonvuli Ooze:

Info: Color=Green Type=Summon Ooze Cost=G WL(R1)
Text(WL): 1+*/1+* ; Cumulative Upkeep - {2} ; ~this~ has power and toughness each equal to 1 plus its last paid cumulative upkeep.
Its power/toughness changes when the cumulative upkeep resolves, not when it is announced. [\[bethmo 06/20/97\]](#)
Note - Also see Cumulative Upkeep, Rule A.14.

Mystical Tutor:

You cannot get lands using this card because lands are not mana sources. They just have abilities that work at mana source speed.

[\[Duelist Magazine #16, Page 30\]](#)

Mystic Compass:

Changing a land's type overwrites the land's name and abilities.
See Rule K.18.3. [\[D'Angelo 06/10/98\]](#)

Note - Also see Land Type, Rule K.18.

Mystic Might:

As errata, it should read "Cumulative Upkeep: {1}{U}. Play only on a target land you control. {0}: Tap..." [\[Encyclopedia, Page 92\]](#)

The land is tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)

It is buried if you lose control of the target land.

[\[WotC Rules Team 06/15/95\]](#)

Mystic Remora:

A "non-creature spell" is any spell other than a Summon or Artifact Creature spell. [\[Aahz 06/08/95\]](#)

Mystic Veil:

Info: Color=Blue Type=Enchant Creature Cost=1U VI(C1)

Text(VI+errata): You may play ~this~ as an instant; if you do, sacrifice it at end of turn. ; Enchanted creature cannot be the target of spells or abilities. [\[Oracle 07/01/98\]](#)

Does not destroy enchantments which are already on the creature.

[\[D'Angelo 08/04/97\]](#)

Note - Also see Play As A..., Rule T.15.

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Nacre Talisman:

See Hematite Talisman for rulings.

Nafs Asp:

Info: Color=Green Type=Summon Asp Cost=G AN(C5)/4(C1)

Text(4th+errata): 1/1 ; Whenever ~this~ damages a player, it deals an additional 1 damage to that player during his or her next draw phase unless he or she pays {1} before that draw phase. [\[Oracle 07/01/98\]](#)

The player can pay the 1 mana at any time after damage is done before the draw phase of that player's turn. This means that you can pay before the end of upkeep. [\[Aahz 08/22/97\]](#)

If it damages a player during their draw phase and if they do not prevent it by paying 1, then this counts as activating the Asp's ability again and it will damage that player again during their next draw phase.

[\[Duelist Magazine #6, Page 21\]](#) This keeps happening until they pay, even if the Asp leaves play. [\[Duelist Magazine #14, Page 26\]](#)

If its damage gets redirected to its controller, it will still trigger the ability. [\[Duelist Magazine #5, Page 11\]](#)

If it damages a player twice, they get to pay or take damage twice during their next upkeep. [\[D'Angelo 08/11/98\]](#)

Note - The Arabian Nights card comes in two versions. One has a smaller, darker mana circle (C2 rarity), and the other has a normal mana circle (C3 rarity).

Naked Singularity:

If a player uses Magical Hack to make a land type be listed as producing two different colors, the player tapping the land for mana can choose to produce mana of either color. [\[Duelist Magazine #7, Page 100\]](#) But if it produces more than one mana, all mana is of the same color.

[\[D'Angelo 07/21/95\]](#)

The ability is a continuous replacement ability (see Rule A.7.5).

[\[DeLaney 11/03/98\]](#)

Nalathni Dragon:

Info: Color=Red Type=Summon Dragon Cost=2RR PR(DC)

Text(PR+errata): 1/1, Banding, Flying ; {R}: ~this~ gets +1/+0 until end of turn. If {R}{R}{R}{R} or more is spent in this way during one turn, destroy ~this~ at end of turn. ~this~ destroyed in this way cannot regenerate this turn. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Note - This promo card was distributed at Dragon*Con 1994, in Duelist Magazine #3, and in Duelist Companion #4.

Nameless Race:

Info: Color=Black Type=Summon Nameless Race Cost=3B DK(U1)

Text(DK+errata): */*, Trample ; As ~this~ comes into play, pay an amount of life not greater than the number of white cards all opponents have in play and in their graveyards. ~this~ has power and toughness each equal to that amount of life. [\[Oracle 07/01/98\]](#)

The life payment is made during the resolution of the effect as the card enters play. It is not paid during announcement. [\[D'Angelo 03/17/97\]](#)

Note - Also see Trample, Rule A.27.

Natural Balance:

As errata, you are not required to retrieve the lands. You just get the option of retrieving lands up to the maximum of whatever it takes to bring you up to five. [\[Duelist Magazine #16, Page 25\]](#)

The sacrifice is made on resolution, not on announcement. Even the caster does not have to choose lands to sacrifice until their turn at the resolution comes around. [\[Duelist Magazine #18, Page 28\]](#)

Natural Order:

Info: Color=Green Type=Sorcery Cost=2GG VI(R1)

Text(VI+errata): Sacrifice a green creature: Search your library for a green creature card and put it into play. Shuffle your library afterwards. [\[Oracle 07/01/98\]](#)

The sacrifice of a green creature is part of the play cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [\[D'Angelo 01/28/97\]](#)

Natural Selection:

Info: Color=Green Type=Instant Cost=G ABU(R1)

Text(ABU+errata): Look at the top three cards of target player's library, then shuffle that library or put those cards back on top of it in any order. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Natural Spring:

Info: Color=Green Type=Sorcery Cost=3GG TE(C1)

Text(TE): Target player gains 8 life.

Nature's Blessing:

The abilities granted are permanent. They are not just until the end of the turn. [\[Aahz 06/14/96\]](#)

Nature's Chosen:

Is buried if you lose control of the creature since the card text says it is played on a creature you control. [\[D'Angelo 06/17/96\]](#)

Nature's Kiss:

Info: Color=Green Type=Enchant Creature Cost=1G WL(C1)

Text(WL): {1}, Remove the top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.

Nature's Lore:

Info: Color=Green Type=Sorcery Cost=1G IA(U1)/5(C1)

Text(5th): Search your library for a forest card and put that card into play. Shuffle your library afterwards.

Basic forests and lands that say "counts as a Forest" can be drawn.

[\[Duelist Magazine #7, Page 8\]](#)

Can get a Snow-Covered Forest out. [\[Duelist Magazine #6, Page 132\]](#)

Nature's Resurgence:

Info: Color=Green Type=Sorcery Cost=2GG WL(R1)

Text(WL+errata): Each player draws a card for each creature card in his or her graveyard. [\[Oracle 07/01/98\]](#)

Nature's Revolt:

Info: Color=Green Type=Enchantment Cost=3GG TE(R1)

Text(TE): All lands are 2/2 creatures. (These creatures still count as lands.)

Nature's Wrath:

If something causes you to put a blue or black permanent into play, you are the one that gets affected, not your opponent. [\[Aahz 06/18/96\]](#)

If two are in play, a player sacrifices two things for each one put into play. [\[Aahz 06/18/96\]](#)

If a permanent meets both sets of criteria, you sacrifice two things. For example, a card which is blue and black. [\[D'Angelo 11/11/96\]](#)

Nausea:

Info: Color=Black Type=Sorcery Cost=1B EX(C1)

Text(EX): All creatures get -1/-1 until end of turn.

Nebuchadnezzar:

Info: Color=Multi Type=Summon Legend Cost=3BU LG(R1)/CH(U1)

Text(CH+errata): 3/3 ; {X},{Tap}: Name a card. Look at X cards at random from target opponent's hand. He or she discards each of those cards that was named. Use this ability only during your turn. [\[Oracle 07/01/98\]](#)

Your opponent only discards cards that you name and which are shown to you. They do not have to discard a card if it is in their hand but was not shown. [\[Aahz 06/28/94\]](#)

In multiplayer games you can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Note - Also see Legendary Permanents, Rule K.19.

Necratog:

Info: Color=Black Type=Summon Atog Cost=1BB WL(U1)

Text(WL+errata): 1/2 ; Remove the top creature card in your graveyard from the game: ~this~ gets +2/+2 until end of turn. [\[Oracle 07/01/98\]](#)

Necrite:

Info: Color=Black Type=Summon Thrull Cost=1BB FE(C3)/5(C1)

Text(5th+errata): 2/2 ; Sacrifice ~this~: Destroy target creature defending player controls. That creature cannot be regenerated this turn. Use this ability only if ~this~ is attacking and unblocked. [\[Oracle 07/01/98\]](#)

The ability is played as an instant during the step between declaration of blockers and damage dealing (see Rule C.7). [\[D'Angelo 04/11/97\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

Necrologia:

Info: Color=Black Type=Instant Cost=3BB EX(U1)

Text(EX): Play ~this~ only during your discard phase. ; Pay X life: Draw X cards.

This spell is played during the discard phase. Since you discard down to 7 cards at the end of the phase, this card is used before the discard.

[\[Barclay 06/10/98\]](#)

Necromancy:

Info: Color=Black Type=Enchantment Cost=2B VI(U1)

Text(VI+errata): You may play ~this~ as an instant; if you do, sacrifice it at end of turn. ; When you play ~this~, choose target creature card in any graveyard. When ~this~ comes into play, put that creature into play and ~this~ becomes a creature enchantment that targets the creature.

If ~this~ leaves play, sacrifice the creature. [\[Oracle 07/01/98\]](#)

Enters play as a global enchantment and then becomes an Enchant Creature as a triggered ability (see Rule A.8) upon entering play. It follows all the rules for Enchant Creature cards from then on. [\[WotC Rules Team 03/14/97\]](#)

The bringing of the creature into play and then putting Necromancy on it is all done as one triggered ability. [\[bethmo 02/25/97\]](#)

As a local enchantment, its only legal target is the one chosen when it entered play, thus there is no other legal target to move it to with Enchantment Alteration. [\[Duelist Magazine #17, Page 25\]](#)

Necromancy becomes a creature enchantment spell and so it does activate the Rabid Wombat and trigger other cards which use creature enchantments. [\[Aahz 06/06/97\]](#)

It is not ever an Enchant Dead Creature. [\[bethmo 02/18/97\]](#)

In general, an animated creature comes out as if it were just cast. Any X in the casting cost is zero. So animating a Rock Hydra gives you a hydra with zero heads. [\[Mirage, Page 31\]](#)

When putting a card into play that requires a definition for its value, such as with Minion of the Wastes, you do what is needed. In this case you pay the amount of life you want to pay.

[\[WotC Rules Team 02/02/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Play As A..., Rule T.15.

Necropolis:

Info: Color=Artifact Type=Artifact Creature Cost=5 DK(U2)

Text(DK+errata): 0/1 ; ~this~ counts as a wall. ; Remove a creature card in your graveyard from the game: Put a +0/+X counter on ~this~, where X is equal to the removed card's total casting cost. [\[Oracle 07/01/98\]](#)

A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 02/03/98\]](#)

Note - Also see Walls, Rule K.26.

Necropotence:

Info: Color=Black Type=Enchantment Cost=BBB 5(R1)/IA(R1)

Text(5th+errata): Skip your draw phase. ; Whenever you discard a card, remove that card from the game. ; Pay 1 life: Remove the top card of your library from the game face down. At the beginning of your discard phase, put that card into your hand. [\[Oracle 07/01/98\]](#)

Note - Also see Skipping a Phase, Rule G.38.

If an effect such as Library of Leng causes you to skip your discard phase, you simply put the cards in your hand when you finally do get a discard phase. [\[WotC Rules Team 10/03/96\]](#)

Triggers on a discard, and if the card's still in the graveyard when you play and resolve the ability, Necropotence removes it from the game.

So you can use a Library of Leng triggered ability to put it on top of your library before Necropotence removes it from the game.

[\[DeLaney 10/22/98\]](#)

Removing Necropotence from play will not stop the cards from the life-payment ability from being put into your hand at the beginning of your next discard phase. [\[D'Angelo 11/13/98\]](#)

Only has the effect of making you skip your draw phase if it is in play when your draw phase would normally start. [\[WotC Rules Team 10/18/95\]](#)

The acquired cards are not considered draws. They will not cause damage with Underworld Dreams or have Enduring Renewal detect creatures.

[\[D'Angelo 12/08/95\]](#)

Can be used with Fasting. The reason is that Necropotence does not force you to skip your draw phase unless it is in play at the end of your upkeep phase. Fasting allows you to mark the draw phase as "skipped" during upkeep prior to Necropotence kicking in. [\[Aahz 01/16/96\]](#)

Necrosavant:

Info: Color=Black Type=Summon Necrosavant Cost=3BBB VI(R1)

Text(VI): 5/5 ; {3}{B}{B}, Sacrifice a creature: Put ~this~ into play. Use this ability only during your upkeep and only if ~this~ is in your graveyard.

Needle Storm:

Info: Color=Green Type=Sorcery Cost=2G TE(U1)

Text(TE): ~this~ deals 4 damage to each creature with flying.

Nekrataal:

Info: Color=Black Type=Summon Nekrataal Cost=2BB VI(U1)

Text(VI+errata): 2/1, First Strike ; When ~this~ comes into play, destroy target nonartifact, nonblack creature. That creature cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)

Nothing happens if there are no non-artifact, non-black creatures in play when it comes into play. [\[Duelist Magazine #17, Page 30\]](#)

The ability of targeting the creature is done as a triggered effect and not as an instant or interrupt, so it can be used to target creatures

which cannot be targeted by instants or interrupts (such as one with Anti-Magic Aura) on it. [\[Aahz 06/23/97\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Nether Shadow:

Info: Color=Black Type=Summon Shadow Cost=BB ABUR45(R1)

Text(5th): 1/1 ; ~this~ is unaffected by summoning sickness. ; At the end of your upkeep, if ~this~ is in your graveyard with at least three creature cards above it, you may put ~this~ into play.

Note that bringing the Shadow back into play from the graveyard is not a spell and it is not a summoning, it is an ability. It cannot be countered with something that counters spells. [\[bethmo 05/14/94\]](#)

Since it comes into play during the end of upkeep series (see Rule A.3.2), it is very hard to get an infinite loop with four Nether Shadows. It is possible only if you have a mana source (like Ashnod's Altar or some effect that kills the Nether Shadow as a triggered or continuous ability when it comes into play. [\[D'Angelo 06/05/98\]](#)

Note - Older versions of this card worked differently. Make sure you read the above text.

Nether Void:

Info: Color=Black Type=Enchant World Cost=3B LG(R1)

Text(LG+errata): Whenever a spell is played, counter that spell unless its caster pays an additional {3}. [\[Oracle 07/01/98\]](#)

This is not an additional play cost, it is a triggered ability (see Rule A.8) played just after the spell is announced and before interrupts are played on that spell. [\[Duelist Magazine #9, Page 60\]](#)

The countering effect does not take place until after Nether Void resolves and is in play. It does not affect its own casting or any casting in the same spell stack. [\[D'Angelo 12/09/95\]](#)

Cannot counter mana sources since they resolve completely before this effect can trigger. [\[D'Angelo 11/07/96\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Enchant World, Rule K.14.8.

Nettling Imp:

Info: Color=Black Type=Summon Imp Cost=2B ABUR(U1)

Text(RV+errata): {Tap}: Target non-Wall creature without summoning sickness that any opponent controls attacks this turn if able. At end of turn, destroy that creature if it did not attack. Use this ability only during that player's turn and only before combat. [\[Oracle 07/01/98\]](#)

The effect only requires the creature to attack this turn. It is not a permanent effect. [\[Duelist Magazine #13, Page 27\]](#)

If the Imp leaves play before the end of the turn, the creature still dies. [\[D'Angelo 04/12/95\]](#)

Note - Also see Attack or Die Effects, Rule E.1.

Nevinyrral's Disk:

Info: Color=Artifact Type=Artifact Cost=4 ABUR45(R1)

Text(5th): ~this~ comes into play tapped. ; {1},{Tap}: Destroy all artifacts, creatures, and enchantments.

Creatures can be regenerated although the enchantments on the creatures will still be destroyed by the Disk. Enchantments with regeneration abilities, such as Regeneration can be used before they leave play. [\[PPG Page 222\]](#)

The destruction of the disk is not a sacrifice or a burial. It is destroyed as part of the resolution if it is still in play. And it can regenerate from this if it was animated. [\[Duelist Magazine #15, Page 28\]](#)

Like all abilities, once activated the effect occurs even if this card is removed from play. [\[Peterson 11/01/94\]](#) For example, if you Capsize the Disk it won't be in play when it resolves but its effect will still destroy everything else.

Guardian Beast can prevent this card from destroying itself.

[\[D'Angelo 11/07/96\]](#)

Note - The Limited Edition and Unlimited Editions were of type "Mono Artifact". This meant they tapped as a cost. See Rule K.6.Ruling.2.

Niall Silvain:

Info: Color=Green Type=Summon Niall Silvan Cost=GGG DK(U1)
Text(DK+errata): 2/2 ; {G}{G}{G}{G},{Tap}: Regenerate target creature.
[\[Oracle 07/01/98\]](#)

Nicol Bolas:

Info: Color=Multi Type=Summon Legend Cost=2UUBBRR LG(R1)/CH(U1)
Text(CH+errata): 7/7, Flying ; During your upkeep, pay {U}{B}{R} or sacrifice ~this~. ; If ~this~ damages any opponent, that player discards his or her hand. [\[Oracle 07/01/98\]](#)
It is of type Summon Legend, not Summon Elder Dragon Legend.
[\[Oracle 07/01/98\]](#)
Note - Also see Legendary Permanents, Rule K.19.

Nightmare:

Info: Color=Black Type=Summon Nightmare Cost=5B ABUR45(R1)
Text(5th): */*, Flying ; ~this~ has power and toughness each equal to the number of swamps you control.
If you run out of Swamps, the Nightmare dies right then as a Rule Effect (see Rule T.13). You cannot even use Magical Hack or something to save it. [\[D'Angelo 11/07/96\]](#)
Note - The Beta printing version of this card has a blotch over the word Swamp that is not in any of the other printings.

Night Soil:

As errata, it should read "{1}, Remove two creature cards in any graveyard from the game: Put a Saproling..." [\[Encyclopedia, Page 187\]](#) Changed "the graveyard" to "any graveyard". [\[D'Angelo 01/22/97\]](#)
A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.
The two creatures must come from the same graveyard.
[\[Duelist Magazine #4,Page 6\]](#)
The creatures are removed from the game during announcement and as a cost.
[\[Duelist Magazine #11, Page 56\]](#)
Token creatures that are destroyed go to the graveyard briefly, but are removed from the game before you can take any actions. You cannot use such creatures for Night Soil. [\[Aahz 11/30/94\]](#)
Note - Also see Token Creatures, Rule K.25.

Noble Benefactor:

Info: Color=Blue Type=Summon Cleric Cost=2U WL(U1)
Text(WL): 2/2 ; If ~this~ is put into any graveyard from play, each player may search his or her library for any one card and put that card into his or her hand. Each player who searches his or her library shuffles it afterwards.

Nocturnal Raid:

On resolution, all black creatures in play get the bonus. Ones that enter play later in the turn do not get it. [\[bethmo 11/03/97\]](#)

Noetic Scales:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): During each player's upkeep, return to owner's hand each creature that player controls with power greater than the number of cards in his or her hand.
The number of cards in hand is counted on resolution of the ability.
[\[DeLaney 10/05/98\]](#)
This is a phase ability (see Rule A.5), so it is played exactly once each upkeep. [\[D'Angelo 10/15/98\]](#)
The phase ability does not work while this card is tapped. See Rule K.6.4.
[\[D'Angelo 10/15/98\]](#)

Nomads en-Kor:

Info: Color=White Type=Summon Soldiers Cost=W SH(C1)
Text(SH): 1/1 ; {0}: Redirect 1 damage from ~this~ to a creature you control.
See Lancers en-Kor for rulings.

No Mercy:

Info: Color=Black Type=Enchantment Cost=2BB UL(R1)

Text(UL): Whenever a creature successfully deals damage to you, destroy it.

If the damage to you is all prevented or redirected, then damage was not successfully dealt to you, and this does not trigger.

[Urza's Legacy FAQ 02/03/99]

No Quarter:

Info: Color=Red Type=Enchantment Cost=3R TE(R1)

Text(TE): Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.

+ *The decision about which creature has the lesser power is locked in when the ability is resolved.* [D'Angelo 04/11/99]

No Rest for the Wicked:

Info: Color=Black Type=Enchantment Cost=1B US(U1)

Text(US): Sacrifice ~this~: Return to your hand all creature cards put into your graveyard from play this turn.

It pulls out the creature cards at the time it resolves. It does not have a continuing effect. [D'Angelo 10/15/98]

Norritt:

As errata, it should read "... {Tap}: Force target non-Wall creature to attack this turn. If creature..." [Encyclopedia, Page 92]

Note - Also see Attack or Die Effects, Rule E.1.

It only affects creatures without summoning sickness. Thus, creatures that phase in this turn can be affected. [Aahz 02/16/97]

Northern Paladin:

Info: Color=White Type=Summon Paladin Cost=2WW ABUR4(R1)

Text(4th): 3/3 ; {W}{W},{Tap}: Destroy target black permanent.

North Star:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)

Text(LG+errata): {4},{Tap}: Once this turn, you may play a spell as though its casting cost were an amount of generic mana equal to its total casting cost. [Oracle 07/01/98]

Does not actually make the casting cost only consist of generic mana. It just lets you pay the cost as if that were true. [Oracle 07/01/98]

You have until the end of the turn to choose up to one spell to cast without colored mana requirements. You are not required to use this on specific spells. [D'Angelo 06/11/97]

Cannot be used to power Drain Life with any color mana because the draining portion of Drain Life is not part of the casting cost.

[Aahz 06/27/94]

Effects like Planar Gate and Mana Matrix can end up paying for all the spell's casting cost. [Aahz 09/02/94]

Extended tournaments (see Rule D.15) have always banned this card.

Nova Pentacle:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)

Text(LG+errata): {3},{Tap}: Redirect all damage dealt to you from one source to target creature of an opponent's choice. (Treat further damage from that source normally.) [Oracle 07/01/98] [WotC Rules Team 02/01/98]

It does not target the opponent, but you still choose an opponent.

[WotC Rules Team 02/01/98]

If you have no creatures, your opponent must still choose a creature even if it ends up being one they control. [Aahz 06/17/94]

If the targeted creature has an Artifact Ward, the Pentacle's effect fails to do anything and the damage is not redirected. [Aahz 09/02/94]

Your opponent is counted as the one choosing the target for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

In multiplayer games you can choose a different opposing player each time it is used. [Duelist Magazine #4, Page 64]

Extended tournaments (see Rule D.15) have always banned this card.

Null Brooch:

Info: Color=Artifact Type=Artifact Cost=4 EX(R1)
Text(EX): {2},{Tap}, Discard your hand: Counter target noncreature spell.
Play this ability as an interrupt.
You can play the ability if you have no cards in hand. [\[Barclay 06/10/98\]](#)
A "creature spell" is any "Summon" or "Artifact Creature" spell.
[\[Barclay 06/10/98\]](#)

Null Chamber:

Info: Color=White Type=Enchant World Cost=3W MI(R1)
Text(MI+errata): When you play ~this~, you and an opponent each name any card except a basic land. ; The named cards cannot be played.
[\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)
It does not target the opponent, but you still choose an opponent.
[\[WotC Rules Team 02/01/98\]](#)
Cannot stop a creature from being put into play through an effect, such as Flash. [\[bethmo 11/07/96\]](#) Also Animate Dead, Ivory Gargoyle's trigger, and so on.
Does not stop cards from being put into play under Eureka.
[\[D'Angelo 02/16/99\]](#)
The caster chooses before the opponent. [\[bethmo 09/13/97\]](#)
You can name a mana source spell, but it will not stop that spell from being played. [\[bethmo 10/29/97\]](#)

Null Rod:

Info: Color=Artifact Type=Artifact Cost=2 WL(R1)
Text(WL): Players cannot play any artifact abilities requiring an activation cost.
Does not affect phase cost payments, continuous effects, phase effects, and abilities without an activation cost. [\[DeLaney 06/12/97\]](#)
Does not affect mana source abilities of artifacts. [\[D'Angelo 10/27/97\]](#)

Nurturing Lcid:

Info: Color=Green Type=Summon Lcid Cost=1G TE(U1)
Text(TE+errata): 1/1 ; {G},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "{G}: Regenerate enchanted creature" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {G} to end this effect. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#)
Note - Also see Licids, Rule E.8.

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Oasis:

Info: Color=Land Type=Land Cost=None AN(U4)/4(U1)
Text(4th): {Tap}: Prevent 1 damage to any creature.

Oath of Druids:

Info: Color=Green Type=Enchantment Cost=1G EX(R1)
Text(EX+errata): During each player's upkeep, if that player controls fewer creatures than target opponent, the player may reveal cards from his or her library until he or she reveals a creature card. The player puts that creature into play under his or her control and all other revealed cards into his or her graveyard. [\[WotC Rules Team 07/01/98\]](#)
The ability is a phase ability (see Rule A.5), so it can only be used once per turn. It is optional, however, whether you do something or not.
[\[Barclay 06/10/98\]](#)
The check for the number of creatures in play is only made on resolution.
[\[Barclay 06/10/98\]](#)
The creature card goes into play under the current player's control.
[\[D'Angelo 06/15/98\]](#)
The revealed cards go to the graveyard simultaneously, so the player playing the ability decides the order. [\[Barclay 06/10/98\]](#) See Rule Z.1.4.
A different opposing player may be targeted each time the ability is played.
[\[bethmo 06/11/98\]](#)

Oath of Ghouls:

Info: Color=Black Type=Enchantment Cost=1B EX(R1)
Text(EX+errata): During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return target creature card from his or her graveyard to his or her hand. [\[WotC Rules Team 07/01/98\]](#)

The ability is a phase ability (see Rule A.5), so it can only be used once per turn. It is optional, however, whether you do something or not.

[\[Barclay 06/10/98\]](#)

The check for the number of creature cards in the opponent's graveyard is only made on resolution. [\[Barclay 06/10/98\]](#)

A different opposing player may be targeted each time the ability is played.

[\[bethmo 06/11/98\]](#)

It targets the creature card in the graveyard. This target is selected when announcing the ability. [\[WotC Rules Team 07/01/98\]](#)

Oath of Lieges:

Info: Color=White Type=Enchantment Cost=1W EX(R1)
Text(EX+errata): During each player's upkeep, if that player controls fewer lands than target opponent, the player may search his or her library for a basic land card and put that land into play under his or her control. The player shuffles his or her library afterwards. [\[WotC Rules Team 07/01/98\]](#)

The ability is a phase ability (see Rule A.5), so it can only be used once per turn. It is optional, however, whether you do something or not.

[\[Barclay 06/10/98\]](#)

The check for the number of lands in play is only made on resolution.

[\[Barclay 06/10/98\]](#)

The land card goes into play under the current player's control.

[\[D'Angelo 06/15/98\]](#)

Shuffle your deck only if you search for a land. [\[Barclay 06/10/98\]](#)

A different opposing player may be targeted each time the ability is played.

[\[bethmo 06/11/98\]](#)

Oath of Lim-Dul:

Info: Color=Black Type=Enchantment Cost=3B IA(R1)
Text(IA+errata): For each 1 life you lose, choose and discard a card, or sacrifice a permanent other than ~this~. ; {B}{B}: Draw a card.

[\[Oracle 07/01/98\]](#) [\[Oracle 07/11/98\]](#)

When a player is successfully damaged, the damage causes loss of life and triggers this card. [\[Oracle Update 11/11/98\]](#)

You can sacrifice one Oath of Lim-Dul to another one. You cannot sacrifice it to itself. [\[Duelist Magazine #14, Page 27\]](#)

Cards are destroyed or discarded during the side-effects part of damage prevention (which is the same time Hypnotic Specter would make you discard). [\[D'Angelo 12/04/95\]](#)

Payments of life count as lost life for this and all other such effects.

[\[Duelist Magazine #10, Page 43\]](#)

Oath of Mages:

Info: Color=Red Type=Enchantment Cost=1R EX(R1)
Text(EX): During each player's upkeep, if that player has less life than target opponent, he or she may have ~this~ deal 1 damage to that opponent.

The ability is a phase ability (see Rule A.5), so it can only be used once per turn. It is optional, however, whether you do something or not.

[\[Barclay 06/10/98\]](#)

The life totals are checked only on resolution. [\[Barclay 06/10/98\]](#)

A different opposing player may be targeted each time the ability is played.

[\[bethmo 06/11/98\]](#)

Oath of Scholars:

Info: Color=Blue Type=Enchantment Cost=3U EX(R1)

Text(EX): During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his or her hand and draw three cards.

Can be used by a player with zero cards in hand. [\[D'Angelo 06/17/98\]](#)

The ability is a phase ability (see Rule A.5), so it can only be used once per turn. It is optional, however, whether you do something or not.

[\[Barclay 06/10/98\]](#)

The number of cards in the players' hands is checked only on resolution.

[\[Barclay 06/10/98\]](#)

A different opposing player may be targeted each time the ability is played.

[\[bethmo 06/11/98\]](#)

The opposing player is relative to the current player (the one playing the ability), not to the controller of this card. See Rule A.1.13.

[\[WotC Rules Team 07/01/98\]](#)

Obelisk of Undoing:

Info: Color=Artifact Type=Artifact Cost=1 AQ(U1)/CH(U1)/5(R1)
Text(CH/5th): {6},{Tap}: Return target permanent you control and own to your hand.

Obsianus Golem:

Info: Color=Artifact Type=Artifact Creature Cost=6 ABUR4(U1)
Text(ABU/RV/4th): 4/6.

Odylic Wraith:

Info: Color=Black Type=Summon Undead Cost=3B WL(U1)
Text(WL): 2/2, Swampwalk ; If ~this~ damages any player, that player chooses and discards a card.

Note - Also see Landwalk, Rule A.22.

Ogre Enforcer:

Info: Color=Red Type=Summon Ogre Cost=3RR VI(R1)
Text(VI): 4/4 ; ~this~ cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it.

It needs to be damaged lethally by a single spell or permanent in order to die from damage. [\[Duelist Magazine #17, Page 28\]](#)

If its toughness falls to zero or less and it is undamaged, it will stay in play until at least 1 damage is successfully dealt to it or unless it already has at least 1 damage on it. [\[Duelist Magazine #17, Page 47\]](#) Note that dealing zero damage to it is the same as not damaging it since there is no such thing as taking zero damage.

The Ogre with damage (even if not from one source) greater than or equal to its toughness is considered to have "lethal damage" for any effects that trigger on such damage. Thus, a Disintegrate on an Ogre with lethal damage will remove it from the game even if all the damage is not from one source. [\[Duelist Magazine #17, Page 47\]](#)

It is in no way protected from being destroyed or buried due to non-damage effects. [\[D'Angelo 03/26/97\]](#) Note that lowering the toughness of a creature does not, in and of itself, destroy that creature. But it can mean that the creature now has lethal damage, so is destroyed as a result.

Note - Trample (see Rule A.27) no longer has strange interactions with this card. [\[D'Angelo 10/08/98\]](#)

Ogre Shaman:

Info: Color=Red Type=Summon Ogre Cost=3RR EX(R1)
Text(EX): 3/3 ; {2}, Discard a card at random: ~this~ deals 2 damage to target creature or player.

Okk:

Info: Color=Red Type=Summon Goblin Cost=1R US(R1)
Text(US): 4/4. ; ~this~ cannot attack unless a creature with greater power also attacks. ; ~this~ cannot block unless a creature with greater power also blocks.

Old Man of the Sea:

Info: Color=Blue Type=Summon Marid Cost=1UU AN(U2)
Text(AN+errata): 2/3 ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: Gain control of target creature as long as ~this~ remains tapped and ~this~'s power is greater than or equal to that creature's power. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Can be used, at any time instants are allowed, to take control of a creature. This includes your opponent's turn. If used during an attack phase, the creature is removed from the attack immediately. [\[bethmo 1994\]](#)

Control of the creature is lost if the Old Man leaves play for any

reason because it is no longer tapped. [\[bethmo 05/09/94\]](#)
You do not lose control of a creature controlled by the Old Man even if you lose control of the Old Man itself. Interesting Note: if player A taps an Old Man to control B's Old Man, and during the same instant B taps to control A's Old Man, then at the resolution of the instant, the two Old Men switch sides. Now whoever untaps first will be getting both Old Men. [\[bethmo 1994\]](#)
You do not lose control if the creature becomes an invalid target at any time after the Old Man steals it. This includes if the card stops being a creature. The check for stealing the creature is made on declaration and on resolution as with any targeted effect plus it checks constantly for the cases listed on the card: power becoming greater than Old Man's and Old Man leaving play. [\[WotC Rules Team 02/09/95\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Tap and Hold Abilities, Rule E.12.

Once More with Feeling:

Info: Color=White Type=Sorcery Cost=WWWW UG(R1)
Text(UG): Remove ~this~ from the game as well as all cards in play and in all graveyards. Each player shuffles his or her hand into her or his library, then draws seven cards. Each player's life total is set to 10.
DCI ruling: This card is restricted. (You cannot play with more than one in a deck.)
Does not remove cards which are in a player's hand, library, phased-out, or ante zones. [\[DeLaney 08/12/98\]](#)
Does not remove token creatures. [\[QAS 09/09/98\]](#)
The shuffling of hand into library is not counted as a discard.
[\[DeLaney 08/12/98\]](#)
Removes itself from the game during resolution. [\[D'Angelo 09/07/98\]](#)
Setting life totals is not considered to be gaining or losing life.
[\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Onslaught:

Info: Color=Red Type=Enchantment Cost=R EX(C1)
Text(EX): Whenever you successfully cast a creature spell, tap target creature.
Can target an already tapped creature. [\[Barclay 06/10/98\]](#) See Rule G.40.3.
The ability is not optional. If you have the only targetable creatures, you have to tap one of your own. [\[DeLaney 06/10/98\]](#)

Onulet:

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(U3)/R4(R1)
Text(4th+errata): 2/2 ; If ~this~ is put into any graveyard from play, gain 2 life. [\[Oracle 07/01/98\]](#)
Note - The incorrect artist is listed on the Revised Edition card. It should be Anson Maddocks. [\[Duelist Magazine #4, Page 138\]](#)

Onyx Talisman:

See Hematite Talisman for rulings.

Opal Acrolith:

Info: Color=White Type=Enchantment Cost=2W US(U1)
Text(US): Whenever one of your opponents successfully casts a creature spell, if ~this~ is an enchantment, ~this~ becomes a 2/4 creature that counts as a Guardian. ; {0}: ~this~ becomes an enchantment.
When it turns into a creature, it no longer counts as an enchantment. [\[Urza's Saga Rule Page\]](#)
When it turns into an enchantment, it no longer counts as a creature. [\[Urza's Saga Rule Page\]](#)
It only changes into a creature if the spell is not countered. [\[Urza's Saga Rule Page\]](#)
It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Cloudchaser Eagle cannot be used to destroy this card, since it will no longer be an enchantment when the Eagle comes into play. [\[Urza's FAQ 10/05/98\]](#)

Opal Archangel:

Info: Color=White Type=Enchantment Cost=4W US(R1)

Text(US): When one of your opponents successfully casts a creature spell, if ~this~ is an enchantment, ~this~ becomes a 5/5 creature with flying that counts as an Angel. ; Attacking does not cause ~this~ to tap.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Cloudchaser Eagle cannot be used to destroy this card, since it will no longer be an enchantment when the Eagle comes into play. [\[Urza's FAQ 10/05/98\]](#)

Opal Avenger:

Info: Color=White Type=Enchantment Cost=2W UL(R1)

Text(UL): When you have 10 life or less, if ~this~ is an enchantment, ~this~ becomes a 3/5 creature that counts as a Guardian.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

Opal Caryatid:

Info: Color=White Type=Enchantment Cost=W US(C1)

Text(US): When one of your opponents successfully casts a creature spell, if ~this~ is an enchantment, ~this~ becomes a 2/2 creature that counts as a Soldier.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Cloudchaser Eagle cannot be used to destroy this card, since it will no longer be an enchantment when the Eagle comes into play. [\[Urza's FAQ 10/05/98\]](#)

Opal Champion:

Info: Color=White Type=Enchantment Cost=2W UL(C1)

Text(UL): When one of your opponents successfully casts a creature spell, if ~this~ is an enchantment, ~this~ becomes a 3/3 creature with first strike that counts as a Knight.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes into a creature if the spell is not countered.

[\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before the spell resolves. A Cloudchaser Eagle cannot be used to destroy this card, since it will no longer be an enchantment when the Eagle comes into play. [\[Urza's Saga FAQ 10/05/98\]](#)

Opal Gargoyle:

Info: Color=White Type=Enchantment Cost=1W US(C1)

Text(US): When one of your opponents successfully casts a creature spell, if ~this~ is an enchantment, ~this~ becomes a 2/2 creature with flying that counts as a Gargoyle.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Cloudchaser Eagle cannot be used to destroy this card, since it will no longer be an enchantment when the Eagle comes into play. [\[Urza's FAQ 10/05/98\]](#)

Opal Titan:

Info: Color=White Type=Enchantment Cost=2WW US(R1)

Text(US): When one of your opponents successfully casts a creature spell, if ~this~ is an enchantment, ~this~ becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)
It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Cloudchaser Eagle cannot be used to destroy this card, since it will no longer be an enchantment when the Eagle comes into play. [\[Urza's FAQ 10/05/98\]](#)
If the spell was colorless (an artifact), this card does not get any form of Protection. [\[DeLaney 10/05/98\]](#)

Ophidian:

Info: Color=Blue Type=Summon Snake Cost=2U WL(C1)
Text(WL): 1/3 ; {0}: Draw a card. ~this~ deals no combat damage this turn.
Use this ability only if ~this~ is attacking and unblocked and only once each turn.
Note - Also see Is Not Blocked Ability, Rule E.7.

Opportunist:

Info: Color=Red Type=Summon Soldier Cost=2R TE(U1)
Text(TE): 2/2 ; {Tap}: ~this~ deals 1 damage to target creature that was damaged this turn.

Opportunity:

Info: Color=Blue Type=Instant Cost=4UU UL(U1)
Text(UL): Target player draws four cards.

Oppression:

Info: Color=Black Type=Enchantment Cost=1BB US(R1)
Text(US): Whenever a player successfully casts a spell, that player chooses and discards a card.
The ability does not do anything if the player no longer has any cards in hand after casting their spell. [\[Urza's FAQ 10/05/98\]](#)

Oracle en-Vec:

Info: Color=White Type=Summon Wizard Cost=1W TE(R1)
Text(TE): 1/1 ; {Tap}: Target opponent chooses any number of creatures he or she controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of that turn, destroy each of those creatures that did not attack. Use this ability only during your turn.
The way the card works is that the target player chooses which creatures will attack on their next turn. Creatures which are chosen to attack, but do not attack, are destroyed at the end of that turn. Creatures which are not chosen to be attackers are not affected in any way.
[\[D'Angelo 12/17/97\]](#)

Orc General:

Info: Color=Red Type=Summon General Cost=2R DK(U2)
Text(DK+errata): 2/2 ; {Tap}, Sacrifice a Goblin or Orc: All Orcs get +1/+1 until end of turn. [\[Oracle 07/01/98\]](#)

Orcish Artillery:

Info: Color=Red Type=Summon Orcs Cost=1RR ABUR45(U1)
Text(4th/5th): 1/3 ; {Tap}: ~this~ deals 2 damage to target creature or player and 3 damage to you.
A Circle of Protection: Red can be used to prevent the damage from this card. Makes it a nice 2 point directed attack. [\[D'Angelo 1994\]](#)
You do not take the 3 points of damage if the effect fizzles.
[\[Aahz 06/06/94\]](#)
Note - The Alpha printing version of this card had a casting cost of "R1". All further printings have had a "RR1" casting cost.

Orcish Captain:

Info: Color=Red Type=Summon Orc Cost=R FE(U3)/5(U1)
Text(5th+errata): 1/1 ; {1}: Flip a coin. If you win the flip, target Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn. [\[Oracle 07/01/98\]](#)
Flip a coin for each time the cost is paid. [\[WotC Rules Team 11/16/94\]](#)

You cannot pay the cost more than once in a single activation.
In multiplayer games you can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Orcish Conscripts:

Info: Color=Red Type=Summon Orcs Cost=R IA(C1)/5(C1)
Text(5th+errata): 2/2 ; ~this~ cannot attack unless at least two other creatures do. ; ~this~ cannot block any creature unless at least two other creatures do. [\[Oracle 07/01/98\]](#)

Orcish Farmer:

Info: Color=Red Type=Summon Orc Cost=1RR IA(C1)/5(C1)
Text(5th): 2/2 ; {Tap}: Target land is a swamp until its controller's next untap phase.

Orcish Librarian:

You do get to look at the remaining 4 cards before deciding which order to put them back in. [\[Duelist Magazine #7, Page 99\]](#)

Orcish Lumberjack:

As errata, play the ability as a mana source. [\[Mirage, Page 2\]](#)

Orcish Mechanics:

Info: Color=Red Type=Summon Orcs Cost=2R AQ(C4)
Text(AQ+errata): 1/1 ; {Tap}, Sacrifice an artifact: ~this~ deals 2 damage to target creature or player. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Orcish Oriflamme:

Info: Color=Red Type=Enchantment Cost=3R ABUR45(U1)
Text(5th): Attacking creatures you control get +1/+0.
Classic (Type I) tournaments (see Rule D.13) restricted this card from 01/25/94 to 02/23/94.
Note - The casting cost on the Alpha printing version of this card was just "R1", and not "R3" as appears in all other printings.

Orcish Settlers:

Info: Color=Red Type=Summon Orcs Cost=1R WL(U1)
Text(WL): 1/1 ; {X}{X}{R},{Tap}, Sacrifice ~this~: Destroy X target lands.
Note - Also see X Costs, Rule K.27.

Orcish Squatters:

Info: Color=Red Type=Summon Orcs Cost=4R IA(R1)/5(R1)
Text(5th): 2/3 ; {0}: Gain control of target land defending player controls as long as you control ~this~. ~this~ deals no combat damage this turn.
Use this ability only if ~this~ is attacking and unblocked and only once each turn.
The ability is played as an instant during the step between declaration of blockers and damage dealing (see Rule C.7). [\[D'Angelo 04/11/97\]](#)
Note - Also see Is Not Blocked Ability, Rule E.7.

Order of the Sacred Torch:

Info: Color=White Type=Summon Paladin Cost=1WW IA(R1)/5(R1)
Text(5th): 2/2 ; {Tap}, Pay 1 life: Counter target black spell. Play this ability as an interrupt.

Order of the White Shield:

Info: Color=White Type=Summon Knights Cost=WW IA(U1)/5(U1)
Text(IA/5th+errata): 2/1, Protection from Black ; {W}: ~this~ gains first strike until end of turn. ; {W}{W}: ~this~ gets +1/+0 until end of turn. [\[Oracle 07/01/98\]](#)
Note - Also see Protection, Rule A.24.

Order of Yawgmooth:

Info: Color=Black Type=Summon Knight Cost=2BB US(U1)
Text(US): 2/2. ; ~this~ cannot be blocked except by artifact creatures and black creatures. ; Whenever ~this~ successfully deals damage to a player,

that player chooses and discards a card.
The damage is not successfully dealt if it is prevented. [\[D'Angelo 10/15/98\]](#)

Organ Harvest:

Info: Color=Black Type=Sorcery Cost=B UG(C1)
Text(UG): You and your teammates may sacrifice any number of creatures. For each creature sacrificed in this way, add {BB} to your mana pool.
You may not sacrifice real organs (body, pipe, etc.) to gain mana.

[\[Barclay 08/13/98\]](#)

Only you (the caster) get the mana. [\[Barclay 08/13/98\]](#)

It is not a Mana Source. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Orim, Samite Healer:

Info: Color=White Type=Summon Legend Cost=1WW TE(R1)
Text(TE): 1/3 ; ~this~ counts as a Cleric. ; {Tap}: Prevent up to 3 damage to any creature or player.

Note - Also see Legendary Permanents, Rule K.19.

Orim's Prayer:

Info: Color=White Type=Enchantment Cost=1WW TE(U1)
Text(TE): If any creatures attack you, gain 1 life for each attacking creature.

Orgg:

Info: Color=Red Type=Summon Orgg Cost=3RR FE(U1)/5(R1)
Text(5th): 6/6, Trample ; ~this~ cannot attack if defending player controls an untapped creature with power 3 or greater. ; ~this~ cannot be assigned to block any creature with power 3 or greater.

Cannot attack if opponent has any untapped creatures of power greater than 2. [\[Card Text\]](#) It does not matter if those creatures cannot block.

[\[D'Angelo 02/09/95\]](#)

Note - Also see Trample, Rule A.27.

Ornithopter:

Info: Color=Artifact Type=Artifact Creature Cost=0 AQ(C4)/R45(U1)
Text(AQ/RV/4th/5th): 0/2, Flying.

Osai Vultures:

Info: Color=White Type=Summon Vultures Cost=1W LG(C1)/4(U1)
Text(4th+errata): 1/1, Flying ; At the end of any turn in which at least one creature was put into any graveyard from play, put a carrion counter on ~this~. ; Remove two carrion counters from ~this~: ~this~ gets +1/+1 until end of turn. [\[Oracle 07/01/98\]](#)

Only gets one counter per turn, not one per creature. [\[Aahz 06/16/94\]](#)

Does get a counter if creatures died on the turn even if this card enters play after the creatures died. [\[Aahz 12/21/94\]](#)

Ostracize:

Info: Color=Black Type=Sorcery Cost=B UL(C1)
Text(UL): Look at target opponent's hand and choose a creature card there. That player discards that card.

A "creature card" is an Artifact Creature or Summon card.

[\[D'Angelo 02/13/99\]](#)

Oubliette:

Info: Color=Black Type=Enchantment Cost=1BB AN(C4)
Text(AN+errata): When ~this~ comes into play, remove target creature from the game. If ~this~ leaves play, put that creature into play tapped.

Enchantments and counters remain on the creature; enchantments and counters on those enchantments also remain, and so on. [\[Oracle 07/01/98\]](#)

The card in the Oubliette acts as if it were phased out (see Rule G.30), with the exception that it will not come back into play at the beginning of untap like other phased out cards will (and cannot be affected by things like Time and Tide which affect phased out cards). The rulings as to what happens when the creature leaves or re-enters play, apply,

however. [\[D'Angelo 10/15/96\]](#) [\[D'Angelo 11/25/98\]](#) This is effectively errata but no actual rewording has been issued. [\[bethmo 10/23/98\]](#) Oubliette differs from normal phasing in (see Rule G.30), in that the creature enters play with summoning sickness. [\[Aahz 11/07/96\]](#) If a creature enters the Oubliette, then exits it during the same turn, it is still subject to summoning sickness. [\[WotC Rules Team 04/12/95\]](#) The creature returns to play tapped. It does not return to play and then tap afterwards. [\[WotC Rules Team 06/01/97\]](#) [\[Duelist Magazine #19, Page 31\]](#) If Oubliette is used on token creatures, they are permanently lost. [\[bethmo 1994\]](#) The Oubliette stays in play. [\[Aahz 1994\]](#) See Rule K.25.6. If a creature stops being a creature after it enters the Oubliette, it still remains inside. For example, animated lands. [\[Aahz 1994\]](#) Oubliette targets the creature it is taking out of play, hence Protection from Black will prevent this spell from even targeting the creature. [\[WotC Rules Team 02/07/94\]](#) This is not a creature enchantment, so it cannot be moved with effects like Enchantment Alteration. [\[D'Angelo 1994\]](#) If this card phases out, the link to the card it is holding out of play is broken, and that card re-enters play. When this card phases back in, it will remain in play without any target. [\[Aahz 02/16/97\]](#) Extended tournaments (see Rule D.15) have always banned this card. Note - Also see Phasing Out and In, Rule G.30.

Outmaneuver:

Info: Color=Red Type=Instant Cost=XR US(U1)
Text(US): X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.
Creatures damage the defending player even if the blocking creatures are no longer there at that time. [\[WotC Rules Team 10/18/98\]](#)
Note - Also see X Costs, Rule K.27.

Overgrowth:

Info: Color=Green Type=Enchant Land Cost=2G SH(C1)
Text(SH): Whenever enchanted land is tapped for mana, it produces an additional {G}{G}.

Overrun:

Info: Color=Green Type=Sorcery Cost=2GGG TE(U1)
Text(TE): All creatures you control get +3/+3 and gain trample until end of turn.
Note - Also see Trample, Rule A.27.

Ovinomancer:

Info: Color=Blue Type=Summon Sorcerer Cost=2U VI(U1)
Text(VI+errata): 0/1 ; When ~this~ comes into play, return three basic lands you control to owner's hand or sacrifice ~this~. ; {Tap}, Return ~this~ to owner's hand: Destroy target creature. That creature cannot be regenerated this turn. Put a Sheep token into play under the control of that creature's controller. Treat this token as a 0/1 green creature. [\[Oracle 07/01/98\]](#)
Can target itself. This will cause it to be returned to your hand during announcement and will result in no sheep since it will not be in play at resolution so the effect fizzles. [\[bethmo 11/27/96\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Token Creatures, Rule K.25.

Ow:

Info: Color=Black Type=Enchantment Cost=B UG(R1)
Text(UG): Whenever any creature damages a player, for each Ow card in play, that player says "Ow" once or ~this~ deals 1 damage to him or her.
If there are two Ows in play, you need to say "Ow" twice for each card, for a total of four times. If there are N Ows in play, you need to say "Ow" N times N times. This is because each Ow requires you say "Ow" for each Ow card in play. [\[DeLaney 08/12/98\]](#)
You can use "Ow" in a sentence, such as "Ow, quit it" if you want. [\[DeLaney 08/12/98\]](#)
If you fail to say the right number of Ows for an Ow, you only take 1

damage from that Ow, not one damage for each "Ow" that you didn't say.

[\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

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Pacifism:

Info: Color=White Type=Enchant Creature Cost=1W MI(C1)/TE(C1)/US(C1)

Text(US): Enchanted creature cannot attack or block.

Paladin en-Vec:

Info: Color=White Type=Summon Knight Cost=1WW EX(R1)

Text(EX): 2/2, First Strike, Protection from Black, Protection from Red.

Palinchron:

Info: Color=Blue Type=Summon Illusion Cost=5UU UL(R1)

Text(UL+errata): 4/5, Flying ; When ~this~ comes into play, if you played it from your hand, untap up to seven lands. ; {2}{U}{U}: Return ~this~ to owner's hand.

The errata makes it so you only untap lands if it comes into play by being cast from your hand. It does not untap lands if put into play as the effect of a spell or ability, even if it is put into play from your hand.

[\[DCI Tournament Update 03/01/99\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 03/05/99\]](#)

You can untap 0 to 7 lands. [\[D'Angelo 02/13/99\]](#)

Does not target the lands. [\[D'Angelo 02/13/99\]](#)

Can be used on already untapped lands (with no effect). [\[D'Angelo 02/13/99\]](#)

Can be used on another player's lands. [\[D'Angelo 02/13/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Palladia-Mors:

Info: Color=Multi Type=Summon Legend Cost=2WWGGRR LG(R1)/CH(U1)

Text(CH+errata): 7/7, Flying, Trample ; During your upkeep, pay {R}{G}{W} or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

It is of type Summon Legend, not Summon Elder Dragon Legend.

[\[Oracle 07/01/98\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Note - Also see Trample, Rule A.27.

Pallimud:

Info: Color=Red Type=Summon Beast Cost=2R TE(R1)

Text(TE): */3 ; ~this~ has power equal to the number of tapped lands target opponent controls.

Pandemonium:

Info: Color=Red Type=Enchantment Cost=3R EX(R1)

Text(EX): Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.

The triggered ability (see Rule A.8) does not check the creature's power until the ability resolves. If the creature is not in play when the ability resolves, it does zero damage. For example, if a White Knight comes into play while Crusade is in play, it will do 3 damage.

[\[WotC Rules Team 07/01/98\]](#) This means that if a creature like Phyrexian Dreadnought comes into play which can bury itself as a "comes into play" ability, the order of resolution of the triggered abilities matters. See the Series (Rule T.9) timing rules for how to figure this out. Since the current player plays both the Pandemonium and Dreadnought ability, they can choose which resolves first. Pandemonium only deals damage if its ability resolves first. If the Dreadnought's ability resolves first, Pandemonium will not find the creature and will deal zero damage. [\[D'Angelo 07/17/98\]](#)

The triggered ability (see Rule A.8) is played and controlled by the player who controlled the creature at the time the creature came into play.

[\[WotC Rules Team 07/01/98\]](#) See Rule A.8.11.

Note - Also see Comes Into Play Abilities, Rule E.3.

Panic:

Info: Color=Red Type=Instant Cost=R IA(C1)/5(C1)
Text(5th): Play only during combat before blockers are declared. Target creature cannot be assigned to block this turn. Draw a card at the beginning of the next turn.

Note - Also see Cantrips, Rule E.2.

Note - The Ice Age version said to draw a card at the beginning of the next turn's upkeep, but it should be played by the above text.

Panther Warriors:

Info: Color=Green Type=Summon Cat Warriors Cost=4G VI(C1)
Text(VI): 6/3.

Paper Tiger:

Info: Color=Artifact Type=Artifact Creature Cost=4 UG(C1)
Text(UG): 4/3 ; Rock Lobsters cannot attack or block.

Optional Rule: If it blocks a blue creature, it gets wet and soggy and is sacrificed. [\[TomHa 09/15/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Paradigm Shift:

Info: Color=Blue Type=Sorcery Cost=1U WL(R1)
Text(WL): Remove all cards in your library from the game. Shuffle your graveyard into your library.

Paralyze:

Info: Color=Black Type=Enchant Creature Cost=B ABUR45(C1)
Text(5th): When ~this~ comes into play, tap enchanted creature. ; Enchanted creature does not untap during its controller's untap phase. That player may pay an additional {4} during his or her upkeep to untap it.

The untap cost may be paid more than once a turn if you have enough mana. [\[Duelist Magazine #5, Page 123\]](#) See Rule A.10.6.

Untap costs are cumulative. If two Paralyzes are on a creature, 8 mana must be spent to untap it. See Rule A.10.2.

It is not mandatory that you pay the untap cost. See Rule A.10.5.

[\[D'Angelo 1994\]](#)

The enchantment is a permanent. It does not leave once it is paid. This is a common mistake. [\[D'Angelo 1994\]](#)

Because Paralyze is paid during upkeep, the creature does avoid restrictions on the untap phase such as Smoke, and can untap when Stasis is in effect, or untap around the Meekstone. [\[bethmo 1994\]](#)

The creature becomes tapped just after Paralyze comes into play (see Rule E.3), not when it is declared. [\[Aahz 07/29/94\]](#)

Paralyze can be played on creatures which are already tapped.

[\[D'Angelo 1994\]](#)

Note - Also see Comes Into Play abilities, Rule E.3.

Note - Also see Untap Cost, Rule A.10.

Parapet:

Info: Color=White Type=Enchantment Cost=1W VI(C1)
Text(VI+errata): You may play ~this~ as an instant; if you do, sacrifice it at end of turn. ; All creatures you control get +0/+1. [\[Oracle 07/01/98\]](#)

Note - Also see Play As A..., Rule T.15.

Parasitic Bond:

Info: Color=Black Type=Enchant Creature Cost=3B US(U1)
Text(US): During the upkeep of enchanted creature's controller, ~this~ deals 2 damage to that player.

Parch:

Info: Color=Red Type=Instant Cost=1R UL(C1)
Text(UL): Choose one - ~this~ deals 2 damage to target creature or player; or ~this~ deals 4 damage to target blue creature.

You choose the mode (see Rule G.27) when you announce the spell.

[\[Urza's Legacy FAQ 02/03/99\]](#)

You can choose to use the 2 damage mode on a blue creature if you want.

[\[Urza's Legacy FAQ 02/03/99\]](#)

Pariah:

Info: Color=White Type=Enchant Creature Cost=2W US(R1)

Text(US): Redirect to enchanted creature all damage dealt to you.

You can play this on an opponent's creature, and all damage done to you is instead done to their creature. [\[Urza's FAQ 10/05/98\]](#)

The damage is redirected automatically at the end of damage prevention, so you can prevent some of it first. [\[D'Angelo 10/08/98\]](#)

If you have more than one Pariah in play, you get to choose which one gets the damage. All damage being dealt to you in one damage prevention step gets redirected to one Pariah. [\[D'Angelo 01/20/99\]](#)

Note - Also see Veteran Bodyguard for related rulings.

Paroxysm:

Info: Color=Red Type=Enchant Creature Cost=1R EX(U1)

Text(EX): During the upkeep of enchanted creature's controller, reveal the top card of that player's library to all players. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. (Return the card to the top of the player's library, face down.)

The ability is a phase ability (see Rule A.5), so it can only be played once each turn during upkeep. [\[D'Angelo 06/10/98\]](#)

The ability is not optional. [\[Barclay 06/10/98\]](#)

Part Water:

Info: Color=Blue Type=Sorcery Cost=XXU LG(U1)

Text(LG): X target creatures gain islandwalk until end of turn.

The "UXX" casting cost is not a misprint. It means to spend one blue plus two times X generic mana to cast the spell. [\[Duelist Magazine #2, Page 7\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Landwalk, Rule A.22.

Note - Also see X Costs, Rule K.27.

Patchwork Gnomes:

Info: Color=Artifact Type=Artifact Creature Cost=3 TE(U1)

Text(TE): 2/1 ; Choose and discard a card: Regenerate ~this~.

Path of Peace:

Info: Color=White Type=Sorcery Cost=3W US(C1)

Text(US): Destroy target creature. That creature's owner gains 4 life.

If the spell fizzles because the target is not there or isn't legal, the owner does not gain any life. [\[D'Angelo 10/05/98\]](#)

Pavel Maliki:

Info: Color=Multi Type=Summon Legend Cost=4BR LG(U1)

Text(LG+errata): 5/3 ; {B}{R}: ~this~ gets +1/+0 until end of turn.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Peace and Quiet:

Info: Color=White Type=Instant Cost=1W UL(U1)

Text(UL): Destroy two target enchantments.

Must target two different enchantments. See Rule G.41.2.

[\[Urza's Legacy FAQ 02/03/99\]](#)

Peacekeeper:

Info: Color=White Type=Summon Peacekeeper Cost=2W WL(R1)

Text(WL): 1/1 ; During your upkeep, pay {1}{W} or bury ~this~. ; Creatures cannot attack.

You can still declare an attack, but the attack must then contain zero attacking creatures. [\[Aahz 08/11/97\]](#)

Peace of Mind:

Info: Color=White Type=Enchantment Cost=1W EX(U1)
Text(EX): {W}, Choose and discard a card: Gain 3 life.

Peace Talks:

Info: Color=White Type=Sorcery Cost=1W VI(U1)
Text(VI): During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

Can be played after your attack. [\[bethmo 02/10/97\]](#)

It affects the current turn and the next turn. This could affect the same player twice if they have two turns in a row, or it could affect different players. In a multiplayer game it affects exactly two turns, not a full round of turns. [\[D'Angelo 08/18/97\]](#)

Does stop triggered abilities which target a permanent or player from being played. For example, a Nekrataal can be cast, but the "comes into play" triggered ability to bury a creature could not be played.

[\[D'Angelo 01/06/98\]](#)

Pearl Medallion:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)

Text(TE): Your white spells cost {1} less to play.

See Helm of Awakening for rulings.

Pearled Unicorn:

Info: Color=White Type=Summon Unicorn Cost=2W ABUR45(C1)

Text(ABU/RV/4th/5th): 2/2.

Pegasus:

Info: Color=White Type=Token Cost=None UG(U1)

Text(UG): (none)

This card is used to represent a token creature. It is not a spell you can cast and is pretty close to worthless in your play deck. Set this card aside and use it when playing a spell or ability that puts a Pegasus token into play. [\[D'Angelo 08/23/98\]](#)

Note - See Token Cards, Rule U.2.

Pegasus Charger:

Info: Color=White Type=Summon Pegasus Cost=2W US(C1)

Text(US): 2/1, Flying, first strike.

Pegasus Refuge:

Info: Color=White Type=Enchantment Cost=3W TE(R1)

Text(TE): {2}, Choose and discard a card: Put a Pegasus token into play.

Treat this token as a 1/1 white creature with flying.

Note - Also see Token Creatures, Rule K.25.

Pegasus Stampede:

Info: Color=White Type=Sorcery Cost=1W EX(U1)

Text(EX): Buyback-Sacrifice a land. ; Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

Note - Also see Buyback, Rule A.13.

Penance:

Info: Color=White Type=Enchantment Cost=2W EX(U1)

Text(EX): Choose a card from your hand and put that card on top of your library: Prevent all damage from a black or red source. (Treat further damage from that source normally.)

Can be used on damage to creatures and/or players. [\[D'Angelo 09/14/98\]](#)

If the red or black source damages more than one creature and/or player at once time, this spell prevents all damage done by the source to all creatures and/or players. [\[D'Angelo 09/14/98\]](#)

Pendelhaven:

Info: Color=Land Type=Legendary Land Cost=None LG(U2)

Text(LG+errata): {Tap}: Add {G} to your mana pool. ; {Tap}: Target 1/1 creature gets +1/+2 until end of turn. [\[Oracle 07/01/98\]](#)

The current power/toughness being 1/1 is a targeting requirement so it is

checked when announcing and again right before resolving.

[\[bethmo 06/22/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Pendrell Drake:

Info: Color=Blue Type=Summon Drake Cost=3U US(C1)

Text(US): 2/3, Flying. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Pendrell Flux:

Info: Color=Blue Type=Enchant Creature Cost=1U US(C1)

Text(US): Enchanted creature gains "During your upkeep, pay this creature's casting cost or sacrifice it."

You have to even match the color requirements of the casting cost.

[\[DeLaney 10/05/98\]](#)

Pendrell Mists:

Info: Color=Blue Type=Enchantment Cost=3U WL(R1)

Text(WL+errata): Each creature gains "During your upkeep, pay {1} or sacrifice this creature." [\[Oracle 07/01/98\]](#)

Pentagram of the Ages:

Info: Color=Artifact Type=Artifact Cost=4 IA(R1)/5(R1)

Text(5th+errata): {4},{Tap}: Prevent all damage to you from one source. (Treat further damage from that source normally.)

[\[Oracle 07/01/98\]](#)

Does not remove all damage done this turn from the source, just all damage from that source which is being handled in the current damage prevention step. [\[Aahz 07/09/95\]](#)

People of the Woods:

Info: Color=Green Type=Summon People of the Woods Cost=GG DK(U2)

Text(DK+errata): 1/* ; ~this~ has toughness equal to the number of forests you control. [\[Oracle 07/01/98\]](#)

Peregrine Drake:

Info: Color=Blue Type=Summon Drake Cost=U US(U1)

Text(US+errata): 2/3, Flying. When ~this~ comes into play, if you played it from your hand, untap up to five lands. [\[DCI Tournament Update 03/01/99\]](#)

The errata makes it so you only untap lands if it comes into play by being cast from your hand. It does not untap lands if put into play as the effect of a spell or ability, even if it is put into play from your hand.

[\[DCI Tournament Update 03/01/99\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 03/05/99\]](#)

You can untap from 0 to 5 lands. [\[DeLaney 10/05/98\]](#)

Does not target the lands. [\[DeLaney 10/05/98\]](#)

Can be used on already untapped lands (with no effect). [\[DeLaney 10/05/98\]](#)

Can be used on another player's lands. [\[DeLaney 10/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Perish:

Info: Color=Black Type=Sorcery Cost=2B TE(U1)

Text(TE): Destroy all green creatures. Those creatures cannot be regenerated this turn.

Persecute:

Info: Color=Black Type=Sorcery Cost=2BB US(R1)

Text(US): Choose a color. Look at target player's hand. That player discards all cards of the chosen color.

Lands and artifacts have no color so they cannot be discarded by this effect. [\[Urza's FAQ 10/05/98\]](#)

The color is chosen on announcement. [\[D'Angelo 11/04/98\]](#)

Note - Also see Color, Rule G.4.

Personal Incarnation:

Info: Color=White Type=Summon Avatar Cost=3WWW ABUR45(R1)

Text(5th): 6/6 ; ~this~'s owner may redirect any amount of damage from it to himself or herself. ; If ~this~ is put into any graveyard from play, its owner loses half his or her life, rounded up.

The loss of life caused when the Incarnation dies cannot be prevented by any spell or effect. It is not damage. See Rule G.24.2. [\[PPG Page 113\]](#)

You do not lose life if this card is removed from the game or sent someplace without going to the graveyard first. [\[Snark 1994\]](#)

If the Incarnation has Creature Bond on it when it dies, the Creature Bond and the Incarnation's abilities both trigger. They resolve in the same series (see Rule T.9) with the order depending on who controls which. If the same player controls both, they can choose which order they resolve. If different players control them, then the current player's resolves first, then the other player's. [\[D'Angelo 07/23/98\]](#)

If two Incarnations die at once, you lose half of your life, then half of what is left. [\[WotC Rules Team 1994\]](#) This is because you play out the two triggered abilities (see Rule A.8), one after the other.

Note that the owner of the Incarnation loses life when it is destroyed, not the controller. So if you control your opponent's Incarnation you can let it die to make them lose life. [\[bethmo 09/09/94\]](#)

If you have less than zero life when the Incarnation dies, treat it as if you had zero life. You do not gain life. [\[Aahz 05/30/95\]](#) See Rule G.22.7.

Pestilence:

Info: Color=Black Type=Enchantment Cost=2BB ABUR45(C1)/US(C1)

Text(US): At the end of each turn, if no creatures are in play, sacrifice ~this~. ; {B}: ~this~ deals 1 damage to each creature and player.

It is not targeted, so it will damage creatures with Protection from Black, but note that Protection from Color immediately reduces all damage of that color to zero, so the damage goes away and does not hurt the creature. [\[Mirage, Page 21\]](#)

Each activation is considered a new damage effect. An activation can only be 1 point of damage. You cannot multiply pump the effect in one activation. [\[Duelist Magazine #12, Page 26\]](#)

It can stay in play if there is a creature which is buried at end of turn if you check the Pestilence prior to burying that creature. Similarly, if a creature comes into play at end of turn, you can check Pestilence after that. [\[D'Angelo 11/07/96\]](#) Remember that "until end of turn" effects wear off before this, so a Mishra's Factory cannot keep Pestilence in play, and that the current player's "at end of turn" effects happen before the other player's.

Applies to all players and their creatures in multiplayer games.

[\[Duelist Magazine #4, Page 64\]](#)

Pestilence Rats:

Does not count itself for determining power. It only counts _other_ Rats.

[\[Card Text\]](#)

Petra Sphinx:

Info: Color=White Type=Summon Sphinx Cost=2WWW LG(R1)/CH(U1)

Text(CH+errata): {Tap}: Target player names a card. Reveal the top card of that player's library to all players. If the revealed card is the one that was named, put it into the player's hand; otherwise, put it into his or her graveyard. [\[Oracle 07/01/98\]](#)

The revealing of a card for the Sphinx does not count as "drawing" a card for purposes of Underworld Dreams or any other effect which looks at cards drawn. [\[Aahz 06/22/94\]](#)

You will not lose the game if there are no cards in your library when the Sphinx is used on you. It simply does not work. [\[Aahz 06/22/94\]](#)

Phantasmal Forces:

Info: Color=Blue Type=Summon Phantasm Cost=3U ABUR45(U1)

Text(5th+errata): 4/1, Flying ; During your upkeep, pay {U} or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

Paying the upkeep is optional, but if you do not pay it this card is buried.

[\[Aahz 1994\]](#) See Rule A.6.

Note - The Alpha printing version of this card had a 'U' where the blue mana symbol is on all further printings.

Phantasmal Mount:

Info: Color=Blue Type=Summon Phantasm Cost=1U IA(U1)
Text(IA+errata): 1/1, Flying ; {Tap}: Target creature you control with toughness 2 or less gets +1/+1 and gains flying until end of turn. If either ~this~ or the targeted creature leaves play this turn, sacrifice the other. [\[Oracle 07/01/98\]](#)

Phantasmal Terrain:

Info: Color=Blue Type=Enchant Land Cost=UU ABUR45(C1)
Text(5th): Enchanted land is a basic land type of your choice.
Basic land types are: Forest, Island, Mountain, Plains, and Swamp. All other land types are not considered basic lands. [\[Fifth Edition, Page 6\]](#)
See Rule K.18.2.
A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced and removes any and all special abilities the land may otherwise have had. [\[Mirage, Page 58\]](#)
Will not add or remove Snow-Covered nature from a land.
[\[Duelist Magazine #6, Page 132\]](#)
This change lasts until another spell or ability overrides it, or until the enchantment is removed. [\[bethmo 05/03/94\]](#) This works just like all other enchantments.
Note - Also see Land Type, Rule K.18.

Phantasmal Sphere:

The opponent is chosen when the Sphere leaves play. [\[Bethmo 06/10/96\]](#)

Phantom Monster:

Info: Color=Blue Type=Summon Phantasm Cost=3U ABUR45(U1)
Text(ABU/RV/4th/5th): 3/3, Flying.

Phantom Warrior:

Info: Color=Blue Type=Summon Illusion Cost=1UU WL(U1)
Text(WL): 2/2 ; ~this~ is unblockable.

Phantom Wings:

Info: Color=Blue Type=Enchant Creature Cost=1U WL(C1)
Text(WL): Enchanted creature gains flying. ; Sacrifice ~this~: Return enchanted creature to owner's hand.

Phyrexian Broodlings:

Info: Color=Black Type=Summon Minions Cost=1BB UL(C1)
Text(UL): 2/2 ; {1}, Sacrifice a creature: Put a +1/+1 counter on ~this~.

Phyrexian Colossus:

Info: Color=Artifact Type=Artifact Creature Cost=7 US(R1)
Text(US): 8/8. ; ~this~ does not untap during your untap phase. ; Pay 8 life: Untap ~this~. ; ~this~ cannot be blocked by fewer than three creatures.
Note - It says it is card number 306/350, but it should be card 305/350.
[\[bethmo 10/02/98\]](#)

Phyrexian Debaser:

Info: Color=Black Type=Summon Carrier Cost=3B UL(C1)
Text(UL): 2/2, Flying ; {Tap}, Sacrifice ~this~: Target creature gets -2/-2 until end of turn.

Phyrexian Defiler:

Info: Color=Black Type=Summon Carrier Cost=2BB UL(U1)
Text(UL): 3/3 ; {Tap}, Sacrifice ~this~: Target creature gets -3/-3 until end of turn.

Phyrexian Denouncer:

Info: Color=Black Type=Summon Carrier Cost=1B UL(C1)

Text(UL): 1/1 ; {Tap},Sacrifice ~this~: Target creature gets -1/-1 until end of turn.

Phyrexian Devourer:

Is buried immediately upon an effect changing its power to 7 or more.
[Aahz 05/21/96] This means a Giant Growth or something can kill it.

Phyrexian Dreadnought:

Note - See Comes Into Play Abilities, Rule E.3.

Phyrexian Furnace:

Info: Color=Artifact Type=Artifact Cost=1 WL(U1)
Text(WL): {Tap}: Remove the bottom card of target player's graveyard from the game. ; {1},Sacrifice ~this~: Remove target card in any graveyard from the game and draw a card.
Like all non-creature, non-land artifacts, the abilities of this card cannot be used while it is tapped. [D'Angelo 05/19/98]

Phyrexian Ghoul:

Info: Color=Black Type=Summon Zombie Cost=2B US(C1)
Text(US): 2/2. ; Sacrifice a creature: ~this~ gets +2/+2 until end of turn.

Phyrexian Gremlins:

Info: Color=Black Type=Summon Gremlins Cost=2B AQ(C4)
Text(AQ+errata): 1/1 ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: Tap target artifact. That artifact does not untap during its controller's untap phase as long as ~this~ remains tapped.
Only prevents the artifact from untapping during untap phase. Ones that untap during upkeep are not inhibited. [Aahz 1994]
Can target a tapped artifact. [Duelist Magazine #5, Page 22]
The target artifact cannot untap if the Gremlins and the artifact are tapped during untap, even if it is your artifact, and you plan on untapping the Gremlins. [Aahz 06/06/94]
If the Gremlins somehow become an artifact and then tap themselves, they can never be untapped during the untap phase. They must be untapped by an external effect. [Aahz 06/06/94]
The effect does not end if the target stops being valid. For example, if it stops being an artifact. [WotC Rules Team 02/09/95]
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Tap and Hold Abilities, Rule E.12.

Phyrexian Grimoire:

Info: Color=Artifact Type=Artifact Cost=3 TE(R1)
Text(TE+errata): {4},{Tap}: An opponent targets one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand. [WotC Rules Team 02/01/98] [WotC Rules Team 07/01/98]
If there is only one card in your graveyard, it is removed from the game by the first part of the effect and you do not get to put any cards into your hand since the second part fails. [Duelist Magazine #23, Page23]
It does not target the opponent, but you still choose an opponent. [WotC Rules Team 02/01/98]
It targets the creature cards in the graveyard. This target is selected when announcing the ability. [WotC Rules Team 07/01/98]
The ability cannot be played if there are no cards in your graveyard to target. [D'Angelo 07/21/98]

Phyrexian Hulk:

Info: Color=Artifact Type=Artifact Creature Cost=6 TE(U1)
Text(TE): 5/4.

Phyrexian Marauder:

Info: Color=Artifact Type=Artifact Creature Cost=X VI(R1)
Text(VI+errata): 0/0 ; ~this~ comes into play with X +1/+1 counters on it. ; Each turn, ~this~ cannot attack unless you pay {1} for each of these +1/+1 counters on it. ; ~this~ cannot block. [Oracle 07/01/98]
It counts all +1/+1 counters on itself, whether or not it is the source.
[D'Angelo 06/09/98] (REVERSAL)

Phyrexian Plaguelord:

Info: Color=Black Type=Summon Carrier Cost=3BB UL(R1)
Text(UL): 4/4 ; {Tap},Sacrifice ~this~: Target creature gets -4/-4 until end of turn. ; Sacrifice a creature: Target creature gets -1/-1 until end of turn.

Phyrexian Portal:

Info: Color=Artifact Type=Artifact Cost=3 AL(R2)
Text(AL+errata): {3}: If there are at least ten cards in your library, an opponent looks at the top ten cards and puts them into two face-down piles. Then choose one of those piles and remove it from the game, then search the other pile for any card, then put that card into your hand and shuffle the rest into your library. [\[Oracle 07/01/98\]](#)
[\[WotC Rules Team 02/01/98\]](#)
It does not target the opponent, but you still choose an opponent.
[\[WotC Rules Team 02/01/98\]](#)
The two piles do not have to be the same size. [\[Aahz 06/28/96\]](#)
One of the piles can have zero cards if you like. [\[Aahz 06/28/96\]](#)

Phyrexian Processor:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): When ~this~ comes into play, pay any amount of life. ; {4},{Tap}: Put a Minion token into play. Treat this token as a black creature with power and toughness each equal to the amount of life paid at the time ~this~ came into play.
You can pay 0 life if you want, but it's not useful most of the time.
[\[DeLaney 10/05/98\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Phyrexian Reclamation:

Info: Color=Black Type=Enchantment Cost=B UL(U1)
Text(UL): {1}{B},Pay 2 life: Return target creature card from your graveyard to your hand.
A "creature card" is an Artifact Creature or Summon card.
[\[D'Angelo 02/13/99\]](#)

Phyrexian Splicer:

Info: Color=Artifact Type=Artifact Cost=2 TE(U1)
Text(TE): {2},{Tap}: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.
If the target which is having the ability removed does not have that ability during the resolution of this effect, then the other target still gains the ability. It was only important for the first target to have the ability during announcement. [\[D'Angelo 12/29/97\]](#)
Note - Also see Shadow, Rule A.26.
Note - Also see Trample, Rule A.27.

Phyrexian Tower:

Info: Color=Land Type=Legendary Land Cost=None US(R1)
Text(US): {Tap}: Add one colorless mana to your mana pool. ; {Tap},Sacrifice a creature: Add {B}{B} to your mana pool.
Note - Also see Legendary Permanents, Rule K.19.

Phyrexian Walker:

Info: Color=Artifact Type=Artifact Creature Cost=0 VI(C1)
Text(VI): 0/3.

Piety:

Info: Color=White Type=Instant Cost=2W AN(C4)/4(C1)
Text(4th): All blocking creatures get +0/+3 until end of turn.

Pikemen:

Info: Color=White Type=Summon Pikemen Cost=1W DK(C3)/45(C1)
Text(5th): 1/1, Banding, First Strike.
Note - Also see Banding, Rule A.11.

Note - The artist's name, Dennis Detwiler, is spelled incorrectly on The Dark version.

Pillar Tombs of Aku:

Info: Color=Black Type=Enchant World Cost=2BB VI(R1)

Text(VI+errata): During each player's upkeep, that player sacrifices a creature, or loses 5 life and destroys ~this~. [\[Oracle 07/01/98\]](#)

The current player chooses whether to sacrifice a creature -or- pay 5 life and destroy this card. [\[Duelist Magazine #17, Page 30\]](#)

Pincher Beetles:

Info: Color=Green Type=Summon Insects Cost=2G TE(C1)

Text(TE): 3/1 ; ~this~ cannot be the target of spells or abilities.

Pine Barrens:

Info: Color=Land Type=Land Cost=None TE(R1)

Text(TE): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {G} to your mana pool. ~this~ deals 1 damage to you.

Pirate Ship:

Info: Color=Blue Type=Summon Ship Cost=4U ABUR45(R1)

Text(5th): 4/3, Islandhome ; {Tap}: ~this~ deals 1 damage to target creature or player.

Note - Also see Landhome, Rule A.21.

Pit Imp:

Info: Color=Black Type=Summon Imp Cost=B TE(C1)

Text(TE): 0/1, Flying ; {B}: ~this~ gets +1/+0 until end of turn. You cannot spend more than {B}{B} in this way each turn.

Pit Scorpion:

Info: Color=Black Type=Summon Scorpion Cost=2B LG(C2)/45(C1)

Text(5th): 1/1 ; If ~this~ damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.

Note - Also see Poison, Rule E.11.

Pit Spawn:

Info: Color=Black Type=Summon Beast Cost=4BBB EX(R1)

Text(EX): 6/4, First Strike ; During your upkeep, pay {B}{B} or sacrifice ~this~. If ~this~ damages any creature, remove that creature from the game.

Since this card has First Strike it will often deal damage during first strike damage dealing (see Rule C.8.1) and its ability will remove the creature it damages from the game before that creature can deal damage back. [\[Barclay 06/10/98\]](#)

The removal ability only works if the damage is not prevented.

[\[Barclay 06/10/98\]](#)

Pit Trap:

Info: Color=Artifact Type=Artifact Cost=2 IA(U1)/US(U1)

Text(US): {2},{Tap}, Sacrifice ~this~: Destroy target attacking creature without flying. That creature cannot be regenerated this turn.

Note - The Ice Age version said it could only be used on creatures attacking you. [\[D'Angelo 10/15/98\]](#)

Pixie Queen:

Info: Color=Green Type=Summon Pixie Queen Cost=2GG LG(R1)

Text(LG): 1/1, Flying ; {G}{G}{G},{Tap}: Target creature gains flying until end of turn.

Extended tournaments (see Rule D.15) have always banned this card.

Plaguebearer:

Info: Color=Black Type=Summon Zombie Cost=1B EX(R1)

Text(EX): 1/1 ; {B}{X}{X}: Destroy target nonblack creature with total casting cost equal to X.

Plague Beetle:

Info: Color=Black Type=Summon Insect Cost=B UL(C1)
Text(UL): 1/1, Swampwalk.
Note - Also see Landwalk, Rule A.22.

Plague Rats:

Info: Color=Black Type=Summon Rats Cost=2B ABUR45(C1)
Text(5th): */* ; ~this~ has power and toughness each equal to the number of Plague Rats in play.
"Plague Rats in play" means Plague Rats in play controlled by any and all players. [D'Angelo 1994]
Only counts cards that are "Plague Rats" and not all cards that are "Summon Rats". [D'Angelo 1994]

Planar Birth:

Info: Color=White Type=Sorcery Cost=1W US(R1)
Text(US): Put all basic lands from all graveyards into play under their owners' control, tapped.
They come into play tapped. They do not enter play and then tap afterwards. [DeLaney 10/05/98]

Planar Collapse:

Info: Color=White Type=Enchantment Cost=1W UL(R1)
+ Text(UL+errata): During your upkeep, if there are four or more creatures in play, sacrifice ~this~ to destroy all creatures. Those creatures cannot be regenerated this turn. [WotC Rules Team 03/18/99]
It counts the number of creatures in play during the resolution of the phase ability (see Rule A.5). [Urza's Legacy FAQ 02/03/99]
The ability is not optional. [Barclay 02/09/99]
+ During the resolution of this phase ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no creatures are destroyed. [WotC Rules Team 03/18/99]

Planar Gate:

Info: Color=Artifact Type=Artifact Cost=6 LG(R1)
Text(LG+errata): Your summon spells cost up to {2} less to play. [Oracle 07/01/98]
Only reduces the generic mana portion of a spell's cost. If the spell does not accept generic mana or accepts less than {2}, you get a reduced or null effect from this card. [bethmo 06/15/94]
Only works for its controller, not all players. [bethmo 06/15/94]
Only works on Summon spells. It does not work for Artifact Creatures. [Aahz 06/16/94]
Although the apparent cost is reduced, the "casting cost" of the spell for reasons of Spell Blast or such is still the full amount. [bethmo 06/18/94] Just think of the Gate as contributing 2 to the cost, not reducing it.
Multiple Gates do add up. Two will contribute up to {4} toward the cost, and so on. [bethmo 06/29/94]
Extended tournaments (see Rule D.15) have always banned this card.

Planar Void:

Info: Color=Black Type=Enchantment Cost=B US(U1)
Text(US): Whenever a card is put into a graveyard, remove that card from the game.
The card does go to the graveyard before it is removed from the game, so other triggered abilities like Energy Field will trigger on the card going to the graveyard. [D'Angelo 01/12/99]
It will trigger on itself going to the graveyard from play and remove itself from the game. [D'Angelo 01/12/99]
It will trigger on any cards going to the graveyard at the same time it does, and it will remove them from the game. [D'Angelo 03/06/99]
If Disenchant is used on it, Planar Void goes to the graveyard (and removes itself), then Disenchant goes to the graveyard and stays there.

Plateau:

Info: Color=Land Type=Land Cost=None ABUR(R1)
Text(RV+errata): ~this~ counts as a mountain and a plains. (~this~ can be tapped to produce {R} or {W}.) [\[Oracle 07/01/98\]](#)

See Badlands for rulings.

Note - The Revised Edition artwork was different from the Limited Edition and Unlimited Edition versions because the original art was lost or damaged.

Note - The Revised Edition artwork is should be credited to Cornelius Brudi, not Drew Tucker.

Plated Rootwalla:

Info: Color=Green Type=Summon Lizard Cost=4G EX(C1)
Text(EX): 3/3 ; {G}{2}: ~this~ gets +3/+3 until end of turn. Play this ability only once each turn.

Political Trickery:

Note - Also see Exchange, Rule G.17.

If you use this spell and then respond by sacrificing your land, then Political Trickery will not do anything. [\[bethmo 11/06/96\]](#)

Polluted Mire:

Info: Color=Land Type=Land Cost=None US(C1)
Text(US): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Polymorph:

If there are no creatures in the player's library, then the target creature is still buried, you see all the cards in that player's library, and then they shuffle and continue play. [\[Duelist Magazine #16, Page 30\]](#)

Portcullis:

Info: Color=Artifact Type=Artifact Cost=4 SH(R1)
Text(SH): Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If ~this~ leaves play, put the creature into play under its owner's control.

The creature card is "set aside", which means it is removed from the game until Portcullis leaves play. [\[Barclay 02/27/98\]](#)

If the creature that triggered Portcullis is no longer in play when the ability resolves, then it fails to do anything.

[\[Duelist Magazine #25, Page 31\]](#)

Creatures which are phasing in will not trigger this card's ability.

[\[D'Angelo 04/13/98\]](#)

You only check the count of the number of creatures in play during resolution. The creature will not be removed if the count is 2 or less.

[\[D'Angelo 04/17/98\]](#)

If Portcullis phases out, and something prevents one of the creatures from coming into play (for example, a Clone has no target), then the creature remains out of play and can try to enter play again the next time Portcullis leaves play. [\[bethmo 05/02/98\]](#)

The "if Portcullis leaves play" is part of setting the creature aside, so it happens even if Portcullis is tapped or has no card text when it leaves play. [\[D'Angelo 06/23/98\]](#)

If a number of creatures come into play at once, due to Living Death for example, then Portcullis will trigger on all of those creatures. The player controlling Portcullis decides the order to resolve the Portcullis triggers and therefore chooses which two creatures stay in play (assuming that none were already in play... if some were already in play he might not really get a choice). All the others get yanked by the Portcullis.

[\[D'Angelo 06/11/98\]](#)

If any creature comes into play which has a "comes into play" ability (see Rule E.3), that ability is still applied even if Portcullis removes that creature from play before you resolve the ability. [\[D'Angelo 06/11/98\]](#)

If any creature comes into play which has a "comes into play" ability (see

Rule E.3), you need to use the timing rules for a Series (see Rule T.9) to determine the order to do the various triggers. The rule is that first the current player does all of their triggers in any order they choose, then the other player does all of theirs in any order they choose.

[D'Angelo 06/11/98] The result is that if the current player controls Portcullis, they can do their creatures' "comes into play" abilities before or after Portcullis removes creatures from play, while the other player always resolves their creatures' "comes into play" abilities afterward. If the other player controls Portcullis, the current player always does their creatures' "comes into play" abilities first, then the other player can do their creatures' "comes into play" abilities before or after the Portcullis removes creatures from play.

Note - Also see Comes Into Play Abilities, Rule E.3.

Portent:

Info: Color=Blue Type=Sorcery Cost=U IA(C1)/5(C1)

Text(5th+errata): Look at the top three cards of target player's library, then shuffle that library or put those three cards back on top of it in any order. Draw a card at the beginning of the next turn.

[Oracle 07/01/98]

This does not cause a player to lose if they have less than 3 cards in their library. It allows you to look at and reorder or shuffle whatever remaining cards there might be. **[Duelist Magazine #6, Page 130]** See Rule Z.5.6.

Note - Also see Cantrips, Rule E.2.

Note - The Ice Age version said to draw a card at the beginning of the next turn's upkeep, but it should be played by the above text.

Poultrygeist:

Info: Color=Black Type=Summon Chicken Cost=B2 UG(C1)

Text(UG): 1/1, Flying ; Whenever a creature is put into any graveyard from play, you may roll a six-sided die. On a 1, sacrifice ~this~. Otherwise, put a +1/+1 counter on Poultrygeist.

You don't have to roll the die if you're not feeling lucky.

[Barclay 08/13/98]

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Pouncing Jaguar:

Info: Color=Green Type=Summon Cat Cost=G US(C1)

Text(US): 2/2. Echo.

Note - Also see Echo, Rule A.16.

Power Artifact:

Info: Color=Blue Type=Enchant Artifact Cost=UU AQ(U3)

Text(AQ+errata): Each ability of enchanted artifact that includes a generic mana cost of at least {1} costs {2} less to play. If this reduces the total mana cost of that ability to less than {1}, its generic mana cost is {1}. **[Oracle 07/01/98] [Oracle Update 11/11/98]**

Can be cast on artifacts with no or zero activation costs, but this has no effect on them. It does not increase the cost to one. **[bethmo 1994]**

For artifacts with an X use cost (such as the Candelabra of Tawnos or Ice Cauldron) this reduces the amount spent by {2} to a minimum of {1}.

[WotC Rules Team 09/22/95] If you choose X to be zero, you have to still pay {1}. Power Artifact lets you pay the greater of 1 or X-2.

[Aahz 09/29/95]

Only affects the generic mana part of activation costs. Colored parts of mana costs are not affected. This rule comes into play if a card like the Northern Paladin gets changed into an artifact by Ashnod's Transmogrant. **[D'Angelo 1994]**

Is considered to alter the activation cost on the card it modifies. Thus, for each activation you pay the new reduced cost. **[Aahz 03/03/95]**

Does not affect costs which are not specified as activation costs.

[bethmo 1994]

It will never increase the cost. The second sentence only applies if the first sentence would actually reduce the cost. **[Oracle Update 11/11/98]**

Extended tournaments (see Rule D.15) have always banned this card.

Power Leak:

Info: Color=Blue Type=Enchant Enchantment Cost=1U ABUR4(C1)

Text(4th+errata): During the upkeep of enchanted enchantment's controller, ~this~ deals 2 damage to him or her. That player may pay up to {2} to prevent an equal amount of damage dealt to him or her by ~this~.

[Oracle 07/01/98]

Powerleech:

Info: Color=Green Type=Enchantment Cost=GG AQ(U3)

Text(AQ+errata): Whenever target opponent plays an artifact ability requiring an activation cost or an artifact controlled by that player becomes tapped, gain 1 life. [Oracle 07/01/98]

If tapping is part of the cost of activation, only one life is given.

[bethmo 05/03/94]

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[Duelist Magazine #4, Page 64]

Extended tournaments (see Rule D.15) have always banned this card.

Power Sink:

Info: Color=Blue Type=Interrupt Cost=XU

ABUR45(C1)/IA(C1)/MI(C1)/TE(C1)/US(C1)

Text(TE/US): Counter target spell unless its caster pays an additional {X}.

If he or she does not, tap all mana-producing lands that player controls and remove all mana from his or her mana pool.

When this spell resolves, you either pay X mana or let all your mana producing lands become tapped. The lands that become tapped are not "tapped for mana". [bethmo 10/09/97] If you choose to pay, you may pay the X mana using whatever mana sources you want to use.

Special lands which cannot provide mana are not tapped by this card.

[D'Angelo 06/05/98]

If the land provides mana only for specific purposes (like

Mishra's Workshop), it cannot be used to pay the X mana (unless that purpose is being filled). Mishra's Workshop, like most purposed mana, could not be used to pay for Power Sink. [WotC Rules Team 09/30/94]

Does not increase the casting cost of the spell. It just requires a separate expenditure in order for it to succeed. [bethmo 05/05/94]

Note - Older versions of the card worked slightly differently, so be sure to read the above card text.

Note - Also see X Costs, Rule K.27.

Power Surge:

Info: Color=Red Type=Enchantment Cost=RR ABUR4(R1)

Text(4th+errata): During each player's upkeep, ~this~ deals 1 damage to that player for each untapped land he or she controlled at the beginning of the turn. [Oracle 07/01/98]

Is considered one source of red damage and damage comes in one damaging effect. [bethmo 1994]

Affects all players during multiplayer games. [D'Angelo 1994]

The number of untapped lands is not counted as a beginning of turn ability.

This card just knows how many were untapped even if it was not in play at the beginning of the turn. [Aahz 02/16/97] The number is the number which were untapped prior to beginning of turn effects being dealt with. [D'Angelo 07/07/97]

Power Taint:

Info: Color=Blue Type=Enchant Enchantment Cost=1U US(C1)

Text(US): During the upkeep of enchanted enchantment's controller, that player pays {2} or loses 2 life. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Pox:

Info: Color=Black Type=Sorcery Cost=BBB IA(R1)/5(R1)

Text(5th): Each player loses 1/3 of his or her life; then chooses and discards 1/3 of his or her hand; then sacrifices 1/3 of the creatures he

or she controls; and then sacrifices 1/3 of the lands he or she controls.
Round each loss up.
Creatures with Protection from Black are not ignored by Pox. This is not considered a targeted effect so they are both counted and valid choices for being destroyed. [\[D'Angelo 02/01/96\]](#)

Pradesh Gypsies:

Info: Color=Green Type=Summon Gypsies Cost=2G LG(U1)/45(C1)
Text(LG/4th/5th): 1/1 ; {1}{G},{Tap}: Target creature gets -2/-0 until end of turn.

Preacher:

Info: Color=White Type=Summon Preacher Cost=1WW DK(U1)
Text(DK+errata): 1/1 ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: An opponent chooses target creature he or she controls. Gain control of that creature as long as ~this~ remains tapped.
[\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)
Opponent may only choose valid creature targets. A creature with Protection from White is not valid. [\[bethmo 09/09/94\]](#)
Your opponent choose the target on announcement.
[\[Duelist Magazine #9, Page 60\]](#) The effect fizzles if target creature is not still valid on resolution. [\[Duelist Magazine #5, Page 123\]](#)
The opponent is the one choosing the target for the purpose of things that care, such as Autumn Willow. [\[D'Angelo 11/08/96\]](#)
In multiplayer games you can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#)

Precognition:

Info: Color=Blue Type=Enchantment Cost=4U TE(R1)
Text(TE): During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.

Predatory Hunger:

Info: Color=Green Type=Enchant Creature Cost=G EX(C1)
Text(EX): Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.

Preferred Selection:

Info: Color=Green Type=Enchantment Cost=2GG MI(R1)
Text(MI+errata): At the beginning of your draw phase, look at the top two cards of your library, and choose one. Then choose one - Put that card on the bottom of your library; or sacrifice ~this~, pay {2}{G}{G}, and draw that card. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Presence of the Master:

Info: Color=White Type=Enchantment Cost=3W LG(U1)/US(U1)
Text(US): Whenever a player plays an enchantment spell, counter it. Does not stop enchantments from being put into play by a spell or ability, such as Show and Tell. [\[Urza's FAQ 10/05/98\]](#)
This effect triggers when the spell is announced and prior to allowing interrupts to it. [\[WotC Rules Team 11/10/95\]](#)
Extended tournaments (see Rule D.15) banned this card until 11/01/98, at which time the card was re-introduced via Urza's Saga.

Price of Progress:

Info: Color=Red Type=Instant Cost=1R EX(U1)
Text(EX): ~this~ deals 2 damage to each player for each nonbasic land he or she controls.

Priest of Gix:

Info: Color=Black Type=Summon Minion Cost=2B US(U1)
Text(US+errata): 2/1. ; When ~this~ comes into play, if you played it from your hand, add {B}{B}{B} to your mana pool.
[\[DCI Tournament Update 03/01/99\]](#)
The errata makes it so you only get mana if it comes into play by being cast from your hand. It does not give mana if put into play as the effect

of a spell or ability, even if it is put into play from your hand.

[\[DCI Tournament Update 03/01/99\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 03/05/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Priest of Titania:

Info: Color=Green Type=Summon Elf Cost=1G US(C1)

Text(US): 1/1. ; {Tap}: Add {G} to your mana pool for each Elf in play.

Play this ability as a mana source.

Priest of Yawgmoth:

Info: Color=Black Type=Summon Cleric Cost=1B AQ(C4)

Text(AQ+errata): 1/2 ; {Tap}, Sacrifice any artifact in play that you own:

Add to your mana pool an amount of black mana equal to the sacrificed artifact's total casting cost. Play this ability as a mana source.

[\[Oracle 07/01/98\]](#)

Can only sacrifice an artifact you own and control. [\[D'Angelo 12/16/96\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Primal Clay:

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(U3)/R45(R1)

Text(5th): */* ; When you play ~this~, choose one- ~this~ is a 2/2 artifact creature with flying; or ~this~ is a 3/3 artifact creature; or ~this~ is a 1/6 artifact creature that counts as a Wall.

The form is chosen when announcing this spell. [\[D'Angelo 06/05/98\]](#)

Clones and Vesuvan Doppelgangers of this card may not choose a different form than the original. [\[bethmo 1994\]](#)

If put into play by a means other than casting it, you choose the form right before it comes into play. [\[WotC Rules Team 02/01/98\]](#) See Rule G.31.3.

Primal Order:

Info: Color=Green Type=Enchantment Cost=2GG HL(U1)/5(R1)

Text(5th): During each player's upkeep, ~this~ deals to that player an amount of damage equal to the number of nonbasic lands he or she controls.

Primal Rage:

Info: Color=Green Type=Enchantment Cost=1G SH(U1)

Text(SH): All creatures you control gain trample.

Primitive Justice:

Cannot target the same artifact more than once, even with different parts of the spell. [\[Aahz 07/17/96\]](#)

Primordial Ooze:

Info: Color=Red Type=Summon Ooze Cost=R LG(U1)/CH(U3)/5(U1)

Text(5th): 1/1 ; ~this~ attacks each turn if able. ; During your upkeep, put a +1/+1 counter on ~this~. Then pay {X}, where X is equal to the number of these counters on ~this~, or tap ~this~ and it deals X damage to you.

It becomes tapped even if the damage is prevented. [\[D'Angelo 1994\]](#)

It has a phase ability (see Rule A.5) and not a phase cost (see Rule A.6).

You are just given the option to pay or not pay during the resolution of the ability. [\[bethmo 06/17/98\]](#)

Princess Lucrezia:

Info: Color=Multi Type=Summon Legend Cost=3BUU LG(U1)

Text(LG+errata): 5/4 ; {Tap}: Add {U} to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Prismatic Ward:

Info: Color=White Type=Enchant Creature Cost=1W IA(C1)/5(C1)

Text(5th): When you play ~this~, choose a color. ; All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Cannot choose colorless or artifact. [\[D'Angelo 07/11/95\]](#)

This card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age. [\[D'Angelo 1995\]](#)

Prismatic Wardrobe:

Info: Color=White Type=Sorcery Cost=W UG(C1)
Text(UG): Destroy target card that does not share a color with clothing worn by its controller. You cannot choose an artifact or land card.
Color matching is defined broadly. Shades of red, such as pink, scarlet, or crimson, count as red. Colors with a red component, such as orange or purple, do not. [\[QAS 09/09/98\]](#)
Your opponent must prove that you've picked an illegal target. Even if that means showing your red underwear. [\[QAS 09/09/98\]](#)
You can put on clothing at faster-than-mana source speed. [\[QAS 09/09/98\]](#)
Clothing is defined as any item made of cloth or like material. Shirts, pants, socks, shoes, and hats are acceptable. Watches, jewelry, and glasses are not. [\[QAS 09/09/98\]](#)
It is legal to xxxxLace items of your clothing, in order to change their colours. [\[Barclay 08/13/98\]](#)
This card is very unlikely to be able to target a blue or black card at most Magic tournaments. [\[Barclay 08/13/98\]](#)
You can sometimes find Prismatic Wards in the Prismatic Wardrobe. [\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Prodigal Sorcerer:

Info: Color=Blue Type=Summon Wizard Cost=2U ABUR45(C1)
Text(4th/5th): 1/1 ; {Tap}: ~this~ deals 1 damage to target creature or player.

Propaganda:

Info: Color=Blue Type=Enchantment Cost=2U TE(U1)
Text(TE): Each turn, each creature cannot attack you unless its controller pays an additional {2} for that creature.
The payment is made during the declare attackers step at the same time you are declaring the attacker (see Rule C.4). [\[WotC Rules Team 03/01/98\]](#)
Paying Propaganda is not an instant or any other kind of ability, it is a cost increase on the declaration of the attacker. This makes it much like the way Gloom makes a white spell more expensive to cast. [\[WotC Rules Team 03/01/98\]](#)
If paid once, the creature is not prevented from attacking for the rest of the turn, even if additional attacks can be declared. [\[bethmo 10/19/97\]](#)
If there is more than one Propaganda in play, the cost is cumulative. [\[D'Angelo 03/16/98\]](#)

Prophecy:

Info: Color=White Type=Sorcery Cost=W HL(C1)
Text(HL+errata): Reveal the top card of target opponent's library to all players. If it is a land, gain 1 life. That opponent then shuffles his or her library. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
The shuffling and drawing of a card next upkeep happens even if the card is not a land. [\[Aahz 10/25/95\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Prosperity:

Info: Color=Blue Type=Sorcery Cost=XU VI(U1)
Text(VI): Each player draws X cards.
If both players run out of cards during this effect, both players lose.
It does not matter which player had more cards. [\[bethmo 05/08/97\]](#)
The active player draws all their cards first, then the other player does. [\[Aahz 05/19/97\]](#) To cover a very specific situation, if the active player draws a Rust, he can use it to counter the use of Aladdin's Lamp by the other player. [\[Aahz 05/19/97\]](#)
Note - Also see X Costs, Rule K.27.

Provoke:

Info: Color=Green Type=Instant Cost=1G SH(C1)
 Text(SH): Untap target creature you do not control. That creature blocks this turn if able. Draw a card.
 You can target an untapped creature. [\[Duelist Magazine #25, Page 31\]](#)

Psionic Blast:

Info: Color=Blue Type=Instant Cost=2U ABU(U1)
 Text(ABU+errata): ~this~ deals 4 damage to target creature or player and 2 damage to you. [\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Psionic Entity:

Info: Color=Blue Type=Summon Entity Cost=4U LG(R1)/4(R1)
 Text(4th): 2/2 ; {Tap}: ~this~ deals 2 damage to target creature or player and 3 damage to itself.
 The artist is actually Justin Hampton. [\[Duelist Magazine #2, Page 7\]](#)

Psychic Allergy:

Info: Color=Blue Type=Enchantment Cost=3UU DK(U1)
 Text(DK+errata): When you play ~this~, choose a color ; During target opponent's upkeep, ~this~ deals 1 damage to that player for each card of the chosen color he or she controls. ; During your upkeep, sacrifice two islands or sacrifice ~this~. [\[Oracle 07/01/98\]](#)
 The sacrifice of islands is an upkeep cost. [\[Aahz 12/20/96\]](#)
 Does not count token creatures because the card says it counts "cards". [\[Aahz 01/24/95\]](#)
 You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

Psychic Network:

Info: Color=Blue Type=Enchantment Cost=U UG(R1)
 Text(UG): Each player reveals the top card of his or her library to all other players by continuously holding it against his or her forehead. This does not allow a player to look at his or her own card. (That card still counts as the top card of your library. Whenever you draw a card, draw that one and replace it with the next card of your library.)
 This card is hard to play with when you're Handcuffed. [\[Barclay 08/13/98\]](#)
 You may tell an opponent (not a teammate) what their card is. You may also lie about this. [\[Barclay 08/13/98\]](#)
 Licking your card or using sweat on your forehead to stick it is legal. [\[QAS 09/09/98\]](#) But you have to be careful about marking the card.
 Balancing the card on your glasses or sticking it in the strap of a backwards worn baseball cap also works. [\[QAS 09/09/98\]](#)
 If there is a mirror (or similar object) such that a player can see their own card, they must reorient themselves or cover the mirror. [\[D'Angelo 02/21/99\]](#) Vampires are exempt from this rule. [\[Dracula\]](#)
 All tournament formats have banned cards from Unglued.
 Note - Also see Unglued rulings, Rule U.1.

Psychic Purge:

Info: Color=Blue Type=Sorcery Cost=U LG(C1)
 Text(LG+errata): ~this~ deals 1 damage to target creature or player. ; If a spell or ability controlled by an opponent causes you to discard ~this~, reveal ~this~ to all players, and that player loses 5 life. [\[Oracle 07/01/98\]](#)
 The loss of life cannot be prevented by any means. It is not damage. [\[bethmo 06/15/94\]](#) See Rule G.24.2.
 Not triggered by effects which cause the hand to be reshuffled into the library like Winds of Change, but is triggered by effects which say to discard entire hand such as Wheel of Fortune. [\[Aahz 06/16/94\]](#)
 Not triggered by voluntary discard effects like Land's Edge. [\[D'Angelo 10/11/95\]](#)
 Is triggered even if the discard goes to the top of your library because of

the Library of Leng. [\[WotC Rules Team 05/10/95\]](#)
It is not triggered if Psychic Purge is countered and thereby sent to the graveyard. [\[Duelist Magazine #2, Page 9\]](#) This is not a discard.
[\[Duelist Magazine #4, Page 64\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Psychic Transfer:

A player with less than 0 life is considered to have 0 life for the check in difference of life and for the effective life total being swapped.
[\[Duelist Magazine #16, Page 24\]](#)

Psychic Venom:

Info: Color=Blue Type=Enchant Land Cost=1U ABUR45(C1)
Text(5th): Whenever enchanted land becomes tapped, ~this~ deals 2 damage to that land's controller.
Whenever the land is tapped for any reason (including by Twiddle or Icy Manipulator), damage is done. [\[bethmo 1994\]](#)

Psychic Vortex:

Info: Color=Blue Type=Enchantment Cost=2UU WL(R1)
Text(WL): Cumulative Upkeep - Draw a card ; At the end of each of your turns, sacrifice a land and discard your hand.
You cannot use draw replacement abilities (see Rule A.7) on the draws because you cannot modify costs and the draws are done as a phase cost. [\[Aahz 06/16/97\]](#) You can use continuous replacement abilities (see Rule A.7.5), however. [\[D'Angelo 11/25/98\]](#)
You can use Library of Leng's ability with cards discarded for this effect. [\[Duelist Magazine #19, Page 34\]](#)
Note - Also see Cumulative Upkeep, Rule A.14.

Puppet Master:

Info: Color=Blue Type=Enchant Creature Cost=UUU LG(U1)/CH(U3)
Text(CH+errata): If enchanted creature is put into any graveyard, return it to its owner's hand. ; {U}{U}{U}: Return ~this~ to owner's hand. Use this ability only if enchanted creature returns to its owner's hand. [\[Oracle 07/01/98\]](#)
Can pay {U}{U}{U} to reclaim the Puppet Master even if the creature leaves play by means of Unsummon or other effect which would normally destroy this enchantment. [\[Duelist Magazine #2, Page 9\]](#)
The cost must be paid immediately upon the sending of the creature to the owner's hand. You cannot wait until later. [\[WotC Rules Team 09/15/94\]](#)
The second ability does not work as written for the current rules because the enchantment would be destroyed before you could use the ability, but the Rules Team says it works anyway. [\[Oracle Update 11/11/98\]](#)

Puppet Strings:

Info: Color=Artifact Type=Artifact Cost=3 TE(U1)
Text(TE): {2},{Tap}: Tap or untap target creature.

Purelace:

Info: Color=White Type=Interrupt Cost=W ABUR4(R1)
Text(4th+errata): Target permanent or spell becomes white permanently. (If this spell targets a permanent, play it as an instant.) [\[Oracle 07/01/98\]](#)
See Chaoslace for rulings.
The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.
[\[D'Angelo 01/18/99\]](#)

Purgatory:

Info: Color=Multi Type=Enchantment Cost=2BW MI(R1)
Text(MI+errata): Whenever a summon card is put into your graveyard from play, remove that card from the game, face up. ; During your upkeep, you may pay {4} and 2 life to put into play any card removed from the game with ~this~. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)
Can only be used once each upkeep (see Rule A.5.2). [\[D'Angelo 10/15/96\]](#)
Cannot be used if there are no cards that it removed from the game. This is because you are unable to choose one as required.

[Duelist Magazine #16, Page 25]

If destroyed at the same time some creatures are destroyed, the destroyed creatures are removed from the game and stay removed.

[D'Angelo 11/16/98]

If an opponent takes control of this card and plays the upkeep ability, the creatures will come into play under their control even if you removed them. **[Oracle Update 11/11/98]** And even if you got control of this card between them playing the ability and resolving it. **[D'Angelo 11/25/98]**

Purging Scythe:

Info: Color=Artifact Type=Artifact Cost=5 US(R1)
Text(US): During your upkeep, ~this~ deals 2 damage to the creature with the lowest toughness. If two or more creatures are tied for the lowest toughness, you decide to which creature ~this~ deals damage.
Its ability is a Phase Ability (see Rule A.5), so it can only be used once during each of your upkeeps (see Rule A.5.2). **[Urza's FAQ 10/05/98]**
Does not target the creature it damages. **[DeLaney 10/05/98]**

Purify:

Info: Color=White Type=Sorcery Cost=3WW UL(R1)
Text(UL): Destroy all artifacts and enchantments in play.

Pursuit of Knowledge:

Info: Color=White Type=Enchantment Cost=3W SH(R1)
Text(SH): Skip drawing a card: Put a study counter on ~this~. ; Remove three study counters from ~this~, Sacrifice ~this~: Draw seven cards.
You can skip your normal draw during your draw phase or any number of draws from spells or abilities. For example, Sylvan Library or Brainstorm. **[Duelist Magazine #25, Page 31]**

Pygmy Hippo:

Info: Color=Multi Type=Summon Hippopotamus Cost=GU VI(R1)
Text(VI+errata): 2/2 ; 0: Defending player draws all mana from his or her lands, then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. ~this~ deals no combat damage this turn. Use this ability only if ~this~ is attacking and unblocked and only once each turn. **[Oracle 07/01/98]**
The amount of mana gained is equal to the amount emptied from the opponent's mana pool, not the amount forced to be drawn into it.
[Duelist Magazine #17, Page 30]

Pygmy Pyrosaur:

Info: Color=Red Type=Summon Lizard Cost=1R UL(C1)
Text(UL): 1/1 ; ~this~ cannot block. ; {R}: ~this~ gets +1/+0 until end of turn.

Pygmy Troll:

Info: Color=Green Type=Summon Troll Cost=1G EX(C1)
Text(EX): 1/1 ; For each creature that blocks it, ~this~ gets +1/+1 until end of turn. ; {G}: Regenerate ~this~.

Pyknite:

Info: Color=Green Type=Summon Pyknite Cost=2G IA(C1)
Text(IA+errata): Draw a card at the beginning of the turn after ~this~ comes into play. **[Duelist Magazine #18, Page 28]**
You draw a card next upkeep when casting a Clone or Vesuvan Doppelganger of this card. **[Duelist Magazine #6, Page 132]**
You do not draw one when changing the Doppelganger form to a Pyknite. **[Aahz 06/13/95]**
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Pyramids:

Info: Color=Artifact Type=Artifact Cost=6 AN(U2)
Text(AN+errata): {2}: Prevent the destruction of any land. ; {2}: Destroy target enchantment on a land. **[Oracle 07/01/98]**

As errata, the card is of type "Artifact" and not "Poly Artifact".

[Oracle 07/01/98]

Cannot be used to prevent a sacrifice or bury effect. [D'Angelo 1995]

Not paying upkeep costs on a land is considered to bury the land.

[Duelist Magazine #7, Page 99]

When used on a land animated by Living Lands (or similar effect), this effectively prevents the land from being killed by causing the land to regenerate without causing it to be tapped like a normal regeneration does. [WotC Rules Team 02/07/94]

Extended tournaments (see Rule D.15) have always banned this card.

Pyroblast:

Info: Color=Red Type=Interrupt Cost=R IA(C1)/5(U1)

Text(5th): Counter target spell if it is blue, or destroy target permanent if it is blue. (If this spell targets a permanent, play it as an instant.)

The spell is still an "Interrupt" and not an "Instant" for effects that affect certain spell types. [Aahz 09/19/96]

You can target any spell or permanent, it need not be blue. It just does not do anything unless the color matches. [D'Angelo 06/09/95]

You can use Sleight of Mind after announcing this spell to change the color word and make it do something on resolution. [D'Angelo 06/09/95]

The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [WotC Rules Team 09/22/95] See Rule G.27 on Modal spells.

Note - Also see Play As A..., Rule T.15.

Pyrokinesis:

Note - Also see Pitch Spells, Rule E.10.

See Pyrotechnics for other rulings.

Pyromancy:

Info: Color=Red Type=Enchantment Cost=2RR UL(R1)

Text(UL): {3}, Discard a card at random: ~this~ deals to target creature or player an amount of damage equal to the total casting cost of the discarded card.

You pick the target before you pick the random card to discard.

[bethmo 02/11/99]

+ A card with X in the cost is treated as X=0. See Rule K.27.3.

[D'Angelo 03/23/99]

Note - Also see Total Casting Cost, Rule K.9.2.

Pyrotechnics:

Info: Color=Red Type=Sorcery Cost=4R LG(C2)/45(U1)

Text(4th/5th): ~this~ deals 4 damage divided any way you choose among any number of target creatures and/or players.

No, you cannot do fractional points of damage. [Duelist Magazine #2, Page 9]

You cannot choose to do zero damage to a target. [WotC Rules Team 07/19/95]

You can assign damage to multiple targets and are not forced to assign the same amount of damage to each target (like you are with Fireball).

[D'Angelo 03/07/95]

No matter how much you assign to a target, it is only targeted once, and so damage is assigned once per target regardless of the amount of damage assigned to that target. [D'Angelo 03/02/95]

Python:

Info: Color=Black Type=Summon Python Cost=1BB VI(C1)

Text(VI): 3/2.

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Quagmire:

Info: Color=Black Type=Enchantment Cost=2B LG(U1)

Text(LG+errata): Creatures with swampwalk may be blocked as though they did not have that ability. [Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Quarum Trench Gnomes:

Info: Color=Red Type=Summon Gnomes Cost=3R LG(R1)
Text(LG+errata): 1/1 ; {Tap}: Target plains produces colorless mana instead of its normal type when tapped for mana. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

If only checks if the target is a Plains when announcing and resolving.

After that, the effect will persist even if the land's type is changed from Plains to something else. [\[D'Angelo 11/16/98\]](#)

The ability is a continuous replacement ability (see Rule A.7.5).

[\[D'Angelo 11/24/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Quickening Licid:

Info: Color=White Type=Summon Licid Cost=1W TE(U1)
Text(TE+errata): 1/1 ; {1}{W},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {W} to end this effect. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#)
Note - Also see Licids, Rule E.8.

Quicksand:

Info: Color=Land Type=Land Cost=None VI(U1)
Text(VI): {Tap}: Add one colorless mana to your mana pool. ;
{Tap},Sacrifice ~this~: Target attacking creature without flying gets -1/-2 until end of turn.

Quicksilver Amulet:

Info: Color=Artifact Type=Artifact Cost=4 UL(R1)
Text(UL): {4},{Tap}: Choose a creature card in your hand and put that creature into play.
A "creature card" is an Artifact Creature or Summon card.
[\[D'Angelo 02/13/99\]](#)
Any 'X' in the creature's cost is zero. [\[D'Angelo 02/13/99\]](#)

Quirion Druid:

Info: Color=Green Type=Summon Druid Cost=2G VI(R1)
Text(VI+errata): 1/2 ; {G},{Tap}: Target land becomes a 2/2 green creature permanently. (That creature still counts as a land.) [\[Oracle 07/01/98\]](#)
The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.
[\[D'Angelo 03/11/99\]](#)
Note - Also see Animating Artifacts and Lands, Rule K.5.

Quirion Ranger:

Info: Color=Green Type=Summon Elf Cost=G VI(C1)
Text(VI): 1/1 ; Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn.
It can target an untapped creature. [\[D'Angelo 06/04/97\]](#)

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Rabid Rats:

Info: Color=Black Type=Summon Rats Cost=1B SH(C1)
Text(SH): 1/1 ; {Tap}: Target blocking creature gets -1/-1 until end of turn.

Rabid Wolverines:

Info: Color=Green Type=Summon Wolverines Cost=3GG EX(C1)
Text(EX): 4/4 ; For each creature that blocks it, ~this~ gets +1/+1 until end of turn.

Rabid Wombat:

Info: Color=Green Type=Summon Wombat Cost=2GG LG(U1)/CH(U3)/5(U1)
Text(CH/5th): 0/1 ; Attacking does not cause ~this~ to tap. ; ~this~ gets +2/+2 for each creature enchantment on it.

If an enchantment is removed from the Wombat, its power and toughness change immediately. [\[bethmo 06/16/94\]](#)

Animate Dead, Necromancy, and Dance of the Dead all become creature enchantments and do pump up the Wombat. [\[Aahz 06/06/97\]](#)

The Rack:

Info: Color=Artifact Type=Artifact Cost=1 AQ(U3)/R4(U1)

Text(4th+errata): At the end of target opponent's upkeep, ~this~ deals 1 damage to that player for each card in his or her hand fewer than three.

[\[Oracle 07/01/98\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.

Amount of damage is determined when effect is resolved and not when it is announced. [\[D'Angelo 10/05/95\]](#)

Rack and Ruin:

Info: Color=Red Type=Instant Cost=2R UL(U1)

Text(UL): Destroy two target artifacts.

Must target two different artifacts. See Rule G.41.2.

[\[Urza's Legacy FAQ 02/03/99\]](#)

Radiant, Archangel:

Info: Color=White Type=Summon Legend Cost=3WW UL(R1)

Text(UL): 3/3, Flying ; ~this~ counts as an Angel. ; Attacking does not cause ~this~ to tap. ; ~this~ gets +1/+1 for each other creature with flying in play.

Note - Also see Legendary Permanents, Rule K.19.

Radiant Essence:

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[\[D'Angelo 10/15/96\]](#)

If you take control of a Radiant Essence that targets you, it continues to count your permanents. [\[DeLaney 02/19/97\]](#)

Radiant's Dragoons:

Info: Color=White Type=Summon Soldiers Cost=3W UL(U1)

Text(UL): 2/5. Echo ; When ~this~ comes into play, gain 5 life.

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Echo, Rule A.16.

Radiant's Judgement:

Info: Color=White Type=Instant Cost=2W UL(C1)

Text(UL): Destroy target creature with power 4 or greater. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Radjan Spirit:

Info: Color=Green Type=Summon Spirit Cost=3G LG(U1)/45(U1)

Text(4th/5th): 3/2 ; {Tap}: Target creature loses flying until end of turn.

Can be used on a creature without Flying with no effect.

[\[Duelist Magazine #5, Page 23\]](#)

Raging Bull:

Info: Color=Red Type=Summon Bull Cost=2R LG(C1)

Text(LG): 2/2.

Raging Goblin:

Info: Color=Red Type=Summon Goblin Cost=R EX(C1)

Text(EX): 1/1 ; ~this~ is unaffected by summoning sickness.

Raging Gorilla:

Info: Color=Red Type=Summon Gorilla Cost=2R VI(C1)

Text(VI): 2/3 ; If ~this~ blocks or is blocked, it gets +2/-2 until end of turn.

Raging River:

Info: Color=Red Type=Enchantment Cost=RR ABU(R1)

Text(ABU+errata): Whenever you attack, defending player assigns each of his or her creatures without flying to either the left or the right side of Raging River. ; Creatures cannot be assigned to block creatures on the other side of Raging River. ; Whenever you declare an attacker, assign it to the left or right side of Raging River. [\[Oracle 07/01/98\]](#)

Two Raging Rivers result in one extra long river. Not more splits.

[\[Snark 1994\]](#) In other words, it is not cumulative.

Opponent chooses which side of the river each creature is on before you even choose what creatures you are attacking with.

[\[WotC Rules Team 06/15/95\]](#)

If an attacking creature is stolen by the opponent, it can only block on the same side of the river it was assigned, unless it is a flying creature then it can go to either side. [\[WotC Rules Team 06/15/95\]](#)

If a defending creature gains flying after being assigned a side of the river, it can block a creature on the other side. [\[D'Angelo 06/30/95\]](#)

If a creature enters play (or something becomes a creature) after the attack is announced, the creature is not limited to one side of the river or the other. It can block creatures on either side just like a Flying creature can. [\[WotC Rules Team 11/10/95\]](#) If it can block more than one creature, it can even block creatures on both sides at once. [\[Aahz 01/16/96\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Rag Man:

Info: Color=Black Type=Summon Rag Man Cost=2BB DK(U1)/45(R1)

Text(5th): 2/1 ; {B}{B}{B},{Tap}: Look at target opponent's hand. That player discards a creature card at random. Use this ability only during your turn.

In multiplayer games can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Ragnar:

Info: Color=Multi Type=Summon Legend Cost=UWG LG(R1)

Text(LG): 2/2 ; {G}{W}{U},{Tap}: Regenerate target creature.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Raiding Party:

As errata, it should read "... A player may tap a white creature he or she controls to prevent up to two ..." [\[Encyclopedia, Page 189\]](#)

The creatures are tapped during spell resolution and not during the damage prevention step. [\[WotC Rules Team 12/15/94\]](#)

The color of creature to be tapped is set when the effect is announced and even if you use Sleight of Mind after that, you cannot change what color creature needs to be tapped to prevent the destruction. [\[Aahz 05/09/95\]](#)

Rainbow Efreet:

Info: Color=Blue Type=Summon Efreet Cost=3U VI(R1)

Text(VI+errata): 3/1, Flying ; {U}{U}: ~this~ phases out. [\[Oracle 07/01/98\]](#)

Note - Also see Phasing Out and In, Rule G.30.

Rainbow Vale:

As errata, it should read "{Tap}: Add one mana of any color to your mana pool and choose target opponent. The opponent gains control of Rainbow Vale at end of turn." [\[Encyclopedia, Page 189\]](#)

Only changes controller at the end of a turn in which it was tapped for mana. It does not change controller if it is not tapped for mana.

[\[Duelist Magazine #4, Page 7\]](#) You choose the player to give it to at the time it is tapped for mana.

Will change control if forced to tap for mana by effects such as Power Sink. [\[Aahz 12/02/94\]](#)

Will not change if tapped by Mana Short since Mana Short does not tap a land for mana. [\[D'Angelo 03/22/95\]](#)

Does change controller even if it stops being a Rainbow Vale before the end of the turn (by effects such as Phantasmal Terrain or Blood Moon).

The control change locks in when you announce the effect.

[\[Duelist Magazine #8, Page 51\]](#)

If under a player's control due to some lasting effect, it will still switch players when tapped. [\[WotC Rules Team 12/15/94\]](#)

Stays in the same tapped/untapped state it is in when it switches controllers. [\[D'Angelo 07/07/95\]](#)

If more than one player manages to tap it for mana in a given turn, then two control changes will be scheduled for the end of the turn.

[\[bethmo 07/19/95\]](#) These effects resolve using the standard order for such effects, so the current player's effects go first, then the opponent's.

The land's changing of controllers is a new effect each time it is used so it will take precedence over any other control effects. This means that using Conquer on a Rainbow Vale won't guarantee that you keep it.

[\[Duelist Magazine #7, Page 98\]](#)

Rain of Filth:

Info: Color=Black Type=Instant Cost=B US(U1)

Text(US): Each land you control gains "Sacrifice this land: Add {B} to your mana pool" until end of turn.

The granted ability can be used while the land is tapped. [\[DeLaney 10/05/98\]](#)

The granted ability is played as a mana source, just like all land abilities that produce mana. [\[D'Angelo 10/15/98\]](#)

Rain of Salt:

Info: Color=Red Type=Sorcery Cost=4RR US(U1)

Text(US): Destroy two target lands.

You must target two different lands. You cannot choose to target just one.

[\[Urza's FAQ 10/05/98\]](#)

Rain of Tears:

Info: Color=Black Type=Sorcery Cost=1BB TE(U1)

Text(TE): Destroy target land.

Raise Dead:

Info: Color=Black Type=Sorcery Cost=B ABUR45(C1)

Text(5th): Return target creature card in your graveyard to your hand.

A "creature card in your graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1. [\[D'Angelo 02/03/98\]](#)

You must show the card you bring out of the graveyard to your opponent.

[\[bethmo 1994\]](#)

You can Raise Dead a creature which was discarded from your hand and was therefore never in play. [\[D'Angelo 1994\]](#)

The creature being brought back is chosen on announcement and not on resolution of the spell because it is targeted.

[\[Duelist Magazine #5, Page 123\]](#)

Rakalite:

Info: Color=Artifact Type=Artifact Cost=6 AQ(U3)/CH(U1)

Text(CH+errata): {2}: Prevent 1 damage to any creature or player. At end of turn, return ~this~ to owner's hand. [\[Oracle 07/01/98\]](#)

It is of type Artifact, not Poly Artifact. [\[Oracle 07/01/98\]](#)

Only returns to your hand if it is still in play at the end of the turn.

If it leaves play, it does not return. [\[bethmo 1994\]](#)

Can be used any number of times during the turn before it leaves play.

[\[D'Angelo 1994\]](#)

Can choose a different creature or player for each use. [\[D'Angelo 1994\]](#)

Ramirez DePietro:

Info: Color=Multi Type=Summon Legend Cost=3BBU LG(U1)

Text(LG): 4/3, First Strike.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Rampant Growth:

Info: Color=Green Type=Sorcery Cost=1G TE(C1)

Text(TE): Search your library for a basic land card and put it into play,

tapped. Shuffle your library afterwards.
The land does not count toward your one per turn limit because it was put into play by an effect. [\[Duelist Magazine #16, Page 30\]](#)

Ramses Overdark:

Info: Color=Multi Type=Summon Legend Cost=2BBUU LG(R1)
Text(LG+errata): 4/3 ; {Tap}: Destroy target creature with any enchantments on it. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Rancor:

Info: Color=Green Type=Enchant Creature Cost=G UL(C1)
Text(UL): Enchanted creature gains +2/+0 and trample. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.
Note - Also see Trample, Rule A.27.

Ranger en-Vec:

Info: Color=Multi Type=Summon Soldier Cost=1WGG TE(U1)
Text(TE): 2/2, First Strike ; {G}: Regenerate ~this~.

Rank and File:

Info: Color=Black Type=Summon Zombies Cost=2BB UL(U1)
Text(UL): 3/3 ; When ~this~ comes into play, all green creatures get -1/-1 until end of turn.
The -1/-1 penalty is given to all green creatures in play when the triggered ability (see Rule A.8) resolves. It's a one shot effect and will not apply to green creatures that enter play later in the turn.
[\[Urza's Legacy FAQ 02/03/99\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Ransack:

Info: Color=Blue Type=Sorcery Cost=3U SH(U1)
Text(SH): Look at the top five cards of target player's library. Put any number of those cards on the bottom of that player's library in any order and the rest on top of the player's library in any order.

Rapid Fire:

Info: Color=White Type=Instant Cost=3W LG(R1)
Text(LG+errata): Play ~this~ only before blockers are declared. ; Target creature gains first strike until end of turn. If that creature does not have rampage, it gains rampage 2 until end of turn.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Rampage, Rule A.25.

Rasputin Dreamweaver:

Info: Color=Multi Type=Summon Legend Cost=4WU LG(R1)
Text(LG+errata): 4/1 ; When ~this~ comes into play, put seven dream counters on it. ; During your upkeep, if there are fewer than seven dream counters on ~this~, put a dream counter on it. ; Remove a dream counter from ~this~: Prevent 1 damage to ~this~. ; Remove a dream counter from ~this~: Add one colorless mana to you mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Legendary Permanents, Rule K.19.

Rathi Dragon:

Info: Color=Red Type=Summon Dragon Cost=2RR TE(R1)
Text(TE): 5/5, Flying ; When ~this~ comes into play, sacrifice two mountains or sacrifice ~this~.
Note - Also see Comes Into Play Abilities, Rule E.3.

Rats of Rath:

Info: Color=Black Type=Summon Rats Cost=1B TE(C1)
Text(TE): 2/1 ; {B}: Destroy target artifact, creature, or land you control.

Raven Familiar:

Info: Color=Blue Type=Summon Bird Cost=2U UL(U1)

Text(UL): 1/2, Flying. Echo ; When ~this~ comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

This is not considered a draw. [\[DeLaney 02/10/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Echo, Rule A.16.

Ravenous Baboons:

Info: Color=Red Type=Summon Apes Cost=3R EX(R1)

Text(EX): 2/2 ; When ~this~ comes into play, destroy target nonbasic land.

If there is no non-basic land to destroy, the ability does nothing.

[\[DeLaney 06/10/98\]](#)

You have to pick one of your own non-basic lands if the opponent does not have any and you do. [\[D'Angelo 06/10/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Ravenous Skirge:

Info: Color=Black Type=Summon Imp Cost=2B US(C1)

Text(US): 1/1, Flying. ; Whenever ~this~ attacks, it gets +2/+0 until end of turn.

If it attacks more than once per turn (due to Relentless Assault, for example), it gets the bonus each time. [\[DeLaney 10/05/98\]](#)

Ravenous Vampire:

If sacrificed to itself, it gets the +1/+1 counter before it goes to the graveyard. Abilities that trigger on its death will count the +1/+1.

[\[WotC Rules Team 07/03/97\]](#)

It has a phase cost (see Rule A.6) paid during upkeep. If you want to pay it, sacrifice a creature when announcing the phase cost. If you don't, then do nothing on announcement, and tap it on resolution.

[\[D'Angelo 09/17/98\]](#)

Ray of Command:

Info: Color=Blue Type=Instant Cost=3U IA(C1)/MI(C1)/5(C1)

Text(MI/5th+errata): Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. If you lose control of the creature at end of turn, tap it. [\[Oracle 07/01/98\]](#)

Can be used on an untapped creature. Being tapped is not a targeting requirement. [\[Aahz 06/08/95\]](#)

Only removes "summoning sickness" from the creature. It does not allow a Wall to attack, allow an attack when an attack would be illegal or override any other rules. [\[Duelist Magazine #7, Page 9\]](#)

The creature taps after returning to the opponent (if it is not already tapped), so any abilities triggered off it tapping happen at that time.

[\[Aahz 07/05/95\]](#)

If your creature is untapped, you can use the ability before Ray of Command resolves. If it is tapped, then you cannot use a tap ability before it switches controllers. The creature untaps at the same time that it switches controllers, so it cannot be tapped really quickly before it switches. [\[bethmo 07/24/95\]](#)

Note that the creature gets summoning sickness again when it returns so it cannot be tapped for an ability or attack until it begins that player's turn under their control again. [\[D'Angelo 08/02/95\]](#)

This effect ends if the creature phases out. The creature will phase back in during your next untap phase without the Ray of Command's control effect, which typically means it will be under its original controller's control (see Rule G.30.12). [\[D'Angelo 09/02/97\]](#)

Ray of Erasure:

Info: Color=Blue Type=Instant Cost=U IA(C1)

Text(IA+errata): Target player takes the top card of his or her library and puts it in his or her graveyard. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

Can be played if opponent has no cards in their library. They do not lose

the game. You still get to draw a card next turn. [\[Aahz 06/08/95\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Raze:

Info: Color=Red Type=Sorcery Cost=R US(C1)

Text(US): At the time you play ~this~, sacrifice a land. Destroy target land.

The sacrifice of a land is part of the cost paid when announcing this spell (see Rule K.21.4). [\[WotC Rules Team 10/18/98\]](#)

Razortooth Rats:

Info: Color=Black Type=Summon Rats Cost=2B WL(C1)

Text(WL): 2/1 ; ~this~ cannot be blocked except by artifact creatures and black creatures.

Reality Anchor:

Info: Color=Green Type=Instant Cost=1G TE(C1)

Text(TE): Target creature loses shadow until end of turn. ; Draw a card.

Note - Also see Shadow, Rule A.26.

Reality Twist:

If a player uses Magical Hack to make a land type be listed as producing two different colors, the player tapping the land for mana can choose to produce mana of either color. [\[Duelist Magazine #7, Page 100\]](#) But if it produces more than one mana, all mana is of the same color.

[\[D'Angelo 07/21/95\]](#)

Reanimate:

Info: Color=Black Type=Sorcery Cost=B TE(U1)

Text(TE): Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.

Reap:

Info: Color=Green Type=Instant Cost=1G TE(U1)

Text(TE): Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.

The count of the number of black permanents the opponent controls is done during announcement since it only affects target selection. It does not get recounted later. [\[Duelist Magazine #23, Page 23\]](#)

Reaping the Rewards:

Info: Color=White Type=Instant Cost=W EX(C1)

Text(EX): Buyback-Sacrifice a land. ; Gain 2 life.

Note - Also see Buyback, Rule A.13.

Rebirth:

Info: Color=Green Type=Sorcery Cost=3GGG LG(R1)/4(R1)

Text(4th+errata): Remove ~this~ from your deck before playing if not playing fo ante. ; Each player may ante an additional card to set his or her life total to 20. [\[Oracle 07/01/98\]](#)

Classic (Type I) tournaments (see Rule D.13) have banned this card since 06/01/94 since it is only used in games for Ante.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Rebound:

Info: Color=Blue Type=Interrupt Cost=1U SH(U1)

Text(SH): Target spell, which targets only a single player, targets another player of your choice instead.

You must pick a new legal target for the spell. [\[WotC Rules Team 03/01/98\]](#)

So if a spell targets "an opponent", you cannot make it target the caster.

Rebuild:

Info: Color=Blue Type=Instant Cost=2U UL(U1)

Text(UL): Return all artifacts to owners' hands. ; Cycling {2}.

Remember that cards only affect things which are in play unless they specifically say otherwise. So this only applies to artifacts in play.

[\[Urza's Legacy FAQ 02/03/99\]](#)

Note - Also see Cycling, Rule A.15.

Recall:

Info: Color=Blue Type=Sorcery Cost=XXU LG(R1)/CH(U3)/5(R1)

Text(5th): Choose and discard X cards: Return X target cards in your graveyard to your hand. Remove ~this~ from the game.

The cards are discarded from your hand during announcement and as a cost instead of being discarded on resolution. It is not a forced discard, so it cannot be used with Library of Leng. [\[Duelist Magazine #11, Page 56\]](#)

See Rule K.21.3.

Choose which cards in the graveyard are being recalled during announcement.

[\[Duelist Magazine #9, Page 34\]](#) As with all spells, targets are chosen at the same time costs are being paid, so the discarded cards are not valid targets.

If one or more of the target cards in the graveyard is not there upon resolution, you still get the others. [\[bethmo 03/11/96\]](#) See Rule G.41.5.

The "XXU" casting cost is not a misprint. It means to spend one blue plus two times X generic mana to cast the spell. [\[Duelist Magazine #2, Page 7\]](#)

See Rule K.27.2.

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 08/01/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) restricted this card from 08/01/94 to 04/01/96.

Recantation:

Info: Color=Blue Type=Enchantment Cost=3UU US(R1)

Text(US): During your upkeep, you may put a verse counter on ~this~. ; {U}, Sacrifice ~this~: Return up to X target permanents to owner's hand, where X is the number of verse counters on ~this~.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Reckless Ogre:

Info: Color=Red Type=Summon Ogre Cost=3R EX(C1)

Text(EX): 3/2 ; If ~this~ attacks and no other creatures do, it gets +3/+0 until end of turn.

Reckless Spite:

Info: Color=Black Type=Instant Cost=1BB TE(U1)

Text(TE): Destroy two target nonblack creatures. Lose 5 life.

Reclaim:

Info: Color=Green Type=Instant Cost=G EX(C1)

Text(EX): Put target card from your graveyard on top of your library.

Reclusive Wight:

Info: Color=Black Type=Summon Minion Cost=3B US(U1)

Text(US): 4/4. ; During your upkeep, if you control any other nonland permanents, sacrifice ~this~.

Reconnaissance:

Info: Color=White Type=Enchantment Cost=W EX(U1)

Text(EX): {0}: Remove target attacking creature you control from combat and untap it. (That creature neither deals nor receives combat damage this turn.)

Does not undo any effects which triggered on declaration of attackers or blockers. For example, if you remove a Thicket Basilisk from combat

after a creature blocks it, that creature is still destroyed at end of combat. [\[DeLaney 05/24/98\]](#)

Reconstruction:

Info: Color=Blue Type=Sorcery Cost=U AQ(C4)/R(C1)
Text(AQ/RV+errata): Return target artifact card from your graveyard to your hand. [\[Oracle 07/01/98\]](#)

Note - The Anvil symbol is missing from the Antiquities version of this card.

Recurring Nightmare:

Info: Color=Black Type=Enchantment Cost=2B EX(R1)
Text(EX): Sacrifice a creature, Return ~this~ to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery.

You cannot return the creature which you are sacrificing. This is because you choose the target creature card at the same time the sacrifice is happening, so the sacrifice is not in the graveyard yet.

[\[DeLaney 06/10/98\]](#)

Because of the way the timing rules work, you can cast Recurring Nightmare and then use it before your opponent can use an instant like Disenchant on it, but only if you do so as the start of the first batch after it enters play. [\[D'Angelo 10/15/98\]](#)

Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.

Recycle:

Info: Color=Green Type=Enchantment Cost=4GG TE(R1)
Text(TE): Skip your draw phase. ; Whenever you play a card, draw a card. ; During your discard phase, choose and discard all but two cards.

Does not let you draw for cards that are simply "put into play", such as with Eureka. [\[Aahz 11/04/97\]](#) Or Rampant Growth. [\[bethmo 12/02/97\]](#)

You draw the card as soon as the card is played, even before interrupts are used. For this reason, countering the spell will not prevent you from drawing the card. [\[D'Angelo 11/10/97\]](#)

Works when playing a land card from your hand as normal. Does not work if a land is put into play by an effect. [\[Duelist Magazine #23, Page 23\]](#)

Redeem:

Info: Color=White Type=Instant Cost=1W US(U1)
Text(US): Prevent all damage to one or two creatures. (Treat further damage normally.)

Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)

Red Elemental Blast:

Info: Color=Red Type=Interrupt Cost=R ABUR4(C1)
Text(4th+errata): Counter target blue spell or destroy target blue permanent. (If this spell targets a permanent, play it as an instant.)
[\[Oracle 07/01/98\]](#)

The spell is still an "Interrupt" and not an "Instant" for effects that affect certain spell types. [\[Aahz 09/19/96\]](#) See Rule T.15.1.

The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected.

[\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal spells.

Note - The Alpha printing version said it was of type "Instant".

Red Mana Battery:

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R1)
Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap}, Remove X charge counters from ~this~: Add an amount of {R} to your mana pool equal to X plus one. Play this ability as a mana source.
[\[Oracle 07/01/98\]](#)

See Black Mana Battery for rulings.

Red Ward:

Info: Color=White Type=Enchant Creature Cost=W ABUR4(U1)
Text(4th+errata): Enchanted creature gains protection from red. The

protection granted by "this" does not destroy "this". [\[Oracle 07/01/98\]](#)
See Black Ward for rulings.
Note - Also see Protection, Rule A.24.

Redwood Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=4G WL(C1)
Text(WL): 3/6.

Reef Pirates:

Info: Color=Blue Type=Summon Ships Cost=1UU HL(C4)/5(C1)
Text(5th): 2/2 ; If "this" damages any opponent, put the top card of that player's library into his or her graveyard.

Reflecting Mirror:

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)
Text(DK+errata): {X}{X},{Tap}: Target spell, which targets only you and has a total casting cost equal to X, now targets another player of your choice. Play this ability as an interrupt. (The new target must be legal.) [\[Oracle 07/01/98\]](#)

This spell only changes the target of a spell, and not the caster.

[\[bethmo 08/10/94\]](#)

Can only be used during the period where a spell can be interrupted right before it becomes successfully "cast". You cannot wait until later to use this effect. [\[D'Angelo 05/22/95\]](#) See Rule T.3.1.

Cannot be used on spells which are not targeted, such as Hurricane.

[\[Aahz 08/12/94\]](#)

Cannot be used on spells which affect "you" and which do not say they target you, as with a "target player" spell where you choose yourself.

[\[D'Angelo 10/13/97\]](#)

Cannot be used on abilities of permanents. Those are abilities and not spells. [\[Aahz 08/12/94\]](#)

Can be used on spells which will become permanents but that are targeted.

For example, an artifact like Black Vise or an enchantment like Lifetap target a player when cast. But you cannot choose an illegal target. Thus if the spell targets "opponent", you cannot reflect it to target the caster. [\[Duelist Magazine #6, Page 131\]](#)

Siren's Call cannot be reflected since it can only target the current player. [\[Duelist Magazine #6, Page 131\]](#)

Note - Also see Targeting--Is Something Targeted, Rule G.42.

Reflecting Pool:

Info: Color=Land Type=Land Cost=None TE(R1)
Text(TE): {Tap}: Add to your mana pool one mana of any type that any land you control can produce.

If none of your lands can produce mana, or if all of your lands are Reflecting Pools, then they cannot be tapped for any kind of mana.

[\[Duelist Magazine #23, Page 23\]](#) This is a specific rule for this card that does not apply to how any other card should be treated.

[\[bethmo 11/24/98\]](#)

It checks for types the land could produce under all possible conditions.

For example, if a land can only produce mana if you pay a cost or if some condition is met, Reflecting Pool can still generate mana of that color. For example, Reflecting Pool can make green mana if Gaea's Cradle is in play with no creatures in play, or black mana if a Bottomless Vault is in play with no counters on it, or red mana if a Mountain is in play and tapped. [\[WotC Rules Team 03/18/99\]](#) The rule about multiple Reflecting Pools not helping each other out is a special one. That is true since Reflecting Pool does not specify what mana it could produce, so the "perfect conditions" here result in confusion, which results in no mana types at all.

Any change to a land's type or splicing of text into a land can affect the types of mana a land can produce. [\[D'Angelo 11/12/98\]](#)

+ Any continuous replacements, such as Naked Singularity, are considered by Reflecting Pool when determining the types of mana a land can produce.
[\[WotC Rules Team 03/18/99\]](#)

Reflexes:

Info: Color=Red Type=Enchant Creature Cost=R US(C1)
Text(US): Enchanted creature gains first strike.

Regeneration:

Info: Color=Green Type=Enchant Creature Cost=1G IA(C1)/MI(C1)/ABUR45(C1)
Text(MI/5th): {G}: Regenerate enchanted creature.

Regrowth:

Info: Color=Green Type=Instant Cost=G ABUR(U1)
Text(RV+errata): Return target card from your graveyard to your hand.

[\[Oracle 07/01/98\]](#)

You must show the card you bring out of the graveyard to your opponent.

[\[bethmo 1994\]](#)

You can Regrow a card which was discarded from your hand and was therefore never in play. [\[D'Angelo 1994\]](#)

Can use Deflection to force selection of a different card in the Regrowth caster's graveyard. [\[bethmo 04/01/96\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 03/23/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95. It was previously restricted from 03/23/94 to 05/02/95.

Reign of Chaos:

Cannot be cast unless there is a valid creature and a valid land to target.

[\[Duelist Magazine #16, Page 30\]](#)

Reincarnation:

Info: Color=Green Type=Instant Cost=1GG LG(U1)

Text(LG+errata): If target creature is put into any graveyard this turn, choose target creature card in the graveyard of that creature's controller. Put that creature into play under that player's control.

[\[Oracle 07/01/98\]](#)

A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 1994\]](#)

Can bring back the same creature because you select the creature after sending the current one to the graveyard. [\[bethmo 06/29/94\]](#)

This sets up a triggered ability (see Rule A.8). When the creature goes to the graveyard, the ability will trigger and normal triggered ability resolution takes place. [\[Aahz 06/14/96\]](#) If cast on a Firestorm Phoenix, the order that the two triggered abilities resolves in decides if you can choose the Phoenix to be returned by Reincarnation or if it will already be in your hand and cannot be chosen.

[\[Aahz 06/14/96\]](#)

This spell does not do anything if there are no creatures in the graveyard (this is possible if the creature it was cast on was a Firestorm Phoenix, Cyclopean Mummy, or some other creature that leaves the graveyard just after entering it). [\[bethmo 6/29/94\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Reinforcements:

You have to show the creatures you put on top of your library, along with the order you put them there. [\[D'Angelo 03/26/97\]](#)

Reins of Power:

Info: Color=Blue Type=Instant Cost=2UU SH(R1)

Text(SH): You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.

It is perfectly legal for either or both players to have zero creatures.

They give control of all their zero creatures as instructed.

[\[Barclay 02/27/98\]](#)

If any of the creatures phase out, the control effect ends for those creatures, and the creatures will phase back during your next untap but under their original controller's control (see Rule G.30.12).

Rejuvenate:

Info: Color=Green Type=Sorcery Cost=3G US(C1)
Text(US): Gain 6 life. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Relearn:

Info: Color=Blue Type=Sorcery Cost=1UU WL(U1)
Text(WL): Return target instant, interrupt, or sorcery card from your graveyard to your hand.

Relentless Assault:

Info: Color=Red Type=Sorcery Cost=2RR VI(R1)
Text(VI): Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.
A creature that must attack each turn, must only attack once that turn. It is not forced into each attack that turn. [\[Duelist Magazine #17, Page 48\]](#)
If a creature becomes forced to attack by an ability such as the Norrit, it must attack in the next available attack. Once it attacks once, it removes all "your must attack" restrictions of existing effects on it. [\[WotC Rules Team 03/14/97\]](#)
If a spell or ability can only be played "before the attack", it can be played after this spell is played because it is now before another attack. [\[Duelist Magazine #17, Page 48\]](#)
If a creature has a cost that must be paid in order to attack or block, it need only pay once to attack in any other attacks that turn. [\[WotC Rules Team 03/14/97\]](#) This is true even if the wording on the card makes it sound otherwise.
Abilities that trigger when a creature attacks, blocks, or is blocked will trigger during each combat that turn. Thus, a creature with Rampage will get the bonus added during each attack. [\[WotC Rules Team 03/14/97\]](#)
Forking this card during your opponents turn will not allow you to attack during their turn. [\[WotC Rules Team 03/14/97\]](#)

Relic Barrier:

Info: Color=Artifact Type=Artifact Cost=2 LG(U2)
Text(LG+errata): {Tap}: Tap target artifact. [\[Oracle 07/01/98\]](#)
Can target a tapped artifact. [\[Duelist Magazine #5, Page 23\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Relic Bind:

Info: Color=Blue Type=Enchant Artifact Cost=2U LG(U1)/4(R1)
Text(4th+errata): Play ~this~ only on an artifact an opponent controls ; Whenever enchanted artifact becomes tapped, target player gains 1 life or ~this~ deals 1 damage to target player. [\[Oracle 07/01/98\]](#)
It is buried if it ends up on an artifact you control, because that is a targeting restriction. [\[Aahz 07/29/95\]](#) See Rule K.14.5.
Note - The Legends version read quite differently. Be sure to use the above text instead.

Relic Ward:

Info: Color=White Type=Enchant Artifact Cost=1W VI(U1)
Text(VI+errata): You may play ~this~ as an instant; if you do, sacrifice it at end of turn. ; Enchanted artifact cannot be the target of spells or abilities. [\[Oracle 07/01/98\]](#)
Does not destroy enchantments which are on the artifact, and it not prevent enchantments from being moved onto the artifact. [\[bethmo 10/23/97\]](#)
Note - Also see Play As A..., Rule T.15.

Remedy:

Info: Color=White Type=Instant Cost=1W VI(C1)
Text(VI): Prevent up to 5 damage total to any number of creatures and/or players.

Remembrance:

Info: Color=White Type=Enchantment Cost=3W US(R1)

Text(US+errata): Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that card. If you do, reveal the card, put it into your hand, and shuffle your library afterward. [\[WotC Rules Team 10/18/98\]](#)

If a card which is a creature only due to an effect goes to the graveyard, you can search for another copy of that card. [\[D'Angelo 10/15/98\]](#)

+ You look for a card of the same name, the current type of the card does not matter. [\[WotC Rules Team 03/18/99\]](#)

If a copy card, such as Clone, goes to the graveyard under this effect, you get to look for another copy of the card it was copying (not the Clone card). This is because a copy card actually takes on the base name and characteristics of what it copies. [\[WotC Rules Team 03/18/99\]](#)

Remote Isle:

Info: Color=Land Type=Land Cost=None US(C1)

Text(US): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Remove Enchantments:

Info: Color=White Type=Instant Cost=W LG(C1)

Text(LG+errata): Destroy all enchantments you control, all enchantments on all permanents you control, and, if you are the defending player, all enchantments on all attacking creatures. Return each of those enchantments that you own to your hand instead of destroying it.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Remove Soul:

Info: Color=Blue Type=Interrupt Cost=1U LG(C2)/CH(C3)/5(C1)

Text(LG/CH/5th): Counter target summon spell.

Only works on Summon cards. Cannot counter an Artifact creature or spell which brings a creature into play but which does not say "Summon" under the picture. [\[bethmo 06/15/94\]](#)

Renegade Warlord:

Info: Color=Red Type=Summon Soldier Cost=4R TE(U1)

Text(TE): 3/3, First Strike ; If ~this~ attacks, each other attacking creature gets +1/+0 until end of turn.

Renewal:

Info: Color=Green Type=Sorcery Cost=2G HL(C1)

Text(HL+errata): Sacrifice a land to search your library for a basic land and put it directly into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Repentance:

Info: Color=White Type=Sorcery Cost=2W TE(U1)

Text(TE): Target creature deals to itself damage equal to its power.

Repentant Blacksmith:

Info: Color=White Type=Summon Smith Cost=1W AN(U2)/CH(C3)/5(C1)

Text(AN/CH/5th): 1/2, Protection from Red.

Note - Also see Protection, Rule A.24.

Repopulate:

Info: Color=Green Type=Instant Cost=1G UL(C1)

Text(UL): Shuffle all creature cards from target player's graveyard into that player's library. ; Cycling {2}.

A "creature card" is an Artifact Creature or Summon card.

[\[D'Angelo 02/13/99\]](#)

Note - Also see Cycling, Rule A.15.

Reprocess:

Info: Color=Black Type=Sorcery Cost=2BB US(R1)
 Text(US): Sacrifice any number of artifacts, creatures, and/or lands and draw a card for each one sacrificed this way.
 You can sacrifice zero things if you want to. [\[DeLaney 10/05/98\]](#)

Rescind:

Info: Color=Blue Type=Instant Cost=1UU US(C1)
 Text(US): Return target permanent to owner's hand. ; Cycling {2}.
 Note - Also see Cycling, Rule A.15.

Reset:

Info: Color=Blue Type=Interrupt Cost=UU LG(U1)
 Text(LG+errata): Play ~this~ only during any opponent's turn and only after upkeep. ; Untap all lands you control. [\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Resistance Fighter:

Info: Color=White Type=Summon Soldier Cost=W VI(C1)
 Text(VI): 1/1 ; Sacrifice ~this~: Target creature deals no combat damage this turn.

Respite:

Info: Color=Green Type=Instant Cost=1G TE(C1)
 Text(TE): Creatures deal no combat damage this turn. Gain 1 life for each attacking creature.

Resurrection:

Info: Color=White Type=Sorcery Cost=2WW ABUR(U1)
 Text(RV+errata): Put target creature card from your graveyard into play.
[\[Oracle 07/01/98\]](#)
 Resurrected creatures are subject to summoning sickness. They cannot be tapped to attack or to use an ability on the turn in which they come into play. [\[Mirage, Page 14\]](#)
 Treat the creature like it has been summoned but with zero applied to any 'X' in the casting cost. So, a Resurrected Clone would get to choose a creature to copy and a Resurrected Rock Hydra would have zero heads.
[\[PPG Page 92\]](#)
 You can Resurrect a creature which was discarded from your hand and was therefore never in play.

Resuscitate:

Info: Color=Green Type=Instant Cost=1G EX(U1)
 Text(EX): Until end of turn, each creature you control gains "{1}: Regenerate this creature."
 This cannot be played during damage prevention or at the time regeneration is needed. It must be played earlier in the turn. [\[Barclay 06/10/98\]](#)

Retaliation:

Info: Color=Green Type=Enchantment Cost=2G US(U1)
 Text(US): Each creature you control gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn."
 The creature gets +1/+1 for each creature that blocks it.
[\[D'Angelo 10/08/98\]](#)

Retribution:

The opponent chooses which creature gets what during announcement of the spell. [\[Duelist Magazine #9, Page 37\]](#)

Retribution of the Meek:

Info: Color=White Type=Sorcery Cost=2W VI(R1)
 Text(VI): Destroy all creatures with power 4 or greater. Those creatures cannot be regenerated this turn.

Retromancer:

Info: Color=Red Type=Summon Viashino Cost=2RR US(C1)
 Text(US): 3/3. ; Whenever ~this~ is the target of a spell or ability, ~this~

deals 3 damage to that spell or ability's controller.

Revelation:

Info: Color=Green Type=Enchant World Cost=G LG(R1)/CH(U1)
Text(LG/CH+errata): Players play with their hands face up. [\[Oracle 07/01/98\]](#)
Note - Also see Enchant World, Rule K.14.8.

Revenant:

Info: Color=Black Type=Summon Spirit Cost=4B SH(R1)
Text(SH): */*, Flying ; ~this~ has power and toughness each equal to the number of creature cards in your graveyard.

Reverberation:

Info: Color=Blue Type=Instant Cost=2UU LG(R1)
Text(LG+errata): Redirect all damage from one sorcery to its caster. (Treat further damage from that source normally.) [\[Oracle 07/01/98\]](#)
If used on a sorcery like Hurricane which does X damage to multiple targets, it will cause that player to take damage equal to the sum of all damage inflicted by the spell. Ouch! [\[Duelist Magazine #2, Page 9\]](#)
This spell can only be used during a damage prevention step during which damage from a sorcery is present. It cannot be used on sorceries that do not do damage. [\[WotC Rules Team 05/10/95\]](#)
Damage prevention can be used before this spell resolves. Only unprevented damage upon resolution will be redirected. [\[D'Angelo 05/31/95\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Revered Unicorn:

Info: Color=White Type=Summon Unicorn Cost=1W WL(U1)
Text(WL): 2/3 ; Cumulative Upkeep - {1} ; If ~this~ leaves play, its controller gains life equal to ~this~'s last paid cumulative upkeep.
Note - Also see Cumulative Upkeep, Rule A.14.

Reverse Damage:

Info: Color=White Type=Instant Cost=1WW ABUR45(R1)
Text(5th+errata): All damage dealt to you so far this turn from one source is retroactively added to your life total instead of subtracted. (Treat further damage from that source normally.) [\[Oracle 07/01/98\]](#)
This can be played when the damage occurs (as a form of damage prevention) or later in the same turn to retroactively remove damage.
If used later in the turn, any effects that were caused by the damage (i.e. Hypnotic Specter, Drain Life, etc.) are not undone. [\[WotC Rules Team 05/10/95\]](#)
If a source does damage to you multiple times in the same turn, you can reverse all of it, not just one time. [\[D'Angelo 1994\]](#)
Actually removes damage when it gives you life, so you gain nothing by casting two of these in a row. [\[WotC Rules Team 1994\]](#)
It can be used even if you have taken no damage this turn, in order to waste the spell. [\[Duelist Magazine #6, Page 131\]](#)
When used retroactively on damage, it only adds life for any damage which actually caused loss of life. So if an effect such as Worship causes some of the damage to not cause loss of life, then Reverse Damage will not give you life for the damage that did not cause loss of life. [\[bethmo 01/11/99\]](#)

Reverse Polarity:

Info: Color=White Type=Instant Cost=WW AQ(C4)/R(U1)
Text(RV+errata): All damage dealt to you so far this turn from artifact sources is retroactively added to your life total instead of subtracted. (Treat further damage from those sources normally.) [\[Oracle 07/01/98\]](#)
Actually removes damage when it gives you life, so you gain nothing by casting two of these in a row. [\[WotC Rules Team 1994\]](#)
It can be used even if you have taken no damage this turn, in order to waste the spell. [\[WotC Rules Team 05/10/95\]](#)
Also see Reverse Damage for related rulings.

Rewind:

Info: Color=Blue Type=Interrupt Cost=2UU US(C1)
Text(US): Counter target spell. Untap up to four lands.
You can untap from 0 to 4 lands. [\[DeLaney 10/05/98\]](#)
Does not target the lands. [\[DeLaney 10/05/98\]](#)
Can be used on already untapped lands (with no effect). [\[DeLaney 10/05/98\]](#)
Can be used on another player's lands. [\[DeLaney 10/05/98\]](#)

Ricochet:

Info: Color=Red Type=Enchantment Cost=R UG(U1)
Text(UG): Whenever any spell targets a single player, each player rolls a six-sided die. That spell is redirected to the player or players with the lowest die roll. If two or more players tie for the lowest die roll, they reroll until there is no tie.
Can't target a spell if it targets a player, and something else too.
[\[Barclay 08/13/98\]](#)
If Ricochet chooses a player which is an illegal target for the spell, then the spell's target does not change. [\[QAS 09/09/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Righteous Aura:

Info: Color=White Type=Enchantment Cost=1W VI(C1)
Text(VI+errata): {W}, Pay 2 life: Prevent all damage to you from any one source. (Treat further damage from that source normally.)
[\[Oracle 07/01/98\]](#)

Righteous Avengers:

Info: Color=White Type=Summon Avengers Cost=4W LG(U1)
Text(LG): 3/1, Plainswalk.
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Landwalk, Rule A.22.

Righteousness:

Info: Color=White Type=Instant Cost=W ABUR45(R1)
Text(4th/5th): Target blocking creature gets +7/+7 until end of turn.

Righteous War:

Info: Color=Multi Type=Enchantment Cost=1WB VI(R1)
Text(VI): All white creatures you control gain protection from black. ;
All black creatures you control gain protection from white.
Note - Also see Protection, Rule A.24.

Rime Dryad:

Cannot landwalk through a non-Snow-Covered Forest.
[\[WotC Rules Team 06/15/95\]](#)

Ring of Gix:

Info: Color=Artifact Type=Artifact Cost=3 UL(R1)
Text(UL): Echo ; {1},{Tap}: Tap target artifact, creature, or land.
Remember that you cannot use the ability during your upkeep until after you deal with the upkeep cost (see Rule A.6) imposed by Echo.
[\[Urza's Legacy FAQ 02/03/99\]](#)
Note - See Icy Manipulator for related rulings.
Note - Also see Echo, Rule A.16.

Ring of Immortals:

Info: Color=Artifact Type=Artifact Cost=5 LG(R1)
Text(LG+errata): {3},{Tap}: Counter target enchantment or interrupt spell that targets a permanent you control. Play this ability as an interrupt.
[\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Ring of Ma'ruf:

Info: Color=Artifact Type=Artifact Cost=5 AN(U2)
Text(AN+errata): {5},{Tap}, Skip drawing a card, Remove ~this~ from the game: Put into your hand any card that you own but that is not in the game.
[\[Oracle 07/01/98\]](#)

It is of type "Artifact", not "Mono Artifact". [\[Oracle 07/01/98\]](#)
 The ability is played as a replacement ability (see Rule A.7) right before resolving any spell or ability which has you draw a card. It makes the draw never happen and gives the listed benefit. [\[D'Angelo 01/31/99\]](#)
 Can acquire a creature which was removed from the game by the Disintegrate or Swords to Plowshares. [\[bethmo 1994\]](#)
 Cannot acquire cards that are phased out or in an Oubliette or Tawnos's Coffin. Those cards are simply out of play and not out of the game. [\[D'Angelo 10/23/98\]](#)
 Cannot acquire the Ante cards. They are considered still "in the game" as are cards in the library and the graveyard. [\[bethmo 1994\]](#)
 Can acquire cards which are set aside for other cards, such as Ice Cauldron, Elkin Bottle, Necropotence, etc. Such cards are in the "out of game" zone (see Rule Z.7). [\[bethmo 10/23/98\]](#)
 While in a sub-game started by Shahrazad, you cannot take cards from the parent game. This "sub-game" is still part of the larger "game". [\[WotC Rules Team 11/10/95\]](#)
 Can only acquire cards you own. [\[bethmo 1994\]](#) See Rule G.29.
 You do need to show the card you acquire to your opponent. [\[Aahz 06/13/96\]](#)
 Does not allow you to look at face-down cards which are in the removed from game zone. [\[bethmo 11/24/98\]](#) You can get them with the Ring, but you can't look at them.
 In Duelist Convocation tournament play, it can only bring cards from your sideboard or ones that were removed from the game by an effect. [\[bethmo 1995\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Ring of Renewal:

As errata, it should read "{5},{Tap}: Discard a card at random from your hand to draw two cards." [\[Encyclopedia, Page 189\]](#)
 The cards are discarded from your hand during announcement and as a cost. It is not a forced discard, so it cannot be used with Library of Leng. [\[Duelist Magazine #11, Page 56\]](#)

Riptide:

Info: Color=Blue Type=Instant Cost=U DK(C3)
 Text(DK+errata): Tap all blue creatures. [\[Oracle 07/01/98\]](#)

Ritual of Subdual:

All affected lands produce colorless mana and the amount generated is not affected. [\[Duelist Magazine #6, Page 131\]](#)
 Will remove restrictions on how mana generated by the land is used. [\[Duelist Magazine #6, Page 131\]](#) For example, the 3 mana from a Mishra's Workshop still is not limited any more.
 The ability is a continuous replacement ability (see Rule A.7.5). [\[DeLaney 11/03/98\]](#)

Rivalry:

Info: Color=Red Type=Enchantment Cost=2R UL(R1)
 Text(UL): During each player's upkeep, if that player controls more lands than any other, ~this~ deals 2 damage to him or her.

Riven Turnbull:

Info: Color=Multi Type=Summon Legend Cost=5BU LG(U1)
 Text(LG+errata): 5/7 ; {Tap}: Add {B} to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.
 Note - Also see Legendary Permanents, Rule K.19.

River Boa:

Info: Color=Green Type=Summon Snake Cost=1G VI(C1)
 Text(VI+errata): 2/1, Islandwalk ; {G}: Regenerate ~this~. [\[Oracle 07/01/98\]](#)
 Note - Also see Landwalk, Rule A.22.

River Delta:

Info: Color=Land Type=Land Cost=None IA(R1)
 Text(IA+errata): {Tap}: Add {U} or {B} to your mana pool. ~this~ does not

untap during your next untap phase. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

Robe of Mirrors:

Info: Color=Blue Type=Enchant Creature Cost=U EX(C1)
Text(EX): Enchanted creature cannot be the target of spells or abilities.
Does not destroy enchantments which are already on the creature.
[\[Barclay 06/10/98\]](#)
Does not prevent enchantments from being moved onto the creature.
[\[Barclay 06/10/98\]](#) See Rule E.9.Ruling.1.

Roc Hatchling:

Info: Color=Red Type=Summon Bird Cost=R WL(U1)
Text(WL): 0/1 ; When ~this~ comes into play, put four shell counters on it. ; During your upkeep, remove a shell counter from ~this~. ; As long as ~this~ has no shell counters on it, it gets +3/+2 and gains flying. The flying ability is inherent to the card, and is not an external effect. So it is considered the first to enter play and will lose out to any effect which removes flying from the Hatchling. [\[bethmo 08/21/97\]](#)
Is not considered to have Flying ability when it is cast, so it will not trigger a Hidden Spider. [\[bethmo 11/03/98\]](#)
Note - Also see Comes Into Play Abilities, Rule E.3.

Rocket Launcher:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)/R(R1)
Text(AQ/RV+errata): {2}: ~this~ deals 1 damage to target creature or player. At end of turn, sacrifice ~this~. You cannot use this ability if ~this~ has summoning sickness. [\[Oracle 07/01/98\]](#)
Because it does not have tapping as part of its activation cost, you can power it many times in one turn, but it is destroyed at the end of any turn in which you use it. [\[D'Angelo 1994\]](#)
Cannot be powered for more than one point of damage in a single activation. [\[Duelist Magazine #12, Page 26\]](#)
Can choose different targets for each use. [\[bethmo 1994\]](#)
The Guardian Beast cannot prevent it from being buried. [\[D'Angelo 1994\]](#)
It is only sacrificed at end of turn if it is successfully used. If the ability is countered, it is not sacrificed. [\[Aahz 06/12/97\]](#)

Rock Hydra:

Info: Color=Red Type=Summon Hydra Cost=XRR ABUR(R1)
Text(RV+errata): 0/0 ; ~this~ comes into play with X +1/+1 counters on it. ; For each 1 damage dealt to ~this~, if ~this~ has any +1/+1 counters on it, remove one of them instead. ; {R}: Prevent 1 damage to ~this~. ; {R}{R}{R}: Put a +1/+1 counter on ~this~. Use this ability only during your upkeep. [\[Oracle 07/01/98\]](#)
The payment of red mana to prevent the damage is considered damage prevention. [\[Duelist Magazine #11, Page 57\]](#)
Removing a +1/+1 counter is a replacement ability that happens when the damage would become successfully dealt, if the damage was not prevented by some other means. For each counter removed, the damage is never actually dealt to the Hydra. You have no choice about this ability. It must be played if the Hydra has any counters. [\[D'Angelo 11/16/98\]](#)
Since the Hydra loses counters due to damage before accumulating damage points, instants like Giant Growth are not totally useful with a Rock Hydra. A Hydra with 4 counters and a Giant Growth is 7/7, but after taking 4 damage (without paying the mana to keep the counters) it will lose all of its counters and die once the Giant Growth wears off. [\[bethmo 1994\]](#)
If brought into play without casting, X will be zero. See Rule K.27.Ruling.2. So if brought into play it will be a 0/0 creature and will die unless something, like Castle, increases its toughness. [\[PPG Page 92\]](#)
Once in play, the X is considered to be zero when calculating its casting cost. See Rule K.27.3. [\[PPG Page 56\]](#) This means that Metamorphosis on a Hydra gives only 3 mana.
You can spend more red mana than there is damage to prevent if you do it all in one batch during a damage prevention step. In other words two uses of

the pay {R} to prevent a point of damage can target the same point of damage. The second one to resolve will fail to do anything.

[\[D'Angelo 11/21/95\]](#)

If damage to a Rock Hydra is unpreventable (i.e. Whippoorwill or Lava Burst), you cannot spend {R} to prevent damage or remove heads to prevent damage. [\[Duelist Magazine #11, Page 57\]](#) The removal of counters is a replacement ability and is not damage prevention, so Whippoorwill will not stop that from happening. [\[D'Angelo 11/16/98\]](#)

Note - The Alpha printing version of this card had 'R's where the red mana symbols are on all further printings.

Rock Lobster:

Info: Color=Artifact Type=Artifact Creature Cost=4 UG(C1)

Text(UG): 4/3 ; Scissors Lizards cannot attack or block.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Rock Slide:

Info: Color=Red Type=Instant Cost=XR VI(C1)

Text(VI): ~this~ deals X damage divided any way you choose, among any number of target attacking or blocking creatures without flying.

Note - Also see X Costs, Rule K.27.

Roc of Kher Ridges:

Info: Color=Red Type=Summon Roc Cost=3R ABUR(R1)

Text(ABU/RV): 3/3, Flying.

Rod of Ruin:

Info: Color=Artifact Type=Artifact Cost=4 ABUR45(U1)

Text(4th/5th): {3},{Tap}: ~this~ deals 1 damage to target creature or player.

Rogue Elephant:

Info: Color=Green Type=Summon Elephant Cost=G WL(C1)

Text(WL+errata): 3/3 ; When ~this~ comes into play, sacrifice a forest or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Rohgahh of Kher Keep:

Info: Color=Multi Type=Summon Legend Cost=2BBRR LG(R1)

Text(LG+errata): 5/5 ; During your upkeep, pay {R}{R}{R} or tap ~this~ and all Kobolds of Kher Keep you control, and then an opponent of your choice gains control of ~this~ and those Kobolds. ; All Kobolds of Kher Keep you control get +2/+2. [\[Oracle 07/01/98\]](#)

In multiplayer games you can choose a different opposing player each time it requires you to. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Rolling Stones:

Info: Color=White Type=Enchantment Cost=1W SH(R1)

Text(SH): Walls can attack as though they were not Walls.

Rolling Thunder:

Info: Color=Red Type=Sorcery Cost=XRR TE(C1)

Text(TE): ~this~ deals X damage divided any way you choose among any number of target creatures and/or players.

Note - Also see X Costs, Rule K.27.

Rootbreaker Wurm:

Info: Color=Green Type=Summon Wurm Cost=5GG TE(C1)

Text(TE): 6/6, Trample.

Note - Also see Trample, Rule A.27.

Root Maze:

Info: Color=Green Type=Enchantment Cost=G TE(R1)

Text(TE): All artifacts and lands come into play tapped.

Roots of Life:

A Magical Hack or Mind Bend will not allow you to change the land types it affects since the land type is chosen on announcement, well before even interrupts can be used. [\[bethmo 05/13/97\]](#)

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[\[D'Angelo 10/15/96\]](#)

Root Spider:

Info: Color=Green Type=Summon Spider Cost=3G HL(U3)

Text(HL+errata): 2/2 ; If ~this~ blocks, it gets +1/+0 and gains first strike until end of turn. [\[Oracle 07/01/98\]](#)

Rootwalla:

Info: Color=Green Type=Summon Lizard Cost=2G TE(C1)

Text(TE): 2/2 ; {1}{G}: ~this~ gets +2/+2 until end of turn. Use this ability only once each turn.

Rootwater Alligator:

Info: Color=Green Type=Summon Alligator Cost=3G EX(C1)

Text(EX): 3/2 ; Sacrifice a forest: Regenerate ~this~.

Rootwater Depths:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {B} to your mana pool. ~this~ does not untap during your next untap phase.

Rootwater Diver:

Info: Color=Blue Type=Summon Merfolk Cost=U TE(U1)

Text(TE): 1/1 ; {Tap}, Sacrifice ~this~ : Return target artifact card from your graveyard to your hand.

Rootwater Hunter:

Info: Color=Blue Type=Summon Merfolk Cost=2U TE(C1)

Text(TE): 1/1 ; {Tap}: ~this~ deals 1 damage to target creature or player.

Rootwater Matriarch:

Info: Color=Blue Type=Summon Merfolk Cost=2UU TE(R1)

Text(TE): 2/3 ; {Tap}: Gain control of target creature as long as that creature has any enchantments on it.

Can target an unenchanted creature but has no effect on that creature.

[\[Aahz 11/17/97\]](#)

The control effect ends if at any time the creature has no enchantments on it. [\[D'Angelo 12/18/97\]](#)

Rootwater Mystic:

Info: Color=Blue Type=Summon Merfolk Cost=U EX(C1)

Text(EX): 1/1 ; {U}{1}: Look at the top card of target player's library.

Rootwater Shaman:

Info: Color=Blue Type=Summon Merfolk Cost=2U TE(R1)

Text(TE): 2/2 ; You may play creature enchantments whenever you could play an instant.

If used to cast any of the enchantments which have a built-in "can play as an instant" ability, those enchantments do not consider themselves as having used their own "can play as an instant" ability. This means that Armor of Thorns when cast using Rootwater Shaman is not buried at end of turn. [\[D'Angelo 03/26/98\]](#)

Roterthopter:

If Power Artifact is placed on it to lower the activation cost to just 1 mana, it can effectively be pumped up to +4/+0.

[\[Duelist Magazine #9, Page 61\]](#)

Rowen:

Info: Color=Green Type=Enchantment Cost=2GG VI(R1)

Text(VI): During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

The first sentence is a continuous ability. You reveal the card when you draw it, during the resolution of any draw effect. The second sentence is a triggered ability (see Rule A.8), and thus will wait until the entire draw effect finishes resolving before you do it. [\[DeLaney 01/28/97\]](#)

Royal Assassin:

Info: Color=Black Type=Summon Assassin Cost=1BB ABUR4(R1)

Text(4th): 1/1 ; {Tap}: Destroy target tapped creature.

If the creature is no longer tapped (it untaps by Twiddle or other effect) when the Assassin is resolved, then the effect fizzles.

[\[Aahz 1994\]](#)

You can kill creatures you control. [\[bethmo 1994\]](#)

Cannot target itself because you choose the target at the same time you are tapping him. At that time he is not yet tapped. [\[D'Angelo 07/18/95\]](#)

Rubinia Soulsinger:

Info: Color=Multi Type=Summon Legend Cost=2UWG LG(R1)/CH(U1)

Text(CH+errata): 2/3 ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: Gain control of target creature as long as you

control ~this~ and ~this~ remains tapped. [\[Oracle 07/01/98\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Ruby Medallion:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)

Text(TE): Your red spells cost {1} less to play.

See Helm of Awakening for rulings.

Ruination:

Info: Color=Red Type=Sorcery Cost=3R SH(R1)

Text(SH): Destroy all nonbasic lands.

Ruins of Trokair:

Info: Color=Land Type=Land Cost=None FE(U2)/5(U1)

Text(5th): ~this~ comes into play tapped. ; {Tap}: Add {W} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {W}{W} to your mana pool.

See Dwarven Ruins for rulings.

Rukh Egg:

Info: Color=Red Type=Summon Egg Cost=3R AN(C3)

Text(AN+errata): 0/3 ; If ~this~ is put into any graveyard from play, put a Rukh token into play at end of turn. Treat this token as a 4/4 red creature with flying. [\[Oracle 07/01/98\]](#)

No Rukh hatches if it is discarded or countered.

[\[Duelist Magazine #4, Page 137\]](#)

Note that Disintegrate and Swords to Plowshares remove the Egg from the game instead of sending the card to the graveyard, so no Rukh hatches.

[\[bethmo 1994\]](#)

The Rukh cannot be used to attack until it begins one of your turns in play. [\[Mirage, Page 14\]](#)

Animate Dead brings back a -1/3 Egg which will hatch into a fully functional Rukh (the Animate Dead goes to the graveyard with the Egg).

[\[Duelist Magazine #2, Page 14\]](#)

If a Clone or a Vesuvan Doppelganger of a Rukh Egg is destroyed, it hatches into a fully functional Rukh. [\[bethmo 1994\]](#)

If the Egg is destroyed while under the control of another player, the controller of the Egg gets the Rukh. This applies to Animate Dead as well. [\[Duelist Magazine #2, Page 14\]](#)

If the Rukh Egg card is removed from the graveyard in the same turn it is put there, a Rukh will still hatch. [\[bethmo 08/10/94\]](#)

Sleight of Mind can be used to change the color of the Rukh that will hatch. [\[bethmo 1994\]](#)

Classic (Type I) tournaments (see Rule D.13) restricted this card from 01/25/94 to 02/23/94.

Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Token Creatures, Rule K.25.

Rumbling Crescendo:

Info: Color=Red Type=Enchantment Cost=3RR US(R1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ;
{R}, Sacrifice ~this~: Destroy up to X target lands, where X is the number
of verse counters on ~this~.
Adding a counter is an optional Phase Ability (see Rule A.5). If you
forget to add one during your upkeep, you cannot back up and add one
later. [\[Urza's Saga Rule Page\]](#)

Runed Arch:

As errata, it should read "Runed Arch comes into play tapped. {X},{Tap},
Sacrifice Runed Arch: X target creatures with power no greater than 2
are unblockable until end of turn. Other..." [\[Encyclopedia, Page 95\]](#)

Rune of Protection: Artifacts:

Info: Color=White Type=Enchantment Cost=1W US(U1)
Text(US): {W}: Prevent all damage to you from an artifact source. (Treat
further damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Rune of Protection: Black:

Info: Color=White Type=Enchantment Cost=1W US(C1)
Text(US): {W}: Prevent all damage to you from a black source. (Treat further
damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Rune of Protection: Blue:

Info: Color=White Type=Enchantment Cost=1W US(C1)
Text(US): {W}: Prevent all damage to you from a blue source. (Treat further
damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Rune of Protection: Green:

Info: Color=White Type=Enchantment Cost=1W US(C1)
Text(US): {W}: Prevent all damage to you from a green source. (Treat further
damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Rune of Protection: Lands:

Info: Color=White Type=Enchantment Cost=1W US(R1)
Text(US): {W}: Prevent all damage to you from a land source. (Treat further
damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Rune of Protection: Red:

Info: Color=White Type=Enchantment Cost=1W US(C1)
Text(US): {W}: Prevent all damage to you from a red source. (Treat further
damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Rune of Protection: White:

Info: Color=White Type=Enchantment Cost=1W US(C1)
Text(US): {W}: Prevent all damage to you from a white source. (Treat further
damage from that source normally.) ; Cycling {2}.
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Runesword:

Info: Color=Artifact Type=Artifact Cost=6 DK(U2)/CH(C2)
Text(CH+errata): {3},{Tap}: Target attacking creature gets +2/+0 until end of turn. A creature damaged by the targeted creature cannot regenerate this turn; if such a creature is dealt lethal damage this turn, remove it from the game. If the targeted creature leaves play this turn, sacrifice ~this~. [\[Oracle 07/01/98\]](#)

Although worded like a triggered ability (see Rule A.8), the ability works so that upon lethal damage being dealt or upon toughness being lowered to where the creature has lethal damage, it gets removed from the game before the Rule Effect (see Rule T.13) can put it in the graveyard. [\[bethmo 03/04/97\]](#)

Rust:

Info: Color=Green Type=Interrupt Cost=G LG(C2)
Text(LG+errata): Counter target artifact ability requiring an activation cost. [\[Oracle 07/01/98\]](#)

Can only counter effects which read "Cost: Effect".

[\[Duelist Magazine #2, Page 9\]](#)

The player does not get back any costs spent to generate the effect being countered. [\[bethmo 09/20/94\]](#)

Cannot be used on mana source abilities. [\[D'Angelo 01/16/99\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

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Sabertooth Cobra:

The "then" in the card text refers to the start of upkeep. You have to pay the 2 mana before the start of your upkeep or it gives you the extra poison counter. This means you have to pay on the previous turn because it is an instant-speed effect to pay the cost. [\[Aahz 09/24/96\]](#)

The ability keeps giving away poison counters even if Sabertooth Cobra leaves play. It only stops if you pay the 2 mana. [\[D'Angelo 06/05/98\]](#)

Note - Also see Poison, Rule E.11.

Sabretooth Tiger:

Info: Color=Red Type=Summon Tiger Cost=2R IA(C1)/5(C1)
Text(IA/5th): 2/1, First Strike.

Sabertooth Wyvern:

Info: Color=Red Type=Summon Drake Cost=4R EX(U1)
Text(EX): 3/2, Flying, First Strike.

Sacred Boon:

Info: Color=White Type=Instant Cost=1W IA(U1)/5(U1)
Text(5th): Prevent up to 3 damage to target creature. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented in this way. Targets the creature which is having damage prevented on it. This is an exception to the normal way damage prevention spells work. [\[bethmo 02/12/96\]](#)

Sacred Ground:

Info: Color=White Type=Enchantment Cost=1W SH(R1)
Text(SH): Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.
The words "an effect" mean "an effect of a spell or ability". [\[Duelist Magazine #25, Page 31\]](#)

A land creature dying due to fatal damage is not being destroyed by a spell or ability. It is being destroyed by a game rule, so this card will not trigger. [\[WotC Rules Team 03/31/98\]](#)

A legendary land being buried as a duplicate legend will not be brought back since it is being buried by a game rule. [\[WotC Rules Team 03/31/98\]](#)

Sacred Guide:

Info: Color=White Type=Summon Cleric Cost=W TE(R1)
Text(TE): 1/1 ; {1}{W}, Sacrifice ~this~: Reveal cards from your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game.

The cards in the library are revealed one by one off the top.

[\[Aahz 11/17/97\]](#)

Sacred Mesa:

Because activated abilities cannot be used before paying upkeep, it cannot be used during an upkeep to create the Pegasus which you then pay to it.

[\[Duelist Magazine #16, Page 30\]](#)

Sacrifice:

Info: Color=Black Type=Interrupt Cost=B ABUR(U1)
Text(RV+errata): Sacrifice a creature: Add to your mana pool an amount of black mana equal to that creature's total casting cost. [\[Oracle 07/01/98\]](#)
Sacrificing an animated artifact gives the casting cost of the artifact.

[\[bethmo 1994\]](#) See Rule K.5.5.

Sacrificing an animated land gives no mana since casting cost was zero.

[\[D'Angelo 1994\]](#) See Rule K.5.5.

Sacrifices cannot be prevented (see Rule G.35.2) and are not targeted (see Rule G.35.5). [\[Aahz 09/12/94\]](#)

Sadistic Glee:

Info: Color=Black Type=Enchant Creature Cost=B TE(C1)
Text(TE): Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.

Safeguard:

Info: Color=White Type=Enchantment Cost=3WW TE(R1)
Text(TE): {2}{W}: Target creature deals no combat damage this turn.

Safe Haven:

Info: Color=Land Type=Land Cost=None DK(U1)/CH(U1)
Text(CH+errata): {2},{Tap}: Remove target creature you control from game. ;
Sacrifice ~this~: Put into play under its owner's control each creature removed from the game with ~this~. Use this ability only during your upkeep. [\[Oracle 07/01/98\]](#)

The ability is played as an instant. [\[Encyclopedia, Page 66\]](#)

The ability cannot be used during damage prevention.

[\[D'Angelo 10/15/96\]](#)

When creatures return to play, they are put into play as if just summoned.

Creatures with X in the casting cost are treated as X is zero (see Rule K.27.Ruling.2). [\[WotC Rules Team 09/30/94\]](#) Creatures which can pay costs when put into play to determine abilities must have those costs paid at this time (see Rule G.31.3).

Creatures return to play simultaneously. [\[Duelist Magazine #18, Page 29\]](#)

Creatures return to the control of their owners, regardless of who controls the Haven when it is sacrificed. [\[Duelist Magazine #3, Page 7\]](#)

If a Clone tries to come into play and there is no creature to copy, it stays removed from the game and does not enter play. A Clone may not copy another creature which is entering play at the same time it is.

[\[WotC Rules Team 03/14/97\]](#) See Rule G.31.4.

When the creature leaves play any damage or "will be destroyed at some future time" effects are removed from the creature.

[\[D'Angelo 1994\]](#) See Rule Z.1.3.

Enchantments on creatures are destroyed and counters on creatures are removed when the creatures are sent to the Haven.

[\[WotC Rules Team 09/30/94\]](#)

If the Haven is destroyed, any creatures it pulled out of the game are simply lost. [\[Duelist Magazine #3, Page 7\]](#)

All cards in the Haven stay there even if they cease to be creatures. When the Haven is sacrificed, the cards come back into play whether or not they are creatures. [\[Duelist Magazine #5, Page 123\]](#)

Token creatures are removed from the game when they leave play, so this effect just removes them from the game with no chance to bring them back like you can with cards. [\[Duelist Magazine #5, Page 123\]](#) See Rule K.25.6

If changed to another land type using a spell such as Phantasmal Terrain, creatures are not lost but cannot be released until the land is reverted to normal. [\[Duelist Magazine #3, Page 7\]](#)

Creatures are placed in the "out of the game" zone (see Rule Z.7), so the

Ring of Ma'ruf can be used on them. [\[D'Angelo 11/11/96\]](#)

Sage of Lat-Nam:

Info: Color=Blue Type=Summon Sage Cost=1U AQ(C4)
Text(AQ+errata): 1/2 ; {Tap}, Sacrifice an artifact: Draw a card.
[\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Sage Owl:

Info: Color=Blue Type=Summon Bird Cost=1U WL(C1)
Text(WL): 1/1, Flying ; When ~this~ comes into play, look at the top four cards of your library and put them back in any order.
Note - Also see Comes Into Play Abilities, Rule E.3.

Salt Flats:

Info: Color=Land Type=Land Cost=None TE(R1)
Text(TE): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {W} or {B} to your mana pool. ~this~ deals 1 damage to you.

Samite Alchemist:

You choose to prevent between 0 and 4 damage at announcement time.
[\[bethmo 03/11/96\]](#)

Samite Blessing:

Info: Color=White Type=Enchant Creature Cost=W SH(C1)
Text(SH): Enchanted creature gains "{Tap}: Prevent all damage to any creature from any one source." (Treat further damage from that source normally.)

Samite Healer:

Info: Color=White Type=Summon Cleric Cost=1W ABUR45(C1)
Text(4th/5th): 1/1 ; {Tap}: Prevent 1 damage to any creature or player.
Note - The Anthologies version of the card has a casting cost of {2}{W} instead of {1}{W}. This is an error.

Sanctum Custodian:

Info: Color=White Type=Summon Cleric Cost=2W US(C1)
Text(US): 1/2. ; {Tap}: Prevent up to 2 damage to a creature or player.
You choose the creature or player and how much damage to prevent when you announce the ability. [\[DeLaney 10/05/98\]](#)
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)

Sanctum Guardian:

Info: Color=White Type=Summon Soldier Cost=1WW US(U1)
Text(US): 1/4. ; Sacrifice ~this~: Prevent all damage to a creature or player from one source. (Treat further damage from that source normally.)
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)

Sandals of Abdallah:

Info: Color=Artifact Type=Artifact Cost=4 AN(U3)
Text(AN+errata): {2}, {Tap}: Target creature gains islandwalk until end of turn. If that creature is put into any graveyard this turn, sacrifice ~this~. [\[Oracle 07/01/98\]](#)
The card type is "Artifact" and not "Mono Artifact".
[\[Encyclopedia, Page 127\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Landwalk, Rule A.22.

Sandbar Crocodile:

Info: Color=Blue Type=Summon Crocodile Cost=4U MI(C1)
Text(MI): 6/5, Phasing.

Sandbar Merfolk:

Info: Color=Blue Type=Summon Merfolk Cost=U US(C1)
Text(US): 1/1. Cycling {2}.
Note - Also see Cycling, Rule A.15.

Sandbar Serpent:

Info: Color=Blue Type=Summon Serpent Cost=4U US(U1)
Text(US): 3/4. Cycling {2}.
Note - Also see Cycling, Rule A.15.

Sand Silos:

Info: Color=Land Type=Land Cost=None FE(U1)/5(R1)
Text(5th): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap phase and put a storage counter on it instead. ; {Tap}, Remove X storage counters from ~this~: Add an amount of {U} equal to X to your mana pool.
See Bottomless Vault for rulings.

Sands of Time:

Info: Color=Artifact Type=Artifact Cost=4 VI(R1)
Text(VI+errata): Each player skips his or her untap phase. ; At the beginning of each player's turn, untap each other tapped artifact, creature, and land he or she controls and tap each other untapped artifact, creature, and land he or she controls. [\[Oracle 07/01/98\]](#)
Players only skip their untap phase if this card is in an untapped state right as they would start that phase. [\[bethmo 02/05/97\]](#)
If you have 2 of these and both are tapped, they untap during your untap phase. If both are untapped, then one of them is played first and will tap the other. The other one never gets to do its effect because it is tapped. If one is tapped and the other is untapped, the untapped one will untap the tapped one, then the newly untapped one will tap the original one. [\[Aahz 02/27/97\]](#)
You can tap lands for mana before Sands of Time toggles your permanents. The mana you gain is in your mana pool at the start of your upkeep and will give you mana burn (see Rule G.25) if you don't spend it before the end of upkeep. [\[D'Angelo 03/07/99\]](#) See Rule P.4.Ruling.4.

Sandstone Warrior:

Info: Color=Red Type=Summon Soldier Cost=2RR TE(C1)
Text(TE): 1/3, First Strike ; {R}: ~this~ gets +1/+0 until end of turn.

Sandstorm:

Info: Color=Green Type=Instant Cost=G AN(C4)/4(C1)/MI(C1)
Text(MI): ~this~ deals 1 damage to each attacking creature.
Only affects attacking creatures, which means it only works during the attack phase. If used at other times, it does nothing. [\[D'Angelo 1994\]](#)
Creatures receive the damage immediately and may be killed off.
[\[Arab FAQ 01/05/94\]](#)

Sanguine Guard:

Info: Color=Black Type=Summon Knight Cost=1BB US(U1)
Text(US): 2/2, First strike. ; {1}{B}: Regenerate ~this~.

Sapphire Charm:

As errata, the first option should read "Target player draws a card at the beginning of the next turn" and not at the beginning of the next turn's upkeep. [\[Aahz 06/06/97\]](#)

Sapphire Medallion:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)
Text(TE): Your blue spells cost {1} less to play.
See Helm of Awakening for rulings.

Sarcomancy:

Info: Color=Black Type=Enchantment Cost=B TE(R1)
Text(TE): When ~this~ comes into play, put a Zombie token into play. Treat this token as a 2/2 black creature. ; During your upkeep, if there are no Zombies in play, ~this~ deals 1 damage to you.
Note - Also see Comes Into Play Abilities, Rule E.3.
Note - Also see Token Creatures, Rule K.25.

Savaen Elves:

Info: Color=Green Type=Summon Elves Cost=G DK(C3)

Text(DK+errata): 1/1 ; {G}{G},{Tap}: Destroy target land enchantment.

[\[Oracle 07/01/98\]](#)

Savannah:

Info: Color=Land Type=Land Cost=None ABUR(R1)

Text(RV+errata): ~this~ counts as a forest and a plains. (~this~ can be tapped for {G} or {W}). [\[Oracle 07/01/98\]](#)

See Badlands for rulings.

Savannah Lions:

Info: Color=White Type=Summon Lions Cost=W ABUR4(R1)

Text(ABU/RV/4th): 2/1.

Sawtooth Ogre:

Info: Color=Red Type=Summon Ogre Cost=2RR WL(C1)

Text(WL): 3/3 ; If ~this~ blocks or is blocked by any creature, ~this~ deals 1 damage to that creature at end of combat.

The damage happens even if this card is not in play at the end of combat.

[\[Aahz 06/13/97\]](#)

Scabland:

Info: Color=Land Type=Land Cost=None TE(R1)

Text(TE): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {R} or {W} to your mana pool. ~this~ deals 1 damage to you.

Scald:

Info: Color=Red Type=Enchantment Cost=1R US(U1)

Text(US): Whenever a player taps an island for mana, Scald deals 1 damage to that player.

Scalding Salamander:

Info: Color=Red Type=Summon Salamander Cost=2R EX(U1)

Text(EX): 2/1 ; {0}: ~this~ deals 1 damage to each creature without flying defending player controls. Play this ability only if ~this~ is attacking and only once each turn.

The ability can be used before blockers are declared. [\[Barclay 06/10/98\]](#)

Scalding Tongs:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)

Text(TE): During your upkeep, if you have three or fewer cards in your hand, ~this~ deals 1 damage to target opponent.

Checks the number of cards in your hand when the effect resolves.

[\[bethmo 10/23/97\]](#)

You choose one opposing player each time the ability is played.

[\[bethmo 02/27/98\]](#)

Scalebane's Elite:

Info: Color=Multi Type=Summon Soldiers Cost=3WG VI(U1)

Text(VI): 4/4, Protection from Black.

Note - Also see Protection, Rule A.24.

Scaled Wurm:

Info: Color=Green Type=Summon Wurm Cost=7G IA(C1)/5(C1)

Text(IA/5th): 7/6.

Scapegoat:

Info: Color=White Type=Instant Cost=W SH(U1)

Text(SH): Sacrifice a creature: Return any number of target creatures you control to owner's hand.

You can choose the sacrificed creature as the target, but if you do so the effect will fizzle on resolution (with respect to that target) and you will not get to return the creature to its owner's hand.

[\[Duelist Magazine #25, Page 31\]](#)

Scarab of the Unseen:

Info: Color=Artifact Type=Artifact Cost=2 AL(U2)

Text(AL+errata): {Tap}: Sacrifice ~this~ to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Scarecrow:

Info: Color=Artifact Type=Artifact Creature Cost=5 DK(U2)

Text(DK+errata): 2/2 ; {6},{Tap}: Until end of turn, all damage dealt to you by creatures with flying is reduced to 0. [\[Oracle 07/01/98\]](#)

Even prevents non-combat damage from flying creatures. This can include damage from Ifh-Biff Efrete or even not paying upkeep to the Lord of the Pit (but this is a difficult situation to arrange since you'd have to pay the Scarecrow and somehow have it be destroyed before the Lord tries to take it as a sacrifice). [\[Aahz 02/07/95\]](#)

Scare Tactics:

Info: Color=Black Type=Instant Cost=B EX(C1)

Text(EX): All creatures you control get +1/+0 until end of turn.

Scars of the Veteran:

Note - Also see Pitch Spells, Rule E.10.

Targets the creature or player which is having damage prevented on it.

This is an exception to the normal way damage prevention spells work.

[\[D'Angelo 06/24/97\]](#)

Scarwood Bandits:

Info: Color=Green Type=Summon Bandits Cost=2GG DK(U1)

Text(DK+errata): 2/2, Forestwalk ; {2}{G},{Tap}: Gain control of target artifact you do not control as long as ~this~ is in play. That artifact's controller may pay {2} to counter this ability. [\[Oracle 07/01/98\]](#)

Note - Also see Landwalk, Rule A.22.

Scarwood Goblins:

Info: Color=Multi Type=Summon Goblins Cost=GR DK(C3)

Text(DK+errata): 2/2.

The text on the card explaining the color is considered to be explanatory and not characteristic text. This means that it cannot be affected by Sleight of Mind and is not copied by copy cards such as Vesuvan Doppelganger. [\[Duelist Magazine #3, Page 22\]](#) This is true even under the new rulings made on 12/03/96 for the Crimson Kobolds (and other Kobolds).

This card can have its color changed by a lace spell but not by

Sleight of Mind. [\[WotC Rules Team 09/15/94\]](#)

[\[Duelist Magazine 18, Page 29\]](#)

Scarwood Hag:

Info: Color=Green Type=Summon Hag Cost=1G DK(U2)

Text(DK): 1/1 ; {G}{G}{G}{G},{Tap}: Target creature gains forestwalk until end of turn. ; {Tap}: Target creature loses forestwalk until end of turn.

Note - Also see Landwalk, Rule A.22.

Scathe Zombies:

Info: Color=Black Type=Summon Zombies Cost=2B ABUR45(C1)

Text(ABU/RV/4th/5th): 2/2.

Scavenger Folk:

Info: Color=Green Type=Summon Scavenger Folk Cost=G DK(C3)/CH(C3)/5(C1)

Text(5th): 1/1 ; {G},{Tap}, Sacrifice ~this~: Destroy target artifact.

Note - The artist's name, Dennis Detwiller, is spelled incorrectly on The Dark version.

Scavenging Ghoul:

Info: Color=Black Type=Summon Ghoul Cost=3B ABUR4(U1)

Text(4th+errata): 2/2 ; At the end of any turn, put a corpse counter on ~this~ for each creature put into the graveyard from play during that turn. ; Remove a corpse counter from ~this~: Regenerate ~this~.

[\[Oracle 07/01/98\]](#)

They gather counters at the end of the turn so they cannot gather counters for dead creatures until that point. Note that the Ghoul still gets to claim counters even if it enters play after the creatures died.

[\[bethmo 1994\]](#)

School of Piranha:

Info: Color=Blue Type=Summon Fish Cost=1U EX(C1)

Text(EX): 3/3 ; During your upkeep, pay {U}{1} or sacrifice ~this~.

Scissors Lizard:

Info: Color=Artifact Type=Artifact Creature Cost=4 UG(C1)

Text(UG): 4/3 ; Paper Tigers cannot attack or block.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Scorched Earth:

Info: Color=Red Type=Sorcery Cost=XR TE(R1)

Text(TE): Choose and discard X land cards: Destroy X target lands.

You discard as part of the cost paid when announcing the spell.

[\[D'Angelo 11/02/98\]](#)

X can be zero to destroy no lands. [\[D'Angelo 11/02/98\]](#)

Note - Also see X Costs, Rule K.27.

Scorched Ruins:

Info: Color=Land Type=Land Cost=None WL(R1)

Text(WL+errata): When ~this~ comes into play, sacrifice two untapped lands or sacrifice ~this~. ; {Tap}: Add four colorless mana to your mana pool.

[\[Oracle 07/01/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Scoria Wurm:

Info: Color=Red Type=Summon Wurm Cost=4R US(R1)

Text(US): 7/7. ; During your upkeep, flip a coin. If you lose the flip, return ~this~ to owner's hand.

Scragnoth:

Info: Color=Green Type=Summon Beast Cost=4G TE(U1)

Text(TE): 3/4, Protection from Blue ; While ~this~ is being cast, it cannot be countered.

If a counterspell resolves against this card, it fails to counter it.

Counterspells like Dissipate and Memory Lapse do not have their side effect happen when the countering fails. This is because these spells just are a counter with a "put the card someplace instead of the graveyard after the counter is successful", which cannot happen if the counter is not successful. [\[Aahz 10/07/97\]](#)

Desertion will not put the card in play for you. It only does that if the spell is successfully countered. [\[D'Angelo 01/20/98\]](#)

Counterspells do have their untargeted parts work since the counter just fails rather than fizzling. So Dismiss lets you draw a card.

[\[D'Angelo 01/06/98\]](#)

Power Sink does have its side-effect happen because that is prior to the countering failing. [\[Duelist Magazine #23, Page 23\]](#)

Mana Drain does have its side-effect because it happens prior to the counter failing. [\[Aahz 11/17/97\]](#)

Interrupts, such as Sleight of Mind, can target Scragnoth and affect it while it is being cast. Only countering effects are ignored.

[\[D'Angelo 12/15/97\]](#)

Scrap:

Info: Color=Red Type=Instant Cost=2R US(C1)

Text(US): Destroy target artifact. ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Scrapheap:

Info: Color=Artifact Type=Artifact Cost=3 UL(R1)
Text(UL): Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.

Screeching Harpy:

Info: Color=Black Type=Summon Beast Cost=2BB TE(U1)
Text(TE): 2/2, Flying ; {1}{B}: Regenerate ~this~.

Scrivener:

Info: Color=Blue Type=Summon Townsfolk Cost=4U EX(U1)
Text(EX): 2/2 ; When ~this~ comes into play, you may return target instant or interrupt card from your graveyard to your hand.
Note - Also see Comes Into Play Abilities, Rule E.3.

Scroll Rack:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)
Text(TE+errata): {1},{Tap}: Choose any number of cards in your hand and remove them from the game. Put an equal number of cards from the top of your library into your hand. Then put the cards removed from the game with ~this~ on top of your library in any order. [\[Oracle 07/01/98\]](#)
If there are not enough cards in the library, you do not lose. This is not a draw effect. You just get as many cards as are there, even if there are zero cards in the library. [\[D'Angelo 01/06/98\]](#)
The cards should be removed from the game face down, but you do get to look at them when choosing the order to put them on the library.
[\[bethmo 03/13/99\]](#) The important part is that your opponent does not get to see the cards.

Scrubland:

Info: Color=Land Type=Land Cost=None ABUR(R1)
Text(RV+errata): ~this~ counts as a plains and a swamp. (~this~ can be tapped to produce {W} or {B}). [\[Oracle 07/01/98\]](#)
See Badlands for rulings.

Scryb Sprites:

Info: Color=Green Type=Summon Faeries Cost=G ABUR45(C1)
Text(ABU/RV/4th/5th): 1/1, Flying.

Seafarer's Quay:

Info: Color=Land Type=Land Cost=None LG(U2)
Text(LG+errata): All blue legends you control gain bands with other legends. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - See Adventurers' Guildhouse for rulings.

Sea Kings' Blessing:

Info: Color=Blue Type=Instant Cost=U LG(U1)
Text(LG+errata): Any number of target creatures are blue until end of turn. [\[Oracle 07/01/98\]](#)
Can target zero creatures if you want. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Sea Monster:

Info: Color=Blue Type=Summon Serpent Cost=4UU TE(C1)
Text(TE): 6/6 ; ~this~ cannot attack unless defending player controls any islands.

Searing Spear Askari:

The ability only does something if used before blockers are declared. You can use it afterwards but to no useful effect.
[\[Duelist Magazine #16, Page 30\]](#)

Searing Touch:

Info: Color=Red Type=Instant Cost=R TE(U1)
Text(TE): Buyback {4} ; ~this~ deals 1 damage to target creature or player.
Note - Also see Buyback, Rule A.13.

Sea Serpent:

Info: Color=Blue Type=Summon Serpent Cost=5U ABUR45(C1)
 Text(5th): 5/5, Islandhome.
 Note - Also see Landhome, Rule A.21.

Seasinger:

Info: Color=Blue Type=Summon Merfolk Cost=1UU FE(U3)/5(U1)
 Text(5th+errata): 0/1 ; If you control no islands, sacrifice ~this~. ; You may choose not to untap ~this~ during your untap phase. ; {Tap}: Gain control of target creature whose controller controls any islands as long as you control ~this~ and ~this~ remains tapped. [\[Oracle 07/01/98\]](#)
 You do not lose control of the stolen creature if it stops being a creature. You only lose control if Seasinger leaves your control or becomes untapped. [\[WotC Rules Team 02/09/95\]](#)
 Note - Also see Tap and Hold Abilities, Rule E.12.

Seasoned Marshal:

Info: Color=White Type=Summon Soldier Cost=2WW US(U1)
 Text(US): 2/2. ; Whenever ~this~ attacks, you may tap target creature. Can tap an already tapped creature if you want. [\[DeLaney 10/05/98\]](#)

Seasoned Tactician:

Ability cannot be used unless you have damage to use the ability on.
[\[Duelist Magazine #15, Page 28\]](#)

Season of the Witch:

Info: Color=Black Type=Enchantment Cost=BBB DK(U1)
 Text(DK+errata): During your upkeep, pay 2 life or sacrifice ~this~. ; At the end of any turn, if the active player attacked this turn, destroy all creatures he or she controls that could have attacked but did not. Otherwise, destroy all creatures that would be able to attack if an attack were declared. [\[Oracle 07/01/98\]](#)
 Any creatures which cannot attack for some reason are exempted. [\[Card Text\]](#)
 Island Sanctuary, Moat, Arboria, and other effects or creature limitations such as the Sea Serpent's "opponent must have islands" may cause creatures to be unable to attack. [\[Aahz 08/09/94\]](#)
 You do not have to pay to enable a creature like a Leviathan to attack. [\[Aahz 06/13/96\]](#)
 You are not forced to do everything in your power to make something attack. For example, a Wall of Wonder won't be destroyed if you don't pay to animate it. [\[Aahz 09/02/94\]](#) But if you do enable something to attack, and then don't, it will die.
 If you don't declare an attack, it checks which creatures could have attacked at the end of the main phase. [\[WotC Rules Team 11/10/95\]](#)
 It looks back to see which creatures could have attacked during the "declare attackers" step of the attack (or at the end of the main phase if there was no attack) even if it was not in play when the attack was declared or even the end of the main phase. [\[WotC Rules Team 11/10/95\]](#)

Sea Spirit:

Info: Color=Blue Type=Summon Spirit Cost=4U IA(U1)/5(U1)
 Text(IA/5th+errata): 2/3 ; {U}: ~this~ gets +1/+0 until end of turn.

Sea Sprite:

Info: Color=Blue Type=Summon Faerie Cost=1U HL(U3)/5(U1)
 Text(HL/5th): 1/1, Flying, Protection from Red.
 Note - Also see Protection, Rule A.24.

Second Chance:

Info: Color=Blue Type=Enchantment Cost=2U UL(R1)
+ Text(UL+errata): During your upkeep, if you have 5 or less life, sacrifice ~this~ to take an extra turn after this one.
[\[WotC Rules Team 03/18/99\]](#)
 If checks your life total during the resolution of the phase ability (see Rule A.5). [\[Urza's Legacy FAQ 02/03/99\]](#)
 It is not optional and is played exactly once. [\[D'Angelo 02/13/99\]](#)

+ During the resolution of this phase ability, a new ability is created that is played immediately and has you sacrifice this card as a cost to get the desired result. If this card is not in play at that time, then the cost cannot be paid and no extra turn is gained.
[WotC Rules Team 03/18/99] This is a REVERSAL to a previous ruling that you could get an extra turn and keep this card if you Boomeranged it.

Sedge Troll:

Info: Color=Red Type=Summon Troll Cost=2R ABUR(R1)
Text(RV+errata): 2/2 ; As long as you control any swamps, ~this~ gets +1/+1. ; {B}: Regenerate ~this~. [\[Oracle 07/01/98\]](#)

Seeds of Innocence:

Info: Color=Green Type=Sorcery Cost=1GG MI(R1)
Text(MI+Errata): Destroy all artifacts. Each artifact's controller gains life equal to that artifact's total casting cost. Artifacts destroyed in this way cannot regenerate. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Seeker:

Info: Color=White Type=Enchant Creature Cost=2WW LG(U1)/4(C1)
Text(4th+errata): Enchanted creature cannot be blocked except by artifact creatures and/or white creatures. [\[Oracle 07/01/98\]](#)

Seeker of Skybreak:

Info: Color=Green Type=Summon Elf Cost=1G TE(C1)
Text(TE): 2/1 ; {Tap}: Untap target creature.
It can use its tap ability to untap itself. [\[bethmo 11/11/97\]](#)

Seething Anger:

Info: Color=Red Type=Sorcery Cost=R SH(C1)
Text(SH): Buyback {3}. ; Target creature gets +3/+0 until end of turn.
Note - Also see Buyback, Rule A.13.

Segmented Wurm:

Info: Color=Multi Type=Summon Wurm Cost=3RG TE(U1)
Text(TE): 5/5 ; Whenever ~this~ is the target of a spell or ability, put a -1/-1 counter on it.

Segovian Leviathan:

Info: Color=Blue Type=Summon Leviathan Cost=4U LG(U1)/45(U1)
Text(LG/4th/5th): 3/3, Islandwalk.
Note - Also see Landwalk, Rule A.22.

Seismic Assault:

Info: Color=Red Type=Enchantment Cost=RRR EX(R1)
Text(EX): Choose and discard a land card: ~this~ deals 2 damage to target creature or player.

Selenia, Dark Angel:

Info: Color=Multi Type=Summon Legend Cost=3WB TE(R1)
Text(TE): 3/3, Flying ; ~this~ counts as an Angel. ;
Pay 2 life: Return ~this~ to owner's hand.
Note - Also see Legendary Permanents, Rule K.19.

Sengir Autocrat:

Info: Color=Black Type=Summon Autocrat Cost=3B HL(U1)/5(R1)
Text(HL/5th+errata): 2/2 ; When ~this~ comes into play, put three Serf tokens into play. Treat these tokens as 0/1 black creatures. ; If ~this~ leaves play, destroy all Serf tokens. [\[Oracle 07/01/98\]](#)
When it leaves play, it buries all Serfs in play and not just the ones it generated or just the ones under your control.
[\[Duelist Magazine #9, Page 37\]](#)
The Serf tokens can be regenerated. [\[D'Angelo 01/14/99\]](#)
Note - Also see Comes Into Play abilities, Rule E.3.
Note - Also see Token Creatures, Rule K.25.

Sengir Vampire:

Info: Color=Black Type=Summon Vampire Cost=4BB ABUR4(U1)
Text(4th+errata): 4/4, Flying ; Whenever any creature ~this~ damaged this turn is put into any graveyard, put a +1/+1 counter on ~this~.

[Oracle 07/01/98]

Gets counters when creatures go to the graveyard. If it dies at the same time as a creature it killed, it does not get the counter. If it regenerates or otherwise lives past the creature going to the graveyard, it gets the counter. [bethmo 1994]

Does not get a counter if it damages a creature and that creature's permanent is no longer a creature at the time it is put in the graveyard.

[WotC Rules Team 06/01/97] [Duelist Magazine #19, Page 31]

Sentinel:

Info: Color=Artifact Type=Artifact Creature Cost=4 LG(R1)/CH(U1)
Text(CH+errata): 1/1 ; {0}: ~this~'s toughness permanently becomes 1 plus the power of target creature blocking or blocked by ~this~.

[Oracle 07/01/98]

The word "permanently" in this card has no effect. The power and toughness of this creature can be changed by future effects. [D'Angelo 02/07/99]

This sets the current power/toughness, not the base value, so it will override the effects of counters and any spells or abilities that modify power or toughness that resolved before it did. [D'Angelo 02/07/99]

The ability can be used an number of times in order to keep up with possible changes to the power of the creature blocking or blocked by this card.

[D'Angelo 06/05/98]

Seraph:

Info: Color=White Type=Summon Angel Cost=6W IA(R1)/5(R1)
Text(5th+errata): 4/4, Flying ; Whenever any creature ~this~ damaged this turn is put into any graveyard, put that creature into play under your control at end of turn. Sacrifice the creature if you lose control of ~this~.

[Oracle 07/01/98]

You do not get the creature back if the creature is not still in the graveyard at the end of the turn. [Aahz 06/10/95]

If the Seraph leaves play before the creature comes into play, then you simply get to keep the creature. [Aahz 09/15/97] If, however, you just lost control of the Seraph and later get control of that same Seraph and lose control of it again at some time after you got the free creature, the creature will be buried at that time because the Seraph remembers that it gave you that creature. [Aahz 09/15/97]

Serendib Djinn:

Info: Color=Blue Type=Summon Djinn Cost=2UU AN(U2)
Text(AN+errata): 5/6, Flying ; During your upkeep, sacrifice a land. If that land is an island, ~this~ deals 3 damage to you. ; If at any time you control no lands, sacrifice ~this~.

[Oracle 07/01/98]

The sacrifice of the land is done during the resolution of the phase ability. You also choose the land at that time. [Aahz 09/15/97]

Extended tournaments (see Rule D.15) have always banned this card.

Serendib Efreet:

Info: Color=Blue Type=Summon Efreet Cost=2U AN(U2)/R(R1)
Text(AN/RV+errata): 3/4, Flying ; During your upkeep, ~this~ deals 1 damage to you. [Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Due to a printing error, the Revised Edition version of this card has a green background and the picture of the Ifh-Biff Efreet while having the blue casting cost and characteristics of the Serendib Efreet. It is still a blue card because the casting cost (not the color on the back of the card) determines a card's color (see Rule K.10.1).

Serene Offering:

Info: Color=White Type=Instant Cost=1W TE(U1)
Text(TE): Destroy target enchantment. Gain life equal to that enchantment's total casting cost.

Note - Also see Total Casting Cost, Rule K.9.2.

Serenity:

Info: Color=White Type=Enchantment Cost=1W WL(R1)
 Text(WL+errata): During your upkeep, destroy all artifacts and enchantments.
 Creatures destroyed in this way cannot regenerate this turn.
[\[Oracle 07/01/98\]](#)
 Yes, it does destroy itself. [\[D'Angelo 06/12/97\]](#)

Serpent Generator:

Info: Color=Artifact Type=Artifact Cost=6 LG(R1)/CH(U1)/5(R1)
 Text(5th): {4},{Tap}: Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. If any Poison Snake damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.
 Note - Also see Poison, Rule E.11.
 Note - Also see Token Creatures, Rule K.25.

Serpent Warrior:

Info: Color=Black Type=Summon Soldier Cost=2B SH(C1)
 Text(SH): 3/3 ; When ~this~ comes into play, lose 3 life.
 Note - Also see Comes Into Play Abilities, Rule E.3.
 You can play this if you have less than 3 life, since the life is lost as an effect and not a payment. [\[Duelist Magazine #25, Page 30\]](#)

Serra Angel:

Info: Color=White Type=Summon Angel Cost=4WW ABUR4(U1)
 Text(4th): 4/4, Flying ; Attacking does not cause ~this~ to tap.

Serra Avatar:

Info: Color=White Type=Summon Avatar Cost=4WWW US(R1)
 Text(US+errata): */*. ~this~ has power and toughness each equal to your life total. ; Whenever ~this~ is put into a graveyard from anywhere, instead shuffle ~this~ into owner's library. [\[WotC Rules Team 10/18/98\]](#)
 Its power and toughness are continuously calculated. [\[Urza's FAQ 10/05/98\]](#)
 It shuffles itself into the owner's library no matter where it goes to the graveyard from. Discard, destroy, counter, Millstone, etc.
[\[WotC Rules Team 10/18/98\]](#)

If it goes to the graveyard from play while its abilities are nullified by an effect such as Humility it actually goes to the graveyard.

[\[WotC Rules Team 10/18/98\]](#)

The ability to shuffle into the owner's library is a continuous replacement ability (see Rule A.7.5), which means it applies even when this card is being put in the graveyard as part of a cost or a mana source effect.

[\[WotC Rules Team 11/03/98\]](#)

+ The ability replaces the "put into the graveyard" effect, so nothing which triggers on it going to the graveyard will trigger. But, since it does not replace the entire action that put it into the graveyard, anything which triggers on that action would still trigger. For example, a "destroy", "discard", or "counter". [\[Barclay 03/30/99\]](#)

Serra Bestiary:

Info: Color=White Type=Enchant Creature Cost=WW HL(C1)/5(U1)
 Text(5th+errata): During your upkeep, pay {W}{W} or sacrifice ~this~. ; Enchanted creature cannot attack, block, or play any ability that includes {Tap} in its activation cost.
 Note - Also see Phase Cost, Rule A.6.

Serra Paladin:

Info: Color=White Type=Summon Paladin Cost=2WW HL(C1)/5(U1)
 Text(5th): 2/2 ; {Tap}: Prevent 1 damage to any creature or player. ; {1}{W}{W},{Tap}: Attacking this turn does not cause target creature to tap.

Serra's Blessing:

Info: Color=White Type=Enchantment Cost=1W WL(U1)
 Text(WL): Attacking does not cause creatures you control to tap.

Serra's Embrace:

Info: Color=White Type=Enchant Creature Cost=2WW US(U1)
Text(US): Enchanted creature gets +2/+2 and gains flying. ; Attacking does not cause enchanted creature to tap.

Serra's Hymn:

Info: Color=White Type=Enchantment Cost=W US(U1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ;
Sacrifice ~this~: Prevent up to X damage total to any number of creatures and/or players, where X is the number of verse counters on ~this~.
Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)
Can only be used if there is damage to prevent. [\[DeLaney 10/05/98\]](#)

Serra's Liturgy:

Info: Color=White Type=Enchantment Cost=2WW US(R1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ;
{W}, Sacrifice ~this~: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on ~this~.
Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Serra's Sanctum:

Info: Color=Land Type=Legendary Land Cost=None US(R1)
Text(US): {Tap}: Add {W} to your mana pool for each enchantment you control.
Note - Also see Legendary Permanents, Rule K.19.

Serrated Arrows:

The counter is removed as part of the cost of using the ability and is not returned if the ability fizzles. [\[D'Angelo 08/11/98\]](#)

Serrated Biskelion:

Info: Color=Artifact Type=Artifact Creature Cost=3 WL(U1)
Text(WL): 2/2 ; {Tap}: Put a -1/-1 counter on ~this~ and a -1/-1 counter on target creature.

Serra Zealot:

Info: Color=White Type=Summon Soldier Cost=W US(C1)
Text(US): 1/1, First strike.

Servant of Volrath:

Info: Color=Black Type=Summon Minion Cost=2B TE(C1)
Text(TE): 3/3 ; If ~this~ leaves play, sacrifice a creature.

Sewers of Estark:

Info: Color=Black Type=Instant Cost=2BB PR(AR)
Text(PR+errata): If target creature is attacking, it is unblockable until end of turn. If target creature is blocking, until end of turn, it and creatures it is blocking deal no combat damage. [\[Oracle 07/01/98\]](#)

Sex Appeal

Info: Color=White Type=Instant Cost=W UG(C1)
Text(UG): Prevent up to 3 damage total to any number of creatures and/or players. If there are more players in the room of the opposite sex, prevent up to 3 additional damage total to any number of creatures and/or players.
If a particular person's gender is unclear, toss a coin. [\[Barclay 08/13/98\]](#)
If a particular player disputes your assessment of their gender, you may ask them to prove it. They do not have to comply, but you do have to stand still long enough for them to be able to take a good swing at you. [\[Barclay 08/13/98\]](#)
This card will not count judges, WotC staff or people just milling around. [\[Barclay 08/13/98\]](#)
Optional Rule: Gay/Lesbian players may substitute "same" for "opposite". [\[Barclay 08/13/98\]](#) This substitution lasts for the duration of the tournament.

All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Shackles:

Info: Color=White Type=Enchant Creature Cost=2W EX(C1)
Text(EX): Enchanted creature does not untap during its controller's untap phase. ; {W}: Return ~this~ to owner's hand.
No, it does not tap the creature when it comes into play. [\[Barclay 06/10/98\]](#)

Shadow Rider:

Info: Color=Black Type=Summon Knight Cost=2BB WL(C1)
Text(WL): 3/3, Flanking.
Note - Also see Flanking, Rule A.19.

Shadow Rift:

Info: Color=Blue Type=Instant Cost=U TE(C1)
Text(TE): Target creature gains shadow until end of turn. Draw a card.
Note - Also see Shadow, Rule A.26.

Shadowstorm:

Info: Color=Red Type=Sorcery Cost=R TE(U1)
Text(TE): ~this~ deals 2 damage to each creature with shadow.
Note - Also see Shadow, Rule A.26.

Shahrazad:

Info: Color=White Type=Sorcery Cost=WW AN(U2)
Text(AN+errata): All players begin a subgame of Magic using each player's library as his or her deck for that subgame. Each player who doesn't win the subgame loses half of his or her life, rounded up. Each player shuffles his or her cards from the subgame into his or her library afterwards. [\[Oracle 07/01/98\]](#)
No, this card is more annoying than you imagine :-)
If a card is removed from the game (from Disintegrate or whatever) in the sub-game it is not shuffled back in before returning to the main game. [\[WotC Rules Team 11/10/95\]](#)
The player who chose whether to go first or play first in the parent game gets to make the same choice in the sub-game. [\[Oracle 07/01/98\]](#)
At the start of the sub-game both players draw 7 cards. If one player has fewer than 7 cards, that player loses. If both have fewer than 7 cards, both players lose. [\[Oracle 07/01/98\]](#)
A player with less than 0 life cannot lose life as a result of the sub-game since half of their life total is considered to be zero. [\[Oracle 07/01/98\]](#)
Events in a Shahrazad sub-game do not trigger abilities in the main game. And continuous effects in the main game do not carry over into the sub-game. [\[bethmo 12/11/98\]](#)
The subgame is part of the main game. [\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have banned this card since 01/25/94. This is because it really slows down tournaments.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not in the environment.

Shallow Grave:

Only removes the creature from the game if the creature is still in play at the end of the turn. [\[D'Angelo 05/28/98\]](#)

Shaman en-Kor:

Info: Color=White Type=Summon Cleric Cost=1W SH(R1)
Text(SH): 1/2 ; {0}: Redirect 1 damage from ~this~ to a creature you control. ; {1}{W}: Redirect to ~this~ all damage dealt to any one creature from any one source.
See Lancers en-Kor for rulings.

Shauku, Endbringer:

The loss of life is a phase effect, not a phase cost. This means the

ability can be used before losing the life. [\[Aahz 03/10/97\]](#)

Shanodin Dryads:

Info: Color=Green Type=Summon Nymphs Cost=G ABUR45(C1)
Text(ABU/RV/4th/5th): 1/1, Forestwalk.
Note - Also see Landwalk, Rule A.22.

Shapeshifter:

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/45(U1)
Text(5th): */7-* ; ~this~ has total power and toughness of 7, divided any way you choose, though neither can be more than 7. ; When you play ~this~, choose its power and toughness. ; During your upkeep, choose ~this~'s power and toughness.
The power/toughness change is a phase ability (see Rule A.5), so it can only be used once a turn (see Rule A.5.2). [\[Duelist Magazine #2, Page 15\]](#)
The change affects the base power/toughness, not the current power/toughness. [\[D'Angelo 06/05/98\]](#)
If it begins upkeep with power of 2 or less, the Dwarven Warriors may be tapped to make it unblockable before you change the Shapeshifter to be a 6/1 creature. [\[Aahz 1994\]](#)
The limit of power/toughness to a total of 7 only applies to the base power/toughness. [\[D'Angelo 03/17/98\]](#)

Shard Phoenix:

Info: Color=Red Type=Summon Phoenix Cost=4R SH(R1)
Text(SH): 2/2, Flying ; {R}{R}{R}: Put ~this~ into your hand. Use the ability only if ~this~ is in your graveyard and only during your upkeep. ; Sacrifice ~this~: ~this~ deals 2 damage to each creature without flying.

Shatter:

Info: Color=Red Type=Instant Cost=1R ABUR45(C1)/IA(C1)/TE(C1)
Text(4th/5th/IA/TE): Destroy target artifact.
Regenerating artifacts can regenerate from this because this is a simple "destroy" and not a "bury" effect. [\[D'Angelo 02/03/98\]](#)

Shattered Crypt:

Info: Color=Black Type=Sorcery Cost=XBB WL(C1)
Text(WL): Return X target creature cards from your graveyard to your hand and lose X life.
Note - Also see X Costs, Rule K.27.

Shattering Pulse:

Info: Color=Red Type=Instant Cost=1R EX(C1)
Text(EX): Buyback 3 ; Destroy target artifact.
Note - Also see Buyback, Rule A.13.

Shatterstorm:

Info: Color=Red Type=Sorcery Cost=2RR AQ(U1)/R5(U1)
Text(5th+errata): Destroy all artifacts. Creatures destroyed in this way cannot be regenerated. [\[Oracle 07/01/98\]](#)

Sheep:

Info: Color=Blue Type=Token Cost=None UG(U1)
Text(UG): (none)
This card is used to represent a token creature. It is not a spell you can cast and is pretty close to worthless in your play deck. Set this card aside and use it when playing a spell or ability that puts a Sheep token into play. [\[D'Angelo 08/23/98\]](#)
Note - See Token Cards, Rule U.2.

Shelkin Brownie:

Info: Color=Green Type=Summon Faerie Cost=1G LG(C1)
Text(LG+errata): 1/1 ; {Tap}: Target creature loses all "bands with other" abilities until end of turn. [\[Oracle 07/01/98\]](#)
Can only remove "Bands with Other" and not normal "Banding" ability. [\[Duelist Magazine #2, Page 9\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Sheltered Valley:

If you have another Sheltered Valley in play which is currently changed to a different land type (using Phantasmal Terrain) or something, then it is not buried when a new one enters play. Additionally, when the first one reverts to being a Sheltered Valley because the changing effect stops, you do not have to bury anything and can keep both in play.

[\[Duelist Magazine #14, Page 27\]](#)

Shield Bearer:

Info: Color=White Type=Summon Soldier Cost=1W IA(C1)/5(C1)

Text(IA/5th): 0/3, Banding.

Note - Also see Banding, Rule A.11.

Shield Mate:

Info: Color=White Type=Summon Soldier Cost=W EX(C1)

Text(EX): 1/1 ; Sacrifice ~this~: Target creature gets +0/+4 until end of turn.

Shield Sphere:

It gets the -0/-1 counter as soon as it blocks which is long before damage dealing. When it is at 0/1 and it blocks, it will die immediately after blocking... but the creature it blocked is still blocked.

[\[bethmo 06/28/96\]](#)

Shield Wall:

Info: Color=White Type=Instant Cost=1W LG(U1)/CH(U3)/5(C1)

Text(CH/5th): All creatures you control get +0/+2 until end of turn.

Shifting Wall:

Info: Color=Artifact Type=Artifact Creature Cost=X SH(U1)

Text(SH): 0/0 ; ~this~ counts as a Wall (Walls cannot attack.) ; ~this~ comes into play with X +1/+1 counters on it.

Note - Also see X Costs, Rule K.27.

Shimian Night Stalker:

Info: Color=Black Type=Summon Night Stalker Cost=3BB LG(U1)/CH(U3)

Text(CH+errata): 4/4 ; {B},{Tap}: Redirect to ~this~ all damage dealt to you from one attacking creature. (Treat further damage from that source normally.) [\[Oracle 07/01/98\]](#)

Can only redirect damage dealt during damage dealing step of combat.

[\[Duelist Magazine #7, Page 99\]](#)

Shimmer:

Can affect basic or non-basic types, but it must be for a specific type.

Examples include, Mountains, Maze of Ith, and Tolaria. Entire classes of lands (like Legendary Lands or Snow-Covered lands) are not supported.

[\[Duelist Magazine #16, Page 28\]](#)

You cannot restrict the land type based on a characteristic such as color or whether or not it is Snow-Covered. [\[WotC Rules Team 05/01/98\]](#)

Will give multilands phasing if one of the land types they count as is affected. [\[D'Angelo 11/07/96\]](#)

Note - Also see Phasing, Rule A.23.

Shimmering Barrier:

Info: Color=White Type=Summon Wall Cost=1W US(U1)

Text(US): 1/3, First strike. (Walls cannot attack.) ; Cycling {2}.

Note - Also see Cycling, Rule A.15.

Shimmering Efreet:

Info: Color=Blue Type=Summon Efreet Cost=2U VI(U1)

Text(VI): 2/2, Flying, Phasing ; When ~this~ phases in, target creature phases out.

If it phases in and no other creatures are in play, it will phase itself back out. [\[Duelist Magazine #17, Page 30\]](#)

If two of these phase in, they cannot both target the same creature and have just that one creature phase out. This is because the triggered abilities

are played one after the other. [\[DeLaney 07/17/98\]](#)

Note - Also see Phasing, Rule A.23.

Note - Also see Phasing Out and In, Rule G.30.

Shimmering Wings:

Info: Color=Blue Type=Enchant Creature Cost=U TE(C1)

Text(TE): Enchanted creature gains flying. ; {U}: Return ~this~ to owner's hand.

Shivan Dragon:

Info: Color=Red Type=Summon Dragon Cost=4RR ABUR45(R1)

Text(ABU/4th/5th+errata): 5/5, Flying ; {R}: ~this~ gets +1/+0 until end of turn. [\[Oracle 07/01/98\]](#)

Shivan Gorge:

Info: Color=Land Type=Legendary Land Cost=None US(R1)

Text(US): {Tap}: Add one colorless mana to your mana pool. ; {2}{R},{Tap}: ~this~ deals 1 damage to each of your opponents.

The damage has no color. It is not red. [\[D'Angelo 01/25/99\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Shivan Hellkite:

Info: Color=Red Type=Summon Dragon Cost=5RR US(R1)

Text(US): 5/5, Flying. ; {1}{R}: ~this~ deals 1 damage to target creature or player.

Shivan Phoenix:

Info: Color=Red Type=Summon Phoenix Cost=4RR UL(R1)

Text(UL): 3/4, Flying ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

Shivan Raptor:

Info: Color=Red Type=Summon Lizard Cost=2R US(U1)

Text(US): 3/1, First strike. Echo. ; ~this~ is unaffected by summoning sickness.

Note - Also see Echo, Rule A.16.

Shiv's Embrace:

Info: Color=Red Type=Enchant Creature Cost=2RR US(U1)

Text(US): Enchanted creature gets +2/+2 and gains flying. ; {R}: Enchanted creature gets +1/+0 until end of turn.

Shock:

Info: Color=Red Type=Instant Cost=R SH(C1)

Text(SH): ~this~ deals 2 damage to target creature or player.

Shocker:

Info: Color=Red Type=Summon Insect Cost=1R TE(R1)

Text(TE): 1/1 ; If ~this~ damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before.

Show and Tell:

Info: Color=Blue Type=Sorcery Cost=2U US(R1)

Text(US): Each player may choose an artifact, creature, enchantment, or land card in his or her hand and put that permanent into play.

Players choose cards during resolution, not announcement.

[\[D'Angelo 11/09/98\]](#)

The current player chooses first, then the opponent. Both are then put into play simultaneously. [\[DeLaney 10/05/98\]](#)

If the cards being put into play also require choices, such as Clone or Primal Clay, those choices are made after both players choose their card. The current player makes choices for their card (if any), then the opponent (if any). [\[bethmo 11/03/98\]](#)

Shower of Sparks:

Info: Color=Red Type=Instant Cost=R US(C1)

Text(US): ~this~ deals 1 damage to target creature and 1 damage to target

player.

If the creature leaves play before this resolves, it still damages the player (see Rule G.41.5). [\[Urza's FAQ 10/05/98\]](#)

Shrieking Drake:

Info: Color=Blue Type=Summon Drake Cost=U VI(C1)
Text(VI): 1/1, Flying. ; When ~this~ comes into play, return a creature you control to owner's hand.

Note - Also see Comes Into Play Abilities, Rule E.3.

Shrink:

Info: Color=Green Type=Instant Cost=G HL(C4)/5(C1)
Text(HL/5th): Target creature gets -5/-0 until end of turn.

Shyft:

Info: Color=Blue Type=Summon Shyft Cost=4U IA(R1)
Text(IA+errata): 4/2 ; During your upkeep, you may choose for ~this~ to become any color(s). [\[Oracle 07/01/98\]](#) [\[Oracle 11/11/98\]](#)
The color change is permanent and does not wear off at the end of the turn. [\[Duelist Magazine #8, Page 50\]](#)

You must choose at least one color, but can choose more than one.

[\[Aahz 11/07/96\]](#)

The color change is done as a phase ability (see Rule A.5).

[\[D'Angelo 11/07/96\]](#)

Sibilant Spirit:

Info: Color=Blue Type=Summon Spirit Cost=5U IA(R1)/5(R1)
Text(5th): 5/6, Flying ; If ~this~ attacks, defending player may draw a card.

Your opponent does not have to draw a card if they don't want to.

[\[D'Angelo 08/10/95\]](#)

Sick and Tired:

Info: Color=Black Type=Instant Cost=2B UL(C1)
Text(UL): Two target creatures each get -1/-1 until end of turn.
Must target two different creatures. See Rule G.41.2.

[\[Urza's Legacy FAQ 02/03/99\]](#)

Sicken:

Info: Color=Black Type=Enchant Creature Cost=B US(C1)
Text(US): Enchanted creature gets -1/-1. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Sift:

Info: Color=Blue Type=Sorcery Cost=3U SH(C1)
Text(SH): Draw three cards, then choose and discard a card.

Silent Attendant:

Info: Color=White Type=Summon Cleric Cost=2W US(C1)
Text(US): 0/2. ; {Tap}: Gain 1 life.

Silhouette:

Info: Color=Blue Type=Instant Cost=1U LG(U1)
Text(LG+errata): Until end of turn, all damage dealt to target creature from spells or abilities that target it is reduced to 0. [\[Oracle 07/01/98\]](#)

Silk Net:

Info: Color=Green Type=Instant Cost=G UL(C1)
Text(UL): Target creature gets +1/+1 and can block creatures with flying until end of turn.

Both the +1/+1 and the flying only last until end of turn.

[\[DeLaney 02/10/99\]](#)

Silver Wyvern:

Info: Color=Blue Type=Summon Drake Cost=3UU SH(R1)
Text(SH): 4/3, Flying ; {U}: Target spell or ability, which targets only ~this~, targets another creature of your choice instead. Play this

ability as an interrupt.

You must pick a legal target when redirecting the spell or ability.

[\[WotC Rules Team 03/01/98\]](#)

Simian Grunts:

Info: Color=Green Type=Summon Apes Cost=2G UL(C1)

Text(UL): 3/4. Echo ; You may play ~this~ any time you could play an instant.

If you play this when only instants are legal, it is still a summon spell and not an instant. [\[Urza's Legacy FAQ 02/03/99\]](#)

Note - Also see Echo, Rule A.16.

Simoon:

Info: Color=Multi Type=Instant Cost=RG VI(U1)

Text(VI): ~this~ deals 1 damage to each creature target opponent controls.

Simulacrum:

Info: Color=Black Type=Instant Cost=1B ABUR4(U1)

Text(4th+errata): All damage dealt to you so far this turn is instead retroactively redirected to target creature you control.

[\[Oracle 07/01/98\]](#)

All damage retains its color and special abilities if you assign it to a creature immediately. If used retroactively, then the damage remembers its color and everything else about the source but not any of the abilities associated with the damage (such as Hypnotic Specter or Sengir Vampire). [\[WotC Rules Team 05/10/95\]](#)

Retroactive damage redirection removes abilities inherent in the damage (such as the Sengir Vampire's) but does not remove any knowledge of the source of the damage. [\[D'Angelo 01/06/96\]](#)

Can be used (in its retroactive damage removal mode) even if no damage has been taken this turn. [\[WotC Rules Team 05/10/95\]](#)

Cannot be cast unless there is a creature to target the damage to.

[\[bethmo 06/06/94\]](#) Note that it will fizzle if the creature becomes an invalid target after it is declared but before it is resolved.

You cannot Simulacrum damage to a creature with Protection from Black because this is a black spell and cannot target such a creature.

[\[WotC Rules Team 01/24/94\]](#)

You can Simulacrum damage due to an unblocked or trampling creature to another creature involved in the attack, even if that creature has already taken lethal damage, because creatures are not removed until after damage prevention is allowed. [\[WotC Rules Team 01/24/94\]](#) (Note that this only works during the damage prevention step... once resolution is over the creature is removed.)

You cannot use Simulacrum on Loss of Life, just damage. [\[D'Angelo 1995\]](#)

Does not target the damage. It just affects the player and targets the creature to receive the damage. [\[Aahz 07/18/95\]](#)

If some of the damage was not turned into life loss (due to an effect such as Worship), then Simulacrum redirects the original amount of damage and undoes the actual life loss. [\[Bethmo 01/11/99\]](#)

Sindbad:

Info: Color=Blue Type=Summon Sindbad Cost=1U AN(U3)/4(U1)

Text(4th+errata): 1/1 ; {Tap}: Draw a card and reveal it to all players, then discard it if it is not a land card. [\[Oracle 07/01/98\]](#)

You can use the Library of Leng ability with this effect. [\[Aahz 07/25/94\]](#)

There is a chance to use mana sources during this effect's resolution, so you can use a just-drawn mana source spell (like Dark Ritual) between drawing and discarding. [\[D'Angelo 01/16/99\]](#)

Singing Tree:

Info: Color=Green Type=Summon Singing Tree Cost=3G AN(U2)

Text(AN+errata): 0/3 ; {Tap}: Target attacking creature gets -X/-0 until end of turn, where X is equal to that creature's power. [\[Oracle 07/01/98\]](#)

Changes creature's current power to zero but does not prevent raising it after the Tree has been used on it. [\[Arab FAQ 01/05/94\]](#)

The value of X is not recalculated if something changes the creature's power/toughness. [\[Aahz 1995\]](#)

X is zero if the power is already negative. [\[D'Angelo 12/16/96\]](#)

See Rule K.12.3.

Extended tournaments (see Rule D.15) have always banned this card.

Sinkhole:

Info: Color=Black Type=Sorcery Cost=BB ABU(C1)

Text(ABU+errata): Destroy target land. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Siren's Call:

Info: Color=Blue Type=Instant Cost=U ABUR4(U1)

Text(4th+errata): Play ~this~ only during target opponent's turn and only before combat. ; All of that player's non-Wall creatures that do not have summoning sickness attack this turn if able. At end of turn, destroy each of those creatures that did not attack. [\[Oracle 07/01/98\]](#)

Only creatures in play when the spell is cast are affected. This means that the Jade Statue and any creatures which come into play after this spell is cast are not affected. [\[bethmo 1994\]](#)

This spell cannot be redirected to another player. It can only be used on the player whose turn it is. [\[Duelist Magazine #6, Page 131\]](#)

Note - Also see Attack or Die Effects, Rule E.1.

Sir Shandlar of Eberyn:

Info: Color=Multi Type=Summon Legend Cost=4WG LG(U1)

Text(LG): 4/7.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Sisay's Ring:

Info: Color=Artifact Type=Artifact Cost=4 VI(C1)

Text(VI): {Tap}: Add two colorless mana to your mana pool. Play this ability as a mana source.

Sisters of the Flame:

Info: Color=Red Type=Summon Sisters Cost=1RR DK(U2)/4(C1)

Text(4th+errata): 2/2 ; {Tap}: Add {R} to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

Sivitri Scarzam:

Info: Color=Multi Type=Summon Legend Cost=5BU LG(U1)/CH(C1)

Text(LG/CH): 6/4.

Note - Also see Legendary Permanents, Rule K.19.

Skeleton Scavengers:

Info: Color=Black Type=Summon Skeletons Cost=2B SH(R1)

Text(SH): 0/0 ; ~this~ comes into play with one +1/+1 counter on it. ;

Pay {1} for each +1/+1 counter on ~this~: Regenerate ~this~ and put a +1/+1 counter on it.

Skirge Familiar:

Info: Color=Black Type=Summon Imp Cost=4B US(U1)

Text(US): 3/2, Flying. ; Choose and discard a card: Add {B} to your mana pool. Play this ability as a mana source.

Skittering Skirge:

Info: Color=Black Type=Summon Imp Cost=BB US(C1)

Text(US): 3/2, Flying. ; When you successfully cast a creature spell, sacrifice ~this~.

It sacrifices itself as soon as the creature spell is successfully cast.

This is after interrupts to that spell, but before any responses. It is long before that creature comes into play. [\[D'Angelo 10/15/98\]](#)

Skulking Ghost:

Info: Color=Clack Type=Summon Ghost Cost=1B MI(C1)

Text(MI+errata): 2/1, Flying ; If ~this~ becomes the target of any spell or ability, sacrifice ~this~. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

The sacrifice is triggered on the announcement of a spell that targets it

and happens even before interrupts can be used on that spell.

[\[Duelist Magazine #16, Page 30\]](#)

You can move an enchantment onto this card using Enchantment Alteration or a similar effect without causing this card to be buried.

[\[D'Angelo 12/15/97\]](#)

Skull Catapult:

Info: Color=Artifact Type=Artifact Cost=4 IA(U1)/5(U1)
Text(5th): {1},{Tap}, Sacrifice a creature: ~this~ deals 2 damage to target creature or player.

Skull of Orm:

Info: Color=Artifact Type=Artifact Cost=3 DK(U2)
Text(DK+errata): {5},{Tap}: Return target enchantment card from your graveyard to your hand. [\[Encyclopedia, Page 174\]](#)
Can bring back any enchantment. This includes enchantment, enchant creature, enchant world, and so on. [\[Aahz 01/01/95\]](#)

Skyshaper:

Info: Color=Artifact Type=Artifact Cost=2 EX(U1)
Text(EX): Sacrifice ~this~: All creatures you control gain flying until end of turn.

Skyshroud Archer:

Info: Color=Green Type=Summon Elf Cost=G SH(C1)
Text(SH): 1/1 ; {Tap}: Target creature with flying gets -1/-1 until end of turn.

Skyshroud Condor:

Info: Color=Blue Type=Summon Bird Cost=1U TE(U1)
Text(TE): 2/2, Flying ; You cannot play ~this~ unless you have successfully cast another spell this turn.

Skyshroud Elf:

Info: Color=Green Type=Summon Elf Cost=1G TE(C1)
Text(TE): 1/1 ; {Tap}: Add {G} to your mana pool. Play this ability as a mana source. ; {1}: Add {W} or {R} to your mana pool. Play this ability as a mana source.

Skyshroud Elite:

Info: Color=Green Type=Summon Elves Cost=G EX(U1)
Text(EX): 1/1 ; ~this~ gets +1/+2 as long as any opponent controls any nonbasic lands.

Skyshroud Falcon:

Info: Color=White Type=Summon Bird Cost=1W SH(C1)
Text(SH): 1/1, Flying ; Attacking does not cause ~this~ to tap.
No it is not a Falcon creature type. It is a Bird. [\[D'Angelo 03/09/98\]](#)

Skyshroud Forest:

Info: Color=Land Type=Land Cost=None TE(R1)
Text(TE): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {G} to your mana pool. ~this~ deals 1 damage to you.

Skyshroud Ranger:

Info: Color=Green Type=Summon Elf Cost=G TE(C1)
Text(TE): 1/1 ; {Tap}: Choose a land card in your hand and put it into play. Play this ability as a sorcery.

Skyshroud Troll:

Info: Color=Green Type=Summon Giant Cost=2GG TE(C1)
Text(TE): 3/3 ; {1}{G}: Regenerate ~this~.

Skyshroud Troopers:

Info: Color=Green Type=Summon Elves Cost=3G SH(C1)
Text(SH): 3/3 ; {Tap}: Add {G} to your mana pool. Play this ability as a

mana source.

Skyshroud Vampire:

Info: Color=Black Type=Summon Vampire Cost=3BB TE(U1)
Text(TE): 3/3, Flying ; Choose and discard a creature card: ~this~ gets +2/+2 until end of turn.

Skyshroud War Beast:

Info: Color=Green Type=Summon Beast Cost=1G EX(R1)
Text(EX): */*, Trample ; ~this~ has power and toughness each equal to the number of nonbasic lands target opponent controls.

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes a 0/0 creature if the target player leaves play.

[\[Barclay 06/10/98\]](#) See Rule M.1.3.

The power and toughness are continuously recalculated. [\[D'Angelo 10/19/98\]](#)

Note - Also see Trample, Rule A.27.

Sky Spirit:

Info: Color=Multi Type=Summon Spirit Cost=1WU TE(U1)
Text(TE): 2/2, Flying, First Strike.

Slaughter:

Info: Color=Black Type=Instant Cost=2BB EX(U1)
Text(EX): Buyback-4 life ; Destroy target nonblack creature. That creature cannot be regenerated this turn.

You cannot pay the buyback if you have less than 4 life. [\[DeLaney 06/10/98\]](#)
See Rule G.22.6.

Note - Also see Buyback, Rule A.13.

Sleeper Agent:

Info: Color=Black Type=Summon Minion Cost=B US(R1)
Text(US): 3/3. ; When ~this~ comes into play, target opponent gains control of it. ; During your upkeep, ~this~ deals 2 damage to you.

This card is a bit weird. When it comes into play under your control, you give control of it to an opponent. After that it damages them each turn because the "you" on the card means its controller. [\[D'Angelo 10/15/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Sleeper's Guile:

Info: Color=Black Type=Enchant Creature Cost=2B UL(C1)
Text(UL): Enchanted creature cannot be blocked except by artifact creatures and black creatures. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

Sleight of Mind:

Info: Color=Blue Type=Interrupt Cost=U IA(U1)/ABUR45(R1)
Text(5th): Change the text of target permanent or spell by replacing all instances of one color word with another. (For example, you may change "nongreen creature" to "nonred creature." If this spell targets a permanent, play it as an instant.)

The spell is still an "Interrupt" and not an "Instant" for effects that affect certain spell types. [\[Aahz 09/19/96\]](#) See Rule T.15.1.

If played on a spell being cast, and that spell becomes a permanent, the permanent enters play with an effect on it. It does not change the base characteristics of the permanent. This is just like having the permanent enter play, and then playing this spell as an instant except it is never in play with its original text. [\[bethmo 05/22/98\]](#)

If played on a permanent, then the effect works just like an instant would as far as the "order the effect entered play" rule.

[\[WotC Rules Team 05/01/98\]](#)

Can target a card with no color words on it. [\[Duelist Magazine #5, Page 23\]](#)

Cannot change a color word to the same color word. It must be a different word. [\[Duelist Magazine #5, Page 23\]](#)

You cannot Sleight proper nouns (i.e. card names). This means that you cannot affect Black Vise. [\[WotC Rules Team 04/26/95\]](#)

You cannot Sleight explanatory references to a card's own color. This

applies to Dark Heart of the Wood, Scarwood Goblins, and Marsh Goblins. [\[Duelist Magazine #6, Page 132\]](#) This is true even under the rulings change made for the Kobolds on 12/03/96. This spell can be used to change the "flavor text" (the italicized text) on the card. This has no game effect but uses up the spell. [\[bethmo 1994\]](#) If you respond to your opponent's use of this spell with another use so that the color word changes before the opponent's resolves, the opponent's will do nothing since no instances of the words they chose will be there. [\[bethmo 11/05/96\]](#)
Note - Also see Play As A..., Rule T.15.

Slippery Karst:

Info: Color=Land Type=Land Cost=None US(C1)
Text(US): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Sliver Queen:

Info: Color=Multi Type=Summon Legend Cost=WUBRG SH(R1)
Text(SH): 7/7 ; Sliver Queen counts as a Sliver. ; {2}: Put a Sliver token into play. Treat this token as a 1/1 colorless creature.
The token creatures created by this card are Slivers. [\[D'Angelo 03/05/98\]](#)
Note - Also see Legendary Permanents, Rule K.19.

Slow Motion:

Info: Color=Blue Type=Enchant Creature Cost=2U UL(C1)
Text(UL): During the upkeep of enchanted creature's controller, that player pays {2} or sacrifices that creature. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.
You can use abilities of the creature during upkeep before dealing with the cost this card imposes. [\[Urza's Legacy FAQ 02/03/99\]](#)

Sluggishness:

Info: Color=Red Type=Enchant Creature Cost=1R UL(C1)
Text(UL): Enchanted creature cannot block. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

Smite:

Info: Color=White Type=Instant Cost=W SH(C1)
Text(SH): Destroy target blocked creature.

Smoke:

Info: Color=Red Type=Enchantment Cost=RR ABUR45(R1)
Text(5th): Players cannot untap more than one creature during their untap phases.
Lands animated by Living Lands or Kormus Bell are affected by this spell. If in play with a Winter Orb as well, untapping an animated land will count as the one creature and the one land you can untap... thereby limiting you to one thing to be untapped. You can choose to untap a non-creature land and a creature if you want. [\[bethmo 02/12/96\]](#)
Does not prevent cards from being untapped outside the untap phase. [\[bethmo 1994\]](#)

Smokestack:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): During your upkeep, you may put a soot counter on ~this~. ; During each player's upkeep, that player sacrifices a permanent for each soot counter on ~this~.
Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)
If a player does not have enough permanents, they sacrifice all the ones they have. [\[DeLaney 10/05/98\]](#)
You can choose to process the sacrifice ability before you add a counter on your turn. [\[D'Angelo 11/10/98\]](#)

Smoldering Crater:

Info: Color=Land Type=Land Cost=None US(C1)
Text(US): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Snake Basket:

Info: Color=Artifact Type=Artifact Cost=4 VI(R1)
Text(VI): {X},Sacrifice ~this~: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.
Note - Also see Token Creatures, Rule K.25.

Snap:

Info: Color=Blue Type=Instant Cost=1U UL(C1)
Text(UL): Return target creature to owner's hand. Untap up to two lands. You can untap 0 to 2 lands. [\[D'Angelo 02/13/99\]](#)
Does not target the lands. [\[D'Angelo 02/13/99\]](#)
Can be used on already untapped lands (with no effect). [\[D'Angelo 02/13/99\]](#)
Can be used on another player's lands. [\[D'Angelo 02/13/99\]](#)

Sneak Attack:

Info: Color=Red Type=Enchantment Cost=3R US(R1)
Text(US): {R}: Choose a creature card from your hand and put that creature into play. The creature is unaffected by summoning sickness. At end of turn, sacrifice the creature.
You only sacrifice the creature if you still control it. [\[DeLaney 10/21/98\]](#)

Snowfall:

Islands produce one blue mana only usable for cumulative upkeep regardless of the type of mana the Island would be producing at the time. In other words, this is not affected by Naked Singularity.
[\[WotC Rules Team 11/10/95\]](#) This is because of the order of resolving what mana lands produce. See Rule K.17.4.

Soar:

Note - Also see Play As A..., Rule T.15.

Soldevi Adnate:

As errata, play the ability as a mana source. [\[Mirage, Page 2\]](#)

Soldevi Excavations:

Mana Flare will let you make an extra blue or an extra colorless mana of your choice. [\[Aahz 05/21/96\]](#)
You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use the mana source speed ability between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost. [\[WotC Rules Team 12/03/96\]](#)
See Rule E.3.3.
Note - Also see Comes Into Play Abilities, Rule E.3.

Soldevi Golem:

The ability is an untap cost and is cumulative with Paralyze and other untap cost abilities. [\[Duelist Magazine #9, Page 61\]](#)
The opponent's creature is untapped during announcement and as a cost. [\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced unless the target creature is in an tapped state at the time. [\[D'Angelo 12/23/96\]](#)
The ability to untap a creature can be used even if the Golem is already untapped. [\[Aahz 06/13/97\]](#)

Soldevi Machinist:

As errata, play the ability as a mana source. [\[Mirage, Page 2\]](#)
Mana from the effect can only be used to activate an artifact. It cannot be used to pay any penalties on the cost of activation imposed by other effects. [\[WotC Rules Team 10/18/95\]](#)

Soldier:

Info: Color=White Type=Token Cost=None UG(U1)
Text(UG): (none)

This card is used to represent a token creature. It is not a spell you can cast and is pretty close to worthless in your play deck. Set this card aside and use it when playing a spell or ability that puts a Soldier token into play. [\[D'Angelo 08/23/98\]](#)

Note - See Token Cards, Rule U.2.

Solfatara:

Info: Color=Red Type=Instant Cost=2R VI(C1)
Text(VI+errata): Target player cannot play any lands this turn. Draw a card at the beginning of the next turn. [\[Oracle 07/01/98\]](#)
Prevents all land playing that turn, not just one land. [\[DeLaney 01/28/97\]](#)
Does not prevent effects from putting a land into play. [\[DeLaney 02/02/97\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Sol Grail:

Info: Color=Artifact Type=Artifact Cost=3 AL(R6)
Text(AL+errata): When ~this~ comes into play, choose a color. ; {Tap}: Add one mana of the chosen color to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

Sol'kanar the Swamp King:

Info: Color=Multi Type=Summon Legend Cost=2RBU LG(R1)/CH(U1)
Text(CH): 5/5, Swampwalk ; Whenever a black spell is successfully cast, gain 1 life.
Will not trigger off its own casting. [\[Aahz 07/27/94\]](#)
Note - Also see Landwalk, Rule A.22.
Note - Also see Legendary Permanents, Rule K.19.

Sol Ring:

Info: Color=Artifact Type=Artifact Cost=1 ABUR(U1)
Text(RV+errata): {Tap}: Add two colorless mana to your mana pool. Play this ability as a mana source. [\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95. It was previously restricted from 01/24/94 to 05/02/95.

Soltari Champion:

Info: Color=White Type=Summon Soldier Cost=2W SH(R1)
Text(SH): 2/2, Shadow ; If ~this~ attacks, all other creatures you control get +1/+1 until end of turn.
Note - Also see Shadow, Rule A.26.

Soltari Crusader:

Info: Color=White Type=Summon Knight Cost=2W TE(U1)
Text(TE): 2/1, Shadow ; {1}{W}: ~this~ gets +1/+0 until end of turn.
Note - Also see Shadow, Rule A.26.

Soltari Emissary:

Info: Color=White Type=Summon Soldier Cost=1W TE(R1)
Text(TE): 2/1 ; {W}: ~this~ gains shadow until end of turn.
Note - Also see Shadow, Rule A.26.

Soltari Foot Soldier:

Info: Color=White Type=Summon Soldier Cost=W TE(C1)
Text(TE): 1/1, Shadow.
Note - Also see Shadow, Rule A.26.

Soltari Guerrillas:

Info: Color=Multi Type=Summon Soldiers Cost=2WR TE(R1)
Text(TE): 3/2, Shadow ; If ~this~ assigns combat damage to any opponent, you may redirect that damage to target creature.

The redirection ability is played as a triggered ability at the beginning of damage prevention along with automatic damage prevention abilities and things which trigger on damage assignment, and prior to normal damage prevention things such as a Circle of Protection.

[\[Duelist Magazine #23, Page 23\]](#)

Note - Also see Shadow, Rule A.26.

Soltari Lancer:

Info: Color=White Type=Summon Knight Cost=2W TE(C1)

Text(TE): 2/2, Shadow ; First strike when attacking.

Note - Also see Shadow, Rule A.26.

Soltari Monk:

Info: Color=White Type=Summon Cleric Cost=WW TE(U1)

Text(TE): 2/1, Protection from Black, Shadow.

Note - Also see Shadow, Rule A.26.

Soltari Priest:

Info: Color=White Type=Summon Cleric Cost=WW TE(U1)

Text(TE): 2/1, Protection from Red, Shadow.

Note - Also see Shadow, Rule A.26.

Soltari Trooper:

Info: Color=White Type=Summon Soldier Cost=1W TE(C1)

Text(TE): 1/1, Shadow ; If ~this~ attacks, it gets +1/+1 until end of turn.

Note - Also see Shadow, Rule A.26.

Soltari Visionary:

Info: Color=White Type=Summon Cleric Cost=1WW EX(C1)

Text(EX): 2/2, Shadow ; If ~this~ damages any player, destroy target enchantment that player controls.

If the damaged player controls any enchantments, you must choose one to be destroyed. If they do not, nothing happens. [\[Barclay 06/10/98\]](#)

Note - Also see Shadow, Rule A.26.

Somnophore:

Info: Color=Blue Type=Summon Illusion Cost=2UU US(R1)

Text(US): 2/2, Flying. ; Whenever ~this~ successfully deals damage to a player, tap target creature that player controls. That creature does not untap during its controller's untap phase as long as ~this~ remains in play.

It can end up holding more than one creature tapped. [\[Urza's FAQ 10/05/98\]](#)

You can choose the same creature more than once (for no additional effect).

[\[Urza's FAQ 10/05/98\]](#)

Song of Blood:

Info: Color=Red Type=Sorcery Cost=1R VI(C1)

Text(VI): Put the top four cards from your library into your graveyard. For each creature card put into your graveyard in this way, all creatures that attack this turn get +1/+0 until end of turn.

Each creature can only get the bonus once per turn, even if it attacks more than once (due to Relentless Assault).

[\[Duelist Magazine #17, Page 30\]](#)

Song of Serenity:

Info: Color=Green Type=Enchantment Cost=1G EX(U1)

Text(EX): Creatures with any enchantments on them cannot attack or block.

Songs of the Damned:

As errata, play the spell as a mana source. [\[Mirage, Page 2\]](#) The spell is actually errata'd to be a "Mana Source" and not an "Interrupt".

[\[WotC Rules Team 10/03/96\]](#)

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

Songstitcher:

Info: Color=White Type=Summon Cleric Cost=W US(U1)

Text(US): 1/1. ; {1}{W}: Target attacking creature with flying deals no combat damage this turn.

Sonic Burst:

Info: Color=Red Type=Instant Cost=1R EX(C1)
Text(EX): Discard a card at random: ~this~ deals 4 damage to target creature or player.

You cannot discard more than once to target more than one creature (or player) or to do multiple amounts of damage to a single creature (or player). [\[D'Angelo 06/10/98\]](#) See Rule K.21.3.

You must discard a card as part of the cost. If you do not have any other cards in your hand, you cannot cast this spell. [\[D'Angelo 06/15/98\]](#)

You pick the target before you pick the random card to discard.

[\[bethmo 02/11/99\]](#)

Sorceress Queen:

Info: Color=Black Type=Summon Sorceress Cost=1BB AN(U3)/R45(R1)
Text(5th): 1/1 ; {Tap}: Target creature other than ~this~ is 0/2 until end of turn.

There used to be a rule that made the power/toughness setting of this card be applied before existing power/toughness modifying effects. This rule has been REVERSED. The power/toughness setting is applied in the order it resolves just like for all other effects. [\[D'Angelo 02/03/98\]](#)

Creatures with power or toughness calculated (such as Nightmare or Keldon Warlord) have their power/toughness overridden to be 0/2 so their normal ability to have their power/toughness recalculated won't do anything useful while the Sorceress effect is upon that creature.

[\[Peterson 11/07/94\]](#) Same goes for Angry Mob. [\[bethmo 01/30/96\]](#)

Sorrow's Path:

Info: Color=Land Type=Land Cost=None DK(U1)
Text(DK+errata): Whenever ~this~ becomes tapped, it deals 2 damage to you and each creature you control. ; {Tap}: Switch the blocking assignments of two target blocking creatures. (All blocking assignments must still be legal.) [\[Oracle 07/01/98\]](#)

The damage is done whenever and however Sorrow's Path is tapped. It is not linked to using the effect and the damage occurs immediately upon tapping.

[\[bethmo 08/15/94\]](#)

If a creature is removed from being a blocker of a specific creature, the effects that would have happened because it was declared as a blocker may or may not happen depending on the creature's blocking effect.

[\[WotC Rules Team 09/22/95\]](#) If the card text said that creatures "assigned to block" or "blocks" then the effect is not removed by removing the blocker. If the card text said "blocking", then the effect probably does not happen. This is a general ruling. You need to look up individual cards for specific rulings.

If a creature is added as a blocker to a specific creature, the blocking effect of that creature may or may not happen depending on the creature's blocking effect. [\[WotC Rules Team 09/22/95\]](#) If the card text said that creatures "blocking" then the effect happens. If the card text said "assigned to block" or "blocks", then the effect probably does not happen.

This is a general ruling. You need to look up individual cards for specific rulings.

Sorry:

Info: Color=Blue Type=Enchantment Cost=UU UG(U1)
Text(UG): Before playing any spell, if a copy of that spell card is in any graveyard, the spell's caster may say "Sorry." If he or she does not, any other player may counter the spell by saying "Sorry" as it is cast. If any player says "Sorry" at any other time, ~this~ deals 2 damage to that player.

When a player says "Sorry" to cast a spell, "Sorry" is said as a Mana Source. [\[Barclay 08/13/98\]](#)

When a player says "Sorry" to counter a spell, "Sorry" is said as an Interrupt. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Soul Barrier:

Info: Color=Blue Type=Enchantment Cost=2U IA(U1)/5(C1)

Text(5th): Whenever target opponent successfully casts a summon spell, ~this~ deals 2 damage to him or her. That player may pay {2} to prevent this damage.

The payment to prevent damage is played during the damage prevention step and not during the resolution of the effect. [\[WotC Rules Team 07/03/97\]](#)

Soul Burn:

As errata, it should read "... You cannot gain more life than the toughness of that creature or total life of that player." [\[Encyclopedia, Page 98\]](#)

Preventing or redirecting the damage will not change how much life is gained. [\[Duelist Magazine #10, Page 43\]](#)

Will give 1 life for each black mana used even if the damage is prevented.

This is limited to the creature's toughness or player's life.

[\[Duelist Magazine #6, Page 132\]](#)

Soulrinker:

Info: Color=Black Type=Summon Spirit Cost=3B TE(U1)

Text(TE): 2/2 ; Pay 3 life: Put a +1/+1 counter on ~this~.

Soul Echo:

Info: Color=White Type=Enchantment Cost=XWW MI(R1)

Text(MI+errata): When ~this~ comes into play, put X echo counters on it. ;

At the beginning of your upkeep, if there are no echo counters on ~this~, sacrifice it; otherwise, an opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove one echo counter from ~this~. ; You do not lose the game as a result of having less than 1 life. [\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)

It does not target the opponent, but you still choose an opponent.

[\[WotC Rules Team 02/01/98\]](#)

If the opponent chooses to have damage redirect to a Soul Echo rather than subtracted from your life, this launches an effect controlled by you.

[\[Aahz 01/17/97\]](#) (This is a REVERSAL of Duelist Magazine #15, Page 29.)

The ability is a replacement that happens when the damage would have become successfully dealt at the end of damage prevention after you have the chance to prevent damage. [\[Oracle Update 11/11/98\]](#) See Rule T.10.1.

If this card leaves runs out of counters before your next upkeep, the effect still replaces the damage and uselessly tries to remove counters from the now empty card. [\[WotC Rules Team 10/03/96\]](#)

If this card leaves play before your next upkeep, the effect still replaces the damage and uselessly tries to remove counters from the now missing card. [\[Duelist Magazine #15, Page 29\]](#)

If you have more than one Soul Echo, the opponent chooses which ones will be replacing damage that turn (if any). [\[Duelist Magazine #15, Page 29\]](#)

And when damage happens, you decide which one of the ones the opponent selected that you want the damage to be replaced with, but the damage all goes to one of them. [\[Aahz 01/17/97\]](#)

If you take damage between the start of the upkeep phase and the time in which you deal with the beginning of upkeep choice, then Soul Echo will not affect that damage and you will be affected by the damage as normal.

[\[bethmo 06/04/97\]](#)

In a multi-player game, you choose a new target player during each of your upkeeps. [\[D'Angelo 12/29/97\]](#) See Rule M.1.4.

Soul Exchange:

As errata, it should read "Remove a creature you control from the game: Put target creature card from your graveyard into play..."

[\[Encyclopedia, Page 189\]](#)

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

Putting a counter on the creature brought into play is not a targeted effect and so Protection from Black will not prevent it. [\[Aahz 01/08/95\]](#)

Soul Kiss:

As errata, it should read "{B}, Pay 1 life: Enchanted creature gets +2/+2

until end of turn. You cannot..." [\[Encyclopedia, Page 98\]](#)

Soul Net:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th): {1}: Gain 1 life. Use this ability only when a creature is put into any graveyard from play and only once for each such creature. It cannot be used on creatures which are removed from the game by Disintegrate, Swords to Plowshares, or a similar effect.

[\[D'Angelo 1994\]](#)

If animated, it can be triggered off its own destruction. [\[Mirage, Page 41\]](#)

It can only be used at the time a creature goes to the graveyard. You do not have until the end of the turn to use this effect.

[\[WotC Rules Team 10/12/94\]](#)

Soul Rend:

Info: Color=Black Type=Instant Cost=1B MI(U1)
Text(MI+errata): Bury target creature if it is white. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
Only checks the color of the creature on resolution. [\[D'Angelo 06/10/98\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Soul Sculptor:

Info: Color=White Type=Summon Townsfolk Cost=2W US(R1)
Text(US): 1/1. ; {1}{W},{Tap}: Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. The creature stops being a creature (or any other permanent type) and is just an enchantment with no abilities. [\[Urza's FAQ 10/05/98\]](#)

Soul Shepherd:

Info: Color=White Type=Summon Cleric Cost=1W WL(C1)
Text(WL): 2/1 ; {W},Remove a creature card in your graveyard from the game: Gain 1 life.

Soul Warden:

Info: Color=White Type=Summon Cleric Cost=W EX(C1)
Text(EX): 1/1 ; Whenever any other creature comes into play, gain 1 life. The ability will not trigger on itself, or on any other creature that is put into play at the same time Soul Warden is put into play. [\[D'Angelo 06/10/98\]](#)
Does not trigger on a card in play being changed into a creature. [\[D'Angelo 02/23/99\]](#) See Rule K.5.1.
Note - Also see Comes Into Play Abilities, Rule E.3.

Southern Paladin:

Info: Color=White Type=Summon Knight Cost=2WW WL(R1)
Text(WL): 3/3 ; {W}{W},{Tap}: Destroy target red permanent.

Spark Fiend:

Info: Color=Red Type=Summon Beast Cost=R4 UG(R1)
Text(UG): 5/6 ; When ~this~ comes into play, roll two six-sided dice. On a total of 2, 3, or 12, sacrifice ~this~. On a total of 7 or 11, do not roll dice for ~this~ during any of your following upkeep phases. If you roll any other total, note it. ; During your upkeep, roll two six-sided dice. On a total of 7, sacrifice ~this~. If you roll the noted total, do not roll dice for ~this~ during any of your following upkeep phases. On any other roll, there is no effect.
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Spatial Binding:

If played on a local enchantment and the subject of the enchantment phases out, the enchantment will not phase out. It will stay in play and then immediately be buried since its subject left play.

[\[Duelist Magazine #15, Page 29\]](#)

There was a misprinted answer in Inquest saying that Spatial Binding would

only delay the phase-out until the beginning of upkeep instead of doing it earlier. This is incorrect. The effect really does prevent phasing out due to having Phasing ability. [\[bethmo 01/12/97\]](#)

Spatula of the Ages:

Info: Color=Artifact Type=Artifact Cost=4 UG(U1)
Text(UG): {4}, Tap, Sacrifice ~this~: Put into play from your hand any card from an Unglued supplement.

Only works on cards which become permanents when put into play.

[\[QAS 09/09/98\]](#)

As always, X is zero if this card's ability is used. Y and Z can be any numbers you choose. [\[Barclay 08/13/98\]](#)

Optional Rule: If used to put a Chicken Egg into play, that egg is immediately "cracked" to create a Giant Chicken. [\[Barclay 08/13/98\]](#)

Optional Rule: This cannot put Sorcery, Instant, Interrupt or Mana Source cards into play. However, it does allow you to play those spells, paying "{4}, Tap, Sacrifice Spatula of the Ages:" instead of the regular cost. [\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Spawning Pool:

Info: Color=Land Type=Land Cost=None UL(U1)
Text(UL): ~this~ comes into play tapped. ; {Tap}: Add one black mana to your mana pool. ; {1}{B}: ~this~ becomes a 1/1 black creature with "{B}: Regenerate this creature" until end of turn. This creature still counts as a land.

The animating ability sets the base characteristics for the land creature.

So, while you can use the ability again, it won't have any additional effect if used more than once. [\[Urza's Legacy FAQ 02/03/99\]](#)

The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[Urza's Legacy FAQ 02/03/99\]](#)

See Rule G.39.3.

Spectral Bears:

They check if your opponent has black cards only at the time they are declared as an attacker. They do not check again later, so if black cards enter or leave play, it will not affect the bonus. [\[Bethmo 05/14/96\]](#)

Spectral Cloak:

Info: Color=Blue Type=Enchant Creature Cost=UU LG(U1)
Text(LG+errata): As long as enchanted creature is untapped, it cannot be the target of enchantments, instants, interrupts, or sorceries. This ability does not destroy any enchantments on that creature. [\[Oracle 07/01/98\]](#)

Note that the abilities of permanents which are used as instants, sorceries or interrupts are also prevented from targeting the creature.

[\[D'Angelo 10/13/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Spell Blast:

Info: Color=Blue Type=Interrupt Cost=XU ABUR45(C1)/TE(C1)

Text(5th/TE): Counter target spell with total casting cost equal to X.

Note - Also see X Costs, Rule K.27.

Spellbook:

Info: Color=Artifact Type=Artifact Cost=0 EX(U1)

Text(EX): Skip your discard phase.

Spellshock:

Info: Color=Red Type=Enchantment Cost=2R EX(U1)

Text(EX): Whenever any player successfully casts a spell, ~this~ deals 2 damage to him or her.

It affects all players, including you. [\[Barclay 06/10/98\]](#)

Sphere of Resistance:

Info: Color=Artifact Type=Artifact Cost=2 EX(R1)

Text(EX): All spells cost an additional {1} to play.

It affects all players, including you. [\[DeLaney 06/10/98\]](#)

Spider Climb:

Info: Color=Green Type=Enchant Creature Cost=G VI(C1)
Text(VI+errata): You may play ~this~ as an instant; if you do, sacrifice it at end of turn. ; Enchanted creature gets +0/+3 and can block creatures with flying. [\[Oracle 07/01/98\]](#)
Note - Also see Play As A..., Rule T.15.

Spike Breeder:

Info: Color=Green Type=Summon Spike Cost=3G SH(R1)
Text(SH): 0/0 ; ~this~ comes into play with three +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature. ; {2}, Remove a +1/+1 counter from ~this~: Put a Spike token into play. Treat this token as a 1/1 green creature.
It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [\[D'Angelo 06/05/98\]](#)

Spike Cannibal:

Info: Color=Black Type=Summon Spike Cost=1BB EX(U1)
Text(EX): 0/0 ; ~this~ comes into play with one +1/+1 counter on it. ; When ~this~ comes into play, move all +1/+1 counters from all creatures onto ~this~.
It will move its own +1/+1 counter onto itself, but it does not die during this move since it never is without a counter. [\[Barclay 06/10/98\]](#)
Note - Also see Comes Into Play Ability, Rule E.3.

Spike Colony:

Info: Color=Green Type=Summon Spike Cost=4G SH(C1)
Text(SH): 0/0 ; ~this~ comes into play with four +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature.
It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [\[D'Angelo 06/05/98\]](#)

Spike Drone:

Info: Color=Green Type=Summon Spike Cost=G TE(C1)
Text(TE): 0/0 ; ~this~ comes into play with one +1/+1 counter on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature.
It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [\[D'Angelo 06/05/98\]](#)

Spike Feeder:

Info: Color=Green Type=Summon Spike Cost=1GG SH(U1)
Text(SH): 0/0 ; ~this~ comes into play with two +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature. ; Remove a +1/+1 counter from ~this~: Gain 2 life.
It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [\[D'Angelo 06/05/98\]](#)

Spike Hatcher:

Info: Color=Green Type=Summon Spike Cost=6G EX(R1)

Text(EX): 0/0 ; ~this~ comes into play with six +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature. ; {1}, Remove a +1/+1 counter from ~this~: Regenerate ~this~.

It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [D'Angelo 06/05/98]

Spike Rogue:

Info: Color=Green Type=Summon Spike Cost=1GG EX(U1)

Text(EX): 0/0 ; ~this~ comes into play with two +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature. ; {2}, Remove a +1/+1 counter from any creature you control: Put a +1/+1 counter on ~this~.

It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [D'Angelo 06/05/98]

Spike Soldier:

Info: Color=Green Type=Summon Spike Cost=2GG SH(U1)

Text(SH): 0/0 ; ~this~ comes into play with three +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature. ; Remove a +1/+1 counter from ~this~: ~this~ gets +2/+2 until end of turn.

It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [D'Angelo 06/05/98]

Spike Weaver:

Info: Color=Green Type=Summon Spike Cost=2GG EX(R1)

Text(EX): 0/0 ; ~this~ comes into play with three +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature. ; {1}, Remove a +1/+1 counter from ~this~: Creatures deal no combat damage this turn.

The second ability includes your own creatures as well. [Barclay 06/10/98]

It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [D'Angelo 06/05/98]

Spike Worker:

Info: Color=Green Type=Summon Spike Cost=2G SH(C1)

Text(SH): 0/0 ; ~this~ comes into play with two +1/+1 counters on it. ; {2}, Remove a +1/+1 counter from ~this~: Put a +1/+1 counter on target creature.

It dies of lethal damage as soon as you remove the last counter when announcing its ability to remove a counter. This means it dies as a Rule Effect (see Rule T.13) just after you announce the ability and before even interrupts can be used. Only a mana source ability can sacrifice or otherwise use this creature before it ends up in the graveyard. [D'Angelo 06/05/98]

Spinal Graft:

Info: Color=Black Type=Enchant Creature Cost=1B TE(C1)

Text(TE+errata): Enchanted creature gets +3/+3. ; If enchanted creature

becomes the target of a spell or ability, destroy that creature. The creature cannot be regenerated this turn. [\[Oracle Update 11/11/98\]](#)

Spinal Villain:

Info: Color=Red Type=Summon Villain Cost=2R LG(R1)
Text(LG): 1/2 ; {Tap}: Destroy target blue creature.
Extended tournaments (see Rule D.15) have always banned this card.

Spindrift Drake:

Info: Color=Blue Type=Summon Drake Cost=U SH(C1)
Text(SH): 2/1, Flying ; During your upkeep, pay {U} or sacrifice ~this~.

Spined Fluke:

Info: Color=Black Type=Summon Horror Cost=2B US(U1)
Text(US): 5/1. ; When ~this~ comes into play, sacrifice a creature. ;
{B}: Regenerate ~this~.
If there are no other creatures in play when this card comes into play, you must sacrifice this card. [\[Urza's FAQ 10/05/98\]](#) See Rule E.3.
Note - Also see Comes Into Play Abilities, Rule E.3.

Spined Sliver:

Info: Color=Multi Type=Summon Sliver Cost=RG SH(U1)
Text(SH): 2/2 ; If any Sliver is blocked it gets +1/+1 until end of turn for each creature blocking it.
If two Spined Slivers are in play then each blocked sliver gets +2/+2 for each creature blocking it. [\[D'Angelo 10/27/98\]](#)

Spined Wurm:

Info: Color=Green Type=Summon Wurm Cost=4G SH(C1)
Text(SH): 5/4.

Spinning Darkness:

Info: Color=Black Type=Instant Cost=4BB WL(C1)
Text(WL): You may remove the top three black cards in your graveyard from the game instead of paying ~this~'s casting cost. ; ~this~ deals 3 damage to target nonblack creature. Gain 3 life.

Spiny Starfish:

It generates a token at the end of the turn as an end-of-turn effect, not as a triggered effect of it being regenerated. The token generation is not part of the regeneration effect. [\[Aahz 06/06/96\]](#) This means that it has to be in play at the end of turn for you to get the token.
Regeneration through any effect counts, not just regeneration using its own ability. [\[bethmo 08/07/96\]](#)

Spire Owl:

Info: Color=Blue Type=Summon Bird Cost=1U US(C1)
Text(US): 1/1, Flying. ; When ~this~ comes into play, look at the top four cards of your library and put them back in any order.
Note - Also see Comes Into Play Abilities, Rule E.3.

Spirit en-Kor:

Info: Color=White Type=Summon Spirit Cost=3W SH(C1)
Text(SH): 2/2, Flying ; {0}: Redirect 1 damage from ~this~ to a creature you control.
See Lancers en-Kor for rulings.

Spirit Link:

Info: Color=White Type=Enchant Creature Cost=W LG(U1)/45(U1)
Text(5th): For each 1 damage enchanted creature deals, gain 1 life.
You only gain life for damage which is not prevented regardless of what the creature damages (player or another creature) or the toughness of the blocking creature. If you put Spirit Link on a Shivan Dragon and it is blocked by a Scryb Sprite, you still gain 5 life points. If the Sprite has Protection from Red, you gain zero life since the protection reduces the damage to zero. [\[bethmo 07/08/94\]](#)
If a creature has more than one Spirit Link on it, they all work.

[Aahz 07/15/94]

Works for damage due to combat or due to any special ability of the creature. For example, you would get one life for tapping a Prodigal Sorcerer to do damage. [Duelist Magazine #2, Page 9] Note that this is great for creatures which damage you, such as not paying the Force of Nature's upkeep, since you will get as much life as you take in damage.

Damage that is redirected is not considered successfully dealt to the original creature or player, but it may be successful in damaging the new creature or player. [D'Angelo 02/03/98]

Spirit Mirror:

Info: Color=White Type=Enchantment Cost=2WW TE(R1)
Text(TE): During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. ;
{0}: Destroy target Reflection.

The ability to put a token into play is a phase ability, and as such it can (and must) be used exactly once each upkeep. You cannot use it more than once. [D'Angelo 10/15/97]

It checks that there are no Reflection tokens in play when the ability resolves, so you cannot use several Spirit Mirrors in response to one another to get more than one Reflection token. [Aahz 10/21/97]

Note - Also see Token Creatures, Rule K.25.

Spirit Shackle:

Info: Color=Black Type=Enchant Creature Cost=BB LG(C1)/4(U1)
Text(4th+errata): Whenever enchanted creature becomes tapped, put a -0/-2 counter on it. [Oracle 07/01/98]

Spirit Shield:

Note - Also see Tap and Hold Abilities, Rule E.12.

Spiritual Sanctuary:

Info: Color=White Type=Enchantment Cost=2WW LG(R1)
Text(LG+errata): During each player's upkeep, that player gains 1 life if he or she controls any plains. [Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Spitting Drake:

Info: Color=Red Type=Summon Drake Cost=3R VI(U1)
Text(VI): 2/2, Flying ; {R}: +1/+0 until end of turn. You cannot spend more than {R} in this way each turn.

Spitting Hydra:

Info: Color=Red Type=Summon Hydra Cost=3RR SH(R1)
Text(SH): 0/0 ; ~this~ comes into play with four +1/+1 counters on it. ;
{1}{R}, Remove a +1/+1 counter from ~this: ~this~ deals 1 damage to target creature.

It will die as soon as you remove enough counters for its toughness to be less than or equal to the damage on it. So if a Spitting Hydra has 2 damage on it, you can only spend it down to two +1/+1 counters before it will die. You cannot spend the remaining counters before it dies.

[Duelist Magazine #25, Page 31]

Spitting Slug:

Info: Color=Green Type=Summon Slug Cost=1GG DK(U2)
Text(DK+errata): 2/4 ; If ~this~ blocks or is blocked by any creature, that creature gains first strike until end of turn unless ~this~'s other ability has been played this turn. ; {1}{G}: ~this~ gains first strike until end of turn. [Oracle 07/01/98]

A creature gains first strike if the ability is not activated prior to the creature becoming a blocker or blockee of the Spitting Slug. The creature gains first strike when the creature is assigned to block or is blocked by the Spitting Slug, or when the creature is added as a blocked by being part of a band that was blocked or by an ability such as General Jarkeld. The first strike is not lost if the creature is removed from the blocking situation by an ability such as General Jarkeld.

Spoils of Evil:

As errata, the spell is of type "Instant" and not "Interrupt".

[Encyclopedia, Page 98]

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

The text "for each artifact or creature" means the sum of cards which are either creature and/or artifact. Artifact creatures are not double counted. [D'Angelo 10/31/95]

Spoils of War:

A "creature in the graveyard" is a Summon card or Artifact Creature card in the graveyard. See Rule Z.3.Ruling.1.

The text "creatures and artifacts" means the sum of cards which are either creature and/or artifact. [D'Angelo 06/19/95]

Targets an opponent with X creatures and artifacts in their graveyard. It will fizzle if there are not exactly X there when it resolves.

[Duelist Magazine #7, Page 98]

If this spell is to be redirected or Forked, it can only be directed to a player with exactly X creatures and artifacts in the graveyard.

[Duelist Magazine #7, Page 98]

You decide where the counters go during announcement and not at resolution.

[WotC Rules Team 06/15/95]

You cannot use the spell with X less than or greater than the total card count. It must be exactly the total card count. [D'Angelo 09/13/95]

Spontaneous Combustion:

Info: Color=Multi Type=Instant Cost=1BR TE(U1)

Text(TE): Sacrifice a creature: ~this~ deals 3 damage to each creature.

The sacrifice of a creature is part of the cost of playing the card. You cannot pay this cost more than once to get a multiple effect.

[D'Angelo 12/04/97]

Spore Cloud:

Note - Also see Fog Effects, Rule E.6.

Only taps blockers that have been declared before the spell is cast. Only makes attackers or blockers that have been declared before the spell is cast unable to untap as normal next turn. So, if used before attackers or blockers are declared, it is simply a Fog-like effect. If used after attackers are declared but before blockers are declared, it does the Fog effect and makes attackers not untap as normal. If done after blockers are declared, it has full effect. [D'Angelo 05/16/95]

Sporogenesis:

Info: Color=Green Type=Enchantment Cost=3G US(R1)

Text(US): During your upkeep, you may put a fungus counter on target nontoken creature. ; Whenever a creature with a fungus counter on it is put into a graveyard, put a Saproling token into play for each of those fungus counters. Treat these tokens as 1/1 green creatures. ;

When ~this~ leaves play, remove all fungus counters from all creatures.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [Urza's Saga Rule Page]

If a non-creature with fungus counters on it leaves play, there is no effect. [DeLaney 10/05/98]

If more than one Sporogenesis is in play and a creature with fungus counters on it leaves play, each Sporogenesis will put a Saproling into play for each counter. In other words if there are N copies of Sporogenesis and the creature had M fungus counters, you get $N * M$ Saprolings. [DeLaney 10/17/98]

If one Sporogenesis leaves play, all fungus counters are removed even if other Sporogenesis cards are in play. [DeLaney 10/05/98]

Note - Also see Token Creatures, Rule K.25.

Spreading Algae:

Info: Color=Green Type=Enchant Land Cost=G US(U1)

Text(US): Play ~this~ only on a swamp. ; When enchanted land becomes tapped, destroy that land. ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.

The "play this only on a swamp" is a targeting restriction (see Rule K.14.5). [\[D'Angelo 10/15/98\]](#)

Squandered Resources:

Info: Color=Multi Type=Enchantment Cost=BG VI(R1)

Text(VI): Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce. Play this ability as a mana source.

Cannot sacrifice a land which cannot produce mana. [\[bethmo 04/29/97\]](#)

Mirage/Visions/Weatherlight block format tournaments (see Rule D.18.4) have banned this card since 07/01/97.

Squee's Toy:

Info: Color=Artifact Type=Artifact Cost=1 TE(C1)

Text(TE): {Tap}: Prevent 1 damage to any creature.

Squire:

Info: Color=White Type=Summon Squire Cost=1W DK(C3)

Text(DK): 1/2.

Note - Artist's name, Dennis Detwiller, is spelled incorrectly.

Squirrel:

Info: Color=Green Type=Token Cost=None UG(U1)

Text(UG): (none)

This card is used to represent a token creature. It is not a spell you can cast and is pretty close to worthless in your play deck. Set this card aside and use it when playing a spell or ability that puts a Squirrel token into play. [\[D'Angelo 08/23/98\]](#)

Note - See Token Cards, Rule U.2.

Squirrel Farm:

Info: Color=Green Type=Enchantment Cost=G2 UG(R1)

Text(UG): {1G}: Choose a card in your hand. Covering the artist's name, reveal the card to target player. If that player cannot name the artist, reveal the artist's name and put a Squirrel token into play. Treat this token as a 1/1 green creature.

If there is no artist listed on the card, the correct answer is "no artist".

[\[DeLaney 08/12/98\]](#)

You must name the name used on the card, not the artist's real name, in cases where the artist used a pseudonym. [\[QAS 09/09/98\]](#)

You cannot choose to have yourself to guess. [\[QAS 09/09/98\]](#) This is an official change to the card that many people would call "errata".

If you have no cards in hand, you can use the ability, but during resolution you will be unable to choose a card and nothing happens.

[\[DeLaney 08/12/98\]](#)

Optional Rule: The player gets three guesses to name the artist.

[\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Staff of the Ages:

It does not remove Landwalk from creatures. It just makes creatures with landwalk blockable as if they did not have the ability.

[\[D'Angelo 10/16/95\]](#)

Staff of Zegon:

Info: Color=Artifact Type=Artifact Cost=4 AQ(C4)

Text(AQ+errata): {3},{Tap}: Target creature gets -2/-0 until end of turn.

[\[Oracle 07/01/98\]](#)

It is of type "Artifact" and not "Mono Artifact". [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Stalking Stones:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {6}: ~this~

becomes a 3/3 artifact creature permanently. (This creature still counts as a land.)

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[D'Angelo 01/18/99]

Stalking Tiger:

Info: Color=Green Type=Summon Tiger Cost=3G MI(C1)

Text(MI): 3/3 ; ~this~ cannot be blocked by more than one creature.

Stampede:

Info: Color=Green Type=Instant Cost=1GG IA(R1)/5(R1)

Text(5th): All attacking creatures get +1/+0 and gain trample until end of turn.

Note - Also see Trample, Rule A.27.

Stampeding Wildebeests:

Info: Color=Green Type=Summon Wildebeests Cost=2GG VI(U1)

Text(VI): 5/4, Trample ; During your upkeep, return a green creature you control to owner's hand.

The upkeep effect is not targeted. So it can affect a creature with

Protection from Green, for example. [Duelist Magazine #18, Page 29]

If the chosen creature is not there on resolution, the effect does nothing, but the upkeep is still considered to be dealt with. You do not have to choose another creature. This means if you have two Wildebeests that you can point them both at the same creature instead of two different creatures. [Aahz 01/17/97]

If the chosen creature is not green on resolution, then the effect does nothing but the upkeep ability has been played and is not played again.

[Aahz 09/05/97]

Note - Also see Trample, Rule A.27.

Standing Stones:

Info: Color=Artifact Type=Artifact Cost=3 DK(U2)

Text(DK+errata): {1},{Tap},Pay 1 life: Add one mana of any color to your mana pool. Play this ability as a mana source. [Oracle 07/01/98]

Note - Also see Loss of Life, Rule G.24.

Standing Troops:

Info: Color=White Type=Summon Soldiers Cost=2W EX(C1)

Text(EX): 1/4, Does not tap when attacking.

Stangg:

Info: Color=Multi Type=Summon Legend Cost=4GR LG(R1)/CH(U1)

Text(CH+errata): 3/4 ; When ~this~ comes into play, put a Stangg Twin token into play. Treat this token as a 3/4 red and green legend. If ~this~ leaves play, remove Stangg Twin from the game. If Stangg Twin leaves play, sacrifice ~this~. [Oracle 07/01/98]

A Clone (or other copy) of Stangg will also get a twin as it comes into play. Both the copy and the twin will then be buried because they are duplicates of Legends. The only reason this is mentioned here is that two death events get generated for the likes of the Soul Net.

[Aahz 08/12/94]

If Stangg or the Twin are phased out or put into Tawnos's Coffin or Oubliette (which phase it out), then the other one will be buried. The Twin will also be destroyed if phased out. [WotC Rules Team 09/15/94]

When Stangg phases in, he will not get a new Twin, but he will not be buried either. This is because Stangg is only buried if the Twin leaves play while he is in play. If he phases in without a Twin, that is okay.

[Aahz 10/21/94] [D'Angelo 11/11/96]

Stangg only notices his own Twin. If some other effect, such as Volrath's Laboratory is used to create Stangg Twin tokens, they have no effect on Stangg or his actual Twin. [bethmo 06/25/98]

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Legendary Permanents, Rule K.19.

Note - Also see Token Creatures, Rule K.25.

Starke of Rath:

Info: Color=Red Type=Summon Legend Cost=1RR TE(R1)
Text(TE+errata): 2/2 ; {Tap}: Destroy target artifact or creature. That permanent's controller gains control of ~this~. [\[Oracle Update 11/11/98\]](#)
The word "permanently" has been removed from the card by errata.
[\[Oracle Update 11/11/98\]](#) Control of Starke can change again.
Note - Also see Legendary Permanents, Rule K.19.

Stasis:

Info: Color=Blue Type=Enchantment Cost=1U ABUR45(R1)
Text(5th+errata): Each player skips his or her untap phase. ; During your upkeep, pay {U} or sacrifice ~this~.
Does not prevent cards from being untapped outside the untap phase.
[\[bethmo 1994\]](#)
Since there is no untap phase, Phasing in/out won't happen at that time.
[\[bethmo 10/03/96\]](#)
Note - Also see Phase Cost, Rule A.6.

Static Orb:

Info: Color=Artifact Type=Artifact Cost=3 TE(R1)
Text(TE): Players cannot untap more than two permanents during their untap phases.

Staunch Defenders:

Info: Color=White Type=Summon Soldiers Cost=3WW TE(U1)
Text(TE): 3/4 ; When ~this~ comes into play, gain 4 life.
Note - Also see Comes Into Play Abilities, Rule E.3.

Steal Artifact:

Info: Color=Blue Type=Enchant Artifact Cost=2UU ABUR45(U1)
Text(5th): Gain control of enchanted artifact.
Can steal artifact creatures. [\[bethmo 1994\]](#)
Is buried if its target ever stops being an artifact. [\[D'Angelo 1994\]](#)

Steal Enchantment:

Info: Color=Blue Type=Enchant Enchantment Cost=UU TE(U1)
Text(TE): Gain control of enchanted enchantment.
When a player takes control of an enchantment, they do not get to change anything about the enchantment (such as what creature it is on, what choices it has or anything) at that time. They just become its controller. [\[D'Angelo 01/26/98\]](#)

Steam Blast:

Info: Color=Red Type=Sorcery Cost=2R US(U1)
Text(US): ~this~ deals 2 damage to each creature and player.

Steel Golem:

Info: Color=Artifact Type=Artifact Creature Cost=3 WL(U1)
Text(WL): 3/4 ; You cannot play summon or artifact creature spells. Yes, this only affects you. [\[D'Angelo 06/12/97\]](#)
You can put creatures into play by means other than playing them.
[\[DeLaney 06/12/97\]](#) For example, token creatures or Animate Dead.

Stench of Evil:

All the damage is done in one effect and not one per land.
[\[bethmo 10/05/95\]](#)

Stern Proctor:

Info: Color=Blue Type=Summon Wizard Cost=UU US(U1)
Text(US): 1/2. ; When ~this~ comes into play, return target artifact or enchantment to owner's hand.
You can play this card if there are no artifacts or enchantments in play.
[\[Urza's FAQ 10/05/98\]](#)
If there is an artifact or enchantment in play (even your own) when this card comes into play, you must return one to owner's hand. If not, then simply ignore the "comes into play" ability (see Rule E.3).
[\[Urza's FAQ 10/05/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Stinging Lcid:

Info: Color=Blue Type=Summon Lcid Cost=1U TE(U1)
Text(TE+errata): 1/1 ; {1}{U},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, ~this~ deals 2 damage to that creature's controller" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {U} to end this effect. [\[WotC Rules Team 12/18/97\]](#)
[\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#)
Note - Also see Licids, Rule E.8.

Stone Calendar:

Info: Color=Artifact Type=Artifact Cost=5 DK(U1)
Text(DK+errata): Your spells cost {1} less to play. [\[Oracle 07/01/98\]](#)
Does not change the cost of the spell, it just pays part of it for you.
[\[bethmo 09/22/94\]](#) So the cost is still the full cost for reasons of Spell Blast of other such effects.
Only contributes one colorless mana toward the spell casting cost. This cannot reduced your payment below zero even when combined with Mana Matrix or Planar Gate. You must always pay the colored mana part of the spell cost. [\[bethmo 08/10/94\]](#)
Only contributes to the generic mana portion of a spell's cost. If the spell does not accept generic mana or accepts less than {2}, you get a reduced or null effect from this card. [\[Aahz 12/06/94\]](#)
You cannot choose not to use the Calendar's bonus. [\[D'Angelo 03/12/99\]](#)

Stone Giant:

Info: Color=Red Type=Summon Giant Cost=2RR ABUR45(U1)
Text(5th): 3/4 ; {Tap}: Target creature you control with toughness less than ~this~'s power gains flying until end of turn. At end of turn, destroy that creature.
The Giant can throw itself (if its power is enhanced). [\[bethmo 1994\]](#)

Stone Rain:

Info: Color=Red Type=Sorcery Cost=2R ABUR45(C1)/IA(C1)/MI(C1)/TE(C1)
Text(4th/5th/IA/MI/TE): Destroy target land.

Stone Spirit:

Info: Color=Red Type=Summon Spirit Cost=4R IA(U1)/5(U1)
Text(5th): 4/3 ; ~this~ cannot be blocked by creatures with flying.

Stone-Throwing Devils:

Info: Color=Black Type=Summon Devils Cost=B AN(C4)
Text(AN): 1/1, First Strike.
The card appears in two different versions. One version has a normal generic mana symbol in the cost (it is C1 rarity) and the other has a small dark mana symbol (it is C3 rarity). [\[D'Angelo 01/31/99\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Stormbind:

The cards are discarded from your hand during announcement and as a cost.
[\[Duelist Magazine #11, Page 56\]](#) It is not a forced discard, so it cannot be used with Library of Leng.
You pick the target before you pick the random card to discard.
[\[bethmo 02/11/99\]](#)

Storm Cauldron:

If a land is tapped for mana, it is returned to its owner's hand as a triggered ability. [\[Aahz 06/17/96\]](#)
If a land is tapped for mana and sacrificed all in one action, it goes to the graveyard before the Storm Cauldron can return it to the player's hand. [\[Duelist Magazine #12, Page 32\]](#)
Having multiples of these in play means you can play an additional land for each one. [\[bethmo 09/30/96\]](#)

Storm Front:

Info: Color=Green Type=Enchantment Cost=G TE(U1)
Text(TE): {G}{G}: Tap target creature with flying.

Storm Seeker:

Info: Color=Green Type=Instant Cost=3G LG(U1)/CH(U3)
Text(CH): ~this~ deals 1 damage to target player for each card in his or her hand.

The number of cards in hand is determined on resolution.

[\[Duelist Magazine #2, Page 9\]](#) So, your opponent may cast any interrupts or instants in their hand before this spell is resolved in order to take less damage.

Storm World:

Info: Color=Red Type=Enchant World Cost=R LG(R1)
Text(LG+errata): At the end of each player's upkeep, ~this~ deals 1 damage to that player for each card in his or her hand fewer than four.

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Enchant World, Rule K.14.8.

Strands of Night:

Info: Color=Black Type=Enchantment Cost=2BB WL(U1)
Text(WL): {B}{B}, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.

Strategy, Schstrategy:

Info: Color=Red Type=Sorcery Cost=R1 UG(R1)
Text(UG): Roll a six-sided die for ~this~. On a 1, ~this~ has no effect. Otherwise, it has one of the following effects. 2 - Destroy all artifacts. 3 - Destroy all lands. 4 - ~this~ deals 3 damage to each creature and player. 5 - Each player discards his or her hand, and draws seven cards. 6 - Roll the die two more times.

Rolling a 1 will not cancel out effects from other dice in cases where a 6 was rolled. [\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Straw Golem:

Info: Color=Artifact Type=Artifact Creature Cost=1 WL(U1)
Text(WL+errata): 2/3 ; If any opponent successfully casts a summon or artifact creature spell, sacrifice ~this~. [\[Oracle 07/01/98\]](#)

Stream of Life:

Info: Color=Green Type=Sorcery Cost=XG ABUR45(C1)
Text(ABU/RV/4th/5th): Target player gains X life.
Note - Also see X Costs, Rule K.27.

Striped Bears:

Info: Color=Green Type=Summon Bears Cost=3G WL(C1)
Text(WL): 2/2 ; When ~this~ comes into play, draw a card.
Note - Also see Comes Into Play Abilities, Rule E.3.

Strip Mine:

Info: Color=Land Type=Land Cost=None AQ(U3+C1)/4(U1)
Text(4th+errata): {Tap}: Add 1 colorless mana to your mana pool. ; {Tap}, sacrifice ~this~: Destroy target land. [\[Oracle 07/01/98\]](#)

Tapping for mana is done as a mana source. Tapping to destroy a land is done as an instant. [\[D'Angelo 06/05/98\]](#)

Will trigger Dingus Egg or anything else which triggers on lands being destroyed or sent to the graveyard. [\[bethmo 1994\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/01/98.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 10/01/96.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97. It was previously restricted from 10/01/96 to 01/01/97.

Stroke of Genius:

Info: Color=Blue Type=Instant Cost=X2U US(R1)
 Text(US): Target player draws X cards.
 Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/01/99.
 Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 01/01/99.
 Note - Also see X Costs, Rule K.27.

Stromgald Cabal:

Info: Color=Black Type=Summon Knights Cost=1BB IA(R1)/5(R1)
 Text(5th): 2/2 ; {Tap}, Pay 1 life: Counter target white spell. Play this ability as an interrupt.

Stromgald Spy:

Note - Also see Is Not Blocked Ability, Rule E.7.

Stronghold Assassin:

Info: Color=Black Type=Summon Assassin Cost=1BB SH(R1)
 Text(SH): 2/1 ; {Tap}, Sacrifice a creature: Destroy target nonblack creature.

Stronghold Taskmaster:

Info: Color=Black Type=Summon Minion Cost=2BB SH(U1)
 Text(SH): 4/3 ; All other black creatures get -1/-1.

Stun:

Info: Color=Red Type=Instant Cost=1R TE(C1)
 Text(TE): Target creature cannot block this turn. Draw a card.
 Must be used before blockers are declared in order to affect blocking decisions. You cannot wait to see what your opponent declares and then try to stop them. [\[D'Angelo 01/06/98\]](#)
 You can use it after combat or even on a creature which cannot possibly block this turn because it's that player's turn to attack, but it generally has no effect other than to let you draw a card.
[\[D'Angelo 01/06/98\]](#)

Stunted Growth:

This is not a discard effect and will not trigger Psychic Purge.
[\[D'Angelo 10/06/95\]](#)

Subdue:

Info: Color=Green Type=Instant Cost=G LG(C1)
 Text(LG+errata): Target creature deals no combat damage this turn. That creature gets +0/+X until end of turn, where X is equal to the creature's total casting cost. [\[Oracle 07/01/98\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Subversion:

Info: Color=Black Type=Enchantment Cost=2BB UL(R1)
 Text(UL): During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.
 This is loss of life, not damage. It cannot be prevented. See Rule G.24.
[\[Barclay 02/09/99\]](#)

Su-Chi:

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(U3)
 Text(AQ+errata): 4/4 ; If ~this~ is put into any graveyard from play, add four colorless mana to your mana pool. [\[Oracle 07/01/98\]](#)
 It does not do anything if discarded or countered. [\[D'Angelo 1994\]](#)
 You cannot choose not to get the 4 mana when Su-Chi is destroyed.
[\[D'Angelo 1994\]](#)
 Note that if it dies during damage dealing of combat, you get 4 colorless mana just after the end of damage prevention which you most likely will not be able to use before the end of combat when you will take mana burn.
 It can be used to pay for Soul Net, or any other triggered abilities,

but just about nothing else. [\[D'Angelo 10/01/96\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Sudden Impact:

Info: Color=Red Type=Instant Cost=3R TE(U1)
Text(TE): ~this~ deals 1 damage to target player for each card in his or her hand.

Suffocation:

Info: Color=Blue Type=Instant Cost=1U AL(U2)
Text(AL+errata): Play only when a red sorcery or instant deals damage to you. Suffocation deals 4 damage to that spell's caster. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)

It means "red sorcery or red instant" not "red sorcery or any instant".

[\[Aahz 06/24/96\]](#)

The text "that spell's caster" means "the player that played that spell or ability". It affects spells and abilities, not just spells.

[\[bethmo 05/02/98\]](#)

Play during the main part of damage prevention and not at the end.

[\[Duelist Magazine #15, Page 28\]](#) Yes, this is effectively errata since it changes when the card is used. [\[Aahz 08/22/97\]](#)

It is not targeted and cannot be Deflected. [\[Duelist Magazine #15, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Suleiman's Legacy:

Info: Color=Multi Type=Enchantment Cost=RW VI(R1)
Text(VI+errata): When ~this~ comes into play, destroy all Djinnns and Efreets. Those creatures cannot be regenerated this turn. ; Whenever a Djinn or Efreet comes into play, destroy it. That creature cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)

Does nothing to Djinnns or Efreets that phase in while it is in play.

[\[Duelist Magazine #17, Page 30\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Sulfuric Vapors:

Info: Color=Red Type=Enchantment Cost=3R US(R1)
Text(US): Whenever a red spell deals damage, it instead deals that amount of damage plus 1.

This card applies when damage is assigned (see Rule T.10.1).

[\[Urza's FAQ 10/05/98\]](#)

The ability is a continuous replacement ability (see Rule A.7.5) which is applied at the start of damage prevention (see Rule T.10.1) before dealing with triggers from damage being assigned.

[\[WotC Rules Team 11/03/98\]](#)

If the red spell damages more than one target, add 1 to each target.

[\[DeLaney 10/17/98\]](#)

Remember that a "spell" is a non-land card being played from a player's hand. The combat damage and the abilities of permanents won't trigger this. And "comes into play" abilities won't trigger this.

[\[D'Angelo 11/10/98\]](#)

Sulfurous Springs:

Info: Color=Land Type=Land Cost=None IA(R1)/5(R1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {R} to your mana pool. ~this~ deals 1 damage to you.

Summer Bloom:

Info: Color=Green Type=Sorcery Cost=1G VI(U1)
Text(VI): You may play up to three additional lands this turn.

Sunastian Falconer:

Info: Color=Multi Type=Summon Legend Cost=3GR LG(U1)
Text(LG+errata): 4/4 ; {Tap}: Add two colorless mana to your mana pool.

Play this ability as a mana source. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Sun Clasp:

Info: Color=White Type=Enchant Creature Cost=1W VI(C1)
Text(VI): Enchanted creature gets +1/+3. ; {W}: Return enchanted creature to owner's hand.

Sunder:

Info: Color=Blue Type=Instant Cost=3UU US(R1)
Text(US): Return all lands to owners' hands.
Only affects land cards in play. [\[DeLaney 10/05/98\]](#)

Sunglasses of Urza:

Info: Color=Artifact Type=Artifact Cost=3 ABUR4(R1)
Text(4th+errata): You may spend white mana as though it were red.
[\[Oracle 07/01/98\]](#)

Sunken City:

Info: Color=Blue Type=Enchantment Cost=UU DK(C3)/4(C1)
Text(4th+errata): During your upkeep, pay {U}{U} or sacrifice ~this~. ;
All blue creatures get +1/+1. [\[Oracle 07/01/98\]](#)
Note - Also see Phase Cost, Rule A.6.

Suq'Ata Assassin:

Info: Color=Black Type=Summon Assassin Cost=1BB VI(U1)
Text(VI+errata): 1/1 ; ~this~ cannot be blocked except by artifact creatures and black creatures. ; If ~this~ attacks and is not blocked, defending player gets a poison counter. If any player has ten or more poison counters, he or she loses the game. [\[Oracle 07/01/98\]](#)
Note - Also see Poison, Rule E.11.

Suq'Ata Lancer:

Info: Color=Red Type=Summon Knight Cost=2R VI(C1)
Text(VI): 2/2, Flanking ; ~this~ is unaffected by summoning sickness.
Note - Also see Flanking, Rule A.19.

Survival of the Fittest:

Info: Color=Green Type=Enchantment Cost=1G EX(R1)
Text(EX): {G}, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

Sustainer of the Realm:

Info: Color=White Type=Summon Angel Cost=2WW UL(U1)
Text(UL): 2/3, Flying ; Whenever ~this~ blocks, it gets +0/+2 until end of turn.
It gets the bonus only once, not once per creature it blocks.
[\[Urza's Legacy FAQ 02/03/99\]](#)

Sustaining Spirit:

Prevents just enough damage at the end of the damage prevention step to prevent you from going below 1 life. You choose which damage points are prevented, so you can choose to prevent Hypnotic Specter damage and leave some other damage. [\[Duelist Magazine #12, Page 26\]](#)
Does not affect damage if you are already at zero or negative life. You still take it all. [\[Duelist Magazine #12, Page 32\]](#)
The protection ability works up until it enters the graveyard, so simultaneous damage with its death is prevented, but damage that occurs after it goes to the graveyard (e.g. Creature Bond) is not prevented. This effect is considered to be preventing the damage, so if you are at one life and are hit with a Hypnotic Specter, you do not discard a card. [\[Aahz 06/18/96\]](#)

Swat:

Info: Color=Black Type=Instant Cost=1BB UL(C1)
Text(UL): Destroy target creature with power 2 or less. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Svyelunite Priest:

Does not cause enchantments on it to be removed when the ability is activated. An enchantment in play is neither a spell nor an effect.

[[Duelist Magazine #4, Page 7](#)]

The effect prevents spells or the effects of permanents from targeting the creature. Enchantments which confer an ability (such as Lance or Firebreathing) are not prevented. [[Duelist Magazine #4, Page 7](#)]

Does not prevent sacrifices since sacrifices are not targeted.

[[bethmo 10/03/96](#)]

Svyelunite Temple:

Info: Color=Land Type=Land Cost=None FE(U2)/5(U1)

Text(5th): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {U}{U} to your mana pool.

See Dwarven Ruins for rulings.

Swamp Mosquito:

Triggers immediately after blocking is declared if at that time no blockers are assigned to it. [[bethmo 06/28/96](#)]

Sword of the Ages:

Info: Color=Artifact Type=Artifact Cost=6 LG(R1)

Text(LG+Errata): ~this~ comes into play tapped. ; {Tap}, Remove ~this~ and any number of creatures you control from the game: ~this~ deals to target creature or player damage equal to the total power of the creatures removed in this way. [[Oracle 07/01/98](#)] [[Oracle Update 11/11/98](#)]

Classic (Type I) tournaments (see Rule D.13) restricted this card from 08/01/94 to 04/01/96.

Extended tournaments (see Rule D.15) have always banned this card.

Sword of the Chosen:

Info: Color=Artifact Type=Legendary Artifact Cost=2 SH(R1)

+ *Text(SH+errata): {Tap}: Target legend creature gets +2/+2 until end of turn.*

[[WotC Rules Team 03/18/99](#)]

Its ability applies to creatures of type legend, not to all legendary permanents. [[Barclay 02/27/98](#)]

Note - Also see Legendary Permanents, Rule K.19.

Swords to Plowshares:

Info: Color=White Type=Instant Cost=W ABUR4(U1)

Text(4th+errata): Remove target creature from the game. That creature's controller gains life equal to its power.

The controller of the creature may decide to "pump up" the creature before it leaves in order to get more life out of the deal because the total power of the creature (including enchantments and such) is counted on resolution of this spell. [[D'Angelo 1994](#)]

If the creature has a negative power, the player does not lose life. It acts the same as if it had a power of zero. [[Aahz 1994](#)] See Rule G.22.7.

Sworn Defender:

It changes the base power/toughness and not the current power toughness.

In other words, if it a Holy Strength (+1/+2) on it and it blocks a 3/3 creature, you can make it become 3/6 by playing the ability.

[[Duelist Magazine #17, Page 25](#)]

Sylvan Hierophant:

Info: Color=Green Type=Summon Cleric Cost=1G WL(U1)

Text(WL+errata): 1/2 ; If ~this~ is put into any graveyard from play, remove ~this~ from the game, then return a target creature card from your graveyard to your hand. [[WotC Rules Team 07/01/98](#)]

You still put a creature card from your graveyard into your hand even if this card is not in your graveyard when the triggered effect resolves.

[[Aahz 06/13/97](#)]

Does not target the creature card in the graveyard, but the card is still chosen on announcement. [[bethmo 06/01/98](#)]

It targets the creature cards in the graveyard. This target is selected

when playing the triggered ability. [\[WotC Rules Team 07/01/98\]](#)

Sylvan Library:

Info: Color=Green Type=Enchantment Cost=1G LG(U1)/45(U1)
Text(5th): {0}: Draw two cards, then choose any two cards in your hand drawn this turn. For each of those cards, pay 4 life or put that card back on top of your library. Use this ability only during your draw phase and only once each turn.

Spells and abilities are resolved one at a time, so if you use multiple Sylvan Libraries in one batch (see Rule T.8), each will resolve in sequence. You do not get to draw all the cards at once then put them all back at once. [\[WotC Rules Team 09/15/94\]](#)

You may wait until after your normal draw before deciding whether or not to use this ability. [\[Duelist Magazine #2, Page 9\]](#)

You can return zero, one, or two cards. [\[WotC Rules Team 09/15/94\]](#)

This is all one effect. You draw 2 and return 2 cards all on resolution.

Only mana sources can be used between the two. [\[D'Angelo 07/11/95\]](#)

Triggered abilities do happen between the draw and discard because there is a "then" between the steps (see Rule T.7.1). [\[DeLaney 07/22/97\]](#) So when in combination with effects like Breathstealer's Crypt it is possible to have fewer than 2 cards that you can put back.

If you only get one or fewer draws due to this effect (because the other draws were replaced), you still have to put back 2 cards if possible. Any cards drawn this turn are applicable to this. This makes the Aladdin's Lamp replacement ineffective at escaping having to put a card back, since the Lamp does put a drawn card into your hand.

[\[D'Angelo 05/21/97\]](#)

If you manage not to draw cards or draw less than 2 cards, you do not lose life by not putting the undrawn cards back. Thus, you can use Mangara's Tome to get a card or two instead of drawing and avoid having to put cards back. [\[Aahz 10/21/96\]](#) Abundance can also be used to avoid draws and cause no loss of life. [\[D'Angelo 10/15/98\]](#)

Note that Aladdin's Lamp is a replacement ability (see Rule A.7) and can be used on a draw even if it is in the middle of resolving an effect.

[\[Aahz 08/07/95\]](#)

If you have drawn cards prior to your draw phase, they can be ones chosen to be put back using this effect. [\[D'Angelo 03/21/97\]](#) For example, a cantrip (see Rule E.2) draw or an instant used during upkeep.

If you have several ways to draw during your draw phase, you can do them in any order. For example your regular draw, two Howling Mines and a Sylvan Library. You can do the Library first (draw 2 and put 2) back, then your 3 other draws. Or you can do your 3 draws, then the Library (which lets you put back any 2 of the 5 cards you drew). Or you can do some of the draws before and some after the library. [\[D'Angelo 03/21/97\]](#)

This will count as 2 draws for anything that affects "drawn cards".

[\[D'Angelo 07/11/95\]](#)

Sylvan Paradise:

Info: Color=Green Type=Instant Cost=G LG(U1)
Text(LG+errata): Any number of target creatures are green until end of turn.

[\[Oracle 07/01/98\]](#)

You can choose to target zero creatures. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Symbiosis:

Info: Color=Green Type=Instant Cost=1G US(C1)
Text(US): Two target creatures each get +2/+2 until end of turn.

Cannot be cast unless you can pick two different creatures to target.

[\[DeLaney 10/05/98\]](#)

Syphon Soul:

Info: Color=Black Type=Sorcery Cost=2B LG(C2)
Text(LG+errata): ~this~ deals 2 damage to each other player. Gain 1 life for each 1 damage dealt in this way. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

The Tabernacle at Pendrell Vale:

Info: Color=Land Type=Legendary Land Cost=None LG(R1)

Text(LG+errata): Each creature gains "During your upkeep, pay {1} or sacrifice this creature." [\[Oracle 07/01/98\]](#)

A creature in play cannot have any of its activated abilities used during a turn until after you pay its upkeep cost. [\[D'Angelo 07/17/98\]](#) See Rule A.6.9.

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Tablet of Epityr:

Info: Color=Artifact Type=Artifact Cost=1 AQ(C4)

Text(AQ+errata): {1}: Gain 1 life. Use this ability only when an artifact you control is put into any graveyard from play and only once for each such artifact. [\[Oracle 07/01/98\]](#)

It is of type "Artifact" and not "Poly Artifact". [\[Oracle 07/01/98\]](#)

Can be used on itself. It can trigger on its own death just like an animated Soul Net can. [\[D'Angelo 10/01/96\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Tahngarth's Rage:

Info: Color=Red Type=Enchant Creature Cost=R TE(U1)

Text(TE): As long as enchanted creature is attacking, it gets +3/+0.

Otherwise, it gets -2/-1. [\[Oracle Update 11/11/98\]](#)

Taiga:

Info: Color=Land Type=Land Cost=Land ABUR(R1)

Text(RV+errata): ~this~ counts as a mountain and a forest. (~this~ can be tapped to produce {R} or {G}). [\[Oracle 07/01/98\]](#)

See Badlands for rulings.

Tainted AEther:

Info: Color=Black Type=Enchantment Cost=2BB US(R1)

Text(US): Whenever a creature comes into play, its controller sacrifices a creature or land.

If the controller has no other lands or creatures in play, they must sacrifice the creature that just came into play. [\[Urza's FAQ 10/05/98\]](#)

If more than one of these is in play, the controller sacrifices a creature for each one of these. [\[D'Angelo 10/08/98\]](#)

If the creature changes controllers, its new controller has to sacrifice something. For example, Gilded Drake. [\[bethmo 11/24/98\]](#)

The triggered ability is controlled by the controller of this card.

[\[bethmo 11/24/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Takklemaggot:

Info: Color=Black Type=Enchant Creature Cost=2BB LG(U1)/CH(U3)

Text(CH+errata): During the upkeep of enchanted creature's controller, put a -0/-1 counter on that creature. ; ~this~ is not destroyed if enchanted creature is put into any graveyard. Instead, that creature's controller moves ~this~ to another target creature. If he or she cannot, ~this~ becomes a global enchantment instead, and during that player's upkeep, ~this~ deals 1 damage to him or her. [\[Oracle 07/01/98\]](#)

This spell is cast on a creature. On the upkeep of the player controlling the creature, the creature gets a -0/-1 counter. When the creature is destroyed (by the counters or any other means), the controller of the creature gets to place Takklemaggot on a creature of their choice. If there are no creatures to put it on, then Takklemaggot becomes a simple enchantment. [\[D'Angelo 1994\]](#)

If the creature leaves play without going to the graveyard (via Unsummon or something like that), Takklemaggot is simply buried.

[\[bethmo 08/23/94\]](#)

Note that Takklemaggot is always "controlled" in the game sense by the player who cast it, even though decisions are being made by the player whose creature is affected. [\[Aahz 07/06/94\]](#)

Moving Takklemaggot is not considered to be a targeted spell or ability, so

it can be moved onto creatures which cannot be targeted by spells and effects (such as Autumn Willow). It cannot, however, be moved onto a creature which cannot be targeted by enchantments, such as a creature with Protection from Black. [\[Duelist Magazine #10, Page 44\]](#) Also see Moving Enchantments, Rule E.9.

If the new target becomes illegal before this card gets there, then this card is buried. [\[bethmo 02/03/97\]](#) This can happen if a mana source speed effect sacrifices the target.

If it becomes a global enchantment during upkeep or before, it will apply the "do 1 damage" effect starting that turn. [\[Aahz 02/16/97\]](#)

It moves to its controller's territory when it becomes a global enchantment and then damages the appropriate player from there.
[\[Duelist Magazine #18, Page 29\]](#)

Talon Sliver:

Info: Color=White Type=Summon Sliver Cost=1W TE(C1)
Text(TE): 1/1 ; All Slivers gain first strike.

Talruum Champion:

Info: Color=Red Type=Summon Minotaur Cost=4R VI(C1)
Text(VI): 3/3, First Strike ; Whenever ~this~ blocks or is blocked by any creature, that creature loses first strike until end of turn.
If a Root Spider blocks this card, the Root Spider still ends up with first strike. This is because this card's "remove first strike" triggered ability is resolved before the Root Spider's "add first strike" triggered ability. [\[D'Angelo 10/13/97\]](#)

Talruum Piper:

Info: Color=Red Type=Summon Minotaur Cost=4R VI(U1)
Text(VI): 3/3 ; All creatures with flying able to block ~this~ do so.

Tangle Kelp:

Info: Color=Blue Type=Enchant Creature Cost=U DK(U2)
Text(DK+errata): When ~this~ comes into play, tap enchanted creature. ; Enchanted creature does not untap during its controller's untap phase if it attacked during that player's last turn. [\[Oracle 07/01/98\]](#)

Tariff:

Info: Color=White Type=Sorcery Cost=1W WL(R1)
Text(WL+errata): Each player chooses a creature with the highest total casting cost he or she controls, then pays an amount of mana equal to that creature's total casting cost or sacrifices the creature.
[\[Oracle 07/01/98\]](#)

Since the choice involves comparing cards in play, the choice of creatures is made on resolution and not on announcement. [\[Aahz 09/09/97\]](#)

You can use mana sources (and triggered abilities happen) between choosing creatures and making the payment. If the chosen creature somehow leaves play due to one of mana source abilities, then you can choose not to pay the mana and have the burial fail as well. [\[Aahz 11/16/97\]](#)

Tarpan:

Info: Color=Green Type=Summon Tarpan Cost=G IA(C1)/5(C1)
Text(5th): 1/1 ; If ~this~ is put into any graveyard from play, gain 1 life.

Tar Pit Warrior:

Info: Color=Black Type=Summon Cyclops Cost=2B VI(C1)
Text(VI+errata): 3/4 ; If ~this~ becomes the target of any spell or ability, sacrifice ~this~. [\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)
You can move an enchantment onto this card using Enchantment Alteration or a similar effect without causing this card to be buried.
[\[D'Angelo 12/15/97\]](#)

Tawnos's Coffin:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U1)
Text(AQ+errata): You may choose not to untap ~this~ during your untap phase. ; {3},{Tap}: Remove target creature from the game. If ~this~ becomes untapped or leaves play, put that creature into play tapped.

Enchantments and counters remain on the creature; enchantments and counters on those enchantments also remain, and so on.

[\[Oracle 07/01/98\]](#)

The card in the Coffin acts as if it were phased out (see Rule G.30), with the exception that it will not come back into play at the beginning of untap like other phased out cards will (and cannot be affected by things like Time and Tide which affect phased out cards). The rulings as to what happens when the creature leaves or re-enters play, apply, however. [\[D'Angelo 10/15/96\]](#) [\[D'Angelo 11/25/98\]](#) This is effectively errata but no actual rewording has been issued. [\[bethmo 10/23/98\]](#) Tawnos's Coffin differs from normal phasing in (see Rule G.30), in that the creature enters play with summoning sickness. [\[Aahz 11/07/96\]](#) If a creature enters the Coffin, then exits it during the same turn, it is still subject to summoning sickness. [\[WotC Rules Team 04/12/95\]](#) The creature returns to play tapped. It does not return to play and then tap afterwards. [\[WotC Rules Team 06/01/97\]](#) [\[Duelist Magazine #19, Page 31\]](#) If a creature stops being a creature after it enters the Coffin, it still remains inside. For example, an animated land. [\[Aahz 1994\]](#) The ability is targeted. [\[D'Angelo 06/25/98\]](#) If this card untaps after its ability is played but before its effect resolves, the creature leaves play but is not returned until the next time the Coffin untaps (or leaves play). If this card leaves play before the effect resolves, the creature is never returned to play. [\[Oracle 07/01/98\]](#) Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Phasing In and Out, Rule G.30.
Note - Also see Tap and Hold Abilities, Rule E.12.
Note - Due to errata, it is of type "Artifact" and not "Mono Artifact".
[\[Encyclopedia, Page 135\]](#)

Tawnos's Wand:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)/4(U1)
Text(4th+errata): {2},{Tap}: Target creature with power 2 or less is unblockable this turn. [\[Oracle 07/01/98\]](#)
Note - The Antiquities version of this card made the creature blockable only by artifact creatures. Use the above text instead.

Tawnos's Weaponry:

Info: Color=Artifact Type=Artifact Cost=2 AQ(U3)/45(U1)
Text(5th): You may choose not to untap ~this~ during your untap phase. ;
{2},{Tap}: Target creature gets +1/+1 as long as ~this~ remains tapped.
Note - Also see Tap and Hold Abilities, Rule E.12.
Note - There is a variant of the Antiquities version of this card on which the generic mana circle is missing behind the activation cost.

Team Spirit:

Info: Color=Green Type=Instant Cost=G2 UG(C1)
Text(UG): All creatures controlled by target player and his or her teammates get +1/+1 until end of turn.
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Teeka's Dragon:

This card is a Dragon even when not in play. [\[Aahz 09/28/97\]](#)

Teferi's Curse:

Does not count as a "creature enchantment" even if played on a creature.
[\[Aahz 02/16/97\]](#)

Teferi's Honor Guard:

Info: Color=White Type=Summon Knight Cost=2W VI(U1)
Text(VI+errata): 2/2, Flanking ; {U}{U}: ~this~ phases out. [\[Oracle 07/01/98\]](#)
Note - Also see Flanking, Rule A.19.
Note - Also see Phasing Out and In, Rule G.30.

Teferi's Imp:

There is no negative effect if you cannot discard when it phases out. You still get to draw a card when it phases in. [\[bethmo 12/08/96\]](#)

Teferi's Puzzle Box:

Info: Color=Artifact Type=Artifact Cost=4 VI(R1)

Text(VI): During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and then draws that number of cards.

Can be used before or after your normal draw.

[\[Duelist Magazine #17, Page 25\]](#)

If you have more than one of these, each effect is used in sequence.

[\[Duelist Magazine #17, Page 30\]](#)

Teferi's Realm:

Info: Color=Blue Type=Enchant World Cost=1UU VI(R1)

Text(VI+errata): At the beginning of each player's upkeep, that player chooses artifacts, creatures, global enchantments, or lands. All cards of that type phase out. [\[Oracle 07/01/98\]](#)

Does not affect token permanents, only cards. [\[D'Angelo 01/28/97\]](#)

Can affect itself if you choose "global enchantments". [\[D'Angelo 09/02/97\]](#)

Note - Also see Phasing Out and In, Rule G.30.

Teferi's Veil:

Info: Color=Blue Type=Enchantment Cost=1U WL(U1)

Text(WL): Whenever any creature you control attacks, it phases out at end of combat.

Remember that if there is more than one thing scheduled for the end of combat to use the "active/current player's effects first in any order they choose, then the other player's effects in any order they choose" rule.

For example if a Fog Elemental attacks and you control a Teferi's Veil, you get to choose which of the "phase out" or "bury" effects happens first (and the other one fails to happen). [\[D'Angelo 08/25/97\]](#)

Telekinesis:

Info: Color=Blue Type=Instant Cost=UU LG(R1)

Text(LG+errata): Target creature deals no combat damage this turn. Tap that creature. The creature does not untap during its controller's next two untap phases. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Fog Effects, Rule E.6.

Telepathy:

Info: Color=Blue Type=Enchantment Cost=U US(U1)

Text(US): Each of your opponents plays with his or her hand revealed.

Teleport:

Info: Color=Blue Type=Instant Cost=UUU LG(R1)/CH(U1)

Text(CH+errata): Play ~this~ only during combat before blockers are declared. Target creature is unblockable until end of turn.

[\[Oracle 07/01/98\]](#)

Telethopter:

Info: Color=Artifact Type=Artifact Creature Cost=4 TE(U1)

Text(TE): 3/1 ; Tap a creature you control: ~this~ gains flying until end of turn.

You can use its ability to tap creatures which have summoning sickness.

Summoning sickness only prevents the payment of abilities with a tap symbol in the cost, not the tapping by other cards as a cost.

[\[Aahz 11/17/97\]](#)

Can tap itself even if it has summoning sickness. [\[Aahz 11/17/97\]](#) This is because summoning sickness only prevents abilities with the {Tap} symbol in the cost. Summoning sickness does not affect other ways of tapping a creature.

Cannot tap an already tapped creature. This is because tapping a creature is a cost and must be completed successfully in order to announce the ability. [\[D'Angelo 11/17/97\]](#)

Telim'Tor's Edict:

Info: Color=Red Type=Instant Cost=R MI(R1)

Text(MI+errata): Remove from the game target permanent you own or control.
Draw a card at the beginning of the next turn.

[\[Duelist Magazine #18, Page 28\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Temper:

Info: Color=White Type=Instant Cost=X1W SH(U1)

Text(SH): Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.

You can make X be larger than the amount of damage, but you only get one counter for each actual point of damage prevented.

[\[Duelist Magazine #25, Page 31\]](#)

Unlike most damage prevention spells, this one targets the creature.

[\[Barclay 02/27/98\]](#)

The +1/+1 counters do show up before you check for lethal damage.

[\[D'Angelo 02/11/99\]](#)

Note - Also see X Costs, Rule K.27.

Tempest Drake:

Info: Color=Multi Type=Summon Drake Cost=1UW VI(U1)

Text(VI): 2/2, Flying ; Attacking does not cause ~this~ to tap.

Tempest Efreet:

Info: Color=Red Type=Summon Efreet Cost=1RRR LG(R1)/4(R1)

Text(4th+errata): 3/3 ; Remove ~this~ from your deck before playing if not playing for ante. ; {Tap}: Permanently exchange ownership of ~this~ for that of a random card in target opponent's hand and put each of those cards into its new owner's graveyard. That player may pay 10 life to ignore this effect. [\[Oracle 07/01/98\]](#)

In multiplayer games you can choose a different opposing player each time it is used. [\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.4.

Classic (Type I) tournaments (see Rule D.13) have banned this card since 08/01/94 since it is only used in games for Ante.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Temp of the Damned:

Info: Color=Black Type=Summon Zombie Cost=B2 UG(C1)

Text(UG): 3/3 ; When you play ~this~, roll a six-sided die. ~this~ comes into play with a number of funk counters on it equal to the die roll. ;

During your upkeep, remove a funk counter from ~this~ or sacrifice ~this~.

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Temporal Aperture:

Info: Color=Artifact Type=Artifact Cost=2 US(R1)

Text(US): {5},{Tap}: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost. (If the spell has X in its casting cost, X is 0.)

If your library is shuffled or that card otherwise leaves the top of your library, the effect ends. [\[bethmo 10/12/98\]](#)

While you do not have to pay the casting cost (see Rule K.9), you do have to pay any other costs described in the text that are paid when playing the card. [\[D'Angelo 10/05/98\]](#) If the cost in the card text is optional, such as with Buyback, you can optionally pay that cost.

[\[D'Angelo 02/09/99\]](#)

The card is played just as if it were in your hand. This means you are casting it if it is a spell, and playing a land if it is a land. And you are subject to any restricted use the spell or land might have.

[\[D'Angelo 02/27/99\]](#)

+ The card is removed from the top of the library when you play it, just like a card is removed from your hand when you play it. [\[D'Angelo 04/11/99\]](#)

Tempting Lcid:

Info: Color=Green Type=Summon Lcid Cost=2G SH(U1)

Text(SH+errata): 2/2 ; {G},{Tap}: ~this~ loses all abilities and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {G} to end this effect.

[\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)

[\[WotC Rules Team 05/01/98\]](#)

Note - Also see Licids, Rule E.8.

Tendrils of Despair:

Info: Color=Black Type=Sorcery Cost=B WL(C1)

Text(WL): Sacrifice a creature: Target opponent chooses and discards two cards.

You cannot sacrifice multiple creatures to get a multiple effect.

[\[D'Angelo 06/12/97\]](#)

If the player has fewer than 2 cards, they discard whatever they have.

[\[D'Angelo 06/23/97\]](#)

Teremko Griffin:

Info: Color=White Type=Summon Griffin Cost=3W MI(C1)

Text(MI): 2/2, Banding, Flying.

Terror:

Info: Color=Black Type=Instant Cost=1B ABUR45(C1)

Text(5th+errata): Destroy target nonartifact, nonblack creature. That creature cannot be regenerated this turn.

As with all targeted spells, the requirements for targeting are checked when declaring the effect and when resolving it. So, if the creature becomes a black or artifact creature after this spell is declared and before it is resolved, then the effect fizzles. [\[D'Angelo 1994\]](#)

See Rule G.41.1 and Rule G.41.4.

Tethered Skirge:

Info: Color=Black Type=Summon Imp Cost=2B UL(U1)

Text(UL): 2/2, Flying ; Whenever ~this~ becomes the target of a spell or ability, lose 1 life.

You lose the life even before interrupts are allowed, so countering the spell won't prevent you from losing the life. [\[Urza's Legacy FAQ 02/03/99\]](#)

Tetravus:

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/4(R1)

Text(4th+errata): 1/1, Flying ; When ~this~ comes into play, put three +1/+1 counters on it. ; During your upkeep, you may move each of these counters onto or off of ~this~. Each counters is considered a Tetravite token as long as it is off of ~this~. Treat these tokens as 1/1 artifact creatures with flying that cannot be the target of enchantments. [\[Oracle 07/01/98\]](#)

When the counters are off the Tetravus and acting as 1/1 Flying artifact creatures, they are token creatures and follow the rules of token creatures. [\[bethmo 1994\]](#)

A token creature gets summoning sickness, so it cannot attack on the turn it enters play. [\[Mirage, Page 14\]](#)

If the Tetravus is destroyed when the Flyers are off the card, they are not destroyed, they are just orphaned. [\[bethmo 1994\]](#)

Any +1/+1 counter which is on this card can be turned into a Tetravite token. It does not care where the +1/+1 counter came from.

[\[WotC Rules Team 03/01/98\]](#)

Tokens can only be moved back to the same Tetravus they came from.

[\[Duelist Magazine #2, Page 15\]](#) Remember that a card that goes to the graveyard or hand and then comes back to play is not considered to be the same creature even if it is the same card. Phasing out then back in, it is still the same creature. [\[D'Angelo 11/11/96\]](#)

Moving a counter on or off the Tetravus is a phase ability (see Rule A.5).

You can move as many as you want during upkeep, but each can only be moved once. [\[D'Angelo 11/07/96\]](#)

A Clone of Tetravus does get the counters since this is done at casting

time. A Vesuvan Doppelganger only gets tokens if it copies the Tetravus at casting time and not as a later doppel effect.

[\[WotC Rules Team 07/27/94\]](#)

If your opponent controls some of the token creatures, you can still merge them back into the Tetravus and effectively get them back.

[\[WotC Rules Team 10/12/94\]](#)

Merging them back in erases all changes and effects of any sort affecting the token creature. [\[WotC Rules Team 10/12/94\]](#)

Tetravite token creatures always come into existence untapped regardless of the tap state of the Tetravus. [\[D'Angelo 08/03/95\]](#) But they are subject to any other effects which might change this. For example, Kismet will make them enter play tapped. [\[D'Angelo 01/22/96\]](#)

Note - Also see Comes Into Play abilities, Rule E.3.

Note - Also see Token Creatures, Rule K.25.

Tetsuo Umezawa:

Info: Color=Multi Type=Summon Legend Cost=RBU LG(R1)

Text(LG+errata): 3/3 ; ~this~ cannot be the target of creature enchantments. ; {U}{B}{B}{R},{Tap}: Destroy target tapped or blocking creature. [\[Oracle 07/01/98\]](#)

Is only immune to Enchant Creature enchantments. Enchant Permanent and other local enchantments which are somehow enabled to target him are not affected by his ability. [\[DeLaney 01/28/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Thalakos Deceiver:

Info: Color=Blue Type=Summon Wizard Cost=3U SH(R1)

Text(SH): 1/1, Shadow ; Sacrifice ~this~: Gain control of target creature permanently. Use this ability only if ~this~ is attacking and unblocked.

Note - Also see Shadow, Rule A.26.

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

Thalakos Dreamsower:

Info: Color=Blue Type=Summon Wizard Cost=2U TE(U1)

Text(TE): 1/1, Shadow ; You may choose not to untap ~this~ during your untap phase. ; If ~this~ damages any opponent, tap target creature. As long as ~this~ remains tapped, that creature does not untap during its controller's untap phase.

Can be used on a creature that is already tapped. [\[D'Angelo 06/05/98\]](#)

Note - Also see Shadow, Rule A.26.

Thalakos Drifters:

Info: Color=Blue Type=Summon Townsfolk Cost=2UU EX(R1)

Text(EX): 3/3 ; Choose and discard a card: ~this~ gains Shadow until end of turn.

The reminder text only applies when this card has Shadow. [\[Barclay 06/10/98\]](#)

Note - Also see Shadow, Rule A.26.

Thalakos Lowlands:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {W} or {U} to your mana pool. ~this~ does not untap during your next untap phase.

Thalakos Mistfolk:

Info: Color=Blue Type=Summon Illusion Cost=2U TE(C1)

Text(TE): 2/1, Shadow ; {U}: Put ~this~ on top of owner's library.

Note - Also see Shadow, Rule A.26.

Thalakos Scout:

Info: Color=Blue Type=Summon Soldier Cost=2U EX(C1)

Text(EX): 2/1, Shadow ; Choose and discard a card: Return ~this~ to owner's hand.

Note - Also see Shadow, Rule A.26.

Thalakos Seer:

Info: Color=Blue Type=Summon Wizard Cost=UU TE(C1)
 Text(TE): 1/1, Shadow ; If ~this~ leaves play, draw a card.
 Note - Also see Shadow, Rule A.26.

Thalakos Sentry:

Info: Color=Blue Type=Summon Soldier Cost=1U TE(C1)
 Text(TE): 1/2, Shadow.
 Note - Also see Shadow, Rule A.26.

Thallid:

Note - Also see Token Creatures, Rule K.25.

Thallid Devourer:

Note - Also see Token Creatures, Rule K.25.

Thawing Glaciers:

The land brought into play does not count toward your one per turn limit because it was put into play by an effect. [\[D'Angelo 03/02/97\]](#)
 Ice Age and Ice Age/Homelands/Alliances block format tournaments (see Rule D.18.3) have banned this card since 05/01/97.

Theft of Dreams:

Info: Color=Blue Type=Sorcery Cost=2U EX(C1)
 Text(EX): For each tapped creature target opponent controls, draw a card.

Thelonite Druid:

The most recent land animating ability takes precedence, so if the Druid were used to make your Bayous into 2/3 creatures and then a Kormus Bell were put into play, they would become 1/1 instead.

[\[WotC Rules Team 12/15/94\]](#)

The 2/3 creature effect does not wear off if the land stops being a Forest.

It continues until the end of the turn. [\[WotC Rules Team 11/10/95\]](#)

Can sacrifice the Druid to itself. [\[Duelist Magazine #5, Page 123\]](#)

Only affects Forests that are in play when the effect resolves.

[\[Aahz 11/22/95\]](#)

Thelonite Monk:

Will not add or remove Snow-Covered nature from a land.

[\[Duelist Magazine #6, Page 132\]](#)

Thelon's Chant:

Only checks the type of the land as the land is played. If the land gets changed afterward (even by a continuous effect like Blood Moon), the Chant causes no additional effect. [\[Aahz 12/25/94\]](#)

Thelon's Curse:

Cannot be used to untap your creatures during your opponent's turn.

[\[Aahz 12/02/94\]](#)

Thicket Basilisk:

Info: Color=Green Type=Summon Basilisk Cost=3GG ABUR45(U1)
 Text(5th): 2/4 ; If ~this~ blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.

Creatures can regenerate from the Basilisk's power. [\[D'Angelo 1994\]](#)

A non-wall creature blocking or blocked by this card gets a "destroy at end of combat" effect placed on it when it is assigned as a blocker or this card is assigned to block it. The effect is added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an ability like General Jarkeld.

[\[WotC Rules Team 09/22/95\]](#)

Protection from Green does not prevent the Basilisk's power because the ability is not a targeted effect. [\[WotC Rules Team 02/07/94\]](#)

See Rule G.42.Ruling.1.

The ability destroys the creature at the end of the combat (see Rule C.9), which is after all first strike and normal damage dealing is done.

This means that a creature may have to regenerate twice to survive the combat, once from damage and once again at end of combat.

[\[D'Angelo 12/09/96\]](#)

Thopter Squadron:

Info: Color=Artifact Type=Artifact Creature Cost=5 EX(R1)

Text(EX): 0/0, Flying ; ~this~ comes into play with three +1/+1 counters on it. ; {1}, Remove a +1/+1 counter from ~this~: Put a Thopter token into play. Treat this token as a 1/1 artifact creature with flying. Play this ability as a sorcery. ; {1}, Sacrifice a Thopter: Put a +1/+1 counter on ~this~. Play this ability as a sorcery.

Note - Also see Token Creatures, Rule K.25.

Thornwind Faeries:

Info: Color=Blue Type=Summon Faeries Cost=1UU UL(C1)

Text(UL): 1/1, Flying ; {Tap}: ~this~ deals 1 damage to target creature or player.

Thoughtlace:

Info: Color=Blue Type=Interrupt Cost=U ABUR4(R1)

Text(4th+errata): Target permanent or spell becomes blue permanently. (If this spell targets a permanent, play it as an instant.) [\[Oracle 07/01/98\]](#)

See Chaoslace for rulings.

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

Thran Forge:

Info: Color=Artifact Type=Artifact Cost=3 WL(U1)

Text(WL): {2}: Until end of turn, target nonartifact creature gets +1/+0 and is an artifact creature.

Thran Lens:

Info: Color=Artifact Type=Artifact Cost=2 UL(R1)

Text(UL): All permanents are colorless.

Does not prevent a spell or ability from adding color to permanents after this effect is applied. [\[Barclay 02/09/99\]](#)

Does not make the permanents into artifacts. They are simply without color.

[\[DeLaney 02/10/99\]](#)

Thran Quarry:

Info: Color=Land Type=Land Cost=None US(R1)

Text(US): At the end of each turn, if you control no creatures, sacrifice ~this~. ; {Tap}: Add one mana of any color to your mana pool.

Thran Tome:

Info: Color=Artifact Type=Artifact Cost=4 WL(R1)

Text(WL+errata): {5},{Tap}: Reveal the top three cards of your library to an opponent. Put into your graveyard one of those cards of that opponent's choice. Draw the remaining cards. [\[WotC Rules Team 02/01/98\]](#)

[\[Oracle 07/01/98\]](#)

It does not target the opponent, but you still choose an opponent.

[\[WotC Rules Team 02/01/98\]](#)

Thran Turbine:

Info: Color=Artifact Type=Artifact Cost=1 US(U1)

Text(US): During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.

The ability is optional. And you can add 0, 1, or 2 mana.

[\[DeLaney 10/05/98\]](#)

Its ability is a Phase Ability (see Rule A.5), so it can only be used once during each of your upkeeps (see Rule A.5.2). [\[D'Angelo 10/15/98\]](#)

The mana can be spent on abilities such as Initiates of the Ebon Hand which generate other mana which can in turn be used for casting spells.

[\[D'Angelo 10/19/98\]](#)

Thran War Machine:

Info: Color=Artifact Type=Artifact Creature Cost=4 UL(U1)
Text(UL): 4/5. Echo ; ~this~ attacks each turn if able.
Note - Also see Echo, Rule A.16.

Thran Weaponry:

Info: Color=Artifact Type=Artifact Cost=4 UL(R1)
Text(UL): Echo ; You may choose not to untap ~this~ during your untap phase. ; {2},{Tap}: All creatures get +2/+2 as long as ~this~ remains tapped.
Remember that you cannot use the ability during your upkeep until after you deal with the upkeep cost (see Rule A.6) imposed by Echo.
[\[Urza's Legacy FAQ 02/03/99\]](#)
Note - Also see Echo, Rule A.16.

Three Wishes:

Info: Color=Blue Type=Instant Cost=1UU VI(R1)
Text(VI+errata): Look at the top three cards from your library and remove them from the game, face down. You may play those cards as though they were in your hand. At the beginning of your next turn, put into your graveyard any of those cards that were not played. (You may look at those cards at any time.) [\[Oracle 07/01/98\]](#)
The text saying you can look at the cards is something more than reminder text since it overrides the normal rule of face down cards.
[\[D'Angelo 03/12/99\]](#) You get to look at them because you have to in order to play one. [\[bethmo 03/13/99\]](#)
To "play a card" is to either announce a spell (see Rule T.4) or to put a land into play using the main phase special action (see Rule P.8.3).
[\[D'Angelo 01/18/99\]](#)

Throne of Bone:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th): {1}: Gain 1 life. Use this ability only when a black spell is successfully cast and only once for each such spell.

Thrull Champion:

Yes, he gives himself the bonus. [\[Aahz 12/02/94\]](#)
Yes, he can be used to steal another Thrull Champion.
[\[Duelist Magazine #4, Page 7\]](#)
Does not lose control of Thrulls when he becomes untapped, so he can take control of more than one by taking one each turn.
[\[Duelist Magazine #4, Page 7\]](#)

Thrull Retainer:

Info: Color=Black Type=Enchant Creature Cost=B FE(U3)/5(U1)
Text(5th): Enchanted creature gets +1/+1. ; Sacrifice ~this~: Regenerate enchanted creature.

Thrull Surgeon:

Info: Color=Black Type=Summon Thrull Cost=1B EX(C1)
Text(EX): 1/1 ; {B}{1}, Sacrifice Thrull Surgeon: Look at target player's hand and choose one of those cards. That player discards that card. Play this ability as a sorcery.

Thrull Wizard:

You can use this ability multiple times on one spell to force your opponent to use more than one mana to prevent the spell from being countered.
You can even use this ability, let them pay, then use this ability repeatedly. [\[Aahz 01/19/95\]](#)

Thumbscrews:

Info: Color=Artifact Type=Artifact Cost=2 TE(R1)
Text(TE): During your upkeep, if you have five or more cards in your hand, ~this~ deals 1 damage to target opponent.
Checks the number of cards in your hand when the effect resolves.
[\[bethmo 10/23/97\]](#)

Thunderbolt:

Info: Color=Red Type=Instant Cost=1R WL(C1)
 Text(WL): ~this~ deals 3 damage to target player or 4 damage to target creature with flying.
 The decision to target a flying creature or a player is made on announcement
 This decision cannot be changed if the spell is redirected.
[\[bethmo 10/07/97\]](#) See Rule G.27 on Modal spells.

Thundering Giant:

Info: Color=Red Type=Summon Giant Cost=3RR US(U1)
 Text(US): 4/3. ; ~this~ is unaffected by summoning sickness.

Thundermare:

Info: Color=Red Type=Summon Thundermare Cost=5R WL(R1)
 Text(WL): 5/5 ; ~this~ is unaffected by summoning sickness. ; When ~this~ comes into play, tap all other creatures.
 Note - Also see Comes Into Play Abilities, Rule E.3.

Thunder Spirit:

Info: Color=White Type=Summon Spirit Cost=1WW LG(R1)
 Text(LG): 2/2, First Strike, Flying.
 Extended tournaments (see Rule D.15) have always banned this card.

Ticking Gnomes:

Info: Color=Artifact Type=Artifact Creature Cost=3 UL(U1)
 Text(UL): 3/3. Echo ; Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.
 Remember that you cannot use the ability during your upkeep until after you deal with the upkeep cost (see Rule A.6) imposed by Echo.
[\[Urza's Legacy FAQ 02/03/99\]](#)
 Note - Also see Echo, Rule A.16.

Tidal Flats:

Can be used more than once in a turn. Each time, the opponent can pay to prevent giving first strike to a creature, but this payment only stops the current activation and not future activations of Tidal Flats.

[\[D'Angelo 02/06/95\]](#)

The payment is made when the Tidal Flats effect resolves.

[\[D'Angelo 06/27/95\]](#)

First Strike is assigned to your creatures currently blocking non-Flyers when this effect resolves. So, if the blocking assignments change before resolution (with General Jarkeld for instance) you might get a different effect than you expected. [\[WotC Rules Team 09/22/95\]](#)

Tidal Influence:

As errata, it should read "...them all. You may not put Tidal Influence into play if there is another Tidal Influence in play."

[\[Encyclopedia, Page 191\]](#)

As soon as the number of counters on this card changes, so do the ratings of all blue creatures. [\[Aahz 12/02/94\]](#)

Tidal Surge:

Info: Color=Blue Type=Sorcery Cost=1U SH(C1)
 Text(SH): Tap up to three target creatures without flying.

Tidal Warrior:

Info: Color=Blue Type=Summon Merfolk Cost=U SH(C1)
 Text(SH): 1/1 ; {Tap}: Target land is an island until end of turn.

Timberline Ridge:

Info: Color=Land Type=Land Cost=None IA(R1)
 Text(IA+errata): {Tap}: Add {R} or {G} to your mana pool. ~this~ does not untap during your next untap phase. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

Timber Wolves:

Info: Color=Green Type=Summon Wolves Cost=G ABUR4(R1)
Text(4th): 1/1, Banding.
Note - Also see Banding, Rule A.11.

Time and Tide:

Info: Color=Blue Type=Instant Cost=UU VI(U1)
Text(VI+errata): All creatures cards that are phased out phase in and all creatures with phasing phase out. [\[WotC Rules Team 03/14/97\]](#)
All creatures that phase in enter play without summoning sickness.
[\[Duelist Magazine #17, Page 30\]](#)
Note - Also see Phasing Out and In, Rule G.30.

Time Bomb:

Info: Color=Artifact Type=Artifact Cost=4 IA(R1)/5(R1)
Text(5th): During your upkeep, put a time counter on ~this~. ; {1},{Tap}, Sacrifice ~this~: ~this~ deals to each creature and player 1 damage for each time counter on it. [\[Oracle 07/01/98\]](#)

Time Ebb:

Info: Color=Blue Type=Sorcery Cost=2U TE(C1)
Text(TE): Put target creature on top of owner's library.

Time Elemental:

Info: Color=Blue Type=Summon Elemental Cost=2U LG(R1)/45(R1)
Text(5th+errata): 0/2 ; If ~this~ attacks or blocks, it deals 5 damage to you and is sacrificed at end of combat. ; {2}{U}{U},{Tap}: Return target permanent with no enchantments on it to owner's hand. [\[Oracle 07/01/98\]](#)
This card is given a "sacrifice at end of combat" effect at the end of the declare attackers (see Rule C.4) or declare blockers (see Rule C.6) step of the attack in which it is assigned as an attacker or blocker.
[\[WotC Rules Team 09/22/95\]](#)
The 5 damage is done to you when it is assigned as an attacker or blocker.
This damage does not wait until the end of the combat to happen.
The bury effect is at the end of combat. [\[Duelist Magazine #10, Page 44\]](#)

Time Spiral:

Info: Color=Blue Type=Sorcery Cost=4UU US(R1)
Text(US): Remove ~this~ from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.
You can untap from 0 to 6 lands. [\[DeLaney 10/05/98\]](#)
Does not target the lands. [\[DeLaney 10/05/98\]](#)
Can be used on already untapped lands (with no effect). [\[DeLaney 10/05/98\]](#)
Can be used on another player's lands. [\[DeLaney 10/05/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 04/01/99.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 04/01/99.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 04/01/99.
Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 04/01/99.

Timetwister:

Info: Color=Blue Type=Sorcery Cost=2U ABU(R1)
Text(ABU+errata): Each player shuffles his or her hand and graveyard into his or her library. Each player then draws seven cards. [\[Oracle 07/01/98\]](#)
Mana sources can be used in between the two steps. [\[Aahz 12/16/96\]](#)
First, all players shuffle in turn order. Then the caster draws 7 cards, then each other player draws their cards in turn. [\[Aahz 12/16/96\]](#)
Classic (Type I) tournaments (see Rule D.13) have banned this card since 01/25/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Time Vault:

Info: Color=Artifact Type=Artifact Cost=2 ABU(R1)

Text(ABU+errata): ~this~ comes into play tapped and does not untap during your untap phase. ; Skip your turn: Untap ~this~ and put a time counter on it. Use this ability only if ~this~ is tapped and only once each turn. ; {Tap}, Remove all time counters from ~this~: Take an extra turn after this one. Use this ability only if ~this~ has any time counters on it.

[\[Oracle 07/01/98\]](#) [\[WotC Rules Team 02/01/98\]](#)

It is of type "Artifact" and not "Mono Artifact". [\[Encyclopedia, Page 208\]](#)

Note - Also see Skipping a Phase, Rule G.38.

You use the untap effect right as your turn would begin and skip your turn instead of proceeding to the untap phase. [\[Aahz 03/04/96\]](#) You cannot decide to skip your turn during another player's turn.

Before the errata, there were a lot of tricks to getting infinite turns.

The errata stops all of them.

If you have multiple Time Vaults, you must skip a turn for each one you wish to untap, not one turn to untap them all. [\[bethmo 1994\]](#)

If multiple "extra turn" effects resolve in the same turn, take them in the order that the effects resolved. [\[Aahz 12/02/94\]](#) This is because they get inserted before your next "normal" turn and so they will not be inserted before an "extra" turn (which is considered to not be "normal").

[\[Aahz 03/08/96\]](#)

Classic (Type I) tournaments (see Rule D.13) banned this card from 03/23/94 to 04/01/96. It was made legal again when errata was issued. It was previously on the restricted list from 01/25/94 to 03/22/94.

Extended tournaments (see Rule D.15) have always banned this card.

Time Walk:

Info: Color=Blue Type=Sorcery Cost=1U ABU(R1)

Text(ABU): Take an extra turn after this one.

If multiple "extra turn" effects resolve in the same turn, take them in the order that the effects resolved. [\[Aahz 12/02/94\]](#)

Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/25/94.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Time Warp:

Info: Color=Blue Type=Sorcery Cost=3UU TE(R1)

Text(TE): Target player takes an extra turn after this one.

Timid Drake:

Info: Color=Blue Type=Summon Drake Cost=2U WL(U1)

Text(WL): 3/3, Flying ; If any other creature comes into play, return ~this~ to owner's hand.

Since the unsummoning of this card is a triggered effect on another creature coming into play, it is dealt with in the standard triggered effect order.

This means that if your opponent does something like cast Nekrataal, the active player's (their) triggered effects are dealt with before yours and the Drake is a valid target for the Nekrataal triggered effect.

[\[D'Angelo 06/13/97\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Timmerian Fiends:

Info: Color=Black Type=Summon Fiends Cost=1BB HL(U1)

Text(HL+errata): 1/1 ; Remove ~this~ from your deck before playing if not playing for ante. ; {B}{B}{B}: Sacrifice ~this~: Permanently exchange ownership of ~this~ and target artifact any opponent owns. Move ~this~ from anywhere to that opponent's graveyard and sacrifice the artifact.

If ~this~ was moved from a library, shuffle that library afterwards.

The player may ante an additional card to prevent this exchange.

[\[Oracle 07/01/98\]](#) [\[Oracle Update 11/11/98\]](#)

Both this card and the target must be in play when announcing the ability.

The target must be in play when the ability resolves or nothing happens.
If this card is not in play when the ability resolves, the effects still takes place and this card is removed from wherever it went.

[\[D'Angelo 11/16/98\]](#)

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

Classic (Type I) tournaments (see Rule D.13) have always banned this card since it is only used in games for Ante.

Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have always banned this card.

Standard (Type II) tournaments (see Rule D.16) have always banned this card.

Ice Age and Ice Age/Homelands/Alliances block format tournaments (see Rule D.18.3) have always banned this card.

Timmy, Power Gamer:

Info: Color=Green Type=Summon Legend Cost=GG2 UG(R1)

Text(UG): 1/1 ; {4}: Put a creature into play from your hand.

This is not considered to be casting the creature. [\[Barclay 08/13/98\]](#)

Timmy is allowed to put the BFM into play, even though the BFM's text specifically forbids it. This is an exceptional exception.

[\[Barclay 08/13/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Tinder Wall:

As errata, play the mana gaining ability as a mana source. [\[Mirage, Page 2\]](#)

The ability to do 2 damage is used when it is blocking, not as it blocks or after combat. [\[Aahz 11/08/95\]](#)

Tinker:

Info: Color=Blue Type=Sorcery Cost=2U UL(U1)

Text(UL): At the time you play ~this~, sacrifice an artifact. ; Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.

Sacrificing an artifact is part of the play cost (see Rule K.21) of this spell. [\[Barclay 02/09/99\]](#)

If you have an artifact in your library, you must play one. If not, get a judge to verify this for the other player. [\[DeLaney 02/10/99\]](#)

Tin-Wing Chimera:

Info: Color=Artifact Type=Artifact Creature Cost=4 VI(U1)

Text(VI): 2/2, Flying ; ~this~ counts as a Chimera. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains flying permanently.

The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.

[\[D'Angelo 03/11/99\]](#)

Titania's Boon:

Info: Color=Green Type=Sorcery Cost=3G US(U1)

Text(US): Put a +1/+1 counter on each creature you control.

Titania's Chosen:

Info: Color=Green Type=Summon Elf Cost=2G US(U1)

Text(US): 1/1. ; Whenever a player successfully casts a green spell, put a +1/+1 counter on ~this~.

It gets a counter when the spell becomes successfully cast. This is after interrupts to that spell, but before any non-interrupt responses can be announced. It is long before the announced spell resolves.

[\[DeLaney 10/05/98\]](#)

Titania's Song:

Info: Color=Green Type=Enchantment Cost=3G AQ(U3)/R45(R1)

Text(5th): Each noncreature artifact loses its abilities and is an artifact creature with power and toughness each equal to its total casting cost.

If ~this~ leaves play, this effect continues until end of turn.
This spell effectively removes all the text in the text box of the card.
The text is not really removed, the card just acts like the text was not there in terms of its effect on the game. All abilities are lost.
[bethmo 09/22/94] "Counts as..." text is not an ability and is not removed (see Rule G.10.2). [D'Angelo 06/25/98]
Is not prevented by Guardian Beast. [bethmo]

Tithe:

Info: Color=White Type=Instant Cost=W VI(R1)
Text(VI): Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand. Shuffle your library afterwards.
Counts lands on resolution, not on announcement.
[Duelist Magazine #17, Page 30]
Can be used to pull a non-basic land that "counts as" a plains.
[D'Angelo 04/08/98]

Tivadar's Crusade:

Info: Color=White Type=Sorcery Cost=1WW DK(U2)
Text(DK+errata): Destroy all Goblins. [Oracle 07/01/98]
Note - Artist's name, Dennis Detwiller, is spelled incorrectly.

Tobias Andrion:

Info: Color=Multi Type=Summon Legend Cost=3UW LG(U1)/CH(C1)
Text(LG/CH): 4/4.
Note - Also see Legendary Permanents, Rule K.19.

Tolaria:

Info: Color=Land Type=Legendary Land Cost=None LG(U2)
Text(LG+errata): {Tap}: Add {U} to your mana pool. ; {Tap}: Target creature loses banding or loses all "bands with other" abilities until end of turn.
Use this ability only during upkeep. [Oracle 07/01/98]
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Tolarian Academy:

Info: Color=Land Type=Legendary Land Cost=None US(R1)
Text(US): {Tap}: Add {U} to your mana pool for each artifact you control.
If there is a Tolarian Academy in play when you play a new one, you can tap the new one for mana before it gets buried as a duplicate Legend.
[D'Angelo 11/06/98]
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/01/99.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 01/01/99.
Extended tournaments (see Rule D.15) have banned this card since 01/01/99.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/99.
Note - Also see Legendary Permanents, Rule K.19.

Tolarian Drake:

Info: Color=Blue Type=Summon Drake Cost=2U WL(C1)
Text(WL): 2/4, Flying, Phasing.
Note - Also see Phasing, Rule A.23.

Tolarian Entrancer:

Info: Color=Blue Type=Summon Wizard Cost=1U WL(R1)
Text(WL): 1/1 ; Whenever ~this~ is blocked by any creature, gain control of that creature at end of combat.

Tolarian Serpent:

Info: Color=Blue Type=Summon Serpent Cost=5UU WL(R1)
Text(WL): 7/7 ; During your upkeep, put the top seven cards of your library into your graveyard.
If less than seven cards in the library, move all that are there.

Tolarian Winds:

Info: Color=Blue Type=Instant Cost=1U US(C1)
Text(US): Discard your hand, then draw that many cards.
It counts how many cards you discard. Since this card will not be in your hand at that time, this card is not counted. [\[Urza's FAQ 10/05/98\]](#)

Tombstone Stairwell:

Info: Color=Black Type=Enchant World Cost=2BB MI(R1)
Text(MI+errata): Cumulative Upkeep {1}{B}. ; During each upkeep, each player puts one Tombspawn token into play under his or her control for each summon card in his or her graveyard. Treat these tokens as 2/2 black creatures with "This creature is unaffected by summoning sickness. At end of turn, destroy this creature." that count as Zombies. If ~this~ leaves play, destroy all of these tokens. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

One effect is generated during upkeep which affects both players.

[\[Duelist Magazine #17, Page 25\]](#)

All the tokens are put into play simultaneously. [\[D'Angelo 11/16/98\]](#)

All tokens are owned by the controller of this effect that put them into play, and when they die go to that player's graveyard. [\[D'Angelo 11/14/97\]](#)

The controller of the effect is the player that controls this card.

See Rule A.5.4. [\[D'Angelo 11/16/98\]](#)

You can play the phase ability to put tokens into play before you pay (or choose not to pay the cumulative upkeep. [\[bethmo 01/17/98\]](#)

The "destroy at end of turn" is an effect on the token creatures, so if you manage to get the tokens into play after the Tombstone Stairwell leaves play, the tokens are still buried at end of turn. [\[bethmo 01/17/98\]](#)

The "destroy at end of turn" is a base ability of the tokens, so Humility will remove it. [\[D'Angelo 11/16/98\]](#) (REVERSAL)

The "unaffected by summoning sickness" ability is a base ability of the tokens. This ability can be removed by Humility.

[\[WotC Rules Team 08/01/98\]](#)

Note - Also see Token Creatures, Rule K.25.

Tooth and Claw:

Info: Color=Red Type=Enchantment Cost=3R TE(R1)
Text(TE): Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.

Note - Also see Token Creatures, Rule K.25.

Torch Song:

Info: Color=Red Type=Enchantment Cost=2R US(U1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ; {2}{R}, Sacrifice ~this~: ~this~ deals X damage to target creature or player, where X is the number of verse counters on ~this~.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Torment:

Info: Color=Black Type=Enchant Creature Cost=1B SH(C1)
Text(SH): Enchanted creature gets -3/-0.

Tormod's Crypt:

Info: Color=Artifact Type=Artifact Cost=0 DK(U2)/CH(C2)
Text(DK/CH+errata): {Tap}, Sacrifice ~this~: Remove all cards in target player's graveyard from the game. [\[Oracle 07/01/98\]](#)

Torrent of Lava:

Yes, the tap ability does not wear off at end of turn, but this does not really affect anything. [\[D'Angelo 02/12/97\]](#)

Torsten Von Ursus:

Info: Color=Multi Type=Summon Legend Cost=3WGG LG(U1)
Text(LG): 5/5.

Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Torture:

Info: Color=Black Type=Enchant Creature Cost=B HL(C4)/5(C1)
Text(5th): {1}{B}: Put a -1/-1 counter on enchanted creature.

Torture Chamber:

Info: Color=Artifact Type=Artifact Cost=3 TE(R1)
Text(TE+errata): During your upkeep, put a pain counter on ~this~. ; At the end of your turn, ~this~ deals 1 damage to you for each pain counter on it. ; {1},{Tap}, Remove all pain counters from ~this~: ~this~ deals 1 damage to target creature for each pain counter removed in this way.
[\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#)

Tortured Existence:

Info: Color=Black Type=Enchantment Cost=B SH(C1)
Text(SH): {B}, Choose and discard a creature card: Return target creature card from your graveyard to your hand.
You cannot return the same card you are discarding. This is because you pick the target and discard simultaneously during the announcement.
[\[Duelist Magazine #25, Page 31\]](#)

Tor Wauki:

Info: Color=Multi Type=Summon Legend Cost=2BBR LG(U1)/CH(C1)
Text(LG/CH): 3/3 ; {Tap}: ~this~ deals 2 damage to target attacking or blocking creature.
It can kill the creature before damage dealing in combat. [\[Aahz 06/17/94\]](#)
Note - Also see Legendary Permanents, Rule K.19.

Total War:

Destroys creatures at the end of the Declare Attackers step. [\[Aahz 06/08/95\]](#)
Creatures which start your turn on your side, leave your side, and then return will be destroyed by this effect since you cannot attack with them and they are not exempted from the effect. [\[Aahz 06/08/95\]](#)

Touch of Darkness:

Info: Color=Black Type=Instant Cost=B LG(U1)
Text(LG+errata): Any number of target creatures are black until end of turn.
[\[Oracle 07/01/98\]](#)
You can choose to target zero creatures. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Touch of Death:

Info: Color=Black Type=Sorcery Cost=2B IA(C1)/5(C1)
Text(5th): ~this~ deals 1 damage to target player and you gain 1 life. ;
Draw a card at the beginning of the next turn.
Note - Also see Cantrips, Rule E.2.
Note - The Ice Age version said to draw a card at the beginning of the next turn's upkeep, but it should be played by the above text.

Touch of Vitae:

Info: Color=Green Type=Instant Cost=2G IA(U1)
Text(IA+errata): Target creature may untap one additional time this turn.
That creature may attack or use abilities that require {Tap} as part of the activation cost this turn. Draw a card at the beginning of the next turn. [\[Duelist Magazine #18, Page 28\]](#)
You cannot attack when it is not your turn or at any other illegal time.
[\[Duelist Magazine #7, Page 9\]](#) It only overrides Summoning Sickness (see Rule G.39). It does not override any other rules. [\[bethmo 06/24/96\]](#)
The creature's controller (and not necessarily the caster of this spell) decides whether and when to untap the creature that turn.
[\[Duelist Magazine #7, Page 99\]](#)
Note - Also see Cantrips, Rule E.2.
Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Touchstone:

Info: Color=Artifact Type=Artifact Cost=2 WL(U1)

Text(WL): {Tap}: Tap target artifact you do not control.

Tourach's Chant:

Only checks the type of the land as the land is played. If the land gets changed afterward (even by a continuous effect like Blood Moon), the Chant causes no additional effect. [\[Aahz 12/25/94\]](#)

Tourach's Gate:

As errata, it should read "Play on a land you control. Sacrifice a Thrull to put 3 time counters on Tourach's Gate. During your upkeep, remove a time counter from Tourach's Gate. Bury Tourach's Gate when the last time counter is removed. {0}: Tap enchanted land to give all your attacking creatures +2/-1 until end of turn." [\[Encyclopedia, Page 209\]](#)

The land is tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the land is not in an untapped state. [\[D'Angelo 12/23/96\]](#)

Sacrificing a Thrull is an instant speed effect with no other costs.

[\[Duelist Magazine #5, Page 123\]](#) Treat it as if it said "0: Sacrifice a Thrull to put 3 counters on Tourach's Gate" but remember that it is not an activation cost. This is just an equivalent wording to help it make sense. The effect is valid whenever fast effects are.

The bury effect only applies during upkeep, so you can play it and fill it with counters prior to your next upkeep. [\[Aahz 11/08/96\]](#)

Tower of Coireall:

Info: Color=Artifact Type=Artifact Cost=2 DK(U2)

Text(DK+errata): {Tap}: Target creature cannot be blocked by Walls of this turn.

Tracker:

Info: Color=Green Type=Summon Tracker Cost=2G DK(U1)

Text(DK+errata): 2/2 ; {G}{G},{Tap}: ~this~ deals damage equal to its power to target creature. That creature deals damage equal to its power to ~this~. [\[Oracle 07/01/98\]](#)

Giving him First Strike does not affect his ability. [\[bethmo 08/29/94\]](#)

The amount of damage he done in both directions is determined when the effect resolves. You check the power of each creature on resolution.

If Tracker isn't in play, then you use the power it had right as it left play. See Rule K.4.6. [\[DeLaney 10/20/98\]](#) (REVERSAL)

If Tracker leaves play before his effect resolves, the target creature is still damaged. [\[D'Angelo 05/23/95\]](#)

If the target creature leaves play before the effect resolves, then the whole effect fizzles. [\[D'Angelo 05/25/95\]](#)

Tradewind Rider:

Info: Color=Blue Type=Summon Spirit Cost=3U TE(R1)

Text(TE): 1/4, Flying ; {Tap}, Tap two creatures you control: Return target permanent to owner's hand.

Since the two creatures are tapped as a cost, you must actually tap two untapped creatures. [\[D'Angelo 11/11/97\]](#)

It can make use of creatures that have summoning sickness. [\[D'Angelo 12/29/97\]](#)

Tragic Poet:

Info: Color=White Type=Summon Townsfolk Cost=W UL(C1)

Text(UL): 1/1 ; {Tap}, Sacrifice ~this~: Return target enchantment card from your graveyard to your hand.

Trained Armodon:

Info: Color=Green Type=Summon Elephant Cost=1GG TE(C1)

Text(TE): 3/3.

Tranquil Grove:

Info: Color=Green Type=Enchantment Cost=1G WL(R1)

Text(WL): {1}{G}{G}: Destroy all other enchantments.

Tranquility:

Info: Color=Green Type=Sorcery Cost=2G ABUR45(C1)/TE(C1)
Text(4th/5th/TE): Destroy all enchantments.
Destroys all cards that read "Enchant xxx" as well as those reading "Enchantment". [\[bethmo 1994\]](#)

Transmogrifying Lcid:

Info: Color=Artifact Type=Artifact Creature Cost=3 EX(U1)
Text(EX+errata): 2/2 ; Counts as a Lcid ; {1},{Tap}: ~this~ loses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and is an artifact creature" instead of any other type of permanent. Move ~this~ onto target creature. You may pay {1} to end this effect. [\[WotC Rules Team 12/18/97\]](#) [\[Duelist Magazine #22, Page 27\]](#) [\[WotC Rules Team 05/01/98\]](#) [\[WotC Rules Team 11/03/98\]](#)
The enchanted creature becomes an artifact creature. It loses all other types it may have had. [\[D'Angelo 11/19/98\]](#)

+ If the permanent it is on was only a creature due to an effect, when that effect ends, the Lcid will find itself on an illegal target.
[\[WotC Rules Team 03/18/99\]](#) **This is a REVERSAL due to Rule K.14.10. The Lcid does not change what it enchants into a creature if it is not already a creature.**

Does not change the color of the creature it enchants. [\[D'Angelo 11/24/98\]](#)
Note - Also see Lcids, Rule E.8.

Transmutation:

Info: Color=Black Type=Instant Cost=1B LG(C1)/CH(C3)
Text(CH+errata): Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. [\[Oracle 07/01/98\]](#)
This can effectively kill a creature with a power of zero, but there is still a chance to increase the power of the creature using instants before this takes effect. [\[bethmo 06/14/94\]](#)
Any additional words on cards which modify the power/toughness are also reversed. For example, Blood Lust acts as if it read "Target creature gets -4/+4 until end of turn. If this reduces that creature's power to less than 1, the creature's power is 1." [\[WotC Rules Team 07/03/97\]](#)

Transmute Artifact:

Info: Color=Blue Type=Sorcery Cost=UU AQ(U3)
Text(AQ+errata): Sacrifice an artifact with total casting cost X: Search your library for an artifact card and put that artifact into play. Shuffle your library afterwards. Pay the artifact's casting cost reduced by up to X. If you cannot, destroy it. Creatures destroyed in this way cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)
The sacrifice of an artifact is part of the play cost of this spell and it is done when announcing the spell. [\[D'Angelo 02/04/99\]](#)
You cannot sacrifice more than one artifact to this spell. [\[D'Angelo 02/04/99\]](#)
Additional mana spent to cover the differences in casting costs is not part of the casting cost of this spell for Spell Blast or any other reasons. It is spent during spell resolution. [\[bethmo 1994\]](#) If it is not spent, the spell fails and the sacrificed artifact is left in the graveyard.
Picking an artifact from your library is part of the resolution. [\[bethmo 1994\]](#)
The one from the library enters play when the spell is resolved, and this does not count as the casting of an artifact (for Citanul Druid or anything else). [\[bethmo 1994\]](#)
If the artifact brought into play has an ability that can be played as a mana source, it cannot be used to pay part or all of the difference in casting costs because there is no time to use it during the spell's resolution. [\[D'Angelo 10/11/97\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Treacherous Link:

Info: Color=Black Type=Enchant Creature Cost=1B UL(U1)

Text(UL): Redirect to its controller all damage dealt to enchanted creature.
The damage is redirected automatically during the third sub-step of damage prevention (see Rule T.10.1). The damage can be prevented before it gets redirected. [\[D'Angelo 02/13/99\]](#)

Treasure Hunter:

Info: Color=White Type=Summon Townsfolk Cost=2W EX(U1)
Text(EX): 2/2 ; When ~this~ comes into play, you may return target artifact card from your graveyard to your hand.
Note - Also see Comes Into Play Abilities, Rule E.3.

Treasure Trove:

Info: Color=Blue Type=Enchantment Cost=2UU EX(U1)
Text(EX): {U}{U}{2}: Draw a card.

Treefolk Mystic:

Info: Color=Green Type=Summon Treefolk Cost=3G UL(C1)
Text(UL): 2/4 ; Whenever a creature blocks or is blocked by ~this~, destroy all enchantments on that creature.

Treefolk Seedlings:

Info: Color=Green Type=Summon Treefolk Cost=2G US(U1)
Text(US): 2/* ; ~this~ has toughness equal to the number of forests you control.
The toughness is continuously calculated. [\[Urza's FAQ 10/05/98\]](#)

Treetop Rangers:

Info: Color=Green Type=Summon Elves Cost=2G US(C1)
Text(US): 2/2. ; ~this~ cannot be blocked except by creatures with flying.

Treetop Village:

Info: Color=Land Type=Land Cost=None UL(U1)
Text(UL): ~this~ comes into play tapped. ; {Tap}: Add one green mana to your mana pool. ; {1}{G}: ~this~ becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.
The animating ability sets the base characteristics for the land creature.
So, while you can use the ability again, it won't have any additional effect if used more than once. [\[Urza's Legacy FAQ 02/03/99\]](#)
The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[Urza's Legacy FAQ 02/03/99\]](#)
See Rule G.39.3.
Note - Also see Trample, Rule A.27.

Tremor:

Info: Color=Red Type=Sorcery Cost=R VI(C1)
Text(VI): ~this~ deals 1 damage to each creature without flying.

Triangle of War:

Info: Color=Artifact Type=Artifact Cost=1 VI(R1)
Text(VI+errata): {2},Sacrifice ~this~: Target creature you control and target creature an opponent controls each deals damage equal to its power to the other. [\[Oracle 07/01/98\]](#)
Does nothing useful if either target becomes illegal before resolution.
[\[Duelist Magazine #17, Page 30\]](#)

Triassic Egg:

Info: Color=Artifact Type=Artifact Cost=4 LG(R1)/CH(U1)
Text(CH+errata): {3},{Tap}: Put a hatchling counter on ~this~. ; Sacrifice ~this~, Remove two hatchling counters from ~this~: Choose a creature card in your hand and put that creature into play, or choose target creature card in your graveyard and put that creature into play. [\[Oracle 07/01/98\]](#)
A "creature card" is a Summon card or Artifact Creature card. See Rule Z.3.Ruling.1. [\[D'Angelo 1994\]](#)
Can hatch as soon as it has two counters on it and is untapped. This can be on the same turn you added the second counter or on your opponent's turn as long as it is untapped. [\[Aahz 06/28/94\]](#)

Can only hatch one creature no matter how many counters are on it.
[bethmo 06/20/94]

Triskelion:

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/4(R1)

Text(4th+errata): 1/1 ; When ~this~ comes into play, put three +1/+1 counters on it. ; Remove one of these +1/+1 counters: ~this~ deals 1 damage to target creature or player. [Oracle 07/01/98]

It is legal to attack (or defend) with the Triskelion and then if it survives the attack you can use some of the +1/+1 counters to do damage to a creature after the attack if it lives through the attack.

[bethmo 1994]

Counters are removed one at a time, so as soon as you remove one that causes its toughness to drop to the amount of damage it has, it is destroyed.

[D'Angelo 11/08/96]

Counters can be used on the turn it enters play because it does not require tapping. [bethmo 1994]

May use +1/+1 counters that were created with this card or with other effects. You should ignore the word "these" on the card.

[WotC Rules Team 03/19/98]

Tropical Island:

Info: Color=Land Type=Land Cost=None ABUR(R1)

Text(RV+errata): ~this~ counts as a forest and an island. (~this~ can be tapped to produce {G} or {U}.) [Oracle 07/01/98]

See Badlands for rulings.

Truce:

Info: Color=White Type=Instant Cost=2W HL(U1)/5(R1)

Text(HL/5th): Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life.

Trumpeting Armodon:

Info: Color=Green Type=Summon Elephant Cost=3G TE(U1)

Text(TE): 3/3 ; {1}{G}: Target creature blocks ~this~ this turn if able.

Tsunami:

Info: Color=Green Type=Sorcery Cost=3G ABUR45(U1)

Text(4th/5th): Destroy all islands.

Tuknir Deathlock:

Info: Color=Multi Type=Summon Legend Cost=GGRR LG(R1)

Text(LG+errata): 2/2, Flying ; {R}{G},{Tap}: Target creature gets +2/+2 until end of turn. [Oracle 07/01/98]

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Tundra:

Info: Color=Land Type=Land Cost=None ABUR(R1)

Text(RV+errata): ~this~ counts as a plains and an island. (~this~ can be tapped to produce {W} or {U}.) [Oracle 07/01/98]

See Badlands for rulings.

Tundra Wolves:

Info: Color=White Type=Summon Wolves Cost=W LG(C2)/45(C1)

Text(LG/4th/5th): 1/1, First Strike.

Tunnel:

Info: Color=Red Type=Instant Cost=R ABUR4(U1)

Text(4th+errata): Destroy target wall. That creature cannot be regenerated this turn. [Oracle 07/01/98]

Turnabout:

Info: Color=Blue Type=Instant Cost=2UU US(U1)

Text(US): Tap or untap all artifacts, creatures, or lands target player controls.

This is a modal spell (see Rule G.27). You choose when announcing if it

will tap or untap, and whether it is affecting artifacts, creatures or lands. [\[DeLaney 10/05/98\]](#)

Twiddle:

Info: Color=Blue Type=Instant Cost=U ABU45(C1)

Text(5th): Tap or untap target artifact, creature, or land.

The opponent gets a chance to use the card being Twiddled during the same batch (see Rule T.8) if they so wish and if the card's ability is legal at the time. [\[D'Angelo 1994\]](#)

Any cards which might trigger off a card becoming tapped will trigger.

Thus, a Psychic Venom on a land that becomes tapped will cause 2 damage. [\[D'Angelo 03/12/95\]](#) Similarly, if the card itself triggers on its own tapping, such as City of Brass or Sorrow's Path, the ability will still happen. [\[D'Angelo 04/12/95\]](#)

The decision to tap or untap is made on announcement before target is selected. This decision cannot be changed if the spell is Forked or redirected. [\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal spells.

The choice of target gives free range of lands, creatures, and artifacts.

You do not lock in on one type as a casting decision. If the spell is Forked or redirected, the type is not fixed.

[\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal spells.

Twiddle to tap can target a tapped card (see Rule G.40.3), and Twiddle to untap can target an untapped card (see Rule G.45.3).

[\[Duelist Magazine #5, Page 23\]](#)

This is not a toggle effect. If you use Twiddle to tap a card and before it takes effect your opponent taps it, Twiddle will not untap the card.

[\[bethmo 1994\]](#)

Twitch:

Info: Color=Blue Type=Instant Cost=2U TE(C1)

Text(TE): Tap or untap target artifact, creature, or land. Draw a card.

Two-Headed Giant of Foriys:

Info: Color=Red Type=Summon Giant Cost=4R ABU(R1)

Text(ABU+errata): 4/4, Trample ; ~this~ may block an additional creature this turn. (All blocking assignments must still be legal.)

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Trample, Rule A.27.

Typhoon:

Info: Color=Green Type=Sorcery Cost=2G LG(R1)

Text(LG+errata): ~this~ deals 1 damage to each opponent for each island he or she controls. [\[Oracle 07/01/98\]](#)

Number of Islands is counted on resolution and not on announcement.

[\[D'Angelo 10/05/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

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Uktabi Efreet:

Info: Color=Green Type=Summon Efreet Cost=2GG WL(C1)

Text(WL): 5/4 ; Cumulative Upkeep - {G}.

Note - Also see Cumulative Upkeep, Rule A.14.

Uktabi Orangutan:

Info: Color=Green Type=Summon Ape Cost=2G VI(U1)

Text(VI): 2/2 ; When ~this~ comes into play, destroy target artifact.

Note - Also see Comes Into Play Abilities, Rule E.3.

The Ultimate Nightmare of Wizards of the Coast(R) Customer Service:

Info: Color=Red Type=Sorcery Cost=RRXYZ UG(U1)

Text(UG): ~this~ deals X damage to each of Y target creatures and Z target players.

The NetReps will not answer questions on this card. All questions on it should be directed to <questions@wizards.com> or to (800) 324-6496.

[\[QAS 09/09/98\]](#)

All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Umbilicus:

Info: Color=Artifact Type=Artifact Cost=4 US(R1)
Text(US): During each player's upkeep, that player pays 2 life or returns a permanent he or she controls to owner's hand.
You choose to pay the life or not pay the life on announcement of this phase cost (see Rule A.6). If you choose not to pay, then you also choose the permanent to be returned. On resolution, if you did not pay the life, the chosen permanent is returned to its owner's hand. If the permanent is no longer in play, nothing happens. [\[bethmo 10/12/98\]](#)
If you only have 1 life, you cannot choose the pay 2 life option.
[\[DeLaney 10/05/98\]](#)
If you don't have a permanent to choose, you can still choose to not pay the life and then just do nothing since there is no permanent to choose.
[\[bethmo 11/24/98\]](#)

Uncle Istvan:

Info: Color=Black Type=Summon Uncle Istvan Cost=1BBB DK(U2)/4(U1)
Text(4th+errata): 1/3 ; All damage dealt to ~this~ from creatures is reduced to 0. [\[Oracle 07/01/98\]](#)
Works even on damage from special abilities of creatures such as the Prodigious Sorcerer ability. [\[Aahz 08/09/94\]](#)

Underground River:

Info: Color=Land Type=Land Cost=None IA(R1)/5(R1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {B} to your mana pool. ~this~ deals 1 damage to you.

Underground Sea:

Info: Color=Land Type=Land Cost=None ABUR(R1)
Text(RV+errata): ~this~ counts as an island and a swamp. (~this~ can be tapped to produce {U} or {B}.) [\[Oracle 07/01/98\]](#)
See Badlands for rulings.

Undertow:

Info: Color=Blue Type=Enchantment Cost=2U LG(U1)
Text(LG+errata): Creatures with islandwalk may be blocked as though they did not have that ability. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Underworld Dreams:

Info: Color=Black Type=Enchantment Cost=BBB LG(U1)
Text(LG+errata): For each card target opponent draws, ~this~ deals 1 damage to him or her. [\[Oracle 07/01/98\]](#)
Only affects the drawing of cards. It does not affect spells like Demonic Tutor, Millstone, or Petra Sphinx which affect the library but do not say "draw" a card. [\[bethmo 06/22/94\]](#)
You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.
[\[Duelist Magazine #4, Page 64\]](#) See Rule M.1.3.
Affects all draws even if you have to put the cards back afterwards. This ruling applies to things like Sylvan Library and Brainstorm.
[\[D'Angelo 07/11/95\]](#)
It triggers only once (and causes only one damage prevention step) when multiple cards are drawn due to a single spell/ability's effect. The single triggering will do X damage if X cards are drawn.
[\[D'Angelo 10/13/97\]](#) See Rule A.8.9.
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 08/01/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Undiscovered Paradise:

Info: Color=Land Type=Land Cost=None VI(R1)

Text(VI): {Tap}: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return ~this~ to owner's hand.

Only returns to owner's hand if it is still in play at the beginning of your next untap. [\[D'Angelo 06/25/98\]](#)

Undo:

Info: Color=Blue Type=Sorcery Cost=1UU VI(C1)

Text(VI): Return two target creatures to owner's hand.

The two creatures may have different owners and return to their respective owner's hands. [\[DeLaney 02/12/97\]](#)

Unearth:

Info: Color=Black Type=Sorcery Cost=B UL(C1)

Text(UL): Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play. ; Cycling {2}.

A "creature card" is an Artifact Creature or Summon card.

[\[D'Angelo 02/13/99\]](#)

Note - Also see Cycling, Rule A.15.

Note - Also see Total Casting Cost, Rule K.9.2.

Unholy Citadel:

Info: Color=Land Type=Land Cost=None LG(U2)

Text(LG+errata): All black legends you control gain bands with other legends. [\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - See Adventurers' Guildhouse for rulings.

Unholy Strength:

Info: Color=Black Type=Enchant Creature Cost=B ABUR45(C1)

Text(5th): Enchanted creature gets +2/+1.

Note - The Fourth Edition version of this card has a different version of the card art. Previous versions had a red flaming pentagram in the background.

Unlikely Alliance:

The bonus is not lost if the creature later becomes an attacker or blocker.

The limitation is just there to prevent the effect from being used late in an attack. [\[bethmo 06/20/96\]](#)

Unnerve:

Info: Color=Black Type=Sorcery Cost=3B US(C1)

Text(US): Each of your opponents chooses and discards two cards.

Players with less than 2 cards discard all they have. [\[DeLaney 10/05/98\]](#)

Unstable Mutation:

Info: Color=Blue Type=Enchant Creature Cost=U AN(C5)/R45(C1)

Text(5th): Enchanted creature gets +3/+3. ; During its controller's upkeep, put a -1/-1 counter on enchanted creature.

The -1/-1 counters stay even if the enchantment is removed, and the +3/+3 goes away when the enchantment does. [\[D'Angelo 1994\]](#)

The effect of this card is not an upkeep cost, it's just an upkeep ability (see Rule A.5). [\[Aahz 02/12/96\]](#)

Unstable Shapeshifter:

Info: Color=Blue Type=Summon Shapeshifter Cost=3U TE(R1)

Text(TE+errata): 0/1 ; Whenever any creature card or creature token comes into play, ~this~ becomes a copy of that card or token and gains this ability. [\[WotC Rules Team 03/31/98\]](#)

Note - Also see Copy Cards, Rule E.4.

The gained ability is considered a base ability. [\[bethmo 04/07/98\]](#)

If an Unstable Shapeshifter is in play when another Unstable Shapeshifter enters play, the first one gets the second one's auto-shift ability and will auto-shift twice each time a creature comes into play.

[\[Aahz 11/17/97\]](#) This has no known effect on the game, however.

The copy effect is not targeted. This makes it different from other copy cards in this respect. [\[D'Angelo 03/25/98\]](#)

If a creature enters play that has some characteristic or ability set when it enters play, such as with Dracoplasm's power/toughness, it gets the value that the creature entered play with. You don't have to do whatever was done to determine that creature's value, such as sacrifice creatures with Dracoplasm. [\[D'Angelo 01/26/99\]](#)

If the creature has power/toughness that is continuously recalculated, so does this copy of it. [\[D'Angelo 01/26/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Unsummon:

Info: Color=Blue Type=Instant Cost=U ABUR45(C1)

Text(4th/5th): Return target creature to owner's hand.

Unsummon can be used during an attack in the steps after attackers or blockers are declared (see Rule C.4 and Rule C.6) to remove an attacker or blocker so that creature does not deal damage. [\[D'Angelo 1994\]](#)

If this causes an opponent to go over 7 cards when it is not their turn they need not discard until the discard phase of their next turn.

[\[D'Angelo 1994\]](#)

Unsummoning a token creature removes it from the game. [\[bethmo 1994\]](#)

See Rule K.25.6.

Untamed Wilds:

Info: Color=Green Type=Sorcery Cost=2G LG(U1)/45(U1)

Text(5th): Search your library for a basic land card and put that card into play. Shuffle your library afterwards.

Can get a Snow-Covered land. [\[Duelist Magazine #6, Page 132\]](#)

Unworthy Dead:

Info: Color=Black Type=Summon Skeletons Cost=1B US(C1)

Text(US): 1/1. ; {B}: Regenerate ~this~.

Updraft:

Info: Color=Blue Type=Instant Cost=1U IA(U1)/5(C1)

Text(5th): Target creature gains flying until end of turn. Draw a card at the beginning of the next turn.

Note - Also see Cantrips, Rule E.2.

Note - The Ice Age version said to draw a card at the beginning of the next turn's upkeep, but it should be played by the above text.

Urborg:

Info: Color=Land Type=Legendary Land Cost=None LG(U2)

Text(LG+errata): {Tap}: Add {B} to your mana pool. ; {Tap}: Target creature loses first strike or swampwalk until end of turn. [\[Oracle 07/01/98\]](#)

Can be used on a creature without First Strike or Swampwalk but has no effect. [\[Duelist Magazine #5, Page 23\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Note - Also see Legendary Permanents, Rule K.19.

Urborg Justice:

Info: Color=Black Type=Instant Cost=BB WL(R1)

Text(WL+errata): Target opponent chooses and sacrifices one creature he or she controls for each creature put into your graveyard from play so far this turn. [\[Oracle 07/01/98\]](#)

Does not target the creatures. [\[DeLaney 06/12/97\]](#)

The creatures are chosen on resolution, not on announcement.

[\[bethmo 06/12/97\]](#)

Urborg Mindsucker:

Info: Color=Black Type=Summon Mindsucker Cost=2B VI(C1)

Text(VI): 2/2 ; {B}, Sacrifice ~this~: Target opponent discards a card at random. Play this ability as a sorcery.

Urborg Stalker:

Info: Color=Black Type=Summon Undead Cost=3B WL(R1)

Text(WL): 2/4 ; During each player's upkeep, if that player controls any

nonblack permanents other than lands, ~this~ deals 1 damage to that player.

Ur-Draco:

Info: Color=Multi Type=Summon Legend Cost=3BBUU LG(R1)
Text(LG+errata): 4/4, First Strike ; Creatures with swampwalk may be blocked as though they did not have that ability. [\[Oracle 07/01/98\]](#)
Allows any creature controlled by any player to block Swampwalking creatures as if they did not have this ability. It is not limited to just Ur-Draco.
[\[Aahz 06/17/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Legendary Permanents, Rule K.19.

Urza's Armor:

Info: Color=Artifact Type=Artifact Cost=6 US(U1)
Text(US): Whenever a source deals damage to you, that damage is reduced by 1.
This card really applies when damage is assigned. [\[bethmo 09/21/98\]](#)
It is a replacement ability (see Rule A.7) played in a Series (see Rule T.9) when damage is assigned at the start of damage prevention (see Rule T.10.1) before handling abilities that trigger on damage being assigned. [\[WotC Rules Team 10/18/98\]](#) This is true even though it is not worded like a replacement ability.
If a spell or ability damages multiple things, divide up the damage before applying this effect (see Rule T.10.13). [\[WotC Rules Team 10/18/98\]](#)

Urza's Avenger:

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/45(R1)
Text(5th): 4/4 ; {0}: ~this~ gets -1/-1 and gains your choice of banding, flying, first strike, or trample until end of turn
The -1/-1 is not permanent. It lasts until the end of the turn as do the abilities that give the -1/-1. [\[Duelist Magazine #2, Page 15\]](#)
Note - Also see Banding, Rule A.11.
Note - Also see Trample, Rule A.27.

Urza's Bauble:

Info: Color=Artifact Type=Artifact Cost=0 IA(U1)/5(U1)
Text(5th+errata): {Tap}, Sacrifice ~this~: Look at a card you choose at random from target player's hand. Draw a card at the beginning of the next turn. [\[Oracle 07/01/98\]](#)
You draw a card at the beginning of the turn after this card's ability is used. [\[D'Angelo 06/05/98\]](#)
Note - Also see Cantrips, Rule E.2.
Note - The Ice Age version said to draw a card at the beginning of the next turn's upkeep, but it should be played by the above text.

Urza's Blueprints:

Info: Color=Artifact Type=Artifact Cost=6 UL(R1)
Text(UL): Echo ; {Tap}: Draw a card.
Remember that you cannot use the ability during your upkeep until after you deal with the upkeep cost (see Rule A.6) imposed by Echo.
[\[Urza's Legacy FAQ 02/03/99\]](#)
Note - Also see Echo, Rule A.16.

Urza's Chalice:

Info: Color=Artifact Type=Artifact Cost=1 AQ(C4)
Text(AQ+errata): {1}: Gain 1 life. Use this ability only when an artifact spell is successfully cast and only once for each such spell.
[\[Oracle 07/01/98\]](#)
The card is of type "Artifact" and not "Poly Artifact". [\[Oracle 07/01/98\]](#)
May not be used on its own casting. It must be in play at the time the artifact becomes successfully cast. [\[Aahz 07/27/94\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Urza's Contact Lenses:

Info: Color=Artifact Type=Artifact Cost=0 UG(U1)
Text(UG): ~this~ comes into play tapped and does not untap during its

controller's untap phase. ; All players play with their hands face up. ;
Clap your hands twice: Tap or untap ~this~.
The second ability turns off whilst the Lenses are tapped. The other two
work while it is tapped (because they have to). [\[Barclay 08/13/98\]](#)
Optional Rule: If a Sandstorm resolves, all Urza's Contact Lenses are
immediately sacrificed (well, have you tried to put contact lenses in
under that sort of conditions). [\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Urza's Mine:

Info: Color=Land Type=Land Cost=None AQ(C6)/CH(C4)/5(C1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. If you control
Urza's Mine, Urza's Power Plant, and Urza's Tower, add two colorless mana
to your mana pool instead of one.
If you have at least one of each of the three Urza's lands in play, you
must take the 2 mana instead of just one. [\[Duelist Magazine #2, Page 15\]](#)
The amount of mana to be gained is set on announcement and is not changed
if you lose or gain lands before resolution.
[\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal abilities.
Note - Also see Urza's Power Plant and Urza's Power Plant.

Urza's Miter:

Info: Color=Artifact Type=Artifact Cost=3 AQ(U1)
Text(AQ+errata): {3}: Draw a card. Use this ability only when an artifact
you control is put into any graveyard from play, unless that artifact was
sacrificed, and only once for each such artifact. [\[Oracle 07/01/98\]](#)
It is of type Artifact, not Poly Artifact. [\[Oracle 07/01/98\]](#)
Can be used on itself because it can trigger on its own trip to the
graveyard just like an animated Soul Net can. [\[D'Angelo 10/01/96\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Urza's Power Plant:

Info: Color=Land Type=Land Cost=None AQ(C6)/CH(C4)/5(C1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. If you control
Urza's Mine, Urza's Power Plant, and Urza's Tower, add two colorless mana
to your mana pool instead of one.
If you have at least one of each of the three Urza's lands in play, you
must take the 2 mana instead of just one. [\[Duelist Magazine #2, Page 15\]](#)
The amount of mana to be gained is set on announcement and is not changed
if you lose or gain lands before resolution.
[\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal abilities.
Note - Also see Urza's Mine and Urza's Tower.

Urza's Science Fair Project:

Info: Color=Artifact Type=Artifact Creature Cost=6 UG(U1)
Text(UG): 4/4 ; {2}: Roll a six-sided die for Urza's Science Fair Project.
1 - It gets -2/-2 until end of turn. 2 - It deals no combat damage this
turn. 3 - Attacking does not cause it to tap this turn. 4 - It gains
first strike until end of turn. 5 - It gains flying until end of turn.
6 - it gets +2/+2 until end of turn.
The die is rolled on resolution, not announcement. [\[Barclay 08/13/98\]](#)
All tournament formats have banned cards from Unglued.
Note - Also see Unglued rulings, Rule U.1.

Urza's Tower:

Info: Color=Land Type=Land Cost=None AQ(C6)/CH(C4)/5(C1)
Text(5th): {Tap}: Add one colorless mana to your mana pool. If you control
Urza's Mine, Urza's Power Plant, and Urza's Tower, add three colorless
mana to your mana pool instead of one.
If you have at least one of each of the three Urza's lands in play, you
must take the 3 mana instead of just one. [\[Duelist Magazine #2, Page 15\]](#)
The amount of mana to be gained is set on announcement and is not changed
if you lose or gain lands before resolution.
[\[Duelist Magazine #8, Page 50\]](#) See Rule G.27 on Modal abilities.
Note - Also see Urza's Mine and Urza's Power Plant.

Uthden Troll:

Info: Color=Red Type=Summon Troll Cost=2R ABUR4(U1)
 Text(4th+errata): 2/2 ; {R}: Regenerate ~this~. [\[Oracle 07/01/98\]](#)

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Vaevictis Asmadi:

Info: Color=Multi Type=Summon Legend Cost=2BBRRGG LG(R1)/CH(U1)
 Text(CH+errata): 7/7, Flying ; During your upkeep, pay {B}{R}{G} or sacrifice ~this~. ; {B}: ~this~ gets +1/+0 until end of turn. ; {R}: ~this~ gets +1/+0 until end of turn. ; {G}: ~this~ gets +1/+0 until end of turn. [\[Oracle 07/01/98\]](#)

It is of type Summon Legend, not Summon Elder Dragon Legend.

[\[Oracle 07/01/98\]](#)

Note - Also see Legendary Permanents, Rule K.19.

Vampire Bats:

Info: Color=Black Type=Summon Bats Cost=B LG(C2)/45(C1)
 Text(4th/5th+errata): 0/1, Flying ; {B}: ~this~ gets +1/+0 until end of turn. You cannot spend more than {B}{B} in this way each turn. [\[Oracle 07/01/98\]](#)

Vampire Hounds:

Info: Color=Black Type=Summon Hounds Cost=2B EX(C1)
 Text(EX): 2/2 ; Choose and discard a creature card: ~this~ gets +2/+2 until end of turn.

Vampiric Embrace:

Info: Color=Black Type=Enchant Creature Cost=2BB US(U1)
 Text(US): Enchanted creature gets +2/+2 and gains flying. ; Whenever a creature successfully dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.

Vampiric Tutor:

Info: Color=Black Type=Instant Cost=B VI(R1)
 Text(VI+errata): Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of it. [\[Oracle 07/01/98\]](#)
 The payment of 2 life is part of the play cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [\[Duelist Magazine #17, Page 25\]](#)

This one works differently from the other Mirage tutor cards when Field of Dreams is in play. You reveal the top card after shuffling and before the tutored card is put on top, then you reveal the tutored card. The other tutors only show the tutored card. [\[bethmo 06/21/97\]](#)

Vampirism:

Info: Color=Black Type=Enchant Creature Cost=1B VI(U1)
 Text(VI+errata): Draw a card at the beginning of the turn after ~this~ comes into play. ; Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1. [\[Oracle 07/01/98\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before the errata, it said to draw a card at the beginning of the next upkeep, but it should be played by the new wording.

Vanishing:

Info: Color=Blue Type=Enchant Creature Cost=U VI(C1)
 Text(VI): {U}{U}: Enchanted creature phases out.
 Note - Also see Phasing Out and In, Rule G.30.

Varchild's War-Riders:

The token creatures are controlled by your opponent, but they are owned by you. This means you can use a Despotic Scepter on them.

[\[bethmo 01/09/97\]](#)

In a multiplayer game, you can choose a different opponent each time you deal with the cumulative upkeep. [\[D'Angelo 07/21/97\]](#)

Note - Also see Token Creatures, Rule K.25.

Vebulid:

Info: Color=Black Type=Summon Horror Cost=B US(R1)

Text(US): 0/0. ; ~this~ comes into play with one +1/+1 counter on it. ;

During your upkeep, you may put a +1/+1 counter on ~this~. ; When ~this~ attacks or blocks, destroy it at end of combat.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Vec Townships:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {G} or {W} to your mana pool. ~this~ does not untap during your next untap phase.

Veiled Apparition:

Info: Color=Blue Type=Enchantment Cost=1U US(U1)

Text(US): When one of your opponents successfully casts a spell, if ~this~ is an enchantment, ~this~ becomes a 3/3 creature with flying and "During your upkeep, pay {1}{U} or sacrifice ~this~" and that counts as an Illusion.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Disenchant cannot be used to destroy this card, since it will no longer be an enchantment when the Disenchant resolves. [\[Urza's FAQ 10/05/98\]](#)

Veiled Crocodile:

Info: Color=Blue Type=Enchantment Cost=2U US(R1)

Text(US): When a player has no cards in hand, if ~this~ is an enchantment, ~this~ becomes a 4/4 creature that counts as a Crocodile.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It can trigger even if a player's hand is empty momentarily during the middle of the resolution of a spell or ability. [\[WotC Rules Team 10/18/98\]](#)

Veiled Sentry:

Info: Color=Blue Type=Enchantment Cost=U US(U1)

Text(US): When one of your opponents successfully casts a spell, if ~this~ is an enchantment, ~this~ becomes a creature with power and toughness each equal to the total casting cost of that spell and that counts as an Illusion.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Disenchant cannot be used to destroy this card, since it will no longer be an enchantment when the Disenchant resolves. [\[Urza's FAQ 10/05/98\]](#)

Note - Also see Casting Cost, Rule K.9.

Veiled Serpent:

Info: Color=Blue Type=Enchantment Cost=2U US(C1)

Text(US): When one of your opponents successfully casts a spell, if ~this~ is an enchantment, ~this~ becomes a 4/4 creature that cannot attack unless defending player controls an island and that counts as a Serpent. ; Cycling {2}.

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)

It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Disenchant cannot be used to destroy this card, since it will no longer be an enchantment when the Disenchant

resolves. [\[Urza's FAQ 10/05/98\]](#)
Note - Also see Cycling, Rule A.15.

Veil of Birds:

Info: Color=Blue Type=Enchantment Cost=U US(C1)
Text(US): When one of your opponents successfully casts a spell, if ~this~ is an enchantment, ~this~ becomes a 1/1 creature with flying that counts as a Bird.
When it turns into a creature, it no longer counts as an enchantment.
[\[Urza's Saga Rule Page\]](#)
It only changes if the spell is not countered. [\[Urza's Saga Rule Page\]](#)
It becomes a creature when the spell becomes successfully cast, which is before that spell resolves. A Disenchant cannot be used to destroy this card, since it will no longer be an enchantment when the Disenchant resolves. [\[Urza's FAQ 10/05/98\]](#)

Veldt:

Info: Color=Land Type=Land Cost=None IA(R1)
Text(IA+errata): {Tap}: Add {G} or {W} to your mana pool. ~this~ does not untap during your next untap phase. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)

Venarian Gold:

Info: Color=Blue Type=Enchant Creature Cost=XUU LG(C1)
Text(LG+errata): When ~this~ comes into play, put X sleep counters on it and tap enchanted creature. ; As long as ~this~ has any sleep counters on it, enchanted creature does not untap during its controller's untap phase. Instead, remove a sleep counter from ~this~. [\[Oracle 07/01/98\]](#)
Once all the counters are gone, it just sits there as an inert enchantment.
[\[bethmo 06/17/94\]](#)
If the enchantment is moved with Enchantment Alteration, the number of counters on Venarian Gold does not change. [\[D'Angelo 05/04/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see X Costs, Rule K.27.

Venerable Monk:

Info: Color=White Type=Summon Cleric Cost=2W SH(C1)
Text(SH): 2/2 ; When ~this~ comes into play, gain 2 life.
Note - Also see Comes Into Play Abilities, Rule E.3.

Venom:

Info: Color=Green Type=Enchant Creature Cost=1GG DK(C3)/5(C1)
Text(5th): If enchanted creature blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.
A non-wall creature blocking or any creature blocked by this card gets a "destroy at end of combat" effect on it when it is assigned as a blocker or this card is assigned to block it. An effect is added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an ability like General Jarkeld.
[\[WotC Rules Team 09/22/95\]](#)
If this enchantment is moved onto a creature after blockers are assigned, creatures blocking the newly enchanted creature are not affected. This is because the ability triggers on at the time blocking occurs.
[\[D'Angelo 12/13/96\]](#)

Venomous Breath:

As errata, it should read "All creatures that are blocking or blocked by target creature are destroyed at end of combat."
[\[Encyclopedia, Page 101\]](#)
It only affects creatures blocking the target when this spell resolves.
[\[Aahz 09/19/96\]](#) The effect will still happen even if the creature stops being a blocker after the effect resolves. General Jarkeld is one way to do this. [\[D'Angelo 09/19/96\]](#)

Venomous Fangs:

Info: Color=Green Type=Enchant Creature Cost=2G US(C1)

Text(US): Whenever enchanted creature successfully deals damage to a creature, destroy that creature.

If the damaged creature takes both lethal damage and is destroyed by this effect, you have to regenerate the creature only once to keep it alive.

This is due to the fact that the destroy by this effect will happen before you check for lethal damage, and regenerating from the destroy will remove the damage. [\[D'Angelo 11/24/98\]](#)

Verdant Force:

Info: Color=Green Type=Summon Elemental Cost=5GGG TE(R1)

Text(TE): 7/7 ; During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature.

Errata was issued on 12/18/97 to explicitly say that Verdant Force's controller got the tokens. This errata was needed because a game rule made the current player (not Verdant Force's controller) the controller of the phase ability. The rules were changed on 05/01/98, so the errata is no longer needed. Verdant Forcer's controller gets the token creature due to the game rules, and without errata. [\[WotC Rules Team 05/10/98\]](#)

Note - Also see Token Creatures, Rule K.25.

Verdant Touch:

Info: Color=Green Type=Sorcery Cost=1G SH(R1)

Text(SH): Buyback {3}. ; Target land becomes a 2/2 creature permanently. (This creature still counts as a land.)

The land is still a land and retains all its abilities, plus any other characteristics. [\[Barclay 02/27/98\]](#)

The word "permanently" isn't really needed on this card's text. It has no actual effect. The card's effect lasts until it is overridden.

[\[D'Angelo 01/18/99\]](#)

Note - Also see Buyback, Rule A.13.

Verdigris:

Info: Color=Green Type=Instant Cost=2G TE(U1)

Text(TE): Destroy target artifact.

Verduran Enchantress:

Info: Color=Green Type=Summon Enchantress Cost=1GG ABUR45(R1)

Text(5th): 0/2 ; {0}: Draw a card. Use this ability only when you successfully cast an enchantment spell and only once for each such spell.

The ability is a triggered ability (see Rule A.8). Whenever you successfully cast an enchantment, you immediately get the option of drawing a card as part of the triggered ability. It does not wait for other spells to be announced or resolved. [\[Aahz 01/07/95\]](#)

Does not trigger on the moving of an enchantment from one permanent to another. [\[D'Angelo 07/25/95\]](#)

Does trigger on enchantments that are cast as instants.

[\[Duelist Magazine #16, Page 28\]](#)

Vernal Bloom:

Info: Color=Green Type=Enchantment Cost=3G US(R1)

Text(US): Whenever a forest is tapped for mana, it produces an additional {G}.

Vesuvan Doppelganger:

Info: Color=Blue Type=Summon Doppelganger Cost=3UU ABUR(R1)

Text(RV+errata): */* ; ~this~ comes into play as a copy of target creature card or creature token, except that it does not copy that creature's color, and gains "0: ~this~ loses all abilities and becomes a copy of target creature card or creature token, except that it does not copy that creature's color and gains this ability. Use this ability only during your upkeep and only once per turn." [\[WotC Rules Team 03/31/98\]](#)

The ability is gained as a base ability (in both places). The "loses all abilities" causes the loss of all base abilities, but not ones added by effects such as a Flight enchantment. [\[WotC Rules Team 05/01/98\]](#)

Note - Also see Copy Cards, Rule E.4.

The Doppelganger of an artifact creature can be Shattered or

Disenchanted. [\[D'Angelo 1994\]](#)

Can switch to the same creature it is currently a copy of.

[\[WotC Rules Team 03/31/98\]](#)

The Doppelganger cannot switch forms before paying upkeep on the current form. This is because abilities on a permanent cannot be used before its upkeep is paid. [\[WotC Rules Team 03/31/98\]](#) See Rule A.6.9.

If switching to a creature, the upkeep costs of the new form must be paid before the end of upkeep (if the creature has any).

[\[Duelist Magazine #3, Page 15\]](#)

Damage is not removed when it changes forms. [\[D'Angelo 09/09/95\]](#)

Animate Dead on a Doppelganger gets all the Doppelganger's abilities but it mimics at -1 power. [\[WotC Rules Team 02/07/94\]](#)

When the Doppelganger switches creatures, the creature it used to be is not considered to have left play. Such effects will consider the creature to have left play when the Doppelganger leaves play. This means that if it was a Gaea's Liege, converted lands revert to their old form when the Doppelganger leaves play, and that if it was Aladdin, stolen artifacts return to the owner when the Doppelganger leaves play.

[\[WotC Rules Team 03/31/98\]](#) See Rule E.4.9.

When it switches forms, the new form is not considered to be entering play.

Effects that trigger off it "entering play" or when it "comes into play",

even on the card itself, will not trigger. Thus, switching to a Pyknight will not allow you to draw a card. [\[D'Angelo 12/21/95\]](#)

And Eye of Singularity will not trigger. [\[Aahz 07/09/97\]](#) See Rule E.4.7.

If it is a Tetravus and changes forms to something else (leaving some Tetravite tokens in play) then changes back to a Tetravus later, the old tokens will not consider this to be the same Tetravus they came from, so they will not be able to move onto the Doppelganger/Tetravus.

[\[Aahz 03/02/96\]](#)

Whenever it changes forms, it does not lose any counters or other gains made as the creature it was copying. [\[WotC Rules Team 03/31/98\]](#)

When changing forms, the text changes from Magical Hack and Sleight of Mind are lost in the change along with the old text.

[\[WotC Rules Team 03/31/98\]](#)

When changing forms, it does not get any counters that the creature being copied would have received when cast, although it would get those counters when cast (see Rule E.4.3). [\[WotC Rules Team 02/27/94\]](#) Thus, a Doppel of a Clockwork Beast would get counters if it copied the Beast when cast, but would not get any if it changes form to a Clockwork Beast.

A Doppelganger of a Clone is just a copy of the creature the Clone copied. [\[PPG Page 224\]](#)

A Doppelganger of a Doppelganger is just a copy of the creature the other one was copying. It does not nest abilities and give you multiple form switches a turn. [\[D'Angelo 11/11/96\]](#)

The Doppelganger is targeted and will check the validity of the target when declared and when resolved. If the target becomes invalid before resolution on casting the Doppelganger, then the spell fizzles. If it becomes invalid before resolution of a shape change, then the change fizzles and it keeps its current form. [\[WotC Rules Team 02/09/95\]](#)

If it fizzles, it may not try to switch forms again that turn.

[\[Aahz 01/14/97\]](#)

When it switches forms, cumulative upkeep counts on the creature it was copying applies to any new cumulative upkeep for the new form. For example, if it was copying a Firestorm Hellkite (cumulative upkeep {U}{R}), and it stayed in that form through three upkeep payments, it would gain three cumulative upkeep counters. If it then switched to a Soldevi Simulacrum (cumulative upkeep {1}), its next upkeep payment would be {4}. [\[WotC Rules Team 03/31/98\]](#)

When it takes on the characteristics of the other card, it is no longer of type Summon Doppelganger. [\[WotC Rules Team 03/31/98\]](#)

If when it changes form, it targets a Licit which is currently an enchantment, it will become the base Licit and not a creature enchantment.

[\[Aahz 11/16/97\]](#)

If it is a copy of a Licit and is in creature enchantment form, it will stop being a creature enchantment when it changes form. [\[Aahz 11/16/97\]](#)

It does copy the mana symbols in the casting cost for the card it is

copying, but it uses its own color definition and not the one from those mana symbols. This is so it maintains its color just like the text says.

[\[bethmo 07/07/98\]](#)

Veteran Bodyguard:

Info: Color=White Type=Summon Bodyguard Cost=3WW ABUR(R1)

Text(RV+errata): 2/5 ; As long as ~this~ is untapped, all combat damage dealt to you from unblocked attacking creatures is redirected to ~this~. ; Each turn, only one Bodyguard may redirect damage dealt to you.

[\[Oracle 07/01/98\]](#)

If a creature is blocked but Trample damage is still done to a player, this damage cannot be redirected to the Bodyguard because the Bodyguard only takes damage from unblocked creatures. [\[bethmo 1994\]](#)

Damage goes to the Bodyguard as long as he is untapped. This works even if he is blocking. [\[Peterson 11/01/94\]](#)

The redirection takes place automatically at the end of the first step of damage prevention (see Rule T.10.1). This is not an ability used during damage prevention but you can use other prevention effects before this one kicks in. If there is more than one automatic effect, the person damaged can choose which order to apply them. This damage will result in a second damage prevention step to follow this one. [\[WotC Rules Team 06/15/95\]](#)

Cannot be used against spell or other non-creature attack damage.

[\[D'Angelo 1994\]](#)

Redirected damage retains its color and any other abilities. [\[Snark 1994\]](#)
See Rule G.13.6.

If a Martyrs of Korlis is in play, unblocked artifact creature damage must go to a Martyr because its text overrides the Veteran Bodyguard. All other unblocked creature damage can and will be taken by your Veteran Bodyguard. [\[Aahz 1994\]](#)

If you have more than one Bodyguard, only one takes the damage, because once the damage is redirected, it no longer exists to be directed to other bodyguards. [\[WotC Rules Team 12/03/96\]](#) You can choose which one takes the damage when you decide the order of resolution of such effects.

Veteran Explorer:

Info: Color=Green Type=Summon Soldier Cost=G WL(U1)

Text(WL): 1/1 ; If ~this~ is put into any graveyard from play, each player may search his or her library for up to two basic land cards and put those lands into play. Each player shuffles his or her library afterwards.

Veteran's Voice:

Is buried if you lose control of the creature since the card text says it is played on a creature you control. [\[Duelist Magazine #12, Page 32\]](#)

Can be used even on a creature with summoning sickness. Summoning sickness does not prevent an effect like this from tapping a creature.

[\[D'Angelo 12/18/96\]](#)

Vexing Arcanix:

The target player names a card on announcement and not on resolution.

[\[WotC Rules Team 06/27/96\]](#)

If the player has no cards in their library, the effect does nothing. It does not cause any damage. [\[WotC Rules Team 05/08/96\]](#)

Vhati il-Dal:

Info: Color=Multi Type=Summon Legend Cost=2BG TE(R1)

Text(TE): 3/3 ; {Tap}: Target creature's power or toughness is 1 until end of turn.

Note - Also see Legendary Permanents, Rule K.19.

Viashino Bey:

Info: Color=Red Type=Summon Viashino Cost=2RR UL(C1)

Text(UL): 4/3 ; When ~this~ attacks, all creatures you control attack if able.

The ability is not a triggered ability. It is a constraint on declaring an attack. [\[Barclay 02/09/99\]](#)

Viashino Cutthroat:

Info: Color=Red Type=Summon Viashino Cost=2RR UL(U1)
Text(UL): 5/3 ; ~this~ is unaffected by summoning sickness. ; At end of turn, return ~this~ to owner's hand.

+ It is returned to its owner's hand at the end of turn only if it is in play.
[D'Angelo 03/24/99]

Viashino Heretic:

Info: Color=Red Type=Summon Viashino Cost=2R UL(U1)
Text(UL): 1/3 ; {1}{R},{Tap}: Destroy target artifact. ~this~ deals to that artifact's controller damage equal to the artifact's total casting cost.
Note - Also see Total Casting Cost, Rule K.9.2.

Viashino Outrider:

Info: Color=Red Type=Summon Viashino Cost=2R US(C1)
Text(US): 4/3. Echo.
Note - Also see Echo, Rule A.16.

Viashino Runner:

Info: Color=Red Type=Summon Viashino Cost=3R US(C1)
Text(US): 3/2. ; ~this~ cannot be blocked by only one creature.

Viashino Sandstalker:

Info: Color=Red Type=Summon Viashino Cost=1RR VI(U1)
Text(VI): 4/2 ; ~this~ is unaffected by summoning sickness. ; At the end of any turn, return ~this~ to owner's hand.
It is returned to its owner's hand at the end of every turn in which it is in play. **[D'Angelo 03/26/98]**

Viashino Sandscout:

Info: Color=Red Type=Summon Viashino Cost=1R UL(C1)
Text(UL): 2/1 ; ~this~ is unaffected by summoning sickness. ; At end of turn, return ~this~ to owner's hand.

+ It is returned to its owner's hand at the end of turn only if it is in play.
[D'Angelo 03/24/99]

Viashino Sandswimmer:

Info: Color=Red Type=Summon Viashino Cost=2RR US(R1)
Text(US): 3/2. ; {R}: Flip a coin. If you win the flip, return ~this~ to owner's hand. Otherwise, sacrifice ~this~.

Viashino Weaponsmith:

Info: Color=Red Type=Summon Viashino Cost=3R US(C1)
Text(US): 2/2. ; Whenever a creature blocks it, ~this~ gets +2/+2 until end of turn.
It gets +2/+2 for each creature that blocks it. **[D'Angelo 10/08/98]**

Viashivan Dragon:

Info: Color=Multi Type=Summon Dragon Cost=2RRGG VI(R1)
Text(VI+errata): 4/4, Flying ; {R}: ~this~ gets +1/+0 until end of turn. ; {G}: ~this~ gets +0/+1 until end of turn. **[Oracle 07/01/98]**

Vibrating Sphere:

It is possible for the Sphere to kill a creature prior to the start of untap. **[Aahz 07/23/96]**

Victimize:

Info: Color=Black Type=Sorcery Cost=2B US(U1)
Text(US): Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, put the two chosen creatures into play tapped.
The sacrifice is part of the effect, not the cost. This means you do not lose the creature if this spell is countered. **[Urza's FAQ 10/05/98]**
You cannot bring back the creature you sacrificed because you choose targets on announcement and you won't sacrifice the creature until the spell resolves, so it won't be in the graveyard yet. **[Urza's FAQ 10/05/98]**
If one of the targets is not there on resolution, the other is still affected. If both targets are gone, then you skip the sacrifice as well.
[D'Angelo 10/15/98]

This card can be used to put both parts of the B.F.M. into play at once.
[\[DeLaney 10/17/98\]](#)

Victual Sliver:

Info: Color=Multi Type=Summon Sliver Cost=GW SH(U1)
Text(SH): 2/2 ; Each Sliver gains "{2}, Sacrifice this creature: Gain 4 life."

Vigilant Drake:

Info: Color=Blue Type=Summon Drake Cost=4U UL(C1)
Text(UL): 3/3, Flying ; {2}{U}: Untap ~this~.

Vile Requiem:

Info: Color=Black Type=Enchantment Cost=2BB US(U1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ;
{1}{B}, Sacrifice ~this~: Destroy up to X target nonblack creatures, where X is the number of verse counters on ~this~. Those creatures cannot be regenerated this turn.

Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Vision Charm:

Info: Color=Blue Type=Instant Cost=U VI(C1)
Text(VI+errata): Choose one -- Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are the basic land type of your choice until end of turn. [\[Duelist Magazine #17, Page 25\]](#)

All lands changed are changed to the same type. [\[Visions FAQ 02/16/97\]](#)

Note - Also see Modal Spells and Abilities, Rule G.27.

Note - Also see Phasing Out and In, Rule G.30.

Visions:

Info: Color=White Type=Sorcery Cost=W LG(U1)/4(U1)
Text(4th+errata): Look at the top five cards of any library; you may then shuffle that library. [\[Oracle 07/01/98\]](#)

You cannot rearrange the cards. You put them back in the same order or you shuffle the whole library. [\[bethmo 08/31/94\]](#)

If there are less than 5 cards in the library, you look at whatever ones remain and you still get the option to shuffle.

[\[Duelist Magazine #6, Page 130\]](#)

This is not a draw and will not cause a player to lose if there are less than 5 cards in the library. [\[Duelist Magazine #6, Page 130\]](#)

Vitalize:

Info: Color=Green Type=Instant Cost=G WL(C1)
Text(WL): Untap all creatures you control.

Vodalian Illusionist:

Info: Color=Blue Type=Summon Merfolk Cost=2U WL(U1)
Text(WL): 2/2 ; {U}{U},{Tap}: Target creature phases out.

Vodalian Knights:

As errata, it should read "...Vodalian Knights may not attack unless defending player controls at least one island..." [\[Encyclopedia, Page 192\]](#)

Vodalian Soldiers:

Info: Color=Blue Type=Summon Merfolk Cost=1U FE(C4)/5(C1)
Text(FE/5th): 1/2.

Vodalian War Machine:

The Merfolk are tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#) The ability cannot be announced if the Merfolk are not in an untapped state. [\[D'Angelo 12/23/96\]](#)

It cannot override "summoning sickness", so it cannot attack on the turn it is brought into play. [\[WotC Rules Team 12/15/94\]](#)

Voice of Grace:

Info: Color=White Type=Summon Angel Cost=3W US(U1)
 Text(US): 2/2, Flying, protection from black.

Voice of Law:

Info: Color=White Type=Summon Angel Cost=3W US(U1)
 Text(US): 2/2, Flying, protection from red.

Volcanic Eruption:

Info: Color=Blue Type=Sorcery Cost=XUUU ABUR4(R1)
 Text(4th+errata): Destroy X target mountains. ~this~ deals 1 damage to each creature and player for each mountain put into any graveyard in this way.
[\[Oracle 07/01/98\]](#)

Targets the specified number of mountains, so you can't use it for more damage than you can find mountains to target. [\[PPG Page 223\]](#)

Can be used with X equal to zero. This is useful if no Mountains are in play. [\[bethmo 1994\]](#)

Casting Magical Hack on Volcanic Eruption will not allow you to change the targets of the spell because you chose the targets when the spell was declared and before a Hack can interrupt it. The Hack will just cause it to fizzle. [\[WotC Rules Team 02/07/94\]](#) It may not fizzle on multilands that are half mountain and half of the new land type specified.

Note - Also see X Costs, Rule K.27.

Volcanic Island:

Info: Color=Land Type=Land Cost=None ABUR(R1)
 Text(RV+errata): ~this~ counts as an island and a mountain. (~this~ can be tapped to produce {U} or {R}). [\[Oracle 07/01/98\]](#)

See Badlands for rulings.

Volcanic Island was not in the Alpha printing of the Limited Edition.

Volrath's Motion Sensor:

Info: Color=Black Type=Enchant Player Cost=B UG(U1)
 Text(UG): When ~this~ comes into play, choose target hand controlled by an opponent. Enchanted player balances ~this~ on the back of that hand. If ~this~ falls off the hand, sacrifice ~this~ and that player loses 3 life.

"Enchant Player" cards are local enchantments. [\[Barclay 08/13/98\]](#)

The hand may be a real hand, or one of cards, but it must be controlled by the opponent. [\[Barclay 08/13/98\]](#)

No other part of the player's body may touch the motion sensor - if it does, it is considered to have fallen off. [\[Barclay 08/13/98\]](#)

Tickling is allowed, as long as you can reach from where you're sitting.

Touching your opponent's hand or arms yourself in an attempt to knock it off is not. [\[Barclay 08/13/98\]](#)

Blowing on the card or actively acting upon it in any way to force it off the player is not legal. [\[D'Angelo 10/22/98\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Unglued rulings, Rule U.1.

Volunteer Reserves:

Info: Color=White Type=Summon Soldiers Cost=1W WL(U1)
 Text(WL): 2/4, Banding ; Cumulative Upkeep - {1}.

Note - Also see Banding, Rule A.11.

Note - Also see Cumulative Upkeep, Rule A.14.

Volrath's Curse:

Info: Color=Blue Type=Enchant Creature Cost=1U TE(C1)
 Text(TE): Enchanted creature cannot attack, block, or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. ;
 {1}{U}: Return ~this~ to owner's hand.

If the creature this card is on is sacrificed to this card, this card is buried before the ability to unsummon it can be used. [\[D'Angelo 12/07/98\]](#)

Volrath's Dungeon

Info: Color=Black Type=Enchantment Cost=2BB EX(R1)

Text(EX): Any player may pay 5 life during his or her turn to destroy ~this~. ; Choose and discard a card: Target player chooses a card in his or her hand and puts that card on top of his or her library. Play this ability as a sorcery.
Paying 5 life to destroy this card is done as an instant. [\[DeLaney 06/10/98\]](#)

Volrath's Gardens:

Info: Color=Green Type=Enchantment Cost=1G SH(R1)
Text(SH): {2}, Tap a creature you control: Gain 2 life. Play this ability as a sorcery.
Must tap an untapped creature when you pay the cost.
[\[Duelist Magazine #25, Page 31\]](#)

Volrath's Laboratory:

Info: Color=Artifact Type=Artifact Cost=5 SH(R1)
Text(SH): When you play ~this~, choose a color and creature type. ; {5},{Tap}: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.
You do not have to choose an existing creature type.
[\[WotC Rules Team 03/31/98\]](#) But you cannot pick a name which has another meaning in the game (Rule K.13.6). [\[D'Angelo 10/05/98\]](#)
The token has the same name as the creature type. [\[bethmo 02/27/98\]](#)
The token does not have any built-in abilities. For example, choosing creature type Falcon does not give the token Flying. [\[D'Angelo 06/16/98\]](#)
Note - Also see Creature Type, Rule K.13.

Volrath's Shapeshifter:

Info: Color=Blue Type=Summon Shapeshifter Cost=1UU SH(R1)
Text(SH+errata): 0/1 ; As long as the top card of your graveyard is a creature card, ~this~ is a copy of that card with this ability and the ability "{2}: Choose and discard a card" added to it. Any undefined characteristics are not copied. ; {2}: Choose and discard a card.
[\[WotC Rules Team 03/31/98\]](#) The abilities added are base abilities.
[\[WotC Rules Team 05/01/98\]](#)
Note - Also see Copy Cards, Rule E.4.
If the top card in your graveyard isn't a creature card (meaning a "Summon" or "Artifact Creature"), then it's just a 0/1 blue creature.
[\[Barclay 02/27/98\]](#)
If the top card in your graveyard is a creature card, this card copies the card entirely, including color and artifact nature. But, this card keeps its two abilities in addition to those from the card being copied.
[\[Barclay 02/27/98\]](#)
If the top card in the graveyard has any asterisks (*) in the power/toughness, then those values are considered to be zero (see Rule K.12.5) unless the card also has a continuous ability which sets the value for these asterisks, in which case the Shapeshifter also copies that ability and sets the values. For example, a Nightmare or Keldon Warlord will have their power/toughness set as appropriate.
[\[DeLaney 07/17/98\]](#) But a Clone, Doppelganger, or Shapeshifter results in a 0 value for the *. [\[D'Angelo 01/26/99\]](#)
If the top card in the graveyard has any other undefined characteristics, then those characteristics are not copied and the shapeshifter uses the characteristic from its own card. [\[Barclay 02/27/98\]](#)
When it changes forms, you do not play any "comes into play" abilities of the cards it copies. [\[D'Angelo 06/05/98\]](#) For example, if it copies a Phyrexian Dreadnought, you do not sacrifice any creatures.

Volrath's Stronghold:

Info: Color=Land Type=Legendary Land Cost=None SH(R1)
Text(SH): {Tap}: Add one colorless mana to your mana pool. ; {1}{B},{Tap}: Put target creature card from your graveyard on top of your library.
Note - Also see Legendary Permanents, Rule K.19.

Voltaic Key:

Info: Color=Artifact Type=Artifact Cost=1 US(U1)
Text(US): {1},{Tap}: Untap target artifact.

Voodoo Doll:

Info: Color=Artifact Type=Artifact Cost=6 LG(R1)/CH(U1)
 Text(CH+errata): At the beginning of your upkeep, put a pin counter on ~this~. ; At the end of your turn, if ~this~ is untapped, sacrifice it, and it deals 1 damage to you for each pin counter on it. ;
 {X}{X},{Tap}: ~this~ deals X damage to target creature or player, where X is the number of pin counters on ~this~. [\[Oracle 07/01/98\]](#)

[\[Oracle Update 11/11/98\]](#)

All of the 'X's on this card refer to the number of counters on the card.
 Paying twice the number of counters and tapping the Doll does damage equal to the number of counters. [\[bethmo 06/15/94\]](#)

If Power Artifact is applied to the Doll, each activation will cost X+X-2 with a minimum cost of {1}. [\[Aahz 07/25/94\]](#)

Adding a counter to the Doll is a phase cost (see Rule A.6) paid during upkeep. This cost must be paid before you can use the card.

[\[Duelist Magazine #5, Page 123\]](#)

Vug Lizard:

Info: Color=Red Type=Summon Lizard Cost=1RR US(U1)
 Text(US): 3/4, Mountainwalk. Echo.
 Note - Also see Echo, Rule A.16.
 Note - Also see Landwalk, Rule A.22.

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Wake of Vultures:

Info: Color=Black Type=Summon Vultures Cost=3B VI(C1)
 Text(VI+errata): 3/1, Flying ; {1}{B},Sacrifice a creature:
 Regenerate ~this~. [\[Oracle 07/01/98\]](#)

Walking Dead:

Info: Color=Black Type=Summon Walking Dead Cost=1B LG(C1)
 Text(LG+errata): 1/1 ; {B}: Regenerate ~this~.
 Extended tournaments (see Rule D.15) have always banned this card.

Walking Dream:

Info: Color=Blue Type=Summon Illusion Cost=3U SH(U1)
 Text(SH): 3/3 ; ~this~ is unblockable. ; ~this~ does not untap during your untap phase if any opponent controls two or more creatures.

Walking Sponge:

Info: Color=Blue Type=Summon Sponge Cost=1U UL(U1)
 Text(UL): 1/1 ; {Tap}: Target creature loses flying, first strike, or trample until end of turn.
 The target loses just one of the listed abilities.
[\[Urza's Legacy FAQ 02/03/99\]](#)

Walking Wall:

As errata, it should read "...control. You cannot spend more than three mana in this way each turn." [\[Encyclopedia, Page 101\]](#)
 The ability to allow it to attack only overrides the rule that a Wall cannot attack but it does not override summoning sickness or allow any other kind of illegal attack. [\[Duelist Magazine #7, Page 9\]](#)

Wall of Air:

Info: Color=Blue Type=Summon Wall Cost=1UU ABUR45(U1)
 Text(ABU/RV/4th/5th+errata): 1/5, Flying. (Walls cannot attack.)

Wall of Blossoms:

Info: Color=Green Type=Summon Wall Cost=1G SH(U1)
 Text(SH): 0/4 (Walls cannot attack.) ; When ~this~ comes into play, draw a card.
 Note - Also see Comes Into Play Abilities, Rule E.3.

Wall of Bone:

Info: Color=Black Type=Summon Wall Cost=2B ABUR45(U1)

Text(4th/5th+errata): 1/4 ; (Walls cannot attack.) ; {B}: Regenerate ~this~.
[\[Oracle 07/01/98\]](#)

Wall of Brambles:

Info: Color=Green Type=Summon Wall Cost=2G ABUR45(U1)
Text(4th/5th+errata): 2/3 ; (Walls cannot attack.) ; {G}: Regenerate ~this~.
[\[Oracle 07/01/98\]](#)

Wall of Caltrops:

Info: Color=White Type=Summon Wall Cost=1W LG(C1)
Text(LG+errata): 2/1 ; (Walls cannot attack.) ; If ~this~ blocks a creature
that no non-Wall creatures block, ~this~ gains banding until end of turn.
[\[Oracle 07/01/98\]](#)

The bonus is gained at the end of the declare blockers (see Rule C.6) step
of the attack if the criterion is met. [\[WotC Rules Team 09/22/95\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Wall of Diffusion:

Info: Color=Red Type=Summon Wall Cost=1R TE(C1)
Text(TE): 0/5 (Walls cannot attack.) ; ~this~ can block creatures with
shadow.
Note - Also see Shadow, Rule A.26.

Wall of Dust:

Info: Color=Red Type=Summon Wall Cost=2R LG(U1)/4(U1)
Text(4th+errata): 1/4 ; (Walls cannot attack.) ; If ~this~ blocks any
creature, that creature cannot attack during its controller's next turn.
[\[Oracle 07/01/98\]](#)

A creature blocked by this card is marked with a "cannot attack next turn"
effect when this card is assigned to block it. A creature is also marked
if it is blocked by any means, including being part of a band which is
blocked or by being moved into being blocked by an ability such as
General Jarkeld. The effect is not removed if the creature is removed
from the blocking situation by an ability like General Jarkeld.
[\[WotC Rules Team 09/22/95\]](#)

Wall of Earth:

Info: Color=Red Type=Summon Wall Cost=1R LG(C2)
Text(LG): 0/6.
Extended tournaments (see Rule D.15) have always banned this card.

Wall of Essence:

Info: Color=White Type=Summon Wall Cost=1W SH(U1)
Text(SH): 0/4 (Walls cannot attack.) ; For each 1 combat damage dealt
to ~this~, gain 1 life.
Does not trigger the life gain when damage is redirected to it. Redirected
damage stops being combat damage (see Rule G.13.8). [\[D'Angelo 10/19/98\]](#)

Wall of Fire:

Info: Color=Red Type=Summon Wall Cost=1RR ABUR45(U1)
Text(ABU/4th/5th+errata): 0/5 ; (Walls cannot attack.) ; {R}: ~this~
gets +1/+0 until end of turn. [\[Oracle 07/01/98\]](#)

Wall of Heat:

Info: Color=Red Type=Summon Wall Cost=2R LG(C1)/CH(C3)
Text(LG/CH+errata): 2/6. (Walls cannot attack.) [\[Oracle 07/01/98\]](#)

Wall of Ice:

Info: Color=Green Type=Summon Wall Cost=2G ABUR4(U1)
Text(ABU/RV/4th+errata): 0/7. (Walls cannot attack.)

Wall of Junk:

Info: Color=Artifact Type=Artifact Creature Cost=2 US(U1)
Text(US+errata): 0/7. ; Wall of Junk counts as a wall. (Walls cannot
attack.) ; Whenever ~this~ blocks, return it to owner's hand at end of
combat. [\[WotC Rules Team 10/18/98\]](#)
It only returns to owner's hand if it is still in play at end of combat.

[\[D'Angelo 11/09/98\]](#)

Note - It has errata to count as a wall.

Wall of Light:

Info: Color=White Type=Summon Wall Cost=2W LG(U1)
Text(LG+errata): 1/5, Protection from Black. (Walls cannot attack.)

[\[Oracle 07/01/98\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Wall of Nets:

Info: Color=White Type=Summon Wall Cost=1WW EX(R1)
Text(EX): 0/7 ; At end of combat, remove from the game all creatures blocked by ~this~. If ~this~ leaves play, return to play under their owners' control all creatures removed from the game with ~this~.
It only removes creatures from the game if this card is still in play at the end of combat. [\[Barclay 06/10/98\]](#)

Wall of Opposition:

Info: Color=Red Type=Summon Wall Cost=3RR LG(R1)/CH(U3)
Text(LG/CH+errata): 0/6 ; (Walls cannot attack.) ; {1}: ~this~ gets +1/+0 until end of turn. [\[Oracle 07/01/98\]](#)

Wall of Putrid Flesh:

Info: Color=Black Type=Summon Wall Cost=2B LG(U1)
Text(LG+errata): 2/4, Protection from White ; (Walls cannot attack.) ; All damage dealt to ~this~ from creatures with enchantments on them is reduced to 0. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.

Wall of Razors:

Info: Color=Red Type=Summon Wall Cost=1R SH(U1)
Text(SH): 4/1, First Strike (Walls cannot attack.)

Wall of Resistance:

It gets only one counter a turn, not one per point of damage.
[\[D'Angelo 06/18/98\]](#)

Wall of Shadows:

Info: Color=Black Type=Summon Wall Cost=1BB LG(C2)/CH(C3)
Text(CH+errata): 0/1 (Walls cannot attack.) ; All damage dealt to ~this~ from creatures it is blocking is reduced to 0. ; ~this~ cannot be the target of spells or abilities that can target only Walls.
[\[Oracle 07/01/98\]](#)

As errata, the Chronicles version should have the Legends symbol and not the Antiquities symbol on it. [\[Encyclopedia, Page 208\]](#)

The creature cannot damage the wall by any means during the combat. If an Instill Energy was on an attacking Prodigal Sorcerer, and the Sorcerer untapped after attacking and being blocked by the Wall, if it tried to poke the Wall before the end of combat, the damage would be reduced to zero. [\[D'Angelo 09/25/95\]](#)

Can be destroyed by a Battering Ram because combat effects are not targeted. [\[WotC Rules Team 02/07/94\]](#)

It is not affected by the Golgothian Sylex. [\[D'Angelo 08/16/95\]](#)

Can be targeted by Chaos Charm even if used in the mode that targets a wall, because Chaos Charm is not a "spell that can target only walls".
[\[bethmo 02/11/99\]](#)

Wall of Souls:

Info: Color=Black Type=Summon Wall Cost=1B SH(U1)
Text(SH): 0/4 (Walls cannot attack.) ; Whenever ~this~ is dealt combat damage, it deals an equal amount of damage to target opponent.
Redirected damage loses its combat nature, so it will not trigger on damage that is redirected to it. See Rule G.13.8. [\[Barclay 02/27/98\]](#)

Wall of Spears:

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(U3)/45(C1)
Text(5th+errata): 2/3, First Strike ; ~this~ counts as a Wall. ; (Walls

cannot attack.) [\[Oracle 07/01/98\]](#)

The card says "Counts as a wall" and it means that it is a Wall in all ways. [\[bethmo 05/03/94\]](#) See Rule G.10.1.

Wall of Stone:

Info: Color=Red Type=Summon Wall Cost=1RR ABUR45(U1)
Text(ABU/RV/4th/5th+errata): 0/8. (Walls cannot attack.) [\[Oracle 07/01/98\]](#)

Wall of Swords:

Info: Color=White Type=Summon Wall Cost=3W ABUR45(U1)
Text(ABU/RV/4th/5th+errata): 3/5, Flying. (Walls cannot attack.)
[\[Oracle 07/01/98\]](#)

Wall of Tears:

Info: Color=Blue Type=Summon Wall Cost=1U SH(U1)
Text(SH): 0/4 (Walls cannot attack.) ; If ~this~ blocks any creatures, return each of those creatures to owner's hand at end of combat. Only creatures which live through the combat are returned to their owner's hand. [\[Duelist Magazine #25, Page 31\]](#)

Wall of Tombstones:

Info: Color=Black Type=Summon Wall Cost=1B LG(U1)
Text(LG+errata): 0/1 ; (Walls cannot attack.) ; At the end of your upkeep, ~this~'s toughness permanently becomes 1 plus the number of creature cards in your graveyard. [\[Oracle 07/01/98\]](#)

This sets the current power/toughness and not the base value, so it overrides counters and any older effects. [\[D'Angelo 02/07/99\]](#)

The use of "permanently" simply means it will not wear off on its own. This effect can still be overridden by other spells and abilities.

[\[D'Angelo 02/04/99\]](#)

A "creature card" is a Summon card or Artifact Creature card.

[\[D'Angelo 1994\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Wall of Vapor:

Info: Color=Blue Type=Summon Wall Cost=3U LG(C2)/CH(C3)
Text(CH+errata): 0/1 (Walls cannot attack.) ; All damage dealt to ~this~ from creatures it is blocking is reduced to 0. [\[Oracle 07/01/98\]](#)

The creature it is blocking cannot damage the wall by any means during the combat. If an Instill Energy was on an attacking Prodigal Sorcerer, and the Sorcerer untapped after attacking and being blocked by the Wall, if it tried to poke the Wall before the end of combat, the damage would be reduced to zero. [\[D'Angelo 09/25/95\]](#)

Wall of Water:

Info: Color=Blue Type=Summon Wall Cost=1UU ABUR4(U1)
Text(ABU/4th+errata): 0/5 ; (Walls cannot attack.) ; {U}: ~this~ gets +1/+0 until end of turn. [\[Oracle 07/01/98\]](#)

Wall of Wonder:

Info: Color=Blue Type=Summon Wall Cost=2UU LG(U1)/CH(U3)
Text(CH+errata): 1/5 ; (Walls cannot attack.) ; {2}{U}{U}: ~this~ gets +4/-4 until end of turn. ~this~ can attack this turn as though it were not a Wall. [\[Oracle 07/01/98\]](#)

Paying to make the Wall capable of attacking does not override the normal rule that a creature may not attack unless it began your turn in play.

[\[Duelist Magazine #2, Page 9\]](#)

You can apply the +4/-4 bonus as many times as you have mana to pay for it.

Of course if it does not have enough toughness, it'll die. [\[Aahz 06/16/94\]](#)

Wanderlust:

Info: Color=Green Type=Enchant Creature Cost=2G ABUR45(U1)
Text(5th): During the upkeep of enchanted creature's controller, ~this~ deals 1 damage to him or her.

Wand of Denial:

Info: Color=Artifact Type=Artifact Cost=1 VI(R1)

Text(VI+errata): {Tap}: Look at the top card of target player's library; if that card is a nonland card, you may pay 2 life and put the card into that player's graveyard. [\[Oracle 07/01/98\]](#)

Wand of Ith:

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)
Text(DK+errata): {3},{Tap}: Look at a card chosen at random from target player's hand. That player then discards that card unless he or she pays life equal to the card's casting cost, or 1 life if it is a land card.
Use this ability only during your turn. [\[Oracle 07/01/98\]](#)
Any X in the casting cost of a spell is zero for purposes of the Wand.
[\[Aahz 08/10/94\]](#)
The card is picked during resolution of this effect. [\[D'Angelo 02/01/95\]](#)
This gives the player a chance to cast any instant speed spells prior to having a random card selected from their hand.

War Barge:

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)
Text(DK+errata): {3}: Target creature gains islandwalk until end of turn.
If ~this~ leaves play this turn, destroy that creature and the creature cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)
[\[Oracle Update 11/11/98\]](#)
Note - Also see Landwalk, Rule A.22.

War Dance:

Info: Color=Green Type=Enchantment Cost=G US(U1)
Text(US): During your upkeep, you may put a verse counter on ~this~. ;
Sacrifice ~this~: Target creature gets +X/+X until end of turn, where X is the number of verse counters on ~this~.
Adding a counter is an optional Phase Ability (see Rule A.5). If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

Ward of Lights:

Note - Also see Play As A..., Rule T.15.

War Elephant:

Info: Color=White Type=Summon Elephant Cost=3W AN(C4)/CH(C3)
Text(CH): 2/2, Banding, Trample.
Note - Also see Banding, Rule A.11.
Note - Also see Trample, Rule A.27.

War Mammoth:

Info: Color=Green Type=Summon Mammoth Cost=3G ABUR45(C1)
Text(ABU/RV/4th/5th): 3/3, Trample.
Note - Also see Trample, Rule A.27.

Warmth:

Info: Color=White Type=Enchantment Cost=1W TE(U1)
Text(TE): Whenever target opponent successfully casts a red spell, gain 2 life.
You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.
[\[Aahz 11/17/97\]](#)

Warp Artifact:

Info: Color=Black Type=Enchant Artifact Cost=BB ABUR45(R1)
Text(5th): During the upkeep of enchanted artifact's controller, ~this~ deals 1 damage to him or her.

Warrior Angel:

Info: Color=White Type=Summon Angel Cost=4WW SH(R1)
Text(SH): 3/4, Flying ; For each 1 damage ~this~ deals, gain 1 life.

Warrior en-Kor:

Info: Color=White Type=Summon Knight Cost=WW SH(U1)

Text(SH): 2/2 ; {0}: Redirect 1 damage from ~this~ to a creature you control.

See Lancers en-Kor for rulings.

Warrior's Honor:

Info: Color=White Type=Instant Cost=2W VI(C1)

Text(VI): All creatures you control get +1/+1 until end of turn.

Note - The Anthologies version of the card has a casting cost of {1}{W} instead of {2}{W}. This is an error.

Warthog:

Info: Color=Green Type=Summon Warthog Cost=1GG VI(C1)

Text(VI): 3/2, Swampwalk.

Note - Also see Landwalk, Rule A.22.

Wasteland:

Info: Color=Land Type=Land Cost=None TE(U1)

Text(TE): {Tap}: Add one colorless mana to your mana pool. ;

{Tap}, Sacrifice ~this~: Destroy target nonbasic land.

Watchdog:

Info: Color=Artifact Type=Artifact Creature Cost=3 TE(U1)

Text(TE): 1/2 ; ~this~ blocks if able. ; As long as ~this~ is untapped, all creatures attacking you get -1/-0.

Water Elemental:

Info: Color=Blue Type=Summon Elemental Cost=3UU ABUR4(U1)

Text(ABU/RV/4th): 5/4.

Waterspout Djinn:

Info: Color=Blue Type=Summon Djinn Cost=2UU VI(U1)

Text(VI+errata): 4/4, Flying ; During your upkeep, return an untapped island you control to owner's hand or sacrifice ~this~. [\[Oracle 07/01/98\]](#)

The return of a land to your hand is a phase cost (see Rule A.6), so the land is returned to your hand as a cost. This means if you have two Waterspout Djinn, they must each be pointed at different Islands.

[\[D'Angelo 12/19/97\]](#)

Water Wurm:

Info: Color=Blue Type=Summon Wurm Cost=U DK(C3)

Text(DK+errata): 1/1 ; As long as any opponent controls any islands, ~this~ gets +0/+1. [\[Oracle 07/01/98\]](#)

Only gets the bonus once even if more than one opponent has an Island in play. [\[Aahz 12/25/94\]](#)

Wave of Terror:

Info: Color=Black Type=Enchantment Cost=2B WL(R1)

Text(WL+errata): Cumulative Upkeep - {1} ; At the end of your upkeep, destroy each creature with total casting cost equal to ~this~'s last paid cumulative upkeep. Those creatures cannot be regenerated this turn.

[\[Oracle 07/01/98\]](#)

Will not kill zero cost creatures. [\[bethmo 06/12/97\]](#)

Only kills creatures with an exact cost of N, not N or less (where N is the last paid cumulative upkeep). [\[bethmo 06/12/97\]](#)

Note - Also see Cumulative Upkeep, Rule A.14.

Waylay:

Info: Color=White Type=Instant Cost=2W US(U1)

Text(US): Put three Knight tokens into play. Treat these tokens as 2/2 white creatures. Remove them from the game at end of turn.

The three tokens do have summoning sickness. This means they cannot attack unless you have an effect that allows them to ignore summoning sickness.

[\[D'Angelo 11/20/98\]](#)

Wayward Soul:

Info: Color=Blue Type=Summon Spirit Cost=2UU EX(C1)

Text(EX): 3/2, Flying ; {U}: Put ~this~ on top of owner's library.

Weakness:

Info: Color=Black Type=Enchant Creature Cost=B ABUR45(C1)
 Text(5th): Enchanted creature gets -2/-1.

Weakstone:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)
 Text(AQ+errata): All attacking creatures get -1/-0. [\[Oracle 07/01/98\]](#)
 The card is of type "Artifact" and not "Continuous Artifact".

[\[Oracle 07/01/98\]](#)

The -1/-0 applies to attacking creatures from all players. [\[Aahz 1994\]](#)
 Extended tournaments (see Rule D.15) have always banned this card.

Weatherseed Elf:

Info: Color=Green Type=Summon Elf Cost=G UL(C1)
 Text(UL): 1/1 ; {Tap}: Target creature gains forestwalk until end of turn.
 Note - Also see Landwalk, Rule A.22.

Weatherseed Faeries:

Info: Color=Blue Type=Summon Faeries Cost=2U UL(C1)
 Text(UL): 2/1, Flying, Protection from Red.
 Note - Also see Protection, Rule A.24.

Weatherseed Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=2GGG UL(R1)
 Text(UL): 5/3, Trample ; When ~this~ is put into a graveyard from play, return ~this~ to owner's hand.
 Note - Also see Trample, Rule A.27.

Web:

Info: Color=Green Type=Enchant Creature Cost=G ABUR4(R1)
 Text(4th+errata): Enchanted creature gets +0/+2 and can block creatures with flying. [\[Oracle 07/01/98\]](#)

Welkin Hawk:

Info: Color=White Type=Summon Bird Cost=1W EX(C1)
 Text(EX): 1/1, Flying ; If ~this~ is put into any graveyard from play, you may search your library for a Welkin Hawk card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

Well of Knowledge:

Info: Color=Artifact Type=Artifact Cost=3 WL(R1)
 Text(WL): Any player may pay 2 during his or her draw phase to draw a card. Players may use this ability as many times as they choose.

Wellspring:

Info: Color=Multi Type=Enchant Land Cost=1GW MI(R1)
 Text(MI): When ~this~ comes into play, gain control of enchanted land. ; At the end of each of your turns, lose control of enchanted land. ; At the beginning of each of your turns, gain control of enchanted land.
 The control gain happens just before the beginning of untap. [\[Aahz 09/20/96\]](#)
 If the land is animated, you get it without summoning sickness.

[\[Aahz 10/01/96\]](#)

The "lose control" effect just removes the all "gain control" effects made by this card, not any "gain control" effects on the card from other sources. [\[Aahz 03/17/97\]](#)

If Wellspring leaves play, the land stays under the control of whoever is currently controlling it. [\[D'Angelo 06/25/98\]](#)

The errata in Oracle 07/01/98 was removed. [\[Oracle 11/11/98\]](#)

Western Paladin:

Info: Color=Black Type=Summon Knight Cost=2BB US(R1)
 Text(US): 3/3. ; {B}{B},{Tap}: Destroy target white creature.

Wheel of Fortune:

Info: Color=Red Type=Sorcery Cost=2R ABUR(R1)
 Text(RV+errata): Each player discards his or her hand, then each player

draws seven cards. [\[Oracle 07/01/98\]](#)
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 03/23/94.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have always banned this card.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 05/02/95 when it left the environment. It was previously restricted from 03/23/94 to 05/02/95.

Wheel of Torture:

Info: Color=Artifact Type=Artifact Cost=3 UL(R1)
Text(UL): During each of your opponents' upkeeps, ~this~ deals 1 damage to that player for each card fewer than three in his or her hand.

Whetstone:

Info: Color=Artifact Type=Artifact Cost=3 US(R1)
Text(US): {3}: Each player puts the top two cards of his or her library into his or her graveyard.
Can be used if a player has less than 2 cards in their library. It will remove 0 or 1 cards if that is all that is available. [\[D'Angelo 10/15/98\]](#)
It is not a draw effect so it will not cause a player with less than 2 cards in their library to lose. [\[D'Angelo 10/15/98\]](#)
Since you are putting more than one card in the graveyard at one time, each affected player can choose the order the 2 cards go in.
[\[D'Angelo 10/15/98\]](#)

Whim of Volrath:

Info: Color=Blue Type=Instant Cost=U TE(R1)
Text(TE): Buyback {2} ; Change the text of target permanent by replacing all instances of one color word or basic land type with another until end of turn.
Note - See Magical Hack for rulings, except that Whim cannot be used as an interrupt.
Note - Also see Buyback, Rule A.13.

Whippoorwill:

Info: Color=Green Type=Summon Whippoorwill Cost=G DK(U2)
Text(DK+errata): 1/1 ; {G}{G},{Tap}: Until end of turn, target creature cannot regenerate, and players cannot play spells and abilities that prevent or redirect damage dealt to that creature. If the creature is put into any graveyard this turn, remove it from the game.
[\[Oracle 07/01/98\]](#)

Whiptongue Frog:

Info: Color=Blue Type=Summon Frog Cost=2U EX(C1)
Text(EX): 1/3 ; {U}: ~this~ gains flying until end of turn.

Whirling Dervish:

Info: Color=Green Type=Summon Dervish Cost=GG LG(U1)/45(U1)
Text(5th): 1/1, Protection from Black ; If ~this~ damages any opponent, put a +1/+1 counter on it at end of turn.
If it damages the opponent multiple times in a turn, it gets a +1/+1 counter for each time. [\[D'Angelo 06/08/98\]](#)
Note - Also see Protection, Rule A.24.

Whirlwind:

Info: Color=Green Type=Sorcery Cost=2GG US(R1)
Text(US): Destroy all creatures with flying.

Whispers of the Muse:

Info: Color=Blue Type=Instant Cost=U TE(U1)
Text(TE): Buyback {5} ; Draw a card.
Note - Also see Buyback, Rule A.13.

White Knight:

Info: Color=White Type=Summon Knight Cost=WW ABUR45(U1)

Text(ABU/RV/4th/5th): 2/2, First Strike, Protection from Black.
Note - Also see Protection, Rule A.24.

White Mana Battery:

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R1)
Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap}, Remove X charge counters from ~this~: Add an amount of {W} to your mana pool equal to X plus one. Play this ability as a mana source.
[\[Oracle 07/01/98\]](#)
See Black Mana Battery for rulings.

White Ward:

Info: Color=White Type=Enchant Creature Cost=W ABUR4(U1)
Text(4th+errata): Enchanted creature gains protection from white. The protection granted by ~this~ does not destroy ~this~. [\[Oracle 07/01/98\]](#)
See Black Ward for rulings.
Note - Also see Protection, Rule A.24.

Wicked Reward:

Info: Color=Black Type=Instant Cost=1B VI(C1)
Text(VI): Sacrifice a creature: Target creature gets +4/+2 until end of turn.
The sacrifice of a creature is part of the play cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [\[D'Angelo 01/28/97\]](#)

Wiitigo:

As errata, it should say "Wiitigo comes into play with six...".
[\[Duelist Magazine #17, Page 24\]](#) Otherwise, it would die before the "comes into play" trigger got dealt with.
The last sentence about ignoring the effect applies to the entire card.
Once it runs out of counters, it can never gain or lose counters again.
[\[Duelist Magazine #10, Page 43\]](#)
Any +1/+1 counter from any source can be used with his ability.
[\[D'Angelo 11/25/97\]](#)

Wild Dogs:

Info: Color=Green Type=Summon Hounds Cost=G US(C1)
Text(US): 2/1. ; During your upkeep, if a player has more life than any other, that player gains control of ~this~. ; Cycling {2}.
Note - Also see Cycling, Rule A.15.

Wildfire:

Info: Color=Red Type=Sorcery Cost=4RR US(R1)
Text(US): Each player sacrifices four lands, then ~this~ deals 4 damage to each creature.

Wild Growth:

Info: Color=Green Type=Enchant Land Cost=G IA(C1)/ABUR45(C1)
Text(5th): Whenever enchanted land is tapped for mana, it produces an additional {G}.
The mana is provided when the triggered ability (see Rule A.8) resolves.
[\[Duelist Magazine #18, Page 29\]](#)

Wild Wurm:

Info: Color=Red Type=Summon Wurm Cost=3R TE(U1)
Text(TE): 5/4 ; When ~this~ comes into play, flip a coin. If you lose the flip, return ~this~ to owner's hand.
Note - Also see Comes Into Play Abilities, Rule E.3.

Will-O'-The-Wisp:

Info: Color=Black Type=Summon Will-O'-The-Wisp Cost=B ABUR4(R1)
Text(4th+errata): 0/1, Flying ; {B}: Regenerate ~this~. [\[Oracle 07/01/98\]](#)

Willow Satyr:

Info: Color=Green Type=Summon Satyr Cost=2GG LG(R1)
Text(LG+errata): 1/1 ; You may choose not to untap ~this~ during your untap

phase. ; {Tap}: Gain control of target legend as long as you control "this" and "this" remains tapped. [\[Oracle 07/01/98\]](#)
Extended tournaments (see Rule D.15) have always banned this card.
Note - Also see Tap and Hold Abilities, Rule E.12.

Willow Priestess:

Bringing a Faerie into play is a normal instant speed effect and it can be used at any time instants are allowed. [\[D'Angelo 04/12/96\]](#)

Wind Dancer:

Info: Color=Blue Type=Summon Faerie Cost=1U TE(U1)
Text(TE): 1/1, Flying ; {Tap}: Target creature gains flying until end of turn.

Wind Drake:

Info: Color=Blue Type=Summon Drake Cost=2U TE(C1)
Text(TE): 2/2, Flying.

Windfall:

Info: Color=Blue Type=Sorcery Cost=2U US(U1)
Text(US): Each player discards his or her hand and draws cards equal to the greatest number a player discarded this way.
Classic (Type I) tournaments (see Rule D.13) have restricted this card since 01/01/99.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) have banned this card since 01/01/99.
Extended tournaments (see Rule D.15) have banned this card since 01/01/99.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/99.
Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 04/01/99.

Winding Canyons:

Info: Color=Land Type=Land Cost=None WL(R1)
Text(WL+errata): {Tap}: Add one colorless mana to your mana pool. ; {2},{Tap}: Until end of turn, you may play creature cards as instants.
[\[Oracle 07/01/98\]](#)
Note - Also see Play As A..., Rule T.15.

Winding Wurm:

Info: Color=Green Type=Summon Wurm Cost=4G US(C1)
Text(US): 6/6. Echo.
Note - Also see Echo, Rule A.16.

Windseeker Centaur:

Info: Color=Red Type=Summon Centaur Cost=1RR PR(WW)
Text(PR): 2/2 ; Attacking does not cause "this" to tap.

Wind Shear:

Info: Color=Green Type=Instant Cost=2G VI(U1)
Text(VI): All attacking creatures with flying get -2/-2 and lose flying until end of turn.
The -2/-2 and loss of Flying both last until end of turn. The -2/-2 is not permanent. [\[D'Angelo 01/28/97\]](#)

Winds of Change:

Info: Color=Red Type=Sorcery Cost=R LG(U1)/45(R1)
Text(5th): Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before.
The number of cards you originally had is the number of cards in your hand when this spell is resolved, and not when it is cast. In other words, if you start with 7 cards, cast Winds of Change, and then cast 5 other instants in the same batch, then you will get 1 new card and not 6 or 7.
[\[Aahz 09/06/94\]](#)

Winds of Rath:

Info: Color=White Type=Sorcery Cost=3WW TE(R1)

Text(TE): Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

Wind Spirit:

Info: Color=Blue Type=Summon Spirit Cost=4U IA(U1)/5(U1)
Text(5th): 3/2, Flying ; ~this~ cannot be blocked by only one creature.

Wirecat:

Info: Color=Artifact Type=Artifact Creature Cost=4 US(U1)
Text(US): 4/3. ; ~this~ cannot attack or block if an enchantment is in play.

Winged Sliver:

Info: Color=Blue Type=Summon Sliver Cost=1U TE(C1)
Text(TE): 1/1 ; All Slivers gain flying.

Wing Snare:

Info: Color=Green Type=Sorcery Cost=2G UL(U1)
Text(UL): Destroy target creature with flying.

Winter Blast:

Info: Color=Green Type=Sorcery Cost=XG LG(R1)/45(U1)
Text(5th): Tap X target creatures. ~this~ deals 2 damage to each of those creatures with flying.

Will succeed on already tapped creatures and do damage to them.

[\[Duelist Magazine #5, Page 22\]](#)

Checks if the creatures are Flying on resolution and not on announcement.

[\[D'Angelo 10/05/95\]](#)

Cannot target the same thing more than once. [\[D'Angelo 02/03/98\]](#)

Note - Also see X Costs, Rule K.27.

Winter Orb:

Info: Color=Artifact Type=Artifact Cost=2 ABUR45(R1)
Text(5th): Players cannot untap more than one land during their untap phases.

Lands animated by Living Lands or Kormus Bell are affected by this spell. [\[D'Angelo 1994\]](#)

Winter's Chill:

The payments are made when the spell resolves. [\[Aahz 06/08/95\]](#) The three options are: pay 2 to let creature act as normal, pay 1 to have creature neither deal or receive damage, or pay nothing and the creature does not deal or receive damage and it will be destroyed at end of combat.

Winter's Grasp:

Info: Color=Green Type=Sorcery Cost=1GG TE(U1)
Text(TE): Destroy target land.

Witch Engine:

Info: Color=Black Type=Summon Horror Cost=5B US(R1)
Text(US): 4/4, Swampwalk. ; {Tap}: Add {B}{B}{B} to your mana pool.
Target opponent gains control of ~this~. (Play this ability as an instant.)

If this card is not in play when the effect resolves, your opponent does not get it. You can sacrifice it or unsummon it using an instant before it resolves, and you get the mana but they don't get the creature.

[\[D'Angelo 10/26/98\]](#)

Note - Also see Landwalk, Rule A.22.

Witch Hunter:

Info: Color=White Type=Summon Hunter Cost=2WW DK(U1)/CH(U3)
Text(CH): 1/1 ; {Tap}: ~this~ deals 1 damage to target player. ;
{1}{W}{W},{Tap}: Return target creature any opponent controls to owner's hand.

Wizard Mentor:

Info: Color=Blue Type=Summon Wizard Cost=2U US(C1)
Text(US): 2/2. ; {Tap}: Return ~this~ and target creature you control to

owner's hand.
Can target itself. [\[DeLaney 10/05/98\]](#)

Wolverine Pack:

Info: Color=Green Type=Summon Wolverine Pack Cost=2GG LG(C2)/5(U1)
Text(LG/5th): 2/4, Rampage 2.
Note - Also see Rampage, Rule A.25.

Wood Elemental:

Info: Color=Green Type=Summon Elemental Cost=3G LG(R1)
Text(LG+errata): */* ; ~this~ comes into play with power and toughness each equal to the number of untapped forests you sacrifice as it comes into play. [\[Oracle 07/01/98\]](#)

The Forests are sacrificed to define the power/toughness of this card right before it comes into play. You have to do this sacrifice no matter how this card comes into play. See Rule G.31.3. [\[D'Angelo 02/11/99\]](#)

You still have to sacrifice forests if a copy (such as Clone) is made, or if Animate Dead or some other effect brings it into play.

[\[bethmo 06/25/94\]](#)

A Vesuvan Doppelganger switching forms to a Wood Elemental will not require a sacrifice. [\[Aahz 07/05/95\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Wood Elves:

Info: Color=Green Type=Summon Elves Cost=2G EX(C1)
Text(EX): 1/1 ; When ~this~ comes into play, search your library for a forest card and put that forest into play. Shuffle your library afterwards.

The ability is not optional. [\[DeLaney 06/10/98\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Wooden Sphere:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U1)
Text(5th): {1}: Gain 1 life. Use this ability only when a green spell is successfully cast and only once for each such spell.

Wood Sage:

Info: Color=Multi Type=Summon Druid Cost=UG TE(R1)
Text(TE): 1/1 ; {Tap}: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard.

Word of Binding:

Info: Color=Black Type=Sorcery Cost=XBB DK(C3)/4(C1)
Text(4th): Tap X target creatures.
Note - Also see X Costs, Rule K.27.

Word of Blasting:

Info: Color=Red Type=Instant Cost=1R IA(U1)/5(U1)
Text(5th+errata): Destroy target Wall. That wall cannot regenerate this turn. ~this~ deals to that Wall's controller an amount of damage equal to the Wall's total casting cost. [\[Oracle 07/01/98\]](#)

Word of Command:

Info: Color=Black Type=Instant Cost=BB ABU(R1)
Text(ABU+errata): Look at target player's hand. That player plays any card of your choice in his or her hand as if he or she had priority to begin a batch. You make all decisions for that card when it's played, when it resolves, and when it comes into play, including for any of its abilities that trigger at those times. You decide how the card is paid for; you can spend only mana in the player's mana pool but can force him or her to tap lands for mana as needed to pay for the card. [\[Oracle 07/01/98\]](#)

The caster of Word of Command controls all aspects of the spell they have the opponent cast, including the amount of mana and target of the spell. Note that if the spell just enables something, you cannot power it in addition to casting it. For example, you cannot cast Pestilence then tap additional mana to power the card, or summon a Nether Shadow

and declare an attack with it. Spells with an X casting cost have X decided by the caster of Word of Command. [\[WotC Rules Team 01/24/94\]](#)

The decisions apply to ones made on announcement and ones made on resolution. [\[D'Angelo 04/11/95\]](#)

Since casting this spell is an action, your opponent gets a chance to cast interrupts and instants in response to your spell. Once the current batch of effects it is in is resolved, then you can look at your opponent's hand. Note that if damage occurs during this instant, it must be resolved before the Commanded spell. [\[bethmo 05/18/94\]](#) It is standard practice to use up any spells or mana you can before letting your opponent at your hand.

Your opponent cannot counter the Word of Command once they let you look at his hand, but they can attempt to counter the spell you force them to cast. [\[WotC rules team 01/24/94\]](#)

You must order your opponent to cast a spell or play a land if it is possible to do so. [\[D'Angelo 1994\]](#)

The spell which is cast is considered as being cast by the player targeted by Word of Command and not by the caster of Word of Command.

[\[Arab FAQ 01/05/94\]](#)

You can't make them cast something that they could not have legally cast at that time on their own. So no summonings unless it is their main phase, etc. [\[D'Angelo 08/11/95\]](#)

The spell cast under Word of Command is cast during the resolution of Word of Command and it resolves immediately without any chance to respond with other effects. Once that spell resolves, the current batch of effects continues to resolve. [\[Duelist Magazine #18, Page 29\]](#) (REVERSAL) The spell used to start the next batch of spells/abilities.

The spell being cast by Word of Command's effect can be interrupted as normal. It just is being cast at an unusual time which does not allow non-interrupt responses. [\[D'Angelo 03/26/97\]](#)

Only spells/abilities that would be legal for the player to start a batch with during the current phase are legal. [\[WotC Rules Team 03/14/97\]](#)

You do get to choose which lands get tapped. [\[bethmo 1994\]](#) This means you can choose ones with Psychic Venom or other bad effects on them, but does not allow you to tap a wrong amount (or color) of mana (possibly causing mana burn) if there is a possible way to tap the right amount of mana. For example, if one Forest and one Forest with Wild Growth are available, you may not use the one with Wild Growth to cast Giant Growth (cost 'G'). [\[Aahz 1994\]](#) You can make them choose an optional mana generating ability of the land that is tapped, such as making them sacrifice a Dwarven Ruins. [\[WotC Rules Team 12/15/94\]](#)

You may Command your opponent to play a land (if they have not already done so this turn). [\[Aahz 1994\]](#)

With Channel, the amount of mana converted is not a decision in the casting of the spell. [\[WotC Rules Team 01/24/94\]](#)

You cannot announce a Word of Command between someone tapping mana for a spell and then announcing the spell. [\[Aahz 07/09/95\]](#)

If used with a Demonic Tutor being the card the other player casts, you do not get to look through that player's library. You get to name a card for them to take. If it is in the library, they take it. If not, you name another card. Repeat until you name one that they have.

[\[D'Angelo 04/11/95\]](#) Remember that even on-resolution decisions are made by the Word of Command caster.

If there is a non-mana way to cast a spell, as with Pitch Spells, you may require that way to be used if it is possible to do so.

[\[D'Angelo 03/26/97\]](#)

To "play a card" is to either announce a spell (see Rule T.4) or to put a land into play using the main phase special action (see Rule P.8.3).

[\[D'Angelo 01/18/99\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Workhorse:

Info: Color=Artifact Type=Artifact Creature Cost=6 EX(R1)

Text(EX): 0/0 ; ~this~ comes into play with four +1/+1 counters on it. ;

Remove a +1/+1 counter from ~this~: Add one colorless mana to your mana pool. Play this ability as a mana source.

Worms of the Earth:

Info: Color=Black Type=Enchantment Cost=2BBB DK(U1)

Text(DK+errata): Lands cannot come into play, and players cannot play lands. ; During any upkeep, any player may sacrifice two lands or pay 5 life to destroy ~this~. [\[Oracle 07/01/98\]](#)

A land which is somehow put in an Oubliette or Tawnos's Coffin or which phases out can return to play since it is not considered a "new land". [\[Duelist Magazine #6, Page 132\]](#)

A land which is somehow put into a Safe Haven will leave the game forever if it tries to return while Worms of the Earth is in play.

[\[Duelist Magazine #6, Page 132\]](#)

If you play a spell/ability like Untamed Wilds which lets you put a land into play, the effect fails. With Untamed Wilds you still shuffle the library. [\[Duelist Magazine #6, Page 132\]](#)

Eureka will not allow a land to enter play. [\[WotC Rules Team 06/15/95\]](#)

Wormwood Treefolk:

Info: Color=Green Type=Summon Treefolk Cost=3GG DK(U1)

Text(DK+errata): 4/4 ; {G}{G}: ~this~ deals 2 damage to you and gains forestwalk until end of turn. ; {B}{B}: ~this~ deals 2 damage to you and gains swampwalk until end of turn. [\[Oracle 07/01/98\]](#)

Note - Also see Landwalk, Rule A.22.

Worn Powerstone:

Info: Color=Artifact Type=Artifact Cost=3 US(U1)

Text(US): ~this~ comes into play tapped. ; {Tap}: Add two colorless mana to your mana pool. Play this ability as a mana source.

Worship:

Info: Color=White Type=Enchantment Cost=3W US(R1)

Text(US): Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.

This effect is applied when you lose life due to unprevented damage. All the damage got successfully dealt, but the player does not necessarily lose any life because of that. [\[WotC Rules Team 10/18/98\]](#)

It reduces your life total to 1, not the damage to 1. [\[D'Angelo 01/23/99\]](#)

Worthy Cause:

Info: Color=White Type=Instant Cost=W TE(U1)

Text(TE): Buyback {2} ; Sacrifice a creature: Gain life equal to the sacrificed creature's toughness.

Note - Also see Buyback, Rule A.13.

Wrath of God:

Info: Color=White Type=Sorcery Cost=2WW ABUR45(R1)

Text(4th/5th+errata): Destroy all creatures. Those creatures cannot be regenerated this turn. [\[Oracle 07/01/98\]](#)

Creatures with Protection from White cannot avoid this spell's effects.

Destruction by means of Wrath of God is not targeted. [\[Snark 1994\]](#)

The Wretched:

Info: Color=Black Type=Summon Wretched Cost=3BB LG(R1)/CH(U1)/5(R1)

Text(5th): 2/5 ; At end of combat, gain control of all creatures blocking ~this~ as long as you control ~this~.

This means it affects ones currently being blocked by this card at the end of combat and not ones that might have been removed by an effect such as General Jarkeld. [\[Duelist Magazine #8, Page 47\]](#)

Wyluli Wolf:

Info: Color=Green Type=Summon Wolf Cost=1G AN(C5)/5(R1)

Text(5th): 1/1 ; {Tap}: Target creature gets +1/+1 until end of turn.

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Xanthic Statue:

Info: Color=Artifact Type=Artifact Cost=8 WL(R1)

Text(WL): {5}: Until end of turn, ~this~ is an 8/8 artifact creature with

trample.

Note - Also see Trample, Rule A.27.

Xenic Poltergeist:

Info: Color=Black Type=Summon Poltergeist Cost=1BB AQ(C3)/45(R1)

Text(5th): 1/1 ; {Tap}: Until your next upkeep, target noncreature artifact is an artifact creature with power and toughness each equal to its total casting cost. (That artifact retains all of its original abilities.)

Wears off at the beginning of the upkeep, not during upkeep. [\[bethmo 1994\]](#)

Note - Also see Animating Artifacts, Rule K.5.

Xira Arien:

Info: Color=Multi Type=Summon Legend Cost=GRB LG(R1)/CH(U1)

Text(CH): 1/2, Flying ; {B}{R}{G},{Tap}: Target player draws a card.

Note - Also see Legendary Permanents, Rule K.19.

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Yavimaya Granger:

Info: Color=Green Type=Summon Elf Cost=2G UL(C1)

Text(UL): 2/2. Echo ; When ~this~ comes into play, you may search your library for a basic land card and put that land into play tapped. Shuffle your library afterward.

You only shuffle if you search for a land. [\[Barclay 02/09/99\]](#)

Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Echo, Rule A.16.

Yavimaya Scion:

Info: Color=Green Type=Summon Treefolk Cost=4G UL(C1)

Text(UL): 4/4, Protection from Artifacts.

It will not reduce colorless damage to zero which is not from an artifact.

[\[Barclay 02/09/99\]](#)

Note - Also see Protection, Rule A.24.

Yavimaya Wurm:

Info: Color=Green Type=Summon Wurm Cost=4GG UL(C1)

Text(UL): 6/4, Trample.

Note - Also see Trample, Rule A.27.

Yawgmoth Demon:

Info: Color=Black Type=Summon Demon Cost=4BB AQ(U1)/CH(U1)

Text(CH+errata): 6/6, Flying, First Strike ; During your upkeep, sacrifice an artifact, or tap ~this~ and it deals 2 damage to you. [\[Oracle 07/01/98\]](#)

The sacrificing of an artifact is not mandatory. You can choose not to sacrifice an artifact but will pay the consequences. [\[Aahz 11/02/94\]](#)

Yawgmoth's Edict:

Info: Color=Black Type=Enchantment Cost=1B US(U1)

Text(US): Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life.

The ability triggers when the spell becomes successfully cast. This is after interrupts to that spell, but before any non-interrupt responses can be announced. It is long before the announced spell resolves.

[\[DeLaney 10/05/98\]](#) For example, casting Disenchant will trigger this and cause the life loss/gain before Disenchant can resolve.

Loss of life cannot be prevented by any means. See Rule G.24.2.

[\[DeLaney 10/05/98\]](#)

Yawgmoth's Will:

Info: Color=Black Type=Sorcery Cost=2B US(R1)

Text(US): Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.

If you play a Buyback spell (see Rule A.13), then there will be two effects trying to replace where the card goes. You can choose if the Buyback returns the card to your hand or the card gets removed from the game.

[\[bethmo 10/12/98\]](#)

If an effect asks you to discard a card, you cannot "discard" something that is in your graveyard. Those cards are not in your hand for any reason other than letting you play them. Thus, Cycling abilities of cards in the graveyard cannot be used. [\[DeLaney 10/15/98\]](#)

The ability is a continuous replacement ability (see Rule A.7.5). This means it applies to cards being put into the graveyard as part of a cost or during the resolution of a mana source. [\[WotC Rules Team 11/03/98\]](#)

There is no infinite mana generation with Dark Ritual.
[\[D'Angelo 11/04/98\]](#)

It does not look back in time. It only removes cards from the game that go to the graveyard after it is cast. [\[D'Angelo 11/04/98\]](#)

It will remove itself from the game since it goes to the graveyard after its effect starts. [\[D'Angelo 11/04/98\]](#)

To "play a card" is to either announce a spell (see Rule T.4) or to put a land into play using the main phase special action (see Rule P.8.3).
[\[D'Angelo 01/18/99\]](#)

Ydwen Efreet:

Info: Color=Red Type=Summon Efreet Cost=RRR AN(U2)
Text(AN+errata): 3/6 ; If ~this~ blocks, flip a coin. If you lose the flip, tap ~this~ and retroactively remove it from combat. [\[Oracle 07/01/98\]](#)

Any abilities which have already resolved before the coin flip are not undone even if it gets retroactively removed from combat. [\[Aahz 09/09/97\]](#)

Any abilities that trigger when it blocks which have not already resolved will be cancelled if the attacker is retroactively removed from the attack prior to the end of declaration of attackers. This includes the Ydwen Efreet effect. [\[Aahz 08/18/97\]](#)

The coin flip is dealt with as a triggered effect on declaring the Efreet as a blocker. [\[bethmo 08/08/97\]](#)

Extended tournaments (see Rule D.15) have always banned this card.

Yotian Soldier:

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(C4)/4(C1)
Text(4th): 1/4 ; Attacking does not cause ~this~ to tap.

Youthful Knight:

Info: Color=White Type=Summon Knight Cost=1W SH(C1)
Text(SH): 2/1, First Strike.

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Zealots en-Dal:

Info: Color=White Type=Summon Soldiers Cost=3W EX(U1)
Text(EX): 2/4 ; During your upkeep, if all nonland permanents you control are white, gain 1 life.

Zelyon Sword:

Note - Also see Tap and Hold Abilities, Rule E.12.

Zephid:

Info: Color=Blue Type=Summon Illusion Cost=4UU US(R1)
Text(US): 3/4, Flying. ; ~this~ cannot be the target of spells or abilities.

Zephid's Embrace:

Info: Color=Blue Type=Enchant Creature Cost=2UU US(U1)
Text(US): Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities.

Zephyr Falcon:

Info: Color=Blue Type=Summon Falcon Cost=1U LG(C2)/45(C1)
Text(LG/4th/5th): 1/1, Flying ; Attacking does not cause ~this~ to tap.

Zhalfirin Crusader:

Info: Color=White Type=Summon Knight Cost=1WW VI(R1)
Text(VI): 2/2, Flanking ; {1}{W}: Redirect 1 damage from ~this~ to target creature or player.
The damage being redirected is damage done to this card, not damage done by

this card. [\[DeLaney 01/28/97\]](#)
Note - Also see Flanking, Rule A.19.

Zirilan of the Claw:

Info: Color=Red Type=Summon Legend Cost=3RR MI(R1)
Text(MI+errata): 3/4 ; {1}{R}{R},{Tap}: Search your library for any Dragon card and put that Dragon into play. Shuffle your library afterwards. The Dragon is unaffected by summoning sickness this turn. At end of turn, remove it from the game.
If the Dragon is brought into play and then phases out, the "At end of turn remove it from the game" will be forgotten. [\[D'Angelo 10/30/98\]](#)

Zombie

Info: Color=Black Type=Token Cost=None UG(U1)
Text(UG): (none)
This card is used to represent a token creature. It is not a spell you can cast and is pretty close to worthless in your play deck. Set this card aside and use it when playing a spell or ability that puts a Zombie token into play. [\[D'Angelo 08/23/98\]](#)
Note - See Token Cards, Rule U.2.

Zombie Master:

Info: Color=Black Type=Summon Lord Cost=1BB ABUR45(R1)
Text(5th): 2/3 ; All Zombies gain "{B}: Regenerate" and swampwalk.
Does not grant the abilities to itself. [\[PPG Page 225\]](#)
If dying at the same time as some Zombies, the regeneration ability can still be used. Just handle the Zombie deaths before the Zombie Master. [\[D'Angelo 11/07/96\]](#)
The regeneration ability is actually added to the card text of all Zombies.
The Swampwalk ability is just granted to them. [\[Aahz 03/18/97\]](#)
Note - Also see Landwalk, Rule A.22.

Zombie Scavengers:

Info: Color=Black Type=Summon Zombies Cost=2B WL(C1)
Text(WL+errata): 3/1 ; Remove the top creature card in your graveyard from the game: Regenerate "this". [\[Oracle 07/01/98\]](#)

Zuran Enchanter:

As errata, it should read "effect" instead of "ability" in the middle sentence. [\[Encyclopedia, Page 103\]](#)

Zuran Orb:

Classic (Type I) tournaments (see Rule D.13) restricted this card from 11/01/95 through 10/01/97. It is currently unrestricted.
Classic-Restricted (Type I.5) tournaments (see Rule D.14) banned this card until 04/01/99.
Extended tournaments (see Rule D.15) have always banned this card.
Standard (Type II) tournaments (see Rule D.16) have banned this card since 01/01/97 when it left the environment. It was previously restricted from 11/01/95 to 01/01/97, and banned from 07/01/97 through 11/01/97 when Ice Age temporarily became legal again.
Ice Age and Ice Age/Homelands/Alliances block tournaments have banned this card since 05/01/97. It was previously restricted from 11/01/95 through 05/01/97.

Zur's Weirding:

Info: Color=Blue Type=Enchantment Cost=3U IA(R1)/5(R1)
Text(5th): Players play with their hands face up. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card.
This is a triggered ability that goes off when a draw effect resolves. If a spell/ability causes more than one card to be drawn, wait for the effect step to resolve (which may be before the end of the complete resolution if there is "then" in the card text). You get the chance use the Zur's effect at each of these chances. If they still have the card in their hand, then they discard. If not, you can still pay but the Zur's effect fizzles. [\[D'Angelo 08/12/97\]](#) In other words, the Weirding can affect

cards before the end of the complete resolution if a "then" is in the card text.

You can pay the 2 life on a card that was drawn and then put back into the library or somewhere else, but the Weirthing effect will fizzle since it won't find the card in the player's hand. [\[Duelist Magazine #14, Page 27\]](#)

This does not make it as if the player never drew, it is really a discard.

[\[D'Angelo 07/12/95\]](#)

The controller of Zur's effect is the player who plays the effect, who might not be the same as the controller of this card. [\[WotC Rules Team 06/01/97\]](#)

[\[Duelist Magazine #19, Page 30\]](#)

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"Mirage, Page " marks rules from the Mirage rulebook.

"Fifth Edition, Page " marks rules from the Fifth Edition rulebook.

"Encyclopedia, Page " marks errata from the Magic Official Encyclopedia.

"bethmo" is Beth Moursund, the Rules Manager at Wizards of the Coast.

"Barclay" is Paul Barclay, the network representative for the "mtg-l" mailing list.

"DeLaney" is David DeLaney, the network representative for the "rec.games.trading-cards.magic.rules" newsgroup.

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