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This release is under the rules used by SIXTH EDITION and SEVENTH EDITION. Both of these editions use the same rules.

Unglued, Portal, Portal: Second Age, Portal: Three Kingdoms, Starter, and Starter 2000 cards do not yet have official Oracle card texts, so rulings on them are based on Oracle texts made by NetReps.

Complete text is included for cards from all expansions.

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>

A '+' is used to mark changes since the 2003/05/20 release.

Thanx,

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#### Abandoned Outpost:

Info: Color=Land Type=Land Cost=None OD(C)  
Text(OD): ~this~ comes into play tapped. ; {Tap}: Add {W} to your mana pool. ; {Tap},Sacrifice ~this~: Add one mana of any color to your mana pool.

#### Abandon Hope:

Info: Color=Black Type=Sorcery Cost=X1B TE(U)  
Text(TE+errata): As an additional cost to play ~this~, discard X cards from your hand. ; Look at target opponent's hand and choose X cards from it. That player discards those cards. [Oracle 1999/05/01]  
You discard as part of the cost paid when announcing the spell.  
[D'Angelo 1998/11/02]  
X can be zero to just look at their hand. [D'Angelo 1998/11/02]  
Note - Also see X Costs, Rule K.28.

#### Abbey Gargoyles:

Info: Color=White Type=Creature - Gargoyle Cost=2WWW HL(U3)/5(U)  
Text(HL/5th): 3/4, Flying, Protection from Red.  
Note - Also see Protection, Rule A.31.

#### Abbey Matron:

Info: Color=White Type=Creature - Cleric Cost=2W HL(C4)  
Text(HL+errata): 1/3. ; {W},{Tap}: ~this~ gets +0/+3 until end of turn.  
[Oracle 1999/07/23]  
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 and it still deals damage. [D'Angelo 1999/08/01]

#### Abduction:

Info: Color=Blue Type=Enchant Creature Cost=2UU WL(U)/6(U)  
Text(6th): When ~this~ comes into play, untap enchanted creature. ; You control enchanted creature. ; When enchanted creature is put into a graveyard, return that creature to play under its owner's control.  
Can be played on an already untapped creature. [\[D'Angelo 1997/12/29\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Abeyance:**

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

Text(WL+errata): Until end of turn, target player cannot play instants, sorceries, or nonmana activated abilities. ; Draw a card.

[\[Oracle 1999/07/01\]](#)

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

[\[D'Angelo 1997/06/30\]](#) 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 spells and abilities other than mana abilities. But after this spell resolves, they cannot announce any more this turn. [\[D'Angelo 1999/07/10\]](#)

Never prevents mana abilities from being played.

[\[WotC Rules Team 1997/10/06\]](#) This means that you can tap lands for mana and play abilities of cards like Llanowar Elves which are played as mana abilities.

Does not prohibit abilities which are not activated, such as continuous abilities of cards like Crusade, triggered abilities, or declaration of attackers or blockers. [\[D'Angelo 1999/07/10\]](#)

Abeyance affects spells based on the spell's type and not on whether they are played when some other type would be legal. 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 when you can play an instant is legal under Abeyance. [\[WotC Rules Team 1997/10/06\]](#)

Similarly, a Summon spell played via Winding Canyons is legal.

[\[Aahz 1997/09/09\]](#)

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. [\[WotC Rules Team 1997/12/18\]](#) [\[Duelist Magazine #22, Page 27\]](#)

#### **Abjure:**

Info: Color=Blue Type=Instant Cost=U WL(C)

Text(WL+errata): As an additional cost to play ~this~, sacrifice a blue permanent. ; Counter target spell. [\[Oracle 1999/07/01\]](#)

You cannot sacrifice multiple permanents to get a multiple effect.

[\[D'Angelo 1997/06/12\]](#)

Note - Before errata this spell was of type Interrupt.

#### **Abolish:**

Info: Color=White Type=Instant Cost=1WW PY(U)

Text(PY+errata): You may discard a plains card from your hand rather than pay ~this~'s mana cost. ; Destroy target artifact or enchantment.

[\[Oracle 2002/10/01\]](#)

You may discard a non-basic land that "counts as" or "is" a plains.

[\[DeLaney 2000/05/29\]](#)

#### **Abomination:**

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

Text(4th+errata): 2/6 ; Whenever ~this~ blocks or becomes blocked by a green or white creature, destroy that creature at end of combat.

[\[Oracle 1999/09/03\]](#)

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. [\[WotC Rules Team 1994/07/27\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Aboroth:**

Info: Color=Green Type=Creature - Aboroth Cost=4GG WL(R)

Text(WL): 9/9. ; Cumulative Upkeep - Put a -1/-1 counter on ~this~.  
Note - Also see Cumulative Upkeep, Rule A.11.

### **Aboshan, Cephalid Emperor:**

Info: Color=Blue Type=Creature - Cephalid Legend Cost=4UU OD(R)  
Text(OD): 3/3. ; Tap an untapped Cephalid you control: Tap target permanent. ; {U}{U}{U}: Tap all creatures without flying.  
This card is of creature type Cephalid and of type Legend.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

### **Aboshan's Desire:**

Info: Color=Blue Type=Enchant Creature Cost=U OD(C)  
Text(OD): Enchanted creature has flying. ; Threshold - Enchanted creature can't be the target of spells or abilities. (You have threshold as long as seven or more card are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

### **About Face:**

Info: Color=Red Type=Instant Cost=R UL(C)  
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=Creature - Leper Cost=W AN(U3)/CH(U3)  
Text(CH+errata): 0/1 ; When ~this~ is put into a graveyard from play, destroy all creatures blocking or blocked by it. They can't be regenerated. [\[Oracle 2001/08/24\]](#)  
Protection from White will not keep a creature from being destroyed by Abu's power because combat abilities are not considered to be targeted.  
[\[D'Angelo 1994/06/01\]](#) See Rule G.40.Ruling.1.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Absolute Grace:**

Info: Color=White Type=Enchantment Cost=1W US(U)  
Text(US+errata): All creatures have protection from black.  
[\[Oracle 1999/05/01\]](#)  
This affects all creatures, not just your own. [\[Urza's FAQ 1998/10/05\]](#)  
Note - Also see Protection, Rule A.31.

### **Absolute Law:**

Info: Color=White Type=Enchantment Cost=1W US(U)  
Text(US+errata): All creatures have protection from red.  
[\[Oracle 1999/05/01\]](#)  
This affects all creatures, not just your own. [\[Urza's FAQ 1998/10/05\]](#)  
Note - Also see Protection, Rule A.31.

### **Absorb:**

Info: Color=Multi Type=Instant Cost=WUU IN(R)  
Text(IN): Counter target spell. You gain 3 life.  
If played on Urza's Rage, you gain the 3 life but Urza's Rage is not countered. [\[D'Angelo 2001/04/16\]](#)

### **Abundance:**

Info: Color=Green Type=Enchantment Cost=2GG US(R)  
Text(US+errata): If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.  
[\[Oracle 1999/05/01\]](#)  
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. [\[D'Angelo 1998/10/08\]](#)  
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 1998/10/12] In a multi-card draw you do not have to choose how many of those draws will be replaced before you do any drawing or use of this card. [D'Angelo 1999/12/07]

This replacement effect (see Rule T.10) replaces the draw, so nothing that triggers on a draw will trigger. [Barclay 1998/03/30]

### **The Abyss:**

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

Text(LG+errata): At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated. [Oracle 2001/08/24]

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 1994/07/13]

If the target becomes invalid after being chosen but before resolution, you do not have to choose another target. [Duelist Magazine #16, Page 25]

The controller of The Abyss controls the ability, but the current player chooses what gets destroyed. [Barclay 2000/12/31]

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

Note - Also see Enchant World, Rule K.12.10.

### **Abyssal Gatekeeper:**

Info: Color=Black Type=Creature - Gatekeeper Cost=1B WL(C)

Text(WL+errata): 1/1. ; When ~this~ is put into a graveyard from play, each player sacrifices a creature. [Oracle 1999/07/01]

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" effect is not targeted. It can affect creatures with protection from black. [D'Angelo 1997/08/27]

### **Abyssal Horror:**

Info: Color=Black Type=Creature - Horror Cost=4BB US(R)/ST(R)/7(R)

Text(7th): 2/2, Flying. ; When ~this~ comes into play, target player discards two cards from his or her hand.

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

### **Abyssal Hunter:**

Info: Color=Black Type=Creature - Minion Cost=3B MI(R)/6(R)

Text(6th+errata): 1/1. ; {B},{Tap}: Tap target creature. ~this~ deals damage equal to ~this~'s power to that creature. [Oracle 2000/02/01]

The ability can be used on an already tapped creature. [bethmo 1997/10/14]

Note - Prior to Sixth Edition it was of creature type Hunter.

### **Abyssal Nightstalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=3B P2(U)

Text(P2): 2/2. ; If ~this~ attacks and isn't blocked, your opponent chooses and discards a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)

When played under non-Portal rules, the text should be read as

"Whenever ~this~ attacks and isn't blocked, you may have the defending player discard a card from his or her hand." [D'Angelo 2000/06/05]

All tournament formats have banned this card because it only appears in Portal.

### **Abyssal Specter:**

Info: Color=Black Type=Creature - Specter Cost=2BB IA(U)/567(U)/BR(F1)

Text(7th): 2/3, Flying. ; Whenever ~this~ deals damage to a player, that player discards a card from his or her hand.

### **Academy Rector:**

Info: Color=White Type=Creature - Cleric Cost=3W UD(R)

Text(UD): 1/2. ; When ~this~ is put into a graveyard from play, you may remove ~this~ from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library. An enchantment card is any Enchantment or Enchant <something> card.

[D'Angelo 1999/06/01]

You do not have to find an enchantment card if you do not want to.

See Rule Z.6.9. [D'Angelo 2001/07/14]

#### Academy Researchers:

Info: Color=Blue Type=Creature - Wizard Cost=1UU US(U)

Text(US+errata): 2/2. ; When ~this~ comes into play, you may put an enchant creature card from your hand into play enchanting ~this~.

[Oracle 1999/05/01]

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

#### Accelerate:

Info: Color=Red Type=Instant Cost=1R TO(C)

Text(TO): Target creature gains haste until end of turn. ; Draw a card.

Note - Also see Haste, Rule A.22.

#### Accelerated Mutation:

Info: Color=Green Type=Instant Cost=3GG SC(C)

Text(SC): Target creature gets +X/+X until end of turn, where X is the highest converted mana cost among permanents you control.

+ **Note - Also see Converted Mana Cost, Rule K.8.**

#### Acceptable Losses:

Info: Color=Red Type=Sorcery Cost=3R OD(C)

Text(OD): As an additional cost to play ~this~, discard a card at random from your hand. ; ~this~ deals 5 damage to target creature.

#### Accumulated Knowledge:

Info: Color=Blue Type=Instant Cost=1U NE(C)

Text(NE): Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards. [Oracle 2001/08/24]

The count does not include the card that is currently resolving. The card does not go to the graveyard until after it is done resolving.

[Nemesis FAQ 2000/02/07]

#### Accursed Centaur:

Info: Color=Black Type=Creature - Zombie Centaur Cost=B ON(C)

Text(ON): 2/2. ; When ~this~ comes into play, sacrifice a creature.

If it is the only creature in play, you must sacrifice it.

[Onslaught FAQ 2002/09/24]

#### Acidic Dagger:

Info: Color=Artifact Type=Artifact Cost=4 MI(R)

Text(MI+errata): {4},{Tap}: Whenever target creature deals combat damage to a non-Wall creature this turn, destroy that non-Wall creature. When the targeted creature leaves play this turn, sacrifice ~this~. Play this ability only during combat before the declare blockers step.

[Oracle 2000/02/01]

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 1996/10/27]

Does not affect the creature if all damage is prevented or redirected.

[D'Angelo 1996/10/15]

#### Acidic Sliver:

Info: Color=Multi Type=Creature - Sliver Cost=BR SH(U)

Text(SH+errata): 2/2. ; All Slivers have "{2},Sacrifice this creature: This creature deals 2 damage to target creature or player." [Oracle 1999/05/01]

#### Acidic Soil:

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

Text(US+errata): ~this~ deals to each player damage equal to the number of

lands he or she controls. [\[Oracle 1999/05/01\]](#)  
Counts the lands on resolution. [\[DeLaney 1998/10/05\]](#)

#### **Acid Rain:**

Info: Color=Blue Type=Sorcery Cost=3U LG(R)  
Text(LG+errata): Destroy all forests. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Acorn Harvest:**

Info: Color=Green Type=Sorcery Cost=3G TO(C)  
Text(TO): Flashback - {1}{G}, Pay 3 life. ; Put two 1/1 green Squirrel creature tokens into play.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Token Creatures, Rule K.25.

#### **Acridian:**

Info: Color=Green Type=Creature - Insect Cost=1G US(C)  
Text(US): 2/4. ; Echo.  
Note - Also see Echo, Rule A.14.

#### **Active Volcano:**

Info: Color=Red Type=Instant Cost=R LG(C2)/CH(C3)  
Text(LG/CH+errata): Choose one - Destroy target blue permanent; or return target island to its owner's hand. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - The artist is actually Justin Hampton. [\[Duelist Magazine #2, Page 7\]](#)

#### **Adarkar Sentinel:**

Info: Color=Artifact Type=Artifact Creature Cost=5 IA(U)  
Text(IA+errata): 3/3. ; {1}: "this" gets +0/+1 until end of turn.  
[\[Oracle 2000/02/01\]](#)

#### **Adarkar Unicorn:**

Info: Color=White Type=Creature - Unicorn Cost=1WW IA(C)  
Text(IA+errata): 2/2. ; {Tap}: Add either {U} or {U} and one colorless mana to your mana pool. This mana is usable only to pay for cumulative upkeep.  
[\[Oracle 2000/02/01\]](#)

#### **Adarkar Wastes:**

Info: Color=Land Type=Land Cost=None IA(R)/567(R)  
Text(5th/6th/7th): {Tap}: Add one colorless mana to your mana pool. ;  
{Tap}: Add {W} or {U} to your mana pool. "this" deals 1 damage to you.

#### **Addle:**

Info: Color=Black Type=Sorcery Cost=1B IN(U)  
Text(IN+errata): Choose a color. Target player reveals his or her hand, then you choose a card of that color from it. That player discards that card. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Color, Rule G.3, for rules on choosing a color.

#### **Adun Oakenshield:**

Info: Color=Multi Type=Creature - Legend Cost=GRB LG(R)  
Text(LG+errata): 1/2. ; {B}{R}{G}, {Tap}: Return target creature card from your graveyard to your hand. [\[Oracle 1999/09/03\]](#)  
A "creature card" is a Creature card or Artifact Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Advance Scout:**

Info: Color=White Type=Creature - Soldier Cost=1W TE(C)/BR(F1)  
Text(TE): 1/1, First Strike ; {W}: Target creature gains first strike until end of turn.  
Note - Also see First Strike, Rule A.18.

#### **Adventurers' Guildhouse:**



Info: Color=Land Type=Land Cost=None LG(U1)  
Text(LG+errata): Green Legends you control have "bands with other Legends".

[\[Oracle 2002/03/01\]](#)

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

+ **Note - Also see Bands with Other, Rule A.9.**

#### **Aegis of Honor:**

Info: Color=White Type=Enchantment Cost=W OD(R)  
Text(OD): {1}: The next time an instant or sorcery spell would deal damage to you this turn, that spell deals that damage to its controller instead.

#### **Aegis of the Meek:**

Info: Color=Artifact Type=Artifact Cost=3 IA(R)  
Text(IA): {1},{Tap}: Target 1/1 creature gets +1/+2 until end of turn.

#### **Aeolipile:**

Info: Color=Artifact Type=Artifact Cost=2 FE(U1)  
Text(FE+errata): {1},{Tap},Sacrifice ~this~: ~this~ deals 2 damage to target creature or player. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **AErathi Berserker:**

Info: Color=Red Type=Creature - 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.33.

#### **Aerial Caravan:**

Info: Color=Blue Type=Creature - Soldier Cost=4UU MM(R)  
Text(MM): 4/3, Flying. ; {1}{U}{U}: Remove the top card of your library from the game. Until end turn, you may play that card as though it were in your hand. (Reveal the card as you remove it from the game.)  
If you do not play the card by end of turn, it stays removed from the game.  
If you play it, it goes wherever the spell would normally go when played.  
[\[MM FAQ 1999/09/22\]](#)

#### **Aesthir Glider:**

Info: Color=Artifact Type=Artifact Creature Cost=3 AL(C1)/AT(F1)  
Text(AL+errata): 2/1, Flying. ; ~this~ can't block. [\[Oracle 1999/07/23\]](#)

#### **AEther Barrier:**

Info: Color=Blue Type=Enchantment Cost=2U NE(R)  
Text(NE): Whenever a player plays a creature spell, that player sacrifices a permanent unless he or she pays {1}.

#### **AEther Burst:**

Info: Color=Blue Type=Instant Cost=1U OD(C)  
Text(OD): Return up to X target creatures to their owners' hands, where X is one plus the number of AEther Burst cards in all graveyards as you play ~this~.

#### **AEther Charge:**

Info: Color=Red Type=Enchantment Cost=4R ON(U)  
Text(ON): Whenever a Beast comes into play under your control, you may have it deal 4 damage to target opponent.

#### **AEther Flash:**

Info: Color=Red Type=Enchantment Cost=2RR WL(U)/67(U)  
Text(6th/7th): Whenever a creature comes into play, ~this~ deals 2 damage to it.  
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 you put this ability on the stack. When it resolves, the creature takes 2 damage. You can play instants on the stack before letting this resolve.

**[D'Angelo 1999/05/01]**

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

**[D'Angelo 1997/09/02]**

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

**AEther Mutation:**

Info: Color=Multi Type=Sorcery Cost=3GU AP(U)  
Text(AP): Return target creature to its owner's hand. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost. You only put the tokens into play if the target creature is still a legal target on resolution. **[Apocalypse FAQ 2001/05/24]**

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Token Creatures, Rule K.25.

**AEther Rift:**

Info: Color=Multi Type=Enchantment Cost=1RG IN(R)  
Text(IN+errata): At the beginning of your upkeep, reveal a card at random from your hand. If you reveal a noncreature card this way, discard that card. If you reveal a creature card this way, put that card into play unless any player pays 5 life. If a player pays 5 life, discard that card. **[Oracle 2002/05/20]**

Your opponent decides whether or not to pay the 5 life before the card is discarded. **[D'Angelo 2002/06/12]**

Note that there is no chance to play spells or abilities between the card being revealed and it being discarded or put into play.

**[D'Angelo 2002/06/12]**

**AEther Sting:**

Info: Color=Red Type=Enchantment Cost=3R UD(U)  
Text(UD+errata): Whenever an opponent plays a creature spell, ~this~ deals 1 damage to that player. **[Oracle 1999/07/01]**

Triggers when the creature spell is announced, and resolves before that creature comes into play. **[DeLaney 1999/06/08]**

**AEther Storm:**

Info: Color=Blue Type=Enchantment Cost=3U HL(U3)/5(U)  
Text(5th+errata): Creature cards can't be played. ; Pay 4 life: Destroy ~this~. It can't be regenerated. Any player may play this ability. **[Oracle 2002/05/20]**

Affects creature and artifact creature cards, plus the older summon cards.

**[D'Angelo 1999/08/01]**

Does not prevent a creature card from being put into play by a spell or ability, but it does prevent the playing of creature cards as spells or using effects that allow you to play creature cards directly.

**[D'Angelo 2002/06/12]**

**AEther Tide:**

Info: Color=Blue Type=Sorcery Cost=XU EX(C)  
Text(EX+errata): As an additional cost to play ~this~, discard X creature cards from your hand ; Return X target creatures to their owners' hands. **[Oracle 1999/05/01]**

You discard the cards at the time you announce the spell.

**[D'Angelo 1998/10/19]**

Note - Also see X Costs, Rule K.28.

**Afflict:**

Info: Color=Black Type=Instant Cost=2B OD(C)  
Text(OD): Target creature gets -1/-1 until end of turn. ; Draw a card.

**Afiya Grove:**

Info: Color=Green Type=Enchantment Cost=1G MI(R)  
Text(MI+errata): ~this~ comes into play with three +1/+1 counters on it. ; At the beginning of your upkeep, move a +1/+1 counter from ~this~ onto target creature. ; When ~this~ has no +1/+1 counters on it, sacrifice it. **[Oracle 1999/09/03]**

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. [\[bethmo 1996/12/13\]](#)

#### Afterlife:

Info: Color=White Type=Instant Cost=2W MI(U)/MM(U)  
Text(MM): Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.  
Note - The Mirage version made Essence tokens. Now it makes Spirit tokens.  
Note - Also see Token Creatures, Rule K.25.

#### Aftershock:

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

#### Ageless Sentinels:

Info: Color=White Type=Creature - Wall Cost=3W SC(R)  
Text(SC): 4/4, Flying. (Walls can't attack.) ; When ~this~ blocks, its creature type becomes Giant Bird. (It's no longer a Wall. This effect doesn't end at end of turn.)  
**+ It becomes both creature type Giant and creature type Bird.**  
[\[Scourge FAQ 2003/05/30\]](#)  
**+ Once it stops being a Wall, it can attack normally.** [\[Scourge FAQ 2003/05/30\]](#)  
**+ Note - Also see Walls, Rule K.27.**

#### Agent of Shauku:

Info: Color=Black Type=Creature - Mercenary Cost=1B PY(C)  
Text(PY): 1/1. ; {1}{B}, Sacrifice a land: Target creature gets +2/+0 until end of turn.

#### Agent of Stromgald:

Info: Color=Red Type=Creature - Knight Cost=R AL(C2)  
Text(AL+errata): 1/1. ; {R}: Add {B} to your mana pool. [\[Oracle 1999/07/23\]](#)

#### Aggravated Assault:

Info: Color=Red Type=Enchantment Cost=2R ON(R)  
Text(ON): {3}{R}{R}: Untap all creatures you control. After this phase, there is an additional combat phase followed by an additional main phase. Play this ability only any time you could play a sorcery. You will normally use this during your post-combat main phase so you can untap any creatures that attacked. [\[Onslaught FAQ 2002/09/24\]](#)  
If you have enough mana, the ability may be played more than once in a turn. [\[Onslaught FAQ 2002/09/24\]](#)

#### Aggression:

Info: Color=Red Type=Enchant Creature Cost=2R IA(U)  
Text(IA+errata): ~this~ can enchant only a non-Wall creature. ; Enchanted creature has first strike and trample. ; At the end of its controller's turn, destroy enchanted creature if it didn't attack this turn. [\[Oracle 2000/02/01\]](#)  
Note - Also see Trample, Rule A.37.

#### Aggressive Urge:

Info: Color=Green Type=Instant Cost=1G IN(C)  
Text(IN): Target creature gets +1/+1 until end of turn. ; Draw a card.

#### Agility:

Info: Color=Red Type=Enchant Creature Cost=1R MI(C)  
Text(MI+errata): Enchanted creature gets +1/+1 and has flanking [\[Oracle 1999/07/01\]](#)  
If played on a creature which already has Flanking, its effect is cumulative. [\[Duelist Magazine #16, Page 30\]](#) See Rule A.19.4.  
Note - Also see Flanking, Rule A.19.

#### Agonizing Demise:

Info: Color=Black Type=Instant Cost=3B IN(C)  
Text(IN): Kicker {1}{R} (You may pay an additional {1}{R} as you play this

spell.) ; Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, ~this~ deals damage equal to that creature's power to the creature's controller.

Note - Also see Kicker, Rule A.24.

#### **Agonizing Memories:**

Info: Color=Black Type=Sorcery Cost=2BB WL(U)/67(U)  
Text(7th): Look at target player's hand and choose two cards from it. Put them on top of that player's library in any order.

#### **Air Bladder:**

Info: Color=Blue Type=Enchant Creature Cost=U NE(C)  
Text(NE+errata): Enchanted creature has flying. ; Enchanted creature may block only creatures with flying. [\[Oracle 2000/10/24\]](#)

#### **Airborne Aid:**

Info: Color=Blue Type=Sorcery Cost=3U ON(C)  
Text(ON): Draw a card for each Bird in play.

#### **Airdrop Condor:**

Info: Color=Red Type=Creature - Bird Cost=4R ON(U)  
Text(ON): 2/2, Flying. ; {1}{R}, Sacrifice a Goblin: ~this~ deals damage equal to the sacrificed Goblin's power to target creature or player.

#### **Air Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=3UU  
ABUR4567(U)/P2(U)/ST(U)/BR(F1)/BD(F1)  
Text(ABU/RV/4th/5th/6th/7th): 4/4, Flying.

#### **Aisling Leprechaun:**

Info: Color=Green Type=Creature - Faerie Cost=G LG(C1)  
Text(LG+errata): 1/1. ; Whenever ~this~ blocks or becomes blocked by a creature, that creature becomes green. (This effect doesn't end at end of turn.) [\[Oracle 2001/08/24\]](#)

Creatures change color as a triggered ability (see Rule A.4) upon the block being declared (see Rule C.4). [\[D'Angelo 1998/06/05\]](#)

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.

[\[Aahz 1994/06/16\]](#)

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

#### **Akroma, Angel of Wrath:**

Info: Color=White Type=Creature - Angel Legend Cost=5WWW LE(R)  
Text(LE): 6/6, Flying, First Strike, Trample, Haste, Protection from Black, Protection from Red. ; Attacking doesn't cause ~this~ to tap.

Note - Also see First Strike, Rule A.18.

Note - Also see Haste, Rule A.22.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Protection, Rule A.31.

Note - Also see Trample, Rule A.37.

#### **Akroma's Blessing:**

Info: Color=White Type=Instant Cost=2W ON(U)  
Text(ON): Creatures you control gain protection from the color of your choice until end of turn. ; Cycling {W}.

Note - Also see Cycling, Rule A.12.

Note - Also see Protection, Rule A.31.

#### **Akroma's Devoted:**

Info: Color=White Type=Creature - Cleric Cost=3W LE(U)  
Text(LE): 2/4. ; Attacking doesn't cause Clerics to tap.

#### **Akroma's Vengeance:**

Info: Color=White Type=Sorcery Cost=4WW ON(R)

Text(ON): Destroy all artifacts, creatures, and enchantments. ; Cycling {3}.  
Note - Also see Cycling, Rule A.12.

#### **Akron Legionnaire:**

Info: Color=White Type=Creature - Legionnaire Cost=6WW  
LG(R)/CH(U1)/5(R)  
Text(5th+errata): 8/4. ; Except for creatures named Akron Legionnaire and artifact creatures, creatures you control can't attack.  
[\[Oracle 1999/11/01\]](#)  
If you have two or more Legionnaires, they can all attack.  
[\[D'Angelo 1994/08/01\]](#)  
Will prevent Evil Eye of Orms-by-Gore from attacking. [\[Aahz 1994/10/21\]](#)  
Unless they are artifacts for some reason.

#### **Aku Djinn:**

Info: Color=Black Type=Creature - Djinn Cost=3BB VI(R)  
Text(VI+errata): 5/6, Trample. ; At the beginning of your upkeep, put a +1/+1 counter on each creature you don't control. [\[Oracle 1999/07/30\]](#)  
Note - Also see Trample, Rule A.37.

#### **Al-abara's Carpet:**

Info: Color=Artifact Type=Artifact Cost=5 LG(R)  
Text(LG+errata): {5},{Tap}: Prevent all damage that would be dealt to you this turn by attacking creatures without flying. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Alabaster Dragon:**

Info: Color=White Type=Creature - Dragon Cost=4WW WL(R)/PT(R)  
Text(WL+errata): 4/4, Flying. ; If ~this~ would be put into a graveyard from play, shuffle ~this~ into its owner's library instead. [\[Oracle 1999/07/01\]](#)  
Note - The Portal version had no creature type.

#### **Alabaster Leech:**

Info: Color=White Type=Creature - Leech Cost=W IN(R)  
Text(IN): 1/3. ; White spells you play cost {W} more to play.

#### **Alabaster Potion:**

Info: Color=White Type=Instant Cost=XWW LG(C2)/45(C)  
Text(5th+errata): Choose one - Target player gains X life; or prevent the next X damage that would be dealt to target creature or player this turn.  
[\[Oracle 1999/09/03\]](#)  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - Also see X Costs, Rule K.28.

#### **Alabaster Wall:**

Info: Color=White Type=Creature - Wall Cost=2W MM(C)  
Text(MM): 0/4. (Walls can't attack.) ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn.  
Note - Also see Walls, Rule K.27.

#### **Alaborn Cavalier:**

Info: Color=White Type=Creature - Knight Cost=2WW P2(U)  
Text(P2): 2/2. ; If ~this~ attacks, you may choose to tap any one creature. (Tapped creatures can't block.)  
When played under non-Portal rules, the text should be read as "Whenever ~this~ attacks, you may tap target creature."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Alaborn Grenadier:**

Info: Color=White Type=Creature - Soldier Cost=WW P2(C)  
Text(P2): 2/2. ; Attacking doesn't cause ~this~ to tap.  
All tournament formats have banned this card because it only appears in Portal.

#### **Alaborn Musketeer:**

Info: Color=White Type=Creature - Soldier Cost=1W P2(C)  
Text(P2): 2/1. ; ~this~ can block creatures with flying.  
When played under non-Portal rules, the text should be read as "~this~ may block as though it had flying." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Alaborn Trooper:**

Info: Color=White Type=Creature - Soldier Cost=2W P2(C)  
Text(P2): 2/3.  
All tournament formats have banned this card because it only appears in Portal.

#### **Alaborn Veteran:**

Info: Color=White Type=Creature - Knight Cost=2W P2(R)  
Text(P2): 2/2. ; On your turn, before you attack, you may tap ~this~ to give any one creature +2/+2 until the end of the turn.  
When played under non-Portal rules, the text should be read as "{Tap}: Target creature gets +2/+2 until end of turn. Play this ability only on your turn before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Alaborn Zealot:**

Info: Color=White Type=Creature - Soldier Cost=W P2(U)  
Text(P2): 1/1. ; If ~this~ blocks, destroy both ~this~ and the creature it blocks. (Destroy both creatures before you deal damage.)  
When played under non-Portal rules, the text should be read as "When ~this~ blocks a creature, destroy that creature and destroy ~this~." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Aladdin:**

Info: Color=Red Type=Creature - Aladdin Cost=2RR AN(U2)/CH(U1)  
Text(CH+errata): 1/1 ; {1}{R}{R},{Tap}: Gain control of target artifact as long as ~this~ is in play. [\[Oracle 2001/08/24\]](#)  
His ability can take control of more than one artifact, although only one each time the ability is used. [\[Arab FAQ 1994/01/05\]](#)  
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. [\[D'Angelo 1994/06/01\]](#)  
Aladdin's ability does not lose control of a creature if it becomes an invalid target. If the target stops being an artifact, the ability's control effect continues. It only checks the validity of the target on announcement and resolution of his ability. [\[WotC Rules Team 1995/02/09\]](#)  
See Rule T.8.Ruling.3.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Aladdin's Lamp:**

Info: Color=Artifact Type=Artifact Cost=10 AN(U2)/R4(R)  
Text(4th+errata): {X},{Tap}: The next time you would draw a card this turn, instead look at the top X cards of your library and draw one of them. Shuffle the rest and put them on the bottom of your library. X can't be 0. [\[Oracle 2001/08/24\]](#)  
This card has a replacement ability (see Rule T.10). It is used before the resolution of a spell or ability that would cause you to draw and it replaces one of the draws with a new effect. [\[D'Angelo 2000/02/25\]](#) For example, Sylvan Library, Jayemdae Tome, Howling Mine, and your normal draw during the draw step are also replaceable.  
If you use more than one Lamp effect, the second one will end up replacing the card being drawn with the first one. [\[D'Angelo 2000/02/25\]](#)  
If the ability is countered, you do not have to replace a draw. [\[D'Angelo 2000/02/25\]](#)  
Note - The Arabian Nights version had two mana 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. [\[Arab FAQ 1994/01/05\]](#)

**Aladdin's Ring:**

Info: Color=Artifact Type=Artifact Cost=8 AN(U2)/R4567(R)  
 Text(4th/5th/6th/7th): {8},{Tap}: ~this~ deals 4 damage to target creature or player.

**Alarum:**

Info: Color=White Type=Instant Cost=1W MI(C)  
 Text(MI+errata): Untap target nonattacking creature. It gets +1/+3 until end of turn. [\[Oracle 1999/07/01\]](#)

**Albino Troll:**

Info: Color=Green Type=Creature - Troll Cost=1G US(U)  
 Text(US): 3/3. ; Echo. ; {1}{G}: Regenerate ~this~.  
 Note - Also see Echo, Rule A.14.

**Alchor's Tomb:**

Info: Color=Artifact Type=Artifact Cost=4 LG(R)  
 Text(LG+errata): {2},{Tap}: Target permanent you control becomes the color of your choice. (This effect doesn't end at end of turn.)  
[\[Oracle 2001/08/24\]](#)  
 Extended tournaments (see Rule D.15) have always banned this card.

**Aleatory:**

Info: Color=Red Type=Instant Cost=1R MI(U)  
 Text(MI+errata): Play ~this~ only during combat after blockers are declared. ; Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2002/03/01\]](#)  
 You pick the target on announcement and flip the coin on resolution.  
[\[Duelist Magazine #16, Page 28\]](#)  
 Note - Also see Cantrips, Rule E.2.

**Alert Shu Infantry:**

Info: Color=White Type=Creature - Soldier Cost=2W P3(U)  
 Text(P3): 2/2. ; Attacking doesn't cause ~this~ to tap.  
 All tournament formats have banned this card because it only appears in Portal.

**Alexi's Cloak:**

Info: Color=Blue Type=Enchant Creature Cost=1U PY(C)  
 Text(PY): You may play ~this~ any time you could play an instant. ;  
 Enchanted creature can't be the target of spells or abilities.  
 Any enchantments already on the creature remain. [\[DeLaney 2000/05/29\]](#)

**Alexi, Zephyr Mage:**

Info: Color=Blue Type=Creature - Spellshaper Legend Cost=3UU PY(R)  
 Text(PY): 3/3. ; {X}{U},{Tap},Discard two cards from your hand: Return X target creatures to their owners' hands.  
 Note - Also see Legendary Permanents, Rule K.17.  
 Note - Also see X Costs, Rule K.28.

**Ali Baba:**

Info: Color=Red Type=Creature - Ali-Baba Cost=R AN(U3)/4(U)  
 Text(4th): 1/1 ; {R}: Tap target Wall.  
 May be used to tap more than one wall per turn if you have enough mana.  
[\[Arab FAQ 1994/01/05\]](#)  
 May tap walls even when Ali Baba is tapped or just entered play.  
[\[Arab FAQ 1994/01/05\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Aliban's Tower:**

Info: Color=Red Type=Instant Cost=1R HL(C4)  
 Text(HL): Target blocking creature gets +3/+1 until end of turn.

**Ali from Cairo:**

Info: Color=Red Type=Creature - Ali-from-Cairo Cost=2RR AN(U2)

Text(AN+errata): 0/1 ; Damage that would reduce your life total to less than 1 reduces it to 1 instead. [\[Oracle 2001/08/24\]](#)  
 This card makes you immune to damage that would take you below 1 life point.  
[\[Arab FAQ 1994/01/05\]](#)  
 Does not prevent effects which reduce your life without doing damage.  
[\[Arab FAQ 1994/01/05\]](#)  
 The replacement happens automatically at the time damage would be dealt.  
[\[D'Angelo 2000/02/25\]](#)  
 The ability works up until Ali enters the graveyard, so if he takes lethal damage or is destroyed at the same time you take damage, the ability does help you. If the damage occurs after it goes to the graveyard (such as with Creature Bond), however, it is not affected by the Ali which is no longer in play. [\[D'Angelo 2000/02/25\]](#)  
 Does not prevent damage, it prevents the damage from turning into loss of life. So the full damage is dealt, but the full loss of life is not applied. [\[D'Angelo 2000/02/25\]](#)  
 Does not affect damage if you are already at zero or negative life. You still take it all. [\[WotC Rules Team 1996/06/27\]](#)  
 Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 to 1996/04/01.  
 Extended tournaments (see Rule D.15) have always banned this card.

#### **Allay:**

Info: Color=White Type=Instant Cost=1W EX(C)  
 Text(EX): Buyback {3} ; Destroy target enchantment.  
 Note - Also see Buyback, Rule A.10.

#### **Alley Grifters:**

Info: Color=Black Type=Creature - Mercenary Cost=1BB MM(C)  
 Text(MM): 2/2. ; Whenever ~this~ becomes blocked, defending player discards a card from his or her hand.  
 It triggers only once even if blocked by more than one creature.  
[\[MM FAQ 1999/09/22\]](#)

#### **All Hallow's Eve:**

Info: Color=Black Type=Enchantment Cost=2BB LG(R)  
 Text(LG+errata): ~this~ comes into play with two time counters on it. ;  
 At the beginning of your upkeep, if there is a time counter on ~this~, remove a time counter from it. If there are no more time counters on it, each player returns all creature cards from his or her graveyard to play.  
[\[Oracle 2001/08/24\]](#)  
 A "creature card" is a Creature card or Artifact Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
 The creatures are put into play by their respective players, but they enter play simultaneously. For purposes of ordering any effects of the creatures, the current player (not the controller of this card) decides the ordering regardless of which player is putting the creatures into play. See Rule G.34.3. [\[D'Angelo 2000/03/03\]](#)  
 Two Legends of the same names that enter play are considered to enter play at the same time and both are destroyed. See Rule K.17.2.  
[\[D'Angelo 2000/03/03\]](#)  
 The card works like this: 1) It comes into play with with 2 counters. 2) On the first upkeep, you remove a counter. 3) On the second upkeep you remove a counter, then it returns the creature cards to play. On future turns it does nothing because the ability will no longer trigger. It has the condition "if there is a time counter on ~this~" as part of the trigger condition. [\[D'Angelo 2003/03/11\]](#)  
 Once all the counters are gone, it just sits in play as an inert enchantment. [\[bethmo 1994/06/17\]](#)  
 Since you can respond to triggered abilities, it is legal to sacrifice creatures using some spell or ability prior to resolving the ability that removes the final counter from All Hallow's Eve. [\[D'Angelo 2000/03/03\]](#)  
 Extended tournaments (see Rule D.15) have always banned this card.  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - After errata, the card type is "Enchantment" and not "Sorcery".  
[\[Encyclopedia, Page 140\]](#)



**Allied Strategies:**

Info: Color=Blue Type=Sorcery Cost=4U PS(U)  
 Text(PS): Target player draws a card for each basic land type among lands he or she controls.  
 You draw one card per basic land type, not for each basic land. This makes it a maximum of 5 cards. [\[Planeshift FAQ 2001/01/26\]](#)

**Alloy Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=6 IN(U)  
 Text(IN): 4/4. ; As ~this~ comes into play, choose a color. ; ~this~ is the chosen color. (It's still an artifact.)  
 The chosen color is considered to be its initial color and not a color added by an effect. [\[Rules Team 2001/05/01\]](#)  
 If it phases out, you do not pick a new color when it phases in.  
[\[WotC Rules Team 2002/02/01\]](#)  
 Note - Also see Color, Rule G.3, for rules on choosing a color.

**Alluring Scent:**

Info: Color=Green Type=Sorcery Cost=1GG PT(R)/P2(R)/ST(R)  
 Text(ST): All creatures able to block target creature this turn do so.  
 All tournament formats have banned this card because it only appears in Portal and Starter.

**Alms:**

Info: Color=White Type=Enchantment Cost=W WL(C)  
 Text(WL+errata): {1}, Remove the top card in your graveyard from the game: Prevent the next 1 damage that would be dealt to target creature this turn. [\[Oracle 1999/07/01\]](#)

**Alpha Kavv:**

Info: Color=Green Type=Creature - Kavv Cost=2G PS(U)  
 Text(PS): 2/2. ; {1}{G}: Target Kavv gets -1/+1 until end of turn.

**Alpha Status:**

Info: Color=Green Type=Enchant Creature Cost=2G SC(U)  
 Text(SC): Enchanted creature gets +2/+2 for each other creature in play that shares a creature type with it.  
**+ It counts each creature once if that creature shares at least one creature type with the enchanted creature.** [\[Scourge FAQ 2003/05/30\]](#)  
**+ Note - Also see Coat of Arms.**

**Altar of Bone:**

Info: Color=Multi Type=Sorcery Cost=WG IA(R)  
 Text(IA+errata): As an additional cost to play ~this~, sacrifice a creature. ; Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library. [\[Oracle 2000/02/01\]](#)  
 A creature card is any card of type Creature or Artifact Creature.  
[\[D'Angelo 2000/03/09\]](#) Older cards of type Summon also count.  
 You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Altar of Dementia:**

Info: Color=Artifact Type=Artifact Cost=2 TE(R)  
 Text(TE+errata): Sacrifice a creature: Target player puts a number of cards equal to the sacrificed creature's power from the top of his or her library into his or her graveyard. [\[Oracle 1999/05/01\]](#)

**Alter Reality:**

Info: Color=Blue Type=Instant Cost=1U TO(R)  
 Text(TO): Flashback {1}{U}. ; Change the text of target permanent or spell by replacing all instances of one color word with another. (This effect doesn't end at end of turn.)  
 Note - Also see Text Changing, Rule E.13.  
 Note - Also see Flashback, Rule A.20.

**Aluren:**

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

Text(TE+errata): Any player may play creature cards with converted mana cost {3} or less without paying their mana cost any time he or she could play an instant. [\[Oracle 1999/05/01\]](#)

You are still casting the creature spells. [\[Duelist Magazine #23, Page 22\]](#)  
So they can be countered. [\[D'Angelo 1997/11/07\]](#)

Checks the actual printed cost on the creature card, and is not affected by things which allow you to play the spell for less, such as with the Emerald Medallion. [\[D'Angelo 1997/10/20\]](#)

The mana 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. [\[D'Angelo 1997/11/07\]](#)

For creatures with X in the mana cost, you must choose the value of X to make the converted mana cost be three or less for this ability.

[\[D'Angelo 1999/06/01\]](#)

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

[\[D'Angelo 1997/12/29\]](#)

You cannot choose to play a creature as an instant via Aluren and still pay the mana cost. You either play the creature normally, or via Aluren without paying the mana cost. [\[bethmo 1998/02/07\]](#)

You cannot use Aluren when playing a creature using another alternate means, such as the Morph ability. [\[WotC Rules Team 2002/10/01\]](#)

### **Ambassador Laquatus:**

Info: Color=Blue Type=Creature - Merfolk Legend Cost=1UU TO(R)

Text(TO): 1/3. ; {3}: Target player puts the top three cards of his or her library into his or her graveyard.

Note - Also see Legendary Permanents, Rule K.17.

### **Amber Prison:**

Info: Color=Artifact Type=Artifact Cost=4 MI(R)/6(R)

Text(6th+errata): You may choose not to untap "this" during your untap step. ; {4},{Tap}: Tap target artifact, creature, or land. As long as "this" remains tapped, that permanent doesn't untap during its controller's untap step. [\[Oracle 2000/02/01\]](#)

Note - Also see Tap and Hold Abilities, Rule E.11.

### **Ambition's Cost:**

Info: Color=Black Type=Sorcery Cost=3B P3(R)

Text(P3): Draw three cards. You lose 3 life.

All tournament formats have banned this card because it only appears in Portal.

### **Ambush:**

Info: Color=Red Type=Instant Cost=3R HL(C1)

Text(HL+errata): Blocking creatures gain first strike until end of turn.

[\[Oracle 1999/07/23\]](#)

Note - Also see First Strike, Rule A.18.

### **Ambush Commander:**

Info: Color=Green Type=Creature - Elf Cost=3GG SC(R)

Text(SC): 2/2. ; Forests you control are 1/1 green Elf creatures that are still lands. ; {1}{G},Sacrifice an Elf: Target creature gets +3/+3 until end of turn.

### **Ambush Party:**

Info: Color=Red Type=Creature - Ambush-Party Cost=4R HL(C4)/5(C)

Text(5th+errata): 3/1, First Strike, Haste. [\[Oracle 1999/07/23\]](#)

Note - Also see First Strike, Rule A.18.

Note - Also see Haste, Rule A.22.

### **Amnesia:**

Info: Color=Blue Type=Sorcery Cost=3UUU DK(U2)

Text(DK+errata): Target player reveals his or her hand and discards all nonland cards from it. [\[Oracle 2002/03/01\]](#)

If used on yourself, you do have to reveal your hand. [\[D'Angelo 2001/08/31\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Amok:**

Info: Color=Red Type=Enchantment Cost=1R SH(R)  
 Text(SH+errata): {1}, Discard a card at random from your hand: Put a +1/+1 counter on target creature. [\[Oracle 1999/05/01\]](#)

**Amphibious Kavu:**

Info: Color=Green Type=Creature - Kavu Cost=2G PS(C)  
 Text(PS): 2/2. ; Whenever ~this~ blocks or becomes blocked by one or more blue and/or black creatures, ~this~ gets +3/+3 until end of turn.  
 The ability may only trigger once per combat. [\[Planeshift FAQ 2001/01/26\]](#)

**Amrou Kithkin:**

Info: Color=White Type=Creature - Kithkin Cost=WW LG(C2)/4(C)  
 Text(4th+errata): 1/1. ; ~this~ can't be blocked by creatures with power 3 or greater. [\[Oracle 1999/09/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Amugaba:**

Info: Color=Blue Type=Creature - Illusion Cost=5UU OD(R)  
 Text(OD): 6/6, Flying. ; {2}{U}, Discard a card from your hand: Return ~this~ to its owner's hand.

**Amulet of Kroog:**

Info: Color=Artifact Type=Artifact Cost=2 AQ(C4)/45(C)  
 Text(5th+errata): {2},{Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. [\[Oracle 1999/09/03\]](#)

**Amulet of Quoz:**

Info: Color=Artifact Type=Artifact Cost=6 IA(R)  
 Text(IA+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; {Tap}, Sacrifice ~this~: Target opponent may add the top card of his or her library to the ante. If he or she doesn't, you flip a coin. If you win the flip, that player loses the game. If you lose the flip, you lose the game. Play this ability only during your upkeep. [\[Oracle 2000/02/01\]](#)  
 Type 1 tournaments (see Rule D.13) have always banned this card.  
 Type 1.5 tournaments (see Rule D.14) have always banned this card.  
 Extended tournaments (see Rule D.15) have always banned this card.  
 Standard (Type 2) 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(R)  
 Text(MI+errata): {5},{Tap}, Remove ~this~ from the game: Remove target artifact, creature, or land from the game. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

**Anaba Ancestor:**

Info: Color=Red Type=Creature - Ghost Cost=1R HL(U1)  
 Text(HL): 1/1. ; {Tap}: Target Minotaur gets +1/+1 until end of turn.

**Anaba Bodyguard:**

Info: Color=Red Type=Creature - Minotaur Cost=3R HL(C4)/6(C)  
 Text(HL/6th): 2/3, First Strike.  
 This is a Minotaur, so it can be brought into play with Didgeridoo. [\[D'Angelo 1999/05/01\]](#)  
 Note - In Homelands, this card was of creature type Bodyguard.  
 Note - Also see First Strike, Rule A.18.

**Anaba Shaman:**

Info: Color=Red Type=Creature - Minotaur Cost=3R HL(C4)/6(C)  
 Text(HL/6th): 2/2. ; {R},{Tap}: ~this~ deals 1 damage to target creature or player.

**Anaba Spirit Crafter:**

Info: Color=Red Type=Creature - Minotaur Cost=2RR HL(U1)

Text(HL): 1/3. ; All Minotaurs get +1/+0.

#### **Anaconda:**

Info: Color=Green Type=Creature - Snake Cost=3G PT(U)/US(U)/7(U)  
Text(US/7th): 3/3, Swampwalk.  
Note - Also see Landwalk, Rule A.27.  
Note - The Portal version had no creature type.

#### **Ana Disciple:**

Info: Color=Green Type=Creature - Wizard Cost=G AP(C)  
Text(AP): 1/1. ; {U},{Tap}: Target creature gains flying until end of turn. ; {B},{Tap}: Target creature gets -2/-0 until end of turn.

#### **Anarchist:**

Info: Color=Red Type=Creature - Townsfolk Cost=4R EX(C)/OD(C)  
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.

#### **Anarchy:**

Info: Color=Red Type=Sorcery Cost=2RR IA(U)  
Text(IA): Destroy all white permanents.

#### **Ana Sanctuary:**

Info: Color=Green Type=Enchantment Cost=2G AP(U)  
Text(AP): At the beginning of your upkeep, if you control a blue or black permanent, target creature gets +1/+1 until end of turn. If you control a blue permanent and a black permanent, that creature gets +5/+5 until end of turn instead.  
The creature either gets +1/+1 or +5/+5, never +6/+6.  
[\[Apocalypse FAQ 2001/05/24\]](#)

#### **Anavolver:**

Info: Color=Green Type=Creature - Volver Cost=3G AP(R)  
Text(AP+errata): 3/3. ; Kicker {1}{U} and/or {B}. ; If you paid the {1}{U} kicker cost, ~this~ comes into play with two +1/+1 counters on it and with flying. If you paid the {B} kicker cost, ~this~ comes into play with a +1/+1 counter on it and with "Pay 3 life: Regenerate ~this~."  
[\[Oracle 2001/08/24\]](#)  
Note - Also see Kicker, Rule A.24.

#### **Ancestor's Chosen:**

Info: Color=White Type=Creature - Cleric Cost=5WW JU(U)  
Text(JU): 4/4, First Strike. ; When ~this~ comes into play, you gain 1 life for each card in your graveyard."  
Note - Also see First Strike, Rule A.18.

#### **Ancestor's Prophet:**

Info: Color=White Type=Creature - Cleric Lord Cost=4W ON(R)  
Text(ON): 1/5. ; Tap five untapped Clerics you control: You gain 10 life. Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.  
[\[Onslaught FAQ 2002/09/24\]](#)  
It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)

#### **Ancestral Knowledge:**

Info: Color=Blue Type=Enchantment Cost=1U WL(R)  
Text(WL+errata): 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. ; When ~this~ leaves play, shuffle your library. [\[Oracle 1999/07/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Ancestral Mask:**

Info: Color=Green Type=Enchant Creature Cost=2G MM(C)  
Text(MM): Enchanted creature gets +2/+2 for each other enchantment in play.

**Ancestral Memories:**

Info: Color=Blue Type=Sorcery Cost=2UUU MI(R)/PT(R)/67(R)  
Text(7th): Look at the top seven cards of your library. Put two of them into your hand and the rest into your graveyard.  
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. [\[D'Angelo 1998/06/16\]](#)  
This is not considered a draw or a discard. [\[D'Angelo 1998/06/16\]](#)

**Ancestral Recall:**

Info: Color=Blue Type=Instant Cost=U ABU(R)  
Text(ABU+errata): Target player draws three cards. [\[Oracle 1999/09/03\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

**Ancestral Tribute:**

Info: Color=White Type=Sorcery Cost=5WW OD(R)  
Text(OD): Flashback {9}{W}{W}{W}. ; You gain 2 life for each card in your graveyard.  
Note - Also see Flashback, Rule A.20.

**Ancient Craving:**

Info: Color=Black Type=Sorcery Cost=3B P2(R)/ST(R)  
Text(ST): Draw three cards. You lose 3 life.  
All tournament formats have banned this card because it only appears in Portal and Starter.

**Ancient Hydra:**

Info: Color=Red Type=Creature - Hydra Cost=4R NE(U)  
Text(NE): 5/1, Fading 5. ; {1}, Remove a fade counter from ~this~: ~this~ deals 1 damage to target creature or player.  
Note - Also see Fading, Rule A.16.

**Ancient Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=3R IN(C)  
Text(IN): 3/3. ; {2}: ~this~ becomes colorless until end of turn.  
Making a permanent be colorless does not make it into an artifact.  
[\[Invasion FAQ 2000/10/03\]](#)

**Ancient Ooze:**

Info: Color=Green Type=Creature - Ooze Cost=5GG SC(R)  
Text(SC): \*/\*. ; ~this~'s power and toughness are each equal to the total converted mana cost of other creatures you control.  
**+ You add up the converted mana cost of all other creatures you control. Remember that tokens and face-down creatures have a cost of zero.**  
[\[Scourge FAQ 2003/05/30\]](#)  
**+ Note - Also see Converted Mana Cost, Rule K.8.**

**Ancient Runes:**

Info: Color=Red Type=Enchantment Cost=2R TE(U)  
Text(TE+errata): At the beginning of each player's upkeep, ~this~ deals damage to that player equal to the number of artifacts he or she controls.  
[\[Oracle 1999/05/01\]](#)

**Ancient Silverback:**

Info: Color=Green Type=Creature - Ape Cost=4GG UD(R)/7(R)  
Text(UD/7th): 6/5. ; {G}: Regenerate ~this~.

**Ancient Spider:**

Info: Color=Multi Type=Creature - Spider Cost=2GW PS(R)  
Text(PS): 2/5, First Strike. ; ~this~ may block as though it had flying.  
Note - Also see First Strike, Rule A.18.

**Ancient Spring:**

Info: Color=Land Type=Land Cost=None IN(C)  
Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool. ; {Tap},Sacrifice ~this~: Add {W}{B} to your mana pool.

**Ancient Tomb:**

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

**Andradite Leech:**

Info: Color=Black Type=Creature - Leech Cost=2B IN(R)  
Text(IN): 2/2. ; Black spells you play cost {B} more to play. ; {B}: ~this~ gets +1/+1 until end of turn.

**Angelfire Crusader:**

Info: Color=White Type=Creature - Soldier Cost=3W AP(C)  
Text(AP): 2/3. ; {R}: ~this~ gets +1/+0 until end of turn.

**Angelic Blessing:**

Info: Color=White Type=Sorcery Cost=2W EX(C)/PT(C)/P2(C)/ST(C)/S2(F1)  
Text(EX): Target creature gets +3/+3 and gains flying until end of turn.

**Angelic Chorus:**

Info: Color=White Type=Enchantment Cost=3WW US(R)  
Text(US+errata): Whenever a creature comes into play under your control, you gain life equal to its toughness. [\[Oracle 1999/05/01\]](#)  
Does not trigger when creatures phase in or change controllers.  
[\[DeLaney 1998/10/05\]](#)  
Does trigger when a creature is put into play by casting or by a spell or ability that puts one into play. [\[DeLaney 1998/10/05\]](#)  
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.  
[\[Barclay 1998/02/28\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

**Angelic Curator:**

Info: Color=White Type=Creature - Spirit Cost=1W UL(C)  
Text(UL): 1/1, Flying, Protection from Artifacts.  
It will not reduce colorless damage to zero which is not from an artifact.  
[\[Barclay 1999/02/09\]](#)  
Note - Also see Protection, Rule A.31.

**Angelic Favor:**

Info: Color=White Type=Instant Cost=3W NE(U)  
Text(NE+errata): If you control a plains, you may tap an untapped creature you control rather than pay ~this~'s mana cost. ; Play ~this~ only during combat. ; Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn. [\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.  
Note - Also see Token Creatures, Rule K.25.

**Angelic Page:**

Info: Color=White Type=Creature - Spirit Cost=1W US(C)/BR(F1)/7(C)  
Text(US/7th): 1/1, Flying. ; {Tap}: Target attacking or blocking creature gets +1/+1 until end of turn.

**Angelic Protector:**

Info: Color=White Type=Creature - Angel Cost=3W TE(U)  
Text(TE+errata): 2/2, Flying ; Whenever ~this~ becomes the target of a spell or ability, ~this~ gets +0/+3 until end of turn. [\[Oracle 1999/05/01\]](#)  
The +0/+3 bonus is added as a triggered ability upon the playing/announcing of a spell or ability which targets this card.  
[\[D'Angelo 1999/06/01\]](#)

**Angelic Renewal:**

Info: Color=White Type=Enchantment Cost=1W WL(C)  
Text(WL+errata): Whenever a creature is put into your graveyard from play,



you may sacrifice ~this~. If you do, return that creature to play.

[Oracle 2003/02/01]

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 1997/06/16]

This card's ability cannot save token creatures. The tokens are removed from the game before this ability can return them. [Aahz 1997/06/16]

If multiple creatures go to the graveyard at once, it triggers multiple times, but it can only be sacrificed once and only brings back one creature. [D'Angelo 1999/07/10]

If this card goes to the graveyard at the same time as a creature or sometime between when the creature left play and when the triggered ability resolves, then you will not be able to sacrifice this card and the creature cannot be returned to play. [D'Angelo 2003/01/19]

Triggers only on creatures going to the graveyard from play.

[D'Angelo 2001/08/31]

#### Angelic Shield:

Info: Color=Multi Type=Enchantment Cost=WU IN(U)

Text(IN): Creatures you control get +0/+1. ; Sacrifice ~this~: Return target creature to its owner's hand.

When you use the activated ability, this card goes to the graveyard when you announce the ability, but the targeted creature does not get returned until the ability resolves. All your creatures lose the bonus while the ability is on the stack and this may destroy the targeted creature before the return can take effect. [D'Angelo 2003/05/20]

#### Angelic Voices:

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

Text(CH+errata): Creatures you control get +1/+1 as long as you control no nonartifact, nonwhite creatures. [Oracle 2001/08/24]

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 1994/07/13]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Angelic Wall:

Info: Color=White Type=Creature - Wall Cost=1W P2(C)/OD(C)

Text(P2/OD): 0/4, Flying. (Walls can't attack.)

Note - Also see Walls, Rule K.27.

#### Angel of Fury:

Info: Color=White Type=Creature - Angel Cost=4WW P2(R)

Text(P2): 3/5, Flying. ; If ~this~ is put into your graveyard from play, you may choose to shuffle ~this~ into your library.

When played under non-Portal rules, the text should be read as "Flying. ;

When ~this~ is put into your graveyard from play, you may choose to shuffle ~this~ into your library." [D'Angelo 2000/06/05]

All tournament formats have banned this card because it only appears in Portal.

#### Angel of Light:

Info: Color=White Type=Creature - Angel Cost=4W ST(U)

Text(ST): 3/3, Flying. ; Attacking doesn't cause ~this~ to tap.

All tournament formats have banned this card because it only appears in Starter.

#### Angel of Mercy:

Info: Color=White Type=Creature - Angel Cost=4W P2(U)/ST(U)/IN(U)

Text(ST/IN): 3/3, Flying. ; When ~this~ comes into play, you gain 3 life.

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

#### Angel of Retribution:

Info: Color=White Type=Creature - Angel Cost=6W TO(R)

Text(TO): 5/5, Flying, First Strike.

Note - Also see First Strike, Rule A.18.

**Angel's Trumpet:**

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

Text(UL+errata): Attacking doesn't cause creatures to tap. ; At the end of each player's turn, tap all untapped creatures that player controls that didn't attack this turn. ~this~ deals to the player damage equal to the number of creatures tapped this way. [\[Oracle 1999/09/03\]](#)

It does affect Walls and other creatures that cannot attack.

[\[Urza's Legacy FAQ 1999/02/03\]](#)

It does not affect creatures which did not attack, but which are tapped before the end of turn. [\[DeLaney 1999/02/10\]](#)

Creatures which are newly played and have summoning sickness will be tapped and cause damage at end of turn (unless they become tapped before then).

[\[D'Angelo 1999/06/14\]](#)

**Anger:**

Info: Color=Red Type=Creature - Incarnation Cost=3R JU(U)

Text(JU): 2/2, Haste. ; As long as ~this~ is in your graveyard and you control a mountain, creatures you control have haste.

The "in your graveyard" ability timestamped at the time that this card goes to your graveyard, regardless of whether you control a Mountain at that time. See Rule T.8.15. [\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Haste, Rule A.22.

**Angry Mob:**

Info: Color=White Type=Creature - Mob Cost=2WW DK(U2)/45(U)

Text(5th+errata): 2+\*/2+\*, Trample. ; During your turn, ~this~'s power and toughness are each equal to 2 plus the number of swamps all opponents control. During other players' turns, ~this~'s power and toughness are each 2. [\[Oracle 2000/10/24\]](#)

Counts up Swamps controlled by all of your opponents. [\[Aahz 1994/12/25\]](#)

Note - Also see Trample, Rule A.37.

**Angus Mackenzie:**

Info: Color=Multi Type=Creature - Legend Cost=WUG LG(R)

Text(LG+errata): 2/2. ; {G}{W}{U},{Tap}: Prevent all combat damage that would be dealt this turn. [\[Oracle 1999/09/03\]](#)

Note - Also see Legendary Permanents, Rule K.17.

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

**An-Havva Constable:**

Info: Color=Green Type=Creature - Constable Cost=1GG HL(U1)/5(R)

Text(5th+errata): 2/1+\*. ; ~this~'s toughness is equal to 1 plus the number of green creatures in play. [\[Oracle 1999/07/23\]](#)

**An-Havva Inn:**

Info: Color=Green Type=Sorcery Cost=1GG HL(U3)

Text(HL+errata): Gain X+1 life, where X is the number of green creatures in play. [\[Oracle 1999/07/23\]](#)

**An-Havva Township:**

Info: Color=Land Type=Land Cost=None HL(U3)

Text(HL+errata): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Add {G} to your mana pool. ; {2},{Tap}: Add {W} or {R} to your mana pool. [\[Oracle 1999/07/23\]](#)

**Animal Boneyard:**

Info: Color=White Type=Enchant Land Cost=2W OD(U)

Text(OD): Enchanted land has "{Tap},Sacrifice a creature: You gain life equal to that creature's toughness."

**Animal Magnetism:**

Info: Color=Green Type=Sorcery Cost=4G ON(R)

Text(ON): Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card into play and the rest into your graveyard.

### **Animate Artifact:**

Info: Color=Blue Type=Enchant Artifact Cost=3U ABUR4(U)  
Text(4th+errata): Enchanted artifact is a creature with power and toughness each equal to its converted mana cost. It's still an artifact.

[\[Oracle 2001/08/24\]](#)

Animated artifacts are subject to the effects of summoning sickness (see Rule G.37). [\[Mirage, Page 14\]](#) 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.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Changing a Permanent's Type, Rule K.5.

### **Animate Dead:**

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

Text(5th+errata): When ~this~ comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by ~this~. ; Enchanted creature gets -1/-0. ; When ~this~ leaves play, destroy enchanted creature. It can't be regenerated. [\[Oracle 2001/08/24\]](#)

Enters play as a global enchantment and then becomes an Enchant Creature as a triggered ability (see Rule A.4) upon entering play. It follows all the rules for Enchant Creature cards from then on.

[\[WotC Rules Team 1997/03/14\]](#) For example, it counts for abilities that interact with creature enchantments, such as Rabid Wombat.

[\[Aahz 1997/06/06\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

You can Animate a creature which was discarded from a hand and therefore was never in play. [\[D'Angelo 1994/04/01\]](#)

The creature comes out as if it were just played. Any X in the mana cost is zero (see Rule G.28.2). 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.28.3 and Rule G.28.4). [\[WotC Rules Team 1998/02/02\]](#)

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.37), so it cannot attack until it begins one of its controller's turns in play. [\[D'Angelo 1998/02/03\]](#)

This is a targeted ability. Note that cards in the graveyard do not have Protection from Color abilities (see Rule A.1.3), but the comes into play ability may be countered if the target creature card is removed from the graveyard before the spell resolves. If the ability is countered, then this card stays an Enchantment and stays in play. [\[D'Angelo 2002/12/19\]](#)

If the creature phases out (see Rule G.27) without the Animate Dead because Animate Dead has been affected by Spatial Binding, the Animate Dead is destroyed but the creature is not. The creature will phase in perfectly normal since the Animate Dead ability did not destroy it.

[\[Aahz 1997/02/16\]](#)

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

Note - Also see Put Into Play, Rule G.28.

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

[\[D'Angelo 1997/04/11\]](#)

### **Animate Land:**

Info: Color=Green Type=Instant Cost=G NE(U)

Text(NE): Until end of turn, target land is a 3/3 creature that's still a land.

You can attack with the land during your turn if you started the turn with the land in play under your control and have had control of it since then.

[\[D'Angelo 2000/02/15\]](#)

### **Animate Wall:**

Info: Color=White Type=Enchant Creature Cost=W ABUR456(R)  
Text(6th+errata): Enchanted creature may attack as though it weren't a Wall.

[Oracle 1999/05/01]

Note - In Fifth Edition (and before) this card could only be played on a Wall.

#### Ankh of Mishra:

Info: Color=Artifact Type=Artifact Cost=2 ABUR456(R)  
Text(5th/6th): 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 1997/05/22]

Lands phasing in will not trigger this card (see Rule G.27.9).

[Mirage, Page 2]

It determines the land's controller at the time the ability resolves. If the land leaves play before the ability resolves, the land's last controller before it left is used. [D'Angelo 1998/10/19]

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

#### Annex:

Info: Color=Blue Type=Enchant Land Cost=2UU ON(U)  
Text(ON): You control enchanted land.

#### Annihilate:

Info: Color=Black Type=Instant Cost=3BB IN(U)  
Text(IN): Destroy target nonblack creature. It can't be regenerated. ;  
Draw a card.

#### Annul:

Info: Color=Blue Type=Instant Cost=U US(C)  
Text(US): Counter target artifact or enchantment spell.  
It works on Artifact Creature spells and Enchant <something> spells.  
[DeLaney 1998/10/05]

Note - Before errata it was of type Interrupt.

#### Anoint:

Info: Color=White Type=Instant Cost=W TE(C)  
Text(TE+errata): Buyback {3}. ; Prevent the next 3 damage that would be dealt to target creature this turn. [Oracle 1999/05/01]  
Note - Also see Buyback, Rule A.10.

#### Antagonism:

Info: Color=Red Type=Enchantment Cost=3R US(R)  
Text(US+errata): At the end of each player's turn, ~this~ deals 2 damage to that player unless one of his or her opponents was dealt damage that turn.  
[Oracle 1999/07/21]

It looks back over the entire turn even if this card was not in play at the time. [DeLaney 1998/10/05]

#### Anthroplasm:

Info: Color=Blue Type=Creature - Shapeshifter Cost=2UU UL(R)  
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 1999/02/03]

#### Anti-Magic Aura:

Info: Color=Blue Type=Enchant Creature Cost=2U LG(C1)/5(U)  
Text(5th+errata): Enchanted creature can't be the target of spells and can't be enchanted by enchantments except for ~this~. [Oracle 2000/02/01]  
The creature can be targeted by abilities. [D'Angelo 2000/03/03]

#### Anurid Barkripper:

Info: Color=Green Type=Creature - Beast Cost=1GG JU(C)  
Text(JU): 2/2. ; Threshold - ~this~ gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Anurid Brushhopper:**

Info: Color=Multi Type=Creature - Beast Cost=1GW JU(R)  
Text(JU): 3/4. ; Discard two cards from your hand: Remove ~this~ from the game. Return it to play under its owner's control at end of turn.  
If the ability is played during the End of Turn step, it will not return to play until the End of Turn step in the following turn.

[\[Judgment FAQ 2002/05/28\]](#)

It returns to play as if it were newly cast. All effects and such that were on it ended when it left play. [\[Judgment FAQ 2002/05/28\]](#)

#### **Anurid Murkdiver:**

Info: Color=Black Type=Creature - Zombie Beast Cost=4BB ON(C)  
Text(ON): 4/3, Swampwalk.  
Note - Also see Landwalk, Rule A.27.

#### **Anurid Scavenger:**

Info: Color=Green Type=Creature - Beast Cost=2G TO(U)  
Text(TO): 3/3, Protection from Black. ; At the beginning of your upkeep, sacrifice ~this~ unless you put a card from your graveyard on the bottom of your library.  
Note - Also see Protection, Rule A.31.

#### **Anurid Swarmsnapper:**

Info: Color=Green Type=Creature - Beast Cost=2G JU(U)  
Text(JU): 1/4. ; ~this~ may block as though it had flying. ; {1}{G}: ~this~ may block an additional creature this turn.

#### **Anvil of Bogardan:**

Info: Color=Artifact Type=Artifact Cost=2 VI(R)  
Text(VI+errata): Players have no maximum hand size. ; At the beginning of each player's draw step, that player draws a card, then discards a card from his or her hand. [\[Oracle 2000/02/01\]](#)  
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. [\[bethmo 1997/09/13\]](#)  
The draw and discard during the draw step are controlled by the controller of Anvil of Bogardan. This means the discard is forced and can trigger Sand Golem or Mangara's Blessing. [\[D'Angelo 1998/05/12\]](#)  
If multiple effects modify your hand size limit, apply them in the order they enter play. For example, if both this and Recycle are in play, the most recent in play decides your hand size.  
[\[D'Angelo 2001/05/21\]](#)

#### **An-Zerrin Ruins:**

Info: Color=Red Type=Enchantment Cost=2RR HL(U1)  
Text(HL+errata): As ~this~ comes into play, choose a creature type. ; Creatures of the chosen type don't untap during their controllers' untap steps. [\[Oracle 1999/07/23\]](#)  
Cannot choose something such as Artifact Creature or Land Creature which are not creature types. [\[Duelist Magazine #9, Page 36\]](#)  
Note - Also see Creature Type, Rule K.11.

#### **Apathy:**

Info: Color=Blue Type=Enchant Creature Cost=U WL(C)  
Text(WL+errata): Enchanted creature doesn't untap during its controller's untap step. ; At the beginning of the upkeep of enchanted creature's controller, that player may discard a card at random from his or her hand. If he or she does, untap enchanted creature. [\[Oracle 2000/02/01\]](#)  
The discard to untap is a payment and is not forced. [\[bethmo 1997/06/12\]](#)

#### **Apes of Rath:**

Info: Color=Green Type=Creature - Ape Cost=2GG TE(U)  
Text(TE+errata): 5/4 ; Whenever ~this~ attacks, it doesn't untap during its controller's next untap step. [\[Oracle 2000/10/24\]](#)

**Aphetto Alchemist:**

Info: Color=Blue Type=Creature - Wizard Cost=1U ON(U)

Text(ON): 1/2. ; {Tap}: Untap target artifact or creature. ; Morph {U}.

Note - Also see Morph, Rule A.29.

**Aphetto Dredging:**

Info: Color=Black Type=Sorcery Cost=3B ON(C)

Text(ON): Return up to three target creature cards of the creature type of your choice from your graveyard to your hand.

You need to choose the creature type before choosing the targets.

[\[Onslaught FAQ 2002/09/24\]](#)

**Aphetto Exterminator:**

Info: Color=Black Type=Creature - Wizard Cost=2B LE(U)

Text(LE): 3/1. ; Morph {3}{B}. ; When ~this~ is turned face up, target creature gets -3/-3 until end of turn.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed

or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

**Aphetto Grifter:**

Info: Color=Blue Type=Creature - Wizard Cost=2U ON(U)

Text(ON): 1/1. ; Tap two untapped Wizards you control: Tap target permanent.

Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.

[\[Onslaught FAQ 2002/09/24\]](#)

It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)

**Aphetto Runecaster:**

Info: Color=Blue Type=Creature - Wizard Cost=3U SC(U)

Text(SC): 2/3. ; Whenever a creature is turned face up, you may draw a card.

**Aphetto Vulture:**

Info: Color=Black Type=Creature - Zombie Bird Cost=4BB ON(U)

Text(ON): 3/2, Flying. ; When ~this~ is put into a graveyard from play, you may put target Zombie card from your graveyard on top of your library.

The ability can be used to return itself to the top of your library if it is still in your graveyard when the ability resolves.

[\[Onslaught FAQ 2002/09/24\]](#)

**Apocalypse:**

Info: Color=Red Type=Sorcery Cost=2RRR TE(R)

Text(TE+errata): Remove all permanents from the game. You discard your hand. [\[Oracle 1999/05/01\]](#)

**Apocalypse Chime:**

Info: Color=Artifact Type=Artifact Cost=2 HL(U1)

Text(HL+errata): {2},{Tap},Sacrifice ~this~: Destroy all cards from the Homelands expansion. They can't be regenerated. [\[Oracle 1999/07/23\]](#)

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. [\[Aahz 1995/10/23\]](#)

**Apprentice Necromancer:**

Info: Color=Black Type=Creature - Wizard Cost=1B UD(R)

Text(UD): 1/1. ; {B},{Tap},Sacrifice ~this~: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it.

Note - Also see Haste, Rule A.22.

**Apprentice Sorcerer:**

Info: Color=Blue Type=Creature - Wizard Cost=2U P2(U)

Text(P2): 1/1. ; On your turn, before you attack, you may tap ~this~ to have it deal 1 damage to any one creature or player.

When played under non-Portal rules, the text should be read as

"{Tap}: ~this~ deals 1 damage to target creature or player. Play this



ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Apprentice Wizard:**

Info: Color=Blue Type=Creature - Wizard Cost=1UU DK(U1)/4(C)  
Text(4th+errata): 0/1. ; {U},{Tap}: Add three colorless mana to your mana pool. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Aquamoeba:**

Info: Color=Blue Type=Creature - Beast Cost=1U TO(C)  
Text(TO): 1/3. ; Discard a card from your hand: Switch ~this~'s power and toughness until end of turn.  
The switch is applied just like any other effect. Any power/toughness modifications applied after it apply to the new values.  
[\[WotC Rules Team 2002/10/01\]](#)

#### **Arborea:**

Info: Color=Green Type=Enchant World Cost=2GG LG(U1)  
Text(LG+errata): Creatures can't attack a player who didn't play a spell and didn't put a card into play during his or her last turn.  
[\[Oracle 2001/08/24\]](#)  
This effect modifies the announcement of an attack, so it only works if it is in play at that time. [\[D'Angelo 2000/03/03\]](#)  
You can put tokens into play without ending this effect. For example, Tombstone Stairwell. [\[D'Angelo 1997/03/26\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Enchant World, Rule K.12.10.

#### **Arcades Sabboth:**

Info: Color=Multi Type=Creature - Elder Dragon Legend Cost=2WWGGUU LG(R)/CH(U1)  
Text(CH+errata): 7/7, Flying. ; Untapped nonattacking creatures you control get +0/+2. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}{W}{U}. ; {W}: ~this~ gets +0/+1 until end of turn.  
[\[Oracle 1999/09/03\]](#)  
Does give himself a bonus. [\[Duelist Magazine #2, Page 7\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Arcane Denial:**

Info: Color=Blue Type=Instant Cost=1U AL(C2)  
Text(AL+errata): Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. ; You draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/11/01\]](#)  
The player does not choose how many cards to draw until the beginning of the appropriate upkeep. [\[Duelist Magazine #13, Page 26\]](#) They choose how many before drawing the first one. [\[D'Angelo 1996/11/11\]](#)  
Note - Also see Cantrips, Rule E.2.  
Note - Before errata, this card was of type Interrupt. [\[Oracle 1999/07/23\]](#)

#### **Arcane Laboratory:**

Info: Color=Blue Type=Enchantment Cost=2U US(U)/7(U)  
Text(7th): Each player can't play more than one spell each turn.  
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.  
[\[WotC Rules Team 1998/10/18\]](#)  
If the spell is countered, it still counts as the one spell played.  
[\[D'Angelo 1998/10/19\]](#)  
When it enters play, it will look back over the turn to see if any spell was cast before it entered play. [\[DeLaney 1998/10/17\]](#) It will notice itself being played. [\[D'Angelo 1998/10/22\]](#)  
When it leaves play, the effect ends and all players are able to play spells unrestricted again. [\[D'Angelo 1999/11/23\]](#)

#### **Arcane Teachings:**

Info: Color=Red    Type=Enchant Creature    Cost=2R    JU(C)  
Text(JU): Enchanted creature gets +2/+2 and has "{Tap}: This creature deals 1 damage to target creature or player.

#### **Archaeological Dig:**

Info: Color=Land    Type=Land    Cost=None    IN(U)  
Text(IN): {Tap}: Add one colorless mana to your mana pool. ;  
{Tap},Sacrifice ~this~: Add one mana of any color to your mana pool.

#### **Archangel:**

Info: Color=White    Type=Creature - Angel    Cost=5WW  
VI(R)/PT(R)/P2(R)/ST(R)/6(R)  
Text(6th): 5/5, Flying. ; Attacking doesn't cause ~this~ to tap.  
Note - The Portal version had no creature type.

#### **Arcanis the Omnipotent:**

Info: Color=Blue    Type=Creature - Wizard Legend    Cost=3UUU    ON(R)  
Text(ON): 3/4. ; {Tap}: Draw three cards. ; {2}{U}{U}: Return ~this~ to its owner's hand.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Archery Training:**

Info: Color=White    Type=Enchant Creature    Cost=W    UD(U)  
Text(UD+errata): At the beginning of your upkeep, you may put an arrow counter on ~this~. ; Enchanted creature has "{Tap}: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training that created this ability."

[\[Oracle 2000/10/24\]](#)

Putting on a counter is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

Remember that you do not remove counters when using the ability.

[\[DeLaney 1999/06/08\]](#)

If there is more than one Archery Training on a creature, each granted ability counts the counters on the Archery Training that granted that ability. [\[DeLaney 1999/06/13\]](#)

#### **Archivist:**

Info: Color=Blue    Type=Creature - Wizard    Cost=2UU    UL(R)/7(R)  
Text(UL/7th): 1/1 ; {Tap}: Draw a card.

#### **Arc Lightning:**

Info: Color=Red    Type=Sorcery    Cost=2R    US(C)/BR(F1)  
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. [\[DeLaney 1998/10/05\]](#)

You cannot choose zero targets. You must choose between 1 and 3 targets.

[\[DeLaney 2003/05/19\]](#)

#### **Arc Mage:**

Info: Color=Red    Type=Creature - Spellshaper    Cost=2R    NE(U)  
Text(NE): 2/2. ; {2}{R},{Tap},Discard a card from your hand: ~this~ deals 2 damage divided as you choose among any number of target creatures and/or players.

You cannot choose zero targets. You must choose between 1 and 2 targets.

[\[DeLaney 2003/05/19\]](#)

Note - Cycle with Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

#### **Arctic Foxes:**

Info: Color=White    Type=Creature - Fox    Cost=1W    IA(C)  
Text(IA): 1/1. ; Creatures with power 2 or greater can't block ~this~ as long as defending player controls a snow-covered land. [\[Oracle 2000/02/01\]](#)

#### **Arctic Merfolk:**

Info: Color=Blue    Type=Creature - Merfolk    Cost=1U    PS(C)

Text(PS): 1/1. ; Kicker-Return a creature you control to its owner's hand. ;  
If you paid the kicker cost, ~this~ comes into play with a +1/+1 counter on it.

Note - Also see Kicker, Rule A.24.

#### Arctic Wolves:

Info: Color=Green Type=Creature - Wolf Cost=3GG WL(U)  
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.11.

#### Arcum's Sleigh:

Info: Color=Artifact Type=Artifact Cost=1 IA(U)  
Text(IA+errata): {2},{Tap}: Until end of turn, attacking doesn't cause target creature to tap if defending player controls a snow-covered land.  
[\[Oracle 2001/03/07\]](#)

#### Arcum's Weathervane:

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
Text(IA+errata): {2},{Tap}: Target snow-covered land loses snow-covered. (This effect doesn't end at end of turn.) ;  
{2},{Tap}: Target non-snow-covered basic land becomes snow-covered. (This effect doesn't end at end of turn.) [\[Oracle 2001/08/24\]](#)

Gives the "Snow-Covered" or removes the "Snow-Covered" attribute from a land. [\[D'Angelo 1995/06/08\]](#) 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 "is a" basic land type. You can use it on any land to remove Snow-Coveredness. [\[Duelist Magazine #6, Page 132\]](#)

Note - Also see Snow-Covered Lands, Rule K.21.

#### Arcum's Whistle:

Info: Color=Artifact Type=Artifact Cost=3 IA(U)  
Text(IA+errata): {3},{Tap}: Target non-Wall creature's controller may pay that creature's converted mana cost. If he or she doesn't, the creature attacks this turn if able, and at end of turn, destroy it if it didn't attack. Play this ability only during the creature's controller's turn before attackers are declared. You can't target a creature that came under its controller's control this turn. [\[Oracle 2000/02/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### Ardent Militia:

Info: Color=White Type=Creature - Soldier Cost=4W  
WL(C)/PT(U)/ST(U)/67(U)

Text(6th/7th): 2/5. ; Attacking doesn't cause ~this~ to tap.

Note - The Portal version had no creature type.

#### Ardent Soldier:

Info: Color=White Type=Creature - Soldier Cost=1W IN(C)  
Text(IN): 1/2. ; Kicker {2} (You may pay an additional {2} as you play this spell.) ; Attacking doesn't cause ~this~ to tap. ; If you paid the kicker cost, ~this~ comes into play with a +1/+1 counter on it.

Note - Also see Kicker, Rule A.24.

#### Arena:

Info: Color=Land Type=Land Cost=None PR(AR)  
Text(PR+errata): {3},{Tap}: Choose a creature you control. An opponent chooses a creature he or she controls. Tap both creatures. Each of those creatures deals damage equal to its power to the other.

[\[Oracle 2002/03/01\]](#)

The opponent and the creatures are all chosen when the ability is resolving.

[\[D'Angelo 2002/03/16\]](#)

Either or both creatures can be tapped prior to using the ability and it still works. [\[bethmo 1995/08/24\]](#)

Walls can fight in the Arena. [\[Aahz 1994/12/02\]](#)

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

[\[Peterson 1994/11/15\]](#)

The power of the creatures when the effect resolves is used to determine how much damage is done. [\[Aahz 1995/03/07\]](#)

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(R)/CH(U1)

Text(CH+errata): Legends don't untap during their controllers' untap steps. ; When ~this~ comes into play, tap all Legends. [\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

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

#### **Arenson's Aura:**

Info: Color=White Type=Enchantment Cost=2W IA(C)/5(U)

Text(5th+errata): {W}, Sacrifice an enchantment: Destroy target enchantment. ; {3}{U}{U}: Counter target enchantment spell.

[\[Oracle 2000/02/01\]](#)

Counters an enchantment spell as it is being played from someone's hand. It does not counter the effect of an enchantment. [\[Aahz 1995/06/13\]](#)

#### **Argvian Archaeologist:**

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

Text(AQ+errata): 1/1. ; {W}{W}, {Tap}: Return target artifact card from your graveyard to your hand. [\[Oracle 1999/09/03\]](#)

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

#### **Argvian Blacksmith:**

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

Text(AQ+errata): 2/2. ; {Tap}: Prevent the next 2 damage that would be dealt to target artifact creature this turn. [\[Oracle 1999/09/03\]](#)

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

#### **Argvian Find:**

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

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

#### **Argvian Restoration:**

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

Text(WL+errata): Put target artifact card from your graveyard into play.

[\[Oracle 1999/07/01\]](#)

#### **Argothian Elder:**

Info: Color=Green Type=Creature - Elf Cost=3G US(U)/BR(F1)

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. [\[DeLaney 1998/10/05\]](#)

Can target an already untapped land. [\[DeLaney 1998/10/05\]](#)

#### **Argothian Enchantress:**

Info: Color=Green Type=Creature - Enchantress Cost=1G US(R)

Text(US+errata): 0/1. ; ~this~ can't be the target of spells or abilities. ;

Whenever you play an enchantment spell, draw a card. [\[Oracle 1999/05/01\]](#)

The ability triggers when you announce an Enchantment or Enchant <something> spell. [\[D'Angelo 1999/05/01\]](#)

#### **Argothian Pixies:**

Info: Color=Green Type=Creature - Faerie Cost=1G AQ(C4)/CH(C3)

Text(CH+errata): 2/1. ; ~this~ can't be blocked by artifact creatures. ;

Prevent all damage that would be dealt to ~this~ by artifact creatures.

[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Argothian Swine:**

Info: Color=Green Type=Creature - Boar Cost=3G US(C)  
Text(US): 3/3, Trample.  
Note - Also see Trample, Rule A.37.

#### Argothian Treefolk:

Info: Color=Green Type=Creature - Treefolk Cost=3GG AQ(C4)  
Text(AQ+errata): 3/5. ; Prevent all damage that would be dealt to ~this~ by artifacts. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### Argothian Wurm:

Info: Color=Green Type=Creature - Wurm Cost=3G US(R)  
Text(US+errata): 6/6, Trample. ; When ~this~ comes into play, any player may sacrifice a land. If a player does, put ~this~ on top of its owner's library. [\[Oracle 1999/05/01\]](#)  
Only one triggered ability is placed on the stack that offers all the players a choice when it resolves. See Rule A.4.11. [\[D'Angelo 2001/08/15\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Trample, Rule A.37.

#### Ark of Blight:

Info: Color=Artifact Type=Artifact Cost=2 SC(U)  
Text(SC): {3},{Tap},Sacrifice ~this~: Destroy target land.

#### Armadillo Cloak:

Info: Color=Multi Type=Enchant Creature Cost=1GW IN(C)  
Text(IN): Enchanted creature gets +2/+2 and has trample. ; Whenever enchanted creature deals damage, you gain that much life.  
Note - Also see Trample, Rule A.37.

#### Armageddon:

Info: Color=White Type=Sorcery Cost=3W  
ABUR456(R)/PT(R)/P2(R)/ST(R)/AT(F1)  
Text(4th/5th/6th): Destroy all lands.  
The destruction can be prevented normally, such as with Consecrate Land, Pyramids, or regeneration if the land is also a creature.  
[\[Aahz 1994/06/01\]](#)

#### Armageddon Clock:

Info: Color=Artifact Type=Artifact Cost=6 AQ(U2)/R4(R)  
Text(4th+errata): At the beginning of your upkeep, put a doom counter on ~this~. ; At the beginning of your draw step, ~this~ deals damage to each player equal to the number of doom counters on it. ; {4}: Remove a doom counter from ~this~. Any player may play this ability, but only during any upkeep step. [\[Oracle 2001/08/24\]](#)  
Players can remove as many counters as they can pay for each turn.  
[\[D'Angelo 2000/02/25\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Armistice:

Info: Color=White Type=Enchantment Cost=2W MM(R)  
Text(MM): {3}{W}{W}: You draw a card and target opponent gains 3 life.

#### Armored Galleon:

Info: Color=Blue Type=Creature - Ship Cost=4U P2(U)  
Text(P2): 5/4. ; ~this~ can't attack unless the defending player has an island in play.  
When played under non-Portal rules, the text should be read as "~this~ can't attack unless defending player controls an island." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### Armored Griffin:

Info: Color=White Type=Creature - Griffin Cost=3W P2(U)  
Text(P2): 2/3, Flying. ; Attacking doesn't cause ~this~ to tap.  
All tournament formats have banned this card because it only appears in Portal.

**Armored Guardian:**

Info: Color=Multi Type=Creature - Guardian Cost=3WU IN(R)

Text(IN): 2/5. ; {1}{W}{W}: Target creature you control gains protection from the color of your choice until end of turn. ; {1}{U}{U}: ~this~ can't be the target of spells or abilities this turn.

You can play the "can't be the target" ability in response to this card being targeted by a spell or ability. If you do so, then the spell or ability will fail to do anything to this card since this card will now be an illegal target. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Protection, Rule A.31.

**Armored Pegasus:**

Info: Color=White Type=Creature - Pegasus Cost=1W  
TE(C)/PT(C)/6(C)/AT(F1)/BR(F1)

Text(TE/6th): 1/2, Flying.

Note - The Anthologies version of the card has a mana cost of {2}{W} instead of {1}{W}. This is an error.

Note - The Portal version had no creature type.

**Armorer Guildmage:**

Info: Color=Red Type=Creature - Wizard Cost=R MI(C)

Text(MI): 1/1. ; {B},{Tap}: Target creature gets +1/+0 until end of turn. ; {G},{Tap}: Target creature gets +0/+1 until end of turn.

**Armor of Faith:**

Info: Color=White Type=Enchant Creature Cost=W IA(C)/5(C)

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(C)

Text(MI+errata): ~this~ can enchant only a nonblack creature. ; You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted creature gets +2/+2. [\[Oracle 2000/10/24\]](#)

**Armor Sliver:**

Info: Color=White Type=Creature - Sliver Cost=2W TE(U)

Text(TE+errata): 2/2. ; All Slivers have "{2}: This creature gets +0/+1 until end of turn." [\[Oracle 1999/05/01\]](#)

**Armor Thrull:**

Info: Color=Black Type=Creature - Thrull Cost=2B FE(C4)

Text(FE+errata): 1/3. ; {Tap},Sacrifice ~this~: Put a +1/+2 counter on target creature. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Arms Dealer:**

Info: Color=Red Type=Creature - Goblin Cost=2R MM(U)

Text(MM): 1/1. ; {1}{R},Sacrifice a Goblin: ~this~ deals 4 damage to target creature.

**Army Ants:**

Info: Color=Multi Type=Creature - Insect Cost=1BR VI(U)

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): Attacking creatures get +2/+0 until end of turn.

[\[Oracle 1999/09/03\]](#)

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

Note - 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). [\[D'Angelo 1999/01/31\]](#)

**Arnjlot's Ascent:**



Info: Color=Blue Type=Enchantment Cost=1UU IA(C)  
Text(IA): Cumulative Upkeep - {U}. ; {1}: Target creature gains flying until end of turn.

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Arrest:**

Info: Color=White Type=Enchant Creature Cost=2W MM(U)  
Text(MM): Enchanted creature can't attack or block, and its activated abilities can't be played.

#### **Arrogant Vampire:**

Info: Color=Black Type=Creature - Vampire Cost=3BB PT(U)  
Text(PT): 4/3, Flying.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Vampire. [\[D'Angelo 2000/06/05\]](#)

#### **Arrogant Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=3GG TO(U)  
Text(TO): 4/4, Trample. ; Madness {2}{G}.

Note - Also see Madness, Rule A.28.

Note - Also see Trample, Rule A.37.

#### **Artifact Blast:**

Info: Color=Red Type=Instant Cost=R AQ(C4)

Text(AQ+errata): Counter target artifact spell. [\[Oracle 1999/09/03\]](#)

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

Note - This spell was of type Interrupt, but now it is of type Instant.

[\[Oracle 1999/09/03\]](#)

#### **Artifact Mutation:**

Info: Color=Multi Type=Instant Cost=RG IN(R)

Text(IN): Destroy target artifact. It can't be regenerated. ; Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

This spell is countered and you get no Saprolings if the artifact is an illegal target on resolution. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Token Creatures, Rule K.25.

#### **Artifact Possession:**

Info: Color=Black Type=Enchant Artifact Cost=2B AQ(C4)

Text(AQ+errata): Whenever enchanted artifact becomes tapped or a player plays an ability of enchanted artifact without {Tap} in its activation cost, ~this~ deals 2 damage to that artifact's controller.

[\[Oracle 2001/08/24\]](#)

Triggered abilities are not "played" and so they won't trigger this card's ability. [\[DeLaney 2000/03/12\]](#)

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 has protection from artifacts. This effect doesn't remove Artifact Ward. [\[Oracle 2001/08/24\]](#)

Does not protect against non-damaging and non-targeted artifacts such as Nevinyrral's Disk. [\[bethmo 1994/06/01\]](#)

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

Note - Also see Protection, Rule A.31.

#### **Artificial Evolution:**

Info: Color=Blue Type=Instant Cost=U ON(R)

Text(ON): Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.)

It changes creature type words in the text box and on the card's type line.

[\[Onslaught FAQ 2002/09/24\]](#)

It only changes what is printed on the card (or set on a token when it was created or set by a copy effect). It will not change any effects that are on the permanent. [\[Onslaught FAQ 2002/09/24\]](#)

If a creature's creature type has been changed by a spell or ability, changing the card's text won't affect or alter the new creature type. [\[Onslaught FAQ 2002/09/24\]](#)

If this card is used to change "Wall" into something else, the Wall reminder text will also be changed. This won't make the creature of the new type unable to attack, however. It's just reminder text that is now inaccurate. [\[Onslaught FAQ 2002/09/24\]](#)

#### **Ascendant Evincar:**

Info: Color=Black Type=Creature - Legend Cost=4BB NE(R)  
Text(NE): 3/3, Flying. ; Other black creatures get +1/+1. ; Nonblack creatures get -1/-1.

#### **Ascending Aven:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=2UU ON(C)  
Text(ON): 3/2, Flying. ; "this" may block only creatures with flying. ; Morph {2}{U}.  
Note - Also see Morph, Rule A.29.

#### **Ashen Firebeast:**

Info: Color=Red Type=Creature - Beast Cost=6RR OD(R)  
Text(OD): 6/6. ; {1}{R}: "this" deals 1 damage to each creature without flying.

#### **Ashen Ghoul:**

Info: Color=Black Type=Creature - Ghoul Cost=3B IA(U)  
Text(IA+errata): 3/1, Haste. ; {B}: Return "this" from your graveyard to play. Play this ability only during your upkeep and only if three or more creature cards are above "this". [\[Oracle 2002/03/01\]](#)  
Note - Also see Haste, Rule A.22.

#### **Ashen Powder:**

Info: Color=Black Type=Sorcery Cost=2BB MI(R)/6(R)  
Text(6th): Put target creature card from one of your opponents' graveyards into play under your control.

#### **Ashes to Ashes:**

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

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. [\[bethmo 1994/09/15\]](#) You take the damage if at least one target is removed from the game. [\[D'Angelo 1995/05/17\]](#)

#### **Ashnod's Altar:**

Info: Color=Artifact Type=Artifact Cost=3 AQ(U2)/CH(C2)/56(U)  
Text(6th): Sacrifice a creature: Add two colorless mana to your mana pool.

#### **Ashnod's Battle Gear:**

Info: Color=Artifact Type=Artifact Cost=2 AQ(U2)/4(U)  
Text(4th+errata): You may choose not to untap "this" during your untap step. ; {2},{Tap}: Target creature you control gets +2/-2 as long as "this" remains tapped. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Tap and Hold Abilities, Rule E.11.

#### **Ashnod's Coupon:**

Info: Color=Artifact Type=Artifact Cost=0 UG(R)  
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. [\[Barclay 1998/08/13\]](#)  
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. [\[Barclay 1998/08/13\]](#)

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. [\[QAS 1998/09/09\]](#) 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. [\[QAS 1998/09/09\]](#) This also includes bringing a drink into a location that does not allow drinks, or any other such rule or law breaking. [\[D'Angelo 1999/02/21\]](#)

You cannot force someone to do something unsafe. [\[D'Angelo 1999/02/21\]](#)

The effect does not resolve until the drink is returned. [\[QAS 1998/09/09\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Ashnod's Cylix:**

Info: Color=Artifact Type=Artifact Cost=2 AL(R2)

Text(AL+errata): {3},{Tap}: Target player looks at the top three cards of his or her library, puts one of them back on top of his or her library, then removes the rest from the game. [\[Oracle 1999/07/23\]](#)

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 Transmogrant:**

Info: Color=Artifact Type=Artifact Cost=1 AQ(U3)/CH(C2)/5(C)

Text(5th+errata): {Tap},Sacrifice ~this~: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. (This effect doesn't end at end of turn.) [\[Oracle 2001/08/24\]](#)

The counter only gives the +1/+1. The artifactness is a permanent change not associated with the counter. [\[Aahz 1997/08/22\]](#) So if the counter is moved off of the creature the artifact nature stays.

Note - Also see Changing a Permanent's Type, Rule K.5.

#### **Asmira, Holy Avenger:**

Info: Color=Multi Type=Creature - Legend Cost=2GW MI(R)

Text(MI+errata): 2/3, Flying. ; At the end turn, put a +1/+1 counter on ~this~ for each creature put into your graveyard from play this turn.

[\[Oracle 1999/07/01\]](#)

Counts creatures that went to the graveyard before this card came into play.

[\[D'Angelo 1998/06/08\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Aspect of Wolf:**

Info: Color=Green Type=Enchant Creature Cost=1G ABUR45(R)

Text(5th+errata): Enchanted creature gets +X/+Y, where X is equal to half the number of forests you control, rounded down, and Y is equal to half the number of forests you control, rounded up. [\[Oracle 2000/02/01\]](#)

The bonus is recalculated every time the number of Forests you have in play changes. It is not a one-time bonus. [\[bethmo 1994/04/01\]](#) It is a continuous effect.

#### **Assassin's Blade:**

Info: Color=Black Type=Sorcery Cost=1B PT(U)

Text(PT): Play ~this~ only after you're attacked, before you declare interceptors. ; Destroy any one attacking creature that isn't black.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as an Instant spell with text "Play ~this~ only during an opponent's declare attackers step. ; Destroy target nonblack attacking creature." [\[D'Angelo 2000/06/05\]](#)

#### **Assault (Assault/Battery):**

Info: Color=Red Type=Sorcery Cost=R IN(U)

Text(IN): ~this~ deals 2 damage to target creature or player.

Note - See Battery (Assault/Battery) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### Assembly Hall:

Info: Color=Artifact Type=Artifact Cost=5 MM(R)  
Text(MM+errata): {4},{Tap}: Reveal a creature card in your hand. Search your library for a card with the same name as that card, reveal the card, and put it into your hand. Then shuffle your library. [\[Oracle 2000/02/01\]](#)  
You do not have to find a card if you do not want to. See Rule Z.6.9.  
[\[D'Angelo 2001/07/14\]](#)

#### Astral Slide:

Info: Color=White Type=Enchantment Cost=2W ON(U)  
Text(ON): Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play under its owner's control at end of turn.  
If a player cycles a card during the end of turn step, the creature that is removed from the game won't come back into play until the end of the next turn. [\[Onslaught FAQ 2002/09/24\]](#)  
If a face down card is removed from the game, it turns face up and remains face up when it returns to play. [\[Onslaught FAQ 2002/09/24\]](#)

#### Astral Steel:

Info: Color=White Type=Instant Cost=2W SC(C)  
Text(SC): Storm. ; Target creature gets +1/+2 until end of turn.  
**+ Note - Also see Storm, Rule A.35.**

#### Astrolabe:

Info: Color=Artifact Type=Artifact Cost=3 AL(C2)  
Text(AL+errata): {1},{Tap},Sacrifice ~this~: Add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/07/23\]](#)  
Note - Also see Cantrips, Rule E.2.

#### Atalya, Samite Master:

Info: Color=White Type=Creature - Cleric Legend Cost=3WW IN(R)  
Text(IN): 2/3. ; {X},{Tap}: Choose one - Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.  
Spending only white mana applies to the ability regardless of which mode you choose. [\[Invasion FAQ 2000/10/03\]](#)  
Cost modifiers which add a cost are not restricted to only white mana.  
[\[D'Angelo 2000/10/14\]](#)  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Modal Spells and Abilities, Rule G.24.

#### Atog:

Info: Color=Red Type=Creature - Atog Cost=1R AQ(C4)/R5(U)  
Text(5th+errata): 1/2. ; Sacrifice an artifact: ~this~ gets +2/+2 until end of turn. [\[Oracle 1999/09/03\]](#)

#### Atogatog:

Info: Color=Multi Type=Creature - Atog Legend Cost=WUBRG OD(R)  
Text(OD): 5/5. ; Sacrifice an Atog: ~this~ gets +X/+X until end of turn, where X is the sacrificed Atog's power.  
This card is of creature type Atog and of type Legend.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### Attrition:

Info: Color=Black Type=Enchantment Cost=1BB UD(R)  
Text(UD): {B},Sacrifice a creature: Destroy target nonblack creature.

#### Attunement:

Info: Color=Blue Type=Enchantment Cost=2U US(R)  
Text(US+errata): Return ~this~ to owner's hand: Draw three cards, then discard four cards from your hand. [\[Oracle 1999/05/01\]](#)  
If you have less than 4 cards, discard all you have. [\[DeLaney 1998/10/05\]](#)

**Aura Blast:**

Info: Color=White Type=Instant Cost=1W PS(C)

Text(PS): Destroy target enchantment. ; Draw a card.

You don't draw a card if this spell is countered. This can happen if the target is illegal on resolution. [\[Planeshift FAQ 2001/01/26\]](#)

You still draw a card if the enchantment regenerates.

[\[Planeshift FAQ 2001/01/26\]](#)

**Aura Extraction:**

Info: Color=White Type=Instant Cost=1W ON(U)

Text(ON): Put target enchantment on top of its owner's library. ;

Cycling {2}.

Note - Also see Cycling, Rule A.12.

**Aura Flux:**

Info: Color=Blue Type=Enchantment Cost=2U UL(C)

Text(UL+errata): All other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}."

[\[Oracle 1999/05/01\]](#)

This card adds a triggered ability to all other enchantments.

[\[D'Angelo 1999/05/01\]](#)

If two or more Aura Fluxes are in play, they will give the text to each other. [\[DeLaney 1999/02/14\]](#) And they will cause each other enchantment to have two triggered abilities the player would have to pay.

[\[D'Angelo 1999/05/01\]](#)

You choose whether to pay {2} or not on resolution. If not, then you sacrifice the enchantment. [\[D'Angelo 1999/06/01\]](#)

**Aura Fracture:**

Info: Color=White Type=Enchantment Cost=2W PY(C)

Text(PY): Sacrifice a land: Destroy target enchantment.

**Aura Graft:**

Info: Color=Blue Type=Instant Cost=1U OD(U)

Text(OD+errata): Gain control of target enchantment that's enchanting a permanent. Move that enchantment to another permanent it can enchant. (This effect doesn't end at end of turn.)

[\[Odyssey FAQ 2001/10/04\]](#)

If there is no legal place to move the enchantment, then it doesn't move but you still control it. [\[Odyssey FAQ 2001/10/04\]](#)

**Auramancer:**

Info: Color=White Type=Creature - Wizard Cost=2W OD(C)

Text(OD): 2/2. ; When ~this~ comes into play, you may return target enchantment card from your graveyard to your hand.

**Aura Mutation:**

Info: Color=Multi Type=Instant Cost=GW IN(R)

Text(IN): Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

This spell is countered and you get no Saprolings if the enchantment is an illegal target on resolution. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Token Creatures, Rule K.25.

**Aura Shards:**

Info: Color=Multi Type=Enchantment Cost=1GW IN(U)

Text(IN): Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

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

**Aura of Silence:**

Info: Color=White Type=Enchantment Cost=1WW WL(U)

Text(WL+errata): Artifact and enchantment spells your opponents play cost {2} more to play. ; Sacrifice ~this~: Destroy target artifact or enchantment. [\[Oracle 2000/02/01\]](#)

Affects all opponents in a multiplayer game. [\[D'Angelo 1999/07/10\]](#)

#### **Aura Thief:**

Info: Color=Blue Type=Creature - Illusion Cost=3U UD(R)  
Text(UD): 2/2, Flying. ; When ~this~ is put into a graveyard from play, you gain control of all enchantments. (You don't get to move local enchantments.)  
Gaining control of an enchantment often isn't very interesting since it probably won't change what the enchantment is doing. It only matters if the enchantment does something specifically to "you" or "an opponent" or if the enchantment has an activated ability (which only the controller can use). [\[D'Angelo 1999/06/01\]](#)

#### **Auratog:**

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

#### **Aurification:**

Info: Color=White Type=Enchantment Cost=2WW ON(R)  
Text(ON): Whenever a creature deals damage to you, put a gold counter on it. ; Each creature with a gold counter on it is a Wall in addition to its other creature types. (Walls can't attack.) ; When ~this~ leaves play, remove all gold counters from all creatures.  
Note - Also see Walls, Rule K.27.

#### **Aurochs:**

Info: Color=Green Type=Creature - Aurochs Cost=3G IA(C)/5(C)  
Text(5th+errata): 2/3, Trample. ; As long as ~this~ is attacking, it gets +1/+0 for each other attacking Aurochs. [\[Oracle 2000/02/01\]](#)  
The bonus is not applied until after you check for attack legality, so it is a 2/3 creature when declaring attackers. [\[DeLaney 2000/03/02\]](#)  
Yes, this is supposed to be of creature type Aurochs and it is supposed to get the bonus for other creatures of its type. [\[Barclay 2001/06/22\]](#)  
Note - Also see Trample, Rule A.37.

#### **Aurora Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W PS(C)  
Text(PS): 2/2, Flying. ; {W}: Target permanent becomes white until end of turn.  
Note - Also see Rule K.7.5 for changing a permanent's color.

#### **Auspicious Ancestor:**

Info: Color=White Type=Creature - Ancestor Cost=3W MI(R)  
Text(MI+errata): 2/3. ; When ~this~ is put into a graveyard from play, you gain 3 life. ; Whenever a white spell is played, you may pay {1}. If you do, you gain 1 life. [\[Oracle 1999/07/01\]](#)

#### **Autumn Willow:**

Info: Color=Green Type=Creature - Legend Cost=4GG HL(U1)  
Text(HL+errata): 4/4. ; ~this~ can't be the target of spells or abilities. ; {G}: Until end of turn, ~this~ may be the target of spells and abilities controlled by target player as though it did not have "~this~ can't be the target of spells or abilities." [\[Oracle 2002/03/01\]](#)  
Does not cause enchantments on it to be removed when the ability is activated. An enchantment in play is neither a spell nor an ability. [\[Duelist Magazine #9, Page 37\]](#)  
This spell can be countered. The ability does not work until it enters play. [\[D'Angelo 1995/11/15\]](#)  
The ability allows you to ignore the "can't target" text on this card, but does not negate any other effects (such as Dense Foliage). [\[D'Angelo 2002/03/16\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Avalanche:**

Info: Color=Red Type=Sorcery Cost=X2RR IA(U)  
Text(IA): Destroy X target snow-covered lands.



Note - Also see X Costs, Rule K.28.

#### **Avalanche Riders:**

Info: Color=Red Type=Creature - Nomad Cost=3R UL(U)  
Text(UL+errata): 2/2, Haste. ; Echo ; When ~this~ comes into play, destroy target land. [\[Oracle 1999/05/01\]](#)

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

Note - Also see Haste, Rule A.22.

Note - Also see Echo, Rule A.14.

Note - This card was designed by Darwin Kastle after winning the 1999 tournament in Barcelona.

#### **Avarax:**

Info: Color=Red Type=Creature - Beast Cost=3RR ON(U)  
Text(ON): 3/3, Haste. ; When ~this~ comes into play, you may search your library for a card named Avarax, reveal it, and put it into your hand. If you do, shuffle your library. ; {1}{R}: ~this~ gets +1/+0 until end of turn.

Note - Also see Haste, Rule A.22.

#### **Avatar of Fury:**

Info: Color=Red Type=Creature - Avatar Cost=6RR PY(R)  
Text(PY): 6/6, Flying. ; If an opponent controls seven or more lands, ~this~ costs {6} less to play. ; {R}: ~this~ gets +1/+0 until end of turn.  
The converted mana cost (see Rule K.8) of this card is still 8, even if you only pay {R}{R} to play it. [\[DeLaney 2000/05/29\]](#)

#### **Avatar of Hope:**

Info: Color=White Type=Creature - Avatar Cost=6WW PY(R)  
Text(PY): 4/9, Flying. ; If you have 3 life or less, ~this~ costs {6} less to play. ; ~this~ may block any number of creatures.  
The converted mana cost (see Rule K.8) of this card is still 8, even if you only pay {W}{W} to play it. [\[DeLaney 2000/05/29\]](#)

#### **Avatar of Might:**

Info: Color=Green Type=Creature - Avatar Cost=6GG PY(R)  
Text(PY): 8/8, Trample. ; If an opponent controls at least four more creatures than you, ~this~ costs {6} less to play.  
The converted mana cost (see Rule K.8) of this card is still 8, even if you only pay {G}{G} to play it. [\[DeLaney 2000/05/29\]](#)  
Note - Also see Trample, Rule A.37.

#### **Avatar of Will:**

Info: Color=Blue Type=Creature - Avatar Cost=6UU PY(R)  
Text(PY): 5/6, Flying. ; If an opponent has no cards in hand, ~this~ costs {6} less to play.  
The converted mana cost (see Rule K.8) of this card is still 8, even if you only pay {U}{U} to play it. [\[DeLaney 2000/05/29\]](#)

#### **Avatar of Woe:**

Info: Color=Black Type=Creature - Avatar Cost=6BB PY(R)  
Text(PY+errata): 6/5, Fear. ; If there are ten or more creature cards total in all graveyards, ~this~ costs {6} less to play. ; {Tap}: Destroy target creature. It can't be regenerated. [\[Oracle 2002/10/01\]](#)  
The converted mana cost (see Rule K.8) of this card is still 8, even if you only pay {B}{B} to play it. [\[DeLaney 2000/05/29\]](#)  
Note - Also see Fear, Rule A.17.

#### **Aven Archer:**

Info: Color=White Type=Creature - Bird Soldier Cost=3WW OD(U)  
Text(OD): 2/2, Flying. ; {2}{W},{Tap}: ~this~ deals 2 damage to target attacking or blocking creature.  
This card is of creature type Bird and of type Soldier.  
[\[D'Angelo 2001/10/10\]](#)

#### **Aven Brigadier:**

Info: Color=White Type=Creature - Bird Soldier Cost=3WWW ON(R)

Text(ON): 3/5, Flying. ; All other Birds get +1/+1. ; All other Soldiers get +1/+1.

It gives +2/+2 to creatures that are both Birds and Soldiers.

[\[Onslaught FAQ 2002/09/24\]](#)

**Aven Cloudchaser:**

Info: Color=White Type=Creature - Bird Soldier Cost=3W OD(C)

Text(OD): 2/2, Flying. ; When ~this~ comes into play, destroy target enchantment.

This card is of creature type Bird and of type Soldier.

[\[D'Angelo 2001/10/10\]](#)

**Aven Envoy:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=U LE(C)

Text(LE): 0/2, Flying.

**Aven Farseer:**

Info: Color=White Type=Creature - Bird Soldier Cost=1W SC(C)

Text(SC): 1/1, Flying. ; Whenever a creature is turned face up, put a +1/+1 counter on ~this~.

**Aven Fateshaper:**

Info: Color=Blue Type=Creature - Bird Wizard Cost=6U ON(U)

Text(ON): 4/5, Flying. ; When ~this~ comes into play, look at the top four cards of your library, then put them back in any order. ; {4}{U}: Look at the top four cards of your library, then put them back in any order.

**Aven Fisher:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=3U OD(C)

Text(OD): 2/2, Flying. ; When ~this~ is put into a graveyard from play, you may draw a card.

This card is of creature type Bird and of type Soldier.

[\[D'Angelo 2001/10/10\]](#)

**Aven Flock:**

Info: Color=White Type=Creature - Bird Soldier Cost=4W OD(C)

Text(OD): 2/3, Flying. ; {W}: ~this~ gets +0/+1 until end of turn.

This card is of creature type Bird and of type Soldier.

[\[D'Angelo 2001/10/10\]](#)

**Aven Fogbringer:**

Info: Color=Blue Type=Creature - Bird Wizard Cost=3U JU(C)

Text(JU): 2/1, Flying. ; When ~this~ comes into play, return target land to its owner's hand.

**Avenger en-Dal:**

Info: Color=White Type=Creature - Spellshaper Cost=1W NE(R)

Text(NE): 1/1. ; {2}{W},{Tap},Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.

Note - Cycle with Arc Mage, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

**Avenging Angel:**

Info: Color=White Type=Creature - Angel Cost=3WW TE(R)

Text(TE+errata): 3/3, Flying. ; If ~this~ would be put into a graveyard from play, you may put ~this~ on top of owner's library instead.

[\[Oracle 1999/05/01\]](#)

**Avenging Druid:**

Info: Color=Green Type=Creature - Druid Cost=2G EX(C)

Text(EX+errata): 1/3 ; Whenever ~this~ deals damage to an opponent, you may reveal cards from the top of your library until you reveal a land card.

Put that card into play and put all other cards revealed this way into your graveyard. [\[Oracle 1999/07/21\]](#)

The ability does not work if all damage is prevented. [\[Barclay 1998/06/10\]](#)

Putting a land into play does not count as playing a land.

[\[Barclay 1998/06/10\]](#)

The cards are revealed from the top of the library. [\[D'Angelo 1998/06/25\]](#)

#### **Aven Liberator:**

Info: Color=White Type=Creature - Bird Soldier Cost=2WW SC(C)  
Text(SC): 2/3, Flying. ; Morph {3}{W}. ; When ~this~ is turned face up,  
target creature you control gains protection from the color of your choice  
until end of turn.

+ **Note - Also see Morph, Rule A.29.**

+ **Note - Also see Protection, Rule A.31.**

#### **Aven Redeemer:**

Info: Color=White Type=Creature - Bird Cleric Cost=3W LE(C)  
Text(LE): 2/2, Flying. ; {Tap}: Prevent the next 2 damage that would be  
dealt to target creature or player this turn.

#### **Aven Shrine:**

Info: Color=White Type=Enchantment Cost=1WW OD(R)  
Text(OD): Whenever a player plays a spell, that player gains X life, where X  
is the number of cards in all graveyards with the same name as that spell.

#### **Aven Smokeweaver:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=2UU OD(U)  
Text(OD): 2/3, Flying, Protection from Red.  
This card is of creature type Bird and of type Soldier.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Protection, Rule A.31.

#### **Aven Soulgazer:**

Info: Color=White Type=Creature - Bird Cleric Cost=3WW ON(U)  
Text(ON): 3/3, Flying. ; {2}{W}: Look at target face-down creature.

#### **Aven Trooper:**

Info: Color=White Type=Creature - Bird Soldier Cost=3W TO(C)  
Text(TO): 1/1, Flying. ; {2}{W}, Discard a card from your hand: ~this~  
gets +1/+2 until end of turn.

#### **Aven Warcraft:**

Info: Color=White Type=Instant Cost=2W JU(U)  
Text(JU): Creatures you control get +0/+2 until end of turn. ; Threshold -  
Creatures you control also gain protection from the color of your choice  
until end of turn. (You have threshold if seven or more cards are in  
your graveyard.)

Note - Also see Protection, Rule A.31.

Note - Also see Threshold, Rule A.36.

#### **Aven Warhawk:**

Info: Color=White Type=Creature - Bird Soldier Cost=4W LE(U)  
Text(LE): 2/2, Flying. ; Amplify 1.  
Note - Also see Amplify, Rule A.7.

#### **Aven Windreader:**

Info: Color=Blue Type=Creature - Bird Soldier Wizard Cost=3UU OD(C)  
Text(OD): 3/3, Flying. ; {1}{U}: Target player reveals the top card of his  
or her library.

This card is of creature type Bird, of type Soldier, and of type Wizard.

[\[D'Angelo 2001/10/10\]](#)

#### **Avizoa:**

Info: Color=Blue Type=Creature - Avizoa Cost=3U WL(R)  
Text(WL+errata): 2/2, Flying. ; 0: ~this~ gets +2/+2 until end of turn. You  
skip your next untap step. Play this ability only once each turn.

[\[Oracle 1999/11/01\]](#)

You skip the next untap step that you are not skipping for any other reason.

In other words, the skips save up until you skip as many as required.

[\[Aahz 1997/06/16\]](#)

Note - Also see Skipping a Phase, Rule G.36.

#### **Avoid Fate:**

Info: Color=Green Type=Instant Cost=G LG(C1)  
Text(LG+errata): Counter target instant or enchantment spell that targets a permanent you control. [\[Oracle 1999/09/03\]](#)  
Whether the target is an instant or enchantment is not set on announcement. [\[D'Angelo 2000/03/03\]](#) See Rule G.24.  
An "enchantment spell that targets a permanent" is a fancy way of saying that it can counter a local enchantment (such as an Enchant Creature) that is being played. Local enchantments target the permanent they are going to enchant. [\[D'Angelo 2001/04/16\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - It used to be of type Interrupt, but it is now of type Instant.  
[\[Oracle 1999/09/03\]](#)

#### **Awakening:**

Info: Color=Green Type=Enchantment Cost=2GG SH(R)  
Text(SH+errata): At the beginning of each player's upkeep, all players untap all creatures and lands they control. [\[Oracle 1999/05/01\]](#)  
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. [\[Barclay 1998/02/27\]](#)

#### **Awesome Presence:**

Info: Color=Blue Type=Enchant Creature Cost=U AL(C1)  
Text(AL+errata): Enchanted creature can't be blocked unless defending player pays {3} for each creature that blocks enchanted creature. (This cost is paid as blockers are declared.) [\[Oracle 1999/11/01\]](#)

#### **Axelrod Gunnarson:**

Info: Color=Multi Type=Creature - Legend Cost=4BBRR LG(R)/CH(U1)  
Text(CH+errata): 5/5, Trample. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, you gain 1 life and ~this~ deals 1 damage to target player. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Trample, Rule A.37.

#### **Ayesha Tanaka:**

Info: Color=Multi Type=Creature - Legend Cost=UUWW LG(R)/CH(U1)  
Text(CH+errata): 2/2, Banding. ; {Tap}: Counter target activated ability of an artifact unless that ability's controller pays {W}. [\[Oracle 1999/09/03\]](#)  
The controller of the artifact ability pays when the ability of this card resolves if they want to prevent the countering. [\[bethmo 1996/12/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Banding, Rule A.8.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Aysen Abbey:**

Info: Color=Land Type=Land Cost=None HL(U3)  
Text(HL+errata): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Add {W} to your mana pool. ; {2},{Tap}: Add {U} or {G} to your mana pool. [\[Oracle 1999/07/23\]](#)

#### **Aysen Bureaucrats:**

Info: Color=White Type=Creature - Bureaucrat Cost=1W HL(C4)/5(C)  
Text(5th): 1/1. ; {Tap}: Tap target creature with power 2 or less.  
Checks the power of the creature on announcement and on resolution.  
[\[Duelist Magazine #9, Page 37\]](#)

#### **Aysen Crusader:**

Info: Color=White Type=Creature - Crusader Cost=2WW HL(U1)  
Text(HL+errata): 2+\*/2+\*. ; ~this~'s power and toughness are each equal to 2 plus the number of Heroes you control. [\[Oracle 1999/07/23\]](#)

#### **Aysen Highway:**

Info: Color=White Type=Enchantment Cost=3WWW HL(U1)

Text(HL+errata): White creatures gain plainswalk.  
Note - Also see Landwalk, Rule A.27.

#### **Azimaet Drake:**

Info: Color=Blue Type=Creature - Drake Cost=2U MI(C)  
Text(MI+errata): 1/3, Flying. ; {U}: ~this~ gets +1/+0 until end of turn.  
Play this ability only once each turn. [\[Oracle 1999/07/01\]](#)

#### **Azure Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3U LG(U1)/CH(U3)/5(U)/BR(F1)  
Text(LG/CH/5th): 2/4, Flying.

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#### **Backdraft:**

Info: Color=Red Type=Instant Cost=1R LG(U1)  
Text(LG+errata): This turn, whenever target sorcery spell deals damage, ~this~ deals half that much damage, rounded down, to that spell's controller. [\[Oracle 2002/03/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Backfire:**

Info: Color=Blue Type=Enchant Creature Cost=U LG(U1)/4(U)  
Text(4th+errata): Whenever enchanted creature deals damage to you, ~this~ deals that much damage to enchanted creature's controller.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Backlash:**

Info: Color=Multi Type=Instant Cost=1BR IN(U)  
Text(IN): Tap target untapped creature. That creature deals damage equal to its power to its controller.  
Being untapped is a targeting restriction. If the target is tapped before this spell resolves, then this spell is countered. [\[Invasion FAQ 2000/10/03\]](#)

#### **Backslide:**

Info: Color=Blue Type=Instant Cost=1U ON(C)  
Text(ON): Turn target creature with morph face down. ; Cycling {U}.  
Note - Also see Cycling, Rule A.12.  
Note - Also see Morph, Rule A.29.

#### **Back to Basics:**

Info: Color=Blue Type=Enchantment Cost=2U US(R)  
Text(US+errata): Nonbasic lands don't untap during their controllers' untap steps. [\[Oracle 1999/05/01\]](#)  
Only Forest, Island, Mountain, Plains, and Swamp (plus their Snow-Covered equivalents) are basic lands. See Rule K.16.2. [\[DeLaney 1998/10/05\]](#)

#### **Badlands:**

Info: Color=Land Type=Land Cost=None ABUR(R)  
Text(RV+errata): ~this~ is a mountain and a swamp in addition to its land type. [\[Oracle 2001/08/24\]](#)  
This card is effectively of 3 land types. It is a "Badlands", a "Swamp", and a "Mountain". It is not a basic land, but it does count as being each of two basic land types for any cards that look for or count basic land types. [\[D'Angelo 2001/03/12\]](#)  
This card is considered to be a Mountain and a Swamp even while in the graveyard, library, or anywhere else. The text applies even when it is not in play. [\[Jordan 2001/10/13\]](#)  
The card works as if its text also has "{Tap}: Add {B} to your mana pool. ; {Tap}: Add {R} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
Conversion changes the entire land to plains if it is a mountain.  
[\[WotC Rules Team 1998/02/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

#### **Bad Moon:**

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

Text(4th/5th+errata): Black creatures get +1/+1. [\[Oracle 2000/02/01\]](#)

#### **Bad River:**

Info: Color=Land Type=Land Cost=None MI(U)

Text(MI+errata): ~this~ comes into play tapped. ; {Tap}, Sacrifice ~this~:

Search your library for an island or swamp card and put it into play.

Then shuffle your library. [\[Oracle 1999/07/01\]](#)

You do not have to find an island or swamp if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Baki's Curse:**

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

Text(HL+errata): ~this~ deals 2 damage to each creature for each enchant creature enchanting that creature. [\[Oracle 1999/07/23\]](#)

#### **Balance:**

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

Text(4th+errata): Except the player who controls the fewest lands, each player sacrifices lands until all players control the same number of lands as the player who controls the fewest. Players do the same for creatures and discard cards from their hands the same way. [\[Oracle 2001/08/24\]](#)

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.

[\[D'Angelo 1998/02/03\]](#)

This spell is not targeted so cards which cannot be targeted, such as a creature with Protection from White, are both counted and valid choices for being sacrificed. [\[Aahz 1994/12/02\]](#)

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. [\[Oracle 1998/07/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1995/04/19.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1995/04/19.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01. It was previously restricted from 1995/04/19 to 1997/01/01.

#### **Balance of Power:**

Info: Color=Blue Type=Sorcery Cost=3UU PT(R)/P3(R)

Text(P3): If you have fewer cards in your hand than your opponent does, you draw until you have the same number. (When you play ~this~, it doesn't count as in your hand.)

When played under non-Portal rules, the text should be read as "If you have fewer cards in your hand than target opponent does, you draw until you have the same number. (When you play ~this~, it doesn't count as in your hand.)" [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Balancing Act:**

Info: Color=White Type=Sorcery Cost=2WW OD(R)

Text(OD): Each player chooses a number of permanents he or she controls equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards from his or her hand the same way.

#### **Balduvian Barbarians:**

Info: Color=Red Type=Creature - Barbarian Cost=1RR IA(C)/67(C)

Text(IA/6th/7th): 3/2.

#### **Balduvian Bears:**

Info: Color=Green Type=Creature - Bear Cost=1G IA(C)

Text(IA): 2/2.

#### **Balduvian Conjurer:**

Info: Color=Blue Type=Creature - Wizard Cost=1U IA(U)



Text(IA+errata): 0/2. ; {Tap}: Until end of turn, target snow-covered land becomes a 2/2 creature that's still a land. [\[Oracle 2000/02/01\]](#)

#### **Balduvian Dead:**

Info: Color=Black Type=Creature - Zombie Cost=3B AL(U2)  
Text(AL+errata): 2/3. ; {2}{R}, Remove a creature card in your graveyard from the game: Put a 3/1 black and red Graveborn creature token with haste into play. Sacrifice it at end of turn. [\[Oracle 1999/07/23\]](#)  
Note - Also see Haste, Rule A.22.  
Note - Also see Token Creatures, Rule K.25.

#### **Balduvian Horde:**

Info: Color=Red Type=Creature - Barbarian Cost=2RR AL(R2)/6(R)/BD(F1)  
Text(6th+errata): 5/5. ; When ~this~ comes into play, sacrifice it unless you discard a card at random from your hand. [\[Oracle 1999/09/03\]](#)  
The discard is forced. You may use Library of Leng on the discarded card. [\[D'Angelo 1999/05/01\]](#)  
You choose whether to discard or not on resolution. If not, then you sacrifice this card. You can choose to not discard even if you no longer control this card on resolution. See Rule E.12.Ruling.3.  
[\[D'Angelo 1999/06/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Balduvian Hydra:**

Info: Color=Red Type=Creature - Hydra Cost=XRR IA(R)  
Text(IA+errata): 0/1. ; ~this~ comes into play with X +1/+0 counters on it. ; Remove a +1/+0 counter from ~this~: Prevent the next 1 damage that would be dealt to ~this~ this turn. ; {R}{R}{R}: Put a +1/+0 counter on ~this~. Play this ability only during your upkeep. [\[Oracle 2000/02/01\]](#)

#### **Balduvian Shaman:**

Info: Color=Blue Type=Creature - Cleric Cost=U IA(C)  
Text(IA+errata): 1/1. ; {Tap}: Change the text of target white enchantment you control that doesn't have cumulative upkeep by replacing all instances of one color word with another. That enchantment gains "Cumulative Upkeep {1}." (For example, you may change "counters black spells" to "counters blue spells".) [\[Oracle 2000/05/20\]](#)  
Note - Also see Text Changing, Rule E.13.  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Balduvian Trading Post:**

Info: Color=Land Type=Land Cost=None AL(R2)  
Text(AL+errata): If ~this~ would come into play, sacrifice an untapped mountain instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; {Tap}: Add {R} and one colorless mana to your mana pool. ; {1},{Tap}: ~this~ deals 1 damage to target attacking creature. [\[Oracle 1999/11/01\]](#)  
Mana Flare will let you make an extra red or an extra colorless mana of your choice. [\[Aahz 1996/05/21\]](#)  
You sacrifice the mountain before this card is put into play, and do so no matter how it is put into play. [\[D'Angelo 1999/11/14\]](#)

#### **Balduvian War-Makers:**

Info: Color=Red Type=Creature - Barbarian Cost=4R AL(C1)  
Text(AL+errata): 3/3, Haste, Rampage 1. [\[Oracle 1999/11/01\]](#)  
Note - Also see Haste, Rule A.22.  
Note - Also see Rampage, Rule A.33.

#### **Baleful Stare:**

Info: Color=Blue Type=Sorcery Cost=2U PT(U)/7(U)  
Text(7th): Target opponent reveals his or her hand. You draw a card for each mountain and red card in it.

#### **Ballista Squad:**

Info: Color=White Type=Creature - Rebel Cost=3W MM(U)  
Text(MM): 2/2. ; {X}{W},{Tap}: ~this~ deals X damage to target attacking or blocking creature.

**Ball Lightning:**

Info: Color=Red Type=Creature - Ball-Lightning Cost=RRR

DK(U1)/45(R)/BD(F1)

Text(5th+errata): 6/1, Trample, Haste. ; At end of turn, sacrifice ~this~.

[Oracle 1999/07/23]

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

There is no choice about what turn to sacrifice it. [D'Angelo 1998/06/05]

The creature type is "Ball-Lightning" which is considered one word.

Before errata, it was two words, "Ball Lightning". [D'Angelo 1999/09/20]

Note - Also see Haste, Rule A.22.

Note - Also see Trample, Rule A.37.

**Balloon Peddler:**

Info: Color=Blue Type=Creature - Spellshaper Cost=2U MM(C)

Text(MM): 2/2. ; {U},{Tap}, Discard a card from your hand: Target creature gains flying until end of turn.

**Balm of Restoration:**

Info: Color=Artifact Type=Artifact Cost=2 FE(U1)

Text(FE+errata): {1},{Tap}, Sacrifice ~this~: Choose one - You gain 2 life; or prevent the next 2 damage that would be dealt to target creature or player this turn. [Oracle 1999/07/23]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Modal Spells and Abilities, Rule G.24.

**Balshan Beguiler:**

Info: Color=Blue Type=Creature - Wizard Cost=2U OD(U)

Text(OD): 1/1. ; Whenever ~this~ deals combat damage to a player, that player reveals the top two cards of his or her library. You choose one of those cards and put it into his or her graveyard.

**Balshan Collaborator:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=3U TO(U)

Text(TO): 2/2, Flying. ; {B}: ~this~ gets +1/+1 until end of turn.

**Balshan Griffin:**

Info: Color=Blue Type=Creature - Griffin Cost=3UU OD(U)

Text(OD): 3/2, Flying. ; {1}{U}, Discard a card from your hand: Return ~this~ to its owner's hand.

**Balthor the Defiled:**

Info: Color=Black Type=Creature - Zombie Dwarf Legend Cost=2BB JU(R)

Text(JU): 2/2. ; All Minions get +1/+1. ; {B}{B}{B}, Remove ~this~ from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

This card is different from Balthor the Stout for purposes of the

Legend rules. [Judgment FAQ 2002/05/28]

Note - Also see Legendary Permanents, Rule K.17.

**Balthor the Stout:**

Info: Color=Red Type=Creature - Dwarf Legend Cost=1RR TO(R)

Text(TO): 2/2. ; All Barbarians get +1/+1. ; {R}: Target Barbarian gets +1/+0 until end of turn.

This card is different from Balthor the Defiled for purposes of the

Legend rules. [Judgment FAQ 2002/05/28]

Note - Also see Legendary Permanents, Rule K.17.

**Bamboozle:**

Info: Color=Blue Type=Sorcery Cost=2U OD(U)

Text(OD): Target player reveals the top four cards of his or her library.

You choose two of those cards and put them into his or her graveyard. Put the rest on top of his or her library in any order.

**Bandage:**

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

Text(SH+errata): Prevent the next 1 damage that would be dealt to target

creature or player this turn. ; Draw a card. [\[Oracle 1999/05/01\]](#)

#### **Bane of the Living:**

Info: Color=Black Type=Creature - Insect Cost=2BB LE(R)

Text(LE): 4/3. ; Morph {X}{B}{B}. ; When ~this~ is turned face up, all creatures get -X/-X until end of turn.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

The X in the ability has the same value as the X paid in the Morph ability.

This is pretty easy to derive since there is no other source of X.

[\[DeLaney 2003/03/19\]](#)

Note - Also see Morph, Rule A.29.

Note - Also see X Costs, Rule K.28.

#### **Banshee:**

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

Text(CH+errata): 0/1. ; {X},{Tap}: ~this~ deals X damage divided evenly between you and target creature or player. Round up for you and down for that creature or player. [\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Barbarian Bully:**

Info: Color=Red Type=Creature - Barbarian Cost=2R JU(C)

Text(JU): 2/2. ; Discard a card at random from your hand: ~this~ gets +2/+2 until end of turn unless a player has ~this~ deal 4 damage to him or her. Play this ability only once each turn.

#### **Barbarian General:**

Info: Color=Red Type=Creature - Soldier Cost=4R P3(U)

Text(P3): 3/2, Horsemanship.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

#### **Barbarian Guides:**

Info: Color=Red Type=Creature - Barbarian Cost=2R IA(C)

Text(IA+errata): 1/2. ; {2}{R},{Tap}: Target creature you control gains the snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. [\[Oracle 2000/02/01\]](#)

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.

Note - Also see Landwalk, Rule A.27.

#### **Barbarian Horde:**

Info: Color=Red Type=Creature - Soldier Cost=3R P3(C)

Text(P3): 3/3.

All tournament formats have banned this card because it only appears in Portal.

#### **Barbarian Lunatic:**

Info: Color=Red Type=Creature - Barbarian Cost=2R OD(C)

Text(OD): 2/1. ; {2}{R},Sacrifice ~this~: ~this~ deals 2 damage to target creature.

#### **Barbarian Outcast:**

Info: Color=Red Type=Creature - Barbarian Beast Cost=1R TO(C)

Text(TO): 2/2. ; When you control no swamps, sacrifice ~this~.

#### **Barbarian Ring:**

Info: Color=Land Type=Land Cost=None OD(U)

Text(OD): {Tap}: Add {R} to your mana pool. ~this~ deals 1 damage to you. ; Threshold - {R},{Tap}, Sacrifice ~this~: ~this~ deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in

your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Barbary Apes:**

Info: Color=Green Type=Creature - Ape Cost=1G LG(C1)  
Text(LG): 2/2.  
Extended tournaments (see Rule D.15) have always banned this card.

**Barbed-Back Wurm:**

Info: Color=Black Type=Creature - Wurm Cost=4B MI(U)  
Text(MI): 4/3. ; {B}: Target green creature blocking ~this~ gets -1/-1 until end of turn.

**Barbed Field:**

Info: Color=Red Type=Enchant Land Cost=2RR PY(U)  
Text(PY): Enchanted land has "{Tap}: This land deals 1 damage to target creature or player."

The damage dealt by a land is normally colorless. See Rule K.15.5.

[\[Prophecy FAQ 2000/05/25\]](#)

**Barbed Foliage:**

Info: Color=Green Type=Enchantment Cost=2GG MI(U)  
Text(MI): Whenever a creature attacks you, it loses flanking until end of turn. ; Whenever a creature without flying attacks you, ~this~ deals 1 damage to it.

**Barbed Sextant:**

Info: Color=Artifact Type=Artifact Cost=1 IA(C)/5(C)  
Text(5th+errata): {1},{Tap},Sacrifice ~this~: Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 2000/10/24\]](#)

Note - Also see Cantrips, Rule E.2.

**Barbed Sliver:**

Info: Color=Red Type=Creature - Sliver Cost=2R TE(U)  
Text(TE+errata): 2/2. ; All Slivers have "{2}: This creature gets +1/+0 until end of turn." [\[Oracle 1999/05/01\]](#)

**Barbed Wire:**

Info: Color=Artifact Type=Artifact Cost=3 MM(U)  
Text(MM): At the beginning of each player's upkeep, ~this~ deals 1 damage to that player. ; {2}: Prevent the next 1 damage that would be dealt by ~this~ this turn.

**Barbtooth Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=5G P2(C)/ST(C)  
Text(ST): 6/4.  
All tournament formats have banned this card because it only appears in Portal and Starter.

**Bargain:**

Info: Color=White Type=Sorcery Cost=2W P2(U)/ST(U)  
Text(ST): Target opponent draws a card. You gain 7 life.  
All tournament formats have banned this card because it only appears in Starter.

**Bargaining Table:**

Info: Color=Artifact Type=Artifact Cost=5 MM(R)  
Text(MM+errata): {X},{Tap}: Draw a card. X is the number of cards in an opponent's hand as you play this ability. [\[Oracle 2000/10/24\]](#)  
You choose an opponent on announcement. This is not targeted, but a choice is still made. This choice is made before determining the value for X that is used in the cost. [\[D'Angelo 2000/01/02\]](#)

**Barishi:**

Info: Color=Green Type=Creature - Barishi Cost=2GG WL(U)  
Text(WL+errata): 4/3. ; When ~this~ is put into a graveyard from play,

remove ~this~ from the game, then shuffle all creature cards from your graveyard into your library. [\[Oracle 1999/07/01\]](#)  
You still shuffle the creature cards into the library even if this card is not in your graveyard when the triggered ability resolves.  
[\[Aahz 1997/06/13\]](#)

**Barkhide Mauler:**

Info: Color=Green Type=Creature - Beast Cost=4G ON(C)  
Text(ON): 4/4. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

**Barktooth Warbeard:**

Info: Color=Multi Type=Creature - 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.17.

**Barl's Cage:**

Info: Color=Artifact Type=Artifact Cost=4 DK(U1)/CH(U1)/5(R)  
Text(CH/5th+errata): {3}: Target creature doesn't untap during its controller's next untap step. [\[Oracle 1999/07/23\]](#)  
Does not prevent a creature from untapping during the upkeep step. It just stops the "normal" untap during the untap step. [\[D'Angelo 1999/08/01\]](#)  
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. [\[bethmo 1996/11/27\]](#)

**Baron Sengir:**

Info: Color=Black Type=Creature - Legend Cost=5BBB HL(U1)  
Text(HL+errata): 5/5, Flying. ; Whenever a creature dealt damage by ~this~ this turn is put into the graveyard, put a +2/+2 counter on ~this~. ; {Tap}: Regenerate target Vampire. [\[Oracle 1999/11/01\]](#)  
Vampire Bats are not Vampires, they are Bats, so they cannot be regenerated. [\[Aahz 1995/10/25\]](#)  
The Baron is not a Vampire. [\[D'Angelo 1997/09/02\]](#)

**Barreling Attack:**

Info: Color=Red Type=Instant Cost=2RR MI(R)  
Text(MI+errata): Target creature gets +1/+1 for each creature blocking it and gains trample until end of turn. [\[Oracle 1999/07/01\]](#)  
The effect only counts creatures blocking the creature upon resolution of this spell. [\[Duelist Magazine #16, Page 25\]](#)  
Both the +1/+1 and trample last only until end of turn. [\[D'Angelo 1999/07/10\]](#)  
Note - Also see Trample, Rule A.37.

**Barren Moor:**

Info: Color=Land Type=Land Cost=None ON(C)  
Text(ON): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool. ; Cycling {B}.  
Note - Also see Cycling, Rule A.12.

**Barrin, Master Wizard:**

Info: Color=Blue Type=Creature - Wizard Legend Cost=1UU US(R)  
Text(US+errata): 1/1. ; {2}, Sacrifice a permanent: Return target creature to its owner's hand. [\[Oracle 1999/05/01\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

**Barrin's Codex:**

Info: Color=Artifact Type=Artifact Cost=4 US(R)  
Text(US+errata): At the beginning of 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~. [\[Oracle 1999/05/01\]](#)  
Adding a counter is optional. If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

**Barrin's Spite:**

Info: Color=Multi Type=Sorcery Cost=2UB IN(R)

Text(IN+errata): Choose a player and two target creatures that player controls. The player chooses and sacrifices one of them. Return the other to its owner's hand. [\[Oracle 2001/08/24\]](#)

The player chooses which one to sacrifice and which to return on announcement. [\[Invasion FAQ 2000/10/03\]](#)

If one the creatures is an illegal target on resolution, then the other one is still affected as chosen. [\[Invasion FAQ 2000/10/03\]](#)

#### **Barrin's Unmaking:**

Info: Color=Blue Type=Instant Cost=1U IN(C)

Text(IN): Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

#### **Barrow Ghoul:**

Info: Color=Black Type=Creature - Zombie Cost=1B WL(C)

Text(WL+errata): 4/4. ; At the beginning of your upkeep, sacrifice ~this~ unless you remove the top creature card in your graveyard from the game.

[\[Oracle 1999/07/01\]](#)

When the triggered ability resolves, you have the choice of removing the top creature card in your graveyard from the game. If you do not do so, then you sacrifice this card. You can choose to not remove the top creature card even if this card is not in play at the time.

[\[D'Angelo 1999/07/10\]](#)

#### **Bartel Runeaxe:**

Info: Color=Multi Type=Creature - Legend Cost=3GRB LG(R)

Text(LG+errata): 6/5. ; ~this~ can't be the target of enchant creature spells. ; Attacking doesn't cause ~this~ to tap. [\[Oracle 1999/09/03\]](#)

This card can be enchanted by moving enchantments onto it. The "can't be targeted" text is different from "can't be enchanted" in that it only applies to enchant creature spells when they are being played.

[\[Barclay 2003/03/18\]](#) (REVERSAL)

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. [\[DeLaney 1997/01/28\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

#### **Basal Thrull:**

Info: Color=Black Type=Creature - Thrull Cost=BB FE(C4)

Text(FE+errata): 1/2. ; {Tap}, Sacrifice ~this~: Add {B}{B} to your mana pool. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Basalt Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 MI(U)

Text(MI+errata): 2/4. ; ~this~ can't be blocked by artifact creatures. ; Whenever ~this~ becomes blocked by a creature, destroy that creature at end of combat. It can't be regenerated. Then the creature's controller puts a 0/2 Stone Wall artifact creature token into play. (Walls can't attack.) [\[Oracle 2002/10/01\]](#)

The token creature is put into play at the end of combat after destroying the creature. [\[D'Angelo 2002/12/19\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Basalt Monolith:**

Info: Color=Artifact Type=Artifact Cost=3 ABUR(U)

Text(RV+errata): ~this~ doesn't untap during your untap step. ; {3}: Untap ~this~. ; {Tap}: Add three colorless mana to your mana pool.

This mana can't be spent on abilities of permanents named Basalt Monolith.

[\[Oracle 2001/08/24\]](#)

It can be untapped as often as you can pay for it. [\[D'Angelo 2001/08/31\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.



**Bash to Bits:**

Info: Color=Red Type=Instant Cost=3R OD(U)

Text(OD): Flashback {4}{R}{R}. ; Destroy target artifact.

Note - Also see Flashback, Rule A.20.

**Basking Rootwalla:**

Info: Color=Green Type=Creature - Lizard Cost=G TO(C)

Text(TO): 1/1. Madness {0}. ; {1}{G}: ~this~ gets +2/+2 until end of turn.

Play this ability only once each turn.

Note - Also see Madness, Rule A.28.

**Baton of Morale:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)

Text(IA): {2}: Target creature gains banding until end of turn.

Note - Also see Banding, Rule A.8.

**Battering Craghorn:**

Info: Color=Red Type=Creature - Beast Cost=2RR ON(C)

Text(ON): 3/1, First Strike. ; Morph {1}{R}{R}.

Note - Also see First Strike, Rule A.18.

Note - Also see Morph, Rule A.29.

**Battering Ram:**

Info: Color=Artifact Type=Artifact Creature Cost=2 AQ(C4)/45(C)

Text(5th+errata): 1/1. ; At the beginning of your combat phase, ~this~ gains banding until end of combat. ; Whenever ~this~ becomes blocked by a Wall, destroy that Wall at end of combat. [\[Oracle 1999/09/03\]](#)

Note - Also see Banding, Rule A.8.

**Battery (Assault/Battery):**

Info: Color=Green Type=Sorcery Cost=3G IN(U)

Text(IN): Put a 3/3 green Elephant creature token into play.

Note - See Assault (Assault/Battery) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

Note - Also see Token Creatures, Rule K.25.

**Battle Cry:**

Info: Color=White Type=Instant Cost=2W IA(U)

Text(IA+errata): Untap all white creatures you control. ; Whenever a creature blocks this turn, it gets +0/+1 until end of turn.

[\[Oracle 2000/02/01\]](#)

**Battlefield Forge:**

Info: Color=Land Type=Land Cost=None AP(R)

Text(AP): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {R} or {W} to your mana pool. ~this~ deals 1 damage to you.

**Battlefield Medic:**

Info: Color=White Type=Creature - Cleric Cost=1W ON(C)

Text(ON): 1/1. ; {Tap}: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of Clerics in play.

The value of X is determined when this resolves, not later when damage would be dealt. [\[Onslaught FAQ 2002/09/24\]](#)

**Battlefield Percher:**

Info: Color=Black Type=Creature - Bird Cost=3BB NE(U)

Text(NE+errata): 2/2, Flying. ; ~this~ may block only creatures with flying. ; {1}{B}: ~this~ gets +1/+1 until end of turn.

**Battlefield Scrounger:**

Info: Color=Green Type=Creature - Centaur Cost=3GG JU(C)

Text(JU): 3/3. ; Threshold - Put three cards from your graveyard on the bottom of your library: ~this~ gets +3/+3 until end of turn. Play this ability only once each turn. (Play this ability only if seven or more cards are in your graveyard.)

Check for Threshold before playing the ability. If playing the ability causes you to lose Threshold, the ability still resolves as normal.

**[Judgment FAQ 2002/05/28]**

Note - Also see Threshold, Rule A.36.

**Battle Frenzy:**

Info: Color=Red    Type=Instant    Cost=2R    IA(C)  
Text(IA+errata): Green creatures you control get +1/+1 until end of turn. ;  
Nongreen creatures you control get +1/+0 until end of turn.  
**[Oracle 2000/02/01]**

**Battle of Wits:**

Info: Color=Blue    Type=Enchantment    Cost=3UU    OD(R)  
Text(OD): At the beginning of your upkeep, if you have 200 or more cards in your library, you win the game.

**Battle Rampart:**

Info: Color=Red    Type=Creature - Wall    Cost=2R    MM(C)  
Text(MM): 1/3. (Walls can't attack.) ; {Tap}: Target creature gains haste until end of turn.  
Note - Also see Haste, Rule A.22.  
Note - Also see Walls, Rule K.27.

**Battle Screech:**

Info: Color=White    Type=Sorcery    Cost=2WW    JU(U)  
Text(JU): Flashback - Tap three untapped white creatures you control. ; Put two 1/1 white Bird creature tokens with flying into play.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Token Creatures, Rule K.25.

**Battle Squadron:**

Info: Color=Red    Type=Creature - Ship    Cost=3RR    MM(R)  
Text(MM): \*/\*, Flying. ; ~this~'s power and toughness are each equal to the number of creatures you control.

**Battle Strain:**

Info: Color=Red    Type=Enchantment    Cost=1R    OD(U)  
Text(OD): Whenever a creature blocks, ~this~ deals 1 damage to that creature's controller.

**Battlewise Aven:**

Info: Color=White    Type=Creature - Bird Soldier    Cost=3W    JU(C)  
Text(JU): 2/2, Flying. ; Threshold - ~this~ gets +1/+1 and has first strike. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Threshold, Rule A.36.

**Bay Falcon:**

Info: Color=Blue    Type=Creature - Bird    Cost=1U    MI(C)  
Text(MI+errata): 1/1, Flying. ; Attacking doesn't cause ~this~ to tap.  
**[Oracle 1999/07/01]**  
Note - Before errata, this card was of creature type Falcon.  
**[Oracle 1999/07/01]**

**Bayou:**

Info: Color=Land    Type=Land    Cost=None    ABUR(R)  
Text(RV+errata): ~this~ is a swamp and a forest in addition to its land type. **[Oracle 2000/10/24]**  
The card works as if its text also has "{Tap}: Add {B} to your mana pool. ; {Tap}: Add {G} to your mana pool." **[WotC Rules Team 2000/06/06]**  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

**Bayou Dragonfly:**

Info: Color=Green    Type=Creature - Insect    Cost=1G    TE(C)  
Text(TE): 1/1, Flying, Swampwalk.  
Note - Also see Landwalk, Rule A.27.

**Bazaar of Baghdad:**

Info: Color=Land Type=Land Cost=None AN(U3)  
 Text(AN+errata): {Tap}: Draw two cards, then discard three cards from your hand. [\[Oracle 1999/09/03\]](#)  
 You cannot use spells or mana abilities before discarding the extra cards.  
[\[D'Angelo 2000/02/25\]](#)  
 Extended tournaments (see Rule D.15) have always banned this card.

**Bazaar of Wonders:**

Info: Color=Blue Type=Enchant World Cost=3UU MI(R)  
 Text(MI+errata): When ~this~ comes into play, remove all cards in all graveyards from the game. ; Whenever a spell is played, counter it if a card with the same name is in play or in a graveyard. [\[Oracle 1999/07/01\]](#)  
 Because it only looks in play and in the graveyard, you can cast several of the same spell in the same stack of spells/abilities. This is because a spell which has been announced but has not yet resolved is on the stack and is not checked. [\[D'Angelo 1999/07/10\]](#)  
 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. [\[bethmo 1996/11/07\]](#) 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. [\[Aahz 1997/01/17\]](#)  
 Note - Also see Enchant World, Rule K.12.10.

**Beacon of Destiny:**

Info: Color=White Type=Creature - Cleric Cost=1W LE(R)  
 Text(LE): 1/3. ; {Tap}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to ~this~ instead.

**Bear Cub:**

Info: Color=Green Type=Creature - Bear Cost=1G P2(C)  
 Text(P2): 2/2.  
 All tournament formats have banned this card because it only appears in Portal.

**Bearscape:**

Info: Color=Green Type=Enchantment Cost=1GG OD(R)  
 Text(OD): {1}{G}, Remove two cards in your graveyard from the game: Put a 2/2 green Bear creature token into play.  
 Note - Also see Token Creatures, Rule K.25.

**Beast Attack:**

Info: Color=Green Type=Instant Cost=2GGG OD(U)  
 Text(OD): Flashback {2}{G}{G}{G}. ; Put a 4/4 green Beast creature token into play.  
 Note - Also see Flashback, Rule A.20.  
 Note - Also see Token Creatures, Rule K.25.

**Beast of Burden:**

Info: Color=Artifact Type=Artifact Creature Cost=6 UL(R)/7(R)  
 Text(7th): \*/\* ; ~this~'s power and toughness are each equal to the number of creatures in play.  
 Note - Apparently some (but not all) of the UL foil versions of this card are missing the expansion symbol. [\[DeLaney 1999/02/14\]](#)

**Beasts of Bogardan:**

Info: Color=Red Type=Creature - Beast Cost=4R LG(U1)/CH(U3)  
 Text(CH+errata): 3/3, Protection from Red. ; ~this~ gets +1/+1 as long as any opponent controls a white permanent. [\[Oracle 2002/03/01\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Protection, Rule A.31.

**Beast Walkers:**

Info: Color=White Type=Creature - Hero Cost=1WW HL(U1)  
 Text(HL): 2/2. ; {G}: ~this~ gains banding until end of turn.  
 Note - Also see Banding, Rule A.8.

**Bedlam:**

Info: Color=Red Type=Enchantment Cost=2RR US(R)/7(R)  
 Text(7th): Creatures can't block.

**Bee Sting:**

Info: Color=Green Type=Sorcery Cost=3G PT(U)/P2(U)  
 Text(PT/P2): ~this~ deals 2 damage to any one creature or player.  
 All tournament formats have banned this card because it only appears in Portal.  
 When played under non-Portal rules, the text should be read as "~this~ deals 2 damage to target creature or player". [\[D'Angelo 2000/06/05\]](#)

**Befoul:**

Info: Color=Black Type=Sorcery Cost=2BB US(C)/7(U)  
 Text(7th): Destroy target land or nonblack creature. It can't be regenerated.  
 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. [\[DeLaney 1998/10/05\]](#)

**Belbe's Armor:**

Info: Color=Artifact Type=Artifact Cost=3 NE(U)  
 Text(NE): {X},{Tap}: Target creature gets -X/+X until end of turn.

**Belbe's Percher:**

Info: Color=Black Type=Creature - Bird Cost=2B NE(C)  
 Text(NE+errata): 2/2, Flying. ; ~this~ may block only creatures with flying.  
[\[Oracle 2000/10/24\]](#)

**Belbe's Portal:**

Info: Color=Artifact Type=Artifact Cost=5 NE(R)  
 Text(NE): As ~this~ comes into play, choose a creature type. ;  
 {3},{Tap}: Put a creature card of the chosen type from your hand into play.

**Bellowing Fiend:**

Info: Color=Black Type=Creature - Spirit Cost=4B TE(R)/7(R)  
 Text(7th): 3/3, Flying. ; Whenever ~this~ deals damage to a creature, ~this~ deals 3 damage to that creature's controller and 3 damage to you.

**Beloved Chaplain:**

Info: Color=White Type=Creature - Cleric Cost=1W OD(U)  
 Text(OD): 1/1, Protection from Creatures.  
 Protection from creatures prevents damage from creature sources, cannot have any creatures assigned to block it, and cannot be targeted by the abilities of creatures. [\[Odyssey FAQ 2001/10/04\]](#)  
 Note - Also see Protection, Rule A.31.

**Benalish Emissary:**

Info: Color=White Type=Creature - Wizard Cost=2W IN(U)  
 Text(IN): 1/4. ; Kicker {1}{G} (You may pay an additional {1}{G} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, destroy target land.  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - Also see Kicker, Rule A.24.

**Benalish Heralds:**

Info: Color=White Type=Creature - Soldier Cost=3W IN(U)  
 Text(IN): 2/4. ; {3}{U},{Tap}: Draw a card.

**Benalish Hero:**

Info: Color=White Type=Creature - Hero Cost=W ABUR45(C)  
 Text(4th/5th): 1/1, Banding.  
 Note - Also see Banding, Rule A.8.

**Benalish Infantry:**

Info: Color=White Type=Creature - Soldier Cost=2W WL(C)  
Text(WL): 1/3, Banding.  
Note - Also see Banding, Rule A.8.

#### **Benalish Knight:**

Info: Color=White Type=Creature - Knight Cost=2W WL(C)/AT(F1)  
Text(WL+errata): 2/2, First Strike. ; You may play ~this~ any time you could play an instant. [\[Oracle 1999/07/01\]](#)  
Note - Also see First Strike, Rule A.18.

#### **Benalish Lancer:**

Info: Color=White Type=Creature - Knight Cost=2W IN(C)  
Text(IN): 2/2. ; Kicker {2}{W} (You may pay an additional {2}{W} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with two +1/+1 counters on it and has first strike.  
If you paid the kicker, it comes into play with first strike and retains this ability until it leaves play. [\[D'Angelo 2000/10/14\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Kicker, Rule A.24.

#### **Benalish Missionary:**

Info: Color=White Type=Creature - Cleric Cost=W WL(C)  
Text(WL+errata): 1/1. ; {1}{W},{Tap}: Prevent all combat damage that would be dealt by target blocked creature this turn. [\[Oracle 2000/02/01\]](#)  
Works even if the creature is "blocked" by an effect rather than actual creatures. [\[DeLaney 1997/06/12\]](#)

#### **Benalish Trapper:**

Info: Color=White Type=Creature - Soldier Cost=1W IN(C)  
Text(IN): 1/2. ; {W},{Tap}: Tap target creature.  
Note - See Icy Manipulator for related rulings.

#### **Bend or Break:**

Info: Color=Red Type=Sorcery Cost=3R IN(R)  
Text(IN+errata): Each player separates all lands he or she controls into two piles. For each player, an opponent chooses a pile. Destroy all lands in the chosen piles. Tap all lands in the other piles.  
[\[WotC Rules Team 2003/02/01\]](#)

#### **Benevolent Bodyguard:**

Info: Color=White Type=Creature - Cleric Cost=W JU(C)  
Text(JU): 1/1. ; Sacrifice ~this~: Target creature you control gains protection from the color of your choice until end of turn.  
Note - Also see Protection, Rule A.31.

#### **Benevolent Unicorn:**

Info: Color=White Type=Creature - Unicorn Cost=1W MI(C)  
Text(MI+errata): 1/2. ; If a spell would deal damage to a creature or player, it deals that much damage minus 1 to that creature or player instead. [\[Oracle 1999/09/03\]](#)

#### **Benthic Behemoth:**

Info: Color=Blue Type=Creature - Serpent Cost=5UUU TE(R)/7(R)  
Text(TE/7th): 7/6, Islandwalk.  
Note - Also see Landwalk, Rule A.27.

#### **Benthic Djinn:**

Info: Color=Multi Type=Creature - Djinn Cost=2UB MI(R)  
Text(MI+errata): 5/3, Islandwalk. ; At the beginning of your upkeep, you lose 2 life. [\[Oracle 1999/07/01\]](#)  
Note - Also see Landwalk, Rule A.27.

#### **Benthic Explorers:**

Info: Color=Blue Type=Creature - Merfolk Cost=3U AL(C1)  
Text(AL+errata): 2/4. ; {Tap}: Untap a tapped land an opponent controls. If you do, add one mana of any type that land could produce to your mana pool. [\[Oracle 2001/05/02\]](#)

This ability is not targeted any more. [\[D'Angelo 2001/05/19\]](#)

The "if you do" means "if the land was tapped and this effect untapped it".

If you use this effect on an untapped land, or if the land becomes untapped before this resolves, then you don't get the mana.

[\[D'Angelo 1999/08/01\]](#)

#### **Bequeathal:**

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

Text(EX+errata): When enchanted creature is put into a graveyard, draw two cards. [\[Oracle 1999/05/01\]](#)

#### **Bereavement:**

Info: Color=Black Type=Enchantment Cost=1B US(U)/7(U)

Text(7th+errata): Whenever a green creature is put into a graveyard from play, its controller discards a card from his or her hand.

[\[Oracle 2003/02/01\]](#)

If the player has no cards in hand, this has no effect. [\[DeLaney 1998/10/05\]](#)

#### **Berserk:**

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

Text(ABU+errata): Play only before the combat damage step. ; Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At end of turn, destroy that creature if it attacked this turn.

[\[Oracle 2001/08/24\]](#)

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

[\[D'Angelo 1998/06/05\]](#)

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. [\[WotC Rules Team 1995/02/09\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 until 2003/04/01.

Type 1.5 tournaments (see Rule D.14) banned this card until 2003/04/01.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

Note - Also see Trample, Rule A.37.

#### **Berserk Murlodont:**

Info: Color=Green Type=Creature - Beast Cost=4G LE(C)

Text(LE): 3/3. ; Whenever a Beast becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

#### **Bestial Fury:**

Info: Color=Red Type=Enchant Creature Cost=2R AL(C2)

Text(AL+errata): When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. ; Whenever enchanted creature becomes blocked, it gets +4/+0 and gains trample until end of turn. [\[Oracle 1999/11/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Betrayal:**

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

Text(VI+errata): ~this~ can enchant only a creature an opponent controls. ; Whenever enchanted creature becomes tapped, you draw a card.

[\[Oracle 1999/07/01\]](#)

It is sacrificed if it is ever on one of your creatures. [\[D'Angelo 1999/07/10\]](#)

#### **Betrothed of Fire:**

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

Text(WL+errata): Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn. ; Sacrifice enchanted creature: Creatures you control get +2/+0 until end of turn. [\[Oracle 1999/07/01\]](#)

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. [\[WotC Rules Team 1997/07/03\]](#)

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

Info: Color=Black Type=Creature - \*See Below\* Cost=BBBBBBBBBBBBBBBBB UG(R)

Text(UG+errata): 99/99. ; You must play both B.F.M. cards to put B.F.M. into



play. ; When either B.F.M. card leaves play, sacrifice the other. ; ~this~ can't be blocked except by three or more creatures. ; (Creature Type)  
The-Biggest,-Baddest,-Nastiest,-Scariest-Creature-You'll-Ever-See.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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. [\[D'Angelo 1998/09/01\]](#)

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

[\[Barclay 1998/08/13\]](#)

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

[\[bethmo 1998/08/17\]](#) So while it's in play a Clone can copy the whole creature. [\[bethmo 1998/11/24\]](#)

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, Spatula of the Ages, or any other effect which only puts one creature card into play. [\[QAS 1998/09/09\]](#)

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. [\[Barclay 1998/08/13\]](#)

This thing is big, making me the second largest furry creature in existence. [\[Garfield, 1998/08/23\]](#)

If it was allowed in tournaments, you would be allowed 4 of each half in a legal deck. [\[bethmo 1998/09/09\]](#)

The half without a mana cost printed on it is considered to have a mana cost of the whole amount if some effect asks for that card's mana cost. [\[bethmo 1999/01/11\]](#) But to play the pair you only pay the mana cost once.

All tournament formats have banned cards from Unglued.

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

#### **Bifurcate:**

Info: Color=Green Type=Sorcery Cost=3G MM(R)

Text(MM+errata): Search your library for a creature card with the same name as target creature and put that card into play. Then shuffle your library. [\[Oracle 2000/02/01\]](#)

You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Bind:**

Info: Color=Green Type=Instant Cost=1G IN(R)

Text(IN): Counter target activated ability. (Mana abilities can't be countered.) ; Draw a card.

#### **Binding Agony:**

Info: Color=Black Type=Enchant Creature Cost=1B MI(C)

Text(MI+errata): Whenever enchanted creature is dealt damage, ~this~ deals that much damage to enchanted creature's controller. [\[Oracle 1999/07/01\]](#)

#### **Binding Grasp:**

Info: Color=Blue Type=Enchant Creature Cost=3U IA(U)/5(U)

Text(5th+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {1}{U}. ; You control enchanted creature. ; Enchanted creature gets +0/+1. [\[Oracle 2000/02/01\]](#)

#### **Biorhythm:**

Info: Color=Green Type=Sorcery Cost=6GG ON(R)

Text(ON): Each player's life total becomes the number of creatures he or she controls.

This spell causes the player to "lose" or "gain" enough life to change to the new life total. [\[Onslaught FAQ 2002/09/24\]](#)

If a player controls no creatures when this resolves, their life total will become zero and he or she will lose the game.

[\[Onslaught FAQ 2002/09/24\]](#)

#### **Birchlore Rangers:**

Info: Color=Green Type=Creature - Elf Cost=G ON(C)  
Text(ON): 1/1. ; Tap two untapped Elves you control: Add one mana of any color to your mana pool. ; Morph {G}.  
Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.  
[\[Onslaught FAQ 2002/09/24\]](#)  
It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)  
Note - Also see Morph, Rule A.29.

#### **Bird Maiden:**

Info: Color=Red Type=Creature - Maiden Cost=2R AN(C4)/45(C)  
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.  
Note - Before errata, the card was of type "Bird Maiden". Now it is of type "Maiden". [\[Oracle 1999/09/03\]](#)

#### **Birds of Paradise:**

Info: Color=Green Type=Creature - Bird Cost=G ABUR4567(R)  
Text(7th): 0/1, Flying. ; {Tap}: Add one mana of any color to your mana pool.  
Note - In Fifth Edition (and before) this card was of creature type Mana Birds.

#### **Black Carriage:**

Info: Color=Black Type=Creature - Carriage Cost=3BB HL(U1)  
Text(HL+errata): 4/4, Trample. ; ~this~ doesn't untap during your untap step. ; Sacrifice a creature: Untap ~this~. Play this ability only during your upkeep. [\[Oracle 1999/07/23\]](#)  
Note - Also see Trample, Rule A.37.

#### **Blacker Lotus:**

Info: Color=Artifact Type=Artifact Cost=0 UG(R)  
Text(UG+errata): {Tap}: Remove ~this~ from the game and tear it into pieces. Add four mana of any one color to your mana pool.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
You must tear it into more than one piece. That's why it says "pieces".  
[\[QAS 1998/09/09\]](#)  
As official errata, clean up after yourself. [\[Barclay 1998/08/13\]](#) Littering is a crime in many areas. Recycling is recommended.  
If the card is in a sleeve, remove it before ripping it up. [\[QAS 1998/09/09\]](#)  
Optional Rule: If the card is in a sleeve, tear up the sleeve as well.  
[\[Barclay 1998/08/13\]](#)  
You may proxy a Blacker Lotus, by taking a normal Black Lotus, and using a Black Magic Marker to color the front of the card in completely black. No other proxies are acceptable. [\[Barclay 1998/08/13\]](#)  
The ability is played as a mana ability, so it cannot be countered.  
[\[D'Angelo 2000/03/09\]](#)  
If your opponent takes control of this card, they can use the ability to rip it up. [\[QAS 1998/09/09\]](#) Note that you can concede the game at faster-than-mana ability-speed to prevent them from doing so.  
Ripping up the card does not make your deck illegal. See Rule U.3.5.  
[\[QAS 1998/09/09\]](#)  
You must pick a valid color (Black, Blue, Green, Red or White) and cannot pick "colorless". [\[D'Angelo 1998/09/21\]](#)  
Optional Rule: You can pick any color you want, such as Teal.  
[\[TomHa 1998/09/15\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### **Black Knight:**

Info: Color=Black Type=Creature - Knight Cost=BB ABUR45(U)/AT(F1)  
Text(ABU/RV/4th/5th): 2/2, First Strike, Protection from White  
Note - Also see First Strike, Rule A.18.  
Note - Also see Protection, Rule A.31.

#### **Black Lotus:**

Info: Color=Artifact Type=Artifact Cost=0 ABU(R)  
Text(ABU+errata): {Tap},Sacrifice ~this~: Add three mana of any one color to your mana pool. [\[Oracle 2001/08/24\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have always banned this card.  
Note - It is of type "Artifact" not "Mono Artifact".  
[\[Encyclopedia, Page 208\]](#)

#### **Blackmail:**

Info: Color=Black Type=Sorcery Cost=B ON(U)  
Text(ON): Target player reveals three cards from his or her hand and you choose one of them. That player discards that card.  
If the player has less than 3 cards, all of them are revealed.  
[\[Onslaught FAQ 2002/09/24\]](#)

#### **Black Mana Battery:**

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R)  
Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove any number of charge counters from ~this~: Add {B} to your mana pool, then add an additional {B} to your mana pool for each charge counter removed this way. [\[Oracle 2001/08/24\]](#)  
You can choose to remove zero counters. If you do, it produces one black mana. [\[D'Angelo 2000/03/03\]](#)  
Can be tapped even if it has no counters. [\[D'Angelo 1995/05/12\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Black Market:**

Info: Color=Black Type=Enchantment Cost=3BB MM(R)  
Text(MM+errata): Whenever a creature is put into a graveyard from play, put a charge counter on ~this~. ; At the beginning of your precombat main phase, add {B} to your mana pool for each charge counter on ~this~.  
[\[Oracle 2003/02/01\]](#)  
Getting the mana is not optional. [\[MM FAQ 1999/09/22\]](#)

#### **Black Scarab:**

Info: Color=White Type=Enchant Creature Cost=W IA(U)  
Text(IA+errata): Enchanted creature can't be blocked by black creatures. ; Enchanted creature gets +2/+2 as long as an opponent controls a black permanent. [\[Oracle 2000/10/24\]](#)

#### **Black Vise:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR4(U)  
Text(4th+errata): As ~this~ comes into play, choose an opponent. ; At the beginning of the chosen player's upkeep step, ~this~ deals X damage to that player, where X is the number of cards greater than four in his or her hand. [\[Oracle 2001/08/24\]](#)  
You choose one opposing player as it comes into play and it only affects that one player. This choice is not changed even if this card changes controllers. It becomes useless but stays in play if the that player leaves play. [\[D'Angelo 2000/03/03\]](#) See Rule M.1.3.  
Amount of damage is determined when the effect is resolved and not when it is announced. [\[D'Angelo 1995/10/05\]](#)  
If you take control of a Vise that targets you, you continue to take damage from it. The "chosen opponent" check is only made when it is played and is not checked by the effect again after it is in play.  
[\[D'Angelo 1996/01/07\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1997/07/01. It was previously banned from 1996/02/01 to 1996/04/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1996/02/01.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01. It was previously restricted from 1996/02/01 to 1997/01/01.

#### **Black Ward:**

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

Text(4th+errata): Enchanted creature has protection from black. This effect doesn't remove ~this~. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Protection, Rule A.31.

#### **Blade Sliver:**

Info: Color=Red Type=Creature - Sliver Cost=2R LE(U)  
Text(LE): 2/2. ; All Slivers get +1/+0.

#### **Bladewing's Thrall:**

Info: Color=Black Type=Creature - Zombie Cost=2BB SC(U)  
Text(SC): 3/3. ; ~this~ has flying as long as you control a Dragon. ; When a Dragon comes into play, you may return ~this~ from your graveyard to play.

#### **Bladewing the Risen:**

Info: Color=Multi Type=Creature - Dragon Legend Cost=3BBRR SC(R)  
Text(SC): 4/4, Flying. ; When ~this~ comes into play, you may return target Dragon card from your graveyard to play. ; {B}{R}: All Dragons get +1/+1 until end of turn.

#### **Blanchwood Armor:**

Info: Color=Green Type=Enchant Creature Cost=2G US(U)/7(U)  
Text(7th): Enchanted creature gets +1/+1 for each forest you control.  
The bonus is continuously recalculated. [\[Urza's FAQ 1998/10/05\]](#)

#### **Blanchwood Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=4G US(C)  
Text(US): 4/5.

#### **Blanket of Night:**

Info: Color=Black Type=Enchantment Cost=1BB VI(U)  
Text(VI+errata): Each land is a swamp in addition to its land type.

[\[Oracle 2000/10/24\]](#)

The land can now be tapped for black mana in addition to any other abilities it already has. [\[Visions FAQ 1997/02/16\]](#) This works just as if the text "{Tap}: Add {B} to your mana pool" was added to each mana-producing land. [\[D'Angelo 1998/01/26\]](#) In other words, the land can be tapped for its own ability \_or\_ it can be tapped for black mana. Not both.

The ability is a land type change effect so it is ordered along with other land type change effects in the order they entered play.

[\[DeLaney 2001/05/06\]](#)

The lands do not get the name "Swamp" in addition to their current name.

[\[bethmo 1999/11/16\]](#) This is a REVERSAL.

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. [\[bethmo 1997/03/23\]](#)

More than one Blanket of Night has no meaningful additional effect.

[\[D'Angelo 1997/08/22\]](#)

Anything which counts the number of Swamps in play will not double count an actual Swamp card while Blanket of Night is in play.

[\[D'Angelo 1999/03/11\]](#)

It can affect lands which do not produce mana. [\[D'Angelo 1999/11/14\]](#)

#### **Blasted Landscape:**

Info: Color=Land Type=Land Cost=None US(U)  
Text(US+errata): {Tap}: Add one colorless mana to your mana pool. ; Cycling {2}. [\[Oracle 2000/10/24\]](#)  
Note - Also see Cycling, Rule A.12.

#### **Blaster Mage:**

Info: Color=Red Type=Creature - Spellshaper Cost=2R MM(C)  
Text(MM): 2/2. ; {R},{Tap},Discard a card from your hand: Destroy target Wall.

#### **Blastoderm:**

Info: Color=Green Type=Creature - Beast Cost=2GG NE(C)

Text(NE): 5/5, Fading 3. ; ~this~ can't be the target of spells or abilities.

Note - Also see Fading, Rule A.16.

### **Blatant Thievery:**

Info: Color=Blue Type=Sorcery Cost=4UUU ON(R)

Text(ON): For each opponent, gain control of target permanent that player controls. (This effect doesn't end at end of turn.)

You gain control of only one permanent from each player.

[\[Onslaught FAQ 2002/09/24\]](#)

If a permanent changes controller after being targeted but before this spell resolves, you won't gain control of that permanent.

[\[Onslaught FAQ 2002/09/24\]](#)

### **Blaze:**

Info: Color=Red Type=Sorcery Cost=XR PT(U)/P2(U)/P3(U)/67(U)

Text(6th/7th): ~this~ deals X damage to target creature or player.

Note - Also see X Costs, Rule K.28.

### **Blaze of Glory:**

Info: Color=White Type=Instant Cost=W ABU(R)

Text(ABU+errata): Target creature may block any number of creatures this turn. It must block each attacking creature this turn if able.

[\[Oracle 2001/08/24\]](#)

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. [\[WotC Rules Team 1994/12/15\]](#)

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

### **Blazing Effigy:**

Info: Color=Red Type=Creature - Effigy Cost=1R LG(C2)

Text(LG+errata): 0/3. ; When ~this~ is put into a graveyard from play, ~this~ deals X damage to target creature, where X is 3 plus the amount of damage dealt to ~this~ this turn by other sources named Blazing Effigy. [\[Oracle 2002/03/01\]](#)

If it dies and there are no creatures in play to target, then the ability does nothing. [\[Aahz 1995/05/16\]](#)

The controller when it dies gets to use the ability. [\[D'Angelo 1995/08/09\]](#)

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

### **Blazing Salvo:**

Info: Color=Red Type=Instant Cost=R OD(C)

Text(OD): ~this~ deals 3 damage to target creature unless that creature's controller has ~this~ deal 5 damage to him or her.

### **Blazing Specter:**

Info: Color=Multi Type=Creature - Specter Cost=2BR IN(R)

Text(IN): 2/2, Flying, Haste. ; Whenever ~this~ deals combat damage to a player, that player discards a card from his or her hand.

Note - Also see Haste, Rule A.22.

### **Blessed Orator:**

Info: Color=White Type=Creature - Cleric Cost=3W OD(U)

Text(OD): 1/4. ; Other creatures you control get +0/+1

### **Blessed Reversal:**

Info: Color=White Type=Instant Cost=1W PT(R)/UL(R)/7(R)

Text(7th): You gain 3 life for each creature attacking you.

The creatures are counted on resolution. [\[Barclay 1999/02/03\]](#)

Can be cast when there are no attacking creatures, and even out of combat, to gain zero life. [\[DeLaney 1999/02/10\]](#)

Note - The Portal version was a Sorcery.

### **Blessed Wind:**

Info: Color=White Type=Sorcery Cost=7WW PY(R)

Text(PY): Target players life total becomes 20.

This counts as gaining or losing life as appropriate.

[\[Prophecy FAQ 2000/05/25\]](#)

#### **Blessed Wine:**

Info: Color=White Type=Instant Cost=1W IA(C)/5(C)

Text(5th+errata): You gain 1 life. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Blessing:**

Info: Color=White Type=Enchant Creature Cost=WW ABUR4(R)

Text(4th+errata): {W}: Enchanted creature gets +1/+1 until end of turn.

[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Blight:**

Info: Color=Black Type=Enchant Land Cost=BB LG(U1)/456(U)

Text(6th+errata): When enchanted land becomes tapped, destroy it.

[\[Oracle 1999/05/01\]](#)

Note - In Fifth Edition (and before) the land was destroyed at end of turn.

It is now destroyed as a triggered ability.

#### **Blighted Shaman:**

Info: Color=Black Type=Creature - Wizard Cost=1B MI(U)/6(U)

Text(6th): 1/1. ; {Tap}, Sacrifice a swamp: Target creature gets +1/+1 until end of turn. ; {Tap}, Sacrifice a creature: Target creature gets +2/+2 until end of turn.

Note - In Mirage this card was of creature type Cleric.

#### **Blind Fury:**

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

Text(MI+errata): If a creature would deal combat damage to a creature this turn, it deals double that damage instead. ; All creatures lose trample until end of turn. [\[Oracle 1999/07/01\]](#)

#### **Blinding Angel:**

Info: Color=White Type=Creature - Angel Cost=3WW NE(R)

Text(NE): 2/4, Flying. ; Whenever ~this~ deals combat damage to a player, that player skips his or her next combat phase.

#### **Blinding Light:**

Info: Color=White Type=Sorcery Cost=2W MI(U)/PT(R)/ST(R)/IN(U)

Text(MI/IN): Tap all nonwhite creatures.

Will not tap a creature that is both white and another color.

[\[Invasion FAQ 2000/10/03\]](#)

#### **Blind Seer:**

Info: Color=Blue Type=Creature - Legend Cost=2UU IN(R)

Text(IN): 3/3. ; {1}{U}: Target spell or permanent becomes the color of your choice until end of turn.

If you change the color of a spell which is to become a permanent, the permanent will retain the color change until the end of the turn.

[\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Blinking Spirit:**

Info: Color=White Type=Creature - Spirit Cost=3W IA(R)/5(R)/BR(F1)

Text(IA/5th+errata): 2/2. ; {0}: Return ~this~ to its owner's hand.

[\[Oracle 2000/02/01\]](#)

Note - This card was of creature type Blinking Spirit and is now of creature type Spirit. [\[Oracle 2000/02/01\]](#)

#### **Blistering Barrier:**

Info: Color=Red Type=Creature - Wall Cost=2R MI(C)

Text(MI+errata): 5/2. (Walls can't attack.) [\[Oracle 1999/07/01\]](#)

#### **Blistering Firecat:**



Info: Color=Red    Type=Creature - Cat    Cost=1RRR    ON(R)  
Text(ON): 7/1, Trample, Haste. ; At end of turn, sacrifice ~this~. ;  
Morph {R}{R}.  
Note - Also see Haste, Rule A.22.  
Note - Also see Morph, Rule A.29.  
Note - Also see Trample, Rule A.37.

**Blizzard:**

Info: Color=Green    Type=Enchantment    Cost=GG    IA(R)  
Text(IA+errata): Cumulative Upkeep - {2}. ; You can't play ~this~ unless you  
control a snow-covered land. ; Creatures with flying don't untap during  
their controllers' untap steps. [\[Oracle 2000/02/01\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

**Blizzard Elemental:**

Info: Color=Blue    Type=Creature - Elemental    Cost=5UU    UD(R)/BD(F1)  
Text(UD): 5/5, Flying. ; {3}{U}: Untap ~this~.

**Bloated Toad:**

Info: Color=Green    Type=Creature - Toad    Cost=2G    UL(U)  
Text(UL): 2/2, Protection from Blue ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.  
Note - Also see Protection, Rule A.31.

**Blockade Runner:**

Info: Color=Blue    Type=Creature - Merfolk    Cost=3U    MM(C)  
Text(MM): 2/2. ; {U}: ~this~ is unblockable this turn.

**Blood Celebrant:**

Info: Color=Black    Type=Creature - Cleric    Cost=B    LE(C)  
Text(LE): 1/1. ; {B}, Pay 1 life: Add one mana of any color to your mana  
pool.

**Bloodcurdler:**

Info: Color=Black    Type=Creature - Horror    Cost=1B    OD(R)  
Text(OD): 1/1, Flying. ; At the beginning of your upkeep, put the top card  
of your library into your graveyard. ; Threshold - ~this~ gets +1/+1 and  
has "At the end of your turn, remove two cards in your graveyard from the  
game." (You have threshold as long as seven or more cards are in your  
graveyard.)  
Note - Also see Threshold, Rule A.36.

**Bloodcurdling Scream:**

Info: Color=Black    Type=Sorcery    Cost=XB    P2(U)  
Text(P2): Any one creature gets +X/+0 until the end of the turn.  
When played under non-Portal rules, the text should be read as "Target  
creature gets +X/+0 until end of turn." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in  
Portal.  
Note - Also see X Costs, Rule K.28.

**Bloodfire Colossus:**

Info: Color=Red    Type=Creature - Giant    Cost=6RR    AP(R)  
Text(AP): 6/6. ; {R}, Sacrifice ~this~: ~this~ deals 6 damage to each  
creature and each player.

**Bloodfire Dwarf:**

Info: Color=Red    Type=Creature - Dwarf    Cost=R    AP(C)  
Text(AP): 1/1. ; {R}, Sacrifice ~this~: ~this~ deals 1 damage to each  
creature without flying.

**Bloodfire Infusion:**

Info: Color=Red    Type=Enchant Creature    Cost=2R    AP(C)  
Text(AP): ~this~ can enchant only a creature you control. ; {R}, Sacrifice  
enchanted creature: ~this~ deals damage equal to the enchanted creature's  
power to each creature.  
If this card is ever on a creature you don't control, it is put into the

graveyard as a State-Based Effect. [\[D'Angelo 2001/06/15\]](#)

#### **Bloodfire Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=2RR AP(U)  
Text(AP): 2/2. ; {R},Sacrifice ~this~: ~this~ deals 2 damage to each creature.

#### **Blood Frenzy:**

Info: Color=Red Type=Instant Cost=1R TE(C)  
Text(TE+errata): Target attacking or blocking creature gets +4/+0 until end of turn. Destroy that creature at end of turn. [\[Oracle 1999/05/01\]](#)

#### **Blood Hound:**

Info: Color=Red Type=Creature - Hound Cost=2R MM(R)  
Text(MM): 1/1. ; Whenever you're dealt damage, you may put that many +1/+1 counters on ~this~. ; At the end of your turn, remove all +1/+1 counters from ~this~.

#### **Bloodline Shaman:**

Info: Color=Green Type=Creature - Elf Wizard Cost=1G ON(U)  
Text(ON): 1/1. ; {Tap}: Choose a creature type. Reveal the top card of your library. If that card is a creature card of the chosen type, put it into your hand. Otherwise, put it into your graveyard.

#### **Blood Lust:**

Info: Color=Red Type=Instant Cost=1R LG(U1)/45(C)  
Text(5th+errata): Target creature gets +4/-4 until end of turn. If this would reduce that creature's toughness to less than 1, it reduces it to 1 instead. [\[Oracle 1999/09/03\]](#)

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.

[\[WotC Rules Team 1995/02/09\]](#)

The amount that Blood Lust lowers toughness is calculated when it resolves and is not recalculated later. If it resolves on a creature that is currently 3/3, then it will change to be a +4/-2 effect. It will not change to be anything else later. See Rule T.8.3.

[\[D'Angelo 2000/12/14\]](#)

#### **Blood Moon:**

Info: Color=Red Type=Enchantment Cost=2R DK(U1)/CH(U1)  
Text(CH+errata): Nonbasic lands are mountains. [\[Oracle 1999/07/23\]](#)  
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, and it does so before abilities that trigger on the original entering play trigger. [\[D'Angelo 1999/08/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Blood Oath:**

Info: Color=Red Type=Instant Cost=3R MM(R)  
Text(MM): Choose a card type. Target opponent reveals his or her hand. ~this~ deals 3 damage to that player for each card of the chosen type revealed this way. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)

#### **Blood of the Martyr:**

Info: Color=White Type=Instant Cost=WWW DK(U2)/CH(U3)  
Text(CH+errata): Until end of turn, if damage would be dealt to any creature, you may have that damage dealt to you instead.

[\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Damage Redirection, Rule G.12.

#### **Blood Pet:**

Info: Color=Black Type=Creature - Thrull Cost=B TE(C)/67(C)  
Text(6th/7th): 1/1. ; Sacrifice ~this~: Add {B} to your mana pool.  
You can sacrifice it for mana between when damage is assigned in combat and when the damage is dealt. If you do so, any damage that would be dealt to it never becomes 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. [\[D'Angelo 1999/05/01\]](#)

#### **Bloodrock Cyclops:**

Info: Color=Red Type=Creature - Giant Cost=2R WL(C)/BD(F1)  
Text(WL+errata): 3/3. ; ~this~ attacks each turn if able.  
[\[Oracle 1999/07/01\]](#)  
There is no penalty if it cannot attack. [\[DeLaney 1997/06/12\]](#)  
Note - Also see Must Attack or Block, Rule C.7.  
Note - Before errata, this card was of creature type Cyclops.

#### **Bloodshot Cyclops:**

Info: Color=Red Type=Creature - Giant Cost=5R UD(R)/7(R)  
Text(7th): 4/4. ; {Tap},Sacrifice a creature: ~this~ deals damage equal to the sacrificed creature's power to target creature or player.

#### **Bloodstained Mire:**

Info: Color=Land Type=Land Cost=None ON(R)  
Text(ON): {Tap},Pay 1 life,Sacrifice ~this~: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.

#### **Bloodstoke Howler:**

Info: Color=Red Type=Creature - Beast Cost=5R LE(C)  
Text(LE): 3/4. ; Morph {6}{R}. ; When ~this~ is turned face up, Beasts you control get +3/+0 until end of turn.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.

#### **Bloodstone Cameo:**

Info: Color=Artifact Type=Artifact Cost=3 IN(U)  
Text(IN): {Tap}: Add {B} or {R} to your mana pool.

#### **Blood Vassal:**

Info: Color=Black Type=Creature - Thrull Cost=2B US(C)  
Text(US+errata): 2/2. ; Sacrifice ~this~: Add {B}{B} to your mana pool.  
[\[Oracle 1999/05/01\]](#)

#### **Blossoming Wreath:**

Info: Color=Green Type=Instant Cost=G WL(C)  
Text(WL+errata): You gain life equal to the number of creature cards in your graveyard. [\[Oracle 1999/07/01\]](#)  
Creatures are counted on resolution. [\[DeLaney 1997/06/12\]](#)

#### **Blue Elemental Blast:**

Info: Color=Blue Type=Instant Cost=U ABUR4(C)  
Text(4th+errata): Choose one - Counter target red spell; or destroy target red permanent. [\[Oracle 1999/09/03\]](#)  
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.24 on Modal spells.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - This card was of type Interrupt and is now of type Instant.  
[\[Oracle 1999/09/03\]](#)

#### **Blue Mana Battery:**

Info: Color=Artifact Type=Artifact Cost=4 LG(U1)/4(R)  
Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove

any number of charge counters from ~this~: Add {U} to your mana pool, then add an additional {U} to your mana pool for each charge counter removed this way. [\[Oracle 2001/08/24\]](#)

See Black Mana Battery for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Blue Scarab:**

Info: Color=White Type=Enchant Creature Cost=W IA(U)

Text(IA+errata): Enchanted creature can't be blocked by blue creatures. ;

Enchanted creature gets +2/+2 as long as an opponent controls a blue permanent. [\[Oracle 2000/10/24\]](#)

#### **Blue Ward:**

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

Text(4th+errata): Enchanted creature gains protection from blue. This effect doesn't remove ~this~. [\[Oracle 2001/08/24\]](#)

See Black Ward for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Protection, Rule A.31.

#### **Blurred Mongoose:**

Info: Color=Green Type=Creature - Mongoose Cost=1G IN(R)

Text(IN): 2/1. ; ~this~ can't be countered. ; ~this~ can't be the target of spells or abilities.

It can be targeted while on the stack. The "can't be targeted" ability only works while it is in play. [\[Invasion FAQ 2000/10/03\]](#)

Counterspells can be played that target it, but when they resolve they simply don't counter it since it can't be countered.

[\[Invasion FAQ 2000/10/03\]](#)

#### **Boa Constrictor:**

Info: Color=Green Type=Creature - Snake Cost=4G MM(U)

Text(MM): 3/3. ; {Tap}: ~this~ gets +3/+3 until end of turn.

#### **Body Snatcher:**

Info: Color=Black Type=Creature - Minion Cost=2BB UD(R)

Text(UD+errata): 2/2. ; When ~this~ comes into play, you may discard a creature card from your hand. If you don't, remove ~this~ from the game. ; When ~this~ is put into a graveyard from play, remove ~this~ from the game and return target creature card from your graveyard to play.

[\[Oracle 1999/07/21\]](#)

You choose whether or not to discard on resolution. [\[DeLaney 1999/06/09\]](#)

You can choose to target itself to return to play, but the remove from game happens first and so the return to play will fail. [\[D'Angelo 1999/07/31\]](#)

#### **Bogardan Firefiend:**

Info: Color=Red Type=Creature - Spirit Cost=2R WL(C)

Text(WL+errata): 2/1. ; When ~this~ is put into a graveyard from play, it deals 2 damage to target creature. [\[Oracle 2000/02/01\]](#)

You must pick a target creature, even if you are the only player with creatures in play. [\[D'Angelo 1997/06/12\]](#)

#### **Bogardan Phoenix:**

Info: Color=Red Type=Creature - Phoenix Cost=2RRR VI(R)

Text(VI+errata): 3/3, Flying. ; When ~this~ is put into a graveyard from play and has no death counter on it, return ~this~ to play and put a death counter on it. ; If ~this~ would be put into a graveyard from play and has a death counter on it, remove it from the game instead.

[\[Oracle 1999/07/01\]](#)

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.

[\[Aahz 1997/01/29\]](#)

#### **Bog Down:**

Info: Color=Black Type=Sorcery Cost=2B PS(C)

Text(PS): Kicker-Sacrifice two lands. ; Target player discards two cards from his or her hand. If you paid the kicker cost, that player discards

three cards from his or her hand instead.  
The player discards 2 cards or 3 cards, not 5 cards.

[\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Kicker, Rule A.24.

#### **Bog Elemental:**

Info: Color=Black Type=Creature - Elemental Cost=3BB PY(R)

Text(PY): 5/4, Protection from White. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice a land.

Note - Also see Protection, Rule A.31.

#### **Bog Glider:**

Info: Color=Black Type=Creature - Mercenary Cost=2B PY(C)

Text(PY): 1/1, Flying. ; {Tap}, Sacrifice a land: Search your library for a Mercenary card with converted mana cost {2} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Bog Gnarr:**

Info: Color=Green Type=Creature - Beast Cost=4G AP(C)

Text(AP): 2/2. ; Whenever a player plays a black spell, ~this~ gets +2/+2 until end of turn.

#### **Bog Imp:**

Info: Color=Black Type=Creature - Imp Cost=1B

DK(C3)/4567(C)/PT(C)/ST(C)

Text(DK/4th/5th/6th/7th): 1/1, Flying.

Note - The Portal version had no creature type.

#### **Bog Initiate:**

Info: Color=Black Type=Creature - Wizard Cost=1B IN(C)

Text(IN): 1/1. ; {1}: Add {B} to your mana pool.

#### **Bog Raiders:**

Info: Color=Black Type=Creature - Zombie Cost=2B US(C)/PT(C)/ST(C)

Text(US): 2/2, Swampwalk.

Note - Also see Landwalk, Rule A.27.

Note - The Portal version had no creature type.

#### **Bog Rats:**

Info: Color=Black Type=Creature - Rat Cost=B DK(C3)/CH(C3)/56(C)

Text(6th): 1/1. ; ~this~ can't be blocked by Walls.

No, Bog Rats do not affect Plague Rats totals. [\[Aahz 1994/08/09\]](#)

#### **Bog Smugglers:**

Info: Color=Black Type=Creature - Mercenary Cost=1BB MM(C)

Text(MM): 2/2, Swampwalk.

Note - Also see Landwalk, Rule A.27.

#### **Bog Witch:**

Info: Color=Black Type=Creature - Spellshaper Cost=2B MM(C)

Text(MM): 1/1. ; {B},{Tap}, Discard a card from your hand: Add {B}{B}{B} to your mana pool.

The ability is a mana ability. [\[MM FAQ 1999/09/22\]](#)

#### **Bog Wraith:**

Info: Color=Black Type=Creature - Wraith Cost=3B

ABUR4567(U)/PT(U)/ST(U)

Text(ABU/RV/4th/5th/6th/7th): 3/3, Swampwalk.

Note - Also see Landwalk, Rule A.27.

Note - The Portal version had no creature type.

#### **Bog Wreckage:**

Info: Color=Land Type=Land Cost=None OD(C)

Text(OD): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool. ; {Tap}, Sacrifice ~this~: Add one mana of any color to your mana

pool.

**Boil:**

Info: Color=Red    Type=Instant    Cost=3R    TE(U)/67(U)  
Text(TE/6th/7th): Destroy all islands.

**Boiling Blood:**

Info: Color=Red    Type=Instant    Cost=2R    WL(C)  
Text(WL): Target creature attacks this turn if able. ; Draw a card.  
Note - Also see Must Attack or Block, Rule C.7.

**Boiling Seas:**

Info: Color=Red    Type=Sorcery    Cost=3R    PT(U)  
Text(PT): Destroy all islands. (This includes your islands.)  
All tournament formats have banned this card because it only appears in Portal.

**Bola Warrior:**

Info: Color=Red    Type=Creature - Spellshaper    Cost=1R    NE(C)  
Text(NE): 1/1. ; {R},{Tap},Discard a card from your hand: Target creature can't block this turn.  
Note - Cycle with Arc Mage, Avenger en-Dal, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

**Bomb Squad:**

Info: Color=Red    Type=Creature - Dwarf    Cost=3R    OD(R)  
Text(OD): 1/1. ; {Tap}: Put a fuse counter on target creature. ; At the beginning of your upkeep, put a fuse counter on each creature that has a fuse counter on it. ; Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.  
If the creature regenerates, the fuse counters are still removed and the four damage is still dealt. [\[Odyssey FAQ 2001/10/04\]](#)  
If there are two Bomb Squads in play when a creature ends up with 4 or more fuse counters, both Bomb Squad abilities will trigger causing 4 damage each even though the first to resolve will destroy the creature. [\[D'Angelo 2002/10/15\]](#)

**Bone Dancer:**

Info: Color=Black    Type=Creature - Zombie    Cost=1BB    WL(R)  
Text(WL+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may put the top creature card from defending player's graveyard into play under your control. If you do, ~this~ deals no combat damage this turn. [\[Oracle 2000/02/01\]](#)  
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.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Bone Harvest:**

Info: Color=Black    Type=Instant    Cost=2B    MI(C)/BD(F1)  
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's upkeep. [\[Oracle 1999/07/01\]](#)  
You have to show the creatures you put on top of your library, but not the order you put them there. [\[D'Angelo 2000/02/18\]](#)  
Note - Also see Cantrips, Rule E.2.

**Boneknitter:**

Info: Color=Black    Type=Creature - Zombie Cleric    Cost=1B    ON(U)  
Text(ON): 1/1. ; {1}{B}: Regenerate target Zombie. ; Morph {2}{B}.  
It can regenerate itself. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Morph, Rule A.29.



**Bone Mask:**

Info: Color=Artifact Type=Artifact Cost=4 MI(R)

Text(MI+errata): {2},{Tap}: The next time a source of your choice would deal damage to you this turn, prevent that damage. For each 1 damage prevented this way, remove the top card of your library from the game.

[Oracle 1999/09/03]

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 1997/01/22]

**Bone Shaman:**

Info: Color=Red Type=Creature - Giant Cost=2RR IA(C)

Text(IA+errata): 3/3. ; {B}: Until end of turn, ~this~ gains "Creatures dealt damage by ~this~ this turn can't be regenerated this turn."

[Oracle 2000/02/01]

**Boneshard Slasher:**

Info: Color=Black Type=Creature - Horror Cost=1B TO(U)

Text(TO): 1/1, Flying. ; Threshold - ~this~ gets +2/+2 and has "When ~this~ becomes the target of a spell or ability, sacrifice it." (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Bone Shredder:**

Info: Color=Black Type=Creature - Minion Cost=2B UL(U)

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

Note - Also see Echo, Rule A.14.

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

**Bonethorn Valesk:**

Info: Color=Red Type=Creature - Beast Cost=4R SC(C)

Text(SC): 4/2. ; Whenever a creature is turned face up, ~this~ deals 1 damage to target creature or player.

**Booby Trap:**

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

Text(TE+errata): As ~this~ comes into play, name a card other than a basic land card and choose an opponent. ; Reveal all cards the chosen player draws as they're drawn. ; When a card drawn by the chosen player is the named card, sacrifice ~this~. If you do, it deals 10 damage to that player. [Oracle 2001/08/24]

The card draw is in the player's hand before the trigger is played.

[bethmo 1997/11/03]

The "if you do" part is only done if you successfully sacrifice this card.

In other words, it has to be in play when the trigger resolves or it does not deal damage. [D'Angelo 2001/08/31]

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

**Book Burning:**

Info: Color=Red Type=Sorcery Cost=1R JU(C)

Text(JU): Unless a player has ~this~ deal 6 damage to him or her, put the top six cards of target player's library into his or her graveyard.

Note - Also see Rule E.12.Ruling.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 1999/07/23]

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

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Boomerang:**

Info: Color=Blue Type=Instant Cost=UU LG(C2)/CH(C3)/567(C)/MI(C)

Text(6th/7th): Return target permanent to its owner's hand.

**Border Guard:**

Info: Color=White Type=Creature - Soldier Cost=2W PT(C)/ST(C)  
Text(PT/ST): 1/4.  
All tournament formats have banned this card because it only appears in Portal and Starter.  
Note - The Portal version had no creature type.

#### **Border Patrol:**

Info: Color=White Type=Creature - Nomad Cost=4W JU(C)  
Text(JU): 1/6. ; Attacking doesn't cause ~this~ to tap.

#### **Boris Devilboon:**

Info: Color=Multi Type=Creature - Legend Cost=3BR LG(R)  
Text(LG+errata): 2/2. ; {2}{B}{R},{Tap}: Put a 1/1 black and red Minor Demon creature token into play. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Token Creatures, Rule K.25.

#### **Borrowing 100,000 Arrows:**

Info: Color=Blue Type=Sorcery Cost=2U P3(U)  
Text(P3): For each tapped creature your opponent has in play, you draw a card.  
When played under non-Portal rules, the text should be read as "You draw a card for each tapped creature your opponent controls."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Borrowing the East Wind:**

Info: Color=Green Type=Sorcery Cost=XGG P3(R)  
Text(P3): ~this~ deals X damage to each player and each creature with horsemanship. (This includes you and your creatures with horsemanship.)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see X Costs, Rule K.28.

#### **Bosium Strip:**

Info: Color=Artifact Type=Artifact Cost=3 WL(R)  
Text(WL+errata): {3},{Tap}: Until end of turn, if the top card in your graveyard is an instant or sorcery card, you may play that card as though it were in your hand. If a card played this way would be put into a graveyard this turn, remove it from the game instead. [\[Oracle 2001/03/07\]](#)  
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 during resolution, by being countered, or whatever.  
[\[D'Angelo 1998/11/24\]](#)  
Cards which remove cards from the graveyard as a cost cannot affect themselves when cast using Bosium Strip. This is because they are removed from the graveyard before costs are paid. For example,  
Spinning Darkness cannot remove itself as a cost. [\[D'Angelo 1999/07/10\]](#)  
Once activated, you can cast as many spells as you want from the graveyard during that turn (which meet the criteria). [\[D'Angelo 1997/10/13\]](#)  
Because the card is removed from the game as replacement ability, other replacement effects which also change where the card goes if it would go to the graveyard, like Memory Lapse or Buyback (see Rule A.10), will let the spell's controller choose which of those replacements takes place first. The others are ignored. [\[D'Angelo 2000/03/14\]](#)

#### **Bottle Gnomes:**

Info: Color=Artifact Type=Artifact Creature - Gnome Cost=3 TE(U)  
Text(TE+errata): 1/3. ; Sacrifice ~this~: You gain 3 life.  
Note - Before errata this card did not have a creature type. It is now of creature type Gnome. [\[Oracle 1999/05/01\]](#)

#### **Bottle of Suleiman:**

Info: Color=Artifact Type=Artifact Cost=4 AN(U2)/R456(R)  
Text(6th+errata): {1}, Sacrifice ~this~: Flip a coin. If you lose the

flip, ~this~ deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play. [\[Oracle 1999/05/01\]](#)

The coin is flipped on resolution and not on declaration of the ability.

[\[Aahz 1994/12/21\]](#)

The Djinn has cannot attack (see Rule G.37) on the turn it is created, just like any creature which enters play cannot. [\[D'Angelo 1998/06/01\]](#)

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(U)

Text(SH+errata): At the beginning of each player's upkeep, that player discards a card at random from his or her hand. [\[Oracle 1999/05/01\]](#)

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.

[\[WotC Rules Team 1998/05/01\]](#)

#### **Bottomless Vault:**

Info: Color=Land Type=Land Cost=None FE(U1)/5(R)

Text(5th+errata): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap step; At the beginning of your upkeep, if ~this~ is tapped, put a storage counter on it. ; {Tap}, Remove any number of storage counters from ~this~: Add {B} to your mana pool for each storage counter removed this way. [\[Oracle 1999/07/23\]](#)

Whether or not it is tapped is checked at the beginning of upkeep. If it is not tapped, the ability does not trigger. It also checks during resolution and you only get a counter if it is still tapped then.

[\[D'Angelo 1999/08/01\]](#) See Rule A.4.14.

Can be tapped for zero mana. [\[D'Angelo 1994/12/19\]](#)

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

[\[WotC Rules Team 1994/12/15\]](#)

Mana Short will not draw any of the counters out of the land. It just taps the land. [\[Aahz 1994/12/06\]](#)

Drain Power forces the player to draw mana from lands if they are untapped, but you can choose to remove zero counters.

[\[D'Angelo 2002/07/21\]](#)

Enters play tapped even if a continuous effect like Blood Moon immediately changes it to something else. [\[WotC Rules Team 1994/12/15\]](#)

Counters are not lost if the land is changed to another land type. They wait around for the land to change back. [\[Aahz 1995/03/06\]](#) See Rule G.8.5.

#### **Bouncing Beebles:**

Info: Color=Blue Type=Creature - Beeble Cost=2U UL(C)

Text(UL+errata): 2/2 ; ~this~ is unblockable as long as defending player controls an artifact. [\[Oracle 1999/05/01\]](#)

#### **Bounty Hunter:**

Info: Color=Black Type=Creature - Minion Cost=2BB TE(R)

Text(TE+errata): 2/2. ; {Tap}: Put a bounty counter on target nonblack creature. ; {Tap}: Destroy target creature with a bounty counter on it.

[\[Oracle 1999/05/01\]](#)

#### **Bounty of the Hunt:**

Info: Color=Green Type=Instant Cost=3GG AL(U2)

Text(AL+errata): You may remove a green card in your hand from the game rather than pay ~this~'s mana cost. ; Choose one - Target creature gets +3/+3 until end of turn; or target creature gets +2/+2 until end of turn and another target creature gets +1/+1 until end of turn; or three target creatures each get +1/+1 until end of turn. [\[Rules Team 2001/05/01\]](#)

Only creatures which are to receive at least one +1/+1 counter are considered targeted by this. [\[D'Angelo 1999/08/01\]](#)

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Also see Mana Cost, Rule K.18.

Note - Also see Modal Spells and Abilities, Rule G.24.

**Braids, Cabal Minion:**

Info: Color=Black Type=Creature - Minion Legend Cost=2BB OD(R)

Text(OD): 2/2. ; At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

This card is of creature type Minion and of type Legend.

[D'Angelo 2001/10/10]

Note - Also see Legendary Permanents, Rule K.17.

**Braidwood Cup:**

Info: Color=Artifact Type=Artifact Cost=3 UD(U)

Text(UD): {Tap}: You gain 1 life.

**Braidwood Sextant:**

Info: Color=Artifact Type=Artifact Cost=1 UD(U)

Text(UD): {2},{Tap},Sacrifice ~this~: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [D'Angelo 2001/07/14]

**Brain Freeze:**

Info: Color=Blue Type=Instant Cost=1U SC(U)

Text(SC): Storm. ; Target player puts the top three cards of his or her library into his or her graveyard.

+ Note - Also see Storm, Rule A.35.

**Braingeyser:**

Info: Color=Blue Type=Sorcery Cost=XUU ABUR(R)

Text(RV+errata): Target player draws X cards. [Oracle 1999/09/03]

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

It was previously banned from the start of this format until 1999/01/01.

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02 when it left the environment.

Note - Also see X Costs, Rule K.28.

**Brainstorm:**

Info: Color=Blue Type=Instant Cost=U IA(C)/5(C)/MM(C)/BD(F1)

Text(MM): 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. Nothing may be used between the two. [D'Angelo 1999/10/12]

**Brainwash:**

Info: Color=White Type=Enchant Creature Cost=W DK(C3)/45(C)

Text(5th+errata): Enchanted creature can't attack unless its controller pays {3}. (This cost is paid as attackers are declared.)

[Oracle 1999/09/03]

This ability is paid for during the declare attackers step of the combat phase (see Rule C.3). [Aahz 1995/01/27]

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 1998/03/01]

If there are multiple combat phases during the turn, the attack cost must be paid each time if you want to attack with the creature.

[D'Angelo 1999/08/01]

**Branchsnap Lorian:**

Info: Color=Green Type=Creature - Beast Cost=1GG LE(U)

Text(LE): 4/1, Trample. ; Morph {G}.

Note - Also see Morph, Rule A.29.

Note - Also see Trample, Rule A.37.

**Brand:**

Info: Color=Red Type=Instant Cost=R US(R)  
 Text(US+errata): Gain control of all permanents you own. (This effect doesn't end at end of turn.) ; Cycling {2}.  
 Note - Also see Cycling, Rule A.12.

**Branded Brawlers:**

Info: Color=Red Type=Creature - Soldier Cost=R PY(C)  
 Text(PY): 2/2. ; ~this~ can't attack if defending player controls an untapped land. ; ~this~ can't block if you control an untapped land.

**Brand of Ill Omen:**

Info: Color=Red Type=Enchant Creature Cost=3R IA(R)  
 Text(IA+errata): Cumulative Upkeep - {R}. ; Enchanted creature's controller can't play creature spells. [\[Oracle 2000/02/01\]](#)  
 A creature spell is any card of type Creature or Artifact Creature.  
[\[D'Angelo 2000/03/09\]](#) Older cards of type Summon also count.  
 Note - Also see Cumulative Upkeep, Rule A.11.

**Brassclaw Orcs:**

Info: Color=Red Type=Creature - Orc Cost=2R FE(C4)/5(C)  
 Text(5th+errata): 3/2. ; ~this~ can't block a creature with power 2 or greater. [\[Oracle 1999/07/23\]](#)

**Brass Herald:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=6 AP(U)  
 Text(AP): 2/2. ; As ~this~ comes into play, choose a creature type. ;  
 When ~this~ comes into play, reveal the top four cards of your library.  
 Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library. ; Creatures of the chosen type get +1/+1.  
 See Rule K.11.7 for rules on choosing a creature type. [\[D'Angelo 2001/06/15\]](#)

**Brass Man:**

Info: Color=Artifact Type=Artifact Creature Cost=1 AN(U3)/R4(U)  
 Text(4th+errata): 1/3. ; ~this~ doesn't untap during your untap step. ;  
 {1}: Untap ~this~. Play this ability only during your upkeep.  
[\[Oracle 1999/09/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Brass Secretary:**

Info: Color=Artifact Type=Artifact Creature Cost=3 UD(U)  
 Text(UD): 2/1. ; {2}, Sacrifice ~this~: Draw a card.

**Brass-Talon Chimera:**

Info: Color=Artifact Type=Artifact Creature - Chimera Cost=4 VI(U)  
 Text(VI+errata): 2/2, First Strike. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains first strike. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
 Note - Also see First Strike, Rule A.18.

**Bravado:**

Info: Color=Red Type=Enchant Creature Cost=1R US(C)  
 Text(US): Enchanted creature gets +1/+1 for each other creature you control. The bonus is continuously calculated. [\[DeLaney 1998/10/05\]](#)

**Brawl:**

Info: Color=Red Type=Instant Cost=3RR MM(R)  
 Text(MM): Until end of turn, all creatures gain "{Tap}: This creature deals damage equal to its power to target creature."

**Brawn:**

Info: Color=Green Type=Creature - Incarnation Cost=3G JU(U)  
 Text(JU): 3/3, Trample. ; As long as ~this~ is in your graveyard and you control a forest, creatures you control have trample.  
 The "in your graveyard" ability is ordered as if it starts at the time that this card goes to your graveyard. See Rule T.8.15.

**[Judgment FAQ 2002/05/28]**

Note - Also see Trample, Rule A.37.

**Breach:**

Info: Color=Black Type=Instant Cost=2B US(C)  
Text(US+errata): Target creature gets +2/+0 and gains fear until end of turn. **[Oracle 2002/10/01]**  
Note - Also see Fear, Rule A.17.

**Break Asunder:**

Info: Color=Green Type=Sorcery Cost=2GG SC(C)  
Text(SC): Destroy target artifact or enchantment. ; Cycling {2}.  
**+ Note - Also see Cycling, Rule A.12.**

**Breaking Point:**

Info: Color=Red Type=Sorcery Cost=1RR JU(R)  
Text(JU): Destroy all creatures unless a player has ~this~ deal 6 damage to him or her. Creatures destroyed this way can't be regenerated.

**Breaking Wave:**

Info: Color=Blue Type=Sorcery Cost=2UU IN(R)  
Text(IN): You may play ~this~ any time you could play an instant if you pay {2} more to play it. ; Simultaneously untap all tapped creatures and tap all untapped creatures.  
Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

**Break Open:**

Info: Color=Red Type=Instant Cost=1R ON(C)  
Text(ON): Turn target face-down creature an opponent controls face up. The player does not have to pay the Morph cost (if any) of the creature.  
**[Onslaught FAQ 2002/09/24]**

**Breakthrough:**

Info: Color=Blue Type=Sorcery Cost=XU TO(U)  
Text(TO): Draw four cards, then choose X cards in your hand and discard the rest from it.  
Note - Also see X Costs, Rule K.28.

**Breath of Darigaaz:**

Info: Color=Red Type=Sorcery Cost=1R IN(U)  
Text(IN): Kicker {2} (You may pay an additional {2} as you play this spell.) ; ~this~ deals 1 damage to each creature without flying and each player. If you paid the kicker cost, ~this~ deals 4 damage to each creature without flying and each player instead.  
Note - Also see Kicker, Rule A.24.

**Breath of Dreams:**

Info: Color=Blue Type=Enchantment Cost=2UU IA(U)  
Text(IA+errata): Cumulative Upkeep - {U}. ; Green creatures have "Cumulative Upkeep - {1}". **[Oracle 2000/02/01]**  
Note - Also see Cumulative Upkeep, Rule A.11.

**Breath of Life:**

Info: Color=White Type=Sorcery Cost=3W PT(C)/P2(C)/ST(U)/S2(F1)/7(U)  
Text(S2/7th): Return target creature card from your graveyard to play.

**Breathstealer:**

Info: Color=Black Type=Creature - Nightstalker Cost=2B MI(C)  
Text(MI+errata): 2/2. ; {B}: ~this~ gets +1/-1 until end of turn.  
**[Oracle 1998/07/01]**  
Note - This card is referred to by Urborg Panther.  
Note - Before errata, it was of creature type Night Stalker (with two words). **[Oracle 1999/07/01]**

**Breathstealer's Crypt:**

Info: Color=Multi Type=Enchantment Cost=2UB VI(R)  
Text(VI+errata): If a player would draw a card, instead he or she draws a



card and reveals it. If it's a creature card, that player discards it from his or her hand unless he or she pays 3 life. [\[Oracle 2002/03/01\]](#)

#### **Breeding Pit:**

Info: Color=Black Type=Enchantment Cost=3B FE(U3)/5(U)

Text(FE/5th+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {B}{B}. ; At the end of your turn, put a 0/1 black Thrull creature token into play. [\[Oracle 1999/07/23\]](#)

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. [\[D'Angelo 1995/04/12\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Breezekeeper:**

Info: Color=Blue Type=Creature - Djinn Cost=3U VI(C)

Text(VI): 4/4, Flying, Phasing.

Note - Also see Phasing, Rule A.30.

#### **Briar Patch:**

Info: Color=Green Type=Enchantment Cost=1GG MM(U)

Text(MM): Whenever a creature attacks you, it gets -1/-0 until end of turn.

#### **Briar Shield:**

Info: Color=Green Type=Enchant Creature Cost=G WL(C)

Text(WL): Enchanted creature gets +1/+1. ; Sacrifice ~this~: Enchanted creature gets +3/+3 until end of turn.

When you use the activated ability, this card goes to the graveyard when you announce the ability (losing the +1/+1 bonus) but the creature does not get the +3/+3 bonus until the ability resolves. It has no bonus while the ability is on the stack. [\[D'Angelo 2002/12/19\]](#)

#### **Bribery:**

Info: Color=Blue Type=Sorcery Cost=3UU MM(R)

Text(MM+errata): Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his or her library. [\[Oracle 1999/11/01\]](#)

You put the creature into play, so you control it and any "comes into play" abilities it has. [\[MM FAQ 1999/09/22\]](#)

You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Brightstone Ritual:**

Info: Color=Red Type=Instant Cost=R ON(C)

Text(ON): Add {R} to your mana pool for each Goblin in play.

#### **Brilliant Halo:**

Info: Color=White Type=Enchant Creature Cost=1W US(C)

Text(US+errata): Enchanted creature gets +1/+2. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

#### **Brilliant Plan:**

Info: Color=Blue Type=Sorcery Cost=4U P3(U)

Text(P3): Draw three cards.

All tournament formats have banned this card because it only appears in Portal.

#### **Brimstone Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=6RR P2(R)

Text(P2): 6/6, Flying. ; ~this~ is unaffected by summoning sickness.

When played under non-Portal rules, the text should be read as "Flying, Haste." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Haste, Rule A.22.

#### **Brine Hag:**

Info: Color=Blue Type=Creature - Hag Cost=2UU LG(U1)

Text(LG+errata): 2/2. ; When ~this~ is put into a graveyard from play, all creatures that dealt damage to it this turn become 0/2. (This effect doesn't end at end of turn.) [\[Oracle 2001/08/24\]](#)

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. [\[D'Angelo 1999/02/09\]](#)

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

#### **Brine Seer:**

Info: Color=Blue Type=Creature - Wizard Cost=3U UD(U)  
Text(UD): 1/1. ; {2}{U},{Tap}: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays {1} for each card revealed this way.

You can reveal zero cards, and the controller of the spell can pay {0} to stop this or not pay {0} and let it be countered. [\[DeLaney 1999/06/01\]](#)

#### **Brine Shaman:**

Info: Color=Black Type=Creature - Cleric Cost=1B IA(C)  
Text(IA+errata): 1/1. ; {Tap},Sacrifice a creature: Target creature gets +2/+2 until end of turn. ; {1}{U}{U},Sacrifice a creature: Counter target creature spell. [\[Oracle 2000/02/01\]](#)

A creature spell is any card of type Creature or Artifact Creature. [\[D'Angelo 2000/03/09\]](#) Older cards of type Summon also count.

#### **Brink of Madness:**

Info: Color=Black Type=Enchantment Cost=2BB UL(R)  
Text(UL+errata): At the beginning of your upkeep, if you have no cards in hand, sacrifice ~this~. If you do, target opponent discards his or her hand. [\[Oracle 2001/03/07\]](#)

It counts the number of cards in your hand during the resolution of the triggered ability. [\[D'Angelo 1999/05/01\]](#)

If this card is not in play at the time it is to be sacrificed, then you can't and the opponent does not discard their hand.

[\[WotC Rules Team 1999/03/18\]](#)

#### **Broken Dam:**

Info: Color=Blue Type=Sorcery Cost=U P3(C)  
Text(P3): Tap any one or two creatures without horsemanship. (Tapped creatures can't block.)

When played under non-Portal rules, the text should be read as "Tap one or two target creatures without horsemanship." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Broken Fall:**

Info: Color=Green Type=Enchantment Cost=2G TE(C)/BR(F1)  
Text(TE+errata): Return ~this~ to its owner's hand: Regenerate target creature. [\[Oracle 1999/05/01\]](#)

#### **Broken Visage:**

Info: Color=Black Type=Instant Cost=4B HL(U1)/5(R)  
Text(5th+errata): Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Spirit creature token into play with power and toughness equal to the power and toughness of that creature. Sacrifice the Spirit token at end of turn. [\[Oracle 2002/03/01\]](#)

The Spirit 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. [\[D'Angelo 1995/10/29\]](#)

The token creature comes into play under your control regardless of who controlled the target creature. [\[Duelist Magazine #9, Page 36\]](#)

Note - Errata changed the token creature's type from Shadow to Spirit.

Note - Also see Token Creatures, Rule K.25.

#### **Brontotherium:**

Info: Color=Green Type=Creature - Beast Cost=4GG LE(U)

Text(LE): 5/3, Trample, Provoke.  
Note - Also see Provoke, Rule A.32.  
Note - Also see Trample, Rule A.37.

### **Bronze Calendar:**

Info: Color=Artifact Type=Artifact Cost=4 UG(U)  
Text(UG+errata): Spells you play cost {1} less to play as long as you speak in a voice other than your normal voice. ; When you speak in your normal voice, sacrifice ~this~. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
You may use sign language, unless you normally speak in sign language. [\[Barclay 1998/08/13\]](#)  
You can have someone else speak for you. [\[Barclay 1998/08/13\]](#)  
The Calendar will reduce the total cost of the spell, so it can pay for part of the Gloom cost for a white spell. [\[Barclay 1998/08/13\]](#)  
If you have two Calendars in play, you can use just one different voice to satisfy both of them. [\[QAS 1998/09/09\]](#)  
You can switch voices as often as you want. You just cannot use your normal voice. [\[QAS 1998/09/09\]](#)  
Your normal voice is determined at the time as casting as the voice you used most often during the past 24 hours. [\[TomHa 1998/09/15\]](#)  
Volume alone does not make a voice "different". [\[D'Angelo 1999/02/21\]](#)  
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(R)/CH(U1)  
Text(CH+errata): 4/4, Trample. ; If you control another creature, prevent all damage that would be dealt to ~this~ by spells that target it. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Trample, Rule A.37.

### **Bronze Tablet:**

Info: Color=Artifact Type=Artifact Cost=6 AQ(U1)/4(R)  
Text(4th+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; ~this~ comes into play tapped. ; {4},{Tap}: Target card's controller may pay 10 life. If he or she does, remove ~this~ from the game. If he or she doesn't and ~this~ is in play, you own the targeted card and that player owns ~this~, then remove ~this~ and that card from the game. [\[Oracle 2001/08/24\]](#)  
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. [\[D'Angelo 1994/06/01\]](#)  
If the card being targeted by the Bronze Tablet is removed before Tablet takes effect, then the Tablet ability is countered and it remains tapped. [\[D'Angelo 2001/08/31\]](#)  
If the tablet is not still in play when the ability resolves, it is not removed from the game, and the exchange fails to happen. You don't get the other player's card. [\[D'Angelo 2001/08/31\]](#)  
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. [\[bethmo 1994/08/01\]](#)  
You can take control of your opponent's Tablet and in the trade you only have to give them back their Tablet. [\[Duelist Magazine #2, Page 15\]](#)  
Type 1 tournaments (see Rule D.13) have banned this card since 1994/05/02.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

### **Broodhatch Nantuko:**

Info: Color=Green Type=Creature - Insect Druid Cost=1G ON(U)  
Text(ON): 1/1. ; Whenever ~this~ is dealt damage, you may put that many 1/1 green Insect creature tokens into play. ; Morph {2}{G}.  
You can choose to put zero tokens or all the tokens into play. You cannot choose a number in between. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Morph, Rule A.29.  
Note - Also see Token Creatures, Rule K.25.

**Brood of Cockroaches:**

Info: Color=Black Type=Creature - Insect Cost=1B VI(U)

Text(VI+errata): 1/1. ; When ~this~ is put into your graveyard from play, at end of turn, you lose 1 life and return ~this~ to your hand.

[[Oracle 1999/07/30](#)]

The loss of life is not optional. [[bethmo 1997/01/28](#)]

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](#)]

**Brood Sliver:**

Info: Color=Green Type=Creature - Sliver Cost=4G LE(R)

Text(LE): 3/3. ; Whenever a Sliver deals combat damage to a player, its controller may put a 1/1 colorless Sliver creature token into play.

This card's controller controls the triggered ability, but the controller of the Sliver that deals damage to a player decides whether or not to put the token into play under their control. [[Legions FAQ 2003/01/23](#)]

Note - Also see Token Creatures, Rule K.25.

**Brothers of Fire:**

Info: Color=Red Type=Creature - Brother Cost=1RR DK(U2)/45(C)

Text(4th/5th): 2/2. ; {1}{R}{R}: ~this~ deals 1 damage to target creature or player and 1 damage to you.

**Browbeat:**

Info: Color=Red Type=Sorcery Cost=2R JU(U)

Text(JU): Unless a player has ~this~ deal 5 damage to him or her, target player draws three cards.

Note - Also see Rule E.12.Ruling.3.

**Brown Ouphe:**

Info: Color=Green Type=Creature - Ouphe Cost=G IA(C)

Text(IA+errata): 1/1. ; {1}{G},{Tap}: Counter target activated ability of an artifact. [[Oracle 2000/02/01](#)]

Attacking is not an activation and cannot be countered. [[D'Angelo 1995/07/24](#)]

**Browse:**

Info: Color=Blue Type=Enchantment Cost=2UU AL(U2)/6(U)

Text(6th+errata): {2}{U}{U}: Look at the top five cards of your library, put one of them into your hand, then remove the rest from the game.

[[Oracle 1999/07/23](#)]

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 1996/07/16](#)]

**Brushland:**

Info: Color=Land Type=Land Cost=None IA(R)/567(R)/AT(F1)

Text(5th/6th/7th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {G} or {W} to your mana pool. ~this~ deals 1 damage to you.

**Brushwagg:**

Info: Color=Green Type=Creature - Brushwagg Cost=1GG MI(R)

Text(MI+errata): 3/2. ; Whenever ~this~ blocks or becomes blocked, it gets -2/+2 until end of turn. [[Oracle 1999/07/01](#)]

**Brush with Death:**

Info: Color=Black Type=Sorcery Cost=2B SH(C)

Text(SH): Buyback {2}{B}{B}. ; Target opponent loses 2 life. You gain 2 life.

Note - Also see Buyback, Rule A.10.

**Brutal Nightstalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=3BB P2(U)

Text(P2): 3/2. ; When ~this~ comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, you may have target

opponent discard a card from his or her hand." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Brutal Suppression:**

Info: Color=Red Type=Enchantment Cost=R PY(U)  
Text(PY+errata): Rebels' activated abilities cost an additional "Sacrifice a land" to play. [\[Oracle 2000/10/24\]](#)

#### **The Brute:**

Info: Color=Red Type=Enchant Creature Cost=1R LG(C1)/45(C)  
Text(5th): Enchanted creature gets +1/+0. ; {R}{R}{R}: Regenerate enchanted creature.

#### **Bubble Matrix:**

Info: Color=Artifact Type=Artifact Cost=4 WL(R)  
Text(WL+errata): Prevent all damage that would be dealt to creatures.  
[\[Oracle 1999/07/01\]](#)

#### **Bubbling Beebles:**

Info: Color=Blue Type=Creature - Beeble Cost=4U UD(C)  
Text(UD): 3/3. ; ~this~ is unblockable as long as defending player controls an enchantment.

#### **Bubbling Muck:**

Info: Color=Black Type=Sorcery Cost=B UD(C)  
Text(UD+errata): Until end of turn, whenever a player taps a swamp for mana, its controller adds {B} to his or her mana pool. [\[Oracle 2000/10/24\]](#)  
Affects lands tapped for rest of turn, not just swamps in play at the time it resolves. [\[Urza's Destiny FAQ 1999/05/25\]](#) This is because it affects players and not the lands themselves. [\[DeLaney 1999/06/13\]](#)  
Affects lands that count as a swamp. For example, if you tap Badlands for {R}, it will produce an additional {B}.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)

#### **Builder's Bane:**

Info: Color=Red Type=Sorcery Cost=XXR MI(C)  
Text(MI+errata): Destroy X target artifacts. ~this~ deals to each player damage equal to the number of artifacts he or she controlled destroyed this way. [\[Oracle 1999/09/03\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Bull Elephant:**

Info: Color=Green Type=Creature - Elephant Cost=3G VI(C)  
Text(VI+errata): 4/4. ; When ~this~ comes into play, sacrifice ~this~ unless you return two forests you control to their owner's hand.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Bull Hippo:**

Info: Color=Green Type=Creature - Hippo Cost=3G  
US(U)/PT(U)/ST(U)/7(U)  
Text(US/7th): 3/3, Islandwalk.  
Note - Also see Landwalk, Rule A.27.  
Note - The Portal version had no creature type.

#### **Bulwark:**

Info: Color=Red Type=Enchantment Cost=3RR US(R)  
Text(US): At the beginning of your upkeep, ~this~ deals to target opponent damage equal to the number of cards in your hand greater than the number of cards in his or her hand. [\[Oracle 1999/05/01\]](#)  
Counts cards during resolution. [\[DeLaney 1998/10/05\]](#)

#### **Bullwhip:**

Info: Color=Artifact Type=Artifact Cost=4 SH(U)  
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.

[\[Duelist Magazine #25, Page 30\]](#)

Note - Also see Must Attack or Block, Rule C.7.

### **Buoyancy:**

Info: Color=Blue Type=Enchant Creature Cost=1U MM(C)

Text(MM): You may play ~this~ any time you could play an instant. ;

Enchanted creature has flying.

### **Bureaucracy:**

Info: Color=Blue Type=Enchantment Cost=3UU UG(R)

Text(UG+errata): Pursuant to subsection 3.1(4) of Richard's Rules of Order, at the beginning of 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. ; When a PLAYER does not perform all the prescribed actions in the correct order, sacrifice ~this~ and said PLAYER discards his or her complement of cards in hand (hereafter known as "HAND"). [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

This card works like this... At the beginning of the next player's upkeep, he or she will pick a simple verbal or physical action such as clapping his or her hands. At the beginning of 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." At the beginning of 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. [\[QAS 1998/09/09\]](#)

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. [\[QAS 1998/09/09\]](#)

The participant is the PLAYER, not the trading card game.

[\[DeLaney 1998/08/12\]](#)

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. [\[DeLaney 1998/08/12\]](#)

Duplicate actions are legal. [\[DeLaney 1998/08/12\]](#)

You can only add an action to the end of the ACTION QUEUE, not the beginning. [\[D'Angelo 1998/09/07\]](#) 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.

[\[QAS 1998/09/09\]](#)

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. [\[QAS 1998/09/09\]](#)

The action needs to be simple, so saying a Censorship word twenty times is not acceptable. [\[QAS 1998/09/09\]](#) Once is definitely okay, twice is probably okay, and three or more times isn't very simple.

[\[D'Angelo 1998/09/21\]](#)

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. [\[D'Angelo 1999/02/21\]](#)

Any action which would break or law or local rule is not a valid choice.

[\[D'Angelo 1999/02/21\]](#) 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. [\[D'Angelo 1999/02/21\]](#)

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(R)  
Text(SH+errata): Whenever any opponent plays a land, you may put a land card from your hand into play. [\[Oracle 1999/05/01\]](#)  
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(U)/OD(U)  
Text(OD): Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.  
You can look in your library and then choose to find any number from zero to three creatures after you look at it. [\[D'Angelo 2000/12/07\]](#)  
You do not have to find all three creature cards if you do not want to. You can choose to find zero, one, or two instead. See Rule Z.6.9.  
[\[D'Angelo 2001/07/14\]](#)

**Burning Cinder Fury of Crimson Chaos Fire:**

Info: Color=Red Type=Enchantment Cost=3R UG(R)  
Text(UG+errata): Whenever a player taps a card, that player gives control of that card to an opponent at end of turn. ; At end of each player's turn, if that player did not tap any nonland cards this turn, ~this~ deals 3 damage to him or her. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
Lands that count as creatures are not considered to be "non-land cards". [\[Barclay 1998/08/13\]](#)  
If you tap another player's card, you must give control of that card (at end of turn) to one of your opponents. [\[QAS 1998/09/09\]](#) 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. [\[QAS 1998/09/09\]](#)  
Does not affect tokens. [\[D'Angelo 1998/09/21\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

**Burning Cloak:**

Info: Color=Red Type=Sorcery Cost=R PT(C)  
Text(PT): Any one creature gets +2/+0 until the end of the turn. ; ~this~ deals 2 damage to that creature.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Target creature gets +2/+0 until end of turn. ~this~ deals 2 damage to that creature." [\[D'Angelo 2000/06/05\]](#)

**Burning Fields:**

Info: Color=Red Type=Sorcery Cost=4R P3(C)  
Text(P3): ~this~ deals 5 damage to your opponent.  
When played under non-Portal rules, the text should be read as "~this~ deals 5 damage to target opponent." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Burning of Xinye:**

Info: Color=Red Type=Sorcery Cost=4RR P3(R)  
Text(P3): You destroy four of your lands and your opponent destroys four of his or her lands. Then ~this~ deals 4 damage to each creature. (This includes your creatures.)  
When played under non-Portal rules, the text should be read as "Each player sacrifices four lands. Then ~this~ deals 4 damage to each creature." [\[D'Angelo 2000/07/06\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Burning Palm Efreet:**

Info: Color=Red    Type=Creature - Efreet    Cost=2RR    MI(U)  
Text(MI): 2/2. ; {1}{R}{R}: ~this~ deals 2 damage to target creature with flying and that creature loses flying until end of turn.

#### **Burning Sands:**

Info: Color=Red    Type=Enchantment    Cost=3RR    OD(R)  
Text(OD): Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land.

#### **Burning Shield Askari:**

Info: Color=Red    Type=Creature - Knight    Cost=2R    MI(C)  
Text(MI+errata): 2/2, Flanking. ; {R}{R}: ~this~ gains first strike until end of turn. [\[Oracle 1998/07/01\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Flanking, Rule A.19.

#### **Burning Wish:**

Info: Color=Red    Type=Sorcery    Cost=1R    JU(R)  
Text(JU): Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove ~this~ from the game.  
Can acquire cards which are removed from the game by other cards, such as Ice Cauldron, Elkin Bottle, Necropotence, etc. Such cards are in the "removed from game" zone (see Rule Z.8).

[\[Judgment FAQ 2002/05/28\]](#)

Cannot acquire cards that are phased out or in an Oubliette or Tawnos's Coffin. Those cards are in the Phased Out zone and not in the Removed from Game zone. [\[D'Angelo 2002/06/14\]](#) See Rule G.27.

Cannot acquire the Ante cards. They are considered still "in the game" as are cards in the library and the graveyard. [\[D'Angelo 2002/06/14\]](#)

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".

[\[WotC Rules Team 1995/11/10\]](#)

Does not allow you to look at face-down cards which are in the removed from game zone. You get to see the chosen card at the same time your opponent does, when you reveal it. [\[D'Angelo 2002/06/14\]](#) You do get to tell each set of face down cards from other sets based on which effect removed the cards from the game. If you want to pick from a face down set, you take a random card from it. For example, if your hand is removed with Suppress, you can see your hand there face down and you can pick a random card from it. If you used Necropotence twice, each time was a separate effect and put the one card separately face down. You can pick either one, assuming you remember which is which.

[\[Barclay 2002/05/16\]](#)

In Duelist Convocation tournament play, it can only bring cards from your sideboard or ones that were removed from the game by a spell or ability.

[\[Judgment FAQ 2002/05/28\]](#) If you remove a card from the sideboard, this card is placed into your sideboard to maintain the size of the sideboard.

[\[Judgment FAQ 2002/05/28\]](#) If this spell is somehow played using a pseudo-spell (such as with Mirari), then there will be no card to put in your sideboard. This is approved under the rules.

[\[WotC Rules Team 2002/10/01\]](#)

In Duelist Convocation tournament play, you may look at your sideboard during the resolution of this spell. Normally, you cannot look at your sideboard during a game. [\[Judgment FAQ 2002/05/28\]](#)

In non-tournament play, it can also be any card you own which is not in the game. [\[Judgment FAQ 2002/05/28\]](#)

#### **Burnout:**

Info: Color=Red    Type=Instant    Cost=1R    AL(U2)  
Text(AL+errata): Counter target instant spell if it is blue. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/07/23\]](#)  
Checks the color of the spell only on resolution. It can target a non-blue spell. [\[D'Angelo 1998/06/10\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Before errata, this card was of type Interrupt. [\[Oracle 1999/07/23\]](#)

#### **Burnt Offering:**

Info: Color=Black Type=Instant Cost=B IA(C)  
 Text(IA+errata): As an additional cost to play ~this~, sacrifice a creature. ; Add to your mana pool an amount of mana equal to the sacrificed creature's converted mana cost in any combination of black and/or red mana. [\[Oracle 2000/10/24\]](#)  
 Note - Also see Converted Mana Cost, Rule K.8.  
 Note - The spell has errata to change its type from Interrupt to Instant.  
[\[Oracle 2000/02/01\]](#)

#### Burrowing:

Info: Color=Red Type=Enchant Creature Cost=R ABUR46(U)  
 Text(6th+errata): Enchanted creature has mountainwalk. [\[Oracle 1999/05/01\]](#)  
 Note - Also see Landwalk, Rule A.27.

#### Burst of Energy:

Info: Color=White Type=Instant Cost=W UL(C)  
 Text(UL): Untap target permanent.

#### Butcher Orgg:

Info: Color=Red Type=Creature - Orgg Cost=4RRR ON(R)  
 Text(ON): 6/6. ; You may divide ~this~'s combat damage as you choose among defending player and/or any number of creatures he or she controls. You can use the ability to divide damage even if it is not blocked.  
[\[Onslaught FAQ 2002/09/24\]](#)  
 If it is blocked but then all of its blockers are removed before combat damage is assigned, then it won't be able to deal combat damage and you won't be able to use its ability. [\[Onslaught FAQ 2002/09/24\]](#)  
 + *You can choose to assign damage normally to the blocking creature(s) or to the defending player if there were no blockers assigned.*  
[\[D'Angelo 2003/06/14\]](#)  
 + *If you choose to use the ability to divide up the damage (and there is at least one point of damage to be assigned), you must choose at least one creature or the defending player, and cannot choose more total creatures and players than the amount of damage being assigned (minimum 1 point per player or creature).* [\[DeLaney 2003/05/19\]](#)

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#### Cabal Archon:

Info: Color=Black Type=Creature - Cleric Cost=2B ON(U)  
 Text(ON): 2/2. ; {B},Sacrifice a Cleric: Target player loses 2 life and you gain 2 life.  
 It can sacrifice itself. [\[Onslaught FAQ 2002/09/24\]](#)

#### Cabal Coffers:

Info: Color=Land Type=Land Cost=None TO(U)  
 Text(TO): {2},{Tap}: Add {B} to your mana pool for each swamp you control.

#### Cabal Conditioning:

Info: Color=Black Type=Sorcery Cost=6B SC(R)  
 Text(SC): Any number of target players each discards cards from his or her hand equal to the highest converted mana cost among permanents you control.  
 + *Note - Also see Converted Mana Cost, Rule K.8.*

#### Cabal Executioner:

Info: Color=Black Type=Creature - Cleric Cost=2BB ON(U)  
 Text(ON): 2/2. ; Whenever ~this~ deals combat damage to a player, that player sacrifices a creature. ; Morph {3}{B}{B}.  
 Note - Also see Morph, Rule A.29.

#### Cabal Inquisitor:

Info: Color=Black Type=Creature - Minion Cost=1B OD(C)  
 Text(OD): 1/1. ; Threshold - {1}{B},{Tap},Remove two cards in your graveyard from the game: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. (Play this ability only if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Cabal Interrogator:**

Info: Color=Black Type=Creature - Zombie Wizard Cost=1B SC(U)  
Text(SC): 1/1. ; {X}{B},{Tap}: Target player reveals X cards from his or her hand and you choose one of them. That player discards that card. Play this ability only any time you could play a sorcery.

+ **Note - Also see X Costs, Rule K.28.**

#### **Cabal Patriarch:**

Info: Color=Black Type=Creature - Wizard Legend Cost=3BBB OD(R)  
Text(OD): 5/5. ; {2}{B},Sacrifice a creature: Target creature gets -2/-2 until end of turn. ; {2}{B},Remove a creature card in your graveyard from the game: Target creature gets -2/-2 until end of turn.  
This card is of creature type Wizard and of type Legend.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Cabal Pit:**

Info: Color=Land Type=Land Cost=None OD(U)  
Text(OD): {Tap}: Add {B} to your mana pool. ~this~ deals 1 damage to you. ; Threshold - {B},{Tap},Sacrifice ~this~: Target creature gets -2/-2 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Cabal Ritual:**

Info: Color=Black Type=Instant Cost=1B TO(C)  
Text(TO): Add {B}{B}{B} to your mana pool. ; Threshold - Instead add {B}{B}{B}{B}{B} to your mana pool. (You have threshold if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Cabal Shrine:**

Info: Color=Black Type=Enchantment Cost=1BB OD(R)  
Text(OD): Whenever a player plays a spell, that player discards X cards from his or her hand, where X is the number of cards in all graveyards with the same name as that spell.

#### **Cabal Slaver:**

Info: Color=Black Type=Creature - Cleric Cost=2B ON(U)  
Text(ON): 2/1. ; Whenever a Goblin deals combat damage to a player, that player discards a card from his or her hand.

#### **Cabal Surgeon:**

Info: Color=Black Type=Creature - Minion Cost=2BB TO(C)  
Text(TO): 2/1. ; {2}{B}{B},{Tap},Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.

#### **Cabal Therapy:**

Info: Color=Black Type=Sorcery Cost=B JU(U)  
Text(JU): Flashback - Sacrifice a creature. ; Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name.

You name the card during resolution, then your opponent reveals their hand and discards if appropriate. There is no way for your opponent to do anything between you naming the card and them discarding.

[\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Flashback, Rule A.20.

#### **Cabal Torturer:**

Info: Color=Black Type=Creature - Minion Cost=1BB TO(C)  
Text(TO): 1/1. ; {B},{Tap}: Target creature gets -1/-1 until end of turn. ; Threshold - {3}{B}{B},{Tap}: Target creature gets -2/-2 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Cabal Trainee:**

Info: Color=Black Type=Creature - Minion Cost=B JU(C)  
 Text(JU): 1/1. ; Sacrifice ~this~: Target creature gets -2/-0 until end of turn.

**Cackling Fiend:**

Info: Color=Black Type=Creature - Zombie Cost=2BB US(C)/BR(F1)  
 Text(US+errata): 2/1. ; When ~this~ comes into play, each of your opponents discards a card from his or her hand. [\[Oracle 1999/05/01\]](#)  
 If the opponent has no cards in hand, this has no effect.  
[\[DeLaney 1998/10/05\]](#)  
 Note - Also see Comes Into Play Abilities, Rule E.3.

**Cackling Witch:**

Info: Color=Black Type=Creature - Spellshaper Cost=1B MM(U)  
 Text(MM): 1/1. ; {X}{B},{Tap},Discard a card from your hand: Target creature gets +X/+0 until end of turn.

**Cadaverous Bloom:**

Info: Color=Multi Type=Enchantment Cost=3BG MI(R)  
 Text(MI+errata): Remove a card in your hand from the game: Add {B}{B} or {G}{G} to your mana pool. [\[Oracle 1999/07/01\]](#)

**Cadaverous Knight:**

Info: Color=Black Type=Creature - Knight Cost=2B MI(C)  
 Text(MI+errata): 2/2, Flanking. ; {1}{B}{B}: Regenerate ~this~.  
[\[Oracle 1998/07/01\]](#)  
 Note - Also see Flanking, Rule A.19.

**Cagemail:**

Info: Color=White Type=Enchant Creature Cost=1W JU(C)  
 Text(JU): Enchanted creature gets +2/+2 and can't attack.

**Caldera Kavv:**

Info: Color=Red Type=Creature - Kavv Cost=2R PS(C)  
 Text(PS): 2/2. ; {1}{B}: ~this~ gets +1/+1 until end of turn. ; {G}: ~this~ becomes the color of your choice until end of turn.  
 You choose a color on resolution. [\[Planeshift FAQ 2001/01/26\]](#)  
 Note - Also see Rule K.7.5 for changing a permanent's color.

**Caldera Lake:**

Info: Color=Land Type=Land Cost=None TE(R)  
 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.

**Caller of the Claw:**

Info: Color=Green Type=Creature - Elf Cost=2G LE(R)  
 Text(LE): 2/2. ; You may play ~this~ any time you could play an instant. ; When ~this~ comes into play, put a 2/2 green Bear creature token into play for each nontoken creature put into your graveyard from play this turn.  
 Note - Also see Token Creatures, Rule K.25.

**Caller of the Hunt:**

Info: Color=Green Type=Creature - Lord Cost=2G MM(R)  
 Text(MM+errata): \*/\*. ; As ~this~ comes into play, choose a creature type. ; ~this~'s power and toughness are each equal to the number of creatures in play of the chosen type. [\[Oracle 1999/11/01\]](#)  
 The text defining this card's power and toughness is not an ability. It is just characteristic setting text. See Rule K.10.7.  
[\[WotC Rules Team 2001/08/01\]](#)

**Call of the Herd:**

Info: Color=Green Type=Sorcery Cost=2G OD(R)  
 Text(OD): Flashback {3}{G}. ; Put a 3/3 green Elephant creature token into play.

Note - Also see Flashback, Rule A.20.

Note - Also see Token Creatures, Rule K.25.

### Call of the Wild:

Info: Color=Green Type=Enchantment Cost=2GG WL(R)/6(R)

Text(6th): {2}{G}{G}: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

### Callous Giant:

Info: Color=Red Type=Creature - Giant Cost=4RR IN(R)

Text(IN): 4/4. ; If a source would deal 3 damage or less to ~this~, prevent that damage.

### Callous Oppressor:

Info: Color=Blue Type=Creature - Cephalid Cost=1UU ON(R)

Text(ON): 1/2. ; You may choose not to untap ~this~ during your untap step. ; As ~this~ comes into play, an opponent chooses a creature type. ; {Tap}: Gain control of target creature that isn't of the chosen type as long as ~this~ remains tapped.

### Call to Arms:

Info: Color=White Type=Enchantment Cost=1W IA(R)

Text(IA+errata): As ~this~ comes into play, choose a color and an opponent. ; White creatures get +1/+1. ; When the chosen color isn't the most common color among permanents the chosen opponent controls, sacrifice ~this~. [\[Oracle 2002/03/01\]](#)

You cannot choose "colorless" as a color. [\[Aahz 1995/06/08\]](#)

Only sacrificed 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 sacrificed. [\[WotC Rules Team 1995/07/19\]](#)

Only counts cards in play. See Rule T.7.2. [\[Duelist Magazine #10, Page 44\]](#)

Colorless cards are effectively ignored by this card's ability.

[\[D'Angelo 1997/06/23\]](#)

### Call to the Grave:

Info: Color=Black Type=Enchantment Cost=4B SC(R)

Text(SC): At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature. ; At end of turn, if no creatures are in play, sacrifice ~this~.

**+ The sacrifice during upkeep is not optional.** [\[Scourge FAQ 2003/05/30\]](#)

### Calming Lcid:

Info: Color=White Type=Creature - Lcid Cost=2W SH(U)

Text(SH+errata): 2/2. ; {W},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't attack." and "{W}: End the effect that created this ability."

[\[Oracle 2001/08/24\]](#)

Note - Also see Licids, Rule E.8.

### Calming Verse:

Info: Color=Green Type=Sorcery Cost=3G PY(C)

Text(PY): Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control

It checks if you control an untapped land during resolution.

[\[Prophecy FAQ 2000/05/25\]](#)

### Caltrops:

Info: Color=Artifact Type=Artifact Cost=3 UD(U)/7(U)

Text(UD/7th): Whenever a creature attacks, ~this~ deals 1 damage to it.

### Camel:

Info: Color=White Type=Creature - Camel Cost=W AN(C5)

Text(AN+errata): 0/1, Banding ; Prevent all damage that would be dealt by Deserts to ~this~ or to creatures banded with ~this~ by Deserts.

[\[Oracle 2002/03/01\]](#)

It does prevent damage from animated Deserts in combat.



**[D'Angelo 1996/11/07]**

Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Banding, Rule A.8.

**Camouflage:**

Info: Color=Green Type=Instant Cost=G ABU(U)  
Text(ABU+errata): Play ~this~ only during the declare attackers step. ;  
This turn, instead of declaring blockers, the defending player chooses any number of creatures he or she controls and divides them into a number of piles equal to the number of attacking creatures. Assign each pile to a different attacking creature at random, and any creatures in that pile that can block the creature do so. (Piles can be empty.)

**[Oracle 2002/10/01]**

Note - The errata changes this card so it no longer turns any creatures face down. **[Oracle 2002/10/01]**

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

**Candelabra of Tawnos:**

Info: Color=Artifact Type=Artifact Cost=1 AQ(U1)  
Text(AQ+errata): {X},{Tap}: Untap X target lands. **[Oracle 1999/09/03]**  
This is not mana ability. It is a normal ability and it will resolve along with other spells and abilities in its stack. The lands untap during resolution. **[D'Angelo 2000/02/25]**

You may untap your opponent's lands if desired. **[Aahz 1994/05/03]** This can be useful if Power Surge is in play.

Can be used on an untapped land. **[Duelist Magazine #5, Page 22]**

Type 1 tournaments (see Rule D.13) restricted this card from 1994/05/02 until 1997/10/01.

Type 1.5 tournaments (see Rule D.14) banned this card until 1999/04/01.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

Note - The card type is "Artifact" and not "Mono Artifact".

**[Oracle 1998/07/01]**

**Cannibalize:**

Info: Color=Black Type=Sorcery Cost=1B SH(C)  
Text(SH+errata): Choose a player and two target creatures that player controls. You remove one of them from the game and put two +1/+1 counters on the other. **[Oracle 2002/03/01]**

You choose the two target creatures during announcement, and you choose which gets the counters and which is to get removed from the game during announcement as well. **[D'Angelo 1999/06/20]**

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 1998/03/31]**

If one of the targets is not valid on resolution, it still affects the other target normally. See Rule G.39.5. **[Duelist Magazine #25, Page 30]**

**Canopy Claws:**

Info: Color=Green Type=Instant Cost=G JU(C)  
Text(JU): Flashback {G}. ; Target creature loses flying until end of turn.  
Note - Also see Flashback, Rule A.20.

**Canopy Crawler:**

Info: Color=Green Type=Creature - Beast Cost=3G LE(U)  
Text(LE): 2/2. ; Amplify 1. ; {Tap}: Target creature gets +1/+1 until end of turn for each +1/+1 counter on ~this~.  
The number of +1/+1 counters for the ability is checked when the ability resolves. **[Legions FAQ 2003/01/23]**  
Note - Also see Amplify, Rule A.7.

**Canopy Dragon:**

Info: Color=Green Type=Creature - Dragon Cost=4GG MI(R)  
Text(MI+errata): 4/4, Trample. ; {1}{G}: ~this~ gains flying and loses trample until end of turn. **[Oracle 1998/07/01]**  
Note - Also see Trample, Rule A.37.

**Canopy Spider:**

Info: Color=Green Type=Creature - Spider Cost=1G TE(C)/AT(F1)/7(C)

Text(7th): 1/3. ; ~this~ may block as though it had flying.

The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

**Canopy Surge:**

Info: Color=Green Type=Sorcery Cost=1G IN(U)

Text(IN): Kicker {2} (You may pay an additional {2} as you play this spell.) ; ~this~ deals 1 damage to each creature with flying and each player. If you paid the kicker cost, ~this~ deals 4 damage to each creature with flying and each player instead.

Note - Also see Kicker, Rule A.24.

**Cantivore:**

Info: Color=White Type=Creature - Lhurgoyf Cost=1WW OD(R)

Text(OD): \*/\*. ; Attacking doesn't cause ~this~ to tap. ; ~this~'s power and toughness are equal to the number of enchantment cards in all graveyards.

**Canyon Drake:**

Info: Color=Red Type=Creature - Drake Cost=2RR TE(R)

Text(TE+errata): 1/2, Flying. ; {1}, Discard a card at random from your hand: ~this~ gets +2/+0 until end of turn. [\[Oracle 1999/05/01\]](#)

The ability cannot be used unless you have at least one card in your hand which can be discarded. [\[D'Angelo 1998/11/02\]](#)

**Canyon Wildcat:**

Info: Color=Red Type=Creature - Cat Cost=1R TE(C)

Text(TE): 2/1, Mountainwalk.

Note - Also see Landwalk, Rule A.27.

**Cao Cao, Lord of Wei:**

Info: Color=Black Type=Creature - Legend Cost=3BB P3(R)

Text(P3): 3/3. ; On your turn, before you attack, you may tap ~this~ to force your opponent to choose and discard two cards from his or her hand. (If your opponent has only one card, he or she discards it.)

When played under non-Portal rules, the text should be read as "{Tap}:

Target opponent discards two cards from his or her hand. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

**Cao Ren, Wei Commander:**

Info: Color=Black Type=Creature - Legend Cost=2BB P3(R)

Text(P3): 3/3, Horsemanship. ; When ~this~ comes into play, you lose 3 life.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

**Capashen Knight:**

Info: Color=White Type=Creature - Knight Cost=1W UD(C)

Text(UD): 1/1, First Strike. ; {1}{W}: ~this~ gets +1/+0 until end of turn.

Note - Also see First Strike, Rule A.18.

**Capashen Standard:**

Info: Color=White Type=Enchant Creature Cost=W UD(C)

Text(UD): Enchanted creature gets +1/+1. ; {2}, Sacrifice ~this~: Draw a card.

**Capashen Templar:**

Info: Color=White Type=Creature - Knight Cost=2W UD(C)

Text(UD): 2/2. ; {W}: ~this~ gets +0/+1 until end of turn.

**Capashen Unicorn:**

Info: Color=White Type=Creature - Unicorn Cost=1W IN(C)  
Text(IN): 1/2. ; {1}{W},{Tap},Sacrifice ~this~: Destroy target artifact or enchantment.

#### Capricious Sorcerer:

Info: Color=Blue Type=Creature - Wizard Cost=2U PT(R)  
Text(PT): 1/1. ; On your turn, before you attack, you may tap ~this~ to have it deal 1 damage to any one creature or player.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as

"{Tap}: ~this~ deals 1 damage to target creature or player. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Wizard. [\[D'Angelo 2000/06/05\]](#)

#### Capsize:

Info: Color=Blue Type=Instant Cost=1UU TE(C)  
Text(TE+errata): Buyback {3}. ; Return target permanent to its owner's hand. [\[Oracle 1999/05/01\]](#)

Note - Also see Buyback, Rule A.10.

#### Captain Sisay:

Info: Color=Multi Type=Creature - Legend Cost=2GW IN(R)  
Text(IN): 2/2. ; {Tap}: Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.

You do not have to find a legendary card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### Captain's Maneuver:

Info: Color=Multi Type=Instant Cost=XRW AP(U)  
Text(AP): The next X damage that would be dealt to target creature or player this turn is dealt to another target creature or player instead.

If the second target is no longer in play, or if the second target is no longer a creature or player when the damage would be redirected, the damage is dealt to the first target as if this spell was not played.

[\[Apocalypse FAQ 2001/05/24\]](#)

If the first target is no longer in play, then the damage will not be dealt at all, so it cannot be redirected by this ability.

[\[DeLaney 2001/06/22\]](#)

Note - Also see X Costs, Rule K.28.

#### Capture of Jingzhou:

Info: Color=Blue Type=Sorcery Cost=3UU P3(R)  
Text(P3): You take another turn after this one.

All tournament formats have banned this card because it only appears in Portal.

#### Carapace:

Info: Color=Green Type=Enchant Creature Cost=G HL(C4)/5(C)  
Text(5th): Enchanted creature gets +0/+2. ; Sacrifice ~this~: Regenerate enchanted creature.

When you use the activated ability, this card goes to the graveyard when you announce the ability, but the enchanted creature does not get regenerated until the ability resolves. It has no bonus while the ability is on the stack and this may destroy the creature before the regeneration can take effect. [\[D'Angelo 2003/05/20\]](#)

#### Carbonize:

Info: Color=Red Type=Instant Cost=2R SC(U)  
Text(SC): ~this~ deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

#### Cardboard Carapace:

Info: Color=Green Type=Enchant Creature Cost=5G UG(R)

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 1998/09/09] Sideboard is also in the game.

[D'Angelo 1998/09/21]

You only have to have possession of the cards. You don't actually have to own them (in the property sense). [QAS 1998/09/09]

You do have to show the cards to your opponent and let them count them.

[TomHa 1998/09/15]

Optional Rule: If Cardboard Carapace is enchanting a Blue creature, it gets all wet and soggy, and provides no bonuses. [Barclay 1998/08/13]

All tournament formats have banned cards from Unglued.

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

### Careful Study:

Info: Color=Blue Type=Sorcery Cost=U OD(C)

Text(OD): Draw two cards, then discard two cards from your hand.

### Caribou Range:

Info: Color=White Type=Enchant Land Cost=2WW IA(R)/5(R)

Text(5th+errata): ~this~ can enchant only a land you control. ; Enchanted

land has "{W}{W},{Tap}: Put a 0/1 white Caribou creature token into play." ; Sacrifice a Caribou: You gain 1 life. [Oracle 2000/02/01]

This card is destroyed if you lose control of the target land.

[Mirage, Page 22]

Note - Also see Token Creatures, Rule K.25.

### Carnassid:

Info: Color=Green Type=Creature - Beast Cost=4GG SH(R)

Text(SH): 5/4, Trample. ; {1}{G}: Regenerate ~this~.

Note - Also see Trample, Rule A.37.

### Carnival of Souls:

Info: Color=Black Type=Enchantment Cost=1B UD(R)

Text(UD): Whenever a creature comes into play, you lose 1 life and add {B} to your mana pool.

This is not optional. [D'Angelo 1999/06/01]

### Carnivorous Plant:

Info: Color=Green Type=Creature - Wall Cost=3G DK(C3)/4(C)/AT(F1)

Text(DK/4th+errata): 4/5. (Walls can't attack.) [Oracle 1999/07/23]

Note - The Anthologies version of the card has a Legends expansion symbol when it should have one from The Dark.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Carnophage:

Info: Color=Black Type=Creature - Zombie Cost=B EX(C)

Text(EX+errata): 2/2. ; At the beginning of your upkeep, tap ~this~ unless you pay 1 life. [Oracle 1999/05/01]

### Carpet of Flowers:

Info: Color=Green Type=Enchantment Cost=G US(U)

Text(US+errata): At the beginning of your precombat main phase, you may add up to X mana of any one color to your mana pool, where X is the number of islands target opponent controls. [Oracle 2001/08/24]

You can add less than X mana if you want, even zero. [DeLaney 1998/10/17]

You can target a different opponent each turn. [D'Angelo 1999/05/01]

The ability is not a mana ability. [Jackson 1999/10/29]

### Carrier Pigeons:

Info: Color=White Type=Creature - Bird Cost=3W AL(C1)

Text(AL+errata): 1/1, Flying. ; When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. [Oracle 1999/11/01]

Note - Also see Cantrips, Rule E.2.

Note - Before errata, this card was of creature type Pigeon.

[\[Oracle 1999/07/23\]](#)

#### **Carrion:**

Info: Color=Black Type=Instant Cost=1BB MI(R)  
Text(MI+errata): Sacrifice a creature: Put into play a number of 0/1 black  
Maggot creature tokens equal to the sacrificed creature's power.

[\[Oracle 1999/07/01\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Carrion Ants:**

Info: Color=Black Type=Creature - Ant Cost=2BB LG(R)/45(U)  
Text(LG/4th/5th+errata): 0/1. ; {1}: ~this~ gets +1/+1 until end of turn.

[\[Oracle 1999/09/03\]](#)

#### **Carrion Beetles:**

Info: Color=Black Type=Creature - Insect Cost=B US(C)  
Text(US+errata): 1/1. ; {B},{Tap}: Remove up to three target cards in a  
single graveyard from the game. [\[Oracle 1999/05/01\]](#)  
You pick the 0, 1, 2, or 3 target cards on announcement.

[\[DeLaney 1998/10/05\]](#)

If any of the targets are not there on resolution, the others are still  
affected. [\[D'Angelo 1998/10/15\]](#)

#### **Carrionette:**

Info: Color=Black Type=Creature - Skeleton Cost=1B TE(R)  
Text(TE+errata): 1/1. ; {2}{B}{B}: Remove ~this~ and target creature from  
the game unless that creature's controller pays {2}. Play this ability  
only if ~this~ is in your graveyard. [\[Oracle 1999/05/01\]](#)

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 stack.

[\[D'Angelo 1998/02/03\]](#)

The ability is played while it is a card in the graveyard, so it is not  
considered a creature ability. It is a creature card ability, which is  
different. The main effect of this that Protection from Creatures (as  
found on Beloved Chaplain) will not prevent this card from targeting  
it. [\[DeLaney 2001/09/24\]](#)

#### **Carrion Feeder:**

Info: Color=Black Type=Creature - Zombie Cost=B SC(C)  
Text(SC): 1/1. ; ~this~ can't block. ; Sacrifice a creature: Put a +1/+1  
counter on ~this~.

#### **Carrion Rats:**

Info: Color=Black Type=Creature - Rat Cost=B TO(C)  
Text(TO): 2/1. ; Whenever ~this~ attacks or blocks, any player may remove a  
card in his or her graveyard from the game. If a player does, ~this~  
deals no combat damage this turn.

#### **Carrion Wall:**

Info: Color=Black Type=Creature - Wall Cost=1BB NE(U)  
Text(NE): 3/2. (Walls can't attack.) ; {1}{B}: Regenerate ~this~.  
Note - Also see Walls, Rule K.27.

#### **Carrion Wurm:**

Info: Color=Black Type=Creature - Zombie Wurm Cost=3BB TO(U)  
Text(TO): 6/5. ; Whenever ~this~ attacks or blocks, any player may remove  
three cards in his or her graveyard from the game. If a player  
does, ~this~ deals no combat damage this turn.

#### **Cartographer:**

Info: Color=Green Type=Creature - Townsfolk Cost=2G EX(U)/OD(C)  
Text(EX/OD): 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.

#### **Casting of Bones:**

Info: Color=Black Type=Enchant Creature Cost=2B AL(C1)  
Text(AL+errata): When enchanted creature is put into a graveyard, draw three cards, then discard one of them from your hand. [\[Oracle 2002/03/01\]](#)

#### Castle:

Info: Color=White Type=Enchantment Cost=3W ABUR4567(U)  
Text(6th/7th): Untapped creatures you control get +0/+2.  
Tapping a creature removes the +2 toughness from the creature and may kill it if it has already taken damage. [\[D'Angelo 1994/06/01\]](#)  
Note - In Fifth Edition (and before) the +0/+2 bonus was not granted if the creature was attacking.

#### Castle Sengir:

Info: Color=Land Type=Land Cost=None HL(U3)  
Text(HL+errata): {Tap}: Add one colorless mana to your mana pool. ;  
{1},{Tap}: Add {B} to your mana pool. ; {2},{Tap}: Add {U} or {R} to your mana pool. [\[Oracle 1999/07/23\]](#)

#### Cataclysm:

Info: Color=White Type=Sorcery Cost=2WW EX(R)  
Text(EX+errata): Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land, then sacrifices the rest. [\[Oracle 1999/05/01\]](#)  
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.  
[\[Barclay 1998/06/10\]](#) 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. [\[D'Angelo 1998/08/19\]](#)  
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 Sprites for your creature and a Brass Man for your artifact, you get to keep both of these creatures. [\[D'Angelo 1998/07/23\]](#)  
The permanents to save are chosen on resolution. You do not choose them when announcing the spell. [\[WotC Rules Team 1998/08/01\]](#)  
The current player makes their choices before the other player. After both players make choices, all the sacrifices are done simultaneously. [\[D'Angelo 1998/11/04\]](#)

#### Catacomb Dragon:

Info: Color=Black Type=Creature - Dragon Cost=4BB MI(R)  
Text(MI+errata): 4/4, Flying. ; Whenever "this" becomes blocked by a nonartifact, non-Dragon creature, that creature gets -X/-0 until end of turn, where X is half the creature's power, rounded down. [\[Oracle 2001/03/07\]](#)  
The value of X is calculated when the ability resolves. It is not recalculated later if something changes. [\[D'Angelo 2001/03/17\]](#) (REVERSAL)

#### Catalog:

Info: Color=Blue Type=Instant Cost=2U US(C)  
Text(US+errata): Draw two cards, then discard a card from your hand. [\[Oracle 1999/05/01\]](#)

#### Catalyst Stone:

Info: Color=Artifact Type=Artifact Cost=2 OD(R)  
Text(OD): Flashback costs you pay cost up to {2} less. ; Flashback costs your opponents pay cost {2} more.  
Note - Also see Flashback, Rule A.20.

#### Catapult Master:

Info: Color=White Type=Creature - Soldier Lord Cost=3WW ON(R)  
Text(ON): 3/3. ; Tap five untapped Soldiers you control: Remove target creature from the game.  
Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.



**[Onslaught FAQ 2002/09/24]**

It can tap itself but is not required to do so. **[D'Angelo 2002/10/15]**

**Catapult Squad:**

Info: Color=White Type=Creature - Soldier Cost=1W ON(U)

Text(ON): 2/1. ; Tap two untapped Soldiers you control: ~this~ deals 2 damage to target attacking or blocking creature.

Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.

**[Onslaught FAQ 2002/09/24]**

It can tap itself but is not required to do so. **[D'Angelo 2002/10/15]**

**Catastrophe:**

Info: Color=White Type=Sorcery Cost=4WW US(R)/BR(F1)

Text(US+errata): Destroy all lands or all creatures. Creatures destroyed this way can't be regenerated. **[Oracle 1999/05/01]**

You choose land or creatures when the spell resolves. **[D'Angelo 1999/05/01]**

**Cat Burglar:**

Info: Color=Black Type=Creature - Minion Cost=3B EX(C)

Text(EX+errata): 2/2. ; {2}{B},{Tap}: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

**[Oracle 2000/02/01]**

**Cateran Brute:**

Info: Color=Black Type=Creature - Mercenary Cost=2B MM(C)

Text(MM): 2/2. ; {2},{Tap}: Search your library for a Mercenary card with converted mana cost {2} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. **[D'Angelo 2001/07/14]**

Note - Also see Converted Mana Cost, Rule K.8.

**Cateran Enforcer:**

Info: Color=Black Type=Creature - Mercenary Cost=3BB MM(U)

Text(MM+errata): 4/3, Fear. ; {4},{Tap}: Search your library for a Mercenary card with converted mana cost {4} or less and put that card into play. Then shuffle your library. **[Oracle 2002/10/01]**

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. **[D'Angelo 2001/07/14]**

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Fear, Rule A.17.

**Cateran Kidnappers:**

Info: Color=Black Type=Creature - Mercenary Cost=2BB MM(U)

Text(MM): 4/2. ; {3},{Tap}: Search your library for a Mercenary card with converted mana cost {3} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. **[D'Angelo 2001/07/14]**

Note - Also see Converted Mana Cost, Rule K.8.

**Cateran Overlord:**

Info: Color=Black Type=Creature - Mercenary Cost=4BBB MM(R)

Text(MM): 7/5. ; Sacrifice a creature: Regenerate ~this~. ; {6},{Tap}: Search your library for a Mercenary card with converted mana cost {6} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. **[D'Angelo 2001/07/14]**

Note - Also see Converted Mana Cost, Rule K.8.

**Cateran Persuader:**

Info: Color=Black Type=Creature - Mercenary Cost=BB MM(C)

Text(MM): 2/1. ; {1},{Tap}: Search your library for a Mercenary card with converted mana cost {1} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

#### **Cateran Slaver:**

Info: Color=Black Type=Creature - Mercenary Cost=4BB MM(R)  
Text(MM): 5/5, Swampwalk. ; {5},{Tap}: Search your library for a Mercenary card with converted mana cost {5} or less and put that card into play. Then shuffle your library.  
You do not have to find a Mercenary card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.  
Note - Also see Landwalk, Rule A.27.

#### **Cateran Summons:**

Info: Color=Black Type=Sorcery Cost=B MM(U)  
Text(MM): Search your library for a Mercenary card, reveal that card, and put it into your hand. Then shuffle your library.  
You do not have to find a Mercenary card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Cathedral of Serra:**

Info: Color=Land Type=Land Cost=None LG(U1)  
Text(LG+errata): White Legends you control have "bands with other Legends".  
[\[Oracle 2002/03/01\]](#)  
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(U)  
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 and can spend it on instants during the final steps of combat. [\[D'Angelo 1999/05/01\]](#)  
You cannot choose not to get the 3 mana when Cathodion is destroyed. [\[D'Angelo 1998/10/17\]](#)  
The ability is never a mana ability. [\[bethmo 1999/12/10\]](#)

#### **Cat Warriors:**

Info: Color=Green Type=Creature - Cat Warrior Cost=1GG  
LG(C2)/CH(C3)/56(C)  
Text(LG/CH/5th/6th): 2/2, Forestwalk.  
Note - Also see Landwalk, Rule A.27.

#### **Cauldron Dance:**

Info: Color=Multi Type=Instant Cost=4BR IN(U)  
Text(IN): Play ~this~ only during combat. ; Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. ; Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.  
You must have a creature in your graveyard to play this spell since it requires a valid target. [\[Invasion FAQ 2000/10/03\]](#)  
You can play this spell when you have no creature card in your hand. If this happens, simply ignore that part of the spell. You still bring the graveyard creature into play and still return it to your hand at end of turn. [\[Invasion FAQ 2000/10/03\]](#)  
If the targeted creature in the graveyard is removed before resolution, this spell will be countered since its only target will be invalid. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Haste, Rule A.22.

#### **Caustic Tar:**

Info: Color=Black Type=Enchant Land Cost=4BB OD(U)  
Text(OD): Enchanted land has "{Tap}: Target player loses 3 life."

#### **Caustic Wasps:**

Info: Color=Green Type=Creature - Insect Cost=2G MM(U)  
Text(MM+errata): 1/1, Flying. ; Whenever ~this~ deals combat damage to a

player, you may destroy target artifact that player controls.

[[Oracle 2000/10/24](#)]

#### **Cave-In:**

Info: Color=Red Type=Sorcery Cost=3RR MM(R)

Text(MM+errata): You may remove a red card in your hand from the game rather than pay ~this~'s mana cost. ; ~this~ deals 2 damage to each creature and each player. [[Oracle 2001/06/01](#)]

#### **Cave People:**

Info: Color=Red Type=Creature - Cave-People Cost=1RR DK(U2)/45(U)

Text(5th+errata): 1/4. ; Whenever ~this~ attacks, it gets +1/-2 until end of turn. ; {1}{R}{R},{Tap}: Target creature gains mountainwalk until end of turn. [[Oracle 1999/07/23](#)]

The creature type is "Cave-People" which is considered one word.

Before errata, it was two words, "Cave People". [[D'Angelo 1999/09/20](#)]

Note - Also see Landwalk, Rule A.27.

#### **Cavern Crawler:**

Info: Color=Red Type=Creature - Insect Cost=2R MM(C)

Text(MM): 0/3, Mountainwalk. ; {R}: ~this~ gets +1/-1 until end of turn.

Note - Also see Landwalk, Rule A.27.

#### **Cavern Harpy:**

Info: Color=Multi Type=Creature - Beast Cost=UB PS(C)

Text(PS): 2/1, Flying. ; When ~this~ comes into play, return a blue or black creature you control to its owner's hand. ; Pay 1 life: Return ~this~ to its owner's hand.

You choose the creature to return on resolution of the triggered ability.

This is not targeted. [[D'Angelo 2001/04/16](#)]

#### **Caverns of Despair:**

Info: Color=Red Type=Enchant World Cost=2RR LG(R)

Text(LG+errata): No more than two creatures may attack each combat. ; No more than two creatures may block each combat. [[Oracle 2001/08/24](#)]

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

Note - See Declare Attackers, Rule C.3, for general rules on declaring attackers.

Note - Also see Enchant World, Rule K.12.10.

#### **Cave Sense:**

Info: Color=Red Type=Enchant Creature Cost=1R MM(C)

Text(MM): Enchanted creature gets +1/+1 and has mountainwalk.

Note - Also see Landwalk, Rule A.27.

#### **Caves of Koilos:**

Info: Color=Land Type=Land Cost=None AP(R)

Text(AP): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {W} or {B} to your mana pool. ~this~ deals 1 damage to you.

#### **Cave Tiger:**

Info: Color=Green Type=Creature - Cat Cost=2G US(C)

Text(US+errata): 2/2. ; Whenever ~this~ becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. [[Oracle 1999/05/01](#)]

#### **Cease-Fire:**

Info: Color=White Type=Instant Cost=2W OD(C)

Text(OD): Target player can't play creature spells this turn. ; Draw a card.

This spell will not counter any creature spells on the stack. It only prevents new creature spells from being announced after it resolves.

[[Odyssey FAQ 2001/10/04](#)]

#### **Celestial Convergence:**

Info: Color=White Type=Enchantment Cost=2WW PY(R)

Text(PY): ~this~ comes into play with seven omen counters on it. ; At the beginning of your upkeep, remove an omen counter from ~this~. If there are no omen counters on ~this~, the player with the highest life total wins

the game. If two or more players are tied for highest life total, the game is a draw.

### **Celestial Dawn:**

Info: Color=White Type=Enchantment Cost=1WW MI(R)/6(R)

Text(6th+errata): Nonland cards you own that aren't in play and nonland permanents you control are white. Lands you control are plains. Spells and abilities you control produce white mana instead of any other color.

You may spend white mana as through it were mana of any color.

[\[Oracle 2001/05/02\]](#)

It no longer changes mana symbols on cards. [\[Rules Team 2001/05/01\]](#)

If a permanent spell is played while Celestial Dawn is in play, then

Celestial Dawn leaves play, the permanent's color reverts to the colors in its mana cost. [\[D'Angelo 2001/05/19\]](#)

The effect to turn all your non-land cards (including artifacts) white is the effect of a static ability 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. [\[Aahz 1997/03/18\]](#)

A color change effect which enters play after Celestial Dawn can override the color changing effect of Celestial Dawn. [\[D'Angelo 1997/03/18\]](#)

If an effect like Vampire Bats or Dragon Whelp is used by paying white mana, then the limitations on playing the ability still apply as if you spent the proper color. [\[D'Angelo 2002/07/21\]](#)

You may use a different color mana than the color required for spells and abilities such as Soul Burn. If you do, if the spell or ability checks the actual color of the mana, it can tell the difference. For example, if you use white mana on Soul Burn, you will not gain any life.

[\[Jordan 2001/04/29\]](#)

Does not change the type of lands which are not in play. Lands out of play are what they say they are. [\[D'Angelo 1997/08/27\]](#)

Any "comes into play" effects of playing a land will not happen since the lands will enter play as Plains. [\[D'Angelo 1999/05/01\]](#)

Will not add or remove Snow-Covered nature from a land. See Rule K.21.3.

[\[D'Angelo 1998/08/11\]](#)

If you use Magical Hack (or a similar effect) to change the

word "plains" to a different land type, your lands are all of that new land type, but they still produce white mana. [\[D'Angelo 2000/06/23\]](#)

### **Celestial Gatekeeper:**

Info: Color=White Type=Creature - Bird Cleric Cost=3WW LE(R)

Text(LE): 2/2, Flying. ; When ~this~ is put into a graveyard from play, remove it from the game, then return up to two target Bird and/or Cleric cards from your graveyard to play.

You can choose to target this card as one of the two Bird and/or Cleric cards. If you do, it gets removed from the game and does not get returned to play. [\[Legions FAQ 2003/01/23\]](#)

### **Celestial Prism:**

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

Text(4th+errata): {2},{Tap}: Add one mana of any color to your mana pool.

[\[Oracle 1999/09/02\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Celestial Sword:**

Info: Color=Artifact Type=Artifact Cost=6 IA(R)

Text(IA+errata): {3},{Tap}: Target creature you control gets +3/+3 until end of turn. Destroy it at end of turn. A creature destroyed this way can't be regenerated. [\[Oracle 2000/02/01\]](#)

### **Cemetery Gate:**

Info: Color=Black Type=Creature - Wall Cost=2B HL(C4)

Text(HL+errata): 0/5, Protection from Black. (Walls can't attack.)

[\[Oracle 1999/07/23\]](#)

Note - Also see Protection, Rule A.31.

### **Censorship:**

Info: Color=Blue Type=Enchantment Cost=U UG(U)  
 Text(UG+errata): As ~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.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
 You're only allowed one word. Make it a good one. [\[Barclay 1998/08/13\]](#)  
 Any spoken word is acceptable. It does not have to appear in the dictionary. For example, "um" can be chosen. [\[QAS 1998/09/09\]](#)  
 The censored word is based upon speech, so homophones will trigger it.  
 For example, "I" and "eye" are the same word for Censorship.  
[\[QAS 1998/09/09\]](#)  
 Portions of words don't count. For example, saying "sidewalk" when the censored word is "side" won't trigger it. [\[QAS 1998/09/09\]](#)  
 It affects all players, including you. [\[Barclay 1998/08/13\]](#)  
 Combines well with Bureaucracy, Sorry, and Ow. [\[Barclay 1998/08/13\]](#)  
 We do know who painted the picture on Censorship. We just can't tell you.  
[\[Barclay 1998/08/13\]](#)  
 This card has no artist name, and that is the correct answer for Squirrel Farm. [\[QAS 1998/09/09\]](#) The actual artist is Matt Wilson, for those that care. [\[DeLaney 1998/10/20\]](#)  
 Choosing the word "Wow" when playing against Jeff Donais is legal, but unfair on Jeff. [\[Barclay 1998/08/13\]](#)  
 All tournament formats have banned cards from Unglued.  
 Note - Also see Unglued rulings, Rule U.1.

### **Centaur Archer:**

Info: Color=Multi Type=Creature - Centaur Cost=1RG IA(U)  
 Text(IA): 3/2. ; {Tap}: ~this~ deals 1 damage to target creature with flying.

### **Centaur Chieftain:**

Info: Color=Green Type=Creature - Centaur Cost=3G TO(U)  
 Text(TO): 3/3, Haste. ; Threshold - When ~this~ comes into play, creatures you control get +1/+1 and gain trample until end of turn. (You have threshold if seven or more cards are in your graveyard.)  
 Note - Also see Haste, Rule A.22.  
 Note - Also see Threshold, Rule A.36.  
 Note - Also see Trample, Rule A.37.

### **Centaur Garden:**

Info: Color=Land Type=Land Cost=None OD(U)  
 Text(OD): {Tap}: Add {G} to your mana pool. ~this~ deals 1 damage to you. ;  
 Threshold - {G},{Tap},Sacrifice ~this~: Target creature gets +3/+3 until end of turn. (Play this ability only if seven or more cards are in your graveyard.)  
 Note - Also see Threshold, Rule A.36.

### **Centaur Glade:**

Info: Color=Green Type=Enchantment Cost=3GG ON(U)  
 Text(ON): {2}{G}{G}: Put a 3/3 green Centaur creature token into play.  
 Note - Also see Token Creatures, Rule K.25.

### **Centaur Rootcaster:**

Info: Color=Green Type=Creature - Centaur Druid Cost=3G JU(C)  
 Text(JU): 2/2. ; Whenever ~this~ deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

### **Centaur Veteran:**

Info: Color=Green Type=Creature - Centaur Cost=5G TO(C)  
 Text(TO): 3/3, Trample. ; {G},Discard a card from your hand:  
 Regenerate ~this~.  
 Note - Also see Trample, Rule A.37.

### **Cephalid Aristocrat:**

Info: Color=Blue Type=Creature - Cephalid Cost=4U TO(C)  
 Text(TO): 3/3. ; Whenever ~this~ becomes the target of a spell or ability,

put the top two cards of your library into your graveyard.

**Cephalid Broker:**

Info: Color=Blue Type=Creature - Cephalid Cost=3U OD(U)  
Text(OD): 2/2. ; {Tap}: Target player draws two cards, then discards two cards from his or her hand.

**Cephalid Coliseum:**

Info: Color=Land Type=Land Cost=None OD(U)  
Text(OD): {Tap}: Add {U} to your mana pool. ~this~ deals 1 damage to you. ;  
Threshold - {U},{Tap},Sacrifice ~this~: Target player draws three cards, then discards three cards from his or her hand. (Play this ability only if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Cephalid Constable:**

Info: Color=Blue Type=Creature - Cephalid Wizard Cost=1UU JU(R)  
Text(JU): 1/1. ; Whenever ~this~ deals combat damage to a player, return up to X target permanents that player controls to their owners' hands, where X is the damage it dealt to that player.

**Cephalid Illusionist:**

Info: Color=Blue Type=Creature - Cephalid Wizard Cost=1U TO(U)  
Text(TO): 1/1. ; Whenever ~this~ becomes the target of a spell or ability, put the top three cards of your library into your graveyard. ;  
{2}{U},{Tap}: This turn prevent all combat damage that would be dealt to and dealt by target creature you control.

**Cephalid Inkshrouder:**

Info: Color=Blue Type=Creature - Cephalid Cost=2U JU(U)  
Text(JU): 2/1. ; Discard a card from your hand: ~this~ can't be the target of spells or abilities and is unblockable this turn.

**Cephalid Looter:**

Info: Color=Blue Type=Creature - Cephalid Cost=2U OD(C)  
Text(OD): 2/1. ; {Tap}: Target player draws a card, then discards a card from his or her hand.

**Cephalid Pathmage:**

Info: Color=Blue Type=Creature - Cephalid Wizard Cost=2U LE(C)  
Text(LE): 1/2. ; ~this~ is unblockable. ; {Tap},Sacrifice ~this~: Target creature is unblockable this turn.

**Cephalid Retainer:**

Info: Color=Blue Type=Creature - Cephalid Cost=2UU OD(R)  
Text(OD): 2/3. ; {U}{U}: Tap target creature without flying.

**Cephalid Sage:**

Info: Color=Blue Type=Creature - Cephalid Cost=3U TO(U)  
Text(TO): 2/3. ; Threshold - When ~this~ comes into play, draw three cards, then discard two cards from your hand. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Cephalid Scout:**

Info: Color=Blue Type=Creature - Cephalid Wizard Cost=1U OD(C)  
Text(OD): 1/1, Flying. ; {2}{U},Sacrifice a land: Draw a card.  
This card is of creature type Cephalid and of type Wizard.  
[\[D'Angelo 2001/10/10\]](#)

**Cephalid Shrine:**

Info: Color=Blue Type=Enchantment Cost=1UU OD(R)  
Text(OD): Whenever a player plays a spell, counter that spell unless that player pays {X}, where X is the number of cards in all graveyards with the same name as the spell.

**Cephalid Snitch:**



Info: Color=Blue Type=Creature - Cephalid Wizard Cost=1U TO(C)  
Text(TO): 1/1. ; Sacrifice ~this~: Target creature loses protection from black until end of turn.  
Note - Also see Protection, Rule A.31.

#### **Cephalid Vandal:**

Info: Color=Blue Type=Creature - Cephalid Cost=1U TO(R)  
Text(TO): 1/1. ; At the beginning of your upkeep, put a shred counter on ~this~. Then put the top card of your library into your graveyard for each shred counter on ~this~.

#### **Ceremonial Guard:**

Info: Color=Red Type=Creature - Soldier Cost=2R MM(C)  
Text(MM): 3/4. ; When ~this~ attacks or blocks, destroy it at end of combat.

#### **Cerulean Wyvern:**

Info: Color=Blue Type=Creature - Drake Cost=4U MI(U)  
Text(MI): 3/3, Flying, Protection from Green.  
Note - Also see Protection, Rule A.31.  
Note - Before errata, this card was of creature type Wyvern.

#### **Cessation:**

Info: Color=White Type=Enchant Creature Cost=2W UL(C)  
Text(UL+errata): Enchanted creature can't attack. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand.  
[\[Oracle 1999/05/01\]](#)

#### **Ceta Disciple:**

Info: Color=Blue Type=Creature - Wizard Cost=U AP(C)  
Text(AP): 1/1. ; {R},{Tap}: Target creature gets +2/+0 until end of turn. ; {G},{Tap}: Add one mana of any color to your mana pool.

#### **Ceta Sanctuary:**

Info: Color=Blue Type=Enchantment Cost=2U AP(U)  
Text(AP): At the beginning of your upkeep, if you control a red or green permanent, draw a card, then discard a card from your hand. If you control a red permanent and a green permanent, instead draw two cards, then discard a card from your hand.  
The ability has you draw zero, one, or two cards, but never three.  
[\[Apocalypse FAQ 2001/05/24\]](#)

#### **Cetavolver:**

Info: Color=Blue Type=Creature - Volver Cost=1U AP(R)  
Text(AP+errata): 1/1. ; Kicker {1}{R} and/or {G}. ; If you paid the {1}{R} kicker cost, ~this~ comes into play with two +1/+1 counters on it and with first strike. ; If you paid the {G} kicker cost, ~this~ comes into play with a +1/+1 counter on it and with trample. [\[Oracle 2001/08/24\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Kicker, Rule A.24.  
Note - Also see Trample, Rule A.37.

#### **Chainer, Dementia Master:**

Info: Color=Black Type=Creature - Minion Legend Cost=3BB TO(R)  
Text(TO): 3/3. ; All Nightmares get +1/+1. ; {B}{B}{B}, Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types. ; When ~this~ leaves play, remove all Nightmares from the game.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Chainer's Edict:**

Info: Color=Black Type=Sorcery Cost=1B TO(U)  
Text(TO): Flashback {5}{B}{B} ; Target player sacrifices a creature.  
Note - Also see Flashback, Rule A.20.

#### **Chainflinger:**

Info: Color=Red Type=Creature - Beast Cost=3R OD(C)  
Text(OD): 2/2. ; {1}{R},{Tap}: ~this~ deals 1 damage to target creature or

player. ; Threshold - {2}{R},{Tap}: ~this~ deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

### Chain Lightning:

Info: Color=Red Type=Sorcery Cost=R LG(C2)

Text(LG+errata): ~this~ deals 3 damage to target creature or player. Then that player or that creature's controller may pay {R}{R}. If the player does, he or she may copy this spell and may choose a new target for that copy. [Oracle 2002/10/01]

Paying to make Chain Lightning continue is done as part of the resolution of the spell. [D'Angelo 2002/03/16]

The player putting the copy spell on the stack controls that spell.

[D'Angelo 2002/03/16]

The copy is a spell, so it can be targeted with Counterspell and other spells and abilities that target a spell. [Jordan 2002/03/18]

The spell copy has all the text and can result in itself being copied.

[D'Angelo 2002/03/16]

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

Note - Also see Copy Cards, Rule E.4.

### Chain of Acid:

Info: Color=Green Type=Sorcery Cost=3G ON(U)

Text(ON): Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy.

Note - Also see Copy Cards, Rule E.4.

### Chain of Plasma:

Info: Color=Red Type=Instant Cost=1R ON(U)

Text(ON): ~this~ deals 3 damage to target creature or player. Then that player or that creature's controller may discard a card from his or her hand. If the player does, he or she may copy this spell and may choose a new target for that copy.

Note - Also see Copy Cards, Rule E.4.

### Chain of Silence:

Info: Color=White Type=Instant Cost=1W ON(U)

Text(ON): Prevent all damage target creature would deal this turn. That creature's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Note - Also see Copy Cards, Rule E.4.

### Chain of Smog:

Info: Color=Black Type=Sorcery Cost=1B ON(U)

Text(ON): Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy.

Note - Also see Copy Cards, Rule E.4.

### Chain of Vapor:

Info: Color=Blue Type=Instant Cost=U ON(U)

Text(ON): Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Note - Also see Copy Cards, Rule E.4.

### Chains of Mephistopheles:

Info: Color=Black Type=Enchantment Cost=1B LG(R)

Text(LG+errata): If a player would draw a card except the first one he or she draws in a draw step, that player discards a card from his or her hand instead. If the player discards a card, he or she draws a card. If the player doesn't discard a card, he or she puts the top card of his or her library into his or her graveyard. [Oracle 2001/08/24]

If you cast a spell to draw extra cards (such as Ancestral Recall or Wheel of Fortune) at some time outside the draw step, this affects all the cards drawn. During the draw step, the first card drawn is not affected. [bethmo 1994/06/15]

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. [\[bethmo 1994/06/22\]](#)

If X cards are drawn as the resolution of a single spell/ability, then the game treats this as X separate "draw one card" actions (see Rule G.15.Ruling.2). So for each card that would be drawn, apply the effect. [\[D'Angelo 2000/07/06\]](#)

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 step), 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. [\[WotC Rules Team 1996/12/03\]](#) 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 effect (see Rule T.10). [\[D'Angelo 1999/02/03\]](#)

Cards which are drawn as a cost are affected by this card because replacement effects can be used on costs (see Rule T.10).

[\[D'Angelo 1999/05/01\]](#)

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}. If the player does, he or she may copy this spell and may choose a new target for that copy. [\[Oracle 2002/10/01\]](#)

Paying to make Chain Stasis continue is done as part of the resolution of the spell. [\[D'Angelo 2002/03/16\]](#)

The player putting the copy spell on the stack controls that spell.

[\[D'Angelo 2002/03/16\]](#)

The copy is a spell, so it can be targeted with Counterspell and other spells and abilities that target a spell. [\[Jordan 2002/03/18\]](#)

The spell copy has all the text and can result in itself being copied.

[\[D'Angelo 2002/03/16\]](#)

The decision to tap or untap is made on resolution of the spell (and of each copy). [\[D'Angelo 1999/08/01\]](#)

You can choose the same creature over and over if you want. You are not forced to pick a different one each time. [\[Duelist Magazine #9, Page 60\]](#)

Note - Also see Copy Cards, Rule E.4.

### Chambered Nautilus:

Info: Color=Blue Type=Creature - Beast Cost=2U MM(U)

Text(MM): 2/2. ; Whenever ~this~ becomes blocked, you may draw a card.

### Chamber of Manipulation:

Info: Color=Blue Type=Enchant Land Cost=2UU OD(U)

Text(OD): Enchanted land has "{Tap}, Discard a card from your hand: Gain control of target creature until end of turn."

Remember that the creature does not gain Haste, so you cannot attack with that creature or use any ability with {Tap} in the activation cost during the turn you take control of it. [\[Odyssey FAQ 2001/10/04\]](#)

The creature does not untap if it is tapped. [\[DeLaney 2001/11/02\]](#)

### Chameleon Spirit:

Info: Color=Blue Type=Creature - Illusion Cost=3U MM(U)

Text(MM): \*/\*. ; As ~this~ comes into play, choose a color. ; ~this~'s power and toughness are each equal to the number of permanents of the chosen color your opponents control.

### Champion Lancer:

Info: Color=White Type=Creature - Knight Cost=4WW ST(R)

Text(ST): 3/3. ; Prevent all damage from creatures that would be dealt to ~this~ by creatures.

This card should read "Prevent all damage that would be dealt to ~this~ by creatures". [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Starter.

#### **Champion's Victory:**

Info: Color=Blue Type=Sorcery Cost=U P3(U)

Text(P3): Play ~this~ only after you're attacked, before you declare blockers. ; Return any one attacking creature to its owner's hand.

When played under non-Portal rules, the text should be read as Instant that reads "Play ~this~ only during an opponent's declare attackers step. ;

Return target attacking creature to its owner's hand."

[\[D'Angelo 2000/07/29\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Chandler:**

Info: Color=Red Type=Creature - Legend Cost=4R HL(C1)

Text(HL): 3/3. ; {R}{R}{R},{Tap}: Destroy target artifact creature.

Note - Also see Legendary Permanents, Rule K.17.

#### **Chance Encounter:**

Info: Color=Red Type=Enchantment Cost=2RR OD(R)

Text(OD): Whenever you win a coin flip, put a luck counter on ~this~. ; At the beginning of your upkeep, if ~this~ has ten or more luck counters on it, you win the game.

#### **Change of Heart:**

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

Text(SH+errata): Buyback {3}. ; Target creature can't attack this turn.

[\[Oracle 1999/05/01\]](#)

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. [\[Barclay 1998/03/06\]](#)

Note - Also see Buyback, Rule A.10.

#### **Channel:**

Info: Color=Green Type=Sorcery Cost=GG ABUR4(U)

Text(4th+errata): Until end of turn, any time you could play a mana ability you may pay 1 life. If you do, add one colorless mana to your mana pool.

[\[Oracle 2001/08/24\]](#)

The amount of life converted into mana is not a decision as part of the casting of Channel. [\[WotC Rules Team 1994/02/01\]](#) 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 pay life points you don't have. In other words, you cannot Channel yourself below zero life. [\[D'Angelo 1995/08/10\]](#) See Rule G.19.6.

The ability is played as a mana ability. [\[Barclay 1999/12/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 2000/10/01. It was previously banned from 1995/11/01 until 2000/10/01 and it was restricted from 1994/03/23 to 1995/11/01.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/11/01. It was previously restricted until 1995/11/01.

Note - Also see Loss of Life, Rule G.21.

#### **Chaos (Order/Chaos):**

Info: Color=Red Type=Instant Cost=2R AP(U)

Text(AP): Creatures can't block this turn.

No creatures can block this turn, even ones that enter play after this spell resolves. [\[Apocalypse FAQ 2001/05/24\]](#)

Note - Also see Order (Order/Chaos) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **Chaos Charm:**

Info: Color=Red Type=Instant Cost=R MI(C)

Text(MI+errata): Choose one - Destroy target wall; or ~this~ deals 1 damage to target creature; or target creature gains haste until end of turn.

### [\[Oracle 1999/07/01\]](#)

Note - Also see Haste, Rule A.22.

Note - Also see Modal Spells and Abilities, Rule G.24.

### **Chaos Confetti:**

Info: Color=Artifact Type=Artifact Cost=4 UG(C)

Text(UG+errata): {4},{Tap}: Tear ~this~ into pieces. Throw the pieces onto the playing area from a horizontal distance of at least five feet.

Destroy each card in play that a piece touches. Remove the pieces from the game afterwards. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

The word "distance" means "horizontal", not "vertical". [\[QAS 1998/09/09\]](#)

All the pieces must be tossed at once. [\[QAS 1998/09/09\]](#)

Proper disposal of the pieces is the responsibility of the controller of the ability. [\[D'Angelo 1998/08/23\]](#) 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. [\[Barclay 1998/08/13\]](#) An uncommon or rarer card is required. Use of a Chaos Orb should inspire fear in your opponents.

If you have a Freyalise's 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.

[\[Barclay 1998/08/13\]](#)

Five feet is one thousand, five hundred and twenty four millimeters.

[\[Barclay 1998/08/13\]](#)

Tearing it into pieces is part of the effect, not the cost.

[\[Barclay 1998/08/13\]](#)

It will not destroy tokens, and it will only destroy cards it actually touches. [\[Barclay 1998/08/13\]](#)

Players may rearrange their 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. [\[QAS 1998/09/09\]](#)

The five feet is measured from the center of the playing area, so don't move cards too far. [\[Barclay 1998/08/13\]](#)

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. [\[QAS 1998/09/09\]](#)

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.

[\[QAS 1998/09/09\]](#)

All tournament formats have banned cards from Unglued.

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

### **Chaos Harlequin:**

Info: Color=Red Type=Creature - Harlequin Cost=2RR AL(R2)

Text(AL+errata): 2/4. ; {R}: Remove the top card of your library from the game. If that card is a land card, ~this~ gets -4/-0 until end of turn.

Otherwise, ~this~ gets +2/+0 until end of turn. [\[Oracle 1999/07/23\]](#)

### **Chaoslace:**

Info: Color=Red Type=Instant Cost=R ABUR4(R)

Text(4th+errata): Target spell or permanent becomes red. (Its mana symbols remain unchanged.) [\[Oracle 2001/08/24\]](#)

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. [\[WotC Rules Team 1998/05/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 1999/09/03\]](#)

### **Chaos Lord:**

Info: Color=Red Type=Creature - Lord Cost=4RRR IA(R)

Text(IA+errata): 7/7, First Strike, Haste. ; At the beginning of each player's upkeep, if the number of permanents is even, that player gains control of ~this~. ; When ~this~ comes into play, it loses haste until

end of turn. [\[Oracle 2000/02/01\]](#)

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.

[\[WotC Rules Team 1995/07/19\]](#)

Note - Also see First Strike, Rule A.18.

Note - Also see Haste, Rule A.22.

### Chaos Moon:

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

Text(IA+errata): At the beginning of each player's upkeep, count the number of permanents. If the number is odd, until end of turn, red creatures get +1/+1 and whenever a player taps a mountain for mana, its controller adds {R} to his or her mana pool. If the number is even, until end of turn, red creatures get -1/-1 and if a player taps a mountain for mana, it produces colorless mana instead of its normal type. [\[Oracle 2000/10/24\]](#)

### Chaos Orb:

Info: Color=Artifact Type=Artifact Cost=2 ABU(R)

Text(ABU+errata): {1},{Tap}: If ~this~ is in play, flip ~this~ onto the playing area from a height of at least one foot. If ~this~ turns over completely at least once during the flip, destroy all permanents it touches. Then destroy ~this~. [\[Oracle 2001/08/24\]](#)

You can arrange your cards any time before the Orb is put into play, but not after. [\[Snark 1993/11/01\]](#) 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.

[\[Aahz 1994/12/03\]](#)

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).

[\[FAQ 1994/04/01\]](#) 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.

[\[Snark 1993/11/01\]](#)

If the Orb does not touch a card because a token is between them, the Orb counts as not touching the card. [\[bethmo 1994/06/01\]](#) 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. [\[Aahz 1995/02/09\]](#)

If you have sleeves on cards, they count as the cards. [\[bethmo 1994/08/01\]](#)

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. [\[D'Angelo 1994/06/01\]](#)

This is a not a targeted ability. [\[bethmo 1994/06/01\]](#)

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. [\[Aahz 1995/04/17\]](#)

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. [\[bethmo 1994/10/01\]](#) 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.

Type 1 tournaments (see Rule D.13) have banned this card since 1995/11/01.

It was previously restricted from 1994/08/01 to 1995/11/01.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

Note - It is an "Artifact" and not a "Mono Artifact". [\[Oracle 1999/09/03\]](#)

### Chaosphere:

Info: Color=Red Type=Enchant World Cost=2R MI(R)

Text(MI+errata): Creatures with flying can't block creatures without



flying. ; Creatures without flying may block as though they have flying.

[\[Oracle 2000/10/24\]](#)

Note - Also see Enchant World, Rule K.12.10.

#### Chaotic Goo:

Info: Color=Red Type=Creature - Ooze Cost=2RR TE(R)  
Text(TE+errata): 0/0. ; ~this~ comes into play with three +1/+1 counters on it. ; At the beginning of your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to ~this~. If you lose the flip, remove a +1/+1 counter from ~this~. [\[Oracle 1999/05/01\]](#)

#### Chaotic Strike:

Info: Color=Red Type=Instant Cost=1R IN(U)  
Text(IN+errata): Play ~this~ only during combat after blockers are declared. ; Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn. Draw a card. [\[Oracle 2002/03/01\]](#)

#### Charcoal Diamond:

Info: Color=Artifact Type=Artifact Cost=2 MI(U)/67(U)  
Text(6th/7th): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool.

#### Charging Bandits:

Info: Color=Black Type=Creature - Bandit Cost=4B PT(U)  
Text(PT): 3/3. ; If ~this~ attacks, it gets +2/+0 until the end of the turn.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as  
"Whenever ~this~ attacks, it gets +2/+0 until end of turn."

[\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Bandit. [\[D'Angelo 2000/06/05\]](#)

#### Charging Paladin:

Info: Color=White Type=Creature - Knight Cost=2W EX(C)/PT(U)/ST(U)  
Text(EX+errata): 2/2. ; Whenever ~this~ attacks, it gets +0/+3 until end of turn. [\[Oracle 1999/05/01\]](#)

Note - The Portal version had no creature type.

#### Charging Rhino:

Info: Color=Green Type=Creature - Rhino Cost=3GG TE(U)/PT(R)  
Text(TE+errata): 4/4. ; ~this~ can't be blocked by more than one creature. [\[Oracle 1999/05/01\]](#)

Note - The Portal version had no creature type.

#### Charging Slateback:

Info: Color=Red Type=Creature - Beast Cost=4R ON(C)  
Text(ON): 4/3. ; ~this~ can't block. ; Morph {4}{R}.  
Note - Also see Morph, Rule A.29.

#### Charging Troll:

Info: Color=Multi Type=Creature - Troll Cost=2GW IN(U)  
Text(IN): 3/3. ; Attacking doesn't cause ~this~ to tap. ; {G}: Regenerate ~this~.

#### Chariot of the Sun:

Info: Color=Artifact Type=Artifact Cost=3 MI(U)  
Text(MI+errata): {2},{Tap}: Target creature you control gains flying and has a toughness of 1 until end of turn. [\[Oracle 1999/07/01\]](#)  
The entire effect lasts until end of turn, not just the toughness reduction. [\[bethmo 1997/01/22\]](#)

#### Charisma:

Info: Color=Blue Type=Enchant Creature Cost=UUU MM(R)  
Text(MM): Whenever enchanted creature deals damage to a creature, you control that creature as long as ~this~ remains in play.

**Charmed Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W MM(U)  
 Text(MM): 3/3, Flying. ; When ~this~ comes into play, each other player may put an artifact or enchantment card into play from his or her hand.

**Charmed Pendant:**

Info: Color=Artifact Type=Artifact Cost=4 OD(R)  
 Text(OD): {Tap}, Put the top card of your library into your graveyard: For each colored mana symbol in that card's mana cost, add one mana of that color to your mana pool. Play this ability only any time you could play an instant. (For example, if the card's mana cost is {3}{U}{U}{B}, you add {U}{U}{B} to your mana pool.)  
 The ability is still a mana ability (and doesn't use the stack) even though you can only play it when you could play an instant.  
[\[Odyssey FAQ 2001/10/04\]](#)

**Charm Peddler:**

Info: Color=White Type=Creature - Spellshaper Cost=W MM(C)  
 Text(MM): 1/1. ; {W},{Tap}, Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn prevent that damage.

**Charm School:**

Info: Color=White Type=Enchant Player Cost=2W UG(U)  
 Text(UG+errata): As ~this~ comes into play, choose a color and balance ~this~ on your head. ; Prevent all damage that would be dealt to you by sources of the chosen color. ; When ~this~ falls off your head, sacrifice ~this~. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
 The card must be kept horizontal, not vertical on your head.  
[\[QAS 1998/09/09\]](#)  
 No external equipment, such as a hat or hairpins, can be used to secure the card to your head. [\[QAS 1998/09/09\]](#)  
 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. [\[Barclay 1998/08/13\]](#)  
 If you Steal Enchantment this card, take it off its old controller's head, and put it onto yours. [\[Barclay 1998/08/13\]](#) Optional Rule: The Steal Enchantment should also be balanced on your head at this time.  
[\[D'Angelo 1998/09/21\]](#)  
 Enchant Player cards are played in the territory of the player they enchant.  
[\[D'Angelo 1998/09/21\]](#)  
 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. [\[D'Angelo 1998/11/09\]](#)  
 All tournament formats have banned cards from Unglued.  
 Note - Also see Unglued rulings, Rule U.1.

**Chartooth Cougar:**

Info: Color=Red Type=Creature - Cat Beast Cost=5R SC(C)  
 Text(SC): 4/4. ; {R}: ~this~ gets +1/+0 until end of turn. ; Mountaincycling {2}.

+ **Note - Also see Landcycling, Rule A.25.**

**Chastise:**

Info: Color=White Type=Instant Cost=3W JU(U)  
 Text(JU): Destroy target attacking creature. You gain life equal to its power.

**Chatter of the Squirrel:**

Info: Color=Green Type=Sorcery Cost=G OD(C)  
 Text(OD): Flashback {1}{G}. ; Put a 1/1 green Squirrel creature token into play.  
 Note - Also see Flashback, Rule A.20.  
 Note - Also see Token Creatures, Rule K.25.

**Checks and Balances:**

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

Text(UG+errata): Whenever a spell is played, all players, other than the spell's controller and his or her teammates, may discard a card. If all of those players do, counter that spell. ; Play ~this~ only in a game with three or more players. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
It only checks the number of players when played. Once in play it will stay even if the number of players drops to less than 3. [\[QAS 1998/09/09\]](#)  
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. [\[QAS 1998/09/09\]](#)  
The agreements and choices are all made on resolution. [\[Barclay 1998/08/13\]](#)  
It affects all spells played, even yours. [\[Barclay 1998/08/13\]](#)  
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=4WW UG(R)  
Text(UG+errata): When you control no cards in play other than ~this~ and have no cards in your hand, you win the game.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
If you have six of these in play under your control, and you answer a general knowledge question correctly, you win the game.  
[\[Barclay 1998/08/13\]](#) In addition, five of them have to be different colors and the last one must be colorless. [\[DeLaney 1998/09/10\]](#)  
If you cast the last card in your hand, you can win while the card is on the stack waiting to resolve. [\[TomHa 1998/09/15\]](#) 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=Creature - Chicken Cost=1UU UG(R)  
Text(UG+errata): 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 an untapped Chicken you control: Roll a six-sided die. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
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.  
[\[Barclay 1998/08/13\]](#)  
It can tap itself since it is a Chicken. And this is legal even when it has summoning sickness (see Rule G.37). [\[QAS 1998/09/09\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

### **Chicken Egg:**

Info: Color=Red Type=Creature - Egg Cost=1R UG(C)  
Text(UG+errata): 0/1. ; At the beginning of your upkeep, roll a six-sided die. On a 6, sacrifice ~this~ and put a 4/4 red Giant Chicken creature token into play. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
The token is of creature type Giant and creature type Chicken.  
[\[D'Angelo 2000/03/09\]](#)  
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. [\[QAS 1998/09/09\]](#)  
Giant Chickens don't fly. [\[QAS 1997/09/09\]](#)  
Well, at least this solves the age-old question... [\[Barclay 1998/08/13\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see Unglued rulings, Rule U.1.

### **Chieftain en-Dal:**

Info: Color=White Type=Creature - Knight Cost=1WW NE(U)  
Text(NE): 2/2. ; Whenever ~this~ attacks, attacking creatures gain first strike until end of turn.  
Does give itself first strike when attacking. [\[Nemesis FAQ 2000/02/07\]](#)  
Note - Also see First Strike, Rule A.18.

### **Childhood Horror:**

Info: Color=Black Type=Creature - Horror Cost=3B OD(U)  
Text(OD): 2/2, Flying. ; Threshold - ~this~ gets +2/+2 and can't block. (You

have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Child of Gaea:**

Info: Color=Green Type=Creature - Elemental Cost=3GGG US(R)

Text(US+errata): 7/7, Trample. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}{G}. ; {1}{G}: Regenerate ~this~.

[\[Oracle 1999/05/01\]](#)

You choose whether to pay or not on resolution. If not, then you sacrifice this card. You can choose to not pay even if you no longer control this card on resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Chill:**

Info: Color=Blue Type=Enchantment Cost=1U TE(U)/6(U)

Text(6th): Red spells cost {2} more to play.

#### **Chill Haunting:**

Info: Color=Black Type=Instant Cost=1B SC(U)

Text(SC): As an additional cost to play ~this~, remove X creature cards in your graveyard from the game. ; Target creature gets -X/-X until end of turn.

#### **Chilling Apparition:**

Info: Color=Black Type=Creature - Ghost Cost=2B PY(U)

Text(PY): 1/1. ; {B}: Regenerate ~this~. ; Whenever ~this~ deals combat damage to a player, that player discards a card from his or her hand.

#### **Chime of Night:**

Info: Color=Black Type=Enchant Creature Cost=1B UD(C)

Text(UD): When ~this~ is put into a graveyard from play, destroy target nonblack creature.

#### **Chimeric Idol:**

Info: Color=Artifact Type=Artifact Cost=3 PY(U)

Text(PY): {0}: Tap all lands you control. ~this~ becomes a 3/3 artifact creature until end of turn.

Your lands are tapped as part of the effect, not part of the cost.

[\[D'Angelo 2000/06/19\]](#)

#### **Chimeric Sphere:**

Info: Color=Artifact Type=Artifact Cost=3 WL(U)

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. [\[D'Angelo 1997/06/12\]](#)

#### **Chimeric Staff:**

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

Text(US+errata): {X}: ~this~ becomes an X/X artifact creature until end of turn. [\[Oracle 2001/03/07\]](#)

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. [\[Urza's FAQ 1998/10/05\]](#)

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.

[\[D'Angelo 1998/10/08\]](#)

It cannot attack until it starts a turn in play under your control.

[\[D'Angelo 1998/11/25\]](#) See Rule G.37.

#### **Chlorophant:**

Info: Color=Green Type=Creature - Elemental Cost=GGG OD(R)

Text(OD): 1/1. ; At the beginning of your upkeep, you may put a +1/+1 counter on ~this~. ; Threshold - At the beginning of your upkeep, you may

put another +1/+1 counter on ~this~. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Cho-Arrim Alchemist:**

Info: Color=White Type=Creature - Spellshaper Cost=W MM(R)  
Text(MM+errata): 1/1. ; {1}{W}{W},{Tap},Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way. [\[Oracle 2002/10/01\]](#)

#### **Cho-Arrim Bruiser:**

Info: Color=White Type=Creature - Rebel Cost=5W MM(R)  
Text(MM): 3/4. ; Whenever ~this~ attacks, you may tap up to two target creatures.

#### **Cho-Arrim Legate:**

Info: Color=White Type=Creature - Soldier Cost=2W MM(U)  
Text(MM): 1/2, Protection from Black. ; If an opponent controls a swamp and you control a plains, you may play ~this~ without paying its mana cost.  
Note - Also see Protection, Rule A.31.

#### **Choke:**

Info: Color=Green Type=Enchantment Cost=2G TE(U)  
Text(TE+errata): Islands don't untap during their controllers' untap steps.  
[\[Oracle 1999/05/01\]](#)

#### **Choking Sands:**

Info: Color=Black Type=Sorcery Cost=1BB MI(C)  
Text(MI): Destroy target nonswamp land. If that land is a nonbasic land, ~this~ deals 2 damage to the land's controller.

#### **Choking Tethers:**

Info: Color=Blue Type=Instant Cost=3U ON(C)  
Text(ON): Tap up to four target creatures. ; Cycling {1}{U}. ; When you cycle ~this~, you may tap target creature.  
Note - Also see Cycling, Rule A.12.

#### **Choking Vines:**

Info: Color=Green Type=Instant Cost=XG WL(C)  
Text(WL+errata): Play ~this~ only during the declare blockers step. ; X target attacking creatures become blocked. ; ~this~ deals 1 damage to each of those creatures. (This spell works on unblockable creatures.)  
[\[Oracle 2000/10/24\]](#)

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. [\[D'Angelo 1997/06/12\]](#) See Rule A.37.2.

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. [\[D'Angelo 1997/06/20\]](#)

This spell can only target attacking creatures which means it is usually played after attackers are declared and either before or after blockers are declared. [\[D'Angelo 1999/07/10\]](#)

You can declare zero targets, with X=0. [\[Duelist Magazine #19, Page 34\]](#)

Note - Also see X Costs, Rule K.28.

#### **Cho-Manno, Revolutionary:**

Info: Color=White Type=Creature - Rebel Legend Cost=2WW MM(R)  
Text(MM): 2/2. ; Prevent all damage that would be dealt to ~this~.

#### **Cho-Manno's Blessing:**

Info: Color=White Type=Enchant Creature Cost=WW MM(C)  
Text(MM): You may play ~this~ any time you could play an instant. ; As ~this~ comes into play, choose a color. ; Enchanted creature has

protection from the chosen color. This effect doesn't remove ~this~.  
Note - Also see Protection, Rule A.31.

#### **Chorus of Woe:**

Info: Color=Black Type=Sorcery Cost=B P2(C)/ST(C)  
Text(ST): Creatures you control get +1/+0 until end of turn.  
All tournament formats have banned this card because it only appears in Starter.

#### **Chromatic Armor:**

Info: Color=Multi Type=Enchant Creature Cost=1WU IA(R)  
Text(IA+errata): As ~this~ comes into play, choose a color. ; ~this~ comes into play with a sleight counter on it. ; Prevent all damage that would be dealt to enchanted creature by a source of the last chosen color. ; {X}: Put a sleight counter on ~this~ and choose a color. X is equal to the number of sleight counters on ~this~. [\[Oracle 2000/10/24\]](#)

#### **Chromatic Sphere:**

Info: Color=Artifact Type=Artifact Cost=1 IN(U)  
Text(IN): {1},{Tap},Sacrifice ~this~: Add one mana of any color to your mana pool. Draw a card.

#### **Chromeshell Crab:**

Info: Color=Blue Type=Creature - Beast Cost=4U LE(R)  
Text(LE): 3/3. ; Morph {4}{U}. ; When ~this~ is turned face up, you may exchange control of target creature you control and target creature an opponent controls.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
You choose the two target creatures when you place the ability on the stack. You do not have to choose this card. You choose whether or not to do the exchange on resolution. [\[Legions FAQ 2003/01/23\]](#)  
The exchange fails if either target is not still in play at that time. [\[D'Angelo 2003/02/01\]](#)  
The exchange fails if either you no longer control your creature or the other creature is now controlled by you. [\[DeLaney 2003/03/19\]](#)  
Note - Also see Morph, Rule A.29.

#### **Chromium:**

Info: Color=Multi Type=Creature - Elder Dragon Legend Cost=2BBUWW LG(R)/CH(U1)  
Text(CH+errata): 7/7, Flying, Rampage 2. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {W}{U}{B}. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Rampage, Rule A.33.  
Note - The generic mana circle around the "2" in "Rampage: 2" on the Legends version of the card is a misprint. Ignore it. [\[Aahz 1994/06/15\]](#)

#### **Chronatog:**

Info: Color=Blue Type=Creature - Atog Cost=1U VI(R)  
Text(VI+errata): 1/2. ; {0}: ~this~ gets +3/+3 until end of turn. You skip next turn. Play this ability only once each turn. [\[Oracle 1999/07/01\]](#)  
If used to skip an extra turn gained by Final Fortune, you don't lose the game from the Final Fortune's effect. [\[DeLaney 1997/02/02\]](#)  
Can only use the ability once each turn for each Chronatog. [\[Duelist Magazine #17, Page 28\]](#)

#### **Chub Toad:**

Info: Color=Green Type=Creature - Toad Cost=2G IA(C)/5(C)  
Text(5th+errata): 1/1. ; Whenever ~this~ blocks or becomes blocked, it gets +2/+2 until end of turn. [\[Oracle 2000/02/01\]](#)

#### **Churning Eddy:**

Info: Color=Blue Type=Sorcery Cost=3U TO(C)  
Text(TO): Return target creature and target land to their owners' hands.



**Cinder Cloud:**

Info: Color=Red Type=Instant Cost=3RR MI(U)  
Text(MI+errata): Destroy target creature. If a white creature is put into a graveyard this way, ~this~ deals to that creature's controller damage equal to the creature's power. [\[Oracle 1999/07/01\]](#)

**Cinder Crawler:**

Info: Color=Red Type=Creature - Salamander Cost=1R EX(C)  
Text(EX+errata): 1/2. ; {R}: ~this~ gets +1/+0 until end of turn. Play this ability only if ~this~ is blocked. [\[Oracle 1999/05/01\]](#)

**Cinder Elemental:**

Info: Color=Red Type=Creature - Elemental Cost=3R MM(U)  
Text(MM): 2/2. ; {X}{R},{Tap},Sacrifice ~this~: ~this~ deals X damage to target creature or player.

**Cinder Giant:**

Info: Color=Red Type=Creature - Giant Cost=3R WL(U)  
Text(WL+errata): 5/3. ; At the beginning of your upkeep, ~this~ deals 2 damage to each other creature you control. [\[Oracle 1999/07/01\]](#)

**Cinder Marsh:**

Info: Color=Land Type=Land Cost=None TE(U)/BR(F1)  
Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {R} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[Oracle 2000/10/24\]](#)

**Cinder Seer:**

Info: Color=Red Type=Creature - Wizard Cost=3R UD(U)  
Text(UD): 1/1. ; {2}{R},{Tap}: Reveal any number of red cards in your hand. ~this~ deals X damage to target creature or player, where X is the number of cards revealed this way.  
You can reveal zero cards and deal zero damage. [\[DeLaney 1999/06/01\]](#)

**Cinder Shade:**

Info: Color=Multi Type=Creature - Shade Cost=1BR IN(U)  
Text(IN): 1/1. ; {B}: ~this~ gets +1/+1 until end of turn. ; {R},Sacrifice ~this~: ~this~ deals damage equal to its power to target creature.

**Cinder Storm:**

Info: Color=Red Type=Sorcery Cost=6R ST(U)  
Text(ST): ~this~ deals 7 damage to target creature or player.  
All tournament formats have banned this card because it only appears in Starter.

**Cinder Wall:**

Info: Color=Red Type=Creature - Wall Cost=R WL(C)  
Text(WL+errata): 3/3. (Walls can't attack.) ; When ~this~ blocks, destroy it at end of combat. [\[Oracle 1999/07/01\]](#)  
Note - Also see Walls, Rule K.27.

**Circle of Despair:**

Info: Color=Multi Type=Enchantment Cost=1WB MI(R)  
Text(MI+errata): {1},Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. [\[Oracle 1999/09/03\]](#)

**Circle of Protection: Artifacts:**

Info: Color=White Type=Enchantment Cost=1W AQ(U3)/45(U)  
Text(5th+errata): {2}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage. [\[Oracle 1999/09/03\]](#)

**Circle of Protection: Black:**

Info: Color=White Type=Enchantment Cost=1W BUR4567(C)/IA(C)/TE(C)  
Text(6th/7th): {1}: The next time a black source of your choice would deal

damage to you this turn, prevent that damage.  
Can be used even when there is no damage to prevent. It prevents the next damage (if any) from the source this turn. [\[D'Angelo 1999/05/01\]](#)  
A source is a permanent (a land, creature, artifact, or enchantment) or a spell. [\[D'Angelo 1999/05/01\]](#)  
Can be used multiple times each turn for damage from the same source or for damage from different sources. [\[D'Angelo 1997/10/10\]](#)  
Note - Was not in the Alpha printing of the Limited Edition.

#### **Circle of Protection: Blue:**

Info: Color=White Type=Enchantment Cost=1W ABUR4567(C)/IA(C)/TE(C)  
Text(6th/7th): {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.  
Note - See Circle of Protection: Black for rulings.

#### **Circle of Protection: Green:**

Info: Color=White Type=Enchantment Cost=1W ABUR4567(C)/IA(C)/TE(C)  
Text(6th/7th): {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage.  
Note - See Circle of Protection: Black for rulings.

#### **Circle of Protection: Red:**

Info: Color=White Type=Enchantment Cost=1W ABUR4567(C)/IA(C)/TE(C)  
Text(6th/7th): {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.  
Note - See Circle of Protection: Black for rulings.

#### **Circle of Protection: Shadow:**

Info: Color=White Type=Enchantment Cost=1W TE(C)  
Text(TE+errata): {1}: The next time a creature of your choice with shadow would deal damage to you this turn, prevent that damage.  
[\[Oracle 1999/05/01\]](#)  
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: Black for rulings.  
Note - Also see Shadow, Rule A.34.

#### **Circle of Protection: White:**

Info: Color=White Type=Enchantment Cost=1W ABUR4567(C)/IA(C)/TE(C)  
Text(6th/7th): {1}: The next time a white source of your choice would deal damage to you this turn, prevent that damage.  
Note - See Circle of Protection: Black for rulings.

#### **Circle of Solace:**

Info: Color=White Type=Enchantment Cost=3W ON(R)  
Text(ON): As ~this~ comes into play, choose a creature type. ; {1}{W}: The next time a creature of the chosen type would deal damage to you this turn, prevent that damage.

#### **Circling Vultures:**

Info: Color=Black Type=Creature - Bird Cost=B WL(U)  
Text(WL+errata): 3/2, Flying. ; You may discard ~this~ from your hand any time you could play an instant. ; At the beginning of your upkeep, sacrifice ~this~ unless you remove the top creature card in your graveyard from the game. [\[Oracle 2002/03/01\]](#)

#### **Circular Logic:**

Info: Color=Blue Type=Instant Cost=2U TO(U)  
Text(TO): Madness {U}. ; Counter target spell unless its controller pays {1} for each card in your graveyard.  
Note - Also see Madness, Rule A.28.

#### **Citadel of Pain:**

Info: Color=Red Type=Enchantment Cost=2R PY(U)  
Text(PY): At the end of each player's turn, ~this~ deals X damage to that player, where X is the number of untapped lands he or she controls.  
It counts the untapped lands on resolution. [\[DeLaney 2000/06/20\]](#)

### Citanul Centaurs:

Info: Color=Green Type=Creature - Centaur Cost=3G US(R)  
Text(US+errata): 6/3. ; Echo. ; ~this~ can't be the target of spells or abilities. [\[Oracle 1999/05/01\]](#)  
Note - Also see Echo, Rule A.14.

### Citanul Druid:

Info: Color=Green Type=Creature - Druid Cost=1G AQ(U3)  
Text(AQ+errata): 1/1. ; Whenever an opponent plays an artifact spell, put a +1/+1 counter on ~this~. [\[Oracle 1999/09/03\]](#)  
In multiplayer games it affects all players. [\[D'Angelo 2000/02/25\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### Citanul Flute:

Info: Color=Artifact Type=Artifact Cost=5 US(R)  
Text(US+errata): {X},{Tap}: Search your library for a creature card with converted mana cost no greater than X. Reveal that card and put it into your hand. Then shuffle your library. [\[Oracle 1999/05/01\]](#)  
X can be zero if you want. [\[DeLaney 1998/10/05\]](#)  
You look in your library but you do not have to pick a creature even if you have one that meets the criteria. See Rule Z.6.9. [\[D'Angelo 2000/12/07\]](#)  
If you do not pick a creature with cost X or less, shuffle and continue. [\[DeLaney 1998/10/05\]](#)

### Citanul Hierophants:

Info: Color=Green Type=Creature - Druid Cost=3G US(R)  
Text(US+errata): 3/2. ; Creatures you control have "{Tap}: Add {G} to your mana pool." [\[Oracle 1999/05/01\]](#)

### City in a Bottle:

Info: Color=Artifact Type=Artifact Cost=2 AN(U2)  
Text(AN+errata): Whenever a card from the Arabian Nights expansion other than ~this~ is in play, destroy that card. It can't be regenerated. ; Players can't play cards from the Arabian Nights expansion. [\[Oracle 1999/09/03\]](#)  
Any token creatures (see Rule K.25) or counters created by Arabian Nights cards are not removed. [\[bethmo 1994/06/01\]](#)  
Only affects cards with the Arabian Nights scimitar symbol on them. It does not affect Gathering cards which came from the Arabian Nights expansion. [\[bethmo 1994/06/04\]](#)  
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.  
Note - The card type is "Artifact" and not "Continuous Artifact". [\[Oracle 1999/09/03\]](#)

### City of Brass:

Info: Color=Land Type=Land Cost=None AN(U3)/CH(U1)/567(R)  
Text(CH/5th/7th): 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. [\[Arab FAQ 1994/01/05\]](#) 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 storage counter on ~this~. ; {Tap}: Add X colorless mana to your mana pool, where X is the number of storage counters on ~this~. [\[Oracle 1999/07/23\]](#)  
The counters do not go away when it is used. [\[bethmo 1994/08/15\]](#)  
Can be tapped for zero mana if it has zero counters. [\[D'Angelo 1994/12/19\]](#)  
It is considered "tapped for mana" for purposes of Mana Flare and Wild Growth even if it has zero counters on it. [\[WotC Rules Team 1994/12/15\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### City of Solitude:

Info: Color=Green Type=Enchantment Cost=2G VI(R)

Text(VI+errata): Players can play spells and abilities only during their turn. (Triggered abilities are unaffected.) [\[Oracle 1999/07/01\]](#)

Does not stop continuous abilities from working. [\[bethmo 1997/02/05\]](#)

Does not stop triggered abilities from being put on the stack. They are never "played". [\[D'Angelo 1999/07/01\]](#)

Mana abilities are prevented. [\[D'Angelo 1999/07/10\]](#)

Can affect abilities of cards that are not in play because it prevents players from announcing those abilities. [\[DeLaney 1997/02/19\]](#)

### City of Traitors:

Info: Color=Land Type=Land Cost=None EX(R)

Text(EX+errata): When you play another land, sacrifice ~this~. ; {Tap}: Add two colorless mana to your mana pool. [\[Oracle 1999/07/21\]](#)

Does not trigger on lands that are put into play without playing them.

[\[Barclay 1998/06/10\]](#)

Does not trigger on itself being played. [\[DeLaney 1999/06/13\]](#)

### Civic Guildmage:

Info: Color=White Type=Creature - Wizard Cost=W MI(C)

Text(MI+errata): 1/1. ; {G},{Tap}: Target creature gets +0/+1 until end of turn. ; {U},{Tap}: Put target creature you control on top of its owner's library. [\[Oracle 1999/07/01\]](#)

### Clairvoyance:

Info: Color=Blue Type=Instant Cost=U IA(C)

Text(IA+errata): Look at target player's hand. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

### Clambassadors:

Info: Color=Blue Type=Creature - Clamfolk Cost=3U UG(C)

Text(UG+errata): 4/4. ; Whenever ~this~ deals damage to a player, choose an artifact, creature, or land you control. That player gains control of that permanent. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

They keep control of it until the end of the game (unless something else happens to it). [\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

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

### Clam-I-Am:

Info: Color=Blue Type=Creature - Clamfolk Cost=2U UG(C)

Text(UG+errata): 2/2. ; If you roll a 3 on a six-sided die, you may reroll that die. If you do, use the new result instead.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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.

[\[Barclay 1998/08/13\]](#)

This ability is played in the Betting Window. [\[Barclay 1998/08/13\]](#)

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=Creature - Clamfolk Cost=1UU UG(C)

Text(UG+errata): 2/5. ; As ~this~ comes into play, choose a word. ; At the beginning of your upkeep, sacrifice ~this~ unless you sing at least six words of a song, one of which must be the chosen word. You can't repeat a song. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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. [\[Barclay 1998/08/13\]](#)

If the six words you sing contain the chosen word more than once, you sacrifice the Session. "one" means "exactly one". [\[Barclay 1998/08/13\]](#)

"Happy Birthday to Dan" is considered the same song as "Happy Birthday to Dave". [\[Barclay 1998/08/13\]](#)

You must say your chosen word for everyone. [\[bethmo 1998/08/17\]](#)

The six words must be consecutive words from the song. [\[QAS 1998/09/09\]](#)

The six words don't have to be different. [\[QAS 1998/09/09\]](#) See the flavor text.

If you have more than one Clam Session in play, you can use the same song for each of them. [\[QAS 1998/09/09\]](#) 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(U)

Text(US+errata): {1},Sacrifice a permanent: You gain 1 life.

[\[Oracle 1999/05/01\]](#)

#### **Claws of Wirewood:**

Info: Color=Green Type=Sorcery Cost=3G SC(U)

Text(SC): ~this~ deals 3 damage to each creature with flying and each player. ; Cycling {2}.

+ *Note - Also see Cycling, Rule A.12.*

#### **Clay Pigeon:**

Info: Color=Artifact Type=Artifact Creature Cost=3 UG(U)

Text(UG+errata): 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~, return Clay Pigeon to play, tapped, and the next time a source of your choice would deal damage to you this turn, prevent that damage. Otherwise, sacrifice it.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

The ability can be used while it is tapped. [\[D'Angelo 1998/09/07\]](#)

"Catch" means the same thing that it does in Baseball and Cricket - you have to catch it before it hits the ground/table/etc. [\[Barclay 1998/08/13\]](#)

Deflections off opponents or anything other than your one hand is not legal.

[\[QAS 1998/09/09\]](#)

You must stay seated while throwing and catching. [\[QAS 1998/09/09\]](#)

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.

[\[Barclay 1998/08/13\]](#)

Two feet is 61 cm. [\[TomHa 1998/09/15\]](#)

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(C)

Text(4th/5th+errata): 3/1. ; {2}: Regenerate ~this~. [\[Oracle 1999/09/03\]](#)

#### **Cleanse:**

Info: Color=White Type=Sorcery Cost=2WW LG(R)

Text(LG+errata): Destroy all black creatures. [\[Oracle 1999/09/03\]](#)

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 1 life. [\[Oracle 1999/09/03\]](#)

Consecrate Land will prevent this effect. [\[Duelist Magazine #3, Page 6\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Cleansing Meditation:**

Info: Color=White Type=Sorcery Cost=1WW TO(U)

Text(TO): Destroy all enchantments. ; Threshold - Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way. (You have threshold if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Clear:**

Info: Color=White Type=Instant Cost=1W US(U)  
Text(US): Destroy target enchantment. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

**Clear the Land:**

Info: Color=Green Type=Sorcery Cost=2G MM(R)  
Text(MM): Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.

**Clergy en-Vec:**

Info: Color=White Type=Creature - Cleric Cost=1W TE(C)  
Text(TE+errata): 1/1. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. [\[Oracle 1999/05/01\]](#)

**Clergy of the Holy Nimbus:**

Info: Color=White Type=Creature - Priest Cost=W LG(C2)  
Text(LG+errata): 1/1. ; If ~this~ would be destroyed, regenerate it. ; {1}: ~this~ can't be regenerated this turn. Only any opponent may play this ability. [\[Oracle 2001/08/24\]](#)  
If the Clergy are reduced to below one toughness (by such as Weakness), then they get put into the graveyard as normal. Being put into the graveyard for zero or less toughness is not a "destroy" effect.  
[\[D'Angelo 2000/03/14\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

**Clickslither:**

Info: Color=Red Type=Creature - Insect Cost=1RRR LE(R)  
Text(LE): 3/3, Haste. ; Sacrifice a Goblin: ~this~ gets +2/+2 and gains trample until end of turn.  
Note - Also see Haste, Rule A.22.  
Note - Also see Trample, Rule A.37.

**Cloak of Confusion:**

Info: Color=Black Type=Enchant Creature Cost=1B IA(C)/5(C)  
Text(5th+errata): Whenever enchanted creature attacks and isn't blocked, you may have it deal no combat damage this turn. If you do, defending player discards a card at random from his or her hand. [\[Oracle 2000/02/01\]](#)  
Note - Also see Is Not Blocked Ability, Rule E.7.

**Cloak of Feathers:**

Info: Color=Blue Type=Sorcery Cost=U PT(C)  
Text(PT): Any one creature gains flying until the end of the turn. You draw a card.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Target creature gains flying until end of turn. You draw a card."  
[\[D'Angelo 2000/06/05\]](#)

**Cloak of Invisibility:**

Info: Color=Blue Type=Enchant Creature Cost=U MI(C)  
Text(MI+errata): Enchanted creature has phasing and can't be blocked except by Walls. [\[Oracle 1999/07/01\]](#)  
Note - Also see Phasing, Rule A.30.

**Cloak of Mists:**

Info: Color=Blue Type=Enchant Creature Cost=1U US(C)  
Text(US): Enchanted creature is unblockable.  
No creature can be assigned to block it. [\[DeLaney 1998/10/05\]](#)

**Clockwork Avian:**

Info: Color=Artifact Type=Artifact Creature Cost=5 AQ(U1)/4(R)/BD(F1)  
Text(4th+errata): 0/4, Flying. ; ~this~ comes into play with four +1/+0



counters on it. ; ~this~ can't have more than four +1/+0 counters on it. ;  
At end of combat, if ~this~ attacked or blocked this turn, remove a +1/+0  
counter from it. ; {X},{Tap}: Put X +1/+0 counters on ~this~. Play this  
ability only during your upkeep. [\[Oracle 2001/08/24\]](#)  
See Clockwork Beast for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Clockwork Beast:**

Info: Color=Artifact Type=Artifact Creature Cost=6 ABUR45(R)/BD(F1)  
Text(5th+errata): 0/4. ; ~this~ comes into play with seven +1/+0 counters on  
it. ; ~this~ can't have more than seven +1/+0 counters on it. ; At end of  
combat, if ~this~ attacked or blocked this turn, remove  
a +1/+0 counter from it. ; {X},{Tap}: Put X +1/+0 counters  
on ~this~. Play this ability only during your upkeep. [\[Oracle 2000/10/24\]](#)  
Can attack or block even if it has no counters. [\[Aahz 1995/05/15\]](#)  
Loses a counter even if it is affected by Fog or a Fog-like effect which  
prevents it from dealing damage. [\[WotC Rules Team 1995/04/26\]](#)  
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. [\[D'Angelo 1997/02/09\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

### **Clockwork Gnomes:**

Info: Color=Artifact Type=Artifact Creature - Gnome Cost=4 HL(C1)  
Text(HL): 2/2. ; {3},{Tap}: Regenerate target artifact creature.  
Note - Before errata, this card did not have a creature type.  
[\[Oracle 1999/07/23\]](#)

### **Clockwork Steed:**

Info: Color=Artifact Type=Artifact Creature Cost=4 HL(C1)/5(U)  
Text(5th+errata): 0/3 ; ~this~ comes into play with four +1/+0 counters on  
it. ; ~this~ can't be blocked by artifact creatures. ; ~this~ can't have  
more than four +1/+0 counters on it. ; At end of combat, if ~this~  
attacked or blocked this turn, remove a +1/+0 counter from it. ;  
{X},{Tap}: Put X +1/+0 counters on ~this~. Play this ability only during  
your upkeep. [\[Oracle 2000/02/01\]](#)  
See Clockwork Beast for rulings.

### **Clockwork Swarm:**

Info: Color=Artifact Type=Artifact Creature Cost=4 HL(C1)  
Text(HL+errata): 0/3. ; ~this~ comes into play with four +1/+0 counters on  
it. ; ~this~ can't be blocked by Walls. ; ~this~ can't have more than  
four +1/+0 counters on it. ; At end of combat, if ~this~ attacked or  
blocked this turn, remove a +1/+0 counter from it. ; {X},{Tap}: Put  
X +1/+0 counters on ~this~. Play this ability only during your upkeep.  
[\[Oracle 2000/02/01\]](#)  
See Clockwork Beast for rulings.

### **Clone:**

Info: Color=Blue Type=Creature - Clone Cost=3U ABUR(U)/ON(R)  
Text(ON): 0/0. ; As ~this~ comes into play, you may choose a creature in  
play. ; If you do, ~this~ comes into play as a copy of that creature.  
Note - Also see Copy Cards, Rule E.4. There are enough important rules  
there that they are worth reading first.  
As a copy, the Clone copies all characteristics of the chosen creature.  
This includes name, color, power/toughness, abilities, and more.  
See Rule E.4.2. [\[CompRules 2001/07/23 - 503.2/3\]](#) For example, a copy of  
an artifact creature can be Disenchanted.  
Can be used to copy a Vesuvan Doppelganger. You get a Doppelganger  
and the Clone is mimicking the same creature the Doppelganger was until  
the next upkeep. It also copies the ability to change forms.  
See Vesuvan Doppelganger for details. [\[D'Angelo 2001/08/31\]](#)  
The Clone is not treated as a Creature - Clone card in addition to the type  
of its target. [\[Duelist Magazine #10, Page 43\]](#)  
Clone is not a targeted creature spell. [\[D'Angelo 2001/08/15\]](#)  
If there is nothing to copy or you choose not to copy something, the Clone  
is 0/0 and will die if nothing prevents that. [\[D'Angelo 2001/10/31\]](#)

Extended tournaments (see Rule D.15) banned this card from 1999/10/01 until 2002/11/01.

**Close Quarters:**

Info: Color=Red Type=Enchantment Cost=2RR MM(U)  
Text(MM): Whenever a creature you control becomes blocked, ~this~ deals 1 damage to target creature or player.

**Clot Sliver:**

Info: Color=Black Type=Creature - Sliver Cost=1B TE(C)  
Text(TE+errata): 1/1. ; All Slivers have "{2}: Regenerate this creature."  
[Oracle 1999/05/01]

**Cloudchaser Eagle:**

Info: Color=White Type=Creature - Bird Cost=3W TE(C)/7(C)  
Text(TE/7th): 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 1998/11/10]  
It does destroy one of your enchantments if you are the only player with any enchantments. [D'Angelo 1998/06/05]  
Note - Also see Comes Into Play Abilities, Rule E.3.

**Cloud Cover:**

Info: Color=Multi Type=Enchantment Cost=2WU PS(R)  
Text(PS): Whenever another permanent you control becomes the target of a spell or ability an opponent controls, you may return that permanent to its owner's hand.

**Cloud Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=5U WL(U)/BD(F1)  
Text(WL+errata): 5/4, Flying. ; ~this~ may block only creatures with flying.  
[Oracle 2000/10/24]

**Cloud Dragon:**

Info: Color=Blue Type=Creature - Dragon Cost=5U PT(R)  
Text(PT): 5/4, Flying. ; ~this~ can intercept only creatures with flying.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Flying. ; ~this~ can block only creatures with flying."  
[D'Angelo 2000/06/05]  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Dragon. [D'Angelo 2000/06/05]

**Cloud Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=2U VI(C)/BD(F1)  
Text(VI+errata): 2/3, Flying. ; ~this~ may block only creatures with flying.  
[Oracle 2000/10/24]

**Cloud of Faeries:**

Info: Color=Blue Type=Creature - Faerie Cost=1U UL(C)  
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}.  
[Oracle 1999/06/30]  
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 1999/03/01]  
Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [bethmo 1999/03/05]  
You can untap 0 to 2 lands. [D'Angelo 1999/02/13]  
Does not target the lands. [D'Angelo 1999/02/13]  
Can be used on already untapped lands (with no effect).  
[D'Angelo 1999/02/13]  
Can be used on another player's lands. [D'Angelo 1999/02/13]  
Note - Also see Comes Into Play Abilities, Rule E.3.

Note - Also see Cycling, Rule A.12.

#### Cloud Pirates:

Info: Color=Blue Type=Creature - Pirate Cost=U PT(C)  
Text(PT): 1/1, Flying. ; ~this~ can intercept only creatures with flying.  
All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Flying ; ~this~ can block only creatures with flying."

[D'Angelo 2000/06/05]

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Pirate. [D'Angelo 2000/06/05]

#### Cloudreach Cavalry:

Info: Color=White Type=Creature - Soldier Cost=1W LE(U)  
Text(LE): 1/1. ; ~this~ gets +2/+2 and has flying as long as you control a Bird.

#### Cloudskate:

Info: Color=Blue Type=Creature - Illusion Cost=1U NE(C)  
Text(NE): 2/2, Flying, Fading 3.  
Note - Also see Fading, Rule A.16.

#### Cloud Spirit:

Info: Color=Blue Type=Creature - Spirit Cost=2U SH(C)/PT(U)  
Text(SH+errata): 3/1, Flying. ; ~this~ may block only creatures with flying.  
[Oracle 1999/05/01]

If it loses Flying, it will be unable to block any creatures.

[D'Angelo 1998/10/06]

Note - The Portal version had no creature type.

#### Cloud Sprite:

Info: Color=Blue Type=Creature - Faerie Cost=U MM(C)  
Text(MM): 1/1, Flying. ; ~this~ may block only creatures with flying.

#### Clutch of Undeath:

Info: Color=Black Type=Enchant Creature Cost=3BB SC(C)  
Text(SC): Enchanted creature gets +3/+3 as long as it's a Zombie.  
Otherwise, it gets -3/-3.

#### Coal Golem:

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 DK(U2)  
Text(DK+errata): 3/3. ; {3}, Sacrifice ~this~: Add {R}{R}{R} to your mana pool. [Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Before errata, this card did not have a creature type.  
[Oracle 1999/07/23]

#### Coalition Flag:

Info: Color=White Type=Enchant Creature Cost=W AP(U)  
Text(AP+errata): ~this~ can enchant only a creature you control. ; Enchanted creature's type is Flagbearer. ; Whenever a spell or ability an opponent controls is put on the stack, if that spell or ability could target a Flagbearer in play but doesn't, that player changes one of its targets to target a flagbearer. [WotC Rules Team 2002/10/01]  
If this card is ever on a creature you don't control, it is put into the graveyard as a State-Based Effect. [D'Angelo 2001/06/15]  
The requirement to choose a Flagbearer as a target only affects the choice of targets. It does not affect the check made for legal targets when a spell or ability resolves. So having a Flagbearer enter play after targets are chosen will not cause a spell to be countered.  
[Barclay 2001/07/09]

#### Coalition Honor Guard:

Info: Color=White Type=Creature - Flagbearer Cost=3W AP(C)  
Text(AP+errata): 2/4. ; Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in

play but doesn't, that opponent changes one of its targets to a Flagbearer. [\[WotC Rules Team 2002/10/01\]](#)

The requirement to choose a Flagbearer as a target only affects the choice of targets. It does not affect the check made for legal targets when a spell or ability resolves. So having a Flagbearer enter play after targets are chosen will not cause a spell to be countered.

[\[Barclay 2001/07/09\]](#)

#### Coalition Victory:

Info: Color=Multi Type=Sorcery Cost=3WUBRG IN(R)

Text(IN): You win the game if you control a land of each basic land type and a creature of each color.

A land which is of multiple types or creature which is of multiple colors counts for each of its types and/or colors. [\[Invasion FAQ 2000/10/03\]](#)

#### Coastal Drake:

Info: Color=Blue Type=Creature - Drake Cost=2U AP(C)

Text(AP): 2/1, Flying. ; {1}{U},{Tap}: Return target Kavv to its owner's hand.

#### Coastal Hornclaw:

Info: Color=Blue Type=Creature - Bird Cost=4U PY(C)

Text(PY): 3/3. ; Sacrifice a land: ~this~ gains flying until end of turn.

#### Coastal Piracy:

Info: Color=Blue Type=Enchantment Cost=2UU MM(U)

Text(MM): Whenever a creature you control deals combat damage to an opponent, you may draw a card.

You draw one card per creature, not one per point of damage.

[\[MM FAQ 1999/09/22\]](#)

#### Coastal Tower:

Info: Color=Land Type=Land Cost=None IN(U)

Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {W} or {U} to your mana pool.

#### Coastal Wizard:

Info: Color=Blue Type=Creature - Wizard Cost=2UU P2(R)

Text(P2): 1/1. ; On your turn, before you attack, you may tap ~this~ to return it and any one other creature to their owners' hands.

When played under non-Portal rules, the text should be read as "{Tap}:

Return ~this~ and target creature to their owners' hands. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### Coast Watcher:

Info: Color=Blue Type=Creature - Bird Soldier Cost=1U SC(C)

Text(SC): 1/1, Flying, Protection from Green.

**+ Note - Also see Protection, Rule A.31.**

#### Coat of Arms:

Info: Color=Artifact Type=Artifact Cost=5 EX(R)/7(R)

Text(7th): Each creature gets +1/+1 for each other creature in play that shares a creature type with it. (For example, if there are three Goblins in play, each gets +2/+2.)

If you have a creature with more than one creature type, count all creatures which have either creature type. [\[D'Angelo 1998/08/04\]](#)

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.

[\[Barclay 1998/06/10\]](#)

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.

[\[Barclay 1998/06/10\]](#)

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. [\[D'Angelo 1998/10/30\]](#) One exception to this is that animated Legendary lands are of creature type Legend. [\[DeLaney 1998/12/12\]](#)  
Note - Also see Creature Type, Rule K.11.

### Cockatrice:

Info: Color=Green Type=Creature - Cockatrice Cost=3GG ABUR45(R)  
Text(5th+errata): 2/4, Flying. ; Whenever ~this~ blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

[\[Oracle 2000/02/01\]](#)

Protection from Green does not prevent the Cockatrice's power because the ability is not a targeted effect. [\[WotC Rules Team 1994/02/07\]](#)  
See Rule G.40.Ruling.1.

The ability destroys the creature at the end of the combat (see Rule C.6), 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.

[\[D'Angelo 1996/12/09\]](#)

### Cocoon:

Info: Color=Green Type=Enchant Creature Cost=G LG(U1)/CH(U3)  
Text(CH+errata): ~this~ can enchant only a creature you control. ; Enchanted creature doesn't untap during your untap step if ~this~ has a pupa counter on it. ; When ~this~ comes into play, tap enchanted creature and put three pupa counters on ~this~. ; At the beginning of your upkeep, remove a pupa counter from ~this~. If you can't, sacrifice it and enchanted creature gets +1/+1 and gains flying. (This effect doesn't end at end of turn.)

[\[Oracle 2002/03/01\]](#)

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. [\[Aahz 1994/06/24\]](#)

If the enchantment is moved with Enchantment Alteration, the number of counters is unchanged. [\[D'Angelo 1998/05/04\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Coercion:

Info: Color=Black Type=Sorcery Cost=2B  
VI(C)/TE(C)/P2(U)/P3(U)/ST(U)/6(C)/BD(F1)

Text(6th): Look at target opponent's hand and choose a card from it. That player discards that card.

### Coffin Puppets:

Info: Color=Black Type=Creature - Zombie Cost=3BB PY(R)  
Text(PY+errata): 3/3. ; Sacrifice two lands: Return ~this~ from your graveyard to play. Play this ability only during your upkeep, and only if you control a swamp. [\[Oracle 2002/03/01\]](#)

The ability works even if you sacrifice your last swamp to activate it.

It only checks for a swamp at announcement time. [\[Prophecy FAQ 2000/05/25\]](#)

### Coffin Purge:

Info: Color=Black Type=Instant Cost=B OD(C)

Text(OD): Flashback {B}. ; Remove target card in a graveyard from the game.

Note - Also see Flashback, Rule A.20.

### Coffin Queen:

Info: Color=Black Type=Creature - Wizard Cost=2B TE(R)  
Text(TE+errata): 1/1. ; You may choose not to untap ~this~ during your untap step. ; {2}{B},{Tap}: Put target creature card from a graveyard into play under your control. ; Whenever ~this~ becomes untapped, remove all creatures put into play with it from the game ; Whenever you lose control of ~this~, remove all creatures put into play with it from the game.  
[\[Oracle 2001/05/02\]](#)

If the creature brought into play leaves play, the tracking effect ends and the creature will no longer be removed from game if something happens to the Coffin Queen. [\[WotC Rules Team 1997/12/18\]](#)

If the creature brought into play phases out, the tracking effect continues when it phases back in if the Coffin Queen is still in play. If the

Queen left play when the creature is phased out, the creature phases in as normal. [\[D'Angelo 2000/05/20\]](#) See Rule G.27.4.

If the Coffin Queen leaves play or you lose control of it or it becomes untapped, and the triggered ability resolves before the creature comes into play, then the creature will not be removed from the game this way. [\[D'Angelo 2001/05/19\]](#)

#### **Cognivore:**

Info: Color=Blue Type=Creature - Lhurgoyf Cost=6UU OD(R)  
Text(OD): \*/\*, Flying. ; ~this~'s power and toughness are each equal to the number of instant cards in all graveyards.

#### **Coiled Tinvipier:**

Info: Color=Artifact Type=Artifact Creature Cost=3 TE(C)  
Text(TE): 2/1, First Strike.  
Note - Also see First Strike, Rule A.18.

#### **Coiling Woodworm:**

Info: Color=Green Type=Creature - Insect Cost=2G NE(U)  
Text(NE): \*/1. ; ~this~'s power is equal to the number of forests in play.

#### **Coils of the Medusa:**

Info: Color=Black Type=Enchant Creature Cost=1B WL(C)  
Text(WL): Enchanted creature gets +1/-1. ; Sacrifice ~this~: Destroy all non-Wall creatures blocking enchanted creature.

#### **Cold Snap:**

Info: Color=White Type=Enchantment Cost=2W IA(U)  
Text(IA+errata): Cumulative Upkeep - {2}. ; At the beginning of each player's upkeep, ~this~ deals to that player damage equal to the number of snow-covered lands he or she controls. [\[Oracle 2000/02/01\]](#)  
Amount of damage is determined when ability is resolved and not when it is announced. [\[D'Angelo 1995/10/05\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Cold Storage:**

Info: Color=Artifact Type=Artifact Cost=4 TE(R)  
Text(TE+errata): {3}: Remove target creature you control from the game. ; Sacrifice ~this~: Put into play under their owners' control all cards removed from the game with ~this~. [\[Oracle 2000/02/01\]](#)  
If this card leaves play, the cards it removed from game stay out of play. [\[bethmo 1997/10/09\]](#)  
If it removes a token creature, the token ceases to exist and will not return. [\[D'Angelo 1999/08/17\]](#)  
If it removes a card that is only a creature due to an effect, the card will still return. [\[D'Angelo 1999/11/14\]](#)

#### **Collapsing Borders:**

Info: Color=Red Type=Enchantment Cost=3R IN(R)  
Text(IN): At the beginning of each player's upkeep, that player gains 1 life for each basic land type among lands he or she controls. Then ~this~ deals 3 damage to him or her.

#### **Collective Restraint:**

Info: Color=Blue Type=Enchantment Cost=3U IN(R)  
Text(IN): Creatures can't attack you unless their controller pays X for each creature attacking you, where X is the number of basic land types among lands you control. (This cost is paid as attackers are declared.)

#### **Collective Unconscious:**

Info: Color=Green Type=Sorcery Cost=4GG MM(R)  
Text(MM): Draw a card for each creature you control.

#### **Colossus of Sardia:**

Info: Color=Artifact Type=Artifact Creature Cost=9 AQ(U1)/45(R)  
Text(5th+errata): 9/9, Trample. ; ~this~ doesn't untap during your untap



step. ; {9}: Untap ~this~. Play this ability only during your upkeep.

[\[Oracle 1999/09/03\]](#)

Note - Also see Trample, Rule A.37.

### Colos Yearling:

Info: Color=Red Type=Creature - Beast Cost=2R UD(C)

Text(UD): 1/1, Mountainwalk. ; {R}: ~this~ gets +1/+0 until end of turn.

Note - Also see Landwalk, Rule A.27.

### Combat Medic:

Info: Color=White Type=Creature - Soldier Cost=2W FE(C4)/AT(F1)

Text(FE+errata): 0/2. ; {1}{W}: Prevent the next 1 damage that would be dealt to target creature or player this turn. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Commander Eesha:

Info: Color=White Type=Creature - Bird Soldier Legend Cost=2WW JU(R)

Text(JU): 2/4, Flying, Protection from Creatures.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Protection, Rule A.31.

### Commander Greven il-Vec:

Info: Color=Black Type=Creature - Legend Cost=3BBB TE(R)

Text(TE+errata): 7/5, Fear. ; When ~this~ comes into play, sacrifice a creature. [\[Oracle 2002/10/01\]](#)

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. [\[D'Angelo 1997/10/23\]](#)

Note - Also see Fear, Rule A.17.

Note - Also see Legendary Permanents, Rule K.17.

### Command of Unsummoning:

Info: Color=Blue Type=Sorcery Cost=2U PT(U)

Text(PT): Play ~this~ only after you're attacked, before you declare interceptors. ; Return any one or two attacking creatures to their owner's hand.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as an Instant spell with text "Play ~this~ only on an opponent's turn. ; Return target one or two attacking creatures to their owner's hand."

[\[D'Angelo 2000/06/05\]](#)

### Commando Raid:

Info: Color=Red Type=Instant Cost=2R ON(U)

Text(ON): Until end of turn, target creature you control gains "When this creature deals combat damage to a player, you may have it deal damage equal to its power to target creature that player controls."

### Common Cause:

Info: Color=White Type=Enchantment Cost=2W MM(R)

Text(MM): Nonartifact creatures get +2/+2 as long as they all share a color.

The ability gives +2/+2 to all creatures which are not artifact creatures, as long as every one of those creatures is of the same color. They can have additional colors beyond the one they share, but they all have to share one color. If any creature is not of the shared color, the bonus is lost. [\[MM FAQ 1999/09/22\]](#)

It really does mean "all creatures", including your opponent's.

[\[MM FAQ 1999/09/22\]](#)

### Common Courtesy:

Info: Color=Blue Type=Enchantment Cost=2UU UG(U)

Text(UG+errata): Whenever a spell is played, counter it unless its controller asks your permission to play that spell. You may refuse permission. If you do, counter that spell and sacrifice ~this~.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

This affects all spells, even yours. So you need to ask yourself

permission. [\[QAS 1998/09/09\]](#)

If the player doesn't ask permission, then the spell is countered automatically. [\[Barclay 1998/08/13\]](#)

If there's more than one in play, you need to ask each player who controls one. [\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Complex Automaton:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 NE(R)

Text(NE): 4/4. ; At the beginning of your upkeep, if you control seven or more permanents, return ~this~ to its owner's hand.

#### **Complicate:**

Info: Color=Blue Type=Instant Cost=2U ON(U)

Text(ON): Counter target spell unless its controller pays {3}. ;

Cycling {2}{U}. ; When you cycle ~this~, you may counter target spell unless its controller pays {1}.

Note - Also see Cycling, Rule A.12.

#### **Compost:**

Info: Color=Green Type=Enchantment Cost=1G UD(U)/7(U)

Text(7th): Whenever a black card is put into an opponent's graveyard, you may draw a card.

Drawing a card is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

Triggers on a black card being discarded, milled, or countered, as well as a black card going to the graveyard from play. [\[D'Angelo 1999/06/01\]](#)

#### **Compulsion:**

Info: Color=Blue Type=Enchantment Cost=1U TO(U)

Text(TO): {1}{U}, Discard a card from your hand: Draw a card. ;

{1}{U}, Sacrifice ~this~: Draw a card.

#### **Concentrate:**

Info: Color=Blue Type=Sorcery Cost=2UU OD(U)

Text(OD): Draw three cards.

#### **Conch Horn:**

Info: Color=Artifact Type=Artifact Cost=2 FE(U1)

Text(FE+errata): {1},{Tap}, Sacrifice ~this~: Draw two cards, then put a card from your hand on top of your library. [\[Oracle 1999/07/23\]](#)

You draw two cards, then put 1 back. You cannot use spells or abilities before putting the cards back. [\[D'Angelo 1999/08/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Concordant Crossroads:**

Info: Color=Green Type=Enchant World Cost=G LG(R)/CH(U1)

Text(CH+errata): All creatures have haste. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Enchant World, Rule K.12.10.

Note - Also see Haste, Rule A.22.

#### **Cone of Flame:**

Info: Color=Red Type=Sorcery Cost=3RR WL(U)

Text(WL+errata): ~this~ deals 1 damage to target creature or player, 2 damage to another target creature or player, and 3 damage to a third target creature or player. [\[Oracle 2002/03/01\]](#)

Cannot be played unless you have 3 different targets. [\[D'Angelo 1997/06/23\]](#)

#### **Confessor:**

Info: Color=White Type=Creature - Cleric Cost=W OD(C)

Text(OD): 1/1. ; Whenever a player discards a card from his or her hand, you may gain 1 life.

#### **Confiscate:**

Info: Color=Blue Type=Enchant Permanent Cost=4UU US(U)/7(U)

Text(US/7th): You control enchanted permanent.

If you take control of a local enchantment, you do not get to move the enchantment. [\[Urza's FAQ 1998/10/05\]](#)

#### **Confound:**

Info: Color=Blue Type=Instant Cost=1U PS(C)

Text(PS): Counter target spell that targets one or more creatures. ; Draw a card.

Confound is countered on resolution if the targeted spell has been countered or does not still target one or more permanents that are still creatures and are still in play. [\[Rules Team 2001/05/01\]](#) Confound is different from other such spells in that it actually specifies that the spell must target a creature, not just be able to target a creature or that the spell has a certain number of targets. [\[Barclay 2002/02/04\]](#)

#### **Congregate:**

Info: Color=White Type=Instant Cost=3W US(C)

Text(US): Target player gains 2 life for each creature in play.

Creatures are counted during resolution. [\[DeLaney 1998/10/05\]](#)

#### **Conquer:**

Info: Color=Red Type=Enchant Land Cost=3RR IA(U)/56(U)

Text(6th): You control enchanted land.

#### **Consecrate Land:**

Info: Color=White Type=Enchant Land Cost=W ABU(U)

Text(ABU+errata): Enchanted land can't be enchanted except by ~this~. ; If enchanted land would be destroyed, remove all damage from it instead.

[\[Oracle 2002/03/01\]](#)

The replacement ability replaces the destroy effect (such as a card that says to destroy the land) or game rule action (such as being destroyed due to lethal damage). It also removes damage from the land if the land has any. Overall, the ability is very similar to automatic regeneration, except the land does not become tapped when it regenerates, effects that prevent regeneration will not stop Consecrate Land, and if the land is also a creature in combat it is not removed from combat.

[\[D'Angelo 2002/03/16\]](#)

Sacrifices cannot be prevented by this card. [\[Mirage, Page 11\]](#)

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.

[\[Snark 1994/02/01\]](#)

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 that 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). [\[Aahz 1994/12/21\]](#)

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

#### **Conservator:**

Info: Color=Artifact Type=Artifact Cost=4 ABUR4(U)

Text(4th+errata): {3},{Tap}: Prevent the next 2 damage that would be dealt to you. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - See Damage Prevention, Rule G.12.

Note - Loss of life cannot be prevented. See Rule G.21.2.

#### **Conspiracy:**

Info: Color=Black Type=Enchantment Cost=3BB MM(R)

Text(MM+errata): As ~this~ comes into play, choose a creature type. ;

Creatures you control and creature cards that you own that aren't in play are of the chosen type. [\[Oracle 2003/02/01\]](#)

This replaces all creature types on those cards for as long as it is in play. [\[MM FAQ 1999/09/22\]](#)

If you choose "Legend" as the creature type, then all creatures are Legends and are subject to the Legend rules (see Rule K.17). [\[MM FAQ 1999/09/22\]](#)  
 This can remove the Legend creature type, and therefore the Legendary status, from a creature you control. [\[bethmo 1999/09/22\]](#)  
 This can grant a creature type to animated lands and artifacts that would otherwise have no creature type. [\[D'Angelo 2000/10/08\]](#)  
 If you control a creature that is a Legend and your opponent controls a creature of the same name that is not a Legend, then nothing happens. Both have to be Legends of the same name to cause the Legend rules to apply. [\[DeLaney 1999/10/17\]](#)  
 If you choose Wall, then your creatures cannot attack. [\[DeLaney 1999/10/17\]](#)  
 It does not replace any use of creature types in card text. For example, it will not change Mercenary Informer to be able to pull a different creature type. [\[D'Angelo 2000/09/07\]](#)

#### Constant Mists:

Info: Color=Green Type=Instant Cost=1G SH(U)  
 Text(SH+errata): Buyback - Sacrifice a land. ; Prevent all combat damage that would be dealt this turn. [\[Oracle 1999/05/01\]](#)  
 Note - Also see Buyback, Rule A.10.

#### Consume Strength:

Info: Color=Multi Type=Instant Cost=1BG AP(C)  
 Text(AP): Target creature gets +2/+2 until end of turn. Another target creature gets -2/-2 until end of turn.

#### Consuming Ferocity:

Info: Color=Red Type=Enchant Creature Cost=1R MI(U)  
 Text(MI+errata): ~this~ can enchant only a non-Wall creature. ; Enchanted creature gets +1/+0. ; At the beginning of your upkeep, put a +1/+0 counter on enchanted creature. If enchanted creature has three or more +1/+0 counters on it, enchanted creature deals damage equal to its power to its controller, then destroy enchanted creature and it can't be regenerated. [\[Oracle 2000/10/24\]](#)

#### Consumptive Goo:

Info: Color=Black Type=Creature - Ooze Cost=BB SC(R)  
 Text(SC): 1/1. ; {2}{B}{B}: Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on ~this~.

- + If the target creature is not a legal target when the ability resolves, then this creature does not get a counter.** [\[Scourge FAQ 2003/05/30\]](#)
- + If it targets itself, it gets both -1/-1 and the +1/+1 counter during resolution. Since state-based effects (like being at zero toughness) are not checked until resolution is done, it does not die.** [\[Scourge FAQ 2003/05/30\]](#)

#### Contagion:

Info: Color=Black Type=Instant Cost=3BB AL(U2)  
 Text(AL+errata): You may pay 1 life and remove a black card in your hand from the game rather than pay ~this~'s mana cost. ; Distribute two -2/-1 counters among one or two target creatures. [\[Oracle 2002/03/01\]](#)  
 Note - Also see Alternate Cost Spells, Rule E.1.  
 Note - Also see Mana Cost, Rule K.18.

#### Contamination:

Info: Color=Black Type=Enchantment Cost=2B US(R)  
 Text(US+errata): If a land is tapped for mana, it produces {B} instead of its normal type and amount. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice a creature. [\[Oracle 2000/10/24\]](#)  
 The first ability of this card is a replacement effect (see Rule T.10), not a triggered ability. [\[WotC Rules Team 1998/11/03\]](#)  
 Wild Growth and other external effects that generate more mana still generate their additional mana as directed without being affected by this card. [\[DeLaney 1998/10/05\]](#) 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. [\[D'Angelo 1998/10/22\]](#)  
 You choose whether to sacrifice a creature or not on resolution. If not,

then you sacrifice this card. You can choose to not sacrifice even if you no longer control this card on resolution. See Rule E.12.Ruling.3.

[\[D'Angelo 1999/06/01\]](#)

#### **Contemplation:**

Info: Color=White Type=Enchantment Cost=1WW SH(U)

Text(SH+errata): Whenever you play a spell, you gain 1 life.

[\[Oracle 1999/05/01\]](#)

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(C)

Text(SH+errata): Whenever enchanted creature attacks, return it and ~this~ to their owners' hand at end of combat. [\[Oracle 1999/05/01\]](#)

If the creature dies before the end of combat, neither will return to your hand, because Contempt will be put into the graveyard when the creature dies. [\[Barclay 1998/02/27\]](#)

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. [\[D'Angelo 1998/03/23\]](#)

#### **Contested Cliffs:**

Info: Color=Land Type=Land Cost=None ON(R)

Text(ON): {Tap}: Add {1} to your mana pool. ; {R}{G},{Tap}: Choose target Beast you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

If either target is illegal when the ability resolves, it will do nothing.

[\[Onslaught FAQ 2002/09/24\]](#)

#### **Contract from Below:**

Info: Color=Black Type=Sorcery Cost=B ABUR(R)

Text(ABU/RV+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; Discard your hand, add the top card of your library to the ante, then draw seven cards. [\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have banned this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) 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(U)/BR(F1)

Text(4th+errata): You control enchanted creature. [\[Oracle 1999/09/03\]](#)

Takes control of a creature, but enchantments on the creature do not change controller. [\[D'Angelo 1998/06/01\]](#)

The controlled creature comes under your control with summoning sickness (see Rule G.37) so it cannot be tapped or used for an attack until you begin a turn with the creature in play. [\[Mirage, Page 14\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Control of the Court:**

Info: Color=Red Type=Sorcery Cost=1R P3(U)

Text(P3): Draw four cards and put them into your hand. Then discard three cards at random from your hand.

All tournament formats have banned this card because it only appears in Portal.

#### **Convalescence:**

Info: Color=White Type=Enchantment Cost=1W EX(R)

Text(EX+errata): At the beginning of your upkeep, if you have 10 life or less, you gain 1 life. [\[Oracle 1999/05/01\]](#)

The life total is checked when it triggers and the ability will be put on the stack only if you have 10 life or less. It checks again on resolution and does nothing if you have more life by then.

[\[D'Angelo 1999/06/01\]](#)

**Convalescent Care:**

Info: Color=White Type=Enchantment Cost=1WW ON(R)  
Text(ON): At the beginning of your upkeep, if you have 5 life or less, you gain 3 life and draw a card.

**Conversion:**

Info: Color=White Type=Enchantment Cost=2WW ABUR4(U)  
Text(4th+errata): All mountains are plains. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {W}{W}. [\[Oracle 1999/09/03\]](#)  
The mountains becomes plains in all ways (see Rule K.16.3). They even produce white mana. [\[D'Angelo 1998/06/01\]](#)  
Will not add or remove Snow-Covered nature from a land. See Rule K.21.3. [\[Duelist Magazine #6, Page 132\]](#)  
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. [\[D'Angelo 1996/12/10\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Conviction:**

Info: Color=White Type=Enchant Creature Cost=1W SH(C)  
Text(SH+errata): Enchanted creature gets +1/+3. ; {W}: Return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

**Convulsing Lcid:**

Info: Color=Red Type=Creature - Lcid Cost=2R SH(U)  
Text(SH+errata): 2/2. ; {R},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature can't block." and "{R}: End the effect that created this ability."  
[\[Oracle 2001/08/24\]](#)  
Note - Also see Lcids, Rule E.8.

**Cooperation:**

Info: Color=White Type=Enchant Creature Cost=2W IA(C)  
Text(IA+errata): Enchanted creature has banding. [\[Oracle 2000/02/01\]](#)  
Note - Also see Banding, Rule A.8.

**Copper Gnomes:**

Info: Color=Artifact Type=Artifact Creature - Gnome Cost=2 US(R)  
Text(US+errata): 1/1. ; {4},Sacrifice ~this~: Put an artifact card from your hand into play. [\[Oracle 1999/05/01\]](#)  
You choose the artifact card on resolution. [\[bethmo 1998/11/03\]](#)  
You can use the ability if you have no artifacts in hand. It just does nothing on resolution. [\[DeLaney 1998/10/05\]](#) If a player claims they have none, you may call a judge to verify that they don't have any. [\[bethmo 1998/11/03\]](#)  
Note - Before errata, this card did not have a creature type.

**Copper-Leaf Angel:**

Info: Color=Artifact Type=Artifact Creature - Angel Cost=5 PY(R)  
Text(PY): 2/2, Flying. ; {Tap},Sacrifice X lands: Put X +1/+1 counters on ~this~.  
X can be zero. [\[D'Angelo 2000/06/19\]](#)

**Copper Tablet:**

Info: Color=Artifact Type=Artifact Cost=2 ABU(U)  
Text(ABU+errata): At the beginning of each player's upkeep, ~this~ deals 1 damage to that player. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - The card type is "Artifact" and not "Continuous Artifact".  
[\[Encyclopedia, Page 56\]](#)

**Copy Artifact:**

Info: Color=Blue Type=Enchantment Cost=1U ABUR(R)  
Text(RV+errata): As ~this~ comes into play, you may choose an artifact in play. If you do, ~this~ comes into play as a copy of that artifact. It's still an enchantment. [\[Oracle 2001/08/24\]](#)



Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.

The artifact to copy is chosen at the time this card enters play. If there is no valid artifact to choose, then this card enters play as a global enchantment that has no effect. [\[D'Angelo 2001/08/31\]](#)

As a copy, Copy Artifact copies all initial characteristics of the targeted artifact. This includes name, abilities, whether or not it is a creature and more. See Rule E.4.2. [\[CompRules 2001/07/23 - 503.2/3\]](#)

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 (perhaps even an artifact-creature-enchantment). It can be affected by anything which affects either type of permanent.

[\[D'Angelo 1994/06/01\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1994/03/23 to 1997/10/01.

Type 1.5 tournaments (see Rule D.14) banned this card until 1999/04/01.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02. It was previously restricted up until 1995/05/02.

Note - Also see Copy Cards, Rule E.4.

### **Coral Atoll:**

Info: Color=Land Type=Land Cost=None VI(U)

Text(VI+errata): If ~this~ would come into play, return an untapped island you control to its owner's hand instead. If you do, put ~this~ into play tapped. If you don't, put it into its owner's graveyard. ;

{Tap}: Add {U} and one colorless mana to your mana pool.

[\[Oracle 2000/10/24\]](#)

When played from your hand, it counts as your playing of a land this turn.

This is because it replaces the effect of putting the land into play. It

does not replace the announcement of playing a land.

[\[WotC Rules Team 2000/01/11\]](#)

### **Coral Eel:**

Info: Color=Blue Type=Creature - Eel Cost=1U PT(C)/ST(C)

Text(PT/ST): 2/1.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal version had no creature type.

### **Coral Fighters:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U MI(U)

Text(MI+errata): 1/1. ; Whenever ~this~ attacks and isn't blocked, look at the top card of defending player's library. You may put that card on the bottom of that player's library. [\[Oracle 1999/07/01\]](#)

### **Coral Helm:**

Info: Color=Artifact Type=Artifact Cost=3 AQ(U1)/45(R)

Text(5th+errata): {3}, Discard a card at random from your hand: Target creature gets +2/+2 until end of turn. [\[Oracle 1999/09/03\]](#)

The cards are discarded from your hand during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#)

### **Coral Merfolk:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U US(C)/7(C)

Text(US/7th): 2/1.

### **Coral Net:**

Info: Color=Blue Type=Enchant Creature Cost=U TO(C)

Text(TO): ~this~ can enchant only a green or white creature. ; Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."

### **Coral Reef:**

Info: Color=Blue Type=Enchantment Cost=UU HL(C1)

Text(HL+errata): ~this~ comes into play with four polyp counters on it. ;

Sacrifice an island: Put two polyp counters on ~this~. ; {U}, Tap an untapped blue creature you control, Remove a polyp counter from ~this~: Put a +0/+1 counter on target creature. [\[Oracle 1999/07/23\]](#)

#### **Cornered Market:**

Info: Color=White Type=Enchantment Cost=2W MM(R)  
Text(MM): Players can't play spells or nonbasic lands with the same name as a card in play.  
This card only looks at cards in play, not ones on the stack. So it is possible to play two instances of a spell onto the stack.  
[\[MM FAQ 1999/09/22\]](#)  
Does not prevent effects which "put into play" a card. It only stops people from playing (announcing). [\[MM FAQ 1999/09/22\]](#)

#### **Corpse Dance:**

Info: Color=Black Type=Instant Cost=2B TE(R)  
Text(TE+errata): Buyback {2}. ; Put the top creature card from your graveyard into play. That creature gains haste. Remove the creature from the game at end of turn. [\[Oracle 1999/05/01\]](#)  
Only removes the card from the game if the card is still in play at the end of the turn. [\[DeLaney 1998/05/04\]](#)  
Note - Also see Buyback, Rule A.10.  
Note - Also see Haste, Rule A.22.

#### **Corpse Harvester:**

Info: Color=Black Type=Creature - Zombie Wizard Cost=3BB LE(U)  
Text(LE): 3/3. ; {1}{B},{Tap},Sacrifice a creature: Search your library for a Zombie card and a swamp card, reveal them, and put them into your hand. Then shuffle your library.  
You do not have to find a Zombie card or swamp card if you do not want to, even if you have them in your library. See Rule Z.6.9.  
[\[D'Angelo 2003/02/01\]](#)

#### **Corrosion:**

Info: Color=Multi Type=Enchantment Cost=1BR VI(R)  
Text(VI+errata): Cumulative Upkeep - {1}. ; At the beginning of your upkeep, put a rust counter on each artifact target opponent controls. Then, for each artifact any opponent controls, if the number of rust counters on that artifact equals or exceeds its converted mana cost, destroy the artifact. Artifacts destroyed this way can't be regenerated.  
When ~this~ leaves play, remove all rust counters from all artifacts.  
[\[Oracle 2000/10/24\]](#)  
Does not destroy anything until its upkeep triggered ability is resolved.  
So the turn after you cast it, all 0-cost and 1-cost artifacts are destroyed. [\[bethmo 1997/01/28\]](#) In other words, the destroy is part of the effect and is not a continuous ability 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. [\[Aahz 1997/01/29\]](#)  
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. [\[Oracle 1998/07/01\]](#)  
In multiplayer games, you can choose a new target player each upkeep.  
[\[D'Angelo 1999/09/20\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Corrupt:**

Info: Color=Black Type=Sorcery Cost=5B US(C)/7(C)  
Text(7th): ~this~ deals damage equal to the number of swamps you control to target creature or player. You gain life equal to the damage dealt this way.  
The swamps are counted on resolution. [\[DeLaney 1998/10/05\]](#)

#### **Corrupt Court Official:**

Info: Color=Black Type=Creature - Advisor Cost=1B P3(U)  
Text(P3): 1/1. ; When ~this~ comes into play, your opponent chooses and discards a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)

All tournament formats have banned this card because it only appears in Portal.

#### **Corrupt Eunuchs:**

Info: Color=Red Type=Creature - Advisor Cost=3R P3(U)  
Text(P3): 2/2. ; When ~this~ comes into play, it deals 2 damage to any one creature. (If you're the only one with creatures, deal the damage to one of them.)

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, it deals 2 damage to target creature."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Corrupting Licid:**

Info: Color=Black Type=Creature - Licid Cost=2B SH(U)  
Text(SH+errata): 2/2. ; {B},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has fear" and "{B}: End the effect that created this ability."

[\[Oracle 2002/10/01\]](#)

Note - Also see Fear, Rule A.17.

Note - Also see Licids, Rule E.8.

#### **Corrupt Official:**

Info: Color=Black Type=Creature - Minion Cost=4B MM(R)  
Text(MM): 3/1. ; {2}{B}: Regenerate ~this~. ; Whenever ~this~ becomes blocked, defending player discards a card at random from his or her hand. It triggers only once even if blocked by more than one creature.

[\[MM FAQ 1999/09/22\]](#)

#### **Cosmic Horror:**

Info: Color=Black Type=Creature - Horror Cost=3BBB LG(R)/4(R)  
Text(4th+errata): 7/7, First Strike. ; At the beginning of your upkeep, unless you pay {3}{B}{B}{B}, sacrifice ~this~ and it deals 7 damage to you. [\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see First Strike, Rule A.18.

#### **Council of Advisors:**

Info: Color=Blue Type=Creature - Advisor Cost=2U P3(U)  
Text(P3): 1/1. ; When ~this~ comes into play from your hand, draw a card. When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, you draw a card."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Counterintelligence:**

Info: Color=Blue Type=Sorcery Cost=2UU P3(U)  
Text(P3): Return any one or two creatures to their owner's hand. When played under non-Portal rules, the text should be read as "Return one or two target creatures to their owners' hand." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Counterspell:**

Info: Color=Blue Type=Instant Cost=UU  
ABUR4(U)/567(C)/ST(U)/IA(C)/TE(C)/MM(C)/BR(F1)/BD(F1)  
Text(4th/5th/6th/7th/IA/TE/MM): Counter target spell.

Note - In Fifth Edition (and before) this was an Interrupt. All such spells are now Instants.

#### **Cover of Darkness:**

Info: Color=Black Type=Enchantment Cost=1B ON(R)  
Text(ON): As ~this~ comes into play, choose a creature type. ; Creatures of the chosen type have fear.

Note - Also see Fear, Rule A.17.

**Covert Operative:**

Info: Color=Blue Type=Creature - Wizard Cost=4U LE(C)  
 Text(LE): 3/2. ; ~this~ is unblockable.

**Covetous Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=4R UD(R)  
 Text(UD): 6/5, Flying. ; When you control no artifacts, sacrifice ~this~.

Only checks if you control no artifacts at the time it triggers. It does not check again on resolution. So gaining control of an artifact before then will not save the Dragon. [\[D'Angelo 1999/06/01\]](#)

The ability will trigger if you don't control an artifact, even for a brief moment during the resolution of another spell or ability.

[\[Urza's Destiny FAQ 1999/05/25\]](#)

Note - Also see state-based triggered abilities, Rule A.4.15 and Rule A.4.16. [\[D'Angelo 1999/08/04\]](#)

**Cowardice:**

Info: Color=Blue Type=Enchantment Cost=3UU MM(R)  
 Text(MM): Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

**Crackdown:**

Info: Color=White Type=Enchantment Cost=2W MM(R)  
 Text(MM): Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.

**Crackling Club:**

Info: Color=Red Type=Enchant Creature Cost=R TO(C)  
 Text(TO): Enchanted creature gets +1/+0. ; Sacrifice ~this~: ~this~ deals 1 damage to target creature.

**Cradle Guard:**

Info: Color=Green Type=Creature - Treefolk Cost=1GG US(U)  
 Text(US): 4/4, Trample. ; Echo.  
 Note - Also see Trample, Rule A.37.  
 Note - Also see Echo, Rule A.14.

**Crafty Pathmage:**

Info: Color=Blue Type=Creature - Wizard Cost=2U ON(C)  
 Text(ON): 1/1. ; {Tap}: Target creature with power 2 or less is unblockable this turn.

**Crag Saurian:**

Info: Color=Red Type=Creature - Lizard Cost=RRR MM(R)  
 Text(MM+errata): 4/4. ; Whenever a source deals damage to ~this~, that source's controller gains control of ~this~. [\[Oracle 2001/05/02\]](#)

**Crash:**

Info: Color=Red Type=Instant Cost=2R MM(C)  
 Text(MM+errata): You may sacrifice a mountain rather than pay ~this~'s mana cost. ; Destroy target artifact. [\[Oracle 2001/06/01\]](#)

**Crashing Boars:**

Info: Color=Green Type=Creature - Boar Cost=3GG EX(U)/BD(F1)  
 Text(EX+errata): 4/4. ; Whenever ~this~ attacks, defending player chooses an untapped creature he or she controls. That creature blocks ~this~ this turn if able. [\[Oracle 1999/05/01\]](#)

The ability is not optional. If there are no untapped creatures to choose, then the ability does nothing. [\[Barclay 1998/06/10\]](#)

If the chosen creature is not still untapped at the time blockers are declared, it does not have to block. [\[DeLaney 1998/06/10\]](#)

**Crashing Centaur:**

Info: Color=Green Type=Creature - Centaur Cost=4GG OD(U)  
 Text(OD): 3/4. ; {G}, Discard a card from your hand: ~this~ gains trample until end of turn. ; Threshold - ~this~ gets +2/+2 and can't be the target

of spells or abilities. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

Note - Also see Trample, Rule A.37.

#### **Crash of Rhinos:**

Info: Color=Green Type=Creature - Rhino Cost=6GG MI(C)/BD(F1)

Text(MI): 8/4, Trample.

Note - Also see Trample, Rule A.37.

#### **Crater Hellion:**

Info: Color=Red Type=Creature - Beast Cost=4RR US(R)

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.

[\[DeLaney 1998/10/05\]](#)

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

Note - Also see Echo, Rule A.14.

#### **Craven Giant:**

Info: Color=Red Type=Creature - Giant Cost=2R SH(C)/PT(C)

Text(SH+errata): 4/1. ; ~this~ can't block.

Note - The Portal version had no creature type.

#### **Craven Knight:**

Info: Color=Black Type=Creature - Knight Cost=1B PT(C)

Text(PT): 2/2. ; ~this~ can't intercept.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ can't block." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Knight. [\[D'Angelo 2000/06/05\]](#)

#### **Craw Giant:**

Info: Color=Green Type=Creature - Giant Cost=3GGGG LG(U1)/CH(U3)/5(U)

Text(5th): 6/4, Trample, Rampage 2.

Note - Also see Rampage, Rule A.33.

Note - Also see Trample, Rule A.37.

#### **Crawlspace:**

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

Text(UL+errata): No more than two creatures may attack you each combat.

[\[Oracle 1999/05/01\]](#)

#### **Craw Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=4GG ABUR45(C)

Text(ABU/RV/4th/5th): 6/4.

#### **Crazed Armodon:**

Info: Color=Green Type=Creature - Elephant Cost=2GG TE(R)

Text(TE+errata): 3/3. ; {G}: ~this~ gets +3/+0 and gains trample until end of turn. Destroy ~this~ at end of turn. Play this ability only once each turn. [\[Oracle 1999/05/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Crazed Firecat:**

Info: Color=Red Type=Creature - Cat Cost=5RR TO(U)

Text(TO): 4/4. ; When ~this~ comes into play, flip a coin until you lose a flip. Put a +1/+1 counter on ~this~ for each flip you win.

#### **Crazed Skirge:**

Info: Color=Black Type=Creature - Imp Cost=3B US(U)/BR(F1)

Text(US+errata): 2/2, Flying, Haste. [\[Oracle 1999/05/01\]](#)

Note - Also see Haste, Rule A.22.

#### **Creature Bond:**

Info: Color=Blue Type=Enchant Creature Cost=1U ABUR4(C)

Text(4th+errata): When enchanted creature is put into a graveyard, "this" deals damage equal to that creature's toughness to the creature's controller. [\[Oracle 2001/08/24\]](#)

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. [\[Snark 1994/02/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Credit Voucher:**

Info: Color=Artifact Type=Artifact Cost=2 MM(U)

Text(MM): {2},{Tap},Sacrifice "this": Shuffle any number of cards from your hand into your library, then draw that many cards.

#### **Creeping Mold:**

Info: Color=Green Type=Sorcery Cost=2GG VI(U)/67(U)

Text(VI/7th): Destroy target artifact, enchantment, or land.

#### **Cremate:**

Info: Color=Black Type=Instant Cost=B IN(U)

Text(IN): Remove target card in a graveyard from the game. Draw a card.

#### **Crenellated Wall:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=4 MM(U)

Text(MM): 0/4. (Walls can't attack.) ; {Tap}: Target creature gets +0/+4 until end of turn.

Note - Also see Walls, Rule K.27.

#### **Crested Craghorn:**

Info: Color=Red Type=Creature - Beast Cost=4R LE(C)

Text(LE): 4/1, Haste, Provoke.

Note - Also see Haste, Rule A.22.

Note - Also see Provoke, Rule A.32.

#### **Crevasse:**

Info: Color=Red Type=Enchantment Cost=2R LG(U1)

Text(LG+errata): Creatures with mountainwalk may be blocked as though they didn't have mountainwalk. [\[Oracle 1999/09/03\]](#)

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

#### **Crimson Acolyte:**

Info: Color=White Type=Creature - Cleric Cost=1W IN(C)

Text(IN): 1/1, Protection from Red. ; {W}: Target creature gains protection from red until end of turn.

Note - Also see Protection, Rule A.31.

#### **Crimson Hellkite:**

Info: Color=Red Type=Creature - Dragon Cost=6RRR MI(R)/67(R)

Text(7th): 6/6, Flying. ; {X},{Tap}: "this" deals X damage to target creature. Spend only red mana this way.

#### **Crimson Kobolds:**

Info: Color=Red Type=Creature - Kobold Cost=0 LG(C2)

Text(LG+errata): 0/1. ; "this" is red. [\[Oracle 2001/08/24\]](#)

The color setting text isn't an ability. [\[D'Angelo 2000/03/03\]](#)

The mana cost is not a mistake. [\[D'Angelo 1994/08/01\]](#)

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 initial color of the card much like changing the mana symbols on a card would do. [\[D'Angelo 1996/12/04\]](#) It used to be explanatory text and was not Sleightable.

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

Note - Also see Crookshank Kobolds and Kobolds of Kher Keep.

#### **Crimson Manticore:**

Info: Color=Red Type=Creature - Manticore Cost=2RR LG(R)/45(R)

Text(5th): 2/2, Flying. ; {R},{Tap}: "this" deals 1 damage to target



attacking or blocking creature.

### **Crimson Roc:**

Info: Color=Red Type=Creature - Roc Cost=4R MI(U)  
Text(MI+errata): 2/2, Flying. ; Whenever ~this~ blocks a creature without flying, ~this~ gets +1/+0 and gains first strike until end of turn.  
[\[Oracle 1999/07/01\]](#)  
It gets the bonus only once no matter how many non-flying creatures it blocks. [\[bethmo 1999/02/24\]](#)  
Note - Also see First Strike, Rule A.18.

### **Crippling Fatigue:**

Info: Color=Black Type=Sorcery Cost=1BB TO(C)  
Text(TO): Flashback - {1}{B}, Pay 3 life. ; Target creature gets -2/-2 until end of turn.  
Note - Also see Flashback, Rule A.20.

### **Cromat:**

Info: Color=Multi Type=Creature - Legend Cost=WUBRG AP(R)  
Text(AP): 5/5. ; {W}{B}: Destroy target creature blocking or blocked by ~this~. ; {U}{R}: ~this~ gains flying until end of turn. ; {B}{G}: Regenerate ~this~. ; {R}{W}: ~this~ gets +1/+1 until end of turn. ; {G}{U}: Put ~this~ on top of its owner's library.  
Note - Also see Legendary Permanents, Rule K.17.

### **Crookclaw Elder:**

Info: Color=Blue Type=Creature - Bird Wizard Cost=5U LE(U)  
Text(LE): 3/2, Flying. ; Tap two untapped Birds you control: Draw a card. ; Tap two untapped Wizards you control: Target creature gains flying until end of turn.

### **Crooked Scales:**

Info: Color=Artifact Type=Artifact Cost=4 MM(R)  
Text(MM+errata): {4},{Tap}: Flip a coin. If you win the flip, destroy target creature an opponent controls. If you lose the flip, destroy target creature you control unless you pay {3} and repeat this process.  
[\[Oracle 2002/03/01\]](#)

### **Crookshank Kobolds:**

Info: Color=Red Type=Creature - Kobold Cost=0 LG(C2)  
Text(LG+errata): 0/1. ; ~this~ is red. [\[Oracle 2001/08/24\]](#)  
The color setting text isn't an ability. [\[D'Angelo 2000/03/03\]](#)  
The mana cost is not a mistake. [\[D'Angelo 1994/08/01\]](#)  
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. [\[D'Angelo 1996/12/04\]](#) 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 and Kobolds of Kher Keep.

### **Crop Rotation:**

Info: Color=Green Type=Instant Cost=G UL(C)  
Text(UL+errata): As an additional cost to play ~this~, sacrifice a land. ; Search your library for a land card and put that card into play. Then shuffle your library. [\[Oracle 1999/05/01\]](#)  
Sacrificing a land is part of the play cost (see Rule K.20) of this spell. [\[Barclay 1999/02/09\]](#)  
You do not have to find a land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

### **Crosis's Attendant:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 IN(U)  
Text(IN): 3/3. ; {1}, Sacrifice ~this~: Add {U}{B}{R} to your mana pool.

### Crosis's Catacombs:

Info: Color=Land Type=Land Cost=None PS(U)  
Text(PS): ~this~ is a Lair in addition to its land type. ; When ~this~ comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; {Tap}: Add {U}, {B}, or {R} to your mana pool.  
If you don't want to unsummon a land, you can play this card then tap it for mana before the comes into play ability resolves. You may then choose to sacrifice it instead of unsummoning a land. [\[Planeshift FAQ 2001/01/26\]](#)  
This land is of type "Lair" and "Crosis's Catacombs". It is not a basic land. [\[DeLaney 2001/02/12\]](#)  
You can return a land that is tapped or untapped. [\[Jordan 2001/02/12\]](#)

### Crosis's Charm:

Info: Color=Multi Type=Instant Cost=UBR PS(U)  
Text(PS): Choose one - Return target permanent to its owner's hand; or destroy target nonblack creature, and it can't be regenerated; or destroy target artifact.  
Note - Also see Modal Spells and Abilities, Rule G.24.

### Crosis, the Purger:

Info: Color=Multi Type=Creature - Dragon Legend Cost=3UBR IN(R)  
Text(IN): 6/6, Flying. ; Whenever ~this~ deals combat damage to a player, you may pay {2}{B}. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.  
You choose the color during resolution. This means your opponent does not get to react after knowing the color you chose. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Color, Rule G.3, for rules on choosing a color.  
Note - Also see Legendary Permanents, Rule K.17.

### Crossbow Ambush:

Info: Color=Green Type=Instant Cost=G SH(C)  
Text(SH+errata): Creatures you control may block as though they had flying this turn. [\[Oracle 1999/05/01\]](#)  
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. [\[Duelist Magazine #25, Page 30\]](#)

### Crossbow Infantry:

Info: Color=White Type=Creature - Soldier Cost=1W MM(C)/7(C)  
Text(MM/7th): 1/1. ; {Tap}: ~this~ deals 1 damage to target attacking or blocking creature.

### Crosswinds:

Info: Color=Green Type=Enchantment Cost=1G US(U)  
Text(US+errata): Creatures with flying get -2/-0. [\[Oracle 1999/05/01\]](#)

### Crovax the Cursed:

Info: Color=Black Type=Creature - Vampire Legend Cost=2BB SH(R)  
Text(SH+errata): 0/0. ; ~this~ comes into play with four +1/+1 counters on it. ; At the beginning of your upkeep, you may sacrifice a creature. If you do, put a +1/+1 counter on ~this~. If you don't, remove a +1/+1 counter from ~this~. ; {B}: ~this~ gains flying until end of turn. [\[Oracle 1999/05/01\]](#)  
Can sacrifice itself to its upkeep triggered ability. [\[Barclay 1998/02/27\]](#)  
You can only sacrifice one card to it each turn. [\[D'Angelo 1998/10/12\]](#)  
If you choose not to sacrifice a creature and he has no +1/+1 counters, then nothing bad happens. [\[DeLaney 1999/01/13\]](#) Note that some other effect must be keeping him alive if he has no counters.  
Note - Also see Legendary Permanents, Rule K.17.

### Crowd Favorites:

Info: Color=White Type=Creature - Soldier Cost=6W ON(U)  
Text(ON): 4/4. ; {3}{W}: Tap target creature. ; {3}{W}: ~this~ gets +0/+5 until end of turn.

### Crown of Ascension:

Info: Color=Blue Type=Enchant Creature Cost=1U ON(C)  
Text(ON): Enchanted creature has flying. ; Sacrifice ~this~: Enchanted creature and other creatures that share a creature type with it gain flying until end of turn.

#### **Crown of Awe:**

Info: Color=White Type=Enchant Creature Cost=1W ON(C)  
Text(ON): Enchanted creature has protection from black and from red. ; Sacrifice ~this~: Enchanted creature and other creatures that share a creature type with it gain protection from black and from red until end of turn.  
Note - Also see Protection, Rule A.31.

#### **Crown of Flames:**

Info: Color=Red Type=Enchant Creature Cost=R TE(C)/IN(C)  
Text(IN): {R}: Enchanted creature gets +1/+0 until end of turn. ; {R}: Return ~this~ to its owner's hand.

#### **Crown of Fury:**

Info: Color=Red Type=Enchant Creature Cost=1R ON(C)  
Text(ON): Enchanted creature gets +1/+0 and has first strike. ; Sacrifice ~this~: Enchanted creature and other creatures that share a creature type with it get +1/+0 and gain first strike until end of turn.  
Note - Also see First Strike, Rule A.18.

#### **Crown of Suspicion:**

Info: Color=Black Type=Enchant Creature Cost=1B ON(C)  
Text(ON): Enchanted creature gets +2/-1. ; Sacrifice ~this~: Enchanted creature and other creatures that share a creature type with it get +2/-1 until end of turn.

#### **Crown of the Ages:**

Info: Color=Artifact Type=Artifact Cost=2 IA(R)/5(R)  
Text(5th+errata): {4},{Tap}: Move target enchantment enchanting a creature to another creature. [\[Oracle 2000/10/24\]](#)  
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. [\[D'Angelo 1995/06/23\]](#)  
Only targets the enchantment and not either creature. [\[Aahz 1995/07/09\]](#)  
This means it can move enchantments onto a creature which cannot normally be targeted by spells and abilities if the enchantment is legal on that target.  
The enchantment's new target must be legal. [\[D'Angelo 1999/01/14\]](#)  
Note - Also see Moving Enchantments, Rule E.9.

#### **Crown of Vigor:**

Info: Color=Green Type=Enchant Creature Cost=1G ON(C)  
Text(ON): Enchanted creature gets +1/+1. ; Sacrifice ~this~: Enchanted creature and other creatures that share a creature type with it get +1/+1 until end of turn.

#### **Crude Rampart:**

Info: Color=White Type=Creature - Wall Cost=3W ON(U)  
Text(ON): 4/5. (Walls can't attack.) ; Morph {4}{W}.  
If it attacks while face down and is turned face up during combat, this will not remove it from the attack. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Morph, Rule A.29.  
Note - Also see Walls, Rule K.27.

#### **Cruel Bargain:**

Info: Color=Black Type=Sorcery Cost=BBB PT(R)  
Text(PT): Draw four cards. You lose half your life, rounded up. (For example, if you have 11 life, you lose 6 life.)  
All tournament formats have banned this card because it only appears in Portal.

**Cruel Edict:**

Info: Color=Black Type=Sorcery Cost=1B P2(C)

Text(P2): Your opponent chooses one of his or her creatures. Destroy that creature.

When played under non-Portal rules, the text should be read as "Target opponent chooses target creature he or she controls. Destroy that creature." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Cruel Fate:**

Info: Color=Blue Type=Sorcery Cost=4U PT(R)

Text(PT): Look at the top five cards of your opponent's deck. Put one of them into your opponent's discard pile and the rest on top of his or her deck in any order.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Look at the top five cards of target opponent's library. Put one of them into your opponent's graveyard and the rest on top of his or her library in any order." [\[D'Angelo 2000/07/06\]](#)

**Cruel Revival:**

Info: Color=Black Type=Instant Cost=4B ON(C)

Text(ON): Destroy target non-Zombie creature. It can't be regenerated.

Return up to one target Zombie card from your graveyard to your hand.

**Cruel Tutor:**

Info: Color=Black Type=Sorcery Cost=2B PT(R)

Text(PT): Search your deck for any card. Shuffle your deck and put that card on top of it. You lose 2 life.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life." [\[D'Angelo 2000/07/06\]](#)

**Crumble:**

Info: Color=Green Type=Instant Cost=G AQ(C4)/R45(U)

Text(5th+errata): Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its converted mana cost.

[\[Oracle 1999/09/03\]](#)

If the target artifact becomes illegal before resolution, the player does not gain any life. [\[Duelist Magazine #5, Page 23\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

**Crumbling Sanctuary:**

Info: Color=Artifact Type=Artifact Cost=5 MM(R)

Text(MM): For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.

If you have no cards in your library, then damage done to you will have no effect since it will get changed into a removal that cannot happen.

[\[MM FAQ 1999/09/22\]](#)

The ability affects all players. [\[D'Angelo 2001/03/12\]](#)

**Crusade:**

Info: Color=White Type=Enchantment Cost=WW ABUR456(R)

Text(6th): White creatures get +1/+1.

**Crusading Knight:**

Info: Color=White Type=Creature - Knight Cost=2WW IN(R)

Text(IN): 2/2, Protection from Black. ; "this" gets +1/+1 for each swamp your opponents control.

It counts all opponents' swamps. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Protection, Rule A.31.

**Crush of Wurms:**

Info: Color=Green Type=Sorcery Cost=6GGG JU(R)  
Text(JU): Flashback {9}{G}{G}{G}. ; Put three 6/6 green Wurm creature tokens into play.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Token Creatures, Rule K.25.

#### **Crypt Angel:**

Info: Color=Black Type=Creature - Angel Cost=4B IN(R)  
Text(IN): 3/3, Flying, Protection from White. ; When ~this~ comes into play, return target blue or red creature card from your graveyard to your hand.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Protection, Rule A.31.

#### **Crypt Cobra:**

Info: Color=Black Type=Creature - Cobra Cost=3B MI(U)  
Text(MI+errata): 3/3. ; Whenever ~this~ attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.) [\[Oracle 1999/09/03\]](#)  
The player gets a poison counter as a triggered ability on not blocking the Cobra. Killing the Cobra after declaring blockers or preventing its damage will not prevent the poison counter. [\[D'Angelo 1999/07/01\]](#)  
Note - Also see Poison, Rule E.10.

#### **Crypt Creeper:**

Info: Color=Black Type=Creature - Zombie Cost=1B OD(C)  
Text(OD): 2/1. ; Sacrifice ~this~: Remove target card in a graveyard from the game.

#### **Cryptic Gateway:**

Info: Color=Artifact Type=Artifact Cost=5 ON(R)  
Text(ON): Tap two untapped creatures you control: You may put a creature card from your hand into play that shares a creature type with each creature tapped this way.  
For this to be useful, either both creatures have to have a common creature type that the one in your hand also has, or the card in your hand needs to have at least two creature types so each tapped creature can match a different one. [\[Onslaught FAQ 2002/09/24\]](#)

#### **Crypt Rats:**

Info: Color=Black Type=Creature - Rat Cost=2B VI(C)/7(U)  
Text(7th): 1/1. ; {X}: ~this~ deals X damage to each creature and each player. Spend only black mana this way.

#### **Crypt Sliver:**

Info: Color=Black Type=Creature - Sliver Cost=1B LE(C)  
Text(LE): 1/1. ; All Slivers have "{Tap}: Regenerate target Sliver."

#### **Crystal Chimes:**

Info: Color=Artifact Type=Artifact Cost=3 US(U)  
Text(US): {3},{Tap},Sacrifice ~this~: Return all enchantment cards from your graveyard to your hand.

#### **Crystal Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 MI(U)  
Text(MI+errata): 3/3. ; At the end of your turn, ~this~ phases out.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Phasing Out and In, Rule G.27.  
Note - Before errata, this card did not have a creature type.  
[\[Oracle 1999/07/01\]](#)

#### **Crystalline Sliver:**

Info: Color=Multi Type=Creature - Sliver Cost=WU SH(U)  
Text(SH+errata): 2/2. ; Slivers can't be the targets of spells or abilities.  
[\[Oracle 2003/02/01\]](#)  
This card makes slivers in play untargetable. What this means is that no spell or ability with the word "target" in its text can be announced with a Sliver in play 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! [\[D'Angelo 1998/06/11\]](#) For example, none of the Slivers use the word "target" when granting Sliver abilities.  
The ability only applies while this card is in play. [\[D'Angelo 1999/06/02\]](#)  
Note - Also see Targeting--Is Something Targeted, Rule G.40.

#### **Crystal Quarry:**

Info: Color=Land Type=Land Cost=None OD(R)  
Text(OD): {Tap}: Add one colorless mana to your mana pool. ; {5},{Tap}: Add {W}{U}{B}{R}{G} to your mana pool.

#### **Crystal Rod:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(U)  
Text(6th/7th): Whenever a player plays a blue spell, you may pay {1}. If you do, you gain 1 life.

#### **Crystal Spray:**

Info: Color=Blue Type=Instant Cost=2U IN(R)  
Text(IN): Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. ; Draw a card.

If you change the text of a spell which is to become a permanent, the permanent will retain the text change until the end of the turn.

[\[Invasion FAQ 2000/10/03\]](#)

You can play this spell on a permanent which has no color or land words on it. It doesn't do anything useful, but it is legal to do.

[\[D'Angelo 2000/10/14\]](#)

Note - Also see Text Changing, Rule E.13.

Note - See Mind Bend for related rulings.

#### **Crystal Vein:**

Info: Color=Land Type=Land Cost=None MI(U)/6(U)  
Text(MI/6th): {Tap}: Add one colorless mana to your mana pool. ; {Tap},Sacrifice ~this~: Add two colorless mana to your mana pool.

#### **Culling the Weak:**

Info: Color=Black Type=Instant Cost=B EX(C)  
Text(EX+errata): As an additional cost to play ~this~, sacrifice a creature. ; Add {B}{B}{B}{B} to your mana pool.

You sacrifice a creature when announcing the spell and you cannot sacrifice more than one creature to get extra mana. [\[Barclay 1998/06/10\]](#)

Note - Before errata it was of type Mana Source. It is now an instant.

#### **Cultural Exchange:**

Info: Color=Blue Type=Sorcery Cost=4UU OD(R)  
Text(OD): Choose any number of creatures target player controls. Choose the same number of creatures another target player controls. Those players exchange control of those creatures. (This effect doesn't end at end of turn.)

#### **Cunning:**

Info: Color=Blue Type=Enchant Creature Cost=1U EX(C)  
Text(EX+errata): Enchanted creature gets +3/+3. ; When enchanted creature attacks or blocks, sacrifice ~this~ at end of turn. [\[Oracle 1999/05/01\]](#)

Note - See Burning Wish for rulings.

#### **Cunning Advisor:**

Info: Color=Black Type=Creature - Advisor Cost=3B P3(U)  
Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to force your opponent to choose and discard a card from his or her hand.

When played under non-Portal rules, the text should be read as "{Tap}: Target opponent discards a card from his or her hand. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.



**Cunning Giant:**

Info: Color=Red Type=Creature - Giant Cost=5R P2(R)  
Text(P2): 4/4. ; If ~this~ attacks and isn't blocked, you may choose to have it deal its damage to any one of your opponent's creatures instead of to him or her.

When played under non-Portal rules, the text should be read as

"Whenever ~this~ attacks and isn't blocked, you may assign its combat damage this turn to target creature defending player controls instead of to that player." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Cunning Wish:**

Info: Color=Blue Type=Instant Cost=2U JU(R)  
Text(JU): Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove ~this~ from the game.

**Cuombajj Witches:**

Info: Color=Black Type=Creature - Witch Cost=BB AN(C4)/CH(C3)/AT(F1)  
Text(CH+errata): 1/3 ; {Tap}: ~this~ deals 1 damage to target creature or player and 1 damage to target creature or player of an opponent's choice. [\[Oracle 1999/09/03\]](#)

Both targets are chosen on announcement, but you choose your target before the opponent chooses. [\[WotC Rules Team 1995/08/17\]](#)

The two targets must be different. See Rule G.39.2. [\[D'Angelo 2001/07/14\]](#)

It does not target the opponent, but you still choose an opponent.

[\[WotC Rules Team 1998/02/01\]](#)

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. [\[Aahz 1995/10/24\]](#)

If either target becomes invalid, the other one is still affected.

[\[Aahz 1995/05/23\]](#)

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).

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Curfew:**

Info: Color=Blue Type=Instant Cost=U US(C)/BR(F1)  
Text(US+errata): Each player returns a creature he or she controls to its owner's hand. [\[Oracle 1999/05/01\]](#)

The current player chooses first. [\[Urza's FAQ 1998/10/05\]](#)

All choices are made during resolution. [\[D'Angelo 1999/05/01\]](#)

**Curiosity:**

Info: Color=Blue Type=Enchant Creature Cost=U EX(U)  
Text(EX+errata): Whenever enchanted creature deals damage to an opponent, you may draw a card. [\[Oracle 1999/05/01\]](#)

You draw one card each time the enchanted creature damages the opponent.

This is not one card per point of damage. [\[Barclay 1998/06/10\]](#)

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. [\[D'Angelo 1998/11/10\]](#)

Drawing a card is optional. If you forget, you cannot go back later and do it, even if it is something you normally do. [\[D'Angelo 1999/06/01\]](#)

**Curse Artifact:**

Info: Color=Black Type=Enchant Artifact Cost=2BB DK(U2)  
Text(DK+errata): At the beginning of the upkeep of enchanted artifact's controller, ~this~ deals 2 damage to that player unless he or she sacrifices enchanted artifact. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Cursed Flesh:**

Info: Color=Black Type=Enchant Creature Cost=B EX(C)/IN(C)  
Text(IN+errata): Enchanted creature gets -1/-1 and has fear.

### [Oracle 2002/10/01]

Note - Also see Fear, Rule A.17.

#### **Cursed Land:**

Info: Color=Black Type=Enchant Land Cost=2BB ABUR45(U)  
Text(5th+errata): At the beginning of the upkeep of enchanted land's controller, ~this~ deals 1 damage to that player. [Oracle 2000/02/01]

#### **Cursed Monstrosity:**

Info: Color=Black Type=Creature - Horror Cost=4B OD(R)  
Text(OD): 4/3, Flying. ; Whenever ~this~ becomes the target of a spell or ability, sacrifice it unless you discard a land card from your hand.

#### **Cursed Rack:**

Info: Color=Artifact Type=Artifact Cost=4 AQ(C1)/4(U)  
Text(4th+errata): As ~this~ comes into play, choose an opponent. ; The chosen player's maximum hand size is 4. [Oracle 2001/08/24]  
The effect of lowering the maximum hand size makes it so the player discards down to 4 cards (instead of the usual 7) during the cleanup step (see Rule P.13). [D'Angelo 2000/02/25]

You choose one opposing player just as this card is coming into play and it only affects that one player. This choice is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play. [D'Angelo 2001/08/31] See Rule M.1.3.  
If multiple effects modify your hand size limit, apply them in the order they enter play. For example, if both this and Recycle are in play, the most recent in play decides your hand size.

[D'Angelo 2001/05/21]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Cursed Scroll:**

Info: Color=Artifact Type=Artifact Cost=1 TE(R)  
Text(TE+errata): {3},{Tap}: Name a card. An opponent chooses a card at random from your hand. Reveal that card. If the card is the named card, ~this~ deals 2 damage to target creature or player.

[Oracle 1999/07/21]

You choose a target creature or player on announcement. You choose the opponent and they pick a card from your hand during resolution.

[D'Angelo 1999/06/01]

It does not target the opponent, but you still choose an opponent.

[WotC Rules Team 1998/02/01]

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 1998/05/18]

Tempest/Stronghold/Exodus block format tournaments (see Rule D.18.5) have banned this card since 1998/07/01.

#### **Cursed Totem:**

Info: Color=Artifact Type=Artifact Cost=2 MI(R)/6(R)  
Text(6th+errata): Players can't play creatures' activated abilities.

[Oracle 2000/02/01]

Affects anything with an activation cost, which is anything written as "Cost: effect", or as "you may pay <cost> to do <effect>".

[D'Angelo 1999/05/01]

Remember this is only creature abilities and not abilities of local enchantments which are on creatures. [bethmo 1996/09/19]

Does not prevent creature cards which are not in play from having their abilities used. For example, Elvish Spirit Guide and Ashen Ghouls.

This is because they are not "creatures", they are "creature cards" when they are not in play. [Duelist Magazine #19, Page 30]

Can prevent mana abilities from being played. [D'Angelo 1999/05/01]

#### **Curse of Marit Lage:**

Info: Color=Red Type=Enchantment Cost=3RR IA(R)  
Text(IA+errata): When ~this~ comes into play, tap all islands. ; Islands don't untap during their controllers' untap steps. [Oracle 2000/02/01]

### **Custody Battle:**

Info: Color=Red Type=Enchant Creature Cost=1R ON(U)  
Text(ON): Enchanted creature has "At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land."

### **Customs Depot:**

Info: Color=Blue Type=Enchantment Cost=1U MM(U)  
Text(MM): Whenever you play a creature spell, you may pay {1}. If you do, draw a card, then discard a card from your hand.

### **Cycle of Life:**

Info: Color=Green Type=Enchantment Cost=1GG MI(R)  
Text(MI+errata): Return ~this~ to its owner's hand: Target creature you played this turn is 0/1 until your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature. [\[Oracle 1999/07/01\]](#)  
Does not work on creatures which are put into play by an effect instead of by being played. [\[bethmo 1996/12/03\]](#)

### **Cyclone:**

Info: Color=Green Type=Enchantment Cost=2GG AN(U3)/CH(U1)  
Text(CH+errata): Cumulative upkeep {G}. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay {G} for each age counter on it.) ; Whenever you pay ~this~'s cumulative upkeep, it deals damage equal to the number of age counters on ~this~ to each creature and player. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Cumulative Upkeep, Rule A.11.

### **Cyclopean Mummy:**

Info: Color=Black Type=Creature - Mummy Cost=1B LG(C2)/4(C)  
Text(4th+errata): 2/1. ; When ~this~ is put into a graveyard from play, remove ~this~ from the game. [\[Oracle 1999/09/03\]](#)  
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.4). [\[bethmo 1994/06/22\]](#)  
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. [\[bethmo 1994/06/27\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Cyclopean Tomb:**

Info: Color=Artifact Type=Artifact Cost=4 ABU(R)  
Text(ABU+errata): {2},{Tap}: Put a mire counter on target land. That land is a swamp as long as it has a mire counter on it. Play this ability only during your upkeep. ; When ~this~ leaves play, at the beginning of each of your upkeeps until the end of the game, remove one of those mire counters. [\[Oracle 2002/03/01\]](#)  
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.16.3.  
Will not add or remove Snow-Covered nature from a land. See Rule K.21.3. [\[Duelist Magazine #6, Page 132\]](#)  
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. [\[bethmo 1994/05/09\]](#)  
After leaving play, the ability will only remove counters that this instance of the card created. [\[D'Angelo 2001/08/31\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - No mana cost was listed in the Alpha printing of the Limited Edition. This was corrected in the Beta printing. [\[Duelist Magazine #2, Page 68\]](#)  
Note - The card is of type "Artifact" and not "Mono Artifact". [\[Duelist Magazine #3, Page 79\]](#)

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### **Dakkon Blackblade:**

Info: Color=Multi Type=Creature - Legend Cost=2BUUW LG(R)/CH(U1)  
Text(CH+errata): \*/\* ; ~this~'s power and toughness are each equal to the number of lands you control. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.

### **Dakmor Bat:**

Info: Color=Black Type=Creature - Bat Cost=1B P2(C)  
Text(P2): 1/1, Flying.  
All tournament formats have banned this card because it only appears in Portal.

### **Dakmor Ghoul:**

Info: Color=Black Type=Creature - Zombie Cost=2BB ST(U)  
Text(ST): 2/2. ; When ~this~ comes into play, target opponent loses 2 life. You gain 2 life.  
All tournament formats have banned this card because it only appears in Starter.

### **Dakmor Lancer:**

Info: Color=Black Type=Creature - Knight Cost=4BB ST(R)/7(U)  
Text(ST/7th): 3/3. ; When ~this~ comes into play, destroy target nonblack creature.

### **Dakmor Plague:**

Info: Color=Black Type=Sorcery Cost=3BB P2(U)/ST(U)  
Text(ST): ~this~ deals 3 damage to each creature and each player. (This includes your creatures and you.)  
All tournament formats have banned this card because it only appears in Portal and Starter.

### **Dakmor Scorpion:**

Info: Color=Black Type=Creature - Scorpion Cost=1B P2(C)/ST(C)  
Text(P2/ST): 2/1.  
All tournament formats have banned this card because it only appears in Portal and Starter.

### **Dakmor Sorceress:**

Info: Color=Black Type=Creature - Wizard Cost=5B P2(R)/ST(R)  
Text(ST): \*/4. ; ~this~'s power is equal to the number of swamps you control. (Count only the swamps you have in play, including both tapped and untapped swamps.)  
All tournament formats have banned this card because it only appears in Portal and Starter.

### **Damping Engine:**

Info: Color=Artifact Type=Artifact Cost=4 UL(R)  
Text(UL+errata): A player who controls more permanents than any other can't play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.

[\[Oracle 1999/05/01\]](#)

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. [\[Urza's Legacy FAQ 1999/02/03\]](#)

Sacrificing a permanent to this card is played as an instant.

[\[Barclay 1999/02/13\]](#)

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. [\[Barclay 1999/02/09\]](#)

### **Damping Field:**

Info: Color=White Type=Enchantment Cost=2W AQ(U3)  
Text(AQ+errata): Players can't untap more than one artifact during their untap steps. [\[Oracle 1999/09/03\]](#)  
Does not prevent artifacts (such as Colossus of Sardia) from untapping during upkeep. [\[D'Angelo 1994/06/01\]](#)  
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. [\[D'Angelo 1994/06/01\]](#)  
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(R)  
Text(5th+errata): When ~this~ comes into play, put a token creature into play as a copy of target nontoken creature. ; When ~this~ leaves play, remove the creature token from the game. ; When the creature token leaves play, sacrifice ~this~. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {U}{U}. [\[Oracle 2001/08/24\]](#)  
Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.  
Treat the token as coming into play as a copy of the chosen creature. If that creature normally gets counters when played, the token creature gets counters. [\[D'Angelo 2001/08/31\]](#)  
Destroying the creature that was copied will not cause the token creature to be destroyed as well. [\[Aahz 1994/10/21\]](#)  
The ability 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 copy ability is countered and no token is put into play. This card remains in play as a global enchantment with no token. [\[D'Angelo 1999/08/31\]](#)  
The mana cost is copied. This makes Dance of Many the exception to the rule that token creatures have a mana cost of zero. [\[D'Angelo 1999/08/01\]](#)  
The creature is still considered a token creature, so if you happen to copy a Drudge Skeletons, the Skeleton token would still be susceptible to Drudge Spell. [\[Aahz 1996/03/02\]](#)  
The "remove from game" triggered abilities are on Dance of Many and not from the token. [\[D'Angelo 1996/10/01\]](#) If Dance of Many loses its abilities, removing one from play won't destroy the other.  
Each Dance of Many is associated only with its token creature. If one leaves play, only the corresponding token is affected, not all tokens from all instances of Dance of Many. [\[D'Angelo 1997/05/19\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Copy Cards, Rule E.4.  
Note - Also see Token Creatures, Rule K.25.

### Dance of the Dead:

Info: Color=Black Type=Enchantment Cost=1B IA(U)  
Text(IA+errata): When ~this~ comes into play, if it's in play, it becomes an enchanted creature. Put target creature card from a graveyard into play tapped under your control enchanted by ~this~. ; Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step. ; At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If he or she does, untap enchanted creature. ; When ~this~ leaves play, destroy enchanted creature. It can't be regenerated. [\[Oracle 2001/08/24\]](#)  
A "creature card" is a Creature card or Artifact Creature card. [\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
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. [\[WotC Rules Team 1997/03/14\]](#)  
In general, an animated creature comes out as if it were just played. Any X in the mana 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. [\[D'Angelo 1997/06/01\]](#)  
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. [\[Aahz 1997/06/06\]](#)



This is a targeted ability. Note that cards in the graveyard do not have Protection from Color abilities (see Rule A.1.3), but the comes into play ability may be countered if the target creature card is removed from the graveyard before the spell resolves. If the ability is countered, then this card stays an Enchantment and stays in play. [\[D'Angelo 2002/12/19\]](#)  
 If more than one Dance of the Dead ends up on a creature, each contributes a +1/+1. [\[D'Angelo 1995/09/25\]](#) But you only have to pay the untap cost once. [\[D'Angelo 2000/03/09\]](#) You may pay for each one, however, and untap the card more than once during upkeep. [\[DeLaney 2000/03/11\]](#)  
 Note - After errata, the card is of type "Enchantment" and not "Enchant Dead Creature". [\[WotC Rules Team 1997/06/01\]](#)

#### **Dancing Scimitar:**

Info: Color=Artifact Type=Artifact Creature Cost=4 AN(U2)/R456(R)  
 Text(AN/RV/4th/5th/6th): 1/5, Flying.

#### **Dandan:**

Info: Color=Blue Type=Creature - Dandan Cost=UU AN(C4)/CH(C3)/5(C)  
 Text(5th+errata): 4/1. ; ~this~ can't attack unless defending player controls an island. ; When you control no islands, sacrifice ~this~.

[\[Oracle 2000/10/24\]](#)

Note - Also see Landhome, Rule A.26.

#### **Daraja Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W VI(U)/6(U)  
 Text(VI/6th): 2/2, Flying. ; Sacrifice ~this~: Destroy target black creature.

#### **Darba:**

Info: Color=Green Type=Creature - Beast Cost=3G PY(U)  
 Text(PY): 5/4. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}{G}.

#### **Darigaaz's Attendant:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 IN(U)  
 Text(IN): 3/3. ; {1}, Sacrifice ~this~: Add {B}{R}{G} to your mana pool.

#### **Darigaaz's Caldera:**

Info: Color=Land Type=Land Cost=None PS(U)  
 Text(PS): ~this~ is a Lair in addition to its land type. ; When ~this~ comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; {Tap}: Add {B}, {R}, or {G} to your mana pool.  
 If you don't want to unsummon a land, you can play this card then tap it for mana before the comes into play ability resolves. You may then choose to sacrifice it instead of unsummoning a land. [\[Planeshift FAQ 2001/01/26\]](#)  
 This land is of type "Lair" and "Darigaaz's Caldera". It is not a basic land. [\[DeLaney 2001/02/12\]](#)

#### **Darigaaz's Charm:**

Info: Color=Multi Type=Instant Cost=BRG PS(U)  
 Text(PS): Choose one - Return target creature card from your graveyard to your hand; or ~this~ deals 3 damage to target creature or player; or target creature gets +3/+3 until end of turn.  
 Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Darigaaz, the Igniter:**

Info: Color=Multi Type=Creature - Dragon Legend Cost=3BRG IN(R)  
 Text(IN): 6/6, Flying. ; Whenever ~this~ deals combat damage to a player, you may pay {2}{R}. If you do, choose a color. That player reveals his or her hand and ~this~ deals X damage to him or her, where X is the number of cards revealed of that color.

You choose the color during resolution. This means your opponent does not get to react after knowing the color you chose. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Color, Rule G.3, for rules on choosing a color.

Note - Also see Legendary Permanents, Rule K.17.

#### **Daring Apprentice:**



Info: Color=Blue Type=Creature - Wizard Cost=1UU MI(R)/67(R)  
Text(MI/6th/7th): 1/1. ; {Tap},Sacrifice ~this~: Counter target spell.

#### **Daring Leap:**

Info: Color=Multi Type=Instant Cost=1WU PS(C)  
Text(PS): Target creature gets +1/+1 and gains flying and first strike until end of turn.

If used after a blocker is assigned your creature is still blocked.

See Rule C.4.8. [\[Planeshift FAQ 2001/01/26\]](#)

If used after the first strike damage assignment step, the creature will still deal damage during the non-first strike damage step. (See

Rule C.5.9) [\[Jordan 2001/02/12\]](#)

Note - Also see First Strike, Rule A.18.

#### **Dark Banishing:**

Info: Color=Black Type=Instant Cost=2B IA(C)/MI(C)/TE(C)/7(C)  
Text(7th): Destroy target nonblack creature. It can't be regenerated.

#### **Darkest Hour:**

Info: Color=Black Type=Enchantment Cost=B US(R)/7(R)  
Text(US/7th): All creatures are black.

All creatures are black instead of whatever color(s) they were before.

[\[DeLaney 1998/10/05\]](#)

#### **Dark Hatchling:**

Info: Color=Black Type=Creature - Horror Cost=4BB US(R)  
Text(US+errata): 3/3, Flying. ; When ~this~ comes into play, destroy target nonblack creature. It can't be regenerated. [\[Oracle 1999/05/01\]](#)

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: You gain 3 life. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Darkling Stalker:**

Info: Color=Black Type=Creature - Shade Cost=3B TE(C)  
Text(TE): 1/1. ; {B}: Regenerate ~this~. ; {B}: ~this~ gets +1/+1 until end of turn.

Note - Before errata it was of creature type Spirit. [\[Oracle 1999/05/01\]](#)

#### **Dark Maze:**

Info: Color=Blue Type=Creature - Wall Cost=4U HL(C4)/5(C)  
Text(5th+errata): 4/5 ; {0}: ~this~ may attack this turn as though it weren't a Wall. Remove it from the game at end of turn.

[\[Oracle 1999/07/23\]](#)

Note - Also see Walls, Rule K.27.

#### **Darkness:**

Info: Color=Black Type=Instant Cost=B LG(C1)  
Text(LG+errata): Prevent all combat damage that would be dealt this turn.

[\[Oracle 1999/09/03\]](#)

Note - Also see Fog Effects, Rule E.6.

#### **Dark Offering:**

Info: Color=Black Type=Sorcery Cost=4BB P2(U)/ST(U)  
Text(ST): Destroy target nonblack creature. You gain 3 life.

All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Darkpact:**

Info: Color=Black Type=Sorcery Cost=BBB ABUR(R)  
Text(RV+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; You own target card in the ante. That card's previous owner owns ~this~. Put that card on top of your library and ~this~ into the ante. [\[Oracle 2001/08/24\]](#)

Type 1 tournaments (see Rule D.13) have banned this card since 1994/01/25

since it is only used in games for Ante.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

#### **Dark Privilege:**

Info: Color=Black Type=Enchant Creature Cost=1B VI(C)  
Text(VI): Enchanted creature gets +1/+1. ; Sacrifice a creature: Regenerate enchanted creature.

#### **Dark Ritual:**

Info: Color=Black Type=Instant Cost=B  
ABUR45(C)/IA(C)/MI(C)/TE(C)/US(C)/MM(C)/BR(F1)/BD(F1)  
Text(5th/MI/TE/US/MM): Add {B}{B}{B} to your mana pool.  
This card, as with all instants cards, goes to the graveyard when it resolves. It does not stay in play. [\[D'Angelo 1999/05/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 2000/04/01.  
Note - In Mirage, Fifth Edition, Tempest, and Urza's Saga, this spell was of type Mana Source. In Ice Age, Fourth Edition (and before), it was of type Interrupt. It is now of type Instant.

#### **Dark Sphere:**

Info: Color=Artifact Type=Artifact Cost=0 DK(U2)  
Text(DK+errata): {Tap},Sacrifice ~this~: The next time a source of your choice would deal damage to you this turn, it deals half that damage, rounded up, instead. [\[Oracle 1999/09/03\]](#)  
Prevents half the damage from that source which is currently unprevented.  
So two of them will result in 1/4 damage, not zero damage. This is because you apply them sequentially, not simultaneously.  
[\[D'Angelo 1999/08/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Dark Suppliant:**

Info: Color=Black Type=Creature - Cleric Cost=B LE(U)  
Text(LE): 1/1. ; {Tap},Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it into play.  
If you search your library this way, shuffle it.  
You can choose which and how many of the three zones (graveyard, hand, and library) you want to search. [\[D'Angelo 2003/02/01\]](#)  
If you search your library or hand, you do not have to find Scion of Darkness if you do not want to, even if you have one in your library or hand. See Rule Z.6.9. If you search your graveyard, you do have to find one if it is there. [\[D'Angelo 2003/02/01\]](#)  
You only shuffle your library if you choose to search it.  
[\[Jordan 2003/02/17\]](#)  
Note - This card refers to Scion of Darkness.

#### **Dark Suspicions:**

Info: Color=Black Type=Enchantment Cost=2BB PS(R)  
Text(PS): At the beginning of each opponent's upkeep, that player loses 1 life for each card in his or her hand more than you have in your hand.

#### **Dark Triumph:**

Info: Color=Black Type=Instant Cost=4B NE(U)  
Text(NE+errata): If you control a swamp, you may sacrifice a creature rather than pay ~this~'s mana cost. ; Creatures you control get +2/+0 until end of turn. [\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.

#### **Darkwatch Elves:**

Info: Color=Green Type=Creature - Elf Cost=2G UL(U)  
Text(UL): 2/2, Protection from Black ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.  
Note - Also see Protection, Rule A.31.

#### **Darkwater Catacombs:**

Info: Color=Land Type=Land Cost=None OD(R)

Text(OD): {1},{Tap}: Add {U}{B} to your mana pool.

#### **Darkwater Egg:**

Info: Color=Artifact Type=Artifact Cost=1 OD(U)

Text(OD): {2},{Tap},Sacrifice ~this~: Add {U}{B} to your mana pool. Draw a card.

This is a mana ability. [\[D'Angelo 2001/10/10\]](#)

It is possible to end up drawing a card while using this card to get mana to pay for a spell or ability. See Rule T.4.2 if you have questions about how this affects the announcing of spells and abilities.

[\[D'Angelo 2001/10/10\]](#)

#### **Darting Merfolk:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U MM(C)

Text(MM): 1/1. ; {U}: Return ~this~ to its owner's hand.

#### **Daru Cavalier:**

Info: Color=White Type=Creature - Soldier Cost=3W ON(C)

Text(ON): 2/2, First Strike. ; When ~this~ comes into play, you may search your library for a card named Daru Cavalier, reveal it, and put it into your hand. If you do, shuffle your library.

Note - Also see First Strike, Rule A.18.

#### **Daru Encampment:**

Info: Color=Land Type=Land Cost=None ON(U)

Text(ON): {Tap}: Add {1} to your mana pool. ; {W},{Tap}: Target Soldier gets +1/+1 until end of turn.

#### **Daru Healer:**

Info: Color=White Type=Creature - Cleric Cost=2W ON(C)

Text(ON): 1/2. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; Morph {W}.

Note - Also see Morph, Rule A.29.

#### **Daru Lancer:**

Info: Color=White Type=Creature - Soldier Cost=4WW ON(C)

Text(ON): 3/4, First Strike. ; Morph {2}{W}{W}.

Note - Also see Morph, Rule A.29.

Note - Also see First Strike, Rule A.18.

#### **Daru Mender:**

Info: Color=White Type=Creature - Cleric Cost=W LE(U)

Text(LE): 1/1. ; Morph {W}. ; When ~this~ is turned face up, regenerate target creature.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Daru Sanctifier:**

Info: Color=White Type=Creature - Cleric Cost=3W LE(C)

Text(LE): 1/4. ; Morph {1}{W}. ; When ~this~ is turned face up, destroy target enchantment.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Daru Spiritualist:**

Info: Color=White Type=Creature - Cleric Cost=1W SC(C)

Text(SC): 1/1. ; Whenever a Cleric you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.

#### **Daru Stinger:**

Info: Color=White Type=Creature - Soldier Cost=3W LE(C)

Text(LE): 1/1. ; Amplify 1. ; {Tap}: ~this~ deals damage equal to the number of +1/+1 counters on it to target attacking or blocking creature.

Note - Also see Amplify, Rule A.7.

**Daru Warchief:**

Info: Color=White Type=Creature - Soldier Cost=2WW SC(U)  
Text(SC): 1/1. ; Soldier spells you play cost {1} less to play. ; Soldiers you control get +1/+2.

**Daughter of Autumn:**

Info: Color=Green Type=Creature - Legend Cost=2GG HL(U1)  
Text(HL+errata): 2/4. ; {W}: The next 1 damage that would be dealt to target white creature this turn is dealt to ~this~ instead. [\[Oracle 1999/07/23\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

**Daunting Defender:**

Info: Color=White Type=Creature - Cleric Cost=4W ON(C)  
Text(ON): 3/3. ; If a source would deal damage to a Cleric you control, prevent 1 of that damage.

**Dauthi Cutthroat:**

Info: Color=Black Type=Creature - Minion Cost=1B EX(U)  
Text(EX): 1/1, Shadow. ; {1}{B},{Tap}: Destroy target creature with shadow.  
Note - Also see Shadow, Rule A.34.

**Dauthi Embrace:**

Info: Color=Black Type=Enchantment Cost=2B TE(U)  
Text(TE): {B}{B}: Target creature gains shadow until end of turn.  
Note - Also see Shadow, Rule A.34.

**Dauthi Ghoul:**

Info: Color=Black Type=Creature - Zombie Cost=1B TE(U)  
Text(TE+errata): 1/1, Shadow. ; Whenever a creature with shadow is put into a graveyard from play, put a +1/+1 counter on ~this~. [\[Oracle 2003/02/01\]](#)  
Note - Also see Shadow, Rule A.34.

**Dauthi Horror:**

Info: Color=Black Type=Creature - Beast Cost=1B TE(C)  
Text(TE+errata): 2/1, Shadow. ; ~this~ can't be blocked by white creatures. [\[Oracle 1999/05/01\]](#)  
Note - Also see Shadow, Rule A.34.

**Dauthi Jackal:**

Info: Color=Black Type=Creature - Hound Cost=2B EX(C)  
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. [\[Barclay 1998/06/10\]](#)  
Note - Also see Shadow, Rule A.34.

**Dauthi Marauder:**

Info: Color=Black Type=Creature - Minion Cost=2B TE(C)  
Text(TE): 3/1, Shadow.  
Note - Also see Shadow, Rule A.34.

**Dauthi Mercenary:**

Info: Color=Black Type=Creature - Knight Cost=2B TE(U)  
Text(TE): 2/1, Shadow. ; {1}{B}: ~this~ gets +1/+0 until end of turn.  
Note - Also see Shadow, Rule A.34.

**Dauthi Mindripper:**

Info: Color=Black Type=Creature - Minion Cost=3B TE(U)  
Text(TE+errata): 2/1, Shadow. ; Whenever ~this~ attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand. [\[Oracle 2001/08/24\]](#)  
Note - Also see Shadow, Rule A.34.

**Dauthi Slayer:**

Info: Color=Black Type=Creature - Soldier Cost=BB TE(C)

Text(TE+errata): 2/2, Shadow. ; ~this~ attacks each turn if able.

[\[D'Angelo 2001/08/24\]](#)

Note - Also see Shadow, Rule A.34.

#### **Dauthi Trapper:**

Info: Color=Black Type=Creature - Minion Cost=2B SH(U)

Text(SH): 1/1. ; {Tap}: Target creature gains shadow until end of turn.

Note - Also see Shadow, Rule A.34.

#### **Dauthi Warlord:**

Info: Color=Black Type=Creature - Soldier Cost=1B EX(U)

Text(EX+errata): \*/1, Shadow. ; ~this~'s power is equal to the number of creatures with shadow in play. [\[Oracle 1999/05/01\]](#)

It counts creatures with the Shadow ability controlled by all players.

[\[Barclay 1998/06/10\]](#)

Note - Also see Shadow, Rule A.34.

#### **D'Avenant Archer:**

Info: Color=White Type=Creature - Soldier Cost=2W LG(C2)/CH(C3)/56(C)

Text(CH/5th/6th): 1/2. ; {Tap}: ~this~ deals 1 damage to target attacking or blocking creature.

Note - In Fifth Edition (and before) this card was of creature type Archer.

#### **Dawn Elemental:**

Info: Color=White Type=Creature - Elemental Cost=WWWW SC(R)

Text(SC): 3/3, Flying. ; Prevent all damage that would be dealt to ~this~.

#### **Dawning Purist:**

Info: Color=White Type=Creature - Cleric Cost=2W ON(U)

Text(ON): 2/2. ; Whenever ~this~ deals combat damage to a player, you may destroy target enchantment that player controls. ; Morph {1}{W}.

Note - Also see Morph, Rule A.29.

#### **Dawn of the Dead:**

Info: Color=Black Type=Enchantment Cost=2BBB TO(R)

Text(TO): At the beginning of your upkeep, you lose 1 life. ; At the beginning of your upkeep, you may return target creature card from your graveyard to play. That creature gains haste until end of turn. Remove it from the game at end of turn.

The creature is only removed from the game if it is still in play at the end of the turn. [\[D'Angelo 2003/02/16\]](#)

Note - Also see Haste, Rule A.22.

#### **Dawnstrider:**

Info: Color=Green Type=Creature - Spellshaper Cost=1G MM(R)

Text(MM): 1/1. ; {G},{Tap}, Discard a card from your hand: Prevent all combat damage that would be dealt this turn.

#### **Day (Night/Day):**

Info: Color=White Type=Instant Cost=2W AP(U)

Text(AP): Creatures target player controls get +1/+1 until end of turn.

Only affects creatures which are in play at the time it resolves. Ones that enter play later in the turn are not affected.

[\[Apocalypse FAQ 2001/05/24\]](#)

Note - Also see Night (Day/Night) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **Day of the Dragons:**

Info: Color=Blue Type=Enchantment Cost=4UUU SC(R)

Text(SC): When ~this~ comes into play, remove all creatures you control from the game. Then put that many 5/5 red Dragon creature tokens with flying into play. ; When ~this~ leaves play, sacrifice all Dragons you control.

Then return the removed cards to play under your control.

+ *The removed cards are face up when out of the game.* [\[Scourge FAQ 2003/05/30\]](#)

+ *The removed cards return to play face up.* [\[Scourge FAQ 2003/05/30\]](#)

+ *When this card leaves play, it looks for creatures of type Dragon. If any of your counters have changed creature type away from Dragon, they will*

*not be removed.* [Scourge FAQ 2003/05/30]  
+ *Note - Also see Token Creatures, Rule K.25.*

**Daze:**

Info: Color=Blue    Type=Instant    Cost=1U    NE(C)  
Text(NE+errata): You may return an island you control to its owner's hand rather than pay ~this~'s mana cost. ; Counter target spell unless its controller pays {1}. [Oracle 2001/06/01]  
Note - Also see Alternate Cost Spells, Rule E.1.

**Dazzling Beauty:**

Info: Color=White    Type=Instant    Cost=2W    MI(C)  
Text(MI+errata): Play ~this~ only during the declare blockers step. ; Target unblocked attacking creature becomes blocked. (This ability works on unblockable creatures.) ; Draw a card at the beginning of the next turn's upkeep. [Oracle 2000/10/24]  
Does not trigger most blocking abilities since most of them say they happen when a creature blocks, not when they are blocked without a creature.  
[D'Angelo 1996/11/11] Keeper of Tresserhorn's effect can be stopped, as can effects of "Is Not Blocked Ability" creatures.  
Works on unblockable creatures. [bethmo 1996/11/18] Or on creatures that have special blocking requirements such as when Goblin War Drums is in effect. [bethmo 1997/01/22]  
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.37.3.  
Note - Also see Cantrips, Rule E.2.

**Deadapult:**

Info: Color=Red    Type=Enchantment    Cost=2R    PS(R)  
Text(PS): {R}, Sacrifice a Zombie: ~this~ deals 2 damage to target creature or player.

**Deadfall:**

Info: Color=Green    Type=Enchantment    Cost=2G    LG(U1)  
Text(LG+errata): Creatures with forestwalk may be blocked as though they didn't have forestwalk. [Oracle 1999/09/03]  
Extended tournaments (see Rule D.15) have always banned this card.

**Deadhead:**

Info: Color=Black    Type=Creature - Zombie    Cost=3B    UG(C)  
Text(UG+errata): 3/3. ; Whenever an opponent loses contact with his or her hand of cards, if ~this~ is in your graveyard, you may put ~this~ into play. [D'Angelo 2000/03/09 - unofficial errata]  
To "lose contact" means to not be in direct physical contact with any of the cards in your hand. [QAS 1998/09/09] 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 1998/09/09]  
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 1998/08/13]  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

**Deadly Insect:**

Info: Color=Green    Type=Creature - Insect    Cost=4G    AL(U3)/MM(C)/BD(F1)  
Text(MM): 6/1. ; ~this~ can't be the target of spells or abilities.  
The no-target ability work only when it is in play. So it can be targeted in the graveyard or while being cast. [bethmo 1996/08/21]

**Dead Ringers:**

Info: Color=Black    Type=Sorcery    Cost=4B    AP(C)  
Text(AP): Destroy two target nonblack creatures unless either one is a color the other isn't. They can't be regenerated.  
Both of the target creatures must be exactly the same color or combination



of colors. Both being colorless is also okay. If they differ in any way, you can still play the spell, but it does not do anything on resolution. [\[Apocalypse FAQ 2001/05/24\]](#)

Colors are checked on resolution. [\[D'Angelo 2001/05/24\]](#)

If one of the targets left play before resolution, use the colors it had at the time it left play for the comparison. [\[DeLaney 2001/05/24\]](#)

If one of the targets became an illegal target before resolution, this spell will still check the color of that target even though it will not destroy that target. [\[D'Angelo 2001/09/13\]](#)

#### **Deadshot:**

Info: Color=Red Type=Sorcery Cost=3R TE(R)

Text(TE+errata): Tap target creature. It deals damage equal to its power to another target creature. [\[Oracle 2000/10/24\]](#)

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. [\[Duelist Magazine #23, Page 22\]](#)

#### **Death (Life/Death):**

Info: Color=Black Type=Sorcery Cost=1B AP(U)

Text(AP): Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Note - Also see Life (Life/Death) for the second half of this card.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Split Cards, Rule K.24.

#### **Death Bomb:**

Info: Color=Black Type=Instant Cost=3B PS(C)

Text(PS): As an additional cost to play ~this~, sacrifice a creature. ; Destroy target nonblack creature. It can't be regenerated. Its controller loses 2 life.

#### **Death Charmer:**

Info: Color=Black Type=Creature - Mercenary Cost=2B PY(C)

Text(PY): 2/2. ; Whenever ~this~ deals combat damage to a creature, that creature's controller loses 2 life unless he or she pays {2}.

#### **Deathcoil Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=6GG P2(R)

Text(P2): 7/6. ; If ~this~ attacks and is blocked, you may choose to have it deal its damage to the defending player instead of to the creatures blocking it.

When played under non-Portal rules, the text should be read as "You may have ~this~ assign its combat damage to defending player as though it weren't blocked." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Deathgazer:**

Info: Color=Black Type=Creature - Lizard Cost=3B MM(U)

Text(MM): 2/2. ; Whenever ~this~ blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

#### **Death Grasp:**

Info: Color=Multi Type=Sorcery Cost=XWB AP(R)

Text(AP): ~this~ deals X damage to target creature or player. You gain X life.

Note - Also see X Costs, Rule K.28.

#### **Deathgrip:**

Info: Color=Black Type=Enchantment Cost=BB ABUR45(U)

Text(4th/5th+errata): {B}{B}: Counter target green spell.

[\[Oracle 2000/02/01\]](#)

#### **Deathlace:**

Info: Color=Black Type=Instant Cost=B ABUR4(R)

Text(4th+errata): Target spell or permanent becomes black. (Mana symbols on

that permanent remain unchanged.) [\[Oracle 2001/08/24\]](#)

See Chaoslace for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - This card was an Interrupt and now is an Instant.

[\[Oracle 1999/09/03\]](#)

#### **Deathmark Prelate:**

Info: Color=Black Type=Creature - Cleric Cost=3B LE(U)

Text(LE): 2/3. ; {2}{B},{Tap},Sacrifice a Zombie: Destroy target non-Zombie creature. It can't be regenerated. Play this ability only any time you could play a sorcery.

#### **Death Match:**

Info: Color=Black Type=Enchantment Cost=3B ON(R)

Text(ON): Whenever a creature comes into play, that creature's controller may have target creature of his or her choice get -3/-3 until end of turn.

#### **Death Mutation:**

Info: Color=Multi Type=Sorcery Cost=6BG AP(U)

Text(AP): Destroy target nonblack creature. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

You do not get to put the tokens into play if the target is not destroyed because it is not legal on resolution. [\[Apocalypse FAQ 2001/05/24\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Token Creatures, Rule K.25.

#### **Death or Glory:**

Info: Color=White Type=Sorcery Cost=4W IN(R)

Text(IN+errata): Separate all creature cards in your graveyard into two piles. Remove the pile of an opponent's choice from the game and return the other to play. [\[Oracle 2003/02/01\]](#)

#### **Death Pit Offering:**

Info: Color=Black Type=Enchantment Cost=2BB NE(R)

Text(NE): As ~this~ comes into play, sacrifice all creatures you control. ; Creatures you control get +2/+2.

#### **Death Pits of Rath:**

Info: Color=Black Type=Enchantment Cost=3BB TE(R)

Text(TE+errata): Whenever a creature is dealt damage, destroy it. It can't be regenerated. [\[Oracle 1999/05/01\]](#)

#### **Death Pulse:**

Info: Color=Black Type=Instant Cost=2BB ON(U)

Text(ON): Target creature gets -4/-4 until end of turn. ;

Cycling {1}{B}{B}. ; When you cycle ~this~, you may have target creature get -1/-1 until end of turn.

Note - Also see Cycling, Rule A.12.

#### **Death's Duet:**

Info: Color=Black Type=Sorcery Cost=2B EX(C)

Text(EX): Return two target creature cards from your graveyard to your hand.

You cannot cast this spell if you only have on creature card in your graveyard. [\[Barclay 1998/06/10\]](#)

#### **Death's-Head Buzzard:**

Info: Color=Black Type=Creature - Bird Cost=1BB SC(C)

Text(SC): 2/1, Flying. ; When ~this~ is put into a graveyard from play, all creatures get -1/-1 until end of turn.

#### **Death Spark:**

Info: Color=Red Type=Instant Cost=R AL(U2)

Text(AL+errata): ~this~ deals 1 damage to target creature or player. ; At the beginning of your upkeep, if ~this~ is in your graveyard with a creature card directly above it, you may pay {1}. If you do, return ~this~ to your hand. [\[Oracle 1999/07/23\]](#)

**Death Speakers:**

Info: Color=White Type=Creature - Speaker Cost=W HL(U3)/5(C)  
 Text(HL/5th): 1/1, Protection from Black.  
 Note - Also see Protection, Rule A.31.

**Death Stroke:**

Info: Color=Black Type=Sorcery Cost=BB SH(C)/BD(F1)  
 Text(SH): Destroy target tapped creature.

**Death Ward:**

Info: Color=White Type=Instant Cost=W ABUR45(C)/IA(C)  
 Text(4th/5th): Regenerate target creature.

**Death Watch:**

Info: Color=Black Type=Enchant Creature Cost=B VI(C)  
 Text(VI+errata): When enchanted creature is put into a graveyard, its controller loses life equals to its power and you gain life equal to its toughness. [\[Oracle 2000/10/24\]](#)

**Death Wish:**

Info: Color=Black Type=Sorcery Cost=1BB JU(R)  
 Text(JU): Choose a card you own from outside the game and put it into your hand. You lose half your life, rounded up. Remove ~this~ from the game.  
 Note - See Burning Wish for rulings.

**Debt of Loyalty:**

Info: Color=White Type=Instant Cost=1WW WL(R)  
 Text(WL+errata): Regenerate target creature. You gain control of that creature if it regenerates this way this turn. [\[Oracle 1999/07/30\]](#)  
 Can be played at any time with the effect of "regenerate target creature the next time it would be destroyed this turn". [\[D'Angelo 1999/07/10\]](#)

**Decaying Soil:**

Info: Color=Black Type=Enchantment Cost=1BB OD(R)  
 Text(OD): At the beginning of your upkeep, remove a card in your graveyard from the game. ; Threshold - Whenever a nontoken creature is put into your graveyard from play, you may pay {1}. If you do, return that card to your hand. (You have threshold as long as seven or more cards are in your graveyard.)  
 Note - Also see Threshold, Rule A.36.

**Deception:**

Info: Color=Black Type=Sorcery Cost=2B P3(C)  
 Text(P3): Your opponent chooses and discards two cards from his or her hand. (If your opponent has only one card, he or she discards it.)  
 When played under non-Portal rules, the text should be read as "Target opponent discards two cards from his or her hand." [\[D'Angelo 2000/06/05\]](#)  
 All tournament formats have banned this card because it only appears in Portal.

**Decimate:**

Info: Color=Multi Type=Sorcery Cost=2RG OD(R)  
 Text(OD): Destroy target artifact, target creature, target enchantment, and target land.  
 All four targets must be different permanents. [\[Odyssey FAQ 2001/10/04\]](#)

**Decompose:**

Info: Color=Black Type=Sorcery Cost=1B OD(U)  
 Text(OD): Remove up to three target cards in a single graveyard from the game.

**Decomposition:**

Info: Color=Green Type=Enchant Creature Cost=1G MI(U)  
 Text(MI+errata): ~this~ can enchant only a black creature. ; Enchanted creature has "Cumulative upkeep - Pay 1 life." ; When enchanted creature is put into a graveyard, its controller loses 2 life. [\[Oracle 2000/02/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### Decree of Annihilation:

Info: Color=Red Type=Sorcery Cost=8RR SC(R)  
Text(SC): Remove all artifacts, creatures, lands, graveyards, and hands from the game. ; Cycling {5}{R}{R} ; When you cycle ~this~, destroy all lands.

+ **Note - Also see Cycling, Rule A.12.**

#### Decree of Justice:

Info: Color=White Type=Sorcery Cost=XX2WW SC(R)  
Text(SC): Put X 4/4 white Angel creature tokens with flying into play. ; Cycling {2}{W}. ; When you cycle ~this~, you may pay {X}. If you do, put X 1/1 white Soldier creature tokens into play.

+ **The two X's in the mana cost mean that you pay 2 mana (above the {2}{W}{W} base cost) for each token you want to create. [Scourge FAQ 2003/05/40]**

+ **When you cycle this card, the last ability triggers. When that ability resolves, you choose a value of X and pay it during resolution.**

**[Scourge FAQ 2003/05/30]**

+ **You can play this with X=0. [D'Angelo 2003/06/07]**

+ **Note - Also see Cycling, Rule A.12.**

+ **Note - Also see Token Creatures, Rule K.25.**

+ **Note - Also see X Costs, Rule K.28.**

#### Decree of Pain:

Info: Color=Black Type=Sorcery Cost=6BB SC(R)  
Text(SC): Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. ; Cycling {3}{B}{B}. ; When you cycle ~this~, all creatures get -2/-2 until end of turn.

+ **Note - Also see Cycling, Rule A.12.**

#### Decree of Savagery:

Info: Color=Green Type=Instant Cost=7GG SC(R)  
Text(SC): Put four +1/+1 counters on each creature you control. ; Cycling {4}{G}{G}. ; When you cycle ~this~, you may put four +1/+1 counters on target creature.

+ **Note - Also see Cycling, Rule A.12.**

#### Decree of Silence:

Info: Color=Blue Type=Enchantment Cost=6UU SC(R)  
Text(SC): Whenever an opponent plays a spell, counter that spell and put a depletion counter on ~this~. If there are three or more depletion counters on ~this~, sacrifice it. ; Cycling {4}{U}{U}. ; When you cycle ~this~, you may counter target spell.

+ **Note - Also see Cycling, Rule A.12.**

#### Dedicated Martyr:

Info: Color=White Type=Creature - Cleric Cost=W OD(C)  
Text(OD): 1/1. ; {W}, Sacrifice ~this~: You gain 3 life.

#### Deep Analysis:

Info: Color=Blue Type=Sorcery Cost=3U TO(C)  
Text(TO): Flashback - {1}{U}, Pay 3 life. ; Target player draws two cards.  
Note - Also see Flashback, Rule A.20.

#### Deep Reconnaissance:

Info: Color=Green Type=Sorcery Cost=2G OD(U)  
Text(OD): Flashback {4}{G}. ; Search your library for a basic land card and put that card into play tapped. Then shuffle your library.  
You can choose not to find a basic land if you don't want to.

**[D'Angelo 2001/10/10]**

Note - Also see Flashback, Rule A.20.

#### Deep-Sea Serpent:

Info: Color=Blue Type=Creature - Serpent Cost=4UU PT(U)  
Text(PT): 5/5. ; ~this~ can attack only if the defending player has an island in play.

When played under non-Portal rules, the text should be read as "~this~"

can't attack unless defending player controls an island."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Serpent. [\[D'Angelo 2000/06/05\]](#)

### Deep Spawn:

Info: Color=Blue Type=Creature - Homarid Cost=5UUU FE(U3)

Text(FE+errata): 6/6, Trample. ; At the beginning of your upkeep, sacrifice ~this~ unless you put the top two cards of your library into your graveyard. ; {U}: ~this~ can't be the target of spells or abilities this turn and doesn't untap during its controller's next untap step.

Tap ~this~. [\[Oracle 1999/09/03\]](#)

The two cards put into the graveyard are not discards from your hand and so Library of Leng does not apply. [\[Aahz 1994/11/30\]](#)

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

[\[Duelist Magazine #4, Page 7\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Trample, Rule A.37.

### Deep Water:

Info: Color=Blue Type=Enchantment Cost=UU DK(C3)

Text(DK+errata): {U}: Until end of turn, if you tap a land you control for mana, it produces {U} instead of its normal type and amount.

[\[Oracle 1999/09/03\]](#)

All affected lands produce just one blue mana regardless of how many it might normally generate. [\[Duelist Magazine #3, Page 7\]](#)

Mana Flare will 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.

It affects lands you control when it resolves and any lands you gain control of this turn. [\[D'Angelo 1999/08/18\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Deep Wood:

Info: Color=Green Type=Sorcery Cost=1G PT(U)/P2(U)

Text(PT/P2): Play ~this~ only after you're attacked, before you declare interceptors. ; This turn, all damage dealt to you by attacking creatures is reduced to 0.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as an Instant spell with text "Prevent all damage that would be dealt to you by attacking creatures this turn." [\[D'Angelo 2000/06/05\]](#)

### Deepwood Drummer:

Info: Color=Green Type=Creature - Spellshaper Cost=1G MM(C)

Text(MM): 1/1. ; {G},{Tap},Discard a card from your hand: Target creature gets +2/+2 until end of turn.

### Deepwood Elder:

Info: Color=Green Type=Creature - Spellshaper Cost=GG MM(R)

Text(MM): 2/2. ; {X}{G}{G},{Tap},Discard a card from your hand: X target lands become forests until end of turn.

### Deepwood Ghoul:

Info: Color=Black Type=Creature - Zombie Cost=2B MM(C)

Text(MM): 2/1. ; Pay 2 life: Regenerate ~this~.

### Deepwood Legate:

Info: Color=Black Type=Creature - Shade Cost=3B MM(U)

Text(MM): 1/1. ; If an opponent controls a forest and you control a swamp, you may play ~this~ without paying its mana cost. ; {B}: ~this~ gets +1/+1

until end of turn.

#### **Deepwood Taktiv:**

Info: Color=Green Type=Creature - Beast Cost=4G MM(U)  
Text(MM): 2/4. ; Whenever ~this~ becomes blocked, you gain 2 life.

#### **Deepwood Wolverine:**

Info: Color=Green Type=Creature - Wolverine Cost=G MM(C)  
Text(MM): 1/1. ; Whenever ~this~ becomes blocked, it gets +2/+0 until end of turn.

#### **Defender en-Vec:**

Info: Color=White Type=Creature - Cleric Cost=3W NE(C)  
Text(NE): 2/4, Fading 4. ; Remove a fade counter from ~this~: Prevent the next 2 damage that would be dealt to target creature or player this turn.  
Note - Also see Fading, Rule A.16.

#### **Defender of Chaos:**

Info: Color=Red Type=Creature - Knight Cost=2R UL(C)  
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 creature spell and not an instant. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
Note - Also see Protection, Rule A.31.

#### **Defender of Law:**

Info: Color=White Type=Creature - Knight Cost=2W UL(C)  
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 creature spell and not an instant. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
Note - Also see Protection, Rule A.31.

#### **Defender of the Order:**

Info: Color=White Type=Creature - Cleric Cost=3W LE(R)  
Text(LE): 2/4. ; Morph {W}{W}. ; When ~this~ is turned face up, creatures you control get +0/+2 until end of turn.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.

#### **Defense Grid:**

Info: Color=Artifact Type=Artifact Cost=2 UL(R)  
Text(UL+errata): During each player's turn, spells played by another player cost {3} more. [\[Oracle 1999/05/01\]](#)  
The additional cost is not part of the mana cost (such as for Spell Blast). See Rule K.18.1. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
The additional cost can be reduced by effects such as Helm of Awakening. See Rule K.20.4. [\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Defense of the Heart:**

Info: Color=Green Type=Enchantment Cost=3G UL(R)  
Text(UL+errata): At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice ~this~. If you do, search your library for up to two creature cards and put those creatures into play. Then shuffle your library. [\[Oracle 2001/03/07\]](#)  
This triggered ability only triggers if your opponent controls 3 or more creatures at the beginning of upkeep. This condition is checked again on resolution. [\[D'Angelo 1999/05/01\]](#)  
A "creature card" is an Artifact Creature or Creature card. [\[D'Angelo 1999/05/01\]](#) Note that older cards of type Summon are creature cards.  
You choose how many cards to put into play during the resolution after you look through your library. You do not choose on announcement. [\[bethmo 1999/03/05\]](#)  
If this card is not in play at the time it resolves, then you cannot



sacrifice it, so you do not get to look in your library for cards. The sacrifice is a cost paid during resolution. [\[WotC Rules Team 1999/03/18\]](#)  
In a multiplayer game, it triggers if at least one opponent controls three or more creatures. [\[Barclay 1999/02/28\]](#)

#### Defensive Formation:

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

Text(US+errata): Instead of the attacking player, you assign the combat damage of creatures attacking you. [\[Oracle 1999/11/01\]](#)

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.37) you follow the Trample rules as appropriate. [\[Urza's FAQ 1998/10/05\]](#)

Damage assignment choices from Trample (see Rule A.37), Thorn Elemental, and other things which allow alternative damage assignments for attacking creatures are all made by you. [\[bethmo 1999/10/05\]](#)

#### Defensive Maneuvers:

Info: Color=White Type=Instant Cost=3W ON(C)

Text(ON): Creatures of the type of your choice get +0/+4 until end of turn.

#### Defiant Elf:

Info: Color=Green Type=Creature - Elf Cost=G LE(C)

Text(LE): 1/1, Trample.

Note - Also see Trample, Rule A.37.

#### Defiant Falcon:

Info: Color=White Type=Creature - Rebel Bird Cost=1W NE(C)

Text(NE): 1/1, Flying. ; {4},{Tap}: Search your library for a Rebel card with converted mana cost {3} or less and put that card into play. Then shuffle your library.

This card is both a Rebel and a Bird. [\[Nemesis FAQ 2000/02/07\]](#)

You do not have to find a Rebel card if you do not want to. See Rule Z.6.9.

[\[D'Angelo 2001/07/14\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### Defiant Stand:

Info: Color=White Type=Sorcery Cost=1W PT(U)

Text(PT): Play ~this~ only after you're attacked, before you declare interceptors. ; Any one creature gets +1/+3 until the end of the turn. If that creature is tapped, untap it.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as an Instant spell with text "Play ~this~ only during an opponent's declare attackers step. ; Target creature gets +1/+3 until end of turn. Untap that creature." [\[D'Angelo 2000/06/05\]](#)

#### Defiant Vanguard:

Info: Color=White Type=Creature - Rebel Cost=2W NE(U)

Text(NE): 2/2. ; When ~this~ blocks, at end of combat, destroy it and all creatures it blocked this turn. ; {5},{Tap}: Search your library for a Rebel card with converted mana cost {4} or less and put that card into play. Then shuffle your library.

You do not have to find a Rebel card if you do not want to. See Rule Z.6.9.

[\[D'Angelo 2001/07/14\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### Defiling Tears:

Info: Color=Black Type=Instant Cost=2B IN(U)

Text(IN): Until end of turn, target creature becomes black, gets +1/-1, and gains "{B}: Regenerate this creature."

#### Deflection:

Info: Color=Blue Type=Instant Cost=3U IA(R)/567(R)

Text(7th): Change the target of target spell with a single target.

Only targets the spell being Deflected and not the original or new target

of the spell it is affecting. [\[Aahz 1995/07/09\]](#)  
 You choose the spell to target on announcement, but you pick the new target for that spell on resolution. [\[bethmo 1999/11/30\]](#)  
 You cannot make a spell which is on the stack target itself. Thus, you cannot make Counterspell target itself or make another Deflection target itself. [\[D'Angelo 1999/12/07\]](#)  
 You can choose to make a spell on the stack target the Deflection you are playing (if such a target choice would be legal had the spell be cast while Deflection was on the stack). The new target for the Deflected spell is not chosen until Deflection resolves. See Rule T.6.1 to see that Deflection is still on the stack when new targets are selected for the spell. [\[D'Angelo 2000/06/20\]](#)  
 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. [\[bethmo 1997/08/08\]](#)  
 A Counterspell can be changed to target something that is further down the stack (meaning the target will resolve before the Counterspell does). [\[D'Angelo 2000/05/20\]](#)  
 Note - In Fifth Edition and Ice Age this card was of type Interrupt. All such cards are now of type Instant.

#### **Deftblade Elite:**

Info: Color=White Type=Creature - Soldier Cost=W LE(C)  
 Text(LE): 1/1, Provoke. ; {1}{W}: Prevent all combat damage that would be dealt to and dealt by ~this~ this turn.  
 Note - Also see Provoke, Rule A.32.

#### **Defy Gravity:**

Info: Color=Blue Type=Instant Cost=U JU(C)  
 Text(JU): Flashback {U}. ; Target creature gains flying until end of turn.  
 Note - Also see Flashback, Rule A.20.

#### **Dega Disciple:**

Info: Color=White Type=Creature - Wizard Cost=W AP(C)  
 Text(AP): 1/1. ; {B},{Tap}: Target creature gets -2/-0 until end of turn. ; {R},{Tap}: Target creature gets +2/+0 until end of turn.

#### **Dega Sanctuary:**

Info: Color=White Type=Enchantment Cost=2W AP(U)  
 Text(AP): At the beginning of your upkeep, if you control a black or red permanent, you gain 2 life. If you control a black permanent and a red permanent, you gain 4 life instead.  
 You can gain 0, 2, or 4 life, but never 6. [\[Apocalypse FAQ 2001/05/24\]](#)

#### **Degavolver:**

Info: Color=White Type=Creature - Volver Cost=1W AP(R)  
 Text(AP+errata): 1/1. ; Kicker {1}{B} and/or {R}. ; If you paid the {1}{B} kicker cost, ~this~ comes into play with two +1/+1 counters on it and with "Pay 3 life: Regenerate ~this~." ; If you paid the {R} kicker cost, ~this~ comes into play with a +1/+1 counter on it and with first strike. [\[Oracle 2001/08/24\]](#)  
 Note - Also see First Strike, Rule A.18.  
 Note - Also see Kicker, Rule A.24.

#### **Dehydration:**

Info: Color=Blue Type=Enchant Creature Cost=3U MM(C)  
 Text(MM): Enchanted creature doesn't untap during its controller's untap step.

#### **Deja Vu:**

Info: Color=Blue Type=Sorcery Cost=2U PT(C)/P2(C)  
 Text(P2): Return any one sorcery card from your graveyard to your hand.  
 All tournament formats have banned this card because it only appears in Portal.  
 When played under non-Portal rules, the text should be read as "Return target sorcery card from your graveyard to your hand."  
[\[D'Angelo 2000/06/05\]](#)

### Delaying Shield:

Info: Color=White Type=Enchantment Cost=3W OD(R)

Text(OD): If you would be dealt damage, put that many delay counters on ~this~ instead. ; At the beginning of your upkeep, remove all delay counters from ~this~. For each delay counter removed this way, you lose 1 life unless you pay {1}{W}.

Note that the damage is replaced and is not "prevented". This means it can replace damage that "cannot be prevented" (as with Urza's Rage when the kicker cost was paid). [\[Odyssey FAQ 2001/10/04\]](#)

### Delif's Cone:

Info: Color=Artifact Type=Artifact Cost=0 FE(C1)

Text(FE+errata): {Tap},Sacrifice ~this~: This turn, when target creature you control attacks and isn't blocked, you may gain life equal to its power.

If you do, it deals no combat damage this turn. [\[Oracle 2001/08/24\]](#)

This card has an activated ability that creates a triggered ability which watches the target creature. [\[D'Angelo 1999/08/01\]](#)

If you use the ability after blockers are declared, it won't trigger at all.

So you want to use it before blockers are declared. [\[DeLaney 1999/08/08\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Delif's Cube:

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

Text(FE+errata): {2},{Tap}: This turn, when target creature you control attacks and isn't blocked, it deals no combat damage this turn and you put a cube counter on ~this~. ; {2},Remove a cube counter from ~this~: Regenerate target creature. [\[Oracle 1999/07/23\]](#)

This card has an activated ability that creates a triggered ability which watches the target creature. [\[D'Angelo 1999/08/01\]](#)

If you use the ability after blockers are declared, it won't trigger at all.

So you want to use it before blockers are declared. [\[DeLaney 1999/08/08\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Delirium:

Info: Color=Multi Type=Instant Cost=1BR MI(U)

Text(MI+errata): Play ~this~ only on an opponent's turn. ; Tap target creature that player controls. That creature deals damage equal to its power to the player. Prevent all combat damage that would be dealt to and dealt by the creature this turn. [\[Oracle 2000/10/24\]](#)

Tapping the creature is part of the effect and not the cost, therefore you can play it on a tapped creature. [\[Duelist Magazine #16, Page 28\]](#)

Note - Also see Fog Effects, Rule E.6.

### Deliver (Stand/Deliver):

Info: Color=Blue Type=Instant Cost=2U IN(U)

Text(IN): Return target permanent to its owner's hand.

Note - See Stand (Stand/Deliver) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

### Delraich:

Info: Color=Black Type=Creature - Horror Cost=6B MM(R)

Text(MM+errata): 6/6, Trample. ; You may sacrifice three black creatures rather than pay ~this~'s mana cost. [\[Oracle 2001/06/01\]](#)

Note - Also see Trample, Rule A.37.

### Deluge:

Info: Color=Blue Type=Instant Cost=2U OD(U)

Text(OD): Tap all creatures without flying.

### Delusions of Mediocrity:

Info: Color=Blue Type=Enchantment Cost=3U UL(R)/7(R)

Text(7th): When ~this~ comes into play, you gain 10 life. ; When ~this~ leaves play, you lose 10 life.

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

### Dematerialize:

Info: Color=Blue Type=Sorcery Cost=3U OD(C)  
Text(OD): Flashback {5}{U}{U}. ; Return target permanent to its owner's hand.

Note - Also see Flashback, Rule A.20.

#### **Demolish:**

Info: Color=Red Type=Sorcery Cost=3R OD(U)  
Text(OD): Destroy target artifact or land.

#### **Demonic Attorney:**

Info: Color=Black Type=Sorcery Cost=1BB ABUR(R)  
Text(ABU/RV+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; Each player antes the top card of his or her library. [\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have banned this card since 1994/01/25 since it is only used in games for Ante.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

#### **Demonic Consultation:**

Info: Color=Black Type=Instant Cost=B IA(U)  
Text(IA+errata): Name a card. Remove the top six cards of your library from the game, then reveal cards from the top of your library until you reveal the named card. Put that card into your hand and remove all other cards revealed this way from the game. [\[Oracle 2000/02/01\]](#)

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. [\[Aahz 1995/06/08\]](#)

You name which card to look for on resolution. [\[D'Angelo 2000/03/09\]](#)

You must name a card that actually exists in the game of Magic.

[\[Aahz 1995/10/07\]](#)

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.

Type 1 tournaments (see Rule D.13) have restricted this card since 2000/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 2000/10/01.

Extended tournaments (see Rule D.15) have banned this card since 2001/04/01.

#### **Demonic Hordes:**

Info: Color=Black Type=Creature - Demon Cost=3BBB ABUR(R)  
Text(ABU/RV+errata): 5/5. ; {Tap}: Destroy target land. ; At the beginning of your upkeep, unless you pay {B}{B}{B}, tap ~this~ and sacrifice a land of an opponent's choice. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Demonic Torment:**

Info: Color=Black Type=Enchant Creature Cost=2B LG(U1)  
Text(LG+errata): Enchanted creature can't attack. ; Prevent all combat damage that would be dealt by enchanted creature. [\[Oracle 2001/08/24\]](#)

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

#### **Demonic Tutor:**

Info: Color=Black Type=Sorcery Cost=1B ABUR(U)  
Text(RV+errata): Search your library for a card and put that card into your hand. Then shuffle your library. [\[Oracle 1999/09/03\]](#)

This is not a draw. [\[D'Angelo 1995/02/27\]](#)

You do not show the card you pick out of your library to your opponent.

[\[bethmo 1994/06/01\]](#)

You pick a card on resolution. [\[D'Angelo 1995/07/21\]](#) Because you pick on resolution, this spell can be Forked so that the Fork's caster can pick a different card. [\[Aahz 1995/09/05\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/03/23.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02 when it left the environment.

Note - The artist's name, Shuler, was misspelled on the Limited Edition and Unlimited Edition versions of this card.

#### **Demoralize:**

Info: Color=Red Type=Instant Cost=2R OD(C)  
Text(OD): Each creature can't be blocked this turn except by two or more creatures. ; Threshold - Creatures can't block this turn. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Demystify:**

Info: Color=White Type=Instant Cost=W ON(C)  
Text(ON): Destroy target enchantment.

#### **Denied!:**

Info: Color=Blue Type=Instant Cost=U UG(C)  
Text(UG+errata): Play ~this~ only when an opponent plays 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 that spell.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
The spell that they are playing is not in their hand when you play Denied!.  
[\[Barclay 1998/08/13\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.  
Note - This card was of type Interrupt and is now of type Instant.  
[\[D'Angelo 2000/03/09\]](#)

#### **Denizen of the Deep:**

Info: Color=Blue Type=Creature - Serpent Cost=6UU P2(R)/ST(R)  
Text(ST): 11/11. ; When ~this~ comes into play, return all other creatures you control from play to their owner's hand.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Dense Foliage:**

Info: Color=Green Type=Enchantment Cost=2G WL(R)/6(R)  
Text(6th): Creatures can't be the targets of spells.

#### **Denying Wind:**

Info: Color=Blue Type=Sorcery Cost=7UU PY(R)  
Text(PY): Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his or her library.

#### **Deranged Hermit:**

Info: Color=Green Type=Creature - Elf Cost=3GG UL(R)  
Text(UL+errata): 1/1. ; Echo ; When ~this~ comes into play, put four 1/1 green Squirrel creature tokens into play. ; All Squirrels get +1/+1.  
[\[Oracle 1999/05/01\]](#)  
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. [\[DeLaney 1999/02/10\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Echo, Rule A.14.  
Note - Also see Token Creatures, Rule K.25.

#### **Derelor:**

Info: Color=Black Type=Creature - Thrull Cost=3B FE(U1)/56(R)  
Text(6th+errata): 4/4. ; Black spells you play cost {B} more to play.  
[\[Oracle 2000/02/01\]](#)

#### **Dermoplasm:**

Info: Color=Blue Type=Creature - Shapeshifter Cost=2U LE(R)  
Text(LE): 1/1, Flying. ; Morph {2}{U}{U}. ; When ~this~ is turned face up, you may put a creature card with morph from your hand into play face up. If you do, return ~this~ to its owner's hand.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **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. Play this ability only during the end of combat step. [\[Oracle 2001/08/24\]](#)

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).

[\[bethmo 1994/06/01\]](#)

The end of combat step is after combat damage has been resolved, so this card's ability can only be used after combat damage, not before.

[\[D'Angelo 2000/02/25\]](#)

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

#### **Desert Drake:**

Info: Color=Red Type=Creature - Drake Cost=3R PT(U)

Text(PT): 2/2, Flying.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Drake. [\[D'Angelo 2000/06/05\]](#)

#### **Deserted Temple:**

Info: Color=Land Type=Land Cost=None OD(R)

Text(OD): {Tap}: Add one colorless mana to your mana pool. ;

{1},{Tap}: Untap target land.

#### **Desertion:**

Info: Color=Blue Type=Instant Cost=3UU VI(R)/6(R)

Text(6th): Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

This spell includes a replacement effect. If the target is an artifact or creature, it never goes to the graveyard. [\[D'Angelo 1999/05/01\]](#)

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 mana cost is zero since it is not actually being cast.

[\[DeLaney 1997/02/02\]](#)

The card is put into play, but any effects that check if the original card was "played from your hand" (such as with Cloud of Faeries) will not trigger or otherwise consider the card to have been played from your hand. The card was put into play by the effect of Desertion instead.

[\[bethmo 1999/11/30\]](#)

If the spell is not countered (because the spell it targets cannot be countered), then this card's ability does not put the card into play.

The card continues to resolve as normal. [\[D'Angelo 2001/04/20\]](#)

Note - In Visions this spell was an Interrupt. All such spells are now of type Instant.

#### **Desert Nomads:**

Info: Color=Red Type=Creature - Nomad Cost=2R AN(C4)

Text(AN+errata): 2/2, Desertwalk. ; Prevent all damage that would be dealt to ~this~ by Deserts. [\[Oracle 1999/09/03\]](#)

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

Note - Also see Desert.

Note - Also see Landwalk, Rule A.27.

#### **Desert Sandstorm:**

Info: Color=Red Type=Sorcery Cost=2R P3(C)

Text(P3): ~this~ deals 1 damage to each creature. (This includes your creatures.)

All tournament formats have banned this card because it only appears in Portal.



**Desert Twister:**

Info: Color=Green Type=Sorcery Cost=4GG AN(U3)/R45(U)/MM(U)  
Text(4th/5th/MM): Destroy target permanent.

**Desolation:**

Info: Color=Black Type=Enchantment Cost=1BB VI(U)  
Text(VI+errata): At end of turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed this way, ~this~ deals 2 damage to that plains' controller. [\[Oracle 1999/07/01\]](#)  
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. [\[bethmo 1997/02/13\]](#)  
It only works if Desolation is in play at the end of the turn.  
[\[bethmo 1997/02/26\]](#)

**Desolation Angel:**

Info: Color=Black Type=Creature - Angel Cost=3BB AP(R)  
Text(AP): 5/4, Flying. ; Kicker {W}{W}. ; When ~this~ comes into play, destroy all lands you control. If you paid the kicker cost, destroy all lands instead.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.

**Desolation Giant:**

Info: Color=Red Type=Creature - Giant Cost=2RR AP(R)  
Text(AP): 3/3. ; Kicker {W}{W}. ; When ~this~ comes into play, destroy all other creatures you control. If you paid the kicker cost, destroy all other creatures instead.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.

**Desperate Charge:**

Info: Color=Black Type=Sorcery Cost=2B P3(U)  
Text(P3): All your creatures get +2/+0 until the end of the turn.  
When played under non-Portal rules, the text should be read as "Creatures you control get +2/+0 until end of turn." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Desperate Gambit:**

Info: Color=Red Type=Instant Cost=R WL(U)  
Text(WL+errata): Choose a source you control and flip a coin. If you win the flip, the next time that source would deal damage this turn, it deals double that damage. If you lose the flip, the next time it would deal damage this turn, prevent the damage. [\[Oracle 2002/03/01\]](#)  
The coin is flipped during resolution of this spell, so you know in advance what will happen when the source deals damage the next time.  
[\[D'Angelo 2001/06/15\]](#)

**Desperate Research:**

Info: Color=Black Type=Sorcery Cost=1B IN(R)  
Text(IN+errata): Name a card other than a basic land card. Then reveal the top seven cards of your library and put all of them with that name into your hand. Remove the rest from the game. [\[Oracle 2001/08/24\]](#)

**Despoil:**

Info: Color=Black Type=Sorcery Cost=3B PY(C)  
Text(PY): Destroy target land. Its controller loses 2 life.

**Despondency:**

Info: Color=Black Type=Enchant Creature Cost=1B US(C)  
Text(US+errata): Enchanted creature gets -2/-0. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand.  
[\[Oracle 1999/05/01\]](#)

**Despotic Scepter:**

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

Text(IA+errata): {Tap}: Destroy target permanent you own. It can't be regenerated. [\[Oracle 2000/02/01\]](#)

**Destructive Flow:**

Info: Color=Multi Type=Enchantment Cost=BRG PS(R)

Text(PS): At the beginning of each player's upkeep, that player sacrifices a nonbasic land.

**Destructive Urge:**

Info: Color=Red Type=Enchant Creature Cost=1RR US(U)

Text(US+errata): Whenever enchanted creature deals combat damage to a player, that player sacrifices a land. [\[Oracle 1999/05/01\]](#)

The ability has no effect if the player has no lands.

[\[Urza's FAQ 1998/10/05\]](#)

**Detonate:**

Info: Color=Red Type=Sorcery Cost=XR AQ(U3)/45(U)

Text(5th+errata): Destroy target artifact with converted mana cost equal to X. It can't be regenerated. ~this~ deals X damage to that artifact's controller. [\[Oracle 1999/09/03\]](#)

If the artifact becomes an illegal target before resolution, then no damage is done. [\[Duelist Magazine #5, Page 23\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see X Costs, Rule K.28.

**Devastate:**

Info: Color=Red Type=Sorcery Cost=3RR PY(C)

Text(PY): Destroy target land. ~this~ deals 1 damage to each creature and each player.

**Devastating Dreams:**

Info: Color=Red Type=Sorcery Cost=RR TO(R)

Text(TO): As an additional cost to play ~this~, discard X cards at random from your hand. ; Each player sacrifices X lands. ~this~ deals X damage to each creature.

**Devastation:**

Info: Color=Red Type=Sorcery Cost=5RR PT(R)/ST(R)

Text(PT/ST): Destroy all creatures and all lands. (This includes your creatures and lands.)

All tournament formats have banned this card because it only appears in Portal and Starter.

**Devoted Caretaker:**

Info: Color=White Type=Creature - Cleric Cost=W OD(R)

Text(OD): 1/2. ; {W},{Tap}: Target permanent you control gains protection from instant spells and from sorcery spells until end of turn.

The permanent affected by this ability cannot be targeted by instant and sorcery spells and (if it's a creature) all damage from instant and sorcery spells will be prevented. [\[Odyssey FAQ 2001/10/04\]](#)

Note - Also see Protection, Rule A.31.

**Devoted Hero:**

Info: Color=White Type=Creature - Soldier Cost=W PT(C)/ST(C)

Text(PT/ST): 1/2.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal version had no creature type.

**Devouring Deep:**

Info: Color=Blue Type=Creature - 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.27.

**Devouring Strossus:**

Info: Color=Black Type=Creature - Horror Cost=5BBB IN(R)  
Text(IN): 9/9, Flying, Trample. ; At the beginning of your upkeep, sacrifice a creature. ; Sacrifice a creature: Regenerate ~this~.  
Note - Also see Trample, Rule A.37.

**Devout Harpist:**

Info: Color=White Type=Creature - Townsfolk Cost=W UL(C)  
Text(UL+errata): 1/1 ; {Tap}: Destroy target enchant creature.

[\[Oracle 1999/06/30\]](#)

It can only target "Enchant Creature" cards. [\[Urza's Legacy FAQ 1999/02/03\]](#)

And cards changed into Enchant Creatures, such as a Lcid or Animate Dead. [\[DeLaney 1999/02/14\]](#)

**Devout Monk:**

Info: Color=White Type=Creature - Cleric Cost=W ST(C)  
Text(ST): 1/1. ; When ~this~ comes into play, you gain 1 life.  
All tournament formats have banned this card because it only appears in Starter.

**Devout Witness:**

Info: Color=White Type=Creature - Spellshaper Cost=2W MM(C)  
Text(MM): 2/2. ; {1}{W},{Tap},Discard a card from your hand: Destroy target artifact or enchantment.

**Diabolic Edict:**

Info: Color=Black Type=Instant Cost=1B TE(C)/BD(F1)  
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 Intent:**

Info: Color=Black Type=Sorcery Cost=1B PS(R)  
Text(PS): As an additional cost to play ~this~, sacrifice a creature. ;  
Search your library for a card and put that card into your hand. Then shuffle your library.  
You must choose a card if there are any in your library.  
[\[Planeshift FAQ 2001/01/26\]](#)

**Diabolic Machine:**

Info: Color=Artifact Type=Artifact Creature Cost=7 DK(U2)/45(U)  
Text(4th/5th+errata): 4/4. ; {3}: Regenerate ~this~. [\[Oracle 1999/07/23\]](#)

**Diabolic Servitude:**

Info: Color=Black Type=Enchantment Cost=3B US(U)  
Text(US+errata): When ~this~ comes into play, return target creature card from your graveyard to play. ; When the returned creature is put into a graveyard, remove that creature from the game and return ~this~ to its owner's hand. ; When ~this~ leaves play, remove that creature from the game. [\[Oracle 2000/02/01\]](#)

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.

[\[D'Angelo 1998/10/08\]](#)

If the creature is in play and is unsummoned or is removed from the game, this card loses track of the creature and has no further effects in the future. [\[D'Angelo 1998/10/08\]](#)

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

**Diabolic Tutor:**

Info: Color=Black Type=Sorcery Cost=2BB OD(U)  
Text(OD): Search your library for a card and put that card into your hand. Then shuffle your library.

**Diabolic Vision:**

Info: Color=Multi Type=Sorcery Cost=UB IA(U)/BD(F1)  
Text(IA+errata): Look at the top five cards of your library. Put one of them into your hand and the rest on top of your library.  
[\[Oracle 2000/10/24\]](#)

#### **Diamond Kaleidoscope:**

Info: Color=Artifact Type=Artifact Cost=4 VI(R)  
Text(VI+errata): {3},{Tap}: Put a 0/1 Prism artifact creature token into play. ; Sacrifice a Prism token: Add one mana of any color to your mana pool. [\[Oracle 1999/07/01\]](#)  
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: You gain life equal to the sacrificed creature's toughness. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Diaochan, Artful Beauty:**

Info: Color=Red Type=Creature - Legend Cost=3R P3(R)  
Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to destroy any one creature. Then, your opponent destroys any one creature of his or her choice.  
When played under non-Portal rules, the text should be read as "{Tap}: You and your opponent each choose a target creature. Destroy those creatures. Play this ability only during your turn before combat."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Didgeridoo:**

Info: Color=Artifact Type=Artifact Cost=1 HL(U1)  
Text(HL+errata): {3}: Put a Minotaur card from your hand into play.  
[\[Oracle 1999/07/23\]](#)

#### **Diligent Farmhand:**

Info: Color=Green Type=Creature - Druid Cost=G OD(C)  
Text(OD): 1/1. ; {1}{G},Sacrifice ~this~: Search your library for a basic land card, and put that card into play tapped. Then shuffle your library. ; If ~this~ is in a graveyard, Muscle Burst's effect counts it as a Muscle Burst.  
You can choose not to find a basic land if you don't want to.  
[\[D'Angelo 2001/10/10\]](#)

#### **Dimensional Breach:**

Info: Color=White Type=Sorcery Cost=5WW SC(R)  
Text(SC): Remove all permanents from the game. As long as any of those cards remain removed from the game, at the beginning of each player's upkeep, that player returns one of the removed cards he or she owns to play.  
**+ Each player chooses which one of their removed cards to return during each of their upkeeps. [\[Scourge FAQ 2003/05/30\]](#)**  
**+ Remember that the returned creature just came under your control, so it cannot attack until you start a turn with it under your control. [\[Scourge FAQ 2003/05/30\]](#)**

#### **Diminishing Returns:**

Info: Color=Blue Type=Sorcery Cost=2UU AL(R2)/6(R)  
Text(6th): Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.  
You (and the other players) decide during resolution how many cards to draw. You choose first, then your opponent. [\[D'Angelo 1999/05/01\]](#)  
You can choose any number from 0 to 7. You are not forced to draw 7 cards.  
[\[Aahz 1996/05/21\]](#)

**Dingus Egg:**

Info: Color=Artifact Type=Artifact Cost=4 ABUR4567(R)  
 Text(6th/7th+errata): Whenever a land is put into a graveyard from play, ~this~ deals 2 damage to that land's controller. [\[Oracle 2002/10/01\]](#)  
 If multiple lands are destroyed at once, each land causes the Egg to trigger separately and do 2 points of damage. [\[D'Angelo 1998/02/03\]](#)  
 Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 to 1994/05/01.

**Dingus Staff:**

Info: Color=Artifact Type=Artifact Cost=4 WL(U)  
 Text(WL+errata): Whenever a creature is put into a graveyard from play, ~this~ deals 2 damage to that creature's controller.  
[\[Oracle 2003/02/01\]](#)

**Diplomatic Escort:**

Info: Color=Blue Type=Creature - Spellshaper Cost=1U MM(U)  
 Text(MM): 1/1. ; {U},{Tap},Discard a card from your hand: Counter target spell or ability that targets a creature.

**Diplomatic Immunity:**

Info: Color=Blue Type=Enchant Creature Cost=1U MM(C)  
 Text(MM): Enchanted creature can't be the target of spells or abilities. ; ~this~ can't be the target of spells or abilities.  
 The text does not apply until after it is in play, so it can be the target of a spell while it is on the stack. [\[D'Angelo 2001/08/15\]](#)  
 Any local enchantments already on the enchanted creature remain there.  
[\[D'Angelo 2002/07/21\]](#)

**Dire Wolves:**

Info: Color=Green Type=Creature - Wolf Cost=2G IA(C)  
 Text(IA+errata): 2/2. ; ~this~ has banding as long as you control a plains.  
[\[Oracle 2000/02/01\]](#)  
 Note - Also see Banding, Rule A.8.

**Dirge of Dread:**

Info: Color=Black Type=Sorcery Cost=2B ON(C)  
 Text(ON): All creatures gain fear until end of turn. ; Cycling {1}{B}. ;  
 When you cycle ~this~, you may have target creature gain fear until end of turn.  
 Note - Also see Cycling, Rule A.12.  
 Note - Also see Fear, Rule A.17.

**Dirtcowl Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=4G TE(R)/BR(F1)  
 Text(TE+errata): 3/4. ; Whenever an opponent plays a land, put a +1/+1 counter on ~this~. [\[Oracle 1999/05/01\]](#)  
 A spell or ability that tells a player to "put a land into play" does not count as playing a land. [\[D'Angelo 1998/12/16\]](#)

**Dirtwater Wraith:**

Info: Color=Black Type=Creature - Wraith Cost=3B MI(C)  
 Text(MI+errata): 1/3, Swampwalk. ; {B}: ~this~ gets +1/+0 until end of turn.  
[\[Oracle 1998/07/01\]](#)  
 Note - Also see Landwalk, Rule A.27.

**Dirty Wererat:**

Info: Color=Black Type=Creature - Minion Rat Cost=3B OD(C)  
 Text(OD): 2/3. ; {B},Discard a card from your hand: Regenerate ~this~. ;  
 Threshold - ~this~ gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)  
 This card is of creature type Minion and of type Rat.  
[\[D'Angelo 2001/10/10\]](#)  
 Note - Also see Threshold, Rule A.36.

**Disappear:**

Info: Color=Blue Type=Enchant Creature Cost=2UU UD(U)

Text(UD): {U}: Return enchanted creature and ~this~ to their owners' hands.

**Disciple of Grace:**

Info: Color=White Type=Creature - Cleric Cost=1W US(C)/ON(C)  
Text(US/ON): 1/2, Protection from black ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.  
Note - Also see Protection, Rule A.31.

**Disciple of Kangee:**

Info: Color=White Type=Creature - Wizard Cost=2W PS(C)  
Text(PS): 2/2. ; {U},{Tap}: Target creature gains flying and becomes blue until end of turn.

**Disciple of Law:**

Info: Color=White Type=Creature - Cleric Cost=1W US(C)  
Text(US): 1/2, Protection from red ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.  
Note - Also see Protection, Rule A.31.

**Disciple of Malice:**

Info: Color=Black Type=Creature - Cleric Cost=1B ON(C)  
Text(ON): 1/2, Protection from White. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.  
Note - Also see Protection, Rule A.31.

**Discombobulate:**

Info: Color=Blue Type=Instant Cost=2UU ON(U)  
Text(ON): Counter target spell. Look at the top four cards of your library, then put them back in any order.

**Discordant Dirge:**

Info: Color=Black Type=Enchantment Cost=3BB US(R)  
Text(US+errata): At the beginning of your upkeep, you may put a verse counter on ~this~. ; {B},Sacrifice ~this~: Look at target opponent's hand and choose up to X cards from it, where X is the number of verse counters on ~this~. That player discards those cards. [\[Oracle 1999/05/01\]](#)  
Adding a counter is optional. If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

**Discordant Spirit:**

Info: Color=Multi Type=Creature - Spirit Cost=2BR MI(R)  
Text(MI+errata): 2/2. ; At the end of each opponent's turn, put a +1/+1 counter on ~this~ for each 1 damage dealt to you that turn. ; At the end of your turn, remove all +1/+1 counters on ~this~. [\[Oracle 1999/07/01\]](#)  
Will not count damage that was prevented. [\[D'Angelo 1999/07/10\]](#)

**Disease Carriers:**

Info: Color=Black Type=Creature - Rat Cost=2BB UD(C)  
Text(UD): 2/2. ; When ~this~ is put into a graveyard from play, target creature gets -2/-2 until end of turn.

**Diseased Vermin:**

Info: Color=Black Type=Creature - Rat Cost=2B AL(U2)  
Text(AL+errata): 1/1. ; Whenever ~this~ deals combat damage to a player, put an infection counter on it. ; At the beginning of your upkeep, ~this~ deals X damage to target opponent previously dealt damage by it, where X is the number of infection counters on it. [\[Oracle 2000/10/24\]](#)

**Disempower:**

Info: Color=White Type=Instant Cost=1W MI(C)  
Text(MI+errata): Put target artifact or enchantment on top of its owner's library. [\[Oracle 1999/07/01\]](#)

**Disenchant:**

Info: Color=White Type=Instant Cost=1W  
ABUR4567(C)/IA(C)/MI(C)/TE(C)/US(C)/MM(C)/AT(F1)/BR(F1)  
Text(5th/6th/7th/US/MM): Destroy target artifact or enchantment.



Artifact creatures can regenerate from destroy effects like this.

[\[D'Angelo 1998/02/03\]](#)

This spell is not modal. If the target changes from an artifact to an enchantment or vice versa (as with Transmogrifying Lizard), this spell still destroys it. [\[WotC Rules Team 1998/07/01\]](#)

#### **Disharmony:**

Info: Color=Red Type=Instant Cost=2R LG(R)  
Text(LG+errata): Play ~this~ only during combat before the declare blockers step. ; Untap target attacking creature. Gain control of that creature until end of turn. [\[Oracle 2001/08/24\]](#)  
Works even if the attacker was not tapped to attack. [\[Aahz 1994/12/13\]](#)  
Can work on creatures you control. [\[Aahz 1996/06/16\]](#)  
It untaps (if it was tapped) before you get control of the creature. [\[D'Angelo 2000/03/03\]](#)  
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(C)  
Text(5th+errata): ~this~ deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.  
[\[Oracle 2000/02/01\]](#)  
The "can't regenerate" is an effect of Disintegrate 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.  
[\[WotC Rules Team 1994/02/07\]](#)  
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. [\[WotC Rules Team 1994/09/15\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Dismantling Blow:**

Info: Color=White Type=Instant Cost=2W IN(C)  
Text(IN): Kicker {2}{U} (You may pay an additional {2}{U} as you play this spell.) ; Destroy target artifact or enchantment. ; If you paid the kicker cost, draw two cards.  
If the target is not legal on resolution, the spell is countered and you do not get to draw the two cards. [\[D'Angelo 2001/03/12\]](#)  
Note - Also see Kicker, Rule A.24.

#### **Dismiss:**

Info: Color=Blue Type=Instant Cost=2UU TE(U)  
Text(TE): Counter target spell. ; Draw a card.  
Note - Before errata this card was of type Interrupt. It is now an Instant.  
[\[Oracle 1999/05/01\]](#)

#### **Disorder:**

Info: Color=Red Type=Sorcery Cost=1R US(U)/7(U)  
Text(US/7th): ~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. [\[DeLaney 1998/10/05\]](#)

#### **Dispersal Shield:**

Info: Color=Blue Type=Instant Cost=1U SC(C)  
Text(SC): Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

#### **Dispersing Orb:**

Info: Color=Blue Type=Enchantment Cost=3UU ON(U)  
Text(ON): {3}{U},Sacrifice a permanent: Return target permanent to its owner's hand.

**Disrupt:**

Info: Color=Blue Type=Instant Cost=U WL(C)/IN(U)

Text(IN): Counter target instant or sorcery spell unless its controller pays {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.

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

Note - The Weatherlight version of this card was of type Interrupt.

**Disrupting Scepter:**

Info: Color=Artifact Type=Artifact Cost=3 ABUR4567(R)

Text(6th/7th): {3},{Tap}: Target player chooses and discards a card from his or her hand. Play 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 Pitmage:**

Info: Color=Blue Type=Creature - Wizard Cost=2U ON(C)

Text(ON): 1/1. ; {Tap}: Counter target spell unless its controller pays {1}. ; Morph {U}.

Note - Also see Morph, Rule A.29.

**Disruptive Student:**

Info: Color=Blue Type=Creature - Wizard Cost=2U US(C)/BR(F1)

Text(US+errata): 1/1. ; {Tap}: Counter target spell unless its controller pays {1}. [\[Oracle 1999/05/01\]](#)

**Dissipate:**

Info: Color=Blue Type=Instant Cost=1UU MI(U)

Text(MI+errata): Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

[\[Oracle 2001/05/02\]](#)

The card does not go to the graveyard before being removed from the game.

[\[DeLaney 1999/01/04\]](#)

If the spell is not countered (because the spell it targets cannot be countered), then it does not get removed from the game.

[\[D'Angelo 2001/04/16\]](#)

Note - Before errata, this card was of type Interrupt. [\[Oracle 1999/07/01\]](#)

**Distorting Lens:**

Info: Color=Artifact Type=Artifact Cost=2 MM(R)

Text(MM): {Tap}: Target permanent becomes the color of your choice until end of turn.

**Distorting Wake:**

Info: Color=Blue Type=Sorcery Cost=XUUU IN(R)

Text(IN): Return X target nonland permanents to their owners' hands.

Note - Also see X Costs, Rule K.28.

**Disturbed Burial:**

Info: Color=Black Type=Sorcery Cost=1B TE(C)

Text(TE): Buyback {3}. ; Return target creature card from your graveyard to your hand.

Note - Also see Buyback, Rule A.10.

**Dive Bomber:**

Info: Color=White Type=Creature - Bird Soldier Cost=3W ON(C)

Text(ON): 2/2, Flying. ; {Tap},Sacrifice ~this~: ~this~ deals 2 damage to target attacking or blocking creature.

**Divergent Growth:**

Info: Color=Green Type=Instant Cost=G SC(C)

Text(SC): Until end of turn, lands you control gain "{Tap}: Add one mana of

any color to your mana pool."

**Diversionary Tactics:**

Info: Color=White Type=Enchantment Cost=3W AP(U)  
Text(AP): Tap two untapped creatures you control: Tap target creature.

**Divert:**

Info: Color=Blue Type=Instant Cost=U OD(R)  
Text(OD): Change the target of target spell with a single target unless that spell's controller pays {2}.

**Divine Intervention:**

Info: Color=White Type=Enchantment Cost=6WW LG(R)  
Text(LG+errata): ~this~ comes into play with two intervention counters on it. ; At the beginning of your upkeep, remove an intervention counter from ~this~. If there are no intervention counters on it, the game is a draw. [\[Oracle 2001/08/24\]](#)  
Type 1 tournaments (see Rule D.13) banned this card from 1994/08/01 until 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) banned this card until 1999/10/01.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) 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 Light:**

Info: Color=White Type=Sorcery Cost=W AP(C)  
Text(AP): Prevent all damage that would be dealt this turn to creatures you control.

**Divine Offering:**

Info: Color=White Type=Instant Cost=1W LG(C2)/CH(C3)/MI(C)/5(C)  
Text(5th+errata): Destroy target artifact. You gain life equal to its converted mana cost. [\[Oracle 1999/07/01\]](#)  
You may regenerate the artifact without losing the life bonus.  
[\[Duelist Magazine #2, Page 8\]](#)  
It can be used on your opponent's artifacts and you still gain the life.  
[\[bethmo 1994/09/05\]](#)  
If the target artifact becomes illegal before resolution, you do not gain any life. [\[Duelist Magazine #5, Page 23\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

**Divine Presence:**

Info: Color=White Type=Enchantment Cost=2W IN(R)  
Text(IN): If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.  
This is not preventing damage since it does not use the word "prevent". It is a replacement. [\[D'Angelo 2002/06/18\]](#)

**Divine Retribution:**

Info: Color=White Type=Instant Cost=1W MI(R)  
Text(MI+errata): ~this~ deals to target attacking creature damage equal to the number of attacking creatures. [\[Oracle 1999/07/01\]](#)

**Divine Sacrament:**

Info: Color=White Type=Enchantment Cost=1WW OD(R)  
Text(OD): White creatures get +1/+1. ; Threshold - White creatures get an additional +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Divine Transformation:**

Info: Color=White Type=Enchant Creature Cost=2WW LG(R)/456(U)  
Text(5th/6th): Enchanted creature gets +3/+3.

**Diving Griffin:**

Info: Color=White Type=Creature - Griffin Cost=1WW PY(C)

Text(PY): 2/2, Flying. ; Attacking doesn't cause ~this~ to tap.

### **Divining Witch:**

Info: Color=Black Type=Creature - Spellshaper Cost=1B NE(R)

Text(NE): 1/1. ; {1}{B},{Tap},Discard a card from your hand: Name a card.

Remove the top six cards of your library from the game. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game.

You name a card during resolution of the ability. [\[Nemesis FAQ 2000/02/07\]](#)

Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Harvest Mage, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

### **Dizzying Gaze:**

Info: Color=Red Type=Enchant Creature Cost=R EX(C)

Text(EX+errata): ~this~ can enchant only a creature you control. ;

{R}: Enchanted creature deals 1 damage to target creature with flying.

[\[Oracle 2000/10/24\]](#)

Cannot be played on an opponent's creature. And this card is put into the graveyard if ever on a creature you do not control. [\[Barclay 1998/06/10\]](#)

### **Djinn of the Lamp:**

Info: Color=Blue Type=Creature - Djinn Cost=5UU PT(R)

Text(PT): 5/6, Flying.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Djinn. [\[D'Angelo 2000/06/05\]](#)

### **Dodecapod:**

Info: Color=Artifact Type=Artifact Creature Cost=4 AP(U)

Text(AP): 3/3. ; If a spell or ability an opponent controls causes you to discard ~this~ from your hand, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

### **Dogged Hunter:**

Info: Color=White Type=Creature - Nomad Cost=2W OD(R)

Text(OD): 1/1. ; {Tap}: Destroy target creature token.

Note - Also see Token Creatures, Rule K.25.

### **Dominaria's Judgment:**

Info: Color=White Type=Instant Cost=2W PS(R)

Text(PS): Until end of turn, creatures you control gain protection from white if you control a plains, from blue if you control an island, from black if you control a swamp, from red if you control a mountain, and from green if you control a forest.

Note - Also see Protection, Rule A.31.

### **Dominate:**

Info: Color=Blue Type=Instant Cost=X1UU NE(U)

Text(NE+errata): Gain control of target creature with converted mana cost X or less. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see X Costs, Rule K.28.

### **Dominating Lcid:**

Info: Color=Blue Type=Creature - Lcid Cost=1UU EX(R)

Text(EX+errata): 1/1. ; {1}{U}{U},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "You control enchanted creature." and "{U}: End the effect that created this ability."

[\[Oracle 2001/08/24\]](#)

It becomes an enchantment and stops being all other permanent types.

[\[D'Angelo 1999/06/01\]](#)

Note - Also see Licids, Rule E.8.

### **Donate:**

Info: Color=Blue Type=Sorcery Cost=2U UD(R)  
Text(UD): Target player gains control of target permanent you control.  
If you Donate a local enchantment, it stays where it is, but the targeted player now controls it. [\[DeLaney 1999/06/08\]](#)

### **Dong Zhou, the Tyrant:**

Info: Color=Red Type=Creature - Legend Cost=4R P3(R)  
Text(P3): 3/3. ; When ~this~ comes into play, choose one of your opponent's creatures. That creature deals damage to him or her equal to its power. (Ignore this effect if your opponent doesn't have any creatures in play.)

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, target creature an opponent controls deals damage to him or her equal to that creature's power." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

### **Doom Cannon:**

Info: Color=Artifact Type=Artifact Cost=6 ON(R)  
Text(ON): As ~this~ comes into play, choose a creature type. ;  
{3},{Tap},Sacrifice a creature of the chosen type: ~this~ deals 3 damage to target creature or player.

### **Doomed Necromancer:**

Info: Color=Black Type=Creature - Cleric Mercenary Cost=2B ON(R)  
Text(ON): 2/2. ; {B},{Tap},Sacrifice ~this~: Return target creature card from your graveyard to play.

### **Doomsday:**

Info: Color=Black Type=Sorcery Cost=BBB WL(R)/6(R)  
Text(6th+errata): Search your library and graveyard for five cards and remove the rest from the game. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

[\[Oracle 1999/05/01\]](#)

You lose the life during resolution. [\[D'Angelo 1999/05/01\]](#)

If you have less than 5 cards between your graveyard and library, you keep all your cards. [\[DeLaney 1997/06/12\]](#)

You do have to find five cards (unless your library and graveyard consist of less than 5 cards). [\[D'Angelo 2001/07/14\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

### **Doomsday Specter:**

Info: Color=Multi Type=Creature - Specter Cost=2UB PS(R)  
Text(PS): 2/3, Flying. ; When ~this~ comes into play, return a blue or black creature you control to its owner's hand. ; Whenever ~this~ deals combat damage to a player, look at that player's hand and choose a card from it. The player discards that card.

You choose the creature to return on resolution of the triggered ability.

This is not targeted. [\[D'Angelo 2001/04/16\]](#)

### **Do or Die:**

Info: Color=Black Type=Sorcery Cost=1B IN(R)  
Text(IN+errata): Separate all creatures target player controls into two piles. Destroy all creatures in the pile of that player's choice. They can't be regenerated. [\[Oracle 2003/02/01\]](#)

### **Dormant Volcano:**

Info: Color=Land Type=Land Cost=None VI(U)  
Text(VI+errata): If ~this~ would come into play, return an untapped mountain you control to its owner's hand instead. If you do, put ~this~ into play tapped. If you don't, put it into its owner's graveyard. ;  
{Tap}: Add {R} and one colorless mana to your mana pool.

[\[Oracle 2000/10/24\]](#)

When played from your hand, it counts as your playing of a land this turn.

This is because it replaces the effect of putting the land into play. It does not replace the announcement of playing a land.

[\[WotC Rules Team 2000/01/11\]](#)

#### **Double Cross:**

Info: Color=Black    Type=Sorcery    Cost=3BB    UG(C)

Text(UG+errata): 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 from his or her hand. ; At the beginning of your next game with that player, look at the player's hand and choose one of those cards other than a basic land. He or she discards that card from his or her hand.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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. [\[Barclay 1998/08/13\]](#)

"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.

[\[Barclay 1998/08/13\]](#)

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.

[\[QAS 1998/09/09\]](#)

The term "beginning of the next game" means it triggers, after both players draw their hands (and do any mulligans), and right before starting the first player's turn, but the trigger isn't placed on the stack until the start of the first player's upkeep. [\[D'Angelo 2000/03/09\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Double Deal:**

Info: Color=Red    Type=Sorcery    Cost=4R    UG(C)

Text(UG+errata): Choose another player. ~this~ deals 3 damage to that player. ; At the beginning of your next game with the player, ~this~ deals 3 damage to that player. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. [\[Barclay 1998/08/13\]](#)

"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.

[\[Barclay 1998/08/13\]](#)

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.

[\[QAS 1998/09/09\]](#)

The term "beginning of the next game" means it triggers, after both players draw their hands (and do any mulligans), and right before starting the first player's turn, but the trigger isn't placed on the stack until the start of the first player's upkeep. [\[D'Angelo 2000/03/09\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Double Dip:**

Info: Color=White    Type=Instant    Cost=4W    UG(C)

Text(UG+errata): Choose another player. You gain 5 life. ; At the beginning of your next game with that player, you gain 5 life.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. [\[Barclay 1998/08/13\]](#)

"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 choice.

[\[Barclay 1998/08/13\]](#)

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.

[\[QAS 1998/09/09\]](#)

The term "beginning of the next game" means it triggers, after both players draw their hands (and do any mulligans), and right before starting the first player's turn, but the trigger isn't placed on the stack until the start of the first player's upkeep. [\[D'Angelo 2000/03/09\]](#)

All tournament formats have banned cards from Unglued.

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



**Double Play:**

Info: Color=Green Type=Sorcery Cost=3GG UG(C)

Text(UG+errata): Choose another player. Search your library for a basic land card and put that land into play. Then shuffle your library. ; At the beginning of the next game with that player, search your library for a basic land card and put that land into play. Then shuffle your library.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

If the next game with the player isn't a game of Magic, you still follow the instructions if you can. [\[Barclay 1998/08/13\]](#)

"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.

[\[Barclay 1998/08/13\]](#)

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.

[\[QAS 1998/09/09\]](#)

The term "beginning of the next game" means it triggers, after both players draw their hands (and do any mulligans), and right before starting the first player's turn, but the trigger isn't placed on the stack until the start of the first player's upkeep. [\[D'Angelo 2000/03/09\]](#)

You do not have to find a basic land card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

All tournament formats have banned cards from Unglued.

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

**Double Take:**

Info: Color=Blue Type=Instant Cost=3UU UG(C)

Text(UG+errata): Choose another player. Draw two cards. ; At the beginning of your next game with that player, draw two cards.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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. [\[Barclay 1998/08/13\]](#)

"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.

[\[Barclay 1998/08/13\]](#)

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.

[\[QAS 1998/09/09\]](#)

The term "beginning of the next game" means it triggers, after both players draw their hands (and do any mulligans), and right before starting the first player's turn, but the trigger isn't placed on the stack until the start of the first player's upkeep. [\[D'Angelo 2000/03/09\]](#)

All tournament formats have banned cards from Unglued.

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

**Doubtless One:**

Info: Color=White Type=Creature - Cleric Avatar Cost=3W ON(U)

Text(ON): \*/\*. ; ~this~'s power and toughness are each equal to the number of Clerics in play. ; Whenever ~this~ deals damage, you gain that much life.

Note - Also see Creature Power and Toughness, Rule K.10.

**Douse:**

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

Text(US+errata): {1}{U}: Counter target red spell. [\[Oracle 1999/05/01\]](#)

**Downdraft:**

Info: Color=Green Type=Enchantment Cost=2G WL(U)

Text(WL): {G}: Target creature loses flying until end of turn. ;

Sacrifice ~this~: ~this~ deals 2 damage to each creature with flying.

**Downhill Charge:**

Info: Color=Red Type=Instant Cost=2R NE(C)

Text(NE+errata): You may sacrifice a mountain rather than pay ~this~'s mana cost. ; Target creature gets +X/+0 until end of turn, where X is the number of mountains you control. [\[Oracle 2001/06/01\]](#)

Note - Also see Alternate Cost Spells, Rule E.1.

#### **Draco:**

Info: Color=Artifact Type=Artifact Creature - Dragon Cost=16 PS(R)  
Text(PS): 9/9, Flying. ; ~this~ costs {2} less to play for each basic land type among lands you control. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {10}. This cost is reduced by {2} for each basic land type among lands you control.  
Yes, the mana cost really is sixteen (16) mana. [\[D'Angelo 2001/02/10\]](#)  
Even though you may end up paying less, the mana cost for things like Spell Blast remains 16. [\[Planeshift FAQ 2001/01/26\]](#)

#### **Draconian Cylindax:**

Info: Color=Artifact Type=Artifact Cost=3 FE(U1)  
Text(FE+errata): {2},{Tap}, Discard a card at random from your hand: Regenerate target creature. [\[Oracle 1999/07/23\]](#)  
The card is 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. [\[Duelist Magazine #11, Page 56\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Dracoplasm:**

Info: Color=Multi Type=Creature - Shapeshifter Cost=UR TE(R)  
Text(TE+errata): \*/\*, Flying. ; As ~this~ comes into play, sacrifice any number of creatures. ; ~this~'s power is equal to the total power of the sacrificed creatures and its toughness is equal to the total toughness of those creatures. ; {R}: ~this~ gets +1/+0 until end of turn. [\[Oracle 1999/05/01\]](#)  
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. [\[bethmo 1998/02/12\]](#) See Rule G.28.3.

#### **Drafna's Restoration:**

Info: Color=Blue Type=Sorcery Cost=U AQ(C4)  
Text(AQ+errata): Return any number of target artifact cards from target player's graveyard to the top of his or her library in any order. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Dragon Arch:**

Info: Color=Artifact Type=Artifact Cost=5 AP(U)  
Text(AP): {2},{Tap}: Put a multicolored creature card from your hand into play.  
A multicolored card has more than one color in its mana cost. [\[Apocalypse FAQ 2001/05/24\]](#)

#### **Dragon Blood:**

Info: Color=Artifact Type=Artifact Cost=3 US(U)  
Text(US): {3},{Tap}: Put a +1/+1 counter on target creature.

#### **Dragon Breath:**

Info: Color=Red Type=Enchant Creature Cost=1R SC(C)  
Text(SC): Enchanted creature has haste. ; {R}: Enchanted creature gets +1/+0 until end of turn. ; When a creature with converted mana cost {6} or more comes into play, you may return ~this~ from your graveyard to play enchanting that creature.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

#### **Dragon Engine:**

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(C4)/R456(R)  
Text(AQ/4th/5th/6th): 1/3. ; {2}: ~this~ gets +1/+0 until end of turn.

#### **Dragon Fangs:**

Info: Color=Green Type=Enchant Creature Cost=1G SC(C)  
Text(SC): Enchanted creature gets +1/+1 and has trample. ; When a creature with converted mana cost {6} or more comes into play, you may return ~this~ from your graveyard to play enchanting that creature.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

**+ Note - Also see Trample, Rule A.37.**

#### **Dragon Mage:**

Info: Color=Red Type=Creature - Dragon Wizard Cost=5RR SC(R)

Text(SC): 5/5, Flying. ; Whenever ~this~ deals combat damage to a player, each player discards his or her hand and draws seven cards.

**+ All players discard, not just the player that was damaged.**

**[Scourge FAQ 2003/05/30]**

#### **Dragon Mask:**

Info: Color=Artifact Type=Artifact Cost=3 VI(U)/6(U)

Text(6th+errata): {3},{Tap}: Target creature you control gets +2/+2 until end of turn. Return it to its owner's hand at end of turn.

**[Oracle 2000/02/01]**

#### **Dragon Roost:**

Info: Color=Red Type=Enchantment Cost=4RR ON(R)

Text(ON): {5}{R}{R}: Put a 5/5 red Dragon creature token with flying into play.

Note - Also see Token Creatures, Rule K.25.

#### **Dragon Scales:**

Info: Color=White Type=Enchant Creature Cost=1W SC(C)

Text(SC): Enchanted creature gets +1/+2 and attacking doesn't cause it to tap. ; When a creature with converted mana cost {6} or more comes into play, you may return ~this~ from your graveyard to play enchanting that creature.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

#### **Dragon Shadow:**

Info: Color=Black Type=Enchant Creature Cost=1B SC(C)

Text(SC): Enchanted creature gets +1/+0 and has fear. ; When a creature with converted mana cost {6} or more comes into play, you may return ~this~ from your graveyard to play enchanting that creature.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

**+ Note - Also see Fear, Rule A.17.**

#### **Dragonspeaker Shaman:**

Info: Color=Red Type=Creature - Barbarian Cost=1RR SC(U)

Text(SC): 2/2. ; Dragon spells you play cost {2} less to play.

#### **Dragonstalker:**

Info: Color=White Type=Creature - Bird Soldier Cost=4W SC(U)

Text(SC): 3/3, Flying, Protection from Dragons.

**+ Note - Also see Protection, Rule A.31.**

#### **Dragonstorm:**

Info: Color=Red Type=Sorcery Cost=8R SC(R)

Text(SC): Storm. ; Search your library for a Dragon card and put it into play. Then shuffle your library.

**+ A "Dragon card" is a creature card of creature type Dragon. The name of the card is not looked at. [Scourge FAQ 2003/05/30]**

**+ Note - Also see Storm, Rule A.35.**

#### **Dragon Tyrant:**

Info: Color=Red Type=Creature - Dragon Cost=8RR SC(R)

Text(SC): 6/6, Flying, Trample, Double Strike. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {R}{R}{R}{R}. ; {R}: ~this~ gets +1/+0 until end of turn.

**+ Note - Also see Double Strike, Rule A.13.**

**+ Note - Also see Trample, Rule A.37.**

#### **Dragon Whelp:**

Info: Color=Red Type=Creature - Dragon Cost=2RR ABUR4(U)

Text(4th+errata): 2/3, Flying. ; {R}: ~this~ gets +1/+0 until end of turn.

If this ability is played four or more times this turn, sacrifice ~this~

at end of turn. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Dragon Wings:

Info: Color=Blue Type=Enchant Creature Cost=1U SC(C)  
Text(SC): Enchanted creature has flying. ; Cycling {1}{U}. ; When a creature with converted mana cost {6} or more comes into play, you may return ~this~ from your graveyard to play enchanting that creature.

+ **Note - Also see *Converted Mana Cost*, Rule K.8.**

+ **Note - Also see *Cycling*, Rule A.12.**

### Drain Life:

Info: Color=Black Type=Sorcery Cost=X1B MI(C)/ABUR45(C)/BD(F1)  
Text(5th+errata): Spend only black mana on X. ; ~this~ deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before ~this~ dealt damage or the creature's toughness. [\[Oracle 2001/05/02\]](#)

You can put as much black mana as you want into this spell's X value, but you cannot gain more life than the creature's toughness. [\[D'Angelo 1996\]](#)

You may gain up to the total toughness of the creature even if it was already damaged. [\[PPG Page 70\]](#)

Cost reducers, such as Helm of Awakening can be used to reduce the X part of the mana cost. See Rule K.20.4. [\[WotC Rules Team 1997/06/01\]](#)

Note - Also see X Costs, Rule K.28.

Note - Before errata, the X part of the cost was not part of the mana cost; it was part of the card's text. [\[Oracle 1999/07/01\]](#) This means the X cost is now part of the cost for things like Spell Blast.

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(R)  
Text(5th+errata): Target player plays a mana ability of each land he or she controls, then empties his or her mana pool. Add mana to your mana pool equal to the type and amount emptied from that player's mana pool this way. [\[Oracle 2001/08/24\]](#)

Since this is a sorcery, your opponent may use instants and abilities of permanents in response to this spell before you get the mana from their mana pool and lands. [\[D'Angelo 2000/03/03\]](#)

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. [\[bethmo 1994/06/01\]](#)

If a land can draw a variable amount of mana, the target player (not the caster of this spell) chooses how much to draw. [\[D'Angelo 2002/07/21\]](#)

### Drake Hatchling:

Info: Color=Blue Type=Creature - Drake Cost=2U MM(C)  
Text(MM): 1/3, Flying. ; {U}: ~this~ gets +1/+0 until end of turn. Play this ability only once each turn.

### Drake-Skull Cameo:

Info: Color=Artifact Type=Artifact Cost=3 IN(U)  
Text(IN): {Tap}: Add {U} or {B} to your mana pool.

### Dralnu's Crusade:

Info: Color=Multi Type=Enchantment Cost=1BR PS(R)  
Text(PS): All Goblins get +1/+1, are black, and are Zombies in addition to their creature types.

The Goblins are both Goblins and Zombies and they are black (they lose their previous color(s)). [\[Planeshift FAQ 2001/01/26\]](#)

Only affects Goblins which are in play. Ones in your graveyard, library, etc. are not changed to be black or to be Zombies. [\[D'Angelo 2001/02/10\]](#)

### Dralnu's Pet:

Info: Color=Blue Type=Creature - Shapeshifter Cost=1UU PS(R)  
Text(PS): 2/2. ; Kicker-{2}{B}, Discard a creature card from your hand. ; If you paid the kicker cost, ~this~ has flying and comes into play with

X +1/+1 counters on it, where X is the discarded card's converted mana cost.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Kicker, Rule A.24.

#### **Dread Charge:**

Info: Color=Black Type=Sorcery Cost=3B PT(R)

Text(PT): This turn, your black creatures can be intercepted only by other black creatures.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Until end of turn, your black creatures can't be blocked except by black creatures."

[\[D'Angelo 2000/06/05\]](#)

#### **Dread of Night:**

Info: Color=Black Type=Enchantment Cost=B TE(U)/6(U)

Text(6th): White creatures get -1/-1.

#### **Dread Reaper:**

Info: Color=Black Type=Creature - Horror Cost=3BBB PT(R)/ST(R)

Text(ST): 6/5, Flying. ; When ~this~ comes into play, you lose 5 life.

All tournament formats have banned this card because it only appears in Starter.

Note - The Portal version had no creature type.

#### **Dread Specter:**

Info: Color=Black Type=Creature - Specter Cost=3B MI(U)

Text(MI+errata): 2/2. ; Whenever ~this~ blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

[\[Oracle 1999/07/01\]](#)

#### **Dread Wight:**

Info: Color=Black Type=Creature - Wight Cost=3BB IA(R)

Text(IA+errata): 3/4. ; At end of combat, put a paralyzation counter on all creatures blocking or blocked by ~this~ and tap those creatures. They gain "If this creature has a paralyzation counter on it, it doesn't untap during its controller's untap step" and "{4}: Remove a paralyzation counter from this creature." [\[Oracle 2000/02/01\]](#)

#### **Dreamborn Muse:**

Info: Color=Blue Type=Creature - Spirit Cost=2UU LE(R)

Text(LE): 2/2. ; At the beginning of each player's upkeep, that player puts the top X cards from his or her library into his or her graveyard, where X is the number of cards in his or her hand.

#### **Dream Cache:**

Info: Color=Blue Type=Sorcery Cost=2U MI(C)/TE(C)/6(C)

Text(6th+errata): Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

[\[Oracle 1999/05/01\]](#)

#### **Dream Chisel:**

Info: Color=Artifact Type=Artifact Cost=2 ON(R)

Text(ON): Face-down creature spells you play cost {1} less to play.

#### **Dream Coat:**

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

Text(LG+errata): {0}: Enchanted creature becomes the colors of your choice. Play this ability only once each turn. [\[Oracle 2001/08/24\]](#)

The color change does not wear off at end of turn. [\[D'Angelo 2000/03/03\]](#)

You can choose any single color or combination of colors. The valid colors are Black, Blue, Green, Red, and White (see Rule G.3.1).

[\[D'Angelo 2000/03/03\]](#)

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

#### **Dream Fighter:**

Info: Color=Blue Type=Creature - Soldier Cost=2U MI(C)  
Text(MI+errata): 1/1. ; Whenever ~this~ blocks or becomes blocked by a creature, ~this~ and that creature phase out. [\[Oracle 1999/07/01\]](#)  
Affects all creatures that end up blocking it, including ones that are members of bands. [\[bethmo 1996/09/17\]](#)  
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 is put on the stack first and resolves after the Dream Fighter's phasing out effect happens, so the Flanking does nothing. [\[D'Angelo 1999/07/10\]](#)  
Note - Also see Phasing Out and In, Rule G.27.

#### **Dream Halls:**

Info: Color=Blue Type=Enchantment Cost=3UU SH(R)  
Text(SH+errata): Rather than paying the mana cost for a nonartifact spell, its controller may discard a card from his or her hand that shares a color with that spell. If the spell has X in its mana cost, X is 0. [\[Oracle 2002/03/01\]](#)  
Only pays the mana 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. [\[Duelist Magazine #25, Page 30\]](#)  
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. [\[D'Angelo 1998/05/21\]](#)  
You cannot target the discarded card with the spell you are casting. [\[D'Angelo 1998/05/28\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.  
Extended tournaments (See Rule D.15) have banned this card since 1999/10/01.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.  
Note - Also see Alternate Cost Spells, Rule E.1.

#### **Dream Prowler:**

Info: Color=Blue Type=Creature - Illusion Cost=2UU SH(C)  
Text(SH+errata): 1/5. ; ~this~ is unblockable as long as it's attacking alone. [\[Oracle 1999/05/01\]](#)

#### **Dreams of the Dead:**

Info: Color=Blue Type=Enchantment Cost=3U IA(U)  
Text(IA+errata): {1}{U}: Put target white or black creature card from your graveyard into play. That creature gains "Cumulative Upkeep - {2}." If the creature would leave play, remove it from the game instead. [\[Oracle 2000/02/01\]](#)  
A "creature card" is a Creature card or Artifact Creature card. [\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
Removes the creature from the game no matter how it leaves play, including Unsummoning or being killed. [\[D'Angelo 1995/11/15\]](#)  
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. [\[WotC Rules Team 1996/10/03\]](#)  
The remove from the game is a replacement effect. [\[D'Angelo 2000/03/09\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Dream Thrush:**

Info: Color=Blue Type=Creature - Bird Cost=1U IN(C)  
Text(IN+errata): 1/1, Flying. ; {Tap}: Target land's type becomes the basic land type of your choice until end of turn. [\[Oracle 2001/05/02\]](#)

#### **Dream Tides:**

Info: Color=Blue Type=Enchantment Cost=2UU VI(U)  
Text(VI+errata): Creatures don't untap during their controllers' untap



step. ; Nongreen creatures have "{2}: Untap this creature. Play this ability only during your upkeep." [\[Oracle 1999/07/01\]](#)

#### **Dreamwinder:**

Info: Color=Blue Type=Creature - Serpent Cost=3U OD(C)  
Text(OD): 4/3. ; ~this~ can't attack unless defending player controls an island. ; {U},Sacrifice an island: Target land becomes an island until end of turn.

#### **Dredge:**

Info: Color=Black Type=Instant Cost=B IN(U)  
Text(IN): Sacrifice a creature or land. ; Draw a card.

#### **Dregs of Sorrow:**

Info: Color=Black Type=Sorcery Cost=X4B TE(R)/7(R)  
Text(TE/7th): Destroy X target nonblack creatures. Draw X cards.  
X can be zero. [\[D'Angelo 1998/11/02\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Drifting Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=4UU US(R)  
Text(US+errata): 5/5, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {1}{U}. ; Cycling {2}. [\[Oracle 1999/05/01\]](#)  
You choose whether to pay or not on resolution. If not, then you sacrifice this card. You can choose to not pay if you no longer control this card on resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)  
Note - Also see Cycling, Rule A.12.

#### **Drifting Meadow:**

Info: Color=Land Type=Land Cost=None US(C)/AT(F1)/BR(F1)  
Text(US): ~this~ comes into play tapped. ; {Tap}: Add {W} to your mana pool. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### **Drift of the Dead:**

Info: Color=Black Type=Creature - Wall Cost=3B IA(U)  
Text(IA+errata): \*/\*. (Walls can't attack.) ; ~this~'s power and toughness are each equal to the number of snow-covered lands you control.  
[\[Oracle 2000/02/01\]](#)  
Note - Also see Walls, Rule K.27.

#### **Drinker of Sorrow:**

Info: Color=Black Type=Creature - Horror Cost=2B LE(R)  
Text(LE): 5/3. ; ~this~ can't block. ; Whenever ~this~ deals combat damage, sacrifice a permanent.  
If this card leaves play before it deals combat damage, then you do not have to sacrifice a permanent. If it leaves play because of combat damage or after combat damage, you do. [\[Legions FAQ 2003/01/23\]](#)  
You only sacrifice one permanent, no matter how many things it deals damage to. [\[Legions FAQ 2003/01/23\]](#)

#### **Dripping Dead:**

Info: Color=Black Type=Creature - Zombie Cost=4BB LE(C)  
Text(LE): 4/1. ; ~this~ can't block. ; Whenever ~this~ deals combat damage to a creature, destroy that creature. It can't be regenerated.

#### **Dromar's Attendant:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 IN(U)  
Text(IN): 3/3. ; {1},Sacrifice ~this~: Add {W}{U}{B} to your mana pool.

#### **Dromar's Cavern:**

Info: Color=Land Type=Land Cost=None PS(U)  
Text(PS): ~this~ is a Lair in addition to its land type. ; When ~this~ comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; {Tap}: Add {W}, {U}, or {B} to your mana pool.  
If you don't want to unsummon a land, you can play this card then tap it for mana before the comes into play ability resolves. You may then choose

to sacrifice it instead of unsummoning a land.

[\[Planeshift FAQ 2001/01/26\]](#)

This land is of type "Lair" and "Dromar's Cavern". It is not a basic land. [\[DeLaney 2001/02/12\]](#)

#### **Dromar's Charm:**

Info: Color=Multi Type=Instant Cost=WUB PS(U)

Text(PS): Choose one - You gain 5 life; or counter target spell; or target creature gets -2/-2 until end of turn.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Dromar, the Banisher:**

Info: Color=Multi Type=Creature - Dragon Legend Cost=3WUB IN(R)

Text(IN): 6/6, Flying. ; Whenever ~this~ deals combat damage to a player, you may pay {2}{U}. If you do, choose a color. Return all creatures of that color to their owners' hands.

You choose the color during resolution. This means your opponent does not get to react after knowing the color you chose. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Color, Rule G.3, for rules on choosing a color.

Note - Also see Legendary Permanents, Rule K.17.

#### **Dromosaur:**

Info: Color=Red Type=Creature - Lizard Cost=2R US(C)

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. [\[DeLaney 1998/10/05\]](#)

Switching blockers will not re-trigger this since it only triggers on becoming blocked and switching does not unblock and reblock it.

[\[DeLaney 1998/10/17\]](#)

#### **Drop of Honey:**

Info: Color=Green Type=Enchantment Cost=G AN(U2)

Text(AN+errata): At the beginning of your upkeep, destroy target creature with the least power. It can't be regenerated. (If two or more creatures are tied for least power, target any one of them.) ; When there are no creatures in play, sacrifice ~this~. [\[Oracle 2002/03/01\]](#)

This card's ability is targeted. It will not allow you to choose any creatures which cannot be targeted, such as those with Protection from Green, when you choose which creature it destroys.

[\[WotC Rules Team 1994/08/01\]](#)

If the creature with the least power is not targetable, then the ability will not destroy anything this turn. If multiple creatures are tied for the least power and none of them is targetable, then it will also do nothing this turn. [\[D'Angelo 2003/02/16\]](#)

Creatures which cannot be targeted, such as those with Protection from Green count in determining if Drop of Honey stays in play.

[\[WotC Rules Team 1994/08/01\]](#)

If the target becomes invalid after declaration and the effect is countered, you do not choose another target. [\[Duelist Magazine #16, Page 25\]](#)

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

#### **Drought:**

Info: Color=White Type=Enchantment Cost=2WW IA(U)

Text(IA+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {W}{W}. ; As an additional cost to play spells with {B} in their mana costs and activated abilities with {B} in their activation costs, the spell or ability's controller sacrifices a swamp for each {B} in that cost. [\[Oracle 2001/03/07\]](#)

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. [\[D'Angelo 1996/06/28\]](#)

#### **Drowned:**

Info: Color=Blue Type=Creature - Zombie Cost=1U DK(C3)

Text(DK+errata): 1/1 ; {B}: Regenerate ~this~. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Drudge Skeletons:**

Info: Color=Black Type=Creature - Skeleton Cost=1B ABUR4567(C)  
 Text(6th/7th): 1/1. ; {B}: Regenerate ~this~.

**Drudge Spell:**

Info: Color=Black Type=Enchantment Cost=BB HL(U3)  
 Text(HL+errata): {B}, Remove two creature cards in your graveyard from the game: Put a 1/1 black Skeleton creature token into play. It has "{B}: Regenerate this creature." ; When ~this~ leaves play, destroy all Skeleton tokens. They can't be regenerated. [\[Oracle 1999/07/23\]](#)

Destroys all Skeleton tokens from all sources if it leaves play. It does not just destroy 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 destroyed is an aspect of the enchantment and not of the tokens. Thus, only Skeleton tokens which are in play when it leaves play are destroyed. Ones which are going to appear due to use of the effect but which have not yet appeared are safe.

[\[Duelist Magazine #10, Page 44\]](#)

Note - Also see Token Creatures, Rule K.25.

**Druid Lyrist:**

Info: Color=Green Type=Creature - Druid Cost=G OD(C)  
 Text(OD): 1/1. ; {G},{Tap}, Sacrifice ~this~: Destroy target enchantment.

**Druid's Call:**

Info: Color=Green Type=Enchant Creature Cost=1G OD(U)  
 Text(OD): Whenever enchanted creature is dealt damage, its controller puts that many 1/1 green Squirrel creature tokens into play.

Note - Also see Token Creatures, Rule K.25.

**Dry Spell:**

Info: Color=Black Type=Sorcery Cost=1B HL(C4)/PT(U)/6(C)  
 Text(6th): ~this~ deals 1 damage to each creature and each player.

**Dual Nature:**

Info: Color=Green Type=Enchantment Cost=4GG PY(R)  
 Text(PY): Whenever a creature card comes into play, its controller puts a token into play that's a copy of that creature. ; Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game. ; When ~this~ leaves play, remove all tokens created with it from the game. [\[Oracle 2001/08/24\]](#)

It only triggers on a card of type "Creature" or "Artifact Creature" (or "Summon" for older cards) comes into play. Another card type which comes into play as a creature won't trigger this. [\[Prophecy FAQ 2000/05/25\]](#)  
 This is because it says "creature card" and not just "creature".

If a Legendary creature (see Rule K.17) comes into play, the token is put into play and then is immediately sent to the graveyard before you can do anything with it, because it is a duplicate Legend.

[\[Prophecy FAQ 2000/05/25\]](#)

If Dual Nature leaves play between when it triggers and when a token is put into play, that token remains in play indefinitely. It missed the separate ability which would have removed the token from the game.

[\[Prophecy 2000/05/25\]](#)

If the original creature has any "comes into play" abilities, the copy will also have those. [\[D'Angelo 2001/02/10\]](#)

If the original came into play with a Kicker cost paid, as with Benalish Emissary, the copy is not considered to have had its Kicker cost paid. [\[D'Angelo 2001/02/10\]](#)

Note - Also see Token Creatures, Rule K.25.

**Duct Crawler:**

Info: Color=Red Type=Creature - Insect Cost=R SH(C)  
 Text(SH+errata): 1/1 ; {1}{R}: Target creature can't block ~this~ this turn. [\[Oracle 1999/05/01\]](#)

**Dueling Grounds:**

Info: Color=Multi Type=Enchantment Cost=1GW IN(R)  
 Text(IN): No more than one creature may attack each turn. ; No more than one creature may block each turn.  
 The ability affects all players. [\[Invasion FAQ 2000/10/03\]](#)

**Dungeon Shade:**

Info: Color=Black Type=Creature - Spirit Cost=3B SH(C)  
 Text(SH): 1/1, Flying. ; {B}: ~this~ gets +1/+1 until end of turn.

**Duplicity:**

Info: Color=Blue Type=Enchantment Cost=3UU TE(R)  
 Text(TE+errata): When ~this~ comes into play, remove from the game face down the top five cards of your library. ; At the beginning of your upkeep, you may exchange all the cards in your hand for the cards you removed from the game with ~this~. ; At the end of your turn, discard a card from your hand. ; When ~this~ leaves play, put all cards removed from the game with ~this~ into their owners' graveyards. [\[Oracle 2000/10/24\]](#)  
 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. [\[bethmo 1999/03/13\]](#)  
 Taking control of another player's Duplicity will not allow you to use their cards. This is because "you" did not remove them from the game.  
[\[Jackson 2000/10/24\]](#)  
 Note - Also see Comes Into Play Abilities, Rule E.3.

**Duress:**

Info: Color=Black Type=Sorcery Cost=B US(C)/7(C)  
 Text(7th): Target opponent reveals his or her hand. Choose a noncreature, nonland card from it. That player discards that card.

**Durkwood Boars:**

Info: Color=Green Type=Creature - Boar Cost=4G  
 LG(C2)/45(C)/ST(C)/S2(F1)  
 Text(LG/4th/5th): 4/4.

**Dusk Imp:**

Info: Color=Black Type=Creature - Imp Cost=2B OD(C)  
 Text(OD): 2/1, Flying.

**Dusk rider Falcon:**

Info: Color=White Type=Creature - Bird Cost=1W WL(C)  
 Text(WL): 1/1, Flying, Protection from Black.  
 Note - Also see Protection, Rule A.31.  
 Note - Before errata, this card was of creature type Falcon.  
[\[Oracle 1999/07/01\]](#)

**Duskwalker:**

Info: Color=Black Type=Creature - Minion Cost=B IN(C)  
 Text(IN+errata): 1/1. ; Kicker {3}{B} (You may pay an additional {3}{B} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with two +1/+1 counters on it and with fear. [\[Oracle 2002/10/01\]](#)  
 Note - Also see Fear, Rule A.17.  
 Note - Also see Kicker, Rule A.24.

**Dust Bowl:**

Info: Color=Land Type=Land Cost=None MM(R)  
 Text(MM): {Tap}: Add one colorless mana to your mana pool. ; {3},{Tap},Sacrifice a land: Destroy target nonbasic land.

**Dust to Dust:**

Info: Color=White Type=Sorcery Cost=1WW DK(C3)/5(U)  
 Text(5th): Remove two target artifacts from the game.  
 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. [\[Aahz 1994/08/12\]](#)

#### **Dwarven Armorer:**

Info: Color=Red Type=Creature - Dwarf Cost=R FE(U1)  
Text(FE+errata): 0/2. ; {R},{Tap}, Discard a card from your hand: Put a +0/+1 counter or a +1/+0 counter on target creature. [\[Oracle 1999/07/23\]](#)

The card is 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.

[\[Duelist Magazine #11, Page 56\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Dwarven Armory:**

Info: Color=Red Type=Enchantment Cost=2RR IA(R)  
Text(IA+errata): {2}, Sacrifice a land: Put a +2/+2 counter on target creature. Play this ability only during upkeep. [\[Oracle 2000/02/01\]](#)

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=Creature - Dwarf Cost=1R WL(C)  
Text(WL+errata): 1/1. ; Whenever ~this~ becomes blocked, it gets +3/+0 and gains trample until end of turn. [\[Oracle 1999/07/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Dwarven Blastminer:**

Info: Color=Red Type=Creature - Dwarf Cost=1R ON(U)  
Text(ON): 1/1. ; {2}{R},{Tap}: Destroy target nonbasic land. ; Morph {R}.

Note - Also see Morph, Rule A.29.

#### **Dwarven Bloodboiler:**

Info: Color=Red Type=Creature - Dwarf Cost=RRR JU(R)  
Text(JU): 2/2. ; Tap an untapped Dwarf you control: Target creature gets +2/+0 until end of turn.

The ability can be played the turn it enters play because the ability does not use the {Tap} symbol. [\[Judgment FAQ 2002/05/28\]](#)

Yes, it can tap itself. [\[D'Angelo 2002/06/14\]](#)

#### **Dwarven Catapult:**

Info: Color=Red Type=Instant Cost=XR FE(U3)/5(U)  
Text(5th+errata): ~this~ deals X damage divided evenly, rounded down, among all of an opponent's creatures. [\[Oracle 1999/07/23\]](#)

Count the number of creatures on resolution of the spell and divide X by that number at that time. [\[WotC Rules Team 1994/12/15\]](#) 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.28.

#### **Dwarven Demolition Team:**

Info: Color=Red Type=Creature - Dwarf Cost=2R ABU(U)  
Text(ABU+errata): 1/1. ; {Tap}: Destroy target Wall. [\[Oracle 1999/09/03\]](#)

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

#### **Dwarven Driller:**

Info: Color=Red Type=Creature - Dwarf Cost=3R JU(U)  
Text(JU): 2/2. ; {Tap}: Destroy target land unless its controller has ~this~ deal 2 damage to him or her.

#### **Dwarven Grunt:**

Info: Color=Red Type=Creature - Dwarf Cost=R OD(C)  
Text(OD): 1/1, Mountainwalk.

Note - Also see Landwalk, Rule A.27.

#### **Dwarven Hold:**

Info: Color=Land Type=Land Cost=None FE(U1)/5(R)  
Text(5th+errata): ~this~ comes into play tapped. ; You may choose not to

untap ~this~ during your untap step. ; At the beginning of your upkeep, if ~this~ is tapped, put a storage counter on it. ; {Tap}, Remove any number of storage counters from ~this~: Add {R} to your mana pool for each storage counter removed this way. [\[Oracle 1999/07/23\]](#)

Whether or not it is tapped is checked at the beginning of upkeep. If it is not tapped, the ability does not trigger. It also checks during resolution and you only get a counter if it is still tapped then.

[\[D'Angelo 1999/08/01\]](#) See Rule A.4.14.

Note - Also see Bottomless Vault.

#### **Dwarven Landslide:**

Info: Color=Red Type=Sorcery Cost=3R AP(C)

Text(AP): Kicker {2}{R}, Sacrifice a land. ; Destroy target land. If you paid the kicker cost, destroy another target land.

Note - Also see Kicker, Rule A.24.

#### **Dwarven Lieutenant:**

Info: Color=Red Type=Creature - Dwarf Cost=RR FE(U3)

Text(FE): 1/2. ; {1}{R}: Target Dwarf gets +1/+0 until end of turn.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Dwarven Miner:**

Info: Color=Red Type=Creature - Dwarf Cost=1R MI(U)

Text(MI): 1/2. ; {2}{R}, {Tap}: Destroy target nonbasic land.

#### **Dwarven Nomad:**

Info: Color=Red Type=Creature - Dwarf Cost=2R MI(C)

Text(MI): 1/1. ; {Tap}: Target creature with power 2 or less is unblockable this turn.

See Dwarven Warriors for rulings.

#### **Dwarven Patrol:**

Info: Color=Red Type=Creature - Dwarf Cost=2R AP(U)

Text(AP): 4/2. ; ~this~ doesn't untap during your untap step. ; Whenever you play a nonred spell, untap ~this~.

Remember that lands are not spells. [\[Apocalypse FAQ 2001/05/24\]](#)

#### **Dwarven Pony:**

Info: Color=Red Type=Creature - Pony Cost=R HL(U1)

Text(HL): 1/1. ; {1}{R}, {Tap}: Target Dwarf gains mountainwalk until end of turn.

Note - Also see Landwalk, Rule A.27.

#### **Dwarven Recruiter:**

Info: Color=Red Type=Creature - Dwarf Cost=2R OD(U)

Text(OD): 2/2. ; When ~this~ comes into play, search your library for any number of Dwarf cards and reveal those cards. Shuffle your library, then put them on top of it in any order.

#### **Dwarven Ruins:**

Info: Color=Land Type=Land Cost=None FE(U2)/56(U)/BD(F1)

Text(5th/6th): ~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 you can choose to use either mana ability.

[\[D'Angelo 2002/07/21\]](#)

#### **Dwarven Scorch:**

Info: Color=Red Type=Creature - Dwarf Cost=R JU(C)

Text(JU): 1/1. ; Sacrifice ~this~: ~this~ deals 1 damage to target creature unless that creature's controller has ~this~ deal 2 damage to him or her.

#### **Dwarven Sea Clan:**

Info: Color=Red Type=Creature - Dwarf Cost=2R HL(U1)

Text(HL+errata): 1/1. ; {Tap}: ~this~ deals 2 damage to target attacking or blocking creature whose controller controls an island. Play this ability only during the end of combat step. [\[Oracle 2001/05/02\]](#)

The check for whether or not the player controls an island is done only



on resolution. [\[D'Angelo 2001/03/17\]](#)

#### **Dwarven Shrine:**

Info: Color=Red Type=Enchantment Cost=1RR OD(R)  
Text(OD): Whenever a player plays a spell, ~this~ deals X damage to that player, where X is twice the number of cards in all graveyards with the same name as that spell.

#### **Dwarven Soldier:**

Info: Color=Red Type=Creature - Dwarf Cost=1R FE(C3)/5(C)  
Text(5th+errata): 2/1. ; Whenever ~this~ blocks or becomes blocked by one or more Orcs, ~this~ gets +0/+2 until end of turn. [\[Oracle 2002/03/01\]](#)

#### **Dwarven Song:**

Info: Color=Red Type=Instant Cost=R LG(U1)  
Text(LG+errata): Any number of target creatures become red until end of turn. [\[Oracle 1999/09/03\]](#)

You can choose to target zero creatures. [\[Oracle 1998/07/01\]](#)

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

#### **Dwarven Strike Force:**

Info: Color=Red Type=Creature - Dwarf Cost=4R OD(U)  
Text(OD): 4/3. ; Discard a card at random from your hand: ~this~ gains first strike and haste until end of turn.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Haste, Rule A.22.

#### **Dwarven Thaumaturgist:**

Info: Color=Red Type=Creature - Dwarf Cost=2R WL(R)  
Text(WL+errata): 1/2. ; {Tap}: Switch target creature's power and toughness until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. [\[Oracle 1999/07/01\]](#)  
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." [\[WotC Rules Team 1997/07/03\]](#)

#### **Dwarven Trader:**

Info: Color=Red Type=Creature - Dwarf Cost=R HL(C4)  
Text(HL): 1/1.

#### **Dwarven Vigilantes:**

Info: Color=Red Type=Creature - Dwarf Cost=2R VI(C)  
Text(VI+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may have it deal damage equal to its power to target creature. If you do, ~this~ deals no combat damage this turn. [\[Oracle 1999/07/30\]](#)

#### **Dwarven Warriors:**

Info: Color=Red Type=Creature - Dwarf Cost=2R ABUR45(C)  
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. [\[bethmo 1994/04/01\]](#)

Can be used after a creature is blocked but has no effect. Once a creature is blocked, it cannot be unblocked. [\[bethmo 1994/04/01\]](#)

#### **Dwarven Weaponsmith:**

Info: Color=Red Type=Creature - Dwarf Cost=1R AQ(U3)/R(U)  
Text(RV+errata): 1/1. ; {Tap}, Sacrifice an artifact: Put a +1/+1 counter on target creature. Play this ability only during your upkeep.  
[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Dwell on the Past:**

Info: Color=Green Type=Sorcery Cost=G TO(U)  
Text(TO): Target player shuffles up to four target cards from his or her graveyard into his or her library.

**Dying Wail:**

Info: Color=Black Type=Enchant Creature Cost=1B UD(C)  
 Text(UD+errata): When enchanted creature is put into a graveyard, target player discards two cards from his or her hand. [\[Oracle 2001/08/24\]](#)  
 If they have less than 2 cards, they discard all the cards they have.  
[\[DeLaney 1999/06/08\]](#)  
 It only triggers on a creature going to the graveyard from play.  
[\[D'Angelo 2001/08/31\]](#)

**Dystopia:**

Info: Color=Black Type=Enchantment Cost=1BB AL(R2)  
 Text(AL+errata): Cumulative Upkeep - Pay 1 life. ; At the beginning of each player's upkeep, that player sacrifices a white or green permanent.  
[\[Oracle 2000/02/01\]](#)  
 The permanent is chosen and sacrificed during resolution.  
[\[D'Angelo 1998/06/23\]](#)  
 Note - Also see Cumulative Upkeep, Rule A.11.

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**Eager Cadet:**

Info: Color=White Type=Creature - Soldier Cost=W ST(S1)/S2(F2)/7(C)  
 Text(ST/S2/7th): 1/1.

**Early Harvest:**

Info: Color=Green Type=Instant Cost=1GG MI(R)/67(R)  
 Text(MI/6th/7th): Target player untaps all basic lands he or she controls.

**Earnest Fellowship:**

Info: Color=White Type=Enchantment Cost=1W OD(R)  
 Text(OD): Each creature has protection from its colors.  
 A creature with no color does not gain any Protection ability.  
[\[D'Angelo 2001/10/22\]](#)  
 Note - Also see Protection, Rule A.31.

**Earsplitting Rats:**

Info: Color=Black Type=Creature - Rat Cost=3B JU(C)  
 Text(JU): 2/1. ; When ~this~ comes into play, each player discards a card from his or her hand. ; Discard a card from your hand: Regenerate ~this~.

**Earthbind:**

Info: Color=Red Type=Enchant Creature Cost=R ABUR(C)  
 Text(RV+errata): When ~this~ comes into play, if enchanted creature has flying, ~this~ deals 2 damage to that creature and ~this~ gains "Enchanted creature loses flying". [\[Oracle 1999/09/03\]](#)  
 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. [\[Mirage, Page 29\]](#)  
 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. [\[Aahz 1996/01/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 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".

**Earthblighter:**

Info: Color=Black Type=Creature - Cleric Cost=1B LE(U)  
 Text(LE): 1/1. ; {2}{B},{Tap},Sacrifice a Goblin: Destroy target land.

**Earthcraft:**

Info: Color=Green Type=Enchantment Cost=1G TE(R)  
 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.  
[\[D'Angelo 1997/11/11\]](#)  
 It can tap a creature with summoning sickness. [\[bethmo 1997/11/11\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 2003/04/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 2003/04/01.

Extended tournaments (See Rule D.15) have banned this card since 1999/10/01.

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.

#### **Earth Elemental:**

Info: Color=Red Type=Creature - Elemental Cost=3RR ABUR4(U)/ST(U)

Text(ABU/RV/4th): 4/5.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Earthlink:**

Info: Color=Multi Type=Enchantment Cost=3BRG IA(R)

Text(IA+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {2}. ; Whenever a creature is put into a graveyard from play, that creature's controller sacrifices a land. [\[Oracle 2003/02/01\]](#)

Only triggers when a creature is put into a graveyard from play.

[\[D'Angelo 2001/08/24\]](#)

#### **Earthlore:**

Info: Color=Green Type=Enchant Land Cost=G IA(C)

Text(IA+errata): ~this~ can enchant only a land you control. ; Enchanted land has "{Tap}: Target blocking creature gets +1/+2 until end of turn."

[\[Oracle 2000/02/01\]](#)

It is destroyed if you lose control of the enchanted land.

[\[WotC Rules Team 1995/06/15\]](#)

#### **Earthquake:**

Info: Color=Red Type=Sorcery Cost=XR ABUR4567(R)/PT(R)/P2(R)

Text(5th/6th/7th): ~this~ 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. [\[bethmo 1994/06/01\]](#)

Whether or not a creature is without Flying is only checked on resolution.

[\[D'Angelo 1995/10/05\]](#)

Note - Also see X Costs, Rule K.28.

#### **Earth Rift:**

Info: Color=Red Type=Sorcery Cost=3R OD(C)

Text(OD): Flashback {5}{R}{R}. ; Destroy target land.

Note - Also see Flashback, Rule A.20.

#### **Eastern Paladin:**

Info: Color=Black Type=Creature - Knight Cost=2BB US(R)/7(R)

Text(US/7th): 3/3. ; {B}{B},{Tap}: Destroy target green creature.

#### **Eater of the Dead:**

Info: Color=Black Type=Creature - Eater Cost=4B DK(U2)

Text(DK+errata): 3/4. ; {0}: If ~this~ is tapped, untap it and remove target creature card in a graveyard from the game. [\[Oracle 1999/09/03\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

The card in the graveyard is removed from the game during resolution.

[\[D'Angelo 1999/08/01\]](#)

It untaps during the resolution of its ability. [\[D'Angelo 1999/08/01\]](#)

It is not possible to empty a graveyard of creatures by using this effect repeatedly in one stack of abilities since the ability does nothing if the Eater is not tapped. [\[D'Angelo 1999/09/20\]](#)

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. [\[Aahz 1994/08/10\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Ebonblade Reaper:**

Info: Color=Black Type=Creature - Cleric Cost=2B ON(R)

Text(ON): 1/1. ; Whenever ~this~ attacks, you lose half your life, rounded

up. ; Whenever ~this~ deals combat damage to a player, that player loses half his or her life, rounded up. ; Morph {3}{B}{B}.

Note - Also see Morph, Rule A.29.

#### **Ebon Dragon:**

Info: Color=Black Type=Creature - Dragon Cost=5BB PT(R)

Text(PT): 5/4, Flying. ; When ~this~ comes into play from your hand, you may force your opponent to choose and discard a card from his or her hand.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Flying. ;

When ~this~ comes into play, if you played it from your hand, you may have target opponent discard a card from his or her hand."

[\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Dragon. [\[D'Angelo 2000/06/05\]](#)

#### **Ebon Praetor:**

Info: Color=Black Type=Creature - Avatar Cost=4BB FE(U1)

Text(FE+errata): 5/5, Trample, First Strike. ; At the beginning of your upkeep, put a -2/-2 counter on ~this~ unless you sacrifice a creature.

If you sacrifice a Thrull this way, put a +1/+0 counter on ~this~.

[\[Oracle 2002/03/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see First Strike, Rule A.18.

Note - Also see Trample, Rule A.37.

#### **Ebon Stronghold:**

Info: Color=Land Type=Land Cost=None FE(U2)/56(U)/BD(F1)

Text(5th/6th): ~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(C)

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 a single graveyard; or target creature gains fear until end of turn.

[\[Oracle 2002/10/01\]](#)

It targets the cards in the graveyard. These targets are selected when announcing the spell. [\[WotC Rules Team 1998/07/01\]](#)

Note - Also see Fear, Rule A.17.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Ebony Horse:**

Info: Color=Artifact Type=Artifact Cost=3 AN(U2)/R4(R)

Text(4th+errata): {2},{Tap}: Untap target attacking creature you control.

Prevent all combat damage that would be dealt to and dealt by that creature this turn. [\[Oracle 2001/08/24\]](#)

This card only untaps the creature and makes it neither take nor deal damage. It is still attacking, however. [\[Duelist Magazine #5, Page 10\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Ebony Rhino:**

Info: Color=Artifact Type=Artifact Creature Cost=7 HL(C1)

Text(HL): 4/5, Trample.

Note - Also see Trample, Rule A.37.

#### **Ebony Treefolk:**

Info: Color=Multi Type=Creature - Treefolk Cost=1BG AP(U)

Text(AP): 3/3. ; {B}{G}: ~this~ gets +1/+1 until end of turn.

#### **Echo Chamber:**

Info: Color=Artifact Type=Artifact Cost=4 TE(R)

Text(TE+errata): {4},{Tap}: An opponent chooses target creature he or she controls. Put a token creature into play as a copy of that creature.

The token creature has haste. Remove the token creature from the game at

end of turn. Play this ability only any time you could play a sorcery.

[\[Oracle 2001/08/24\]](#)

Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.

The token comes into play as the creature it is copying. This triggers its own and any other appropriate comes into play abilities.

[\[D'Angelo 1999/06/01\]](#)

Note - Also see Copy Cards, Rule E.4.

Note - Also see Haste, Rule A.22.

Note - Also see Token Creatures, Rule K.25.

#### **Echo Tracer:**

Info: Color=Blue Type=Creature - Wizard Cost=2U LE(C)

Text(LE): 2/2. ; Morph {2}{U}. ; When ~this~ is turned face up, return target creature to its owner's hand.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Edgewalker:**

Info: Color=Multi Type=Creature - Cleric Cost=1WB SC(U)

Text(SC): 2/2. ; Cleric spells you play cost {W}{B} less to play. This effect reduces only the amount of colored mana you pay. (For example, if you play a Cleric with mana cost {1}{W}, it costs {1} to play.)

**+ It only reduces the cost of a Cleric if there is {W} or {B} in the mana cost. If there is no white then it does not remove {W}, and if there is no black then it does not remove {B}. [\[Scourge FAQ 2003/05/30\]](#)**

**+ If you have more than one of these in play, the cost reduction is cumulative. [\[Scourge FAQ 2003/05/30\]](#)**

#### **Eightfold Maze:**

Info: Color=White Type=Sorcery Cost=2W P3(R)

Text(P3): Play ~this~ only after you're attacked, before you declare blockers. ; Destroy any one attacking creature.

When played under non-Portal rules, the text should be read as an Instant that reads "Play ~this~ only during an opponent's declare attackers step. ; Destroy target attacking creature." [\[D'Angelo 2000/07/29\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Ekundu Cyclops:**

Info: Color=Red Type=Creature - Giant Cost=3R MI(C)

Text(MI+errata): 3/4. ; If a creatures you control attacks, ~this~ also attacks if able. [\[Oracle 1999/07/01\]](#)

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. [\[Aahz 1997/06/14\]](#)

Note - Before errata, this card was of creature type Cyclops.

#### **Ekundu Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W MI(C)/6(C)

Text(MI/6th): 2/2, Flying, First Strike.

Note - Also see First Strike, Rule A.18.

#### **Eladamri, Lord of Leaves:**

Info: Color=Green Type=Creature - Legend Cost=GG TE(R)

Text(TE+errata): 2/2. ; All Elves have forestwalk. ; Elves can't be the target of spells or abilities. [\[Oracle 1999/05/01\]](#)

This card is not an Elf. [\[D'Angelo 1998/06/30\]](#)

Note - Also see Landwalk, Rule A.27.

Note - Also see Legendary Permanents, Rule K.17.

#### **Eladamri's Call:**

Info: Color=Multi Type=Instant Cost=GW PS(R)

Text(PS): Search your library for a creature card, reveal that card, and put it into your hand. Then shuffle your library.

You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Eladamri's Vineyard:**

Info: Color=Green Type=Enchantment Cost=G TE(R)  
Text(TE+errata): At the beginning of each player's precombat main phase, add {G}{G} to that player's mana pool. [\[Oracle 2001/08/24\]](#)  
The "pre-combat main" phase is the "first main" phase. [\[D'Angelo 1999/06/01\]](#)  
It will not trigger a second time if you cast Relentless Assault and get a third main phase. [\[DeLaney 1999/06/13\]](#)

#### **Elder Druid:**

Info: Color=Green Type=Creature - Cleric Cost=3G IA(R)/567(R)  
Text(IA/5th/6th/7th): 2/2. ; {3}{G},{Tap}: Tap or untap target artifact, creature, or land.  
The decision of whether to tap or untap is made on resolution.  
[\[D'Angelo 1999/05/01\]](#)  
The type of target gives free range of lands, creatures, and artifacts. You do not lock in on one type as a casting decision. [\[D'Angelo 1995/10/04\]](#)

#### **Elder Land Wurm:**

Info: Color=White Type=Creature - Wurm Cost=4WWW LG(R)/4(R)  
Text(4th+errata): 5/5, Trample. ; ~this~ can't attack. ; When ~this~ blocks, it loses "this~ can't attack." [\[Oracle 2001/08/24\]](#)  
It becomes free to attack once it has been assigned as a blocker once.  
[\[WotC Rules Team 1995/09/22\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Trample, Rule A.37.

#### **Elder Spawn:**

Info: Color=Blue Type=Creature - Spawn Cost=4UUU LG(R)  
Text(LG+errata): 6/6. ; ~this~ can't be blocked by red creatures. ; At the beginning of your upkeep, unless you sacrifice an island, sacrifice ~this~ and it deals 6 damage to you. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Electric Eel:**

Info: Color=Blue Type=Creature - 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. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Electryte:**

Info: Color=Red Type=Creature - Beast Cost=3RR US(R)  
Text(US+errata): 3/3. ; Whenever ~this~ deals combat damage to defending player, ~this~ deals damage equal to its power to each blocking creature.  
[\[Oracle 1999/05/01\]](#)

#### **Elemental Augury:**

Info: Color=Multi Type=Enchantment Cost=UBR IA(R)  
Text(IA+errata): {3}: Look at the top three cards of target player's library and put them back on the top of that player's library in any order.  
[\[Oracle 2000/02/01\]](#)

#### **Elephant Ambush:**

Info: Color=Green Type=Instant Cost=2GG OD(C)  
Text(OD): Flashback {6}{G}{G}. ; Put a 3/3 green Elephant creature token into play.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Token Creatures, Rule K.25.

#### **Elephant Grass:**

Info: Color=Green Type=Enchantment Cost=G VI(U)  
Text(VI+errata): Cumulative Upkeep - {1}. ; Black creatures can't attack you. ; Nonblack creatures can't attack you unless their controller pays an additional {2} for each creature attacking you. [\[Oracle 1999/07/30\]](#)



Note - Also see Cumulative Upkeep, Rule A.11.

### 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. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### Elephant Guide:

Info: Color=Green Type=Enchant Creature Cost=2G JU(U)  
Text(JU): Enchanted creature gets +3/+3. ; When enchanted creature is put into a graveyard, put a 3/3 green Elephant creature token into play.  
If played on an opponent's creature, you get the Elephant when that creature goes to the graveyard. [\[Judgment FAQ 2002/05/28\]](#)  
Note - Also see Token Creatures, Rule K.25.

### Elephant Resurgence:

Info: Color=Green Type=Sorcery Cost=1G PY(R)  
Text(PY): Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."  
The token creatures' power and toughness continuously adjust. They are not "locked in" when the spell resolves. [\[Prophecy FAQ 2000/05/25\]](#) This is because the tokens get an ability, rather than simply having their power and toughness set.  
Note - Also see Token Creatures, Rule K.25.

### Elfhame Palace:

Info: Color=Land Type=Land Cost=None IN(U)  
Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {G} or {W} to your mana pool.

### Elfhame Sanctuary:

Info: Color=Green Type=Enchantment Cost=1G IN(U)  
Text(IN): At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.  
If you have more than one of these in play, you get to use them all and you don't skip multiple draw steps. [\[Invasion FAQ 2000/10/03\]](#)  
The "if you do" means "if you search your library". You get to skip your draw step and shuffle your deck even if you don't find (or choose not to find) a basic land. [\[D'Angelo 2000/10/14\]](#)  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

### El-Hajjaj:

Info: Color=Black Type=Creature - El-Hajjaj Cost=1BB AN(U2)/R4(R)  
Text(4th+errata): 1/1 ; Whenever ~this~ deals damage to a creature or player, you gain life equal to the damage dealt, but not more than the player's life total before ~this~ dealt damage or the creature's toughness. [\[Oracle 2002/03/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Elite Archers:

Info: Color=White Type=Creature - Soldier Cost=5W US(R)/7(R)  
Text(US/7th): 3/3. ; {Tap}: ~this~ deals 3 damage to target attacking or blocking creature.

### Elite Cat Warrior:

Info: Color=Green Type=Creature - Cat Warrior Cost=2G PT(C)  
Text(PT): 2/3, Forestwalk.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Landwalk, Rule A.27.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Cat Warrior (which means it is of both type Cat and type Warrior). [\[D'Angelo 2000/06/05\]](#)

**Elite Javelineer:**

Info: Color=White Type=Creature - Soldier Cost=2W TE(C)  
 Text(TE+errata): 2/2. ; Whenever ~this~ blocks, it deals 1 damage to target attacking creature. [\[Oracle 1999/05/01\]](#)

**Elixir of Vitality:**

Info: Color=Artifact Type=Artifact Cost=4 MI(U)  
 Text(MI+errata): ~this~ comes into play tapped. ; {Tap},Sacrifice ~this~: You gain 4 life. ; {8},{Tap},Sacrifice ~this~: You gain 8 life.  
[\[Oracle 1999/07/01\]](#)

**Elkin Bottle:**

Info: Color=Artifact Type=Artifact Cost=3 IA(R)/5(R)  
 Text(5th+errata): {3},{Tap}: Remove the top card of your library from the game. Until the beginning of your next upkeep, you may play that card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into your graveyard. [\[Oracle 2001/08/24\]](#)  
 This is not considered to be drawing a card. [\[Aahz 1995/06/12\]](#)  
 If the Bottle leaves play or your control, the spell remains waiting until used or until the beginning of your next upkeep. [\[Aahz 1996/06/13\]](#) The card is in the "removed from game" zone (see Rule Z.8).  
 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. [\[Aahz 1995/12/18\]](#)  
 You can get a creature card onto the Bottle when Enduring Renewal is in play. [\[D'Angelo 1995/12/04\]](#)  
 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.8.4).  
[\[D'Angelo 1999/01/18\]](#)

**Elkin Lair:**

Info: Color=Red Type=Enchant World Cost=3R VI(R)  
 Text(VI+errata): At the beginning of each player's upkeep, that player removes a card at random in his or her hand from the game. The player may play that card as though it were in his or her hand. At end of turn, if the player hasn't played the card, the player puts it into his or her graveyard. [\[Oracle 2000/10/24\]](#)  
 Note - Also see Enchant World, Rule K.12.10.

**Elven Cache:**

Info: Color=Green Type=Sorcery Cost=2GG VI(C)/PT(C)/6(C)  
 Text(VI/6th): Return target card from your graveyard to your hand.

**Elven Fortress:**

Info: Color=Green Type=Enchantment Cost=G FE(C4)  
 Text(FE): {1}{G}: Target blocking creature gets +0/+1 until end of turn.  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Elven Lyre:**

Info: Color=Artifact Type=Artifact Cost=2 FE(U1)  
 Text(FE+errata): {1},{Tap},Sacrifice ~this~: Target creature gets +2/+2 until end of turn. [\[Oracle 1999/07/23\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Elven Palisade:**

Info: Color=Green Type=Enchantment Cost=G EX(U)  
 Text(EX): Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.

**Elven Riders:**

Info: Color=Green Type=Creature - Elf Cost=3GG LG(R)/456(U)/ON(U)  
Text(ON): 3/3. ; ~this~ can't be blocked except by creatures with flying and/or Walls.

It can be blocked by a creature that can block as if it had flying.

[D'Angelo 2003/05/20]

Note - In Fifth Edition (and before) this card was of creature type Riders.

#### Elven Rite:

Info: Color=Green Type=Sorcery Cost=1G SH(U)  
Text(SH+errata): Distribute two +1/+1 counters among one or two target creatures. [Oracle 2002/03/01]

#### Elven Warhounds:

Info: Color=Green Type=Creature - Hound Cost=3G TE(R)  
Text(TE+errata): 2/2. ; Whenever ~this~ becomes blocked by a creature, put that creature on top of its owner's library. [Oracle 1999/05/01]  
When blocked, the creature is put on top of the owner's library before damage dealing. [D'Angelo 1997/11/10]

#### Elves of Deep Shadow:

Info: Color=Green Type=Creature - Elf Cost=G DK(U2)  
Text(DK+errata): 1/1. ; {Tap}: Add {B} to your mana pool. ~this~ deals 1 damage to you. [Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Elvish Aberration:

Info: Color=Green Type=Creature - Elf Mutant Cost=5G SC(U)  
Text(SC): 4/5. ; {Tap}: Add {G}{G}{G} to your mana pool. ; Forestcycling {2}.

+ Note - Also see Landcycling, Rule A.25.

#### Elvish Archers:

Info: Color=Green Type=Creature - Elf Cost=1G ABUR4567(R)  
Text(B/U/RV/4th/5th/6th/7th): 2/1, First Strike.  
Note - Also see First Strike, Rule A.18.  
Note - The Alpha printing version of this card was a 1/2 creature.

#### Elvish Bard:

Info: Color=Green Type=Creature - Elf Cost=3GG AL(U2)  
Text(AL+errata): 2/4. ; All creatures able to block ~this~ do so.  
[Oracle 1999/07/23]

#### Elvish Berserker:

Info: Color=Green Type=Creature - Elf Cost=G EX(C)  
Text(EX+errata): 1/1. ; Whenever ~this~ becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. [Oracle 1999/05/01]

#### Elvish Champion:

Info: Color=Green Type=Creature - Lord Cost=1GG IN(R)/7(R)  
Text(IN/7th): 2/2. ; All Elves get +1/+1 and have forestwalk.  
This card is not an Elf so it does not give itself the bonus.

[Invasion FAQ 2000/10/03]

It affects Elves controlled by all players, not just yours.

[Invasion FAQ 2000/10/03]

Note - Also see Landwalk, Rule A.27.

#### Elvish Farmer:

Info: Color=Green Type=Creature - Elf Cost=1G FE(U1)  
Text(FE+errata): 0/2. ; At the beginning of your upkeep, put a spore counter on ~this~. ; Remove three spore counters from ~this~: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: You gain 2 life. [Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Token Creatures, Rule K.25.

#### Elvish Fury:

Info: Color=Green Type=Instant Cost=G TE(C)

Text(TE): Buyback {4}. ; Target creature gets +2/+2 until end of turn.  
Note - Also see Buyback, Rule A.10.

#### Elvish Guidance:

Info: Color=Green Type=Enchant Land Cost=2G ON(C)  
Text(ON): Whenever enchanted land is tapped for mana, its controller adds {G} to his or her mana pool for each Elf in play.

#### Elvish Healer:

Info: Color=White Type=Creature - Cleric Cost=2W IA(C)  
Text(IA+errata): 1/2. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. If that creature is green, prevent the next 2 damage instead. [\[Oracle 2000/02/01\]](#)  
It checks the color of the creature on resolution of the ability.  
[\[D'Angelo 2000/03/09\]](#)

#### Elvish Herder:

Info: Color=Green Type=Creature - Elf Cost=G US(C)  
Text(US): 1/1. ; {G}: Target creature gains trample until end of turn.  
Note - Also see Trample, Rule A.37.

#### Elvish Hunter:

Info: Color=Green Type=Creature - Elf Cost=1G FE(C3)  
Text(FE+errata): 1/1. ; {1}{G},{Tap}: Target creature doesn't untap during its controller's next untap step. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Elvish Impersonators:

Info: Color=Green Type=Creature - Elf Cost=3G UG(C)  
Text(UG+errata): \*/\*. ; As ~this~ comes into play, 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.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
You roll the dice when announcing the spell, so your opponent knows the values before deciding if they want to counter it or not.  
[\[D'Angelo 1998/08/23\]](#)  
You automatically win any hamburger eating contests that you are challenged to have, if this card is in play when you're challenged.  
[\[Barclay 1998/08/13\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### Elvish Lookout:

Info: Color=Green Type=Creature - Elf Cost=G UD(C)  
Text(UD): 1/1. ; ~this~ can't be the target of spells or abilities.

#### Elvish Lyrst:

Info: Color=Green Type=Creature - Elf Cost=G US(C)/BR(F1)/7(U)  
Text(US/7th): 1/1. ; {G},{Tap},Sacrifice ~this~: Destroy target enchantment.

#### Elvish Pathcutter:

Info: Color=Green Type=Creature - Elf Cost=3G ON(C)  
Text(ON): 1/2. ; {2}{G}: Target Elf gains forestwalk until end of turn.  
Note - Also see Landwalk, Rule A.27.

#### Elvish Pioneer:

Info: Color=Green Type=Creature - Elf Druid Cost=G ON(C)  
Text(ON): 1/1. ; When ~this~ comes into play, you may put a basic land card from your hand into play tapped.

#### Elvish Piper:

Info: Color=Green Type=Creature - Elf Cost=3G UD(R)/7(R)  
Text(UD/7th): 1/1. ; {G},{Tap}: Put a creature card from your hand into play.

#### Elvish Ranger:

Info: Color=Green Type=Creature - Elf Cost=2G AL(C1)/PT(C)

Text(AL/PT): 4/1.

Note - The Portal version had no creature type.

#### **Elvish Scout:**

Info: Color=Green Type=Creature - Elf Cost=G FE(C3)

Text(FE+errata): 1/1. ; {G},{Tap}: Untap target attacking creature you control. Prevent all combat damage that would be dealt to or dealt by it this turn. [\[Oracle 2001/08/24\]](#)

Can prevent damage from being dealt but does not prevent special abilities like the Thicket Basilisk stoning. [\[Aahz 1994/12/02\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Fog Effects, Rule E.6.

#### **Elvish Scrapper:**

Info: Color=Green Type=Creature - Elf Cost=G ON(U)

Text(ON): 1/1. ; {G},{Tap},Sacrifice ~this~: Destroy target artifact.

#### **Elvish Soultiller:**

Info: Color=Green Type=Creature - Elf Mutant Cost=3GG LE(R)

Text(LE): 5/4. ; When ~this~ is put into a graveyard from play, choose a creature type. Shuffle all creature cards of that type from your graveyard into your library.

#### **Elvish Spirit Guide:**

Info: Color=Green Type=Creature - Spirit Cost=2G AL(U2)

Text(AL+errata): 2/2. ; Remove ~this~ from the game: Add {G} to your mana pool. Play this ability only if ~this~ is in your hand.

[\[Oracle 2001/03/01\]](#)

When using the ability, this is not considered to be "playing a card" for things like Recycle. You are playing an ability. [\[D'Angelo 1998/03/11\]](#)

The ability is a mana ability. It does not get put on the stack.

[\[bethmo 1999/11/22\]](#) (REVERSAL)

#### **Elvish Vanguard:**

Info: Color=Green Type=Creature - Elf Cost=1G ON(R)

Text(ON): 1/1. ; Whenever another Elf comes into play, put a +1/+1 counter on ~this~.

If this card comes into play at the same time as another Elf, the ability will trigger due to that Elf. [\[Onslaught FAQ 2002/09/24\]](#)

#### **Elvish Warrior:**

Info: Color=Green Type=Creature - Elf Cost=GG ON(C)

Text(ON): 2/3.

#### **Embalmed Brawler:**

Info: Color=Black Type=Creature - Zombie Cost=2B LE(C)

Text(LE): 2/2. ; Amplify 1. ; Whenever ~this~ attacks or blocks, you lose 1 life for each +1/+1 counter on it.

Note - Also see Amplify, Rule A.7.

#### **Embargo:**

Info: Color=Blue Type=Enchantment Cost=3U MM(R)

Text(MM): Nonland permanents don't untap during their controllers' untap steps. ; At the beginning of your upkeep, you lose 2 life.

#### **Ember Beast:**

Info: Color=Red Type=Creature - Beast Cost=2R OD(C)

Text(OD): 3/4. ; ~this~ can't attack or block alone.

#### **Embermage Goblin:**

Info: Color=Red Type=Creature - Goblin Wizard Cost=3R ON(U)

Text(ON): 1/1. ; When ~this~ comes into play, you may search your library for a card named Embermage Goblin, reveal it, and put it into your hand.

If you do, shuffle your library. ; {Tap}: ~this~ deals 1 damage to target creature or player.

#### **Ember Shot:**

Info: Color=Red Type=Instant Cost=6R JU(C)  
Text(JU): ~this~ deals 3 damage to target creature or player. Draw a card.

#### **Emberwilde Caliph:**

Info: Color=Multi Type=Creature - Djinn Cost=2UR MI(R)  
Text(MI+errata): 4/4, Flying, Trample. ; ~this~ attacks each turn if able. ;  
Whenever ~this~ deals damage, you lose that much life. [\[Oracle 1999/07/01\]](#)  
Note - Also see Trample, Rule A.37.

#### **Emberwilde Djinn:**

Info: Color=Red Type=Creature - Djinn Cost=2RR MI(R)  
Text(MI+errata): 5/4, Flying. ; At the beginning of each player's upkeep,  
that player may pay {R}{R} or 2 life. If he or she does, the player gains  
control of ~this~. [\[Oracle 1999/07/01\]](#)  
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.  
[\[Duelist Magazine #16, Page 30\]](#)

#### **Emblazoned Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=2 AP(U)  
Text(AP): 1/2. ; Kicker {X}. ; Spend only colored mana on X. No more than  
one mana of each color may be spent this way. ; If you paid the kicker  
cost, ~this~ comes into play with X +1/+1 counters on it.  
Note - Also see Kicker, Rule A.24.  
Note - Also see X Costs, Rule K.28.

#### **Embolden:**

Info: Color=White Type=Instant Cost=2W OD(C)  
Text(OD): Flashback {1}{W}. ; Prevent the next 4 damage that would be dealt  
this turn to any number of target creatures and/or players divided as you  
choose.  
You cannot choose zero targets. You must choose between 1 and 4 targets.  
[\[DeLaney 2003/05/19\]](#)  
Note - Also see Flashback, Rule A.20.

#### **Emerald Charm:**

Info: Color=Green Type=Instant Cost=G VI(C)  
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.24.

#### **Emerald Dragonfly:**

Info: Color=Green Type=Creature - Dragonfly Cost=1G LG(C2)/CH(C3)  
Text(LG+errata): 1/1, Flying. ; {G}{G}: ~this~ gains first strike until end  
of turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see First Strike, Rule A.18.

#### **Emerald Medallion:**

Info: Color=Artifact Type=Artifact Cost=2 TE(R)  
Text(TE+errata): Green spells you play cost {1} less to play.  
[\[Oracle 1999/05/01\]](#)  
See Helm of Awakening for Rulings.

#### **Emmessi Tome:**

Info: Color=Artifact Type=Artifact Cost=4 TE(R)  
Text(TE+errata): {5},{Tap}: Draw two cards, then discard a card from your  
hand. [\[Oracle 1999/05/01\]](#)

#### **Emperor Crocodile:**

Info: Color=Green Type=Creature - Crocodile Cost=3G UD(R)  
Text(UD): 5/5. ; When you control no other creatures, sacrifice ~this~.  
Only checks if you control no other creatures at the time it triggers. It  
does not check again on resolution. So gaining control of a creature  
before then will not save the Crocodile. [\[D'Angelo 1999/06/01\]](#)  
The ability will trigger if you don't control another creature, even for a  
brief moment during the resolution of another spell or ability.



## [Urza's Destiny FAQ 1999/05/25]

### Empress Galina:

Info: Color=Blue Type=Creature - Legend Cost=3UU IN(R)  
Text(IN): 1/3. ; {U}{U},{Tap}: Gain control of target Legend or legendary permanent. (This effect doesn't end at end of turn.)  
Note - Also see Legendary Permanents, Rule K.17.

### Empty City Ruse:

Info: Color=White Type=Sorcery Cost=W P3(U)  
Text(P3): Your opponent can't attack on his or her next turn.  
When played under non-Portal rules, the text should be read as "Target opponent skips his or her next combat phase." [D'Angelo 2000/06/05]  
All tournament formats have banned this card because it only appears in Portal.

### Empyrial Armor:

Info: Color=White Type=Enchant Creature Cost=1WW WL(C)  
Text(WL+errata): Enchanted creature gets +X/+X, where X is the number of cards in your hand. [Oracle 1999/07/01]  
The value of X is recalculated constantly, so this card's bonus varies as the number of cards in your hand varies. [D'Angelo 1998/08/04]

### Enchanted Being:

Info: Color=White Type=Creature - Being Cost=1WW LG(C1)  
Text(LG+errata): 2/2. ; Prevent all combat damage that would be dealt to ~this~ by enchanted creatures. [Oracle 1999/09/03]  
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(U)  
Text(US+errata): Move target enchantment enchanting a creature or land to another permanent of that type. [Oracle 1999/11/01]  
Only targets the enchantment and not either of the things the enchantment may be on. [Aahz 1995/07/09]  
You can move a Blue Ward since it offers protection to the creature and not to itself. [bethmo 1994/09/14]  
The choice of where to move the enchantment is made on resolution. You must move the enchantment to another location if possible. [D'Angelo 1999/05/01]  
If this card is Deflected, you can change which enchantment is targeted, but you cannot choose a destination for it. [D'Angelo 1995/10/31]  
Note - Also see Moving Enchantments, Rule E.9.

### Enchantress's Presence:

Info: Color=Green Type=Enchantment Cost=2G ON(R)  
Text(ON): Whenever you play an enchantment spell, draw a card.  
It does not trigger for itself being played. [Onslaught FAQ 2002/09/24]

### Encroach:

Info: Color=Black Type=Sorcery Cost=B UD(U)  
Text(UD+errata): Target player reveals his or her hand. Choose a nonbasic land card from it. That player discards that card. [Oracle 2002/03/01]  
You choose a land card that is not a basic land. [DeLaney 1999/06/08]  
Note - Also see nonbasic land, Rule K.16.3.

### Endangered Armodon:

Info: Color=Green Type=Creature - Elephant Cost=2GG SH(C)  
Text(SH+errata): 4/5. ; When you control a creature with toughness 2 or less, sacrifice ~this~. [Oracle 1999/05/01]  
Note - Also see state-based triggered abilities, Rule A.4.15 and Rule A.4.16. [D'Angelo 1999/08/04]

### Endbringer's Revel:

Info: Color=Black Type=Enchantment Cost=2B PY(U)  
Text(PY): {4}: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.

**Endemic Plague:**

Info: Color=Black Type=Sorcery Cost=3B ON(R)

Text(ON): As an additional cost to play ~this~, sacrifice a creature. ;  
Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated.

**Endless Cockroaches:**

Info: Color=Black Type=Creature - Insect Cost=1BB PT(R)

Text(PT): 1/1. ; If ~this~ is put into your discard pile from play, return ~this~ to your hand.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ goes to a graveyard from play, return it to its owner's hand."

[D'Angelo 2000/06/05]

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Insect. [D'Angelo 2000/06/05]

**Endless Scream:**

Info: Color=Black Type=Enchant Creature Cost=XB TE(C)

Text(TE+errata): ~this~ comes into play with X scream counters on it. ;  
Enchanted creature gets +1/+0 for each scream counter on ~this~.

[Oracle 1999/07/21]

Note - Also see X Costs, Rule K.28.

**Endless Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=3GG US(R)

Text(US+errata): 9/9, Trample. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice an enchantment. [Oracle 1999/05/01]

You choose whether to sacrifice an enchantment or not on resolution. If not, then you sacrifice this card. You can choose to not sacrifice an enchantment if you no longer control this card on resolution. See

Rule E.12.Ruling.3. [D'Angelo 1999/06/01]

Note - Also see Trample, Rule A.37.

**Endoskeleton:**

Info: Color=Artifact Type=Artifact Cost=2 US(U)

Text(US+errata): You may choose not to untap ~this~ during your untap step. ; {2},{Tap}: Target creature gets +0/+3 as long as ~this~ remains tapped. [Oracle 1999/05/01]

**Enduring Renewal:**

Info: Color=White Type=Enchantment Cost=2WW IA(R)

Text(IA+errata): Play with your hand revealed. ; If you would draw a card, reveal it instead. If it's a creature card, put it into your graveyard.

Otherwise draw it. ; If a creature would be put into your graveyard from play, put that creature into your hand instead. [Oracle 2003/02/01]

A creature card is a card of type Creature or Artifact Creature.

[D'Angelo 2000/03/09] Older cards of type Summon also count.

Token creatures are removed from the game if they leave play, so this effect will not let you get them in your hand. [D'Angelo 1994/06/08]

Both the "draw a creature" ability and the "goes to the graveyard" ability generate replacement effects (see Rule T.10). [D'Angelo 2000/03/09]

You can use Resurrection or Safe Haven to get creatures into play.

[D'Angelo 1995/06/14] This is because the creatures come to your hand or into play 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 1995/06/14]

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.

The "If a creature..." replacement ability only works on creatures going to your graveyard from play. [D'Angelo 2001/08/31] This is built on the distinction between being a "creature" (which is only true in play) and being a "creature card" which can be true in any zone.

**Energizer:**

Info: Color=Artifact Type=Artifact Creature Cost=4 TE(R)

Text(TE): 2/2. ; {2},{Tap}: Put a +1/+1 counter on ~this~.

**Energy Arc:**

Info: Color=Multi Type=Instant Cost=WU AL(U2)

Text(AL+errata): Untap any number of target creatures. Prevent all combat damage that would be dealt by and dealt to those creatures this turn.

[Oracle 1999/07/23]

Can be used on untapped creatures as well. They won't deal damage either.

[D'Angelo 1996/07/10] 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 1996/11/11]

**Energy Bolt:**

Info: Color=Multi Type=Sorcery Cost=XRW MI(R)

Text(MI+errata): Choose one - ~this~ deals X damage to target player; or target player gains X life. [Oracle 1999/07/01]

Note - Also see X Costs, Rule K.28.

**Energy Field:**

Info: Color=Blue Type=Enchantment Cost=1U US(R)

Text(US+errata): Prevent all damage that would be dealt to you by sources you don't control. ; When a card is put into your graveyard, sacrifice ~this~. [Oracle 1999/05/01]

Buyback (see Rule A.10) 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 1998/10/08]

Discarding does trigger this. [DeLaney 1998/10/17]

**Energy Flux:**

Info: Color=Blue Type=Enchantment Cost=2U AQ(U3)/R45(U)/MM(U)

Text(MM+errata): All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}.". [Oracle 1999/11/01]

**Energy Storm:**

Info: Color=White Type=Enchantment Cost=1W IA(R)

Text(IA+errata): Cumulative Upkeep - {1}. ; Prevent all damage that would be dealt by instant and sorcery spells. ; Creatures with flying don't untap during their controller's untap step. [Oracle 2000/02/01]

Note - Also see Cumulative Upkeep, Rule A.11.

**Energy Tap:**

Info: Color=Blue Type=Sorcery Cost=U LG(C2)/4(C)

Text(4th+errata): Tap target untapped creature you control. If you do, add an amount of colorless mana equal to its converted mana cost to your mana pool. [Oracle 2001/08/24]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Energy Vortex:**

Info: Color=Blue Type=Enchantment Cost=3UU MI(R)

Text(MI+errata): As ~this~ comes into play, choose an opponent. ; At the beginning of your upkeep, remove all energy counters from ~this~. ; At the beginning of the chosen player's upkeep, ~this~ deals 3 damage to that player unless he or she pays {1} for each energy counter on ~this~. ; {X}: Put X energy counters on ~this~. Play this ability only during your upkeep. [Oracle 2001/06/01]

Does a flat 3 damage, not 3 damage per counter. [bethmo 1996/09/27]

**Enervate:**

Info: Color=Blue Type=Instant Cost=1U IA(C)/5(C)

Text(5th+errata): Tap target artifact, creature, or land. ; Draw a card at the beginning of the next turn's upkeep. [Oracle 2000/02/01]

Note - Also see Cantrips, Rule E.2.

**Enfeeblement:**

Info: Color=Black Type=Enchant Creature Cost=BB MI(C)/TE(C)/6(C)  
 Text(MI/TE/6th): Enchanted creature gets -2/-2.

**Engineered Plague:**

Info: Color=Black Type=Enchantment Cost=2B UL(U)/7(U)  
 Text(7th): As "this" comes into play, choose a creature type. ; All creatures of the chosen type get -1/-1.  
 The creature type is chosen just before this card comes into play. This is not a "comes into play" triggered ability. [\[D'Angelo 1999/05/01\]](#)  
 Note - See Rule K.11.7 for details on picking a creature type.  
 Note - Also see Creature Type, Rule K.11.

**Engulfing Flames:**

Info: Color=Red Type=Instant Cost=R OD(U)  
 Text(OD): Flashback {3}{R}. ; "this" deals 1 damage to target creature. It can't be regenerated this turn.  
 Note - Also see Flashback, Rule A.20.

**Enlightened Tutor:**

Info: Color=White Type=Instant Cost=W MI(U)/6(U)  
 Text(6th): Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it. 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. [\[Aahz 1996/12/07\]](#)  
 You do not have to find an artifact or enchantment card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
 Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.  
 Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

**Enlistment Officer:**

Info: Color=White Type=Creature - Soldier Cost=3W AP(U)  
 Text(AP): 2/3, First Strike. ; When "this" comes into play, reveal the top four cards of your library. Put all Soldier cards revealed this way into your hand and the rest on the bottom of your library.  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - Also see First Strike, Rule A.18.

**Enormous Baloth:**

Info: Color=Green Type=Creature - Beast Cost=6G LE(U)  
 Text(LE): 7/7.

**Enrage:**

Info: Color=Red Type=Instant Cost=XR SC(U)  
 Text(SC): Target creature gets +X/+0 until end of turn.  
**+ Note - Also see X Costs, Rule K.28.**

**Enraging Lich:**

Info: Color=Red Type=Creature - Lich Cost=1R TE(U)  
 Text(TE+errata): 1/1. ; {R},{Tap}: "this" loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has haste." and "{R}: End the effect that created this ability."  
[\[Oracle 2001/08/24\]](#)  
 Note - Also see Haste, Rule A.22.  
 Note - Also see Lichs, Rule E.8.

**Enslaved Dwarf:**

Info: Color=Red Type=Creature - Dwarf Cost=R TO(C)  
 Text(TO): 1/1. ; {R}, Sacrifice "this": Target black creature gets +1/+0 and gains first strike until end of turn.  
 Note - Also see First Strike, Rule A.18.

**Enslaved Horror:**

Info: Color=Black Type=Creature - Horror Cost=3B MM(U)  
 Text(MM): 4/4. ; When "this" comes into play, each other player may return

a creature card from his or her graveyard to play.

#### **Enslaved Scout:**

Info: Color=Red Type=Creature - Goblin Cost=2R AL(C1)  
Text(AL+errata): 2/2. ; {2}: ~this~ gains mountainwalk until end of turn.  
[\[Oracle 1999/07/23\]](#)  
Note - Also see Landwalk, Rule A.27.

#### **Ensnare:**

Info: Color=Blue Type=Instant Cost=3U NE(U)  
Text(NE+errata): You may return two islands you control to their owner's hand rather than pay ~this~'s mana cost. ; Tap all creatures.  
[\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.

#### **Ensnaring Bridge:**

Info: Color=Artifact Type=Artifact Cost=3 SH(R)/7(R)  
Text(7th): Creatures with power greater than the number of cards in your hand can't 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. [\[D'Angelo 1998/07/22\]](#)

#### **Entangler:**

Info: Color=White Type=Enchant Creature Cost=2WW PY(U)  
Text(PY): Enchanted creature may block any number of creatures.

#### **Entomb:**

Info: Color=Black Type=Instant Cost=B OD(R)  
Text(OD): Search your library for a card and put that card into your graveyard. Then shuffle your library.  
Type 1 tournaments (see Rule D.13) have restricted this card since 2003/04/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 2003/04/01.

#### **Entrails Feaster:**

Info: Color=Black Type=Creature - Zombie Cat Cost=B ON(R)  
Text(ON): 1/1. ; At the beginning of your upkeep, you may remove a creature card in a graveyard from the game. If you do, put a +1/+1 counter on ~this~. If you don't, tap ~this~.

#### **Entropic Specter:**

Info: Color=Black Type=Creature - Spirit Cost=3BB EX(R)  
Text(EX+errata): \*/\*, Flying. ; As ~this~ comes into play, choose an opponent. ; ~this~'s power and toughness are each equal to the number of cards in chosen player's hand. ; Whenever ~this~ deals damage to a player, that player discards a card from his or her hand. [\[Oracle 1999/07/21\]](#)  
The power and toughness change as your opponent's hand size changes. [\[Barclay 1998/06/10\]](#)  
The opponent does not discard a card if all the damage is prevented. [\[Barclay 1998/06/10\]](#)  
You choose one opposing player during resolution and it only affects that one player. This target is not changed even if this card changes controllers. It becomes 0/0 if the chosen player leaves play. [\[D'Angelo 1999/02/07\]](#) See Rule M.1.3.

#### **Envelop:**

Info: Color=Blue Type=Instant Cost=U JU(C)  
Text(JU): Counter target sorcery spell.

#### **Ephemeron:**

Info: Color=Blue Type=Creature - Illusion Cost=4UU EX(R)  
Text(EX+errata): 4/4, Flying. ; Discard a card from your hand: Return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

**Epicenter:**

Info: Color=Red Type=Sorcery Cost=4R OD(R)  
Text(OD): Target player sacrifices a land. ; Threshold - All players sacrifice all lands instead. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Epic Struggle:**

Info: Color=Green Type=Enchantment Cost=2GG JU(R)  
Text(JU): At the beginning of your upkeep, if you control twenty or more creatures, you win the game.  
To win, you must control 20 or more creatures both at the beginning of upkeep and when it resolves. [\[Judgment FAQ 2002/05/28\]](#)

**Equal Treatment:**

Info: Color=White Type=Instant Cost=1W TO(U)  
Text(TO): If any source would deal 1 or more damage to a creature or player this turn, it deals 2 damage to that creature or player instead. Draw a card.

**Equilibrium:**

Info: Color=Blue Type=Enchantment Cost=1UU EX(R)/7(R)  
Text(7th): Whenever you play a creature spell, you may pay {1}. If you do, return target creature to its owner's hand.  
You can pay for the triggered ability (see Rule A.4) once each time a creature spell is played. [\[D'Angelo 1998/06/25\]](#)  
Triggers when the spell is announced, which is before responses to that spell can be announced, and always before the creature it triggers on is put into play. You cannot use Equilibrium on the creature being played. [\[D'Angelo 1999/06/01\]](#)  
A creature spell is any "Creature" or "Artifact Creature" spell.  
[\[D'Angelo 1996/06/01\]](#) Older cards of type Summon are also creature spells.

**Equinox:**

Info: Color=White Type=Enchant Land Cost=W LG(C1)  
Text(LG+errata): Enchanted land has "{Tap}: Counter target spell if it would destroy a land you control." [\[Oracle 2001/08/24\]](#)  
The ability can target any spell, even one that would not destroy a land. [\[D'Angelo 2000/03/03\]](#)  
When this spell resolves, it only counters the targeted spell if that spell would destroy a land if it resolved right then. [\[D'Angelo 2000/03/03\]](#)  
Cannot be used to counter abilities of permanents such as Demonic Hordes or others which destroy lands. [\[bethmo 1994/06/14\]](#)  
Will not counter a spell that deals damage to an animated land, even if it would deal more damage than the land's toughness. This is because the spell itself does not destroy the land directly. The land is destroyed indirectly by a game rule. [\[Barclay 2003/01/20\]](#)  
This is a REVERSAL.  
Will not counter a spell like Demonic Hordes which creates a possibility of a land being destroyed at a later time. [\[bethmo 1994/06/15\]](#)  
Will not 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. [\[Aahz 1995/11/21\]](#)  
Will not counter a spell that has a random chance of destroying a land, such as Falling Star or Chaos Orb. [\[Aahz 1996/04/16\]](#)  
Will not counter a spell which requires sacrificing when it enters play such as Mold Demon or Wood Elemental. [\[Aahz 1996/11/07\]](#) Or ones that requires sacrificing as part of the play cost. [\[Aahz 1994/12/17\]](#)  
Does not stop the sending of the land from play into its owner's hand.  
Or to any place other than the graveyard. [\[Aahz 1994/06/16\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

**Equipoise:**

Info: Color=White Type=Enchantment Cost=2W VI(R)  
Text(VI+errata): At the beginning of your upkeep, for each artifact target



player controls in excess of the number you control, choose an artifact he or she controls. Repeat this process for creatures and lands. The chosen permanents phase out. [\[Oracle 1999/11/01\]](#)  
 You choose which permanents to phase out. [\[Duelist Magazine #17, Page 28\]](#)  
 You choose the artifacts, creatures and lands on resolution. [\[D'Angelo 1999/09/20\]](#)  
 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.27.

#### **Eradicate:**

Info: Color=Black Type=Sorcery Cost=2BB UD(U)  
 Text(UD+errata): Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that creature and remove them from the game. That player then shuffles his or her library. [\[Oracle 2000/02/01\]](#)  
 Does not remove other cards of the same name from play. Just from the graveyard, hand, and library. [\[D'Angelo 1999/06/01\]](#)  
 If you manage to turn a basic land (such as a Forest) into a creature, you can indeed use this effect on that basic land type. [\[D'Angelo 1999/06/01\]](#)  
 You do not have to find any of the cards in the player's library if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
 Use the name of the card as it leaves play. [\[Barclay 2002/10/07\]](#)  
 If a copy card, such as Clone, is targeted by this effect, you get to look for another copy of the card it is copying (not the Clone card). This is because a copy card actually takes on the name and initial characteristics of what it copies. [\[D'Angelo 2002/10/07\]](#)  
 A face down creature has no name (see Rule E.5.4), so you search for cards that also have no name. Since all cards in the graveyard, hand, and library have names, this is an unmeetable condition and the spell won't do anything other than remove the targeted creature from the game. [\[D'Angelo 2002/10/15\]](#)  
 Note - Cycle with Quash, Scour, Sowing Salt, and Splinter.

#### **Erase:**

Info: Color=White Type=Instant Cost=W UL(C)  
 Text(UL): Remove target enchantment from the game.  
 The card does not go to the graveyard first. [\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Erg Raiders:**

Info: Color=Black Type=Creature - Raider Cost=1B AN(C5)/R45(C)  
 Text(5th+errata): 2/3. ; At the end of your turn, if "this" didn't attack this turn, "this" deals 2 damage to you unless it came under your control this turn. [\[Oracle 2000/02/01\]](#)  
 If unable to attack because it is tapped or something, it still deals 2 damage to the controller of this card. [\[bethmo 1994/06/01\]](#)  
 Note - The Arabian Nights version of this card has two versions, one with a small dark circle behind the "1" in the mana cost (rarity C3) and one with a normal mana circle behind the cost (rarity C2).

#### **Erhnam Djinn:**

Info: Color=Green Type=Creature - Djinn Cost=3G  
 AN(U2)/CH(U3)/AT(F1)/BD(F1)/JU(R)  
 Text(JU): 4/5 ; At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.  
 If there are no creatures your opponent controls to target at the beginning of your upkeep, ignore this ability. [\[D'Angelo 2000/02/25\]](#)  
 If you have more than one Djinn, you can have all of them target the same creature with their ability. [\[D'Angelo 1996/12/10\]](#)  
 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. [\[Aahz 1996/06/13\]](#)  
 Extended tournaments (see Rule D.15) banned this card from 1999/10/01 until 2002/07/01.  
 Note - Also see Landwalk, Rule A.27.

**Erithizon:**

Info: Color=Green Type=Creature - Beast Cost=2GG MM(R)

Text(MM): 4/4. ; Whenever ~this~ attacks, put a +1/+1 counter on target creature of defending player's choice.

Erithizon's controller controls the triggered ability, but their opponent chooses the target. [\[DeLaney 2002/04/08\]](#)

This interacts in an odd way with Standard Bearer (and other Flagbearer cards). The result is that the Flagbearer ability does not apply to Erithizon's target. This is because the Flagbearer ability only works if the target is chosen by the same player (which must be an opponent) that controls the ability. With Erithizon, these are different players.

[\[DeLaney 2002/04/08\]](#)

**Eron the Relentless:**

Info: Color=Red Type=Creature - Legend Cost=3RR HL(U3)

Text(HL+errata): 5/2, Haste. ; {R}{R}{R}: Regenerate ~this~.

[\[Oracle 1999/07/23\]](#)

Note - Also see Haste, Rule A.22.

Note - Also see Legendary Permanents, Rule K.17.

**Erosion:**

Info: Color=Blue Type=Enchant Land Cost=UUU DK(C3)/4(C)

Text(4th+errata): At the beginning of the upkeep of enchanted land's controller, destroy enchanted land unless that player pays {1} or 1 life.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Errand of Duty:**

Info: Color=White Type=Instant Cost=1W AL(C1)

Text(AL+errata): Put a 1/1 white Knight creature token with banding into play. [\[Oracle 1999/07/23\]](#)

Note - Also see Banding, Rule A.8.

Note - Also see Token Creatures, Rule K.25.

**Errant Minion:**

Info: Color=Blue Type=Enchant Creature Cost=2U IA(C)

Text(IA+errata): At the beginning of the upkeep of enchanted creature's controller, that player may pay {1} or {2}. ~this~ deals damage to that player equal to 2 minus the amount of mana paid this way.

[\[Oracle 2000/02/01\]](#)

**Errantry:**

Info: Color=Red Type=Enchant Creature Cost=1R IA(C)/5(C)

Text(5th+errata): Enchanted creature gets +3/+0 and can only attack alone.

[\[Oracle 2000/02/01\]](#)

**Erratic Explosion:**

Info: Color=Red Type=Sorcery Cost=2R ON(C)

Text(ON): Choose target creature or player. Reveal cards from the top of your library until you reveal a nonland card. ~this~ deals damage equal to that card's converted mana cost to that creature or player. Put the revealed cards on the bottom of your library in any order.

If all your cards are lands, you take no damage. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

**Erratic Portal:**

Info: Color=Artifact Type=Artifact Cost=4 EX(R)

Text(EX+errata): {1},{Tap}: Return target creature to its owner's hand unless its controller pays {1}.

**Ersatz Gnomes:**

Info: Color=Artifact Type=Artifact Creature - Gnome Cost=3 MI(U)

Text(MI+errata): 1/1. ; {Tap}: Target spell is colorless. ; {Tap}: Target permanent becomes colorless until end of turn. [\[Oracle 1999/07/01\]](#)

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. [\[Duelist Magazine #16, Page 28\]](#)

Note - Before errata, this card had no creature type. [\[Oracle 1999/07/01\]](#)

#### **Ertai's Familiar:**

Info: Color=Blue Type=Creature - Illusion Cost=1U WL(R)  
Text(WL+errata): 2/2, Phasing. ; When ~this~ leaves play, put the top three cards of your library into your graveyard. ; {U}: Until your next upkeep, ~this~ can't phase out. [\[Oracle 2000/10/24\]](#)  
Note - Also see Phasing, Rule A.30.

#### **Ertai's Meddling:**

Info: Color=Blue Type=Instant Cost=XU TE(R)  
Text(TE+errata): X can't be 0. ; The next time target spell would resolve, instead its controller removes it from the game, then puts X delay counters on it. ; As long as the card is removed from the game, remove a delay counter from it at the beginning of that player's upkeep. If the card has no delay counters on it, he or she puts it onto the stack as a copy of the original spell. [\[Oracle 2002/03/01\]](#)

Note that a delayed Counterspell will be countered when it resolves since the Counterspell will no longer find that its target is on the stack, which is a requirement for countering a spell. [\[D'Angelo 1997/10/29\]](#)

If a spell is targeted by more than one Ertai's Meddling, when the spell tries to resolve the first time, only one of the Ertai's Meddlings will be applied to it (by the choice of the caster of the spell being affected). The other Meddlings will fail since the spell will no longer be on the stack. [\[D'Angelo 2000/02/15\]](#)

A targeted spell which is delayed will still succeed even if its target has phased out and back in again. [\[bethmo 1997/11/19\]](#)

Once it is put back on the stack, it is a "new" spell again and can be countered or even targeted by another Ertai's Meddling. [\[D'Angelo 1999/08/18\]](#)

This card interacts oddly with a Flashback spell. Regardless of order of resolution of the replacements, the spell ends up removed from the game and with counters on it. When it finally resolves, the Flashback effect is ignored (it got used up the previous time) and the card goes to the graveyard as normal. [\[Jordan 2001/09/30\]](#)

If a copy of a spell (one that has no card representing it, such as from Mirari) is affected by Ertai's Meddling, the spell ceases to exist when removed from the game. It will not gain counters and will not be put back on the stack. [\[DeLaney 2002/02/09\]](#)

If Ertai's Meddling is used to copy a spell being played face down due to Morph ability, the spell will create a face up, 2/2, colorless, nameless creature with no text. This may be a little counter-intuitive, because you might expect the card to enter play face down like it would have when originally played, but Ertai's Meddling copies only the original spell and not the entire card the spell represented. [\[Jordan 2003/04/21\]](#)

Note - Also see X Costs, Rule K.28.

Note - Before errata, this card was of type Interrupt. It is now an Instant.

#### **Ertai's Trickery:**

Info: Color=Blue Type=Instant Cost=U PS(U)  
Text(PS): Counter target spell if a kicker cost was paid for it.  
It can target a spell which does not have a kicker cost or one which does but the kicker was not paid. In these cases, the spell does nothing. [\[Planeshift FAQ 2001/01/26\]](#)

#### **Ertai, the Corrupted:**

Info: Color=Multi Type=Creature - Wizard Legend Cost=2WUB PS(R)  
Text(PS): 3/4. ; {U},{Tap},Sacrifice a creature or enchantment: Counter target spell.

This card can be in play at the same time as Ertai, Wizard Adept. The cards have different names. [\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Legendary Permanents, Rule K.17.

Note - The foil version of the card is available with the normal art and a version is also available with alternate art. There is a star next to the collector's number on the alternate version.

**Ertai, Wizard Adept:**

Info: Color=Blue Type=Creature - Wizard Legend Cost=2U EX(R)

Text(EX+errata): 1/1. ; {2}{U}{U},{Tap}: Counter target spell.

[\[Oracle 1999/05/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

**Escape Artist:**

Info: Color=Blue Type=Creature - Wizard Cost=1U OD(C)

Text(OD): 1/1. ; ~this~ is unblockable. ; {U}, Discard a card from your hand:

Return ~this~ to its owner's hand.

**Escaped Shapeshifter:**

Info: Color=Blue Type=Creature - Shapeshifter Cost=3UU TE(R)

Text(TE+errata): 3/4. ; As long as an opponent controls a creature with flying, other than an Escaped Shapeshifter, ~this~ has flying. The same is true for first strike, trample, and protection from any color.

[\[Oracle 1999/11/01\]](#)

This card ignores any other Escaped Shapeshifters in play when checking to see if another creature has the various abilities.

[\[WotC Rules Team 1997/12/18\]](#) [\[Duelist Magazine #22, Page 27\]](#)

Effects, such as the Radjan Spirit's, can remove an ability from the Shapeshifter as if it had that ability naturally.

[\[WotC Rules Team 1997/12/18\]](#)

All abilities listed on the card (Flying, First Strike, Trample, and Protection from Color) are considered to be initial 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. [\[bethmo 1998/03/24\]](#)

Note - Also see First Strike, Rule A.18.

Note - Also see Protection, Rule A.31.

Note - Also see Trample, Rule A.37.

**Escape Routes:**

Info: Color=Blue Type=Enchantment Cost=2U PS(C)

Text(PS): {2}{U}: Return target white or black creature you control to its owner's hand.

**Essence Bottle:**

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

Text(TE+errata): {3},{Tap}: Put an elixir counter on ~this~. ; {Tap}, Remove all elixir counters from ~this~: You gain 2 life for each elixir counter removed this way. [\[Oracle 1999/05/01\]](#)

**Essence Filter:**

Info: Color=Green Type=Sorcery Cost=1GG IA(C)

Text(IA+errata): Choose one - Destroy all enchantments; or destroy all nonwhite enchantments. [\[Oracle 2000/02/01\]](#)

Note - Also see Modal Spells and Abilities, Rule G.24.

**Essence Flare:**

Info: Color=Blue Type=Enchant Creature Cost=U IA(C)

Text(IA+errata): Enchanted creature gets +2/+0. ; At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature. [\[Oracle 2000/02/01\]](#)

**Essence Fracture:**

Info: Color=Blue Type=Sorcery Cost=3UU ON(U)

Text(ON): Return two target creatures to their owners' hands. ; Cycling {2}{U}.

Note - Also see Cycling, Rule A.12.

**Essence Leak:**

Info: Color=Blue Type=Enchant Permanent Cost=U IN(U)

Text(IN): If enchanted permanent is red or green, it has "At the beginning

of your upkeep, sacrifice this permanent unless you pay its mana cost."  
It can enchant a permanent that is not red or green, but it doesn't do anything in that case. [\[Invasion FAQ 2000/10/03\]](#)

#### **Essence Sliver:**

Info: Color=White Type=Creature - Sliver Cost=3W LE(R)  
Text(LE): 3/3. ; Whenever a Sliver deals damage, its controller gains that much life.

You only gain the life when the triggered ability resolves. If you are reduced to zero life before the ability resolves, you will lose before gaining the life. [\[D'Angelo 2003/05/16\]](#)

#### **Essence Vortex:**

Info: Color=Multi Type=Instant Cost=1UB IA(U)  
Text(IA+errata): Destroy target creature unless its controller pays life equal to its toughness. If destroyed this way, the creature can't be regenerated. [\[Oracle 2000/02/01\]](#)

#### **Eternal Dragon:**

Info: Color=White Type=Creature - Dragon Spirit Cost=5WW SC(R)  
Text(SC): 5/5, Flying. ; {3}{W}{W}: Return ~this~ from your graveyard to your hand. Play this ability only during your upkeep. ; Plainscycling {2}.

+ **Note - Also see Landcycling, Rule A.25.**

#### **Eternal Flame:**

Info: Color=Red Type=Sorcery Cost=2RR DK(U1)  
Text(DK+errata): ~this~ deals X damage to target opponent, where X is the number of mountains you control. It deals half X damage, rounded up, to you. [\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Eternal Warrior:**

Info: Color=Red Type=Enchant Creature Cost=R LG(U1)/45(C)  
Text(5th+errata): Attacking doesn't cause enchanted creature to tap. [\[Oracle 1999/09/03\]](#)

#### **Ethereal Champion:**

Info: Color=White Type=Creature - Avatar Cost=2WWW MI(R)/6(R)  
Text(6th+errata): 3/4. ; Pay 1 life: Prevent the next 1 damage that would be dealt to ~this~ this turn. [\[Oracle 1999/07/01\]](#)

#### **Ether Well:**

Info: Color=Blue Type=Instant Cost=3U MI(U)  
Text(MI+errata): Put target creature on top of its owner's library. If that creature is red, you may put it on the bottom of its owner's library instead. [\[Oracle 1999/07/01\]](#)

The choice of where to put the creature is made on resolution. [\[bethmo 1996/09/17\]](#)

#### **Eunuchs' Intrigues:**

Info: Color=Red Type=Sorcery Cost=2R P3(U)  
Text(P3): Your opponent chooses one of his or her creatures. Only that creature can block this turn.

When played under non-Portal rules, the text should be read as "An opponent chooses target creature he or she controls. Other creatures that player controls can't block this turn." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Eureka:**

Info: Color=Green Type=Sorcery Cost=2GG LG(R)  
Text(LG+errata): Starting with you, players take turns putting an artifact, creature, enchantment, or land card from their hands into play until no one wants to put another card into play. [\[Oracle 2002/03/01\]](#)

The cards put into play during Eureka 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. [\[Aahz 1994/06/22\]](#)

The cards are put into play and will not trigger effects which trigger on such cards being "played". [\[D'Angelo 2000/04/09\]](#)

Any abilities that trigger due to these cards coming into play do not actually resolve until after the entire Eureka effect is done resolving.

[\[WotC Rules Team 1998/02/01\]](#)

Continuous effects of cards put into play take effect immediately.

[\[Aahz 1995/12/18\]](#) For example, Kismet.

The "take turns" means that each player get a chance to put a card in play starting with you and going around the table to the left (unless your multiplayer variant defines a different ordering). A player may decline to put a card into play when it is their turn. The spell ends when all players decline in a row. [\[D'Angelo 2002/01/10\]](#)

If the card has an X in its mana cost, treat X as zero.

[\[D'Angelo 2002/03/16\]](#)

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

#### **Evacuation:**

Info: Color=Blue Type=Instant Cost=3UU SH(R)/7(R)  
Text(7th): Return all creatures to their owners' hands.

#### **Evaporate:**

Info: Color=Red Type=Sorcery Cost=2R HL(U3)  
Text(HL+errata): ~this~ deals 1 damage to each creature that's blue or white. [\[Oracle 1999/07/23\]](#)

A creature which is both blue and white only takes one damage.

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

#### **Evasive Action:**

Info: Color=Blue Type=Instant Cost=1U AP(U)  
Text(AP): Counter target spell unless its controller pays {1} for each basic land type among lands you control.

#### **Everglades:**

Info: Color=Land Type=Land Cost=None VI(U)  
Text(VI+errata): If ~this~ would come into play, return an untapped swamp you control to its owner's hand instead. If you do, put ~this~ into play tapped. ; If you don't, put it into its owner's graveyard. ;  
{Tap}: Add {B} and one colorless mana to your mana pool.

[\[Oracle 2000/10/24\]](#)

When played from your hand, it counts as your playing of a land this turn.

This is because it replaces the effect of putting the land into play. It does not replace the announcement of playing a land.

[\[WotC Rules Team 2000/01/11\]](#)

#### **Everglove Courier:**

Info: Color=Green Type=Creature - Elf Cost=2G ON(U)  
Text(ON): 2/1. ; You may choose not to untap ~this~ during your untap step. ; {2}{G},{Tap}: As long as ~this~ remains tapped, target Elf gets +2/+2 and has trample.

It checks the creature type when the ability is announced and resolved, but once the effect is placed on the creature, if its creature type changes the effect still continues. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Trample, Rule A.37.

#### **Evil Eye of Orms-by-Gore:**

Info: Color=Black Type=Creature - Horror Cost=4B LG(U1)/56(U)  
Text(6th+errata): 3/6. ; ~this~ can't be blocked except by Walls. ; Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack. [\[Oracle 1999/07/21\]](#)

Note - In Fifth Edition and Legends this card was of creature type Evil Eye.

#### **Evil Presence:**

Info: Color=Black Type=Enchant Land Cost=B ABUR45(U)  
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(C)  
Text(TE+errata): Buyback {3}. ; ~this~ deals 2 damage to each creature and each player. [\[Oracle 1999/05/01\]](#)  
Note - Also see Buyback, Rule A.10.

#### **Eviscerator:**

Info: Color=Black Type=Creature - Horror Cost=3BB UL(R)  
Text(UL+errata): 5/5, Protection from White ; When ~this~ comes into play, you lose 5 life. [\[Oracle 1999/05/01\]](#)  
This is loss of life, and not damage. It cannot be prevented. See Rule G.21. [\[Barclay 1999/02/09\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Protection, Rule A.31.

#### **Exalted Angel:**

Info: Color=White Type=Creature - Angel Cost=4WW ON(R)  
Text(ON): 4/5, Flying. ; Whenever ~this~ deals damage, you gain that much life. ; Morph {2}{W}{W}.  
You only gain the life when the triggered ability resolves. If you are reduced to zero life before the ability resolves, you will lose before gaining the life. [\[D'Angelo 2003/05/16\]](#)  
Note - Also see Morph, Rule A.29.

#### **Exalted Dragon:**

Info: Color=White Type=Creature - Dragon Cost=4WW EX(R)  
Text(EX+errata): 5/5, Flying. ; Each turn, ~this~ can't attack unless you sacrifice a land. (This cost is paid as you declare attackers.)  
[\[Oracle 1999/11/01\]](#)  
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). [\[bethmo 1998/06/11\]](#)

#### **Excavation:**

Info: Color=Blue Type=Enchantment Cost=1U PY(U)  
Text(PY): {1}, Sacrifice a land: Draw a card. Any player may play this ability.

#### **Excavator:**

Info: Color=Artifact Type=Artifact Cost=2 TE(U)  
Text(TE+errata): {Tap}, Sacrifice a basic land: Target creature gains landwalk for the type of land sacrificed this way until end of turn.  
[\[Oracle 1999/07/21\]](#)  
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. [\[WotC Rules Team 1998/02/01\]](#)  
If you sacrifice a Snow-Covered land it gets the appropriate kind of Snow-Covered Landwalk. [\[Aahz 1997/11/17\]](#)  
Note - Also see Landwalk, Rule A.27.

#### **Excise:**

Info: Color=White Type=Instant Cost=XW PY(C)  
Text(PY): Remove target attacking creature from the game unless its controller pays {X}.  
The creature's controller gets the option to pay when this spell resolves.  
[\[Prophecy FAQ 2000/05/25\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Exclude:**

Info: Color=Blue Type=Instant Cost=2U IN(C)  
Text(IN): Counter target creature spell. ; Draw a card.

#### **Execute:**

Info: Color=Black Type=Instant Cost=2B OD(U)  
Text(OD): Destroy target white creature. It can't be regenerated. ; Draw a card.

#### Exhaustion:

Info: Color=Blue Type=Sorcery Cost=2U US(U)/PT(R)/P2(R)/P3(R)/ST(U)  
Text(US+errata): Creatures and lands target opponent controls don't untap during his or her next untap step. [\[Oracle 1999/05/01\]](#)  
The effect applies to the creatures controlled by the opponent when this spell resolves. [\[Jackson 1999/11/22\]](#)  
The creatures and lands are only prevented from untapping during the targeted player's next untap step. They can still can untap during other player's untap steps. [\[Jackson 1999/10/25\]](#)

#### Exhume:

Info: Color=Black Type=Sorcery Cost=1B US(C)/BR(F1)  
Text(US+errata): Each player puts a creature card from his or her graveyard into play. [\[Oracle 1999/05/01\]](#)  
The current player chooses first (if they can choose).  
[\[Urza's FAQ 1998/10/05\]](#)  
All choices are made during resolution. [\[D'Angelo 1999/05/01\]](#)

#### Exile:

Info: Color=White Type=Instant Cost=2W AL(R2)/6(R)  
Text(6th): Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

#### Exiled Doomsayer:

Info: Color=White Type=Creature - Cleric Cost=1W SC(R)  
Text(SC): 1/2. ; All morph costs cost {2} more. (This doesn't affect the cost to play creatures face down.)

#### Exorcist:

Info: Color=White Type=Creature - Exorcist Cost=WW DK(U1)  
Text(DK+errata): 1/1. ; {1}{W},{Tap}: Destroy target black creature.  
[\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Exoskeletal Armor:

Info: Color=Green Type=Enchant Creature Cost=1G JU(U)  
Text(JU): Enchanted creature gets +X/+X, where X is the number of creature cards in all graveyards.  
The value of X changes as the number of creatures cards in graveyards changes. [\[Judgment FAQ 2002/05/28\]](#)

#### Exotic Curse:

Info: Color=Black Type=Enchant Creature Cost=2B IN(C)  
Text(IN): Enchanted creature gets -1/-1 for each basic land type among lands you control.

#### Exotic Disease:

Info: Color=Black Type=Sorcery Cost=4B PS(U)  
Text(PS): Target player loses X life and you gain X life, where X is the number of basic land types among lands you control.

#### Expendable Troops:

Info: Color=White Type=Creature - Soldier Cost=1W UL(C)  
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(R)  
Text(US+errata): You may play an additional land each of your turns.  
[\[Oracle 2000/02/01\]](#)  
You have to say when you put the land out that it is the one you get because of Exploration. [\[bethmo 1998/10/23\]](#) 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.

### **Explosive Growth:**

Info: Color=Green Type=Instant Cost=G IN(C)

Text(IN): Kicker {5} (You may pay an additional {5} as you play this spell.) ; Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Note - Also see Kicker, Rule A.24.

### **Explosive Vegetation:**

Info: Color=Green Type=Sorcery Cost=3G ON(U)

Text(ON): Search your library for up to two basic land cards and put them into play tapped. Then shuffle your library.

### **Expunge:**

Info: Color=Black Type=Instant Cost=2B US(C)

Text(US+errata): Destroy target nonartifact, nonblack creature. It can't be regenerated. ; Cycling {2}. [\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

### **Extinction:**

Info: Color=Black Type=Sorcery Cost=4B TE(R)

Text(TE+errata): Destroy all creatures of the creature type of your choice. [\[Oracle 1999/07/21\]](#)

You do not have to name an existing creature type.

[\[WotC Rules Team 1998/03/31\]](#)

Note - Also see Creature Type, Rule K.11.

### **Extinguish:**

Info: Color=Blue Type=Instant Cost=1U P2(C)/P3(C)/ST(C)

Text(ST): Counter target sorcery spell.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal: Second Age version was of type Sorcery.

### **Extortion:**

Info: Color=Black Type=Sorcery Cost=3BB MM(R)

Text(MM): Look at target player's hand and choose up to two cards from it. That player discards those cards.

### **Extra Arms:**

Info: Color=Red Type=Enchant Creature Cost=4R SC(U)

Text(SC): Whenever enchanted creature attacks, it deals 2 damage to target creature or player.

### **Extract:**

Info: Color=Blue Type=Sorcery Cost=U OD(R)

Text(OD): Search target player's library for a card and remove that card from the game. Then that player shuffles his or her library.

### **Extravagant Spirit:**

Info: Color=Blue Type=Creature - Spirit Cost=3U MM(R)

Text(MM): 4/4, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {1} for each card in your hand.

### **Extruder:**

Info: Color=Artifact Type=Artifact Creature Cost=4 UD(U)

Text(UD): 4/3. ; Echo. ; Sacrifice an artifact: Put a +1/+1 counter on target creature.

It can choose itself as the target, but it will be countered when it tries to resolve since it will no longer be in play. This is useful only when you want to simply destroy this card. [\[DeLaney 1999/06/08\]](#)

Note - Also see Echo, Rule A.14.

### **Eye for an Eye:**

Info: Color=White Type=Instant Cost=WW AN(U3)/R45(R)

Text(5th+errata): ~this~ deals X damage to the controller of the source of your choice that dealt damage to you this turn, where X is the damage dealt to you by that source this turn. [\[Oracle 2002/03/01\]](#)

Cannot be used on spells and abilities that cause loss of life. It can only be used on damage. [\[bethmo 1994/06/01\]](#)

This spell is played after damage is dealt to you, so if you lost due to the original damage, you cannot use this spell to get in a final shot at your opponent. [\[D'Angelo 2000/02/25\]](#)

If the damage is prevented, it was never dealt and this spell won't let you choose a source that didn't damage you. [\[D'Angelo 2000/02/25\]](#)

Does white damage to your opponent. [\[D'Angelo 1994/06/01\]](#)

### Eye of Ramos:

Info: Color=Artifact Type=Artifact Cost=3 MM(R)

Text(MM): {Tap}: Add one blue mana to your mana pool. ; Sacrifice ~this~: Add one blue mana to your mana pool.

You can play the sacrifice ability while this card is tapped.

[\[MM FAQ 1999/09/22\]](#)

### Eye of Singularity:

Info: Color=White Type=Enchant World Cost=3W VI(R)

Text(VI+errata): When ~this~ comes into play, destroy each permanent with the same name as another permanent, except for basic lands. They can't be regenerated. ; Whenever a permanent other than a basic land comes into play, destroy all other permanents with that name. They can't be regenerated. [\[Oracle 1999/07/30\]](#)

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. [\[bethmo 1997/02/05\]](#)

If a duplicate Legend is cast while this is in play, both Legends are put into the graveyard. 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 destroyed and the copy card stays in play. [\[bethmo 1997/05/23\]](#)

Note - Also see Enchant World, Rule K.12.10.

### Eye of Yawgmooth:

Info: Color=Artifact Type=Artifact Cost=3 NE(R)

Text(NE): {3},{Tap},Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.

### Eye Spy:

Info: Color=Blue Type=Sorcery Cost=U P2(U)/ST(U)

Text(ST): Look at the top card of target player's library. Put that card back on top of that library or into that player's graveyard.

All tournament formats have banned this card because it only appears in Portal and Starter.

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### Faceless Butcher:

Info: Color=Black Type=Creature - Nightmare Horror Cost=2BB TO(C)

Text(TO): 2/3. ; When ~this~ comes into play, remove target creature other than ~this~ from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control.

### Face of Fear:

Info: Color=Black Type=Creature - Horror Cost=5B OD(U)

Text(OD+errata): 3/4. ; {2}{B},Discard a card from your hand: ~this~ gains fear until end of turn. [\[Oracle 2002/10/01\]](#)

Note - Also see Fear, Rule A.17.

### Faces of the Past:

Info: Color=Blue Type=Enchantment Cost=2U SC(R)

Text(SC): Whenever a creature is put into a graveyard from play, tap or untap all creatures that share a creature type with it.

+ *You either tap all of them or untap all of them. You cannot tap some and untap others.* [Scourge FAQ 2003/05/30]

+ *You choose whether to tap or untap during resolution.*

[Scourge FAQ 2003/05/30]

#### Fact or Fiction:

Info: Color=Blue Type=Instant Cost=3U IN(U)

Text(IN+errata): Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. [Oracle 2003/02/01]

You choose which pile to put into your hand. [D'Angelo 2000/10/14]

Type 1 tournaments (see Rule D.13) have restricted this card since 2002/01/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 2002/01/01.

#### Fade Away:

Info: Color=Blue Type=Sorcery Cost=2U EX(C)

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 1998/07/01] Because of this, you cannot sacrifice one creature in order to pay for another and thereby avoid payment for the first. [Barclay 1998/06/10]

You can choose to pay some mana and sacrifice some permanents if you have more than one creature. [Barclay 1998/06/10]

You can play mana abilities during the resolution if you decide to pay mana.

[D'Angelo 1999/06/01]

#### Fade from Memory:

Info: Color=Black Type=Instant Cost=B ON(U)

Text(ON): Remove target card in a graveyard from the game. ; Cycling {B}.

Note - Also see Cycling, Rule A.12.

#### Faerie Conclave:

Info: Color=Land Type=Land Cost=None UL(U)

Text(UL+errata): ~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. It's still a land. [Oracle 2000/10/24]

The animating ability sets the initial 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 1999/02/03]

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 1999/02/03]

See Rule G.37.3.

It has no creature type. [D'Angelo 2002/08/28]

#### Faerie Noble:

Info: Color=Green Type=Creature - Noble Cost=2G HL(U1)

Text(HL+errata): 1/2, Flying. ; Faeries you control get +0/+1. ;

{Tap}: Faeries you control get +1/+0 until end of turn.

[Oracle 1999/07/23]

#### Faerie Squadron:

Info: Color=Blue Type=Creature - Faerie Cost=U IN(C)

Text(IN): 1/1. ; Kicker {3}{U} (You may pay an additional {3}{U} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with two +1/+1 counters on it and has flying.

If you paid the kicker, it comes into play with flying and retains this ability until it leaves play. [D'Angelo 2000/10/14]

Note - Also see Kicker, Rule A.24.

#### Faith Healer:

Info: Color=White Type=Creature - Cleric Cost=1W US(R)

Text(US+errata): 1/1. ; Sacrifice an enchantment: You gain life equal to

its converted mana cost.

Note - Also see Converted Mana Cost, Rule K.8.

### The Fallen:

Info: Color=Black Type=Creature - Fallen Cost=1BBB DK(U2)/CH(U3)  
Text(CH+errata): 2/3. ; At the beginning of your upkeep, ~this~ deals 1 damage to each opponent it has dealt damage to this game.

[\[Oracle 1999/09/03\]](#)

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. [\[Aahz 1995/02/08\]](#)

The effect is not cumulative. If a player is hit more than once, they still only take one damage from The Fallen each turn.

[\[D'Angelo 1995/07/01\]](#)

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 Oubliette or Tawnos's Coffin it will not forget which players it damaged. [\[Duelist Magazine #11, Page 57\]](#)

[\[D'Angelo 1998/10/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Fallen Angel:

Info: Color=Black Type=Creature - Angel Cost=3BB  
LG(U1)/CH(U3)/5(U)/67(R)/BD(F1)

Text(6th/7th): 3/3, Flying. ; Sacrifice a creature: ~this~ gets +2/+1 until end of turn.

You can use the sacrifice ability as many times in a turn as you want to, with one creature sacrificed each time. [\[Aahz 1994/06/14\]](#)

Can sacrifice itself. [\[Duelist Magazine #5, Page 123\]](#)

### Fallen Askari:

Info: Color=Black Type=Creature - Knight Cost=1B VI(C)  
Text(VI+errata): 2/2, Flanking. ; ~this~ can't block. [\[Oracle 1999/07/01\]](#)

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.

### Fallen Cleric:

Info: Color=Black Type=Creature - Zombie Cleric Cost=4B ON(C)  
Text(ON): 4/2, Protection from Clerics. ; Morph {4}{B}.

Protection from clerics prevents damage from cleric sources, cannot have any clerics assigned to block it, and cannot be targeted by the abilities of clerics. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Morph, Rule A.29.

Note - Also see Protection, Rule A.31.

### Falling Star:

Info: Color=Red Type=Sorcery Cost=2R LG(R)  
Text(LG+errata): Flip ~this~ onto the playing area from a height of at least one foot. ~this~ deals 3 damage to each creature it lands on. Tap all creatures dealt damage by ~this~. If ~this~ doesn't turn completely over at least once during the flip, it has no effect. [\[Oracle 1999/09/03\]](#)

It must flip like a coin and not like a Frisbee. [\[Aahz 1994/06/16\]](#)

Only cards touched when it stops moving are affected. Not ones touched while it is moving. [\[Aahz 1994/06/16\]](#)

Type 1 tournaments (see Rule D.13) have banned this card since 1995/11/01.

It was previously on the restricted list from 1994/08/01 to 1995/11/01.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

### Falling Timber:

Info: Color=Green Type=Instant Cost=2G PS(C)  
Text(PS): Kicker-Sacrifice a land. ; Prevent all combat damage target creature would deal this turn. If you paid the kicker cost, prevent all



combat damage another target creature would deal this turn.  
You pick a second target only if you choose to pay the Kicker cost.

[\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Kicker, Rule A.24.

#### **Fallow Earth:**

Info: Color=Green Type=Sorcery Cost=2G MI(U)/6(U)  
Text(6th): Put target land on top of its owner's library.

#### **Fallow Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=2G WL(U)  
Text(WL+errata): 4/4. ; When ~this~ comes into play, sacrifice it unless you discard a land card. [\[Oracle 1999/07/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **False Cure:**

Info: Color=Black Type=Instant Cost=BB ON(R)  
Text(ON): Until end of turn, whenever a player gains life, that player loses 2 life for each 1 life he or she gained.

#### **False Dawn:**

Info: Color=White Type=Sorcery Cost=1W AP(R)  
Text(AP+errata): Until end of turn, spells and abilities you control that would add colored mana to your mana pool add that much white mana instead. Until end of turn, you may spend white mana as though it were mana of any color. Draw a card. [\[Apocalypse FAQ 2001/05/24\]](#)  
This card's ability does not change the color of any permanents. [\[Apocalypse FAQ 2001/05/24\]](#)  
This card's ability does not change any lands into Plains. [\[DeLaney 2001/06/17\]](#)

#### **False Defeat:**

Info: Color=White Type=Sorcery Cost=3W P3(C)  
Text(P3): Take any one creature card from your graveyard and put that creature into play.  
When played under non-Portal rules, the text should be read as "Return target creature card from your graveyard to play." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **False Demise:**

Info: Color=Blue Type=Enchant Creature Cost=2U AL(U3)/MM(U)  
Text(MM): When enchanted creature is put into a graveyard, return that creature to play under your control.  
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 not get it. The other False Demise effect will fail since the creature will no longer be in the graveyard. [\[D'Angelo 1999/08/01\]](#)  
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 Memories:**

Info: Color=Blue Type=Instant Cost=1U TO(R)  
Text(TO): Put the top seven cards of your library into your graveyard. ;  
At end of turn, remove seven cards in your graveyard from the game.

#### **False Mourning:**

Info: Color=Green Type=Sorcery Cost=G P3(U)  
Text(P3): Take any one card from your graveyard and put that card on the top of your library.  
When played under non-Portal rules, the text should be read as "Put target card from your graveyard on top of your library." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**False Orders:**

Info: Color=Red Type=Instant Cost=R ABU(C)  
Text(ABU+errata): Play ~this~ only during the declare blockers step. ;  
Target creature defending player controls is removed from combat.  
Creatures that creature had been blocking this combat are considered unblocked if no other creatures are blocking them. You may have the creature block an attacking creature of your choice. [\[Oracle 2001/08/24\]](#)  
You cannot use this spell to make a creature not block a Lured creature because that is not a legal action. [\[bethmo 1994/06/01\]](#)  
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. [\[Aahz 1995/01/27\]](#)  
If a creature is removed from being a blocker of a given attacker, any triggered abilities that would have happened because it was declared as a blocker still happen. [\[D'Angelo 2000/03/03\]](#)  
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.  
[\[Duelist Magazine #8, Page 47\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

**False Peace:**

Info: Color=White Type=Sorcery Cost=W PT(C)/ST(U)  
Text(ST): Target player can't attack on his or her next turn.  
When played under non-Portal rules, the text should be read as "Target player skips his or her next combat step." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal and Starter.

**False Prophet:**

Info: Color=White Type=Creature - Cleric Cost=2WW UD(R)  
Text(UD): 2/2. ; When ~this~ is put into a graveyard from play, remove all creatures from the game.  
Only removes creatures from the game, which means only creature permanents which are in play. It won't remove itself since it is already in the graveyard. [\[Urza's Destiny FAQ 1999/05/25\]](#)

**False Summoning:**

Info: Color=Blue Type=Sorcery Cost=1U P2(C)  
Text(P2): Play ~this~ only in response to another player playing a creature.  
That creature card has no effect, and that player puts it into his or her graveyard.  
When played under non-Portal rules, the text should be read as an Instant with text "Counter target creature spell played by another player."  
[\[D'Angelo 2000/12/29\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Falter:**

Info: Color=Red Type=Instant Cost=1R US(C)  
Text(US+errata): Creatures without flying can't block this turn.

**Familiar Ground:**

Info: Color=Green Type=Enchantment Cost=2G WL(U)/67(U)  
Text(7th): Each creature you control can't be blocked by more than one creature.  
When combined with Goblin War Drums, it can make all your creatures unblockable. [\[Duelist Magazine #19, Page 34\]](#)

**Famine:**

Info: Color=Black Type=Sorcery Cost=3BB P3(U)  
Text(P3): ~this~ deals 3 damage to each creature and player. (This includes your creatures and you.)  
All tournament formats have banned this card because it only appears in Portal.

**Famished Ghoul:**

Info: Color=Black Type=Creature - Zombie Cost=3B OD(U)

Text(OD): 3/2. ; {1}{B}, Sacrifice ~this~: Remove up to two target cards in a single graveyard from the game.

#### **Fanatical Devotion:**

Info: Color=White Type=Enchantment Cost=2W NE(C)  
Text(NE): Sacrifice a creature: Regenerate target creature.

#### **Fanatical Fever:**

Info: Color=Green Type=Instant Cost=2GG IA(U)  
Text(IA+errata): Target creature gets +3/+0 and gains trample until end of turn. [\[Oracle 2000/02/01\]](#)

#### **Fanning the Flames:**

Info: Color=Red Type=Sorcery Cost=XRR SH(U)  
Text(SH): Buyback 3. ; ~this~ deals X damage to target creature or player.  
Note - Also see Buyback, Rule A.10.  
Note - Also see X Costs, Rule K.28.

#### **Farmstead:**

Info: Color=White Type=Enchant Land Cost=WWW ABUR(R)  
Text(RV+errata): Enchanted land has "At the beginning of your upkeep, you may pay {W}{W}. If you do, you gain 1 life." [\[Oracle 1999/09/03\]](#)  
The land's controller plays the ability. [\[D'Angelo 2000/03/03\]](#)  
The ability may be played only once each upkeep. [\[D'Angelo 2000/03/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Farrelite Priest:**

Info: Color=White Type=Creature - Cleric Cost=1WW FE(U3)  
Text(FE+errata): 1/3. ; {1}: Add {W} to your mana pool. If this ability is played four or more times this turn, sacrifice ~this~ at end of turn. [\[Oracle 2002/03/01\]](#)  
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. [\[Aahz 1995/01/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Farrel's Mantle:**

Info: Color=White Type=Enchant Creature Cost=2W FE(U3)  
Text(FE+errata): Enchanted creature has "Whenever this creature attacks and isn't blocked, you may have it deal X plus 2 damage to target creature, where X is this creature's power. If you do, this creature deals no combat damage this turn." [\[Oracle 1999/09/03\]](#)  
If you put this on your opponent's creature, they decide whether or not to make their creature deal no damage to you. [\[D'Angelo 1999/09/20\]](#)  
Two Mantles on a creature will both trigger. [\[D'Angelo 1999/08/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Farrel's Zealot:**

Info: Color=White Type=Creature - Townsfolk Cost=1WW FE(C3)  
Text(FE+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may have it deal 3 damage to target creature. If you do, ~this~ deals no combat damage this turn. [\[Oracle 1999/07/23\]](#)  
In a multiplayer game, the target creature does not need to be one of the ones controlled by the player you actually attacked. [\[D'Angelo 1995/06/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Far Wanderings:**

Info: Color=Green Type=Sorcery Cost=2G TO(C)  
Text(TO): Search your library for a basic land card and put that card into play tapped. Then shuffle your library. ; Threshold - Instead search your library for three basic land cards and put them into play tapped. Then shuffle your library. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Fastbond:**

Info: Color=Green Type=Enchantment Cost=G ABUR(R)

+ **Text(ABU/RV+errata):** *You may play as many lands as you choose on your turn ; Whenever you play a land other than the first land of the turn, ~this~ deals 1 damage to you.* [Oracle 2003/05/19]

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.

[bethmo 1994/09/20]

+ **You take damage when you play a land using the "play a land" action. Such an action can be your regular "play a land", one enabled by Fastbond, or ones enabled through other effects, such as Storm Cauldron.**

[DeLaney 2003/06/14]

+ **You do not take damage when you "put a land into play" through the effect of a spell or ability.** [DeLaney 2003/06/14]

If you have two in play, you take 2 damage per land played.

[bethmo 1996/04/11]

Type 1 tournaments (see Rule D.13) have restricted this card since 1996/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1996/10/01.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02, when it left the environment.

**Fasting:**

Info: Color=White Type=Enchantment Cost=W DK(U2)

Text(DK+errata): At the beginning of your upkeep, put a hunger counter on ~this~. If ~this~ has five or more hunger counters on it, sacrifice it. Otherwise, you may choose to skip your draw step this turn and gain 2 life. ; When you draw a card, sacrifice ~this~. [Oracle 1999/09/03]

You decide whether or not to skip your draw step during resolution of the triggered ability. [D'Angelo 1999/08/01]

You get the 2 life when you choose to skip your draw step. You can do this even if you are scheduled to skip this step due to some other effect.

If the draw step gets skipped due to some other effect, you still keep the life, and you are not forced to skip your draw step in any future turn due to this card. [D'Angelo 1999/10/05]

Note that using this spell causes you to skip your draw step entirely, so it cannot be used in combination with draw step effects like Island Sanctuary or Howling Mine. [bethmo 1994/08/10]

It can be used with Necropotence since this is used before the draw step and Necropotence happens right as the draw step would start.

[WotC Rules Team 1996/07/29]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Skipping a Phase, Rule G.36.

**Fatal Blow:**

Info: Color=Black Type=Instant Cost=B WL(C)/6(C)

Text(6th+errata): Destroy target creature that was dealt damage this turn.

It can't be regenerated. [Oracle 2000/02/01]

This card works if the creature was successfully damaged at any point during the turn, even if it regenerated. [Aahz 1997/07/03]

**Fatal Lore:**

Info: Color=Black Type=Sorcery Cost=2BB AL(R2)

Text(AL+errata): An opponent chooses one - You draw three cards; or you destroy up to two target creatures that opponent controls and that player draws up to three cards. [Oracle 2000/02/01]

It does not target the opponent, but you still choose an opponent.

[WotC Rules Team 1998/02/01]

The opponent chooses which option they want (this is a mode choice). If they choose the "destroy" option, you choose the zero, one, or two targets after that. [Barclay 2002/03/26]

Note - Also see Modal Spells and Abilities, Rule G.24.

**Fatal Mutation:**

Info: Color=Black Type=Enchant Creature Cost=B SC(U)

Text(SC): When enchanted creature is turned face up, destroy it. It can't

be regenerated.

**Fatigue:**

Info: Color=Blue    Type=Sorcery    Cost=1U    UD(C)  
Text(UD): Target player skips his or her next draw step.  
Note - Also see Skipping a Phase or Step, Rule G.36.

**Fault Line:**

Info: Color=Red    Type=Instant    Cost=XRR    US(R)  
Text(US): ~this~ deals X damage to each creature without flying and each player.  
Note - Also see X Costs, Rule K.28.

**Fault Riders:**

Info: Color=Red    Type=Creature - Soldier    Cost=2R    PY(C)  
Text(PY): 2/2. ; Sacrifice a land: ~this~ gets +2/+0 and gains first strike until end of turn. Play this ability only once each turn.  
Note - Also see First Strike, Rule A.18.

**Favorable Destiny:**

Info: Color=White    Type=Enchant Creature    Cost=1W    MI(U)  
Text(MI+errata): Enchanted creature gets +1/+2 as long as it's white. ; Enchanted creature can't be the target of spells or abilities as long as its controller controls another creature. [\[Oracle 1999/07/01\]](#)

**Fear:**

Info: Color=Black    Type=Enchant Creature    Cost=BB    ABUR4567(C)/IA(C)  
Text(7th+errata): Enchanted creature has fear. (It can't be blocked except by artifact creatures and/or black creatures.) [\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

**Feast of the Unicorn:**

Info: Color=Black    Type=Enchant Creature    Cost=3B    HL(C4)/6(C)/AT(F1)  
Text(6th): Enchanted creature gets +4/+0.

**Feast or Famine:**

Info: Color=Black    Type=Instant    Cost=3B    AL(U3)  
Text(AL+errata): Choose one - Put a 2/2 black Zombie creature token into play; or destroy target nonblack, nonartifact creature, and it can't be regenerated. [\[Oracle 2000/10/24\]](#)  
Note - Also see Token Creatures, Rule K.25.

**Fecundity:**

Info: Color=Green    Type=Enchantment    Cost=2G    US(U)/BR(F1)  
Text(US+errata): Whenever a creature is put into a graveyard from play, that creature's controller may draw a card. [\[Oracle 2003/02/01\]](#)  
Only triggers when a creature goes to a graveyard from play.  
[\[D'Angelo 2001/08/31\]](#)

**Feedback:**

Info: Color=Blue    Type=Enchant Enchantment    Cost=2U    ABUR45(U)  
Text(5th+errata): At the beginning of the upkeep of enchanted enchantment's controller, ~this~ deals 1 damage to that player. [\[Oracle 2000/02/01\]](#)

**Feeding Frenzy:**

Info: Color=Black    Type=Instant    Cost=2B    ON(U)  
Text(ON): Target creature gets -X/-X until end of turn, where X is the number of Zombies in play.

**Feint:**

Info: Color=Red    Type=Instant    Cost=R    LG(C1)  
Text(LG+errata): Tap all creatures blocking target attacking creature. Prevent all combat damage this turn that would be dealt by that creature and all creatures blocking it. [\[Oracle 1999/09/03\]](#)  
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(U)  
Text(5th): {Tap}, Remove ~this~ from the game: Shuffle your graveyard into your library.  
Type 1 tournaments (see Rule D.13) restricted this card from 1994/05/02 until 1997/10/01. It is not currently banned or restricted.  
Type 1.5 tournaments (see Rule D.14) banned this card until 1999/01/01. It is not currently banned or restricted.  
Standard (Type 2) tournaments (see Rule D.16) restricted this card from 1994/05/02 through 1996/04/01. It is not currently banned or restricted.

**Fellwar Stone:**

Info: Color=Artifact Type=Artifact Cost=2 DK(U2)/45(U)  
Text(5th+errata): {Tap}: Add to your mana pool one mana of any color and type that a land an opponent controls could produce. [\[Oracle 2000/02/01\]](#)  
Cannot be tapped for mana if opponent has no mana producing lands. [\[bethmo 1994/09/26\]](#)  
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. [\[WotC Rules Team 1999/03/18\]](#)  
It only produces one mana even if the land can produce more than one. [\[D'Angelo 1995/08/02\]](#)  
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. [\[D'Angelo 1996/10/31\]](#)  
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. [\[Aahz 1995/08/01\]](#)

**Femeref Archers:**

Info: Color=Green Type=Creature - Soldier Cost=2G MI(U)/67(U)  
Text(MI/6th/7th): 2/2. ; {Tap}: ~this~ deals 4 damage to target attacking creature with flying.  
Note - In Mirage, this card was of creature type Archer.

**Femeref Enchantress:**

Info: Color=Multi Type=Creature - Enchantress Cost=GW VI(R)  
Text(VI+errata): 1/2. ; Whenever an enchantment is put into a graveyard from play, draw a card. [\[Oracle 2003/02/01\]](#)  
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 put into the graveyard until after she is in the graveyard. [\[bethmo 1997/10/19\]](#)

**Femeref Healer:**

Info: Color=White Type=Creature - Cleric Cost=1W MI(C)  
Text(MI+errata): 1/1. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. [\[Oracle 1999/07/01\]](#)

**Femeref Knight:**

Info: Color=White Type=Creature - Knight Cost=2W MI(C)  
Text(MI+errata): 2/2, Flanking. ; {W}: Attacking doesn't cause ~this~ to tap this turn. [\[Oracle 1999/07/01\]](#)  
Note - Also see Flanking, Rule A.19.

**Femeref Scouts:**

Info: Color=White Type=Creature - Soldier Cost=2W MI(C)  
Text(MI): 1/4.  
Note - Before errata, this card was of creature type Scout.



[Oracle 1999/07/01]

**Fend Off:**

Info: Color=White Type=Instant Cost=1W UD(C)  
Text(UD+errata): Prevent all combat damage that would be dealt by target creature this turn. ; Cycling {2}. [Oracle 2000/10/24]  
Note - Also see Cycling, Rule A.12.

**Fen Stalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=3B PY(C)  
Text(PY+errata): 3/2. ; ~this~ has fear as long as you control no untapped lands. [Oracle 2002/10/01]  
Note - Also see Fear, Rule A.17.

**Feral Instinct:**

Info: Color=Green Type=Instant Cost=1G VI(C)  
Text(VI+errata): Target creature gets +1/+1 until end of turn. ; Draw a card at the beginning of the next turn's upkeep. [Oracle 2000/02/01]  
Note - Also see Cantrips, Rule E.2.

**Feral Shadow:**

Info: Color=Black Type=Creature - Nightstalker Cost=2B  
MI(C)/PT(C)/ST(C)/6(C)/BD(F1)  
Text(MI/6th): 2/1, Flying.  
Note - This card is referred to by Urborg Panther.  
Note - Before errata, the creature type was Night Stalker as two words.  
[Oracle 1999/07/01]  
Note - The Portal version had no creature type.

**Feral Thallid:**

Info: Color=Green Type=Creature - Fungus Cost=3GGG FE(U3)  
Text(FE+errata): 6/3. ; At the beginning of your upkeep, put a spore counter on ~this~. ; Remove three spore counters from ~this~: Regenerate ~this~.  
[Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Feral Throwback:**

Info: Color=Green Type=Creature - Beast Cost=4GG LE(R)  
Text(LE): 3/3, Provoke. ; Amplify 2.  
Note - Also see Amplify, Rule A.7.  
Note - Also see Provoke, Rule A.32.

**Ferocity:**

Info: Color=Green Type=Enchant Creature Cost=1G MM(C)  
Text(MM): Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.

**Feroz's Ban:**

Info: Color=Artifact Type=Artifact Cost=6 HL(U1)/57(R)  
Text(7th): Creature spells cost {2} more to play.  
It does affect artifact creatures. [D'Angelo 1999/08/01]

**Fertile Ground:**

Info: Color=Green Type=Enchant Land Cost=1G US(C)/IN(C)/BR(F1)  
Text(IN): Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.  
The color of mana to be generated is chosen when tapping the land for mana.  
[Urza's FAQ 1998/10/05]  
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 1998/10/05]  
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.  
[Invasion FAQ 2000/10/03]

**Fervent Charge:**

Info: Color=Multi Type=Enchantment Cost=1WBR AP(R)  
Text(AP): Whenever a creature you control attacks, it gets +2/+2 until end of turn.

#### **Fervent Denial:**

Info: Color=Blue Type=Instant Cost=3UU OD(U)  
Text(OD): Flashback {5}{U}{U}. ; Counter target spell.  
Note - Also see Flashback, Rule A.20.

#### **Fervor:**

Info: Color=Red Type=Enchantment Cost=2R WL(R)/67(R)  
Text(7th): Creatures you control have haste.  
Note - Also see Haste, Rule A.22.

#### **Festering Evil:**

Info: Color=Black Type=Enchantment Cost=3BB WL(U)  
Text(WL+errata): At the beginning of your upkeep, ~this~ deals 1 damage to each creature and each player. ; {B}{B}, Sacrifice ~this~: ~this~ deals 3 damage to each creature and each player. [\[Oracle 1999/07/01\]](#)

#### **Festering Goblin:**

Info: Color=Black Type=Creature - Zombie Goblin Cost=B ON(C)  
Text(ON): 1/1. ; When ~this~ is put into a graveyard from play, target creature gets -1/-1 until end of turn.

#### **Festering Wound:**

Info: Color=Black Type=Enchant Creature Cost=1B UD(U)  
Text(UD): At the beginning of your upkeep, you may put an infection counter on ~this~. ; At the beginning of the upkeep of enchanted creature's controller, ~this~ deals X damage to that player, where X is the number of infection counters on ~this~.

Putting on a counter is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

If it is on your creature, you can decide whether to add a counter before or after it damages you. [\[D'Angelo 1999/06/01\]](#)

#### **Festival:**

Info: Color=White Type=Instant Cost=W DK(C3)  
Text(DK+errata): Play only during an opponent's upkeep. ; That player skips all combat phases this turn. [\[Oracle 2001/08/24\]](#)

You can play Siren's Call or any other spell/ability that can only be played prior to an attack when this spell is in effect.

[\[D'Angelo 1999/08/18\]](#)

Skips all attacks that turn if you manage to get multiple attacks.

[\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Festival of Trokin:**

Info: Color=White Type=Sorcery Cost=W P2(C)

Text(P2): For each creature you have in play, you gain 2 life.

When played under non-Portal rules, the text should be read as "You gain 2 life for each creature you control." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Fetid Horror:**

Info: Color=Black Type=Creature - Shade Cost=3B MI(C)

Text(MI+errata): 1/2. ; {B}: ~this~ gets +1/+1 until end of turn.

[\[Oracle 1998/07/01\]](#)

#### **Fever Charm:**

Info: Color=Red Type=Instant Cost=R ON(C)

Text(ON): Choose one - Target creature gains haste until end of turn; or target creature gets +2/+0 until end of turn; or ~this~ deals 3 damage to target Wizard.

Note - Also see Haste, Rule A.22.

Note - Also see Modal Spells and Abilities, Rule G.24.

**Fevered Convulsions:**

Info: Color=Black Type=Enchantment Cost=BB TE(R)

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 turn's upkeep. [\[Oracle 1999/07/23\]](#)

Note - Also see Cantrips, Rule E.2.

**Fickle Efreet:**

Info: Color=Red Type=Creature - Efreet Cost=3R PY(R)

Text(PY): 5/2. ; Whenever ~this~ attacks or blocks, flip a coin at end of combat. If you lose the flip, an opponent gains control of ~this~.

**Field of Dreams:**

Info: Color=Blue Type=Enchant World Cost=U LG(R)

Text(LG+errata): Players play with the top card of their libraries revealed.

[\[Oracle 1999/09/03\]](#)

If you get to draw more than one card from the library at a time (such as with Brainstorm), players do get to see every card drawn.

[\[Jackson 1999/12/07\]](#)

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

Note - Also see Enchant World, Rule K.12.10.

**Field of Souls:**

Info: Color=White Type=Enchantment Cost=2WW TE(R)

Text(TE+errata): Whenever a nontoken creature is put into your graveyard from play, put a 1/1 white Essence creature token with flying into play.

[\[Oracle 2003/02/01\]](#)

If you have two of these in play, both will trigger when a non-token creature goes to the graveyard. [\[bethmo 1997/12/19\]](#)

Only triggers on creatures going to the graveyard from play.

[\[D'Angelo 2001/08/31\]](#)

Note - Also see Token Creatures, Rule K.25.

**Field Surgeon:**

Info: Color=White Type=Creature - Cleric Cost=1W UD(C)

Text(UD+errata): 1/1. ; Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

[\[Oracle 1999/07/21\]](#)

**Fierce Empath:**

Info: Color=Green Type=Creature - Elf Cost=2G SC(C)

Text(SC): 1/1. ; When ~this~ comes into play, you may search your library for a creature card with converted mana cost {6} or more, reveal it, and put it into your hand. Then shuffle your library.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

**Fiery Justice:**

Info: Color=Multi Type=Sorcery Cost=WRG IA(R)

Text(IA+errata): ~this~ deals 5 damage divided as you choose among any number of target creatures and/or players. An opponent gains 5 life.

[\[Oracle 2000/10/24\]](#)

You can give life to the same opposing player you target.

[\[Oracle Update 1998/11/11\]](#)

You must assign at least 1 damage to each target. [\[D'Angelo 2000/11/06\]](#)

You cannot choose zero targets. You must choose between 1 and 5 targets.

[\[DeLaney 2003/05/19\]](#)

**Fiery Mantle:**

Info: Color=Red Type=Enchant Creature Cost=1R US(C)

Text(US+errata): When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. ; {R}: Enchanted creature gets +1/+0 until end of turn. [\[Oracle 1999/05/01\]](#)

**Fiery Temper:**

Info: Color=Red Type=Instant Cost=1RR TO(C)  
 Text(TO): Madness {R}. ; ~this~ deals 3 damage to target creature or player.  
 Note - Also see Madness, Rule A.28.

**Fighting Chance:**

Info: Color=Red Type=Instant Cost=R EX(R)  
 Text(EX+errata): For each blocking creature, flip a coin. If you win the flip, prevent all combat damage that would be dealt by that creature this turn. [\[Oracle 1999/05/01\]](#)

**Fighting Drake:**

Info: Color=Blue Type=Creature - Drake Cost=2UU TE(U)/7(U)  
 Text(TE/7th): 2/4, Flying.

**Fight or Flight:**

Info: Color=White Type=Enchantment Cost=3W IN(R)  
 Text(IN+errata): At the beginning of each opponent's combat phase, separate all creatures that player controls into two piles. Only creatures in the pile of his or her choice may attack this turn.  
[\[Oracle 2003/02/01\]](#)

Creatures which comes into play (or cards which become creatures) after the beginning of combat ability resolves are not placed in either pile and are not affected by this ability. [\[Jordan 2001/02/13\]](#)

The effect is best understood if you read it as "creatures in the pile the player does not choose cannot attack this turn." [\[D'Angelo 2002/06/18\]](#)

If you have two of these, then two of these effects will be applied in order. The first time, the player gets to pick a set that can attack and the other set cannot. The second time, it does not matter what you do with the set that could not attack, so you split up the ones that still could attack. [\[D'Angelo 2002/06/18\]](#)

**Filth:**

Info: Color=Black Type=Creature - Incarnation Cost=3B JU(U)  
 Text(JU): 2/2, Swampwalk. ; As long as ~this~ is in your graveyard and you control a swamp, creatures you control have swampwalk.  
 The "in your graveyard" ability is ordered as if it starts at the time that this card goes to your graveyard. See Rule T.8.15.

[\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Landwalk, Rule A.27.

**Filthy Cur:**

Info: Color=Black Type=Creature - Hound Cost=1B OD(C)  
 Text(OD): 2/2. ; Whenever ~this~ is dealt damage, you lose that much life.

**Final Fortune:**

Info: Color=Red Type=Instant Cost=RR MI(R)/67(R)  
 Text(7th): Take an extra turn after this one. At the end of that turn, you lose the game.

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 multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.

[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

**Final Punishment:**

Info: Color=Black Type=Sorcery Cost=3BB SC(R)  
 Text(SC): Target player loses life equal to the damage already dealt to him or her this turn.

**+ Damage that is prevented does not count toward the total.**

[\[Scourge FAQ 2003/05/30\]](#)

**+ Worship does not prevent damage. It causes some damage to be unable to lower your life total. So any damage rendered useless by Worship was still dealt and is counted. In addition, Worship does not prevent loss**

*of life, so the loss of life from this card bypasses Worship.*  
[Scourge FAQ 2003/05/30]

#### **Final Strike:**

Info: Color=Black Type=Sorcery Cost=2BB PT(R)  
Text(PT): Choose one of your creatures. ~this~ deals to your opponent damage equal to that creature's offense. Then, put the creature in your discard pile.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ deals to target opponent damage equal to the power of target creature you control. Sacrifice that creature." [D'Angelo 2000/06/05]

#### **Fire (Fire/Ice):**

Info: Color=Red Type=Instant Cost=1R AP(U)  
Text(AP): ~this~ deals 2 damage divided as you choose among any number of target creatures and/or players.

You cannot choose zero targets. You must choose between 1 and 2 targets.

[DeLaney 2003/05/19]

Note - Also see Ice (Fire/Ice) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **Fire Ambush:**

Info: Color=Red Type=Sorcery Cost=1R P3(C)  
Text(P3): ~this~ deals 3 damage to any one creature or player.

When played under non-Portal rules, the text should be read as "~this~ deals 3 damage to target creature or player." [D'Angelo 2000/06/05]

All tournament formats have banned this card because it only appears in Portal.

#### **Fire and Brimstone:**

Info: Color=White Type=Instant Cost=3WW DK(U2)  
Text(DK+errata): ~this~ deals 4 damage to target player who declared an attacking creature this turn and 4 damage to you. [Oracle 2001/08/24]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Fire Ants:**

Info: Color=Red Type=Creature - Insect Cost=2R US(U)/BR(F1)  
Text(US): 2/1. ; {Tap}: ~this~ deals 1 damage to each other creature without flying. [Oracle 1999/05/01]

Does 1 damage to each non-Flying creature other than itself.

[DeLaney 1998/10/05]

#### **Fireball:**

Info: Color=Red Type=Sorcery Cost=XYR ABUR45(C)/AT(F1)/BD(F1)  
Text(5th+errata): ~this~ deals X damage divided evenly, rounded down, among Y plus one target creatures and/or players. [Oracle 2000/02/01]

The Y in the mana cost works the same as X normally does.

[D'Angelo 2000/03/03]

If split for multiple targets, each target can receive only one of the splits. You may not multiply target something. [bethmo 1994/06/01] See Rule G.39.2.

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 1996/10/03]

The mana spent for extra targets is part of the mana cost (see Rule K.18).

[D'Angelo 2000/03/03] (This is a REVERSAL based on new Oracle text.)

Note - Also see X Costs, Rule K.28.

#### **Fireblast:**

Info: Color=Red Type=Instant Cost=4RR VI(C)  
Text(VI+errata): You may sacrifice two mountains rather than paying ~this~'s mana cost. ; ~this~ deals 4 damage to target creature or player.

[Oracle 2001/05/02]

Note - Also see Alternate Cost Spells, Rule E.1.  
Note - Also see Mana Cost, Rule K.18.

#### **Firebolt:**

Info: Color=Red Type=Sorcery Cost=R OD(C)  
Text(OD): Flashback {4}{R}. ; ~this~ deals 2 damage to target creature or player.  
Note - Also see Flashback, Rule A.20.

#### **Fire Bowman:**

Info: Color=Red Type=Creature - Soldier Cost=R P3(U)  
Text(P3): 1/1. ; On your turn, before you attack, you may destroy ~this~ to have it deal 1 damage to any one creature or player.  
When played under non-Portal rules, the text should be read as "Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.  
Play this ability only during your turn before combat."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Firebrand Ranger:**

Info: Color=Red Type=Creature - Soldier Cost=1R IN(U)  
Text(IN): 2/1. ; {G},{Tap}: Put a basic land card from your hand into play. This does not count as your one land you can normally play each turn.  
[\[Invasion FAQ 2000/10/03\]](#)

#### **Firebreathing:**

Info: Color=Red Type=Enchant Creature Cost=R ABUR456(C)/MI(C)  
Text(MI/5th/6th): {R}: Enchanted creature gets +1/+0 until end of turn.

#### **Firecat Blitz:**

Info: Color=Red Type=Sorcery Cost=XRR JU(U)  
Text(JU): Flashback {R}{R}, Sacrifice X mountains. ; Put X 1/1 red Cat creature tokens with haste into play. Remove them from the game at end of turn.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see X Costs, Rule K.28.

#### **Fire Covenant:**

Info: Color=Multi Type=Instant Cost=1BR IA(U)  
Text(IA+errata): As an additional cost to play ~this~, pay X life. ; ~this~ deals X damage, divided as you choose among any number of target creatures. [\[Oracle 2000/02/01\]](#)  
Paying of life cannot be prevented using damage prevention spells and abilities. [\[D'Angelo 2000/03/09\]](#)

#### **Fire Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=6RRR PT(R)  
Text(PT): 6/6, Flying. ; When ~this~ comes into play from your hand, it deals to any one creature damage equal to the number of mountains you have in play.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Flying. ; When ~this~ comes into play, if you played it from your hand, it deals damage to target creature equal to the number of mountains you control."  
[\[D'Angelo 2000/06/05\]](#)  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Dragon. [\[D'Angelo 2000/06/05\]](#)

#### **Fire Drake:**

Info: Color=Red Type=Creature - Drake Cost=1RR DK(U2)/CH(U3)/5(U)  
Text(CH/5th+errata): 1/2, Flying. ; {R}: ~this~ gets +1/+0 until end of turn. Play this ability no more than once each turn. [\[Oracle 2000/02/01\]](#)

#### **Fire Diamond:**



Info: Color=Artifact Type=Artifact Cost=2 MI(U)/67(U)  
Text(6th/7th): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool.

#### **Fire Elemental:**

Info: Color=Red Type=Creature - Elemental Cost=3RR ABUR467(U)/ST(U)  
Text(ABU/RV/4th/6th/7th): 5/4.

#### **Firefly:**

Info: Color=Red Type=Creature - Insect Cost=3R TE(U)  
Text(TE): 1/1, Flying. ; {R}: ~this~ gets +1/+0 until end of turn.

#### **Fire Imp:**

Info: Color=Red Type=Creature - Imp Cost=2R PT(U)  
Text(PT): 2/1. ; When ~this~ comes into play from your hand, it deals 2 damage to any one creature. (If you're the only player with creatures, ~this~ deals 2 damage to one of your creatures.)  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, it deals 2 damage to target creature." [\[D'Angelo 2000/06/05\]](#)  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Imp. [\[D'Angelo 2000/06/05\]](#)

#### **Firescreamer:**

Info: Color=Black Type=Creature - Kavu Cost=3B IN(C)  
Text(IN): 2/2. ; {R}: ~this~ gets +1/+0 until end of turn.

#### **Fireslinger:**

Info: Color=Red Type=Creature - Wizard Cost=1R TE(C)  
Text(TE): 1/1 ; {Tap}: ~this~ deals 1 damage to target creature or player and 1 damage to you.

#### **Fire Snake:**

Info: Color=Red Type=Creature - Snake Cost=4R PT(C)  
Text(PT): 3/1. ; If ~this~ is put into your discard pile from play, destroy any one land.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "When ~this~ is put into a graveyard from play, destroy target land."  
[\[D'Angelo 2000/06/05\]](#)  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Snake. [\[D'Angelo 2000/06/05\]](#)

#### **Fires of Yavimaya:**

Info: Color=Multi Type=Enchantment Cost=1RG IN(U)  
Text(IN): Creatures you control have haste. ; Sacrifice ~this~: Target creature gets +2/+2 until end of turn.  
Note - Also see Haste, Rule A.22.

#### **Fire Sprites:**

Info: Color=Green Type=Creature - Faerie Cost=1G LG(C2)  
Text(LG+errata): 1/1, Flying. ; {G},{Tap}: Add {R} to your mana pool.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Firestorm:**

Info: Color=Red Type=Instant Cost=R WL(R)  
Text(WL+errata): As an additional cost to play ~this~, discard X cards from your hand. ~this~ deals X damage to each of X target creatures and/or players. [\[Oracle 1999/07/01\]](#)  
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.39.2.

**Firestorm Hellkite:**

Info: Color=Multi Type=Creature - Dragon Cost=4UR VI(R)  
Text(VI): 6/6, Flying, Trample. ; Cumulative Upkeep - {U}{R}.  
Note - Also see Cumulative Upkeep, Rule A.11.  
Note - Also see Trample, Rule A.37.

**Firestorm Phoenix:**

Info: Color=Red Type=Creature - Phoenix Cost=4RR LG(R)  
Text(LG+errata): 3/2, Flying. ; If ~this~ would be put into a graveyard from play, return ~this~ to owner's hand instead. It can't be played again until owner's next turn. [\[Oracle 1999/09/03\]](#)  
No matter how it goes to the graveyard from play, it returns to its owner's hand. [\[Aahz 1994/06/16\]](#)  
The rebirth is a replacement effect (see Rule T.10). [\[D'Angelo 2003/03/11\]](#)  
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. [\[WotC Rules Team 1994/09/15\]](#)  
If this card is killed with Disintegrate, the two "if this would be put into a graveyard" replacement abilities both try to take effect. The normal rules apply. The player controlling the Phoenix decides the order to apply them. [\[DeLaney 2002/01/06\]](#)  
It may not be played again until your next turn, but it can be put into play by effects such as Flash or Eureka. [\[Aahz 1997/04/07\]](#)  
A Clone or Vesuvan Doppelganger of this card also cannot be played until your next turn. The effect is considered to apply to the card. [\[Aahz 1997/04/07\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

**Fire Tempest:**

Info: Color=Red Type=Sorcery Cost=5RR PT(R)/ST(R)  
Text(ST): ~this~ deals 6 damage to each creature and each player. (This includes your creatures and you.)  
All tournament formats have banned this card because it only appears in Portal and Starter.

**Fire Whip:**

Info: Color=Red Type=Enchant Creature Cost=1R WL(C)  
Text(WL+errata): ~this~ can only enchant a creature you control. ; Enchanted creature has "{Tap}: This creature deals 1 damage to target creature or player." ; Sacrifice ~this~: ~this~ deals 1 damage to target creature or player. [\[Oracle 1999/07/01\]](#)  
The tap ability 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. [\[D'Angelo 1997/06/23\]](#)  
Is put into the graveyard if you lose control of the creature since the card text says it can only enchant a creature you control. [\[D'Angelo 1999/07/10\]](#)  
Yes, any side effects due to 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 has islandwalk. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.  
Note - The Arabian Nights version of this card has two versions, one with a small dark circle behind the "1" in the mana cost (rarity C3) and one with a normal mana circle behind the cost (rarity C1).

**Fissure:**

Info: Color=Red Type=Instant Cost=3RR DK(C4)/4(C)  
Text(4th+errata): Destroy target creature or land. It can't be regenerated. [\[Oracle 1999/07/23\]](#)

Whether the target is a land or creature is not set on announcement, so if the spell were Deflected it could target either.

[\[D'Angelo 1995/10/04\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Fit of Rage:**

Info: Color=Red Type=Sorcery Cost=1R WL(C)/6(C)  
Text(WL/6th): Target creature gets +3/+3 and gains first strike until end of turn.

The +3/+3 is also only until end of turn. [\[D'Angelo 1997/06/12\]](#)

Note - Also see First Strike, Rule A.18.

#### **Flailing Drake:**

Info: Color=Green Type=Creature - Drake Cost=3G TE(U)  
Text(TE+errata): 2/3, Flying. ; When ~this~ blocks or becomes blocked by a creature, that creature gets +1/+1 until end of turn. [\[Oracle 1999/05/01\]](#)

#### **Flailing Manticore:**

Info: Color=Red Type=Creature - Monster Cost=3R MM(R)  
Text(MM): 3/3, Flying, First Strike. ; {1}: ~this~ gets +1/+1 until end of turn. Any player may play this ability. ; {1}: ~this~ gets -1/-1 until end of turn. Any player may play this ability.  
Note - Also see First Strike, Rule A.18.

#### **Flailing Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=2R MM(U)  
Text(MM): 3/3. ; {1}: ~this~ gets +1/+1 until end of turn. Any player may play this ability. ; {1}: ~this~ gets -1/-1 until end of turn. Any player may play this ability.

#### **Flailing Soldier:**

Info: Color=Red Type=Creature - Soldier Cost=R MM(C)  
Text(MM): 2/2. ; {1}: ~this~ gets +1/+1 until end of turn. Any player may play this ability. ; {1}: ~this~ gets -1/-1 until end of turn. Any player may play this ability.

#### **Flame Burst:**

Info: Color=Red Type=Instant Cost=1R OD(C)  
Text(OD): ~this~ deals X damage to target creature or player, where X is 2 plus the number of Flame Burst cards in all graveyards.

#### **Flame Elemental:**

Info: Color=Red Type=Creature - Elemental Cost=2RR MI(U)  
Text(MI+errata): 3/2. ; {R},{Tap},Sacrifice ~this~: ~this~ deals damage equal to its power to target creature. [\[Oracle 1998/07/01\]](#)

#### **Flame Jet:**

Info: Color=Red Type=Sorcery Cost=1R UD(C)  
Text(UD): Cycling {2}. ; ~this~ deals 3 damage to target player.  
Note - Also see Cycling, Rule A.12.

#### **Flame Rift:**

Info: Color=Red Type=Sorcery Cost=1R NE(C)  
Text(NE): ~this~ deals 4 damage to each player.

#### **Flameshot:**

Info: Color=Red Type=Sorcery Cost=3R PY(U)  
Text(PY+errata): You may discard a mountain card from your hand rather than pay ~this~'s mana cost. ; ~this~ deals 3 damage divided as you choose among any number of target creatures. [\[Oracle 2002/10/01\]](#)

You may discard a non-basic land that "counts as" or "is" a mountain.

[\[DeLaney 2000/05/29\]](#)

You cannot choose zero targets. You must choose between 1 and 3 targets.

[\[DeLaney 2003/05/19\]](#)

#### **Flame Spirit:**

Info: Color=Red Type=Creature - Spirit Cost=4R IA(U)/5(U)/6(C)

Text(6th): 2/3. ; {R}: ~this~ gets +1/+0 until end of turn.

#### Flamestick Courier:

Info: Color=Red Type=Creature - Goblin Cost=2R ON(U)

Text(ON): 2/1. ; You may choose not to untap ~this~ during your untap step. ; {2}{R},{Tap}: As long as ~this~ remains tapped, target Goblin gets +2/+2 and has haste.

It checks the creature type when the ability is announced and resolved, but once the effect is placed on the creature, if its creature type changes the effect still continues. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Haste, Rule A.22.

#### Flametongue Kavu:

Info: Color=Red Type=Creature - Kavu Cost=3R PS(U)

Text(PS): 4/2. ; When ~this~ comes into play, it deals 4 damage to target creature.

If it comes into play as the only targetable creature in play, it must target itself. [\[Planeshift FAQ 2001/01/26\]](#)

#### Flame Wave:

Info: Color=Red Type=Sorcery Cost=3RRRR SH(U)

Text(SH): ~this~ deals 4 damage to target player and each creature he or she controls.

#### Flamewave Invoker:

Info: Color=Red Type=Creature - Goblin Mutant Cost=2R LE(C)

Text(LE): 2/2. ; {7}{R}: ~this~ deals 5 damage to target player.

#### Flaming Gambit:

Info: Color=Red Type=Instant Cost=XR TO(U)

Text(TO): Flashback {X}{R}{R}. ; ~this~ deals X damage to target player.

That player may choose a creature he or she controls and have ~this~ deal that damage to it instead.

Note - Also see Flashback, Rule A.20.

Note - Also see X Costs, Rule K.28.

#### Flaming Sword:

Info: Color=Red Type=Enchant Creature Cost=1R MM(C)

Text(MM): You may play ~this~ any time you could play an instant. ;

Enchanted creature gets +1/+0 and has first strike. [\[Oracle 1999/11/01\]](#)

Note - Also see First Strike, Rule A.18.

#### Flanking Troops:

Info: Color=White Type=Creature - Soldier Cost=2WW P3(U)

Text(P3): 2/2. ; When ~this~ attacks, you may tap any one creature. (Tapped creatures can't block.)

When played under non-Portal rules, the text should be read as

"Whenever ~this~ attacks, you may tap target creature."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### Flare:

Info: Color=Red Type=Instant Cost=2R IA(C)/MI(C)/5(C)

Text(IA/MI/5th+errata): ~this~ deals 1 damage to target creature or player. ; Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 1999/07/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### Flaring Pain:

Info: Color=Red Type=Instant Cost=1R JU(C)

Text(JU): Flashback {R}. ; Damage can't be prevented this turn.

The "damage can't be prevented" statement overrides all forms of preventing damage. Damage prevention spells and abilities can still be played, they just don't do anything. [\[Judgment FAQ 2002/05/28\]](#)

Spells and abilities that replace or redirect damage are not affected by this card. [\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Flashback, Rule A.20.

#### Flash:

Info: Color=Blue Type=Instant Cost=1U MI(R)/6(R)  
Text(6th+errata): Choose a creature card in your hand. You may pay its mana cost reduced by up to {2}. If you do, put that card into play. If you don't, put that card into your graveyard. [\[Oracle 2003/02/01\]](#)  
The mana 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. [\[D'Angelo 1999/05/01\]](#)  
You choose the creature card, optionally pay its mana cost, then put it into play if you paid the cost or into the graveyard if you didn't.  
All this happens during the resolution. [\[DeLaney 2000/03/31\]](#)  
The "If you don't" text applies to the choice to pay (second sentence) and not to the putting of the card into play (third sentence). [\[DeLaney 2003/03/19\]](#)  
Any X in the creature's mana cost is zero. [\[Aahz 1996/11/15\]](#)  
If a Clone is played, you pay the Clone's mana cost (reduced by up to {2}), and not the new form's cost. [\[DeLaney 2000/03/031\]](#)

#### Flash Counter:

Info: Color=Blue Type=Instant Cost=1U LG(C2)  
Text(LG+errata): Counter target instant spell. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - This card was of type Interrupt and is now of type Instant. [\[Oracle 1999/09/03\]](#)

#### Flashfires:

Info: Color=Red Type=Sorcery Cost=3R ABUR456(U)/PT(U)  
Text(4th/5th/6th): Destroy all plains.

#### Flash Flood:

Info: Color=Blue Type=Instant Cost=U LG(C2)/CH(C3)  
Text(CH+errata): Choose one - Destroy target red permanent; or return target mountain to its owner's hand. [\[Oracle 1999/09/03\]](#)  
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. [\[WotC Rules Team 1995/09/22\]](#) See Rule G.24 on Modal spells.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Modal Spells and Abilities, Rule G.24.

#### Flash of Defiance:

Info: Color=Red Type=Sorcery Cost=1R TO(C)  
Text(TO): Flashback - {1}{R}, Pay 3 life. ; Players can't block with green and/or white creatures this turn.  
Note - Also see Flashback, Rule A.20.

#### Flash of Insight:

Info: Color=Blue Type=Instant Cost=X1U JU(U)  
Text(JU): Flashback {1}{U}, Remove X blue cards in your graveyard from the game. ; Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library.  
Note - Also see Flashback, Rule A.20.  
Note - Also see X Costs, Rule K.28.

#### Flay:

Info: Color=Black Type=Sorcery Cost=3B PY(C)  
Text(PY): Target player discards a card at random from his or her hand. Then that player discards another card at random from his or her hand unless he or she pays {1}.  
The player gets the option to pay when this spell resolves. [\[Prophecy FAQ 2000/05/25\]](#)  
The player gets to see the first discard before choosing whether or not to pay. [\[Prophecy FAQ 2000/05/25\]](#)

**Fledgling Djinn:**

Info: Color=Black Type=Creature - Djinn Cost=1B WL(C)

Text(WL+errata): 2/2, Flying. ; At the beginning of your upkeep, ~this~ deals 1 damage to you. [\[Oracle 1999/07/01\]](#)

**Fledgling Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=2RR JU(R)

Text(JU): 2/2, Flying. ; Threshold - ~this~ gets +3/+3 and has "R: ~this~ gets +1/+0 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Fledgling Imp:**

Info: Color=Black Type=Creature - Imp Cost=2B OD(C)

Text(OD): 2/2. ; {B}, Discard a card from your hand: ~this~ gains flying until end of turn.

**Fledgling Osprey:**

Info: Color=Blue Type=Creature - Bird Cost=U UD(C)

Text(UD+errata): 1/1. ; ~this~ has flying as long as it's enchanted.

**Fleet-Footed Monk:**

Info: Color=White Type=Creature - Cleric Cost=1W PT(C)

Text(PT): 1/1. ; ~this~ can't be intercepted by any creature with offense 2 or greater.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ can't be blocked by creatures with power 2 or greater." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Cleric. [\[D'Angelo 2000/06/05\]](#)

**Fleetfoot Panther:**

Info: Color=Multi Type=Creature - Cat Cost=1GW PS(U)

Text(PS): 3/4. ; You may play ~this~ any time you could play an instant. ; When ~this~ comes into play, return a green or white creature you control to its owner's hand.

You choose the creature to return on resolution of the triggered ability.

This is not targeted. [\[D'Angelo 2001/04/16\]](#)

**Fleeting Aven:**

Info: Color=Blue Type=Creature - Bird Wizard Cost=1UU ON(U)

Text(ON): 2/2, Flying. ; Whenever a player cycles a card, return ~this~ to its owner's hand.

**Fleeting Image:**

Info: Color=Blue Type=Creature - Illusion Cost=2U UL(R)/7(R)

Text(7th): 2/1, Flying ; {1}{U}: Return ~this~ to its owner's hand.

**Flesh Reaver:**

Info: Color=Black Type=Creature - Horror Cost=1B US(U)

Text(US+errata): 4/4. ; Whenever ~this~ deals damage to a creature or opponent, ~this~ deals that much damage to you. [\[Oracle 1999/05/01\]](#)

**Flicker:**

Info: Color=White Type=Sorcery Cost=1W UD(R)

Text(UD): Remove target nontoken permanent from the game, then return it to play under its owner's control.

This spell effectively "resets" the permanent to being just like it was freshly cast. All counters, local enchantments, effects, and so on are removed when it leaves the game. Then it comes back into play fresh.

[\[Urza's Destiny FAQ 1999/05/25\]](#)

It will trigger "comes into play" abilities and "leaves play" abilities.

[\[Urza's Destiny FAQ 1999/05/25\]](#) Note that the card does not go to the graveyard, so it will not trigger "goes to the graveyard" abilities.

[\[DeLaney 1999/06/08\]](#)

If used on a local enchantment, the player who played Flicker can choose a



new location for the local enchantment. [\[bethmo 1999/06/08\]](#)  
This could be used to make the target of another spell or ability illegal if this wasn't a Sorcery (which makes it really hard to do that). This is because the Flickered permanent leaves play and then returns as a completely different permanent, and the targeted spell will not recognize it. [\[D'Angelo 1999/06/18\]](#)

#### **Flickering Ward:**

Info: Color=White Type=Enchant Creature Cost=W TE(U)  
Text(TE+errata): As ~this~ comes into play, choose a color. ; Enchanted creature has protection from the chosen color. This effect doesn't remove ~this~. ; {W}: Return ~this~ to its owner's hand.

[\[Oracle 1999/05/01\]](#)

If you use it for Protection from White, it will not destroy itself.

[\[D'Angelo 1999/06/01\]](#)

#### **Flight:**

Info: Color=Blue Type=Enchant Creature Cost=U ABUR4567(C)  
Text(5th/6th/7th): Enchanted creature has flying.

#### **Fling:**

Info: Color=Red Type=Instant Cost=1R SH(C)  
Text(SH+errata): As an additional cost to play ~this~, sacrifice a creature. ; ~this~ deals damage equal to the sacrificed creature's power to target creature or player. [\[Oracle 1999/05/01\]](#)

#### **Flint Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 NE(U)  
Text(NE): 2/3. ; Whenever ~this~ becomes blocked, defending player puts the top three cards from his or her library into his or her graveyard.  
[\[Oracle 2001/08/24\]](#)

#### **Floating Shield:**

Info: Color=White Type=Enchant Creature Cost=2W TO(C)  
Text(TO): As ~this~ comes into play, choose a color. ; Enchanted creature has protection from the chosen color. This effect doesn't remove ~this~. ; Sacrifice ~this~: Target creature gains protection from the chosen color until end of turn.  
Note - Also see Protection, Rule A.31.

#### **Flock of Rabid Sheep:**

Info: Color=Green Type=Sorcery Cost=XGG UG(U)  
Text(UG+errata): Flip X coins. For each flip you win, put a 2/2 green Rabid Sheep creature token into play.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
The tokens are of creature type "Rabid" and creature type "Sheep".  
[\[D'Angelo 2000/03/09\]](#)  
You do not have to flip all the coins at once. [\[QAS 1998/09/09\]](#)  
The opponent only calls heads or tails once, not once per coin.  
[\[Barclay 1998/08/12\]](#)  
No, we don't know why Sheep are green. Maybe Seattle sheep graze near a nuclear power plant. [\[Barclay 1998/08/13\]](#)  
Optional Rule: You do have to flip all the coins at once. Extra dexterity may be required. [\[Barclay 1998/08/12\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see Unglued rulings, Rule U.1.  
Note - Also see X Costs, Rule K.28.

#### **Flood:**

Info: Color=Blue Type=Enchantment Cost=U DK(U2)/45(C)/BR(F1)  
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(R)

Text(VI+errata): {U}{U}, Return two islands you control to owner's hand:  
Return target creature to its owner's hand. [\[Oracle 1999/07/01\]](#)

#### **Flooded Strand:**

Info: Color=Land Type=Land Cost=None ON(R)  
Text(ON): {Tap}, Pay 1 life, Sacrifice ~this~: Search your library for a plains or island card and put it into play. Then shuffle your library.

#### **Flooded Woodlands:**

Info: Color=Multi Type=Enchantment Cost=2UB IA(R)  
Text(IA+errata): Green creature have "This creature can't attack unless you sacrifice a land." (This cost is paid as attackers are declared.)  
[\[Oracle 2000/10/24\]](#)

#### **Floodgate:**

Info: Color=Blue Type=Creature - Wall Cost=3U MI(U)  
Text(MI+errata): 0/5. (Walls cannot attack.) ; When ~this~ gains flying, sacrifice it. ; When ~this~ leaves play, it deals to each nonblue creature without flying 1 damage for each two islands you control.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Walls, Rule K.27.

#### **Flood Plain:**

Info: Color=Land Type=Land Cost=None MI(U)  
Text(MI+errata): ~this~ comes into play tapped. ; {Tap}, Sacrifice ~this~: Search your library for a plains or island card and put it into play. Then shuffle your library. [\[Oracle 1999/07/01\]](#)  
You do not have to find a plains or island card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Floodwater Dam:**

Info: Color=Artifact Type=Artifact Cost=3 AL(R2)  
Text(AL): {X}{X}{1}, {Tap}: Tap X target lands.

#### **Floral Spuzzem:**

Info: Color=Green Type=Creature - Spuzzem Cost=3G LG(U1)  
Text(LG+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may destroy target artifact defending player controls. If you do, ~this~ deals no combat damage this turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Flowering Field:**

Info: Color=White Type=Enchant Land Cost=1W PY(U)  
Text(PY): Enchanted land has "{Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn."  
The land's controller gets to play the ability. [\[DeLaney 2000/05/29\]](#)

#### **Flow of Maggots:**

Info: Color=Black Type=Creature - Insect Cost=2B IA(R)  
Text(IA+errata): 2/2. ; Cumulative Upkeep - {1} ; ~this~ can't be blocked by non-wall creatures. [\[Oracle 2000/02/01\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Flowstone Armor:**

Info: Color=Artifact Type=Artifact Cost=3 NE(U)  
Text(NE): You may choose not to untap ~this~ during your untap step. ; {3}, {Tap}: Target creature gets +1/-1 as long as ~this~ remains tapped.

#### **Flowstone Blade:**

Info: Color=Red Type=Enchant Creature Cost=R SH(C)  
Text(SH): {R}: Enchanted creature gets +1/-1 until end of turn.

#### **Flowstone Charger:**

Info: Color=Multi Type=Creature - Beast Cost=2RW AP(U)  
Text(AP): 2/5. ; Whenever ~this~ attacks, it gets +3/-3 until end of turn.

**Flowstone Crusher:**

Info: Color=Red Type=Creature - Beast Cost=3RR NE(C)  
Text(NE): 4/4. ; {R}: ~this~ gets +1/-1 until end of turn.

**Flowstone Flood:**

Info: Color=Red Type=Sorcery Cost=3R EX(U)  
Text(EX+errata): Buyback-3 life, Discard a card at random from your hand. ;  
Destroy target land. [\[Oracle 1999/05/01\]](#)  
You cannot pay the Buyback cost unless you have at least one card in your hand to discard. [\[D'Angelo 1998/10/01\]](#)  
Note - Also see Buyback, Rule A.10.

**Flowstone Giant:**

Info: Color=Red Type=Creature - Giant Cost=2RR TE(C)  
Text(TE): 3/3. ; {R}: ~this~ gets +2/-2 until end of turn.

**Flowstone Hellion:**

Info: Color=Red Type=Creature - Beast Cost=4R SH(U)  
Text(SH+errata): 3/3, Haste. ; {0}: ~this~ gets +1/-1 until end of turn.  
[\[Oracle 1999/05/01\]](#)  
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 state-based effect, 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 put into the graveyard. [\[D'Angelo 1999/06/01\]](#)  
Note - Also see Haste, Rule A.22.

**Flowstone Mauler:**

Info: Color=Red Type=Creature - Beast Cost=4RR SH(R)  
Text(SH): 4/5, Trample. ; {R}: ~this~ gets +1/-1 until end of turn.  
Note - Also see Trample, Rule A.37.

**Flowstone Overseer:**

Info: Color=Red Type=Creature - Beast Cost=2RRR NE(R)  
Text(NE): 4/4. ; {R}{R}: Target creature gets +1/-1 until end of turn.

**Flowstone Salamander:**

Info: Color=Red Type=Creature - Salamander Cost=3RR TE(U)  
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(R)  
Text(TE+errata): 4/4. ; {2}, Discard a card from your hand: Put a +1/+1 counter on ~this~ or ~this~ gains flying, first strike, or trample. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Trample, Rule A.37.

**Flowstone Shambler:**

Info: Color=Red Type=Creature - Beast Cost=2R SH(C)  
Text(SH): 2/2. ; {R}: ~this~ gets +1/-1 until end of turn.

**Flowstone Slide:**

Info: Color=Red Type=Sorcery Cost=X2RR NE(R)  
Text(NE): All creatures get +X/-X until end of turn.  
Note - Also see X Costs, Rule K.28.

**Flowstone Strike:**

Info: Color=Red Type=Instant Cost=1R NE(C)  
Text(NE): Target creature gets +1/-1 and gains haste until end of turn.  
Note - Also see Haste, Rule A.22.

**Flowstone Surge:**

Info: Color=Red Type=Enchantment Cost=1R NE(U)  
Text(NE): Creatures you control get +1/-1.

**Flowstone Thopter:**

Info: Color=Artifact Type=Artifact Creature Cost=7 NE(U)  
Text(NE): 4/4. ; {1}: ~this~ gets +1/-1 and gains flying until end of turn.

#### Flowstone Wall:

Info: Color=Red Type=Creature - Wall Cost=2R NE(C)  
Text(NE): 0/6. (Walls can't attack.) ; {R}: ~this~ gets +1/-1 until end of turn.  
Note - Also see Walls, Rule K.27.

#### Flowstone Wyvern:

Info: Color=Red Type=Creature - Drake Cost=3RR TE(R)  
Text(TE): 3/3, Flying. ; {R}: ~this~ gets +2/-2 until end of turn.

#### Fluctuator:

Info: Color=Artifact Type=Artifact Cost=2 US(R)  
Text(US): Cycling costs you up to {2} less to play.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.  
Note - Also see Cycling, Rule A.12.

#### Flux:

Info: Color=Blue Type=Sorcery Cost=2U WL(C)/PT(U)  
Text(WL+errata): Each player discards any number of cards from his or her hand, then draws that many cards. ; Draw a card. [\[Oracle 1999/07/01\]](#)  
The discard is forced even though you choose how many to discard.  
[\[Aahz 1997/06/16\]](#)

#### Flying Carpet:

Info: Color=Artifact Type=Artifact Cost=4 AN(U3)/R4567(R)  
Text(6th/7th): {2},{Tap}: Target creature gains flying until end of turn.  
Note - In Fifth Edition (and before) this card was sacrificed if the creature was put into a graveyard this turn.

#### Flying Men:

Info: Color=Blue Type=Creature - Flying-Men Cost=U AN(C5)  
Text(AN): 1/1, Flying.  
Extended tournaments (see Rule D.15) have always banned this card.

#### Fodder Cannon:

Info: Color=Artifact Type=Artifact Cost=4 UD(U)  
Text(UD): {4},{Tap},Sacrifice a creature: ~this~ deals 4 damage to target creature.

#### Fog:

Info: Color=Green Type=Instant Cost=G MI(C)/ABUR4567(C)/BD(F1)  
Text(7th): Prevent all combat damage that would be dealt this turn.  
Note - Also see Fog Effects, Rule E.6.

#### Fog Bank:

Info: Color=Blue Type=Creature - Wall Cost=1U US(U)  
Text(US+errata): 0/2, Flying. (Walls cannot attack.) ; Prevent all combat damage that would be dealt to and dealt by ~this~. [\[Oracle 1999/05/01\]](#)  
Note - Also see Walls, Rule K.27.

#### Fog Elemental:

Info: Color=Blue Type=Creature - Elemental Cost=2U WL(C)/6(C)/BD(F1)  
Text(6th): 4/4, Flying. ; When ~this~ attacks or blocks, sacrifice it at end of combat.

#### Fog of Gnats:

Info: Color=Black Type=Creature - Insect Cost=BB UL(C)  
Text(UL): 1/1, Flying ; {B}: Regenerate ~this~.

#### Fog Patch:

Info: Color=Green Type=Instant Cost=1G NE(C)  
Text(NE): Play ~this~ only during the declare blockers step. ; Attacking creatures become blocked. (This spell works on unblockable creatures.)

**Foil:**

Info: Color=Blue Type=Instant Cost=2UU PY(U)  
 Text(PY+errata): You may discard an island card and another card from your hand rather than pay ~this~'s mana cost. ; Counter target spell.  
[\[Oracle 2002/10/01\]](#)  
 You may discard a non-basic land that "counts as" or "is" an island.  
[\[DeLaney 2000/05/29\]](#)

**Folk Medicine:**

Info: Color=Green Type=Instant Cost=2G JU(C)  
 Text(JU): Flashback {1}{W}. ; You gain 1 life for each creature you control.  
 Note - Also see Flashback, Rule A.20.

**Folk of An-Havva:**

Info: Color=Green Type=Creature - Townsfolk Cost=G HL(C4)  
 Text(HL+errata): 1/1. ; Whenever ~this~ blocks, it gets +2/+0 until end of turn. [\[Oracle 1999/07/23\]](#)  
 Note - Before errata, this card was of creature type Folk of An-Havva.  
[\[Oracle 1999/07/23\]](#)

**Folk of the Pines:**

Info: Color=Green Type=Creature - Dryad Cost=4G IA(C)  
 Text(IA+errata): 2/5. ; {1}{G}: ~this~ gets +1/+0 until end of turn.  
[\[Oracle 2000/02/01\]](#)

**Food Chain:**

Info: Color=Green Type=Enchantment Cost=2G MM(R)  
 Text(MM+errata): Remove a creature you control from the game: Add X mana of any one color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells. [\[Oracle 2000/10/24\]](#)  
 This mana may be used on costs which are added to the spell cost, such as with Gloom or Sphere of Resistance. [\[DeLaney 2000/10/23\]](#)  
 See Rule K.20.5  
 This mana may not be used to pay costs imposed after the spell is initially played, as with Power Sink and Nether Void.  
[\[DeLaney 2000/10/23\]](#)  
 Note - Also see Converted Mana Cost, Rule K.8.

**Fool's Tome:**

Info: Color=Artifact Type=Artifact Cost=4 TE(R)  
 Text(TE): {2},{Tap}: Draw a card. Play this ability only if you have no cards in hand. [\[Oracle 1999/05/01\]](#)

**Foothill Guide:**

Info: Color=White Type=Creature - Cleric Cost=W ON(C)  
 Text(ON): 1/1, Protection from Goblins. ; Morph {W}.  
 Protection from Goblins prevents damage from Goblin creatures, cannot have any Goblin creatures assigned to block it, and cannot be targeted by the abilities of Goblin creatures. [\[D'Angelo 2003/03/11\]](#)  
 Note - Also see Morph, Rule A.29.  
 Note - Also see Protection, Rule A.31.

**Foot Soldiers:**

Info: Color=White Type=Creature - Soldier Cost=3W PT(C)/ST(C)  
 Text(PT/ST): 2/4.  
 All tournament formats have banned this card because it only appears in Portal and Starter.  
 Note - The Portal version had no creature type.

**Foratog:**

Info: Color=Green Type=Creature - Atog Cost=2G MI(U)  
 Text(MI+errata): 1/2. ; {G},Sacrifice a forest: ~this~ gets +2/+2 until end of turn. [\[Oracle 1998/07/01\]](#)

**Forbid:**

Info: Color=Blue Type=Instant Cost=1UU EX(U)  
Text(EX+errata): Buyback-Discard two cards from your hand. ; Counter target spell. [\[Oracle 2001/05/02\]](#)  
You actually have to discard the cards if you want to pay the buyback (see Rule A.10). [\[D'Angelo 1998/06/18\]](#)  
Note - Also see Buyback, Rule A.10.  
Note - Before errata, it was of type Interrupt. It is now of type Instant.

### Forbidden Crypt:

Info: Color=Black Type=Enchantment Cost=3BB MI(R)/6(R)  
Text(6th+errata): If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. ;  
If a card would be put into your graveyard, remove that card from the game instead. [\[Oracle 1999/07/21\]](#)  
The "if you can't" in the first ability refers to putting the card in your hand, as well as being unable to choose a card. Thus, if you cannot choose a card during resolution, you lose the game. [\[D'Angelo 1999/07/03\]](#)  
The second ability is a replacement effect, not a triggered ability. The card never gets to the graveyard. [\[D'Angelo 1999/05/01\]](#)  
It will replace itself being sent to the graveyard, and remove itself from the game. [\[D'Angelo 1999/05/01\]](#)  
If more than one card is being drawn due to a single effect, apply the replacement as if the cards were being drawn one at a time. [\[D'Angelo 2000/04/20\]](#)

### Forbidden Lore:

Info: Color=Green Type=Enchant Land Cost=2G IA(R)  
Text(IA+errata): ~this~ can enchant only a land you control. ; Enchanted land has "{Tap}: Target creature gets +2/+1 until end of turn."  
[\[Oracle 2000/02/01\]](#)

### Forbidden Ritual:

Info: Color=Black Type=Sorcery Cost=2BB VI(R)  
Text(VI+errata): Sacrifice a card in play. If you do, target opponent loses 2 life unless he or she sacrifices a permanent or discards a card from his or her hand. You may repeat this process as many times as you choose. [\[Oracle 1999/07/30\]](#)  
You sacrifice during resolution, not during announcement. [\[D'Angelo 1999/07/10\]](#)  
You choose the target opponent on announcement. [\[D'Angelo 1999/07/10\]](#)  
If you choose to repeat the process, you repeat the effect but do not get to pick a different target opponent. [\[D'Angelo 1999/07/10\]](#)  
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. [\[Duelist Magazine #17, Page 28\]](#)  
If your opponent sacrifices a permanent with one of your local enchantments on it, the enchantment is not put into the graveyard until after you get a chance to repeat the use of this ability, so you can sacrifice the enchantment in response. [\[DeLaney 1999/09/04\]](#)

### Forbidding Watchtower:

Info: Color=Land Type=Land Cost=None UL(U)  
Text(UL+errata): ~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. It's still a land. [\[Oracle 2000/10/24\]](#)  
The animating ability sets the initial 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. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
See Rule G.37.3.

### Force Bubble:

Info: Color=White Type=Enchantment Cost=2WW SC(R)  
Text(SC): If damage would be dealt to you, put that many depletion counters on ~this~ instead. ; When there are four or more depletion counters



on ~this~, sacrifice it. ; At end of turn, remove all depletion counters from ~this~.

+ *The effect does not "prevent" damage, it "replaces" it so the damage is neither dealt or prevented. [Scourge FAQ 2003/05/30]*

+ *If you take 6 damage at once, it will replace all 6 damage and put 6 counters on it. Then the second ability will trigger. Any additional damage you take before this ability resolves also results in counters, but once the ability resolves, this card is sacrificed. [Scourge FAQ 2003/05/30]*

+ *If you control more than one, each time you take damage you can decide which one replaces the damage, and that one replaces all of the damage. You cannot split the damage between them. [DeLaney 2003/06/14] You decide each time you take damage. Note that damage from multiple sources that happens at one time (such as combat damage) gives one choice, not one per source. [DeLaney 2003/06/14]*

#### **Forced March:**

Info: Color=Black Type=Sorcery Cost=XBBB MM(R)

Text(MM): Destroy all creatures with converted mana cost {X} or less.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see X Costs, Rule K.28.

#### **Forced Retreat:**

Info: Color=Blue Type=Sorcery Cost=2U P3(C)

Text(P3): Return any one creature from play to the top of its owner's library.

When played under non-Portal rules, the text should be read as "Put target creature on top of its owner's library." [D'Angelo 2000/06/05]

All tournament formats have banned this card because it only appears in Portal.

#### **Forcefield:**

Info: Color=Artifact Type=Artifact Cost=3 ABU(R)

Text(ABU+errata): {1}: Prevent all but 1 combat damage that would be dealt this turn by target unblocked creature attacking you. [Oracle 2001/08/24]

Cannot be used to prevent damage caused by a blocked creature with Trample ability. [bethmo 1994/04/01]

Only usable on combat damage. Any damage from spells and abilities (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.

Note - It is of type "Artifact" and not "Poly Artifact".

[Encyclopedia, Page 57]

#### **Forcemage Advocate:**

Info: Color=Green Type=Creature - Centaur Cost=1G JU(U)

Text(JU): 2/1. ; {Tap}: Return target card in an opponent's graveyard to his or her hand. Put a +1/+1 counter on target creature.

#### **Force of Nature:**

Info: Color=Green Type=Creature - Force Cost=2GGGG ABUR45(R)/BD(F1)

Text(4th/5th+errata): 8/8, Trample. ; At the beginning of your upkeep, ~this~ deals 8 damage to you unless you pay {G}{G}{G}{G}.

[Oracle 2000/02/01]

A Circle of Protection: Green can be used to prevent damage due to not paying upkeep. [bethmo 1994/06/01]

Note - Also see Trample, Rule A.37.

#### **Force of Will:**

Info: Color=Blue Type=Instant Cost=3UU AL(U2)

Text(AL+errata): You may pay 1 life and remove a blue card in your hand from the game rather than pay ~this~'s mana cost. ; Counter target spell.

[Oracle 2001/06/01]

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Also see Mana Cost, Rule K.18.

Note - Before errata, this card was of type Interrupt. [Oracle 1999/07/23]

**Force Spike:**

Info: Color=Blue Type=Instant Cost=U LG(C2)/57(C)

Text(7th): Counter target spell unless its controller pays {1}.

The payment is optional. [\[Aahz 1994/09/02\]](#)

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 1999/09/03\]](#)

**Force Void:**

Info: Color=Blue Type=Instant Cost=2U IA(U)

Text(IA+errata): Counter target spell unless its controller pays {1}. ;

Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 2000/02/01\]](#)

**Foreshadow:**

Info: Color=Blue Type=Instant Cost=1U VI(U)

Text(VI+errata): Name a card. Target opponent puts the top card from his or her library into his or her graveyard. If it's the named card, you draw a card. ; Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 2001/08/24\]](#)

You name the card on resolution. [\[D'Angelo 1999/07/01\]](#)

Note - Also see Cantrips, Rule E.2.

**Foresight:**

Info: Color=Blue Type=Sorcery Cost=1U AL(C2)

Text(AL+errata): Search your library for three cards, remove them from the game, then shuffle your library. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/07/23\]](#)

Note - Also see Cantrips, Rule E.2.

**Forest:**

Info: Color=Land Type=Land Cost=None

ABUR4567(L)/PT(L)/P2(L)/P3(L)/ST(L)/IA(L)/MI(L)/TE(L)/UG(L)/US(L)/MM(L)/IN(L)/AT(L)/BR(L)/BD(L)/OD(L)/ON(L)

Text(7th): {Tap}: Add {G} to your mana pool.

This is a basic land. [\[CompRules 1999/04/23\]](#)

Any land of this type is considered to have the above text, even if the text does not appear on the card. [\[CompRules 1999/04/23\]](#)

**Forest Bear:**

Info: Color=Green Type=Creature - Bear Cost=1G P3(C)

Text(P3): 2/2.

All tournament formats have banned this card because it only appears in Portal.

**Forethought Amulet:**

Info: Color=Artifact Type=Artifact Cost=5 LG(R)

Text(LG+errata): If an instant or sorcery spell would deal 3 or more damage to you, it deals 2 damage to you instead. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {3}. [\[Oracle 1999/09/03\]](#)

Does not reduce damage which is already 2 or 1. [\[DeLaney 1999/02/14\]](#)

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

**Forget:**

Info: Color=Blue Type=Sorcery Cost=UU HL(U1)/56(R)

Text(6th+errata): Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

[\[Oracle 1999/05/01\]](#)

**Forgotten Ancient:**

Info: Color=Green Type=Creature - Elemental Cost=3G SC(R)

Text(SC): 0/3. ; Whenever a player plays a spell, you may put a +1/+1 counter on ~this~. ; At the beginning of your upkeep, you may move any number of +1/+1 counters from ~this~ onto other creatures.

**+ Putting on a counter is optional. If you forget to do so, it means you chose not to do so.** [\[D'Angelo 2003/06/07\]](#)

- + *It does not get counters for copies of spells (as with Storm), just for spells that are actually played.* [Scourge FAQ 2003/05/30]
- + *You decide how many counters to move and where to move them when the ability resolves.* [Scourge FAQ 2003/05/30]
- + *The moving of counters is not a targeted ability.* [Scourge FAQ 2003/05/30]

#### Forgotten Cave:

Info: Color=Land Type=Land Cost=None ON(C)  
 Text(ON): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool. ; Cycling {R}.  
 Note - Also see Cycling, Rule A.12.

#### Forgotten Harvest:

Info: Color=Green Type=Enchantment Cost=1G PY(R)  
 Text(PY): At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.

#### Forgotten Lore:

Info: Color=Green Type=Sorcery Cost=G IA(U)  
 Text(IA+errata): An opponent chooses a card in your graveyard. You may pay {G}. If you do, that opponent chooses a card not already chosen for ~this~. You may repeat this process any number of times. Put the last chosen card in your hand. [Oracle 2000/10/24]  
 It does not target the opponent, but you still choose an opponent.  
 [WotC Rules Team 1998/02/01]  
 You can keep paying until you're happy with the card choice or run out of green mana. [Aahz 1995/06/08]  
 The opponent gets to choose and you get to pay the mana during the announcement of the spell. You do not get to pay to change the target the first time until after you pay the costs, get an initial target, and put this spell on the stack. [bethmo 1999/10/05]

#### Foriysian Brigade:

Info: Color=White Type=Creature - Soldier Cost=3W WL(U)  
 Text(WL+errata): 2/4. ; ~this~ may block two creatures each combat.  
 [Oracle 2000/02/01]

#### Fork:

Info: Color=Red Type=Instant Cost=RR ABUR(R)  
 Text(RV+errata): Put a copy of target instant or sorcery spell onto the stack, except that it copies Fork's color and you may choose new targets for the copy. [Oracle 2001/08/24]  
 Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.  
 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 1994/07/18]  
 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 Soul Burn.  
 [Duelist Magazine #11, Page 57]  
 You maintain full control over the copy of the spell regardless of who cast the original. [Snark 1994/02/01]  
 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 1994/09/30]  
 The Fork card goes to the graveyard when it resolves and leaves the copy on the stack. There is no card representing the copy on the stack.  
 [D'Angelo 2001/08/15]

If the spell being copied targets a spell on the stack, it is possible to target Fork itself since Fork is still on the stack when you pick the target(s) for the copy. Note that since Fork will remove itself, the copy's target will be illegal when it resolves. [\[DeLaney 2001/08/19\]](#)  
Will not copy changes made by modifying effects to the spell prior to the use of Fork, such as Sleight of Mind or Magical Hack.

[\[WotC Rules Team 1998/03/31\]](#)

If you copy a spell for which Buyback has been paid, you get nothing back since the copied spell does not have a card to give you.

[\[D'Angelo 2001/08/15\]](#)

If you copy a spell for which Kicker has been paid, the Kicker has been paid for the copy as well. [\[DeLaney 2000/10/18\]](#)

The copy that is placed on the stack is not considered to have been "played". [\[DeLaney 2001/08/13\]](#)

Does not copy effects upon the spell, such as Ertai's Meddling.

[\[bethmo 1997/11/19\]](#)

Does not let you make non-targeting choices about the spell.

[\[Aahz 1997/11/17\]](#)

It does copy the mana symbols in the mana 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.

[\[bethmo 1998/07/07\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1995/04/19.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1996/05/02 since it is not in the current edition.

Note - Also see Copy Cards, Rule E.4.

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 1999/09/03\]](#)

### Forked Lightning:

Info: Color=Red Type=Sorcery Cost=3R PT(R)

Text(PT): ~this~ deals 4 damage divided any way you choose among any one, two, or three creatures.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ deals 4 damage divided any way you choose among up to three target creatures." [\[D'Angelo 2000/06/05\]](#)

### Formation:

Info: Color=White Type=Instant Cost=1W IA(R)

Text(IA+errata): Target creature gains banding until end of turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

Note - Also see Banding, Rule A.8.

Note - Also see Cantrips, Rule E.2.

### Form of the Dragon:

Info: Color=Red Type=Enchantment Cost=4RRR SC(R)

Text(SC): At the beginning of your upkeep, ~this~ deals 5 damage to target creature or player. ; At the end of each turn, your life total becomes 5. ; Creatures without flying can't attack you.

**+ If you life total was above 5 at end of turn, then you lose life to make your total 5. If it was less than 5, you gain life to bring it to 5.**

[\[Scourge FAQ 2003/05/30\]](#)

**+ It sets your life total at the end of every player's turn, not just your own. [\[Scourge FAQ 2003/05/30\]](#)**

### Forsaken City:

Info: Color=Land Type=Land Cost=None PS(R)

Text(PS): ~this~ doesn't untap during your untap step. ; At the beginning of your upkeep, you may remove a card in your hand from the game. If you do, untap ~this~. ; {Tap}: Add one mana of any color to your mana pool.

You may choose to remove a card in your hand from the game even if this card is already untapped. [\[Planeshift FAQ 2001/01/26\]](#)

**Forsaken Wastes:**

Info: Color=Black Type=Enchant World Cost=2B MI(R)

Text(MI+errata): If a player would gain life, that player gains no life instead. ; At the beginning of each player's upkeep, that player loses 1 life. ; When ~this~ becomes the target of a spell, that spell's controller loses 5 life. [\[Oracle 2000/10/24\]](#)

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.

[\[Aahz 1996/09/19\]](#)

There are currently no cards that get around this card blocking players from gaining life. [\[Aahz 1997/02/16\]](#)

It will not stop a life-giving effect from being altered by replacement abilities. Thus, if you have Lich in play when you play

Healing Salve to gain 3 life, the replacement effect of the Lich will take place and cause there to be no life gain for Forsaken Wastes to affect. [\[D'Angelo 1999/07/10\]](#)

Note - Also see Enchant World, Rule K.12.10.

**Fortified Area:**

Info: Color=White Type=Enchantment Cost=1WW LG(U1)/4(C)

Text(4th+errata): Walls you control get +1/+0 and have banding.

[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Banding, Rule A.8.

**Fortitude:**

Info: Color=Green Type=Enchant Creature Cost=1G US(C)

Text(US+errata): When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. ; Sacrifice a forest: Regenerate enchanted creature. [\[Oracle 1999/05/01\]](#)

**Foster:**

Info: Color=Green Type=Enchantment Cost=2GG MM(R)

Text(MM+errata): Whenever a creature you control is put into a graveyard from play, you may pay {1}. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard. [\[Oracle 2003/02/01\]](#)

**Foul Familiar:**

Info: Color=Black Type=Creature - Spirit Cost=2B IA(C)

Text(IA+errata): 3/1. ; ~this~ can't block. ; {B}, Pay 1 life: Return ~this~ to its owner's hand. [\[Oracle 2000/02/01\]](#)

Ability can only be used while this card is in play.

[\[Duelist Magazine #7, Page 9\]](#)

**Foul Imp:**

Info: Color=Black Type=Creature - Imp Cost=BB SH(C)/7(U)

Text(7th): 2/2, Flying. ; When ~this~ comes into play, you lose 2 life.

You can play this if you have less than 2 life, since the life is lost as an effect and not a payment. [\[Duelist Magazine #25, Page 30\]](#)

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

**Foul Presence:**

Info: Color=Black Type=Enchant Creature Cost=2B AP(U)

Text(AP): Enchanted creature gets -1/-1 and has "{Tap}: Target creature gets -1/-1 until end of turn."

**Foul Spirit:**

Info: Color=Black Type=Creature - Spirit Cost=2B P2(U)

Text(P2): 3/2, Flying. ; When ~this~ comes into play from your hand, destroy one of your lands.

When played under non-Portal rules, the text should be read as "Flying. ;

When ~this~ comes into play, if you played it from your hand, sacrifice a land." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Fountain of Cho:**

Info: Color=Land Type=Land Cost=None MM(U)  
 Text(MM): ~this~ comes into play tapped. ; {Tap}: Put a storage counter on ~this~. ; {Tap}, Remove any number of storage counters from ~this~: Add one white mana to your mana pool for each storage counter removed this way.

**Fountain of Youth:**

Info: Color=Artifact Type=Artifact Cost=0 DK(U2)/CH(C2)/56(U)  
 Text(DK/CH/5th/6th): {2},{Tap}: You gain 1 life.

**Fountain Watch:**

Info: Color=White Type=Creature - Guardian Cost=3WW MM(R)  
 Text(MM): 2/4. ; Artifacts and enchantments you control can't be the target of spells or abilities.

**Fowl Play:**

Info: Color=Blue Type=Enchant Creature Cost=2U UG(C)  
 Text(UG+errata): Enchanted creature loses all abilities, is a 1/1 Chicken.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
 The "is a Chicken" text overrides the creature's other type(s).  
[\[QAS 1998/09/09\]](#) It does remove Legendary status if the creature had it.  
 See Rule K.17.5. [\[bethmo 1999/04/10\]](#)  
 The card keeps all its other characteristics. [\[Barclay 1998/08/13\]](#)  
 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(C)/5(C)  
 Text(5th+errata): Untap target attacking creature. Prevent all combat damage that would be dealt to or dealt by that creature this turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)  
 Note - Also see Cantrips, Rule E.2.  
 Note - Also see Fog Effects, Rule E.6.

**Frankenstein's Monster:**

Info: Color=Black Type=Creature - Monster Cost=XBB DK(U1)  
 Text(DK+errata): 0/1. ; As ~this~ comes into play, remove X creature cards in your graveyard from the game. If you can't, put ~this~ into its owner's graveyard instead of into play. For each creature card removed this way, ~this~ comes into play with a +2/+0, +1/+1, or +0/+2 counter.  
[\[Oracle 2001/08/24\]](#)  
 A "creature card" is a Creature card or Artifact Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
 X is declared when this spell is announced. You remove the creature cards and choose the types of tokens just before this card comes into play.  
 When it comes into play, it shows up with the tokens you choose.  
[\[DeLaney 2002/07/16\]](#)  
 X can be any number and it does not have to match the total contents of your graveyard. [\[bethmo 1994/09/09\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see X Costs, Rule K.28.

**Frantic Purification:**

Info: Color=White Type=Instant Cost=2W TO(C)  
 Text(TO): Madness {W}. ; Destroy target enchantment.  
 Note - Also see Madness, Rule A.28.

**Frantic Search:**

Info: Color=Blue Type=Instant Cost=2U UL(C)  
 Text(UL+errata): Draw two cards, then discard two cards from your hand.  
 Untap up to three lands. [\[Oracle 1999/05/01\]](#)  
 You can untap 0 to 3 lands. [\[D'Angelo 1999/02/13\]](#)  
 Does not target the lands. [\[D'Angelo 1999/02/13\]](#)  
 Can be used on already untapped lands (with no effect). [\[D'Angelo 1999/02/13\]](#)  
 Can be used on another player's lands. [\[D'Angelo 1999/02/13\]](#)



Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

#### **Free-for-All:**

Info: Color=Blue Type=Enchantment Cost=3U UG(R)

Text(UG+errata): When ~this~ comes into play, set aside all creatures in play, face down. ; At the beginning of 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. ; When ~this~ leaves play, put each card still set aside by ~this~ into its owner's graveyard.

[D'Angelo 2000/03/09 - unofficial errata]

It will set cards and tokens aside, but only cards come back.

[Barclay 1998/08/13] 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 to creatures that enter play afterwards. [Barclay 1998/08/13]

Treat B.F.M. as one creature for purposes of this card. [QAS 1998/09/09]

All tournament formats have banned cards from Unglued.

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

#### **Free-Range Chicken:**

Info: Color=Green Type=Creature - Chicken Cost=3G UG(C)

Text(UG): 3/3. ; {1}{G}: 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=Creature - Bird Cost=1W VI(C)/AT(F1)

Text(VI): 1/1, Flying, Protection from Red.

Note - Also see Protection, Rule A.31.

Note - Before errata, this card was of creature type Falcon.

#### **Frenetic Efreet:**

Info: Color=Multi Type=Creature - Efreet Cost=1UR MI(R)

Text(MI+errata): 2/1, Flying. ; {0}: If ~this~ is in play, flip a coin. If you win the flip, ~this~ phases out. If you lose the flip, sacrifice ~this~. [Oracle 2001/03/07]

Note - Also see Phasing Out and In, Rule G.27.

#### **Frenetic Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=4R OD(U)

Text(OD): 2/3. ; {R}, Discard a card at random from your hand: ~this~ gets +3/+0 until end of turn.

#### **Frenetic Raptor:**

Info: Color=Red Type=Creature - Beast Cost=5R LE(U)

Text(LE): 6/6. ; Beasts can't block.

#### **Frenzied Tilling:**

Info: Color=Multi Type=Sorcery Cost=3RG IN(C)

Text(IN): Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

You do not have to find a basic land card if you do not want to. See

Rule Z.6.9. [D'Angelo 2001/07/14]

#### **Fresh Volunteers:**

Info: Color=White Type=Creature - Rebel Cost=1W MM(C)

Text(MM): 2/2.

#### **Freyalise's Charm:**

Info: Color=Green Type=Enchantment Cost=GG IA(U)

Text(IA+errata): Whenever an opponent plays a black spell, you may pay

{G}{G}. If you do, draw a card. ; {G}{G}: Return ~this~ to its owner's hand. [\[Oracle 2000/02/01\]](#)

#### **Freyalise Supplicant:**

Info: Color=Green Type=Creature - Cleric Cost=1G IA(U)  
Text(IA+errata): 1/1. ; {Tap},Sacrifice a red or white creature: ~this~ deals to target creature or player damage equal to half the sacrificed creature's power, rounded down. [\[Oracle 2000/02/01\]](#)

#### **Freyalise's Winds:**

Info: Color=Green Type=Enchantment Cost=2GG IA(R)  
Text(IA+errata): Whenever a permanent becomes tapped, put a wind counter on it. That permanent gains "This permanent doesn't untap during your untap step if it has a wind counter on it" and "At the beginning of your upkeep, remove a wind counter from this permanent." [\[Oracle 2001/03/07\]](#)  
If this card leaves play, the wind counters remain and continue to function. [\[D'Angelo 2000/11/06\]](#)  
May remove wind counters from Cyclone. [\[D'Angelo 2000/03/09\]](#)

#### **Frightcrawler:**

Info: Color=Black Type=Creature - Horror Cost=1B OD(C)  
Text(OD+errata): 1/1, Fear. ; Threshold - ~this~ gets +2/+2 and can't block. (You have threshold as long as seven or more cards are in your graveyard.) [\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.  
Note - Also see Threshold, Rule A.36.

#### **Frightshroud Courier:**

Info: Color=Black Type=Creature - Zombie Cost=2B ON(U)  
Text(ON): 2/1. ; You may choose not to untap ~this~ during your untap step. ; {2}{B},{Tap}: As long as ~this~ remains tapped, target Zombie gets +2/+2 and has fear.  
It checks the creature type when the ability is announced and resolved, but once the effect is placed on the creature, if its creature type changes the effect still continues. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Fear, Rule A.17.

#### **Frog Tongue:**

Info: Color=Green Type=Enchant Creature Cost=G TE(C)  
Text(TE+errata): When ~this~ comes into play, draw a card. ; Enchanted creature may block as though it had flying. [\[Oracle 1999/07/21\]](#)  
The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Frontline Strategist:**

Info: Color=White Type=Creature - Soldier Cost=W SC(C)  
Text(SC): 1/1. ; Morph {W}. ; When ~this~ is turned face up, prevent all combat damage non-Soldiers would deal this turn.  
**+ The creature type is checked for "non-Soldier" at the time the damage would be dealt. If the creature that is dealing the damage is not in play, use its creature type right before it left play.** [\[Scourge FAQ 2003/05/30\]](#)  
**+ Note - Also see Morph, Rule A.29.**

#### **Frost Giant:**

Info: Color=Red Type=Creature - 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.33.

#### **Frozen Shade:**

Info: Color=Black Type=Creature - Shade Cost=2B ABUR45(C)  
Text(4th/5th+errata): 0/1. ; {B}: ~this~ gets +1/+1 until end of turn. [\[Oracle 2000/02/01\]](#)  
Note - The artist's name, Shuler, was misspelled on the Limited Edition

and Unlimited Edition versions of this card.

**Frozen Solid:**

Info: Color=Blue Type=Enchant Creature Cost=1UU SC(C)  
Text(SC): Enchanted creature doesn't untap during its controller's untap step. ; When damage is dealt to enchanted creature, destroy it.

**Fruition:**

Info: Color=Green Type=Sorcery Cost=G PT(C)  
Text(PT): For each forest you and your opponent have in play, you gain 1 life.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "You gain 1 life for each forest in play." [\[D'Angelo 2000/06/05\]](#)

**Fugitive Druid:**

Info: Color=Green Type=Creature - Druid Cost=3G TE(R)  
Text(TE+errata): 3/2. ; Whenever ~this~ becomes the target of an enchantment spell, you draw a card. [\[Oracle 1999/05/01\]](#)  
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. [\[D'Angelo 1997/11/12\]](#)

**Fugitive Wizard:**

Info: Color=Blue Type=Creature - Wizard Cost=U LE(C)  
Text(LE): 1/1.

**Fugue:**

Info: Color=Black Type=Sorcery Cost=3BB EX(U)/7(U)  
Text(7th): Target player discards three cards from his or her hand.

**Fumarole:**

Info: Color=Multi Type=Sorcery Cost=3BR IA(U)  
Text(IA+errata): As an additional cost to play ~this~, pay 3 life. ; Destroy target creature and target land. [\[Oracle 2000/02/01\]](#)

**Funeral Charm:**

Info: Color=Black Type=Instant Cost=B VI(C)  
Text(VI+errata): Choose one - Target player discards a card from his or her hand; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn. [\[Oracle 1999/07/01\]](#)  
Note - Also see Landwalk, Rule A.27.  
Note - Also see Modal Spells and Abilities, Rule G.24.

**Funeral March:**

Info: Color=Black Type=Enchant Creature Cost=1BB HL(C1)/5(C)  
Text(5th+errata): When enchanted creature leaves play, its controller sacrifices a creature. [\[Oracle 1999/07/23\]](#)  
Phasing out will trigger the sacrifice effect. [\[bethmo 1996/09/17\]](#)

**Funeral Pyre:**

Info: Color=White Type=Instant Cost=W JU(C)  
Text(JU): Remove target card in a graveyard from the game. Its owner puts a 1/1 white Spirit creature token with flying into play.  
Note - Also see Token Creatures, Rule K.25.

**Fungal Bloom:**

Info: Color=Green Type=Enchantment Cost=GG FE(U1)  
Text(FE): {G}{G}: Put a spore counter on a target Fungus.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Fungal Shambler:**

Info: Color=Multi Type=Creature - Beast Cost=4GUB AP(R)  
Text(AP): 6/4, Trample. ; Whenever ~this~ deals damage to an opponent, you draw a card and that opponent discards a card from his or her hand.  
Note - Also see Trample, Rule A.37.

**Fungusaur:**

Info: Color=Green Type=Creature - Fungusaur Cost=3G ABUR45(R)

Text(5th+errata): 2/2. ; At end of turn, if ~this~ was dealt damage this turn, put a +1/+1 counter on it. [\[Oracle 2000/02/01\]](#)

Gets only one counter per turn, even if it was damaged multiple times.

[\[D'Angelo 1998/06/03\]](#)

**Fungus Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=3G WL(R)

Text(WL+errata): 3/3. ; {G}, Sacrifice a forest: Put a +2/+2 counter on ~this~. Play this ability only if ~this~ came into play this turn.

[\[Oracle 1999/07/01\]](#)

The ability to add counters is usable on a turn in which it phases in, even though "comes into play" abilities did not trigger. [\[D'Angelo 1999/07/10\]](#)

**Furious Assault:**

Info: Color=Red Type=Enchantment Cost=2R MM(C)

Text(MM): Whenever you play a creature spell, ~this~ deals 1 damage to target player.

You can choose a different target player each time this triggers.

[\[D'Angelo 2000/09/07\]](#)

**Furnace Brood:**

Info: Color=Red Type=Creature - Elemental Cost=3R EX(C)

Text(EX+errata): 3/3. ; {R}: Target creature can't be regenerated this turn.

[\[Oracle 1999/05/01\]](#)

**Furnace of Rath:**

Info: Color=Red Type=Enchantment Cost=1RRR TE(R)

Text(TE+errata): If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.

[\[Oracle 1999/07/21\]](#)

It is a replacement effect (see Rule T.10) applied when damage is would be dealt. [\[D'Angelo 1999/06/01\]](#)

If a spell or ability damages multiple things, divide up the damage before applying this effect. [\[WotC Rules Team 1998/10/18\]](#) 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.

[\[D'Angelo 1997/10/17\]](#)

The multiplied damage counts in all ways as if it came from the original source. Furnace of Rath is not the source. [\[D'Angelo 1997/10/17\]](#)

The trample rules cause damage to be divided before it is doubled.

[\[D'Angelo 1999/06/01\]](#)

**Furnace Spirit:**

Info: Color=Red Type=Creature - Spirit Cost=2R SH(C)

Text(SH+errata): 1/1, Haste. ; {R}: ~this~ gets +1/+0 until end of turn.

[\[Oracle 1999/05/01\]](#)

Note - Also see Haste, Rule A.22.

**Future Sight:**

Info: Color=Blue Type=Enchantment Cost=2UUU ON(R)

Text(ON): Play with the top card of your library revealed. ; You may play the top card of your library as though it were in your hand.

If you draw multiple cards at once, reveal each one before you draw it.

[\[Onslaught FAQ 2002/09/24\]](#)

If the top card is a land, you can play it as a land.

[\[Onslaught FAQ 2002/09/24\]](#)

If the top card has the Cycle ability, you cannot play that ability.

[\[Onslaught FAQ 2002/09/24\]](#)

**Fylamarid:**

Info: Color=Blue Type=Creature - Beast Cost=1UU TE(U)

Text(TE+errata): 1/3, Flying. ; ~this~ can't be blocked by blue creatures. ;

{U}: Target creature becomes blue until end of turn. [\[Oracle 1999/05/01\]](#)

**Fylgja:**

Info: Color=White Type=Enchant Creature Cost=W IA(C)

Text(IA+errata): ~this~ comes into play with four healing counters on it. ;

Remove a healing counter from ~this~: Prevent the next 1 damage that would be dealt to enchanted creature this turn. ; {2}{W}: Put a healing counter on ~this~. [\[Oracle 2000/02/01\]](#)

Note - This card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age.

**Fyndhorn Bow:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)

Text(IA): {3},{Tap}: Target creature gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

**Fyndhorn Brownie:**

Info: Color=Green Type=Creature - Brownie Cost=2G IA(C)/6(C)

Text(IA/6th): 1/1. ; {2}{G},{Tap}: Untap target creature.

**Fyndhorn Druid:**

Info: Color=Green Type=Creature - Druid Cost=2G AL(C1)

Text(AL+errata): 2/2. ; When ~this~ is put into a graveyard from play, if it was blocked this turn, you gain 4 life. [\[Oracle 2003/02/01\]](#)

**Fyndhorn Elder:**

Info: Color=Green Type=Creature - Elf Cost=2G IA(U)/567(U)

Text(6th/7th): 1/1. ; {Tap}: Add {G}{G} to your mana pool.

**Fyndhorn Elves:**

Info: Color=Green Type=Creature - Elf Cost=G IA(C)

Text(IA+errata): 1/1. ; {Tap}: Add {G} to your mana pool.

[\[Oracle 2000/02/01\]](#)

**Fyndhorn Pollen:**

Info: Color=Green Type=Enchantment Cost=2G IA(R)

Text(IA): Cumulative Upkeep - {1}. ; All creatures get -1/-0. ; {1}{G}: All creatures get -1/-0 until end of turn.

Note - Also see Cumulative Upkeep, Rule A.11.

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**Gabriel Angelfire:**

Info: Color=Multi Type=Creature - Legend Cost=3WWGG LG(R)/CH(U1)

Text(CH+errata): 4/4. ; At the beginning of your upkeep, choose flying, first strike, trample, or rampage 3. ~this~ gains that ability until your next upkeep. [\[Oracle 2002/03/01\]](#)

It wears off at the very beginning of your upkeep, before checking for triggered abilities. [\[D'Angelo 2000/03/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see First Strike, Rule A.18.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Rampage, Rule A.33.

Note - Also see Trample, Rule A.37.

**Gaea's Avenger:**

Info: Color=Green Type=Creature - Gaea's-Avenger Cost=1GG AQ(U1)

Text(AQ+errata): 1+\*/1+\*. ; ~this~'s power and toughness are each equal to 1 plus the number of artifacts your opponents control. [\[Oracle 2001/08/24\]](#)

In multi-player games it counts artifacts of all opponents.

[\[D'Angelo 2000/02/25\]](#)

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

**Gaea's Balance:**

Info: Color=Green Type=Sorcery Cost=3G AP(U)

Text(AP): As an additional cost to play ~this~, sacrifice five lands. ;

Search your library for a land card of each basic land type and put them into play. Then shuffle your library.

You are not forced to find a basic land of each type, so you can choose to

pull out fewer lands if you want. [\[Apocalypse FAQ 2001/05/24\]](#)  
You do not have to find the basic land cards if you do not want to, even if you have them in your library. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Gaea's Blessing:**

Info: Color=Green Type=Sorcery Cost=1G WL(U)  
Text(WL+errata): Target player shuffles up to three target cards from his or her graveyard into his or her library. ; Draw a card. ; When ~this~ is put into your graveyard from your library, shuffle your graveyard into your library. [\[Oracle 1999/07/01\]](#)  
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. [\[DeLaney 1997/09/08\]](#)  
If Gaea's Blessing is moved into the graveyard by an effect, it is dealt with as a triggered ability. 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. [\[bethmo 1997/11/09\]](#)  
Does not trigger the "if moved to the graveyard" ability if this card is discarded from your hand. [\[D'Angelo 1997/11/28\]](#)  
It does trigger on Intuition. [\[D'Angelo 1997/12/01\]](#) Or anything else that puts cards into your graveyard directly from your library.  
When played 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.  
[\[D'Angelo 1998/06/09\]](#)

#### **Gaea's Bounty:**

Info: Color=Green Type=Sorcery Cost=2G US(C)  
Text(US+errata): Search your library for up to two forest cards, reveal those cards, and put them into your hand. Then shuffle your library.  
[\[Oracle 1999/05/01\]](#)  
You do not have to find the forest cards if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Gaea's Cradle:**

Info: Color=Land Type=Legendary Land Cost=None US(R)  
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. [\[WotC Rules Team 1999/03/18\]](#)  
Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 1999/07/01.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Gaea's Embrace:**

Info: Color=Green Type=Enchant Creature Cost=2GG US(U)  
Text(US+errata): Enchanted creature gets +3/+3 and has trample. ; {G}: Regenerate enchanted creature. [\[Oracle 1999/05/01\]](#)  
Note - Also see Trample, Rule A.37.

#### **Gaea's Herald:**

Info: Color=Green Type=Creature - Elf Cost=1G PS(R)  
Text(PS): 1/1. ; Creature spells can't be countered by spells or abilities. The ability applies to your opponent's spells as well as your own.  
[\[Planeshift 2001/01/26\]](#)

#### **Gaea's Liege:**

Info: Color=Green Type=Creature - Gaea's-Liege Cost=3GGG ABUR4(R)  
Text(4th+errata): \*/\*. ; As long as ~this~ isn't attacking, its power and toughness are each equal to the number of forests you control. As long as ~this~ is attacking, its power and toughness are each equal to the number of forests defending player controls. ; {Tap}: Target land becomes a forest until ~this~ leaves play. [\[Oracle 1999/09/03\]](#)  
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.

[\[bethmo 1994/04/01\]](#)

When being declared as an attacker, use the "not attacking" power and toughness. It only changes after declaration is complete.

[\[DeLaney 2000/03/13\]](#)

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.16.3.

Will not add or remove Snow-Covered nature from a land.

[\[Duelist Magazine #6, Page 132\]](#) See Rule K.21.3.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - It is of creature type "Gaea's-Liege" (one word) instead of being of type "Gaea's Liege" (two words). [\[Oracle 2001/08/24\]](#)

#### **Gaea's Might:**

Info: Color=Green Type=Instant Cost=G PS(C)

Text(PS): Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

#### **Gaea's Skyfolk:**

Info: Color=Multi Type=Creature - Elf Merfolk Cost=GU AP(C)

Text(AP): 2/2, Flying.

#### **Gaea's Touch:**

Info: Color=Green Type=Enchantment Cost=GG DK(C3)

Text(DK+errata): You may play an additional land during your turn if that land is a basic forest. ; Sacrifice ~this~: Add {G}{G} to your mana pool.

[\[Oracle 1999/09/03\]](#)

You play the land as normal, but get to ignore the "one per turn" limit for a basic forest. [\[D'Angelo 1999/09/20\]](#)

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. [\[Duelist Magazine #6, Page 132\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Gainsay:**

Info: Color=Blue Type=Instant Cost=1U PS(U)

Text(PS): Counter target blue spell.

#### **Galina's Knight:**

Info: Color=Multi Type=Creature - Merfolk Knight Cost=WU IN(C)

Text(IN): 2/2, Protection from Red.

Note - Also see Protection, Rule A.31.

#### **Gallantry:**

Info: Color=White Type=Instant Cost=1W TE(U)/OD(U)

Text(TE/OD): Target blocking creature gets +4/+4 until end of turn. ; Draw a card.

#### **Gallowbraid:**

Info: Color=Black Type=Creature - Legend Cost=3BB WL(R)

Text(WL+errata): 5/5, Trample. ; Cumulative upkeep - Pay 1 life.

[\[Oracle 2000/02/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Trample, Rule A.37.

#### **Gamble:**

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

Text(US+errata): Search your library for a card, put that card into your hand, then discard a card at random from your hand. Then shuffle your library. [\[Oracle 1999/05/01\]](#)

You might end up discarding the card you searched for. [\[DeLaney 1998/10/05\]](#)

#### **Gamekeeper:**

Info: Color=Green Type=Creature - Elf Cost=3G UD(U)  
Text(UD+errata): 2/2. ; When ~this~ is put into a graveyard from play, you may remove ~this~ from the game. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard.

[Oracle 1999/07/21]

Removing this card from the game is optional. If you forget to do so, you cannot go back later and do so, even if that is what you normally do.

[D'Angelo 1999/06/01]

If you have no creature cards in your library, all the cards from your library end up in your graveyard and you do not get to put a creature into play. [DeLaney 1999/06/08]

### Game of Chaos:

Info: Color=Red Type=Sorcery Cost=RRR IA(R)/5(R)

Text(5th+errata): Flip a coin. If you win the flip, you gain 1 life and target player lose 1 life. If you lose the flip, you lose 1 life and that opponent gains 1 life. The winner of each flip decides whether to flip again. Double the life stakes with each flip.

[Oracle 2002/03/01]

To "double the stakes" means to double the amount of life lost or gained.

[D'Angelo 1999/01/18]

### Game Preserve:

Info: Color=Green Type=Enchantment Cost=2G MM(R)

Text(MM): At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. (Otherwise, put them back face-down on top of their owners' libraries.)

### Gang of Elk:

Info: Color=Green Type=Creature - Beast Cost=5G UL(U)/7(U)

Text(7th): 5/4 ; Whenever ~this~ becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

Gets the bonus once for each blocker. [Urza's Legacy FAQ 1999/02/03]

### Gangrenous Goliath:

Info: Color=Black Type=Creature - Zombie Giant Cost=3BB ON(R)

Text(ON): 4/4. ; Tap three untapped Clerics you control: Return ~this~ from your graveyard to your hand.

The ability can only be played while this card is in your graveyard.

[Onslaught FAQ 2002/09/24]

### Gangrenous Zombies:

Info: Color=Black Type=Creature - Zombie Cost=1BB IA(C)

Text(IA+errata): 2/2. ; {Tap},Sacrifice ~this~: ~this~ deals 1 damage to each creature and each player. If you control a snow-covered swamp, ~this~ deals 2 damage to each creature and each player instead.

[Oracle 2000/02/01]

Whether it does 1 or 2 damage is checked on resolution.

[D'Angelo 2000/03/09]

### Gargantuan Gorilla:

Info: Color=Green Type=Creature - Ape Cost=4GGG AL(R2)

Text(AL+errata): 7/7. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice a forest. If you sacrifice ~this~ this way, it deals 7 damage to you. If you sacrifice a snow-covered forest this way, ~this~ gains trample until end of turn. ; {Tap}: ~this~ deals damage equal to its power to target creature. That creature deals damage equal to its power to ~this~. [Oracle 1999/07/23]

It can target itself with its ability. [D'Angelo 1999/08/01]

Note - Also see Trample, Rule A.37.

Note - Before errata, it was of creature type Gorilla. [Oracle 1999/07/23]

### Gaseous Form:

Info: Color=Blue Type=Enchant Creature Cost=2U  
456(C)/LG(C1)/TE(C)/BD(F1)

Text(6th+errata): Prevent all combat damage that would be dealt to and dealt by enchanted creature. [\[Oracle 1999/05/01\]](#)

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. Play this ability only during your upkeep and only once each turn.

[\[Oracle 2001/08/24\]](#)

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

#### Gauntlet of Might:

Info: Color=Artifact Type=Artifact Cost=4 ABU(R)

Text(ABU+errata): Red creatures get +1/+1. ; Whenever a mountain is tapped for mana, its controller adds an additional {R} to his or her mana pool.

[\[Oracle 2001/08/24\]](#)

Multi-lands which have Mountain as one of their types produce an extra red mana when tapped for either color. [\[bethmo 1994/04/01\]](#)

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.16.4. [\[D'Angelo 1994/10/01\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 to 1994/05/01.

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

Note - It is of type "Artifact" and not "Continuous Artifact".

[\[Encyclopedia, Page 57\]](#)

#### Gauntlets of Chaos:

Info: Color=Artifact Type=Artifact Cost=5 LG(R)/CH(U1)/5(R)

Text(5th+errata): {5}, Sacrifice ~this~: Exchange control of target artifact, creature, or land an opponent controls and a permanent you control if they share one of those types. Destroy all enchantments on those permanents. (This effect doesn't end at end of turn.) [\[Oracle 2002/03/01\]](#)

Targets only one card. [\[D'Angelo 2000/03/03\]](#)

You swap control of the permanents during resolution. If either of them is not still in play, then the exchange does not take place.

[\[D'Angelo 2000/03/03\]](#) But the enchantments on their permanent are still destroyed. [\[D'Angelo 2000/03/03\]](#)

If the targeted permanent is not a legal target on resolution the ability is countered. [\[D'Angelo 2000/03/03\]](#)

You choose a permanent you control on resolution. [\[D'Angelo 2000/04/04\]](#)

#### Gaze of Pain:

Info: Color=Black Type=Sorcery Cost=1B IA(C)

Text(IA+errata): Until end of turn, whenever a creature you control attacks and isn't blocked, you may choose to have it deal damage equal to its power to a target creature. If you do, it deals no combat damage this turn. [\[Oracle 2000/02/01\]](#)

#### Gempalm Avenger:

Info: Color=White Type=Creature - Soldier Cost=5W LE(C)

Text(LE): 3/5. ; Cycling {2}{W} ; When you cycle ~this~, all Soldiers get +1/+1 and gain first strike until end of turn.

Note - Also see Cycling, Rule A.12.

Note - Also see First Strike, Rule A.18.

#### Gempalm Incinerator:

Info: Color=Red Type=Creature - Goblin Cost=2R LE(U)

Text(LE): 2/1. ; Cycling {1}{R} ; When you cycle ~this~, you may have it deal X damage to target creature, where X is the number of Goblins in play.

The target of the ability cannot be a creature with Protection from Creatures, with Protection from Goblins, or with Protection from Red. [\[D'Angelo 2003/04/10\]](#)

Note - Also see Cycling, Rule A.12.

#### Gempalm Polluter:

Info: Color=Black Type=Creature - Zombie Cost=5B LE(C)  
Text(LE): 4/3. ; Cycling {B}{B}. ; When you cycle ~this~, you may have target player lose 1 life for each Zombie in play.  
Note - Also see Cycling, Rule A.12.

#### **Gempalm Sorcerer:**

Info: Color=Blue Type=Creature - Wizard Cost=2U LE(U)  
Text(LE): 2/2. ; Cycling {2}{U}. ; When you cycle ~this~, all Wizards gain flying until end of turn.  
Note - Also see Cycling, Rule A.12.

#### **Gempalm Strider:**

Info: Color=Green Type=Creature - Elf Cost=1G LE(U)  
Text(LE): 2/2. ; Cycling {2}{G}{G}. ; When you cycle ~this~, all Elves get +2/+2 until end of turn.  
Note - Also see Cycling, Rule A.12.

#### **Gemstone Mine:**

Info: Color=Land Type=Land Cost=None WL(U)  
Text(WL+errata): ~this~ comes into play with 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.  
[\[Oracle 1999/07/01\]](#)  
Sacrificing this card when the last counter is removed is part of the effect of tapping it for mana. [\[D'Angelo 1999/07/10\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **General Jarkeld:**

Info: Color=White Type=Creature - Legend Cost=3W IA(R)  
Text(IA+errata): 1/2. ; {Tap}: Switch the blocking creatures of two target attacking creatures. Play this ability only during the declare blockers step. [\[Oracle 2000/10/24\]](#)  
Does not undo any abilities which triggered due to the declaration of blockers. A creature which is switched away still has any triggered abilities resolve on it. [\[D'Angelo 2000/03/09\]](#)  
The new blocker does not trigger any abilities which trigger on creatures becoming blockers, because the creatures were already blockers and the simple change of who is blocking does not trigger such abilities.  
[\[D'Angelo 2000/03/09\]](#)  
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. [\[Duelist Magazine #7, Page 99\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **General's Regalia:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
Text(MM): {3}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

#### **Genesis:**

Info: Color=Green Type=Creature - Incarnation Cost=4G JU(R)  
Text(JU): 4/4. ; At the beginning of your upkeep, if ~this~ is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand."  
Its ability only works if it is in your graveyard at the start of your upkeep and when its ability resolves. [\[Judgment FAQ 2002/05/28\]](#)

#### **Geothermal Crevice:**

Info: Color=Land Type=Land Cost=None IN(C)  
Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {B}{G} to your mana pool.

#### **Gerrard Capashen:**

Info: Color=White Type=Creature - Legend Cost=3WW AP(R)  
Text(AP): 3/4. ; At the beginning of your upkeep, you gain 1 life for each card in target opponent's hand. ; {3}{W}: Tap target creature. Play this

ability only if ~this~ is attacking.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Gerrard's Battle Cry:**

Info: Color=White Type=Enchantment Cost=W TE(R)  
Text(TE+errata): {2}{W}: Creatures you control get +1/+1 until end of turn.  
[\[Oracle 1999/05/01\]](#)

#### **Gerrard's Command:**

Info: Color=Multi Type=Instant Cost=GW PS(C)  
Text(PS): Untap target creature. It gets +3/+3 until end of turn.  
This can target a creature which is already untapped.  
[\[Planeshift FAQ 2001/01/26\]](#)

#### **Gerrard's Irregulars:**

Info: Color=Red Type=Creature - Soldier Cost=4R MM(C)  
Text(MM): 4/2, Trample, Haste.  
Note - Also see Haste, Rule A.22.  
Note - Also see Trample, Rule A.37.

#### **Gerrard's Verdict:**

Info: Color=Multi Type=Sorcery Cost=WB AP(U)  
Text(AP): Target player discards two cards from his or her hand. You gain 3 life for each land card discarded this way.

#### **Gerrard's Wisdom:**

Info: Color=White Type=Sorcery Cost=2WW WL(U)/ST(R)/7(U)  
Text(7th): You gain 2 life for each card in your hand.

#### **Gerrymandering:**

Info: Color=Green Type=Sorcery Cost=2G UG(U)  
Text(UG+errata): Remove all lands from the game and shuffle them together.  
Randomly deal to each player one land card for each land he or she controlled before. Each player puts those lands into play under his or her control, untapped. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
This will trigger "leaves play" and "comes into play" abilities.  
[\[Barclay 1998/08/13\]](#)  
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(U)  
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. [\[Barclay 1998/08/13\]](#)  
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. [\[QAS 1998/09/09\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### **Ghastly Demise:**

Info: Color=Black Type=Instant Cost=B OD(C)  
Text(OD): Destroy target nonblack creature if its toughness is less than or equal to the number of cards in your graveyard.  
This card is not in the graveyard until after you destroy the creatures.  
So it does not count itself when determining the maximum toughness.  
[\[Odyssey FAQ 2001/10/04\]](#)

#### **Ghastly Remains:**

Info: Color=Black Type=Creature - Zombie Cost=BBB LE(R)  
Text(LE): 0/0. ; Amplify 1. ; At the beginning of your upkeep, if ~this~ is in your graveyard, you may pay {B}{B}{B}. If you do, return ~this~ to your hand.  
Note - Also see Amplify, Rule A.7.

### Ghazban Ogre:

Info: Color=Green Type=Creature - Ogre Cost=G AN(C4)/CH(C3)/5(C)

Text(5th+errata): 2/2 ; At the beginning of your upkeep, if a player has more life than any other, that player gains control of ~this~.

[Oracle 1999/09/03]

If there is a tie for highest life, the Ogre does not switch controllers.

[D'Angelo 1998/06/03]

It checks the life totals during the resolution of the ability.

[D'Angelo 1998/06/03]

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=Creature - Ogre Cost=G UG(C)

Text(UG+errata): 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 in this game has won the same number of games, you retain control of ~this~. [D'Angelo 2000/03/09 - unofficial errata]

No lying, please. [Barclay 1998/08/13]

It only checks players in the current game. [Barclay 1998/08/13]

In tournament play, only games in that tournament count. [QAS 1998/09/09]

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(U)

Text(UL+errata): ~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. It's still a land. [Oracle 2000/10/24]

The animating ability sets the initial 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 1999/02/03]

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 1999/02/03]  
See Rule G.37.3.

It has no creature type. [D'Angelo 2002/08/28]

Note - Also see First Strike, Rule A.18.

### Ghitu Fire:

Info: Color=Red Type=Sorcery Cost=XR IN(R)

Text(IN): You may play ~this~ any time you could play an instant if you pay {2} more to play it. ; ~this~ deals X damage to target creature or player.

The extra 2 mana to play it as an instant does not count as part of the mana cost. [Invasion FAQ 2000/10/03]

Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

Note - Also see X Costs, Rule K.28.

### Ghitu Fire-Eater:

Info: Color=Red Type=Creature - Nomad Cost=2R UL(U)/7(U)

Text(UL/7th): 2/2 ; {Tap}, Sacrifice ~this~: ~this~ deals damage equal to its power to target creature or player.

### Ghitu Slinger:

Info: Color=Red Type=Creature - Nomad Cost=2R UL(C)

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.14.

### Ghitu War Cry:

Info: Color=Red Type=Enchantment Cost=2R UL(U)

Text(UL): {R}: Target creature gets +1/+0 until end of turn.

### Ghosthelm Courier:



Info: Color=Blue Type=Creature - Wizard Cost=2U ON(U)  
Text(ON): 2/1. ; You may choose not to untap ~this~ during your untap step. ; {2}{U},{Tap}: As long as ~this~ remains tapped, target Wizard gets +2/+2 and can't be the target of spells or abilities.  
It checks the creature type when the ability is announced and resolved, but once the effect is placed on the creature, if its creature type changes the effect still continues. [\[Onslaught FAQ 2002/09/24\]](#)

#### Ghost Hounds:

Info: Color=Black Type=Creature - Hound Cost=1B HL(U3)  
Text(HL+errata): 1/1. ; Attacking doesn't cause ~this~ to tap. ;  
Whenever ~this~ blocks or becomes blocked by a white creature, ~this~ gains first strike until end of turn. [\[Oracle 1999/07/23\]](#)  
Note - Also see First Strike, Rule A.18.

#### Ghostly Flame:

Info: Color=Multi Type=Enchantment Cost=BR IA(R)  
Text(IA+errata): Black and/or red permanents and spells are colorless sources of damage. [\[Oracle 2000/02/01\]](#)  
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. [\[D'Angelo 1995/06/09\]](#)  
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. [\[D'Angelo 1995/06/21\]](#)  
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. [\[bethmo 1996/04/18\]](#) 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. [\[Aahz 1997/03/17\]](#)

#### Ghostly Visit:

Info: Color=Black Type=Sorcery Cost=2B P3(C)  
Text(P3): Destroy any one creature that isn't black.  
When played under non-Portal rules, the text should be read as "Destroy target nonblack creature." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### Ghostly Wings:

Info: Color=Blue Type=Enchant Creature Cost=1U TO(C)  
Text(TO): Enchanted creature gets +1/+1 and has flying. ; Discard a card from your hand: Return enchanted creature to its owner's hand.

#### Ghost Ship:

Info: Color=Blue Type=Creature - Ship Cost=2UU DK(C3)/4(U)  
Text(4th+errata): 2/4, Flying. ; {U}{U}{U}: Regenerate ~this~. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Ghosts of the Damned:

Info: Color=Black Type=Creature - Ghost 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(U)  
Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ; {0}: Return ~this~ to owner's hand. Play this ability only during another player's turn. [\[Oracle 1999/05/01\]](#)

#### Ghoul's Feast:

Info: Color=Black Type=Instant Cost=1B MM(U)  
Text(MM): Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

### **Giant Albatross:**

Info: Color=Blue Type=Creature - Albatross Cost=1U HL(C4)  
Text(HL+errata): 1/1, Flying. ; When ~this~ is put into a graveyard from play, you may pay {1}{U}. If you do, for each creature that dealt damage to ~this~ this turn, destroy that creature unless its controller pays 2 life. A creature destroyed this way can't be regenerated.

[[Oracle 2000/02/01](#)]

The ability is a triggered ability and is only put on the stack 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 from play. It seeks out all creatures that damaged it during the turn and causes them to be destroyed. [[Aahz 1995/10/25](#)]

The ability works even if the damage is redirected to the Albatross.

[[D'Angelo 1996/01/06](#)]

### **Giant Badger:**

Info: Color=Green Type=Creature - Badger Cost=1GG PR(SC)  
Text(PR+errata): 2/2. ; Whenever ~this~ blocks, it gets +2/+2 until end of turn. [[Oracle 2000/05/10](#)]

### **Giant Caterpillar:**

Info: Color=Green Type=Creature - Insect Cost=3G VI(C)/MM(C)  
Text(MM): 3/3. ; {G},Sacrifice ~this~: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

Note - The Visions version was of creature type Caterpillar.

Note - Also see Token Creatures, Rule K.25.

### **Giant Cockroach:**

Info: Color=Black Type=Creature - Insect Cost=3B UL(C)/7(C)  
Text(UL/7th): 4/2.

### **Giant Crab:**

Info: Color=Blue Type=Creature - Crab Cost=4U TE(C)/BD(F1)  
Text(TE+errata): 3/3. ; {U}: ~this~ can't be the target of spells or abilities this turn. [[Oracle 1999/05/01](#)]

### **Giant Fan:**

Info: Color=Artifact Type=Artifact Cost=4 UG(R)  
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 1998/09/09](#)]

If there is a choice of what type of counter you can put on the card, then you choose from the legal types. [[QAS 1998/09/09](#)]

Tokens are not counters. [[Barclay 1998/08/13](#)]

Remember that Cumulative Upkeep is kept track of by counters.

[[Barclay 1998/08/13](#)]

If Giant Fan's ability is countered, put a "counter" counter on it.

[[Barclay 1998/08/13](#)]

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 1998/08/13](#)]

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  
ABUR4567(C)/IA(C)/AT(F1)/BR(F1)/BD(F1)  
Text(IA/4th/5th/6th/7th): Target creature gets +3/+3 until end of turn.

### **Giant Mantis:**

Info: Color=Green Type=Creature - Mantis Cost=3G MI(C)  
Text(MI+errata): 2/4. ; ~this~ may block as though it had flying.  
[\[Oracle 2000/02/01\]](#)

### **Giant Octopus:**

Info: Color=Blue Type=Creature - Octopus Cost=3U PT(C)/ST(C)/7(C)  
Text(PT/ST/S2/7th): 3/3.  
Note - The Portal version had no creature type.

### **Giant Oyster:**

Info: Color=Blue Type=Creature - Oyster Cost=2UU HL(U3)  
Text(HL+errata): 0/3. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: As long as ~this~ remains tapped, target tapped creature doesn't untap during its controller's untap step, and at the beginning of each of your upkeeps, put a -1/-1 counter on that creature. When ~this~ becomes untapped or leaves play, remove all -1/-1 counters from the creature. [\[Oracle 2000/10/24\]](#)

A -1/-1 counter is added to the creature each upkeep. [\[DeLaney 2000/02/21\]](#)

If the Oyster untaps during upkeep before its ability to add a -1/-1 counter resolves, the -1/-1 counter effect resolves and adds a -1/-1 counter after the -1/-1 counters are removed due to being untapped.

[\[D'Angelo 2000/02/15\]](#)

### **Giant Shark:**

Info: Color=Blue Type=Creature - Shark Cost=5U DK(C3)  
Text(DK+errata): 4/4. ; ~this~ can't attack unless defending player controls an island. ; Whenever ~this~ blocks or becomes blocked by a creature that has been dealt damage this turn, ~this~ gets +2/+0 and gains trample until end of turn. ; When you control no islands, sacrifice ~this~.

[\[Oracle 2002/03/01\]](#)

Gets the bonus once for each creature it blocks or is blocked by that meets the criteria. [\[D'Angelo 2001/08/31\]](#) See Rule A.4.18.

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. [\[D'Angelo 1999/03/12\]](#)

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).

[\[D'Angelo 1999/03/12\]](#)

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. [\[Duelist Magazine #3, Page 7\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Trample, Rule A.37.

### **Giant Slug:**

Info: Color=Black Type=Creature - Slug Cost=1B LG(C2)/CH(C3)  
Text(CH+errata): 1/1. ; {5}: At the beginning of your next upkeep, ~this~ gains landwalk for a basic land type of your choice until the end of that turn. [\[Oracle 2001/08/24\]](#)

When the ability resolves, it creates another ability that triggers at the beginning of your next upkeep. When that ability resolves, you choose a land type. [\[D'Angelo 2000/03/03\]](#)

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. [\[Aahz 1996/06/13\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Landwalk, Rule A.27.

### **Giant Spider:**

Info: Color=Green Type=Creature - Spider Cost=3G  
ABUR4567(C)/PT(C)/AT(F1)

Text(7th): 2/4. ; ~this~ may block as though it had flying.

The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

Note - The Portal version had no creature type.

### **Giant Strength:**

Info: Color=Red    Type=Enchant Creature    Cost=RR 456(C)/LG(C2)/TE(C)  
Text(5th/TE/6th): Enchanted creature gets +2/+2.

### **Giant Tortoise:**

Info: Color=Blue    Type=Creature - Tortoise    Cost=1U    AN(C4)/4(C)  
Text(4th+errata): 1/1 ; ~this~ gets +0/+3 as long as it's untapped.

[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - The Arabian Nights version of this card has two versions, one with a small dark circle behind the "1" in the mana cost (rarity C3) and one with a normal mana circle behind the cost (rarity C1).

### **Giant Trap Door Spider:**

Info: Color=Multi    Type=Creature - Spider    Cost=1RG    IA(U)  
Text(IA+errata): 2/3. ; {1}{R}{G},{Tap}: Remove from the game ~this~ and

target creature without flying that's attacking you. [\[Oracle 2000/02/01\]](#)

If removed from play before his effect resolves, the target will still be removed from the game. [\[D'Angelo 1995/06/21\]](#)

If the target is illegal on resolution, the ability is countered and the Spider is not removed from the game. [\[D'Angelo 1996/12/09\]](#)

### **Giant Turtle:**

Info: Color=Green    Type=Creature - Turtle    Cost=1GG    LG(C2)  
Text(LG+errata): 2/4. ; ~this~ can't attack if it attacked during your last

turn. [\[Oracle 1999/09/03\]](#)

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. [\[bethmo 1994/06/15\]](#)

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

### **Giant Warthog:**

Info: Color=Green    Type=Creature - Beast    Cost=5G    JU(C)  
Text(JU): 5/5, Trample.

Note - Also see Trample, Rule A.37.

### **Gibbering Hyenas:**

Info: Color=Green    Type=Creature - Hyena    Cost=2G    MI(C)  
Text(MI+errata): 3/2. ; ~this~ can't block black creatures.

[\[Oracle 1999/07/01\]](#)

### **Gift of Estates:**

Info: Color=White    Type=Sorcery    Cost=1W    PT(R)  
Text(PT): If your opponent has more lands in play than you do, search your deck for up to three plains and put them into your hand. Shuffle your deck afterwards.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "If your opponent controls more lands than you do, search your library for up to three plains cards and reveal them. Then shuffle your library and put the revealed cards into your hand." [\[D'Angelo 2000/06/05\]](#)

### **Gift of the Woods:**

Info: Color=Green    Type=Enchant Creature    Cost=G    AL(C1)  
Text(AL+errata): Whenever enchanted creature blocks or becomes blocked, enchanted creature gets +0/+3 until end of turn and you gain 1 life.

[\[Oracle 1999/07/23\]](#)

### **Gigapede:**

Info: Color=Green    Type=Creature - Insect    Cost=3GG    ON(R)  
Text(ON): 6/1. ; ~this~ can't be the target of spells or abilities. ; At the beginning of your upkeep, if ~this~ is in your graveyard, you may discard

a card from your hand. If you do, return ~this~ to your hand.

#### **Gilded Drake:**

Info: Color=Blue Type=Creature - Drake Cost=1U US(R)  
Text(US+errata): 3/3, Flying. ; When ~this~ comes into play, choose one - sacrifice ~this~; or exchange control of ~this~ and target creature an opponent controls. If you don't make the exchange, sacrifice ~this~. This ability can't be countered. (This effect doesn't end at end of turn.) [\[Oracle 2002/05/20\]](#)

This effect is targeted, so Protection from Color will prevent targeting if Protection from Color exists when the ability would be announced. Once the ability is on the stack, adding Protection from Color will not counter the ability but the exchange will not take place since the target is illegal and you sacrifice this card on resolution. [\[bethmo 2000/02/02\]](#)

If the chosen creature to exchange is not in play at resolution, then sacrifice this card. [\[D'Angelo 2000/01/16\]](#)

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

#### **Gilded Light:**

Info: Color=White Type=Instant Cost=1W SC(U)  
Text(SC): You can't be the target of spells or abilities this turn. ; Cycling {2}.

+ **Note - Also see Cycling, Rule A.12.**

#### **Glacial Chasm:**

Info: Color=Land Type=Land Cost=None IA(U)  
Text(IA+errata): Cumulative Upkeep - Pay 2 life. ; If ~this~ would come into play, sacrifice a land instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; Skip your combat phase. ; Prevent all damage that would be dealt to you. [\[Oracle 2000/10/24\]](#)

If there are no lands (other than this one) in play when this enters play, you have to put this card in its owner's graveyard. [\[D'Angelo 2000/02/16\]](#)

It requires a land to be sacrificed just before it enters play. It is not sacrificed on announcement. [\[D'Angelo 2000/02/16\]](#)

Consecrate Land will not prevent it from being buried due to not paying the upkeep. [\[WotC Rules Team 1995/07/24\]](#) (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. [\[D'Angelo 1995/10/12\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Glacial Crevasses:**

Info: Color=Red Type=Enchantment Cost=2R IA(R)  
Text(IA+errata): Sacrifice a snow-covered mountain: Prevent all combat damage that would be dealt this turn. [\[Oracle 2000/02/01\]](#)

#### **Glacial Wall:**

Info: Color=Blue Type=Creature - Wall Cost=2U IA(U)/567(U)  
Text(IA/5th/6th/7th): 0/7. ; (Walls can't attack.)  
Note - Also see Walls, Rule K.27.

#### **Glaciers:**

Info: Color=Multi Type=Enchantment Cost=2WU IA(R)  
Text(IA+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {W}{U}. ; All mountains are plains. [\[Oracle 2000/02/01\]](#)

#### **Glade Gnarr:**

Info: Color=Green Type=Creature - Beast Cost=5G AP(C)  
Text(AP): 4/4. ; Whenever a player plays a blue spell, ~this~ gets +2/+2 until end of turn.

#### **Glarecaster:**

Info: Color=White Type=Creature - Bird Cleric Cost=4WW ON(R)  
Text(ON): 3/3, Flying. ; {5}{W}: The next time damage would be dealt to ~this~ or you this turn, that damage is dealt to target creature or player instead.

If both you and this card would be dealt damage at the same time, or if

either you or this card would be dealt damage from multiple sources at the same time, the redirection will apply to both chunks of damage.

[\[Onslaught FAQ 2002/09/24\]](#)

#### **Glasses of Urza:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR456(U)  
Text(5th/6th): {Tap}: Look at target player's hand.  
You can use it on yourself. [\[D'Angelo 1998/06/03\]](#)  
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=Creature - Lcid Cost=2U SH(U)  
Text(SH+errata): 2/2. ; {U},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has flying." and "{U}: End the effect that created this ability."  
[\[Oracle 2001/08/24\]](#)  
Note - Also see Lcids, Rule E.8.

#### **Glimmering Angel:**

Info: Color=White Type=Creature - Angel Cost=3W IN(C)  
Text(IN): 2/2, Flying. ; {U}: ~this~ can't be the target of spells or abilities this turn.  
You can play the "can't be the target" ability in response to this card being targeted by a spell or ability. If you do so, then the spell or ability will fail to do anything to this card since this card will now be an illegal target. [\[Invasion FAQ 2000/10/03\]](#)

#### **Glintwing Invoker:**

Info: Color=Blue Type=Creature - Wizard Mutant Cost=4U LE(C)  
Text(LE): 3/3. ; {7}{U}: ~this~ gets +3/+3 and gains flying until end of turn.

#### **Glittering Lion:**

Info: Color=White Type=Creature - Cat Cost=2W PY(U)  
Text(PY): 2/2. ; Prevent all damage that would be dealt to ~this~. ; {3}: Until end of turn, ~this~ loses "Prevent all damage that would be dealt to ~this~." Any player may play this ability.

#### **Glittering Lynx:**

Info: Color=White Type=Creature - Cat Cost=W PY(C)  
Text(PY): 1/1. ; Prevent all damage that would be dealt to ~this~. ; {2}: Until end of turn, ~this~ loses "Prevent all damage that would be dealt to ~this~." Any player may play this ability.

#### **Global Ruin:**

Info: Color=White Type=Sorcery Cost=4W IN(R)  
Text(IN): Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.  
You sacrifice all lands other than the chosen ones. Since you can only choose basic lands, your non-basic lands are all going to be sacrificed (unless you have non-basic lands that also count as a basic land type, in which case you could choose them). [\[D'Angelo 2001/01/16\]](#)  
If a land counts as multiple basic land types (for example, Taiga is both a Forest and a Mountain), you can choose it for either or for both of those land types. [\[Jordan 2001/02/12\]](#)

#### **Gloom:**

Info: Color=Black Type=Enchantment Cost=2B ABUR45(U)  
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. [\[bethmo 1996/06/20\]](#)  
The extra mana is not considered part of the mana cost (see Rule K.18).  
A Spell Blast would still only require the original mana cost as X in order to counter the spell. [\[Aahz 1994/09/02\]](#)  
The extra mana is not considered part of the activation cost. It is a



separate cost. [\[Aahz 1994/09/02\]](#)

The extra mana is part of the play cost (see Rule K.20), so cost reducers like Helm of Awakening can be used to pay part of this cost.

**Gloomdrifter:**

Info: Color=Black Type=Creature - Minion Cost=3B TO(U)  
Text(TO): 2/2, Flying. ; Threshold - When "this" comes into play, nonblack creatures get -2/-2 until end of turn. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Glorious Anthem:**

Info: Color=White Type=Enchantment Cost=1WW US(R)/7(R)  
Text(7th): Creatures you control get +1/+1.

**Glory:**

Info: Color=White Type=Creature - Incarnation Cost=3WW JU(R)  
Text(JU): 3/3, Flying. ; 2W: Creatures you control gain protection from the color of your choice until end of turn. Play this ability only if "this" is in your graveyard.  
Only creatures you control when it resolves gain the protection ability for the turn. [\[Judgment FAQ 2002/05/28\]](#)  
Note - Also see Protection, Rule A.31.

**Glory Seeker:**

Info: Color=White Type=Creature - Soldier Cost=1W ON(C)  
Text(ON): 2/2.

**Glowering Rogon:**

Info: Color=Green Type=Creature - Beast Cost=5G LE(C)  
Text(LE): 4/4. ; Amplify 1.  
Note - Also see Amplify, Rule A.7.

**Glowing Anemone:**

Info: Color=Blue Type=Creature - Beast Cost=3U MM(U)  
Text(MM): 1/3. ; When "this" comes into play, you may return target land to its owner's hand.

**Glowrider:**

Info: Color=White Type=Creature - Cleric Cost=2W LE(R)  
Text(LE): 2/1. ; Noncreature spells cost {1} more to play.

**Gluttonous Zombie:**

Info: Color=Black Type=Creature - Zombie Cost=4B ON(U)  
Text(ON): 3/3, Fear.  
Note - Also see Fear, Rule A.17.

**Glyph of Delusion:**

Info: Color=Blue Type=Instant Cost=U LG(C1)  
Text(LG+errata): Put X glyph counters on target creature that target Wall blocked this turn, where X is the power of that blocked creature. The creature gains "This creature doesn't untap during your untap if it has a glyph counter on it" and "At the beginning of your upkeep, remove a glyph counter from this creature." [\[Oracle 1999/09/03\]](#)  
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. [\[WotC Rules Team 1995/09/22\]](#)  
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 combat. Prevent all damage that would be dealt to it this turn. Destroy it at end of turn. [\[Oracle 1999/09/03\]](#)  
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): At end of combat, destroy all creatures that were blocked by target Wall this turn. [\[Oracle 1999/09/03\]](#)  
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): Choose target Wall. Until end of turn, whenever an attacking creature deals damage to that Wall, you gain that much life. [\[Oracle 2001/08/24\]](#)  
You can play this on your opponent's walls to good effect. [\[bethmo 1994/06/14\]](#)  
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 only during the end of combat step. ; Destroy all creatures that were blocked by target Wall this turn. They can't be regenerated. For each creature put into a graveyard this way, choose a creature card from the graveyard of that creature's controller and return that card to play under its owner's control. [\[Oracle 2001/08/24\]](#)  
A "creature card" is a Creature card or Artifact Creature card. [\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
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. [\[bethmo 1994/06/15\]](#)  
Yes, you can play this on your opponent's Walls to good effect. [\[bethmo 1994/06/14\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### **Goblin:**

Info: Color=Red Type=Token Cost=None UG(U)/AT(F5)  
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. [\[D'Angelo 1998/08/23\]](#)  
Note - See Token Cards, Rule U.2.

### **Goblin Artisans:**

Info: Color=Red Type=Creature - Goblin Cost=R AQ(U3)/CH(U3)  
Text(CH+errata): 1/1. ; {Tap}: Flip a coin. If you win the flip, draw a card. Otherwise, counter target artifact spell you control that isn't the target of an ability from another creature named Goblin Artisans. [\[Oracle 2002/10/01\]](#)  
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.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Goblin Assassin:**

Info: Color=Red Type=Creature - Goblin Assassin Cost=3RR LE(U)  
Text(LE): 2/2. ; Whenever ~this~ or another Goblin comes into play, each player flips a coin. Each player whose coin comes up tails sacrifices a creature.

### **Goblin Balloon Brigade:**

Info: Color=Red Type=Creature - Goblin Cost=R ABUR4(U)/AT(F1)  
Text(4th+errata): 1/1. ; {R}: ~this~ gains flying until end of turn. [\[Oracle 1999/09/03\]](#)  
Can power up the ability repeatedly during a turn. This generally has no additional effect, but can use up a red mana each time. [\[Aahz 1994/03/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Goblin Berserker:**

Info: Color=Red Type=Creature - Goblin Cost=3R UD(U)

Text(UD): 2/2, First Strike, Haste.

Note - Also see First Strike, Rule A.18.

Note - Also see Haste, Rule A.22.

**Goblin Bomb:**

Info: Color=Red Type=Enchantment Cost=1R WL(R)

Text(WL+errata): At the beginning of your upkeep, you may flip a coin. If you win the flip, put a fuse counter on ~this~. If you lose the flip, remove a fuse counter from ~this~. ; Remove five fuse counters from ~this~, Sacrifice ~this~: ~this~ deals 20 damage to target player.

[\[Oracle 2000/02/01\]](#)

Nothing happens if you are instructed to remove a fuse counter from an empty card. [\[DeLaney 1997/06/12\]](#)

**Goblin Bombardment:**

Info: Color=Red Type=Enchantment Cost=1R TE(U)

Text(TE): Sacrifice a creature: ~this~ deals 1 damage to target creature or player.

**Goblin Bookie:**

Info: Color=Red Type=Creature - Goblin Cost=R UG(C)

Text(UG+errata): 1/1. ; {R},{Tap}: Reflip any coin just flipped or reroll any die just rolled and use this result instead.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

The Bookie's ability is played in the "Betting Window". [\[DeLaney 1998/08/13\]](#)

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. [\[QAS 1998/09/09\]](#)

All tournament formats have banned cards from Unglued.

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

**Goblin Bowling Team:**

Info: Color=Red Type=Creature - Goblin Cost=3R UG(C)

Text(UG+errata): 1/1. ; Whenever ~this~ deals damage to a creature or player, roll a six-sided die. ~this~ deals to that creature or player additional damage equal to the die roll. This additional damage doesn't trigger this ability. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

All tournament formats have banned cards from Unglued.

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

**Goblin Brigand:**

Info: Color=Red Type=Creature - Goblin Cost=1R SC(C)

Text(SC): 2/2. ; ~this~ attacks each turn if able.

**+ Note - Also see Must Attack or Block, Rule C.7.**

**Goblin Bully:**

Info: Color=Red Type=Creature - Goblin Cost=1R PT(C)

Text(PT): 2/1.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Goblin. [\[D'Angelo 2000/06/05\]](#)

**Goblin Burrows:**

Info: Color=Land Type=Land Cost=None ON(U)

Text(ON): {Tap}: Add {1} to your mana pool. ; {1}{R},{Tap}: Target Goblin gets +2/+0 until end of turn.

**Goblin Cadets:**

Info: Color=Red Type=Creature - Goblin Cost=R US(U)

Text(US): 2/1. ; Whenever ~this~ blocks or becomes blocked, target opponent gains control of it. (This removes Goblin Cadets from combat.)

**Goblin Cavaliers:**

Info: Color=Red Type=Creature - Goblin Cost=2R P2(C)/ST(C)

Text(P2/ST): 3/2.

All tournament formats have banned this card because it only appears in Portal and Starter.

**Goblin Caves:**

Info: Color=Red Type=Enchant Land Cost=1RR DK(C3)

Text(DK+errata): If enchanted land is a mountain, all Goblins get +0/+2.

[\[Oracle 2001/08/24\]](#)

Works even if placed on one of your opponent's Mountains.

[\[D'Angelo 1995/01/18\]](#)

Works if placed on a Snow-Covered Mountain. [\[Duelist Magazine #6, Page 132\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Goblin Chariot:**

Info: Color=Red Type=Creature - Goblin Cost=2R ST(C)/7(C)

Text(ST/7th): 2/2, Haste.

Note - Also see Haste, Rule A.22.

**Goblin Chirurgeon:**

Info: Color=Red Type=Creature - Goblin Cost=R FE(C3)

Text(FE+errata): 0/2. ; Sacrifice a Goblin: Regenerate target creature.

[\[Oracle 1999/07/23\]](#)

Can sacrifice itself. [\[Duelist Magazine #5, Page 123\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Goblin Clearcutter:**

Info: Color=Red Type=Creature - Goblin Cost=3R LE(U)

Text(LE): 3/3. ; {Tap},Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool.

The ability can grant {G}{G}{G}, {R}{G}{G}, {R}{R}{G}, or {R}{R}{R}.

[\[Legions FAQ 2003/01/23\]](#)

**Goblin Commando:**

Info: Color=Red Type=Creature - Goblin Cost=4R ST(U)

Text(ST): 2/2. ; When ~this~ comes into play, it deals 2 damage to target creature.

All tournament formats have banned this card because it only appears in Starter.

**Goblin Digging Team:**

Info: Color=Red Type=Creature - Goblin Cost=R

DK(C3)/CH(C3)/567(C)/AT(F1)

Text(5th/6th/7th): 1/1. ; {Tap},Sacrifice ~this~: Destroy target Wall.

**Goblin Dynamo:**

Info: Color=Red Type=Creature - Goblin Mutant Cost=5RR LE(U)

Text(LE): 4/4. ; {Tap}: ~this~ deals 1 damage to target creature or

player. ; {X}{R},{Tap},Sacrifice ~this~: ~this~ deals X damage to target creature or player.

Note - Also see X Costs, Rule K.28.

**Goblin Elite Infantry:**

Info: Color=Red Type=Creature - Goblin Cost=1R MI(C)/67(C)

Text(7th): 2/2. ; Whenever ~this~ blocks or becomes blocked, it gets -1/-1 until end of turn.

**Goblin Festival:**

Info: Color=Red Type=Enchantment Cost=1R UD(R)

Text(UD): {2}: ~this~ deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of ~this~.

If you activate this multiple times in a row so the stack has more than one of this ability on it, the abilities will still resolve even if

Goblin Festival leaves play or leaves your control before they resolve.

For example, if you use the ability twice, and after the first flip you

lose control of it because you lost the toss, or it leaves play because it is Disenchanted, then you still flip for the second ability.

[\[Urza's Destiny FAQ 1999/05/25\]](#)

The controller of the ability chooses one of his or her opponents. If this card changes controllers before the ability resolves, you still pick an opponent of the player who controlled it when it was activated.

[\[DeLaney 1999/06/13\]](#)

#### **Goblin Firebug:**

Info: Color=Red Type=Creature - Goblin Cost=1R LE(C)  
Text(LE): 2/2. ; When ~this~ leaves play, sacrifice a land.

#### **Goblin Firestarter:**

Info: Color=Red Type=Creature - Goblin Cost=R P2(U)  
Text(P2): 1/1. ; On your turn, before you attack, you may destroy ~this~ to have it deal 1 damage to any one creature or player.

When played under non-Portal rules, the text should be read as

"Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.

Play this ability only during your turn before combat."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Goblin Flotilla:**

Info: Color=Red Type=Creature - Goblin Cost=2R FE(U1)  
Text(FE+errata): 2/2, Islandwalk. ; At the beginning of combat, unless you pay {R}, whenever ~this~ blocks or becomes blocked by a creature this combat, that creature gains first strike until end of turn.

[\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see First Strike, Rule A.18.

Note - Also see Landwalk, Rule A.27.

#### **Goblin Game:**

Info: Color=Red Type=Sorcery Cost=5RR PS(R)  
Text(PS): Each player hides at least one object, then all players reveal them simultaneously. Each player loses life equal to the number of objects he or she revealed. The player who revealed the fewest objects then loses half his or her life, rounded up. If two or more players are tied for fewest, each loses half his or her life, rounded up.  
When it comes to choice of objects, use common sense. Objects should be small enough to hide but large enough to count. Make it clear what kind of object you are hiding beforehand. For example, one player may choose coins and the other may choose dice. If you cannot find something convenient to hide, write numbers on a piece of paper and reveal the numbers. Make sure the numbers are unambiguous (for example, underline a 6 or 9 so it can't be misread). [\[Dommermuth 2001/01/25\]](#)

#### **Goblin Gardener:**

Info: Color=Red Type=Creature - Goblin Cost=3R UD(C)/7(C)  
Text(UD/7th): 2/1. ; When ~this~ is put into a graveyard from play, destroy target land.

The ability is not optional. You have to choose one of your own lands if your opponent has none. [\[DeLaney 1999/06/08\]](#)

#### **Goblin General:**

Info: Color=Red Type=Creature - Goblin Cost=1RR P2(R)/ST(U)  
Text(ST): 1/1. ; When ~this~ attacks, all Goblins you control get +1/+1 until end of turn.

All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Goblin Glider:**

Info: Color=Red Type=Creature - Goblin Cost=1R P2(C)/ST(U)/7(U)  
Text(P2/ST/7th): 1/1, Flying. ; ~this~ can't block.

#### **Goblin Goon:**

Info: Color=Red Type=Creature - Goblin Mutant Cost=3R LE(R)  
Text(LE): 6/6. ; ~this~ can't attack unless you control more creatures than defending player. ; ~this~ can't block unless you control more creatures than attacking player.

#### **Goblin Grappler:**

Info: Color=Red Type=Creature - Goblin Cost=R LE(C)  
Text(LE): 1/1, Provoke.  
Note - Also see Provoke, Rule A.32.

#### **Goblin Grenade:**

Info: Color=Red Type=Sorcery Cost=R FE(C3)/AT(F1)  
Text(FE+errata): As an additional cost to play ~this~, sacrifice a Goblin. ; ~this~ deals 5 damage to target creature or player.  
[\[Oracle 1999/07/23\]](#)

You cannot sacrifice more than one Goblin to get a greater effect.

[\[Aahz 1994/11/15\]](#)

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.

[\[Duelist Magazine #4, Page 6\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Goblin Grenadiers:**

Info: Color=Red Type=Creature - Goblin Cost=3R WL(U)  
Text(WL+errata): 2/2. ; Sacrifice ~this~: Destroy target creature and target land. Play this ability only if ~this~ is attacking and unblocked.  
[\[Oracle 2000/10/24\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Goblin Hero:**

Info: Color=Red Type=Creature - Goblin Cost=2R DK(C3)/56(C)/ST(S1)/AT(F1)  
Text(DK/5th/6th): 2/2.

#### **Goblin King:**

Info: Color=Red Type=Creature - Lord Cost=1RR ABUR4567(R)/AT(F1)  
Text(7th): 2/2. ; All Goblins get +1/+1 and have mountainwalk.

It is not a Goblin, so it does not affect itself. [\[D'Angelo 1994/06/01\]](#)

Note - Also see Landwalk, Rule A.27.

Note - In Limited Edition and Unlimited Edition it was of creature type Goblin King.

#### **Goblin Kites:**

Info: Color=Red Type=Enchantment Cost=1R FE(U3)  
Text(FE+errata): {R}: Target creature you control with toughness 2 or less gains flying until end of turn. At end of turn, flip a coin. If you lose the flip, sacrifice that creature. [\[Oracle 1999/07/23\]](#)

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 banned this card since 1999/10/01.

#### **Goblin Lackey:**

Info: Color=Red Type=Creature - Goblin Cost=R US(U)  
Text(US+errata): 1/1. ; Whenever ~this~ deals damage to a player, you may put a Goblin card from your hand into play. [\[Oracle 1999/05/01\]](#)

You can pick any "Creature - Goblin" card into play. Older cards of type "Summon Goblin" and "Summon Goblins" also count. [\[D'Angelo 1999/05/01\]](#)

Note - Also see Creature Type, Rule K.11.

#### **Goblin Legionnaire:**

Info: Color=Multi Type=Creature - Goblin Soldier Cost=RW AP(C)  
Text(AP): 2/2. ; {R}, Sacrifice ~this~: ~this~ deals 2 damage to target creature or player. ; {W}, Sacrifice ~this~: Prevent the next 2 damage that would be dealt to target creature or player this turn.

#### **Goblin Lookout:**

Info: Color=Red Type=Creature - Goblin Cost=1R LE(C)  
Text(LE): 1/2. ; {Tap}, Sacrifice a Goblin: All Goblins get +2/+0 until end



of turn.

#### **Goblin Lore:**

Info: Color=Red Type=Sorcery Cost=1R P2(U)/ST(U)  
Text(ST): Draw four cards, then discard three cards at random from your hand.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Goblin Lyre:**

Info: Color=Artifact Type=Artifact Cost=3 IA(R)  
Text(IA+errata): Sacrifice ~this~: Flip a coin. If you win the flip, ~this~ deals damage to target opponent equal to the number of creatures you control. If you lose the flip, ~this~ deals damage to you equal to the number of creatures that opponent controls. [\[Oracle 2002/03/01\]](#)

#### **Goblin Machinist:**

Info: Color=Red Type=Creature - Goblin Cost=4R ON(U)  
Text(ON): 0/5. ; {2}{R}: Reveal cards from the top of your library until you reveal a nonland card. ~this~ gets +X/+0 until end of turn, where X is that card's converted mana cost. Put the revealed cards on the bottom of your library in any order.  
If all the cards in your library are lands, X is zero.  
[\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

#### **Goblin Marshal:**

Info: Color=Red Type=Creature - Goblin Cost=4RR UD(R)  
Text(UD): 3/3. ; Echo. ; Whenever ~this~ comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play.  
Note - Also see Echo, Rule A.14.  
Note - Also see Token Creatures, Rule K.25.

#### **Goblin Masons:**

Info: Color=Red Type=Creature - Goblin Cost=1R UD(C)  
Text(UD): 2/1. ; When ~this~ is put into a graveyard from play, destroy target Wall.  
If there is no Wall to target, then the ability does not go on the stack.  
[\[DeLaney 1999/06/08\]](#)

#### **Goblin Matron:**

Info: Color=Red Type=Creature - Goblin Cost=2R P2(U)/US(C)/AT(F1)/7(U)  
Text(7th): 1/1. ; When ~this~ comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. Then shuffle your library.  
You can search for any "Creature - Goblin" card into play. Older cards of type "Summon Goblin" and "Summon Goblins" also count. You cannot search for cards that have Goblin in the name but are not of creature type Goblin. [\[D'Angelo 1999/05/01\]](#)  
You do not have to find a Goblin card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Goblin Medics:**

Info: Color=Red Type=Creature - Goblin Cost=2R UL(C)  
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. [\[Barclay 1999/02/09\]](#)

#### **Goblin Mountaineer:**

Info: Color=Red Type=Creature - Goblin Cost=R P2(C)/ST(C)  
Text(P2/ST): 1/1, Mountainwalk.  
All tournament formats have banned this card because it only appears in Portal and Starter.  
Note - Also see Landwalk, Rule A.27.

#### **Goblin Mutant:**

Info: Color=Red Type=Creature - Goblin Cost=2RR IA(U)/AT(F1)  
Text(IA+errata): 5/3, Trample. ; ~this~ can't attack if defending player controls an untapped creature with power 3 or greater. ; ~this~ can't block creatures with power 3 or greater. [\[Oracle 2000/02/01\]](#)  
Note - Also see Trample, Rule A.37.

#### Goblin Offensive:

Info: Color=Red Type=Sorcery Cost=X1RR US(U)/AT(F1)  
Text(US+errata): Put X 1/1 red Goblin creature tokens into play.  
[\[Oracle 1999/07/21\]](#)  
The tokens are named "Goblin" and are of creature type "Goblin" (see Rule K.25.4). [\[Urza's FAQ 1998/10/05\]](#)  
X can be zero. [\[DeLaney 1998/10/05\]](#)  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see X Costs, Rule K.28.

#### Goblin Patrol:

Info: Color=Red Type=Creature - Goblin Cost=R US(C)  
Text(US): 2/1. ; Echo.  
Note - Also see Echo, Rule A.14.

#### Goblin Piker:

Info: Color=Red Type=Creature - Goblin Cost=1R P2(C)  
Text(P2): 2/1.  
All tournament formats have banned this card because it only appears in Portal.

#### Goblin Piledriver:

Info: Color=Red Type=Creature - Goblin Cost=1R ON(R)  
Text(ON): 1/2, Protection from Blue. ; Whenever ~this~ attacks, it gets +2/+0 until end of turn for each other attacking Goblin.  
The number of Goblins is counted when this ability resolves.  
[\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Protection, Rule A.31.

#### Goblin Psychopath:

Info: Color=Red Type=Creature - Goblin Mutant Cost=3R SC(U)  
Text(SC): 5/5. ; Whenever ~this~ attacks or blocks, flip a coin. If you lose the flip, the next time it would deal combat damage this turn, it deals that damage to you instead.  
**+ The ability triggers when it attacks or block and resolves before combat damage is assigned. [\[Scourge FAQ 2003/05/30\]](#) This gives you a chance to possibly get rid of it before it hurts you. [\[D'Angelo 2003/05/30\]](#)**

#### Goblin Pyromancer:

Info: Color=Red Type=Creature - Goblin Wizard Cost=3R ON(R)  
Text(ON): 2/2. ; When ~this~ comes into play, all Goblins get +3/+0 until end of turn. ; At end of turn, destroy all Goblins.  
It only destroys goblins if it is in play at the end of turn.  
[\[Jordan 2002/10/12\]](#)

#### Goblin Raider:

Info: Color=Red Type=Creature - Goblin Cost=1R P2(C)/US(C)/7(C)  
Text(7th): 2/2. ; ~this~ can't block.

#### Goblin Recruiter:

Info: Color=Red Type=Creature - Goblin Cost=1R VI(U)/6(U)/AT(F1)  
Text(6th+errata): 1/1. ; When ~this~ comes into play, search your library for any number of Goblin cards. Reveal those cards, then shuffle your library and put them on top of it in any order. [\[Oracle 2001/08/24\]](#)  
You can only put "Creature - Goblin" cards on top of your library. Not any card with "Goblin" in the title. [\[D'Angelo 1999/05/01\]](#) Note that older cards say "Summon Goblin" and "Summon Goblins".  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### Goblin Ringleader:

Info: Color=Red Type=Creature - Goblin Cost=3R AP(U)

Text(AP): 2/2, Haste. ; When ~this~ comes into play, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library.

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

Note - Also see Haste, Rule A.22.

### **Goblin Rock Sled:**

Info: Color=Red Type=Creature - Rock-Sled Cost=1R DK(C3)/4(C)

Text(4th+errata): 3/1, Trample. ; ~this~ doesn't untap during your untap step if it attacked during your last turn. ; ~this~ can't attack unless defending player controls a mountain. [\[Oracle 1999/07/23\]](#)

Is not a Goblin so it does not get Goblin bonuses. [\[Aahz 1994/08/09\]](#)

The creature type is "Rock-Sled" which is considered one word.

Before errata, it was two words, "Rock Sled". [\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Trample, Rule A.37.

Note - The artist's name, Dennis Detwiler, is spelled incorrectly on The Dark version.

### **Goblin Sappers:**

Info: Color=Red Type=Creature - Goblin Cost=1R IA(C)

Text(IA+errata): 1/1. ; {R}{R},{Tap}: Target creature you control is unblockable until end of turn. Destroy it and ~this~ at end of combat. ; {R}{R}{R}{R},{Tap}: Target creature you control is unblockable until end of turn. Destroy it at end of combat. [\[Oracle 2000/02/01\]](#)

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. [\[Oracle Update 1998/11/11\]](#)

### **Goblin Scouts:**

Info: Color=Red Type=Sorcery Cost=3RR MI(U)

Text(MI+errata): Put three 1/1 red Goblin Scout creature tokens with mountainwalk into play. [\[Oracle 1999/07/01\]](#)

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.

[\[Aahz 1997/05/19\]](#)

The tokens are of creature type Goblin and Scout. They are affected by things that affect Goblins. [\[D'Angelo 1999/07/10\]](#)

Note - Also see Landwalk, Rule A.27.

Note - Also see Token Creatures, Rule K.25.

### **Goblin Settler:**

Info: Color=Red Type=Creature - Goblin Cost=3R ST(U)

Text(ST): 1/1. ; When ~this~ comes into play, destroy target land.

All tournament formats have banned this card because it only appears in Starter.

### **Goblin Sharpshooter:**

Info: Color=Red Type=Creature - Goblin Cost=2R ON(R)

Text(ON): 1/1. ; ~this~ doesn't untap during your untap step. ; Whenever a creature is put into a graveyard from play, untap ~this~. ; {Tap}: ~this~ deals 1 damage to target creature or player.

### **Goblin Shrine:**

Info: Color=Red Type=Enchant Land Cost=1RR DK(C3)/CH(C3)

Text(CH+errata): If enchanted land is a mountain, all Goblins get +1/+0. ;

When ~this~ leaves play, it deals 1 damage to each Goblin.

[\[Oracle 2001/08/24\]](#)

Works even if placed on one of your opponent's mountains.

[\[D'Angelo 1995/01/18\]](#)

Works if placed on a Snow-Covered Mountain. [\[Duelist Magazine #6, Page 132\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Goblin Ski Patrol:**

Info: Color=Red Type=Creature - Goblin Cost=1R IA(C)

Text(IA+errata): 1/1. ; {1}{R}: ~this~ gets +2/+0 and gains flying until end

of turn. Destroy it at end of turn. It can't be regenerated. Play this ability only once and only if you control a snow-covered mountain.

[\[Oracle 2000/02/01\]](#)

#### **Goblin Sky Raider:**

Info: Color=Red Type=Creature - Goblin Cost=2R ON(C)  
Text(ON): 1/2, Flying.

#### **Goblin Sledder:**

Info: Color=Red Type=Creature - Goblin Cost=R ON(C)  
Text(ON): 1/1. ; Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

#### **Goblin Snowman:**

Info: Color=Red Type=Creature - Goblin Cost=3R IA(U)/AT(F1)  
Text(IA+errata): 1/1. ; If ~this~ is blocking, prevent all combat damage dealt to and dealt by it. ; {Tap}: ~this~ deals 1 damage to target creature it's blocking. [\[Oracle 2000/02/01\]](#)

#### **Goblins of the Flarg:**

Info: Color=Red Type=Creature - Goblin Cost=R DK(C3)/CH(C3)  
Text(CH+errata): 1/1, Mountainwalk. ; When you control a Dwarf, sacrifice ~this~. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.

#### **Goblin Soothsayer:**

Info: Color=Red Type=Creature - Goblin Cost=R MI(U)  
Text(MI+errata): 1/1. ; {R},{Tap},Sacrifice a Goblin: Red creatures get +1/+1 until end of turn. [\[Oracle 1999/07/01\]](#)

#### **Goblin Spelunkers:**

Info: Color=Red Type=Creature - Goblin Cost=2R US(C)/7(C)  
Text(US/7th): 2/2, Mountainwalk.  
Note - Also see Landwalk, Rule A.27.

#### **Goblin Spy:**

Info: Color=Red Type=Creature - Goblin Cost=R IN(U)  
Text(IN): 1/1. ; Play with the top card of your library revealed.  
If you draw multiple cards, you need to reveal each one before you draw them. [\[Invasion FAQ 2000/10/03\]](#)

#### **Goblin Swine-Rider:**

Info: Color=Red Type=Creature - Goblin Cost=R VI(C)  
Text(VI+errata): 1/1. ; When ~this~ becomes blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature.  
[\[Oracle 1999/07/01\]](#)

If it is blocked by a Dream Fighter, the order of triggered abilities is used to figure out what happens. In this case, the Dream Fighter's phase-out ability resolves first. This is because the other player puts their triggered abilities on the stack after the current player does so.

[\[D'Angelo 1999/07/10\]](#)

#### **Goblin Taskmaster:**

Info: Color=Red Type=Creature - Goblin Cost=R ON(C)  
Text(ON): 1/1. ; {1}{R}: Target Goblin gets +1/+0 until end of turn. ; Morph {R}.  
Note - Also see Morph, Rule A.29.

#### **Goblin Tinkerer:**

Info: Color=Red Type=Creature - Goblin Cost=1R MI(C)/AT(F1)  
Text(MI+errata): 1/2. ; {R},{Tap}: Destroy target artifact. That artifact deals damage equal to its converted mana cost to ~this~.  
[\[Oracle 1999/07/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Goblin Trenches:**

Info: Color=Multi Type=Enchantment Cost=1RW AP(R)  
Text(AP): {2}, Sacrifice a land: Put two 1/1 red and white Goblin Soldier creature tokens into play.  
The tokens are named "Goblin Soldier" and have the creature types "Goblin" and "Soldier". [\[Apocalypse FAQ 2001/05/24\]](#)  
Note - Also see Token Creatures, Rule K.25.

#### **Goblin Turncoat:**

Info: Color=Black Type=Creature - Goblin Mercenary Cost=1B LE(C)  
Text(LE): 2/1. ; Sacrifice a Goblin: Regenerate ~this~.

#### **Goblin Tutor:**

Info: Color=Red Type=Instant Cost=R UG(U)  
Text(UG+errata): Roll a six-sided die for ~this~. On a 1, ~this~ has no effect. Otherwise, search your library for the indicated type of card, reveal that card, 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 or instant.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

Cannot retrieve land cards. [\[Barclay 1998/08/13\]](#)

Can retrieve an Artifact Creature on a 4 or a 5. [\[Barclay 1998/08/13\]](#)

You do not have to find a card of the specified type if you do not want to.

See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Goblin Vandal:**

Info: Color=Red Type=Creature - Goblin Cost=R WL(C)/AT(F1)  
Text(WL+errata): 1/1. ; {R}: Destroy target artifact defending player controls and prevent all combat damage ~this~ would deal this turn. Play this ability only once each turn and only during the declare blockers step and only if ~this~ is attacking and unblocked. [\[Oracle 2002/03/01\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Goblin War Buggy:**

Info: Color=Red Type=Creature - Goblin Cost=1R US(C)  
Text(US+errata): 2/2, Haste. ; Echo.  
Note - Also see Echo, Rule A.14.  
Note - Also see Haste, Rule A.22.

#### **Goblin Warchief:**

Info: Color=Red Type=Creature - Goblin Cost=1RR SC(U)  
Text(SC): 2/2. ; Goblin spells you play cost {1} less to play. ; Goblins you control have haste.

#### **Goblin War Cry:**

Info: Color=Red Type=Sorcery Cost=2R P2(U)  
Text(P2): Your opponent chooses one of his or her creatures. Only that creature can block this turn.

When played under non-Portal rules, the text should be read as "Target opponent chooses target creature he or she controls. Other creatures that player controls can't block this turn." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Goblin War Drums:**

Info: Color=Red Type=Enchantment Cost=2R FE(C4)/5(C)/7(U)  
Text(7th): Each creature you control can't be blocked except by two or more creatures.

Multiple War Drums are not cumulative. They are redundant.

[\[Aahz 1994/12/03\]](#)

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. [\[WotC Rules Team 1994/12/15\]](#)

When combined with Familiar Ground, it can make all your creatures unblockable. [\[Duelist Magazine #19, Page 34\]](#) Also works with

Stalking Tiger. [D'Angelo 1998/02/03]

### Goblin Warrens:

Info: Color=Red Type=Enchantment Cost=2R FE(U1)/56(R)/AT(F1)

Text(6th): {2}{R}, Sacrifice two Goblins: Put three 1/1 red Goblin creature tokens into play.

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 cannot attack since you have not controlled them since the start of your most recent turn.

Note - Also see Token Creatures, Rule K.25.

### Goblin War Strike:

Info: Color=Red Type=Sorcery Cost=R P2(C)/SC(C)

+ **Text(SC): ~this~ deals damage equal to the number of Goblins you control to target player.**

### Goblin Welder:

Info: Color=Red Type=Creature - Goblin Cost=R UL(R)

Text(UL+errata): 1/1 ; {Tap}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact in play and puts the other artifact from his or her graveyard into play. [Oracle 2000/10/24]

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 1999/03/18] See Rule G.16.4.

The exchange fails (and nothing happens) if either target is not legal at the start of resolution. See Rule G.16.2. [D'Angelo 1999/02/13]

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 1999/02/13]

### Goblin Wizard:

Info: Color=Red Type=Creature - Goblin Cost=2RR DK(U1)

Text(DK+errata): 1/1. ; {Tap}: Put a Goblin card from your hand into play. ;

{R}: Target Goblin gains protection from white until end of turn.

[Oracle 1999/07/23]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Protection, Rule A.31.

### Goham Djinn:

Info: Color=Black Type=Creature - Djinn Cost=5B IN(U)

Text(IN): 5/5. ; {1}{B}: Regenerate ~this~. ; ~this~ gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

### Golden Bear:

Info: Color=Green Type=Creature - Bear Cost=3G P2(C)

Text(P2): 4/3.

All tournament formats have banned this card because it only appears in Portal.

### Golden Wish:

Info: Color=White Type=Sorcery Cost=3WW JU(R)

Text(JU): Choose an artifact or enchantment card you own from outside the game, reveal that card, and put it into your hand. Remove ~this~ from the game.

Note - See Burning Wish for rulings.

### Golgothian Sylex:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U1)

Text(AQ+errata): {1},{Tap}: Destroy all cards from the Antiquities expansion. [Oracle 1999/09/03]



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. [\[bethmo 1994/06/04\]](#)

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.

Note - The card type is "Artifact" and not "Mono Artifact".

[\[Oracle 1998/07/01\]](#)

#### **Goliath Beetle:**

Info: Color=Green Type=Creature - Insect Cost=2G UD(C)

Text(UD): 3/1, Trample.

Note - Also see Trample, Rule A.37.

#### **Goretusk Firebeast:**

Info: Color=Red Type=Creature - Beast Cost=5R JU(C)

Text(JU): 2/2. ; When ~this~ comes into play, it deals 4 damage to target player.

#### **Gorilla Berserkers:**

Info: Color=Green Type=Creature - Ape Cost=3GG AL(C3)

Text(AL+errata): 2/3, Trample, Rampage 2. ; ~this~ can't be blocked except by three or more creatures. [\[Oracle 1999/11/01\]](#)

Note - Also see Rampage, Rule A.33.

Note - Also see Trample, Rule A.37.

Note - Before errata, this card was of creature type Gorilla.

[\[Oracle 1999/07/23\]](#)

#### **Gorilla Chieftain:**

Info: Color=Green Type=Creature - Ape Cost=2GG AL(C2)/67(C)/AT(F1)

Text(6th/7th): 3/3. ; {1}{G}: Regenerate ~this~.

Note - In Alliances this card was of creature type Gorilla.

#### **Gorilla Pack:**

Info: Color=Green Type=Creature - Ape Cost=2G IA(C)

Text(IA+errata): 3/3. ; ~this~ can't attack unless defending player controls a forest. ; When you control no forests, sacrifice ~this~.

[\[Oracle 2000/10/24\]](#)

Note - Also see Landhome, Rule A.26.

Note - This card was of creature type "Gorilla Pack" and is now of creature type "Ape". [\[Oracle 2000/02/01\]](#)

#### **Gorilla Shaman:**

Info: Color=Red Type=Creature - Ape Cost=R AL(U5)

Text(AL+errata): 1/1. ; {X}{X}{1}: Destroy target noncreature artifact with converted mana cost {X}.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Before errata, it was of creature type Gorilla. [\[Oracle 1999/07/23\]](#)

#### **Gorilla Titan:**

Info: Color=Green Type=Creature - Ape Cost=3GG OD(U)

Text(OD): 4/4, Trample. ; ~this~ gets +4/+4 as long as there are no cards in your graveyard.

Note - Also see Trample, Rule A.37.

#### **Gorilla War Cry:**

Info: Color=Red Type=Instant Cost=1R AL(C1)/BR(F1)

Text(AL+errata): Play ~this~ only during combat before the declare blockers step. ; Attacking creatures can't be blocked this turn except by two or more creatures. ; Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Gorilla Warrior:**

Info: Color=Green Type=Creature - Ape Cost=2G US(C)/PT(C)/ST(C)  
Text(US): 3/2.  
It is not a creature of type Gorilla, it is of type Ape.  
[\[DeLaney 1998/10/05\]](#)  
Note - The Portal version had no creature type.

#### **Gossamer Chains:**

Info: Color=White Type=Enchantment Cost=WW VI(C)  
Text(VI+errata): Return ~this~ to its owner's hand: Prevent all combat damage that would be dealt by target unblocked creature this turn.  
[\[Oracle 1999/07/01\]](#)  
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 his cost zero times or more than one time in order to multiply the effect.  
[\[D'Angelo 1997/01/28\]](#)  
A creature is only considered an "unblocked creature" if it is an attacker during combat after blockers are declared. [\[D'Angelo 2002/03/16\]](#)

#### **Gosta Dirk:**

Info: Color=Multi Type=Creature - Legend Cost=3WWUU LG(R)  
Text(LG+errata): 4/4, First Strike. ; Creatures with islandwalk may be blocked as though they did not have islandwalk. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Graceful Antelope:**

Info: Color=White Type=Creature - Antelope Cost=2WW OD(R)  
Text(OD): 1/4, Plainswalk. ; Whenever ~this~ deals combat damage to a player, you may have target land become a plains until ~this~ leaves play.  
Note - Also see Landwalk, Rule A.27.

#### **Grafted Skullcap:**

Info: Color=Artifact Type=Artifact Cost=4 US(R)/7(R)  
Text(7th): At the beginning of your draw step, draw a card. ; At end of your turn, discard your hand.

#### **Grand Coliseum:**

Info: Color=Land Type=Land Cost=None ON(R)  
Text(ON): ~this~ comes into play tapped. ; {Tap}: Add {1} to your mana pool. ; {Tap}: Add one mana of any color to your mana pool. ~this~ deals 1 damage to you.

#### **Grand Melee:**

Info: Color=Red Type=Enchantment Cost=3R ON(R)  
Text(ON): All creatures attack each turn if able. ; All creatures block each turn if able.

#### **Grandmother Sengir:**

Info: Color=Black Type=Creature - Legend Cost=4B HL(U1)  
Text(HL): 3/3. ; {1}{B},{Tap}: Target creature gets -1/-1 until end of turn.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Granger Guildmage:**

Info: Color=Green Type=Creature - Wizard Cost=G MI(C)  
Text(MI+errata): 1/1. ; {W},{Tap}: Target creature gains first strike until end of turn. ; {R},{Tap}: ~this~ deals 1 damage to target creature or player and 1 damage to you. [\[Oracle 1999/07/01\]](#)  
Note - Also see First Strike, Rule A.18.

#### **Granite Gargoyle:**

Info: Color=Red Type=Creature - Gargoyle Cost=2R ABUR(R)  
Text(RV+errata): 2/2, Flying. ; {R}: ~this~ gets +0/+1 until end of turn.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Granite Grip:**

Info: Color=Red Type=Enchant Creature Cost=2R UL(C)/7(C)  
Text(UL/7th): Enchanted creature gets +1/+0 for each mountain you control.

#### **Grapeshot Catapult:**

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(C4)/45(C)/7(U)  
Text(4th/5th/7th): 2/3. ; {Tap}: ~this~ deals 1 damage to target creature with flying.

#### **Grassland Crusader:**

Info: Color=White Type=Creature - Cleric Soldier Cost=5W ON(C)  
Text(ON): 2/4. ; {Tap}: Target Elf or Soldier gets +2/+2 until end of turn.

#### **Grasslands:**

Info: Color=Land Type=Land Cost=None MI(U)  
Text(MI+errata): ~this~ comes into play tapped. ; {Tap}, Sacrifice ~this~:  
Search your library for a forest or plains card and put it into play.  
Then shuffle your library. [\[Oracle 1999/07/01\]](#)  
You do not have to find a plains or forest card if you do not want to.  
See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Gratuitous Violence:**

Info: Color=Red Type=Enchantment Cost=2RRR ON(R)  
Text(ON): If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.

#### **Gravebane Zombie:**

Info: Color=Black Type=Creature - Zombie Cost=3B MI(C)/6(U)  
Text(6th+errata): 3/2. ; If ~this~ would be put into a graveyard from play, put ~this~ on top of its owner's library instead. [\[Oracle 1999/07/21\]](#)  
This is a replacement effect, so this card never actually goes to the graveyard. [\[D'Angelo 1999/05/01\]](#)

#### **Gravebind:**

Info: Color=Black Type=Instant Cost=B IA(R)  
Text(IA+errata): Target creature can't be regenerated this turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Graveborn Muse:**

Info: Color=Black Type=Creature - Zombie Spirit Cost=2BB LE(R)  
Text(LE): 3/3. ; At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.

#### **Grave Consequences:**

Info: Color=Black Type=Instant Cost=1B JU(U)  
Text(JU): Each player may remove any number of cards in his or her graveyard from the game. Then each player loses 1 life for each card in his or her graveyard. Draw a card.

#### **Grave Defiler:**

Info: Color=Black Type=Creature - Zombie Cost=3B AP(U)  
Text(AP): 2/1. ; When ~this~ comes into play, reveal the top four cards of your library. Put all Zombie cards revealed this way into your hand and the rest on the bottom of your library. ; {1}{B}: Regenerate ~this~.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Gravedigger:**

Info: Color=Black Type=Creature - Zombie Cost=3B  
TE(C)/PT(U)/ST(U)/67(C)/BD(F1)/OD(C)  
Text(TE/6th/7th/OD): 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.  
Note - The Portal version had no creature type.

#### **Gravegouger:**

Info: Color=Black Type=Creature - Nightmare Horror Cost=2B TO(C)  
Text(TO): 2/2. ; When ~this~ comes into play, remove up to two target cards

in a single graveyard from the game. ; When ~this~ leaves play, return the removed cards to their owner's graveyard.

#### **Gravel Slinger:**

Info: Color=White Type=Creature - Soldier Cost=3W ON(C)  
Text(ON): 1/3. ; {Tap}: ~this~ deals 1 damage to target attacking or blocking creature. ; Morph {1}{W}.  
Note - Also see Morph, Rule A.29.

#### **Grave Pact:**

Info: Color=Black Type=Enchantment Cost=1BBB SH(R)  
Text(SH+errata): Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature. [\[Oracle 2003/02/01\]](#)  
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=Creature - Robber Cost=1BB DK(U1)  
Text(DK+errata): 1/1. ; {B},{Tap}: Remove target artifact card in a graveyard from the game. You gain 2 life. [\[Oracle 1999/07/23\]](#)  
Removes the artifact on resolution, but you choose it as a target when announcing the ability. [\[D'Angelo 1999/08/01\]](#)  
If the target is not there on resolution, you do not gain the life. [\[D'Angelo 1999/08/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Grave Servitude:**

Info: Color=Black Type=Enchant Creature Cost=1B MI(C)  
Text(MI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted creature gets +3/-1 and is black. [\[Oracle 2000/10/24\]](#)  
The color change lasts only while this card is on the creature. [\[Duelist Magazine #16, Page 30\]](#)

#### **Gravespawn Sovereign:**

Info: Color=Black Type=Creature - Zombie Lord Cost=4BB ON(R)  
Text(ON): 3/3. ; Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.  
Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control. [\[Onslaught FAQ 2002/09/24\]](#)  
It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)

#### **Gravestorm:**

Info: Color=Black Type=Enchantment Cost=BBB OD(R)  
Text(OD): At the beginning of your upkeep, target opponent may remove a card in his or her graveyard from the game. If that player doesn't, you may draw a card.

#### **Gravity Sphere:**

Info: Color=Red Type=Enchant World Cost=2R LG(R)  
Text(LG+errata): All creatures lose flying. [\[Oracle 1999/09/03\]](#)  
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. [\[Duelist Magazine #2, Page 8\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Enchant World, Rule K.12.10.

#### **Graxiplon:**

Info: Color=Blue Type=Creature - Beast Cost=5U ON(U)  
Text(ON): 3/4. ; ~this~ is unblockable unless defending player controls three or more creatures that share a creature type.

#### **Gray Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=2R ABUR4(C)

Text(ABU/RV/4th): 2/2.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**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 its converted mana cost. [\[Oracle 1999/09/03\]](#)

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

Note - Also see Converted Mana Cost, Rule K.8.

**Greater Realm of Preservation:**

Info: Color=White Type=Enchantment Cost=1W LG(U1)/5(U)

Text(5th+errata): {1}{W}: The next time a black or red source of your choice would deal damage to you this turn, prevent that damage.

[\[Oracle 1999/09/03\]](#)

**Greater Werewolf:**

Info: Color=Black Type=Creature - Lycanthrope Cost=4B HL(C1)/5(U)

Text(5th+errata): 2/4. ; At end of combat, put a -0/-2 counter on all creatures blocking or blocked by ~this~. [\[Oracle 1999/07/23\]](#)

This ability is played at end of combat so it only works if it is still alive at that time. [\[Aahz 1996/09/11\]](#)

**Great Wall:**

Info: Color=White Type=Enchantment Cost=2W LG(U1)

Text(LG+errata): Creatures with plainswalk may be blocked as though they didn't have plainswalk. [\[Oracle 1999/09/03\]](#)

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

**Great Whale:**

Info: Color=Blue Type=Creature - Whale Cost=5UU US(R)

Text(US+errata): 5/5. ; When ~this~ comes into play, if you played it from your hand, untap up to seven lands. [\[Oracle 1999/05/01\]](#)

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 played from your hand.

[\[DCI Tournament Update 1999/03/01\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 1999/03/05\]](#)

You can untap from 0 to 7 lands. [\[DeLaney 1998/10/05\]](#)

Does not target the lands. [\[DeLaney 1998/10/05\]](#)

Can be used on already untapped lands (with no effect). [\[DeLaney 1998/10/05\]](#)

Can be used on another player's lands. [\[DeLaney 1998/10/05\]](#)

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

**Greater Good:**

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

Text(US+errata): Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then discard three cards from your hand.

[\[Oracle 1999/05/01\]](#)

**Greed:**

Info: Color=Black Type=Enchantment Cost=3B LG(R)/467(R)

Text(6th/7th): {B}, Pay 2 life: Draw a card.

You cannot spend more life on Greed than you have. See Rule G.19.6.

[\[Duelist Magazine #3, Page 22\]](#)

**Greel, Mind Raker:**

Info: Color=Black Type=Creature - Spellshaper Legend Cost=3BB PY(R)

Text(PY): 3/3. ; {X}{B},{Tap}, Discard two cards from your hand: Target player discards X cards at random from his or her hand.

Note - Also see Legendary Permanents, Rule K.17.

**Greel's Caress:**

Info: Color=Black Type=Enchant Creature Cost=1B PY(C)

Text(PY): You may play ~this~ any time you could play an instant. ;

Enchanted creature gets -3/-0.

**Greener Pastures:**

Info: Color=Green Type=Enchantment Cost=2G US(R)

Text(US+errata): At the beginning of each player's upkeep, if that player controls more lands than any other, the player puts a 1/1 green Saproling creature token into play. [\[Oracle 1999/05/01\]](#)

The ability does not trigger unless the player has more lands at the beginning of upkeep. This is checked again on resolution, and if the player does not still have more lands, no token is generated.

[\[D'Angelo 1999/05/01\]](#)

Note - Also see Token Creatures, Rule K.25.

**Green Mana Battery:**

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

Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove any number of charge counters from ~this~: Add {G} to your mana pool, then add an additional {G} to your mana pool for each charge counter removed this way. [\[Oracle 2001/08/24\]](#)

See Black Mana Battery for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Green Scarab:**

Info: Color=White Type=Enchant Creature Cost=W IA(U)

Text(IA+errata): Enchanted creature can't be blocked by green creatures. ;

Enchanted creature gets +2/+2 as long as an opponent controls a green permanent. [\[Oracle 2000/10/24\]](#)

**Green Ward:**

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

Text(4th+errata): Enchanted creature has protection from green. This effect doesn't remove ~this~. [\[Oracle 2001/08/24\]](#)

See Black Ward for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Protection, Rule A.31.

**Griffin Canyon:**

Info: Color=Land Type=Land Cost=None VI(R)

Text(VI+errata): {Tap}: Add one colorless mana to your mana pool. ;

{Tap}: Untap target Griffin and it gets +1/+1 until end of turn.

[\[Oracle 1999/07/01\]](#)

Can target an already untapped Griffin, and gives the bonus regardless.

[\[DeLaney 1997/02/02\]](#)

**Grim Feast:**

Info: Color=Multi Type=Enchantment Cost=1BG MI(R)

Text(MI+errata): At the beginning of your upkeep, ~this~ deals 1 damage to you. ; Whenever a creature is put into an opponent's graveyard from play, you gain life equal to its toughness. [\[Oracle 1999/07/01\]](#)

It affects all opposing players in a multiplayer game. [\[D'Angelo 1999/07/10\]](#)

**Grim Lavamancer:**

Info: Color=Red Type=Creature - Wizard Cost=R TO(R)

Text(TO): 1/1. ; {R},{Tap},Remove two cards in your graveyard from the game: ~this~ deals 2 damage to target creature or player.

**Grim Monolith:**

Info: Color=Artifact Type=Artifact Cost=2 UL(R)

Text(UL+errata): ~this~ doesn't untap during your untap step. ; {Tap}: Add three colorless mana to your mana pool. ; {4}: Untap ~this~.

[\[Oracle 1999/11/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

**Grim Tutor:**

Info: Color=Black Type=Sorcery Cost=1BB ST(R)

Text(ST): Search your library for a card and put that card into your hand.

You lose 3 life.



All tournament formats have banned this card because it only appears in Starter.

#### Grindstone:

Info: Color=Artifact Type=Artifact Cost=1 TE(R)  
Text(TE+errata): {3},{Tap}: Put the top two cards of target player's library into that player's graveyard. If both cards share a color, repeat this process. [\[Oracle 1999/05/01\]](#)  
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. [\[D'Angelo 1998/01/06\]](#)  
Remember that land cards have no color. See Rule K.15.5.  
[\[D'Angelo 1998/02/03\]](#)

#### Grinning Demon:

Info: Color=Black Type=Creature - Demon Cost=2BB ON(R)  
Text(ON): 6/6. ; At the beginning of your upkeep, you lose 2 life. ; Morph {2}{B}{B}.  
Note - Also see Morph, Rule A.29.

#### Grinning Totem:

Info: Color=Artifact Type=Artifact Cost=4 MI(R)/6(R)  
Text(6th+errata): {2},{Tap},Sacrifice ~this~: Search target opponent's library for a card and remove that card from the game. Then that player shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard. [\[Oracle 2000/02/01\]](#)  
If you don't play it, it is put into its owner's graveyard as a triggered ability. This means that if the spell is an instant, you can cast it during upkeep by placing it on the stack before the triggered ability resolves. [\[D'Angelo 1999/05/15\]](#)

#### Grip of Amnesia:

Info: Color=Blue Type=Instant Cost=1U JU(C)  
Text(JU): Counter target spell unless its controller removes his or her graveyard from the game. Draw a card.  
You can choose to remove your graveyard even if it has no cards in it.  
[\[Judgment FAQ 2002/05/28\]](#)

#### Grip of Chaos:

Info: Color=Red Type=Enchantment Cost=4RR SC(R)  
+ **Text(SC+errata): Whenever a spell or ability is put onto the stack, if it has a single target, reselect its target at random. (Select from among all legal targets.)**  
+ **The ability triggers when a spell or ability is put on the stack, and this target-changing ability itself goes on the stack. This means that the spell or ability keeps its original target until this ability resolves. You determine the new target when this ability resolves... at which time the set of legal targets may have changed.** [\[D'Angelo 2003/06/07\]](#)  
+ **If there are no other legal targets, it keeps its target.** [\[Scourge FAQ 2003/05/30\]](#)  
+ **If there are multiple legal targets, it may still choose the original one.** [\[Scourge FAQ 2003/05/30\]](#)  
+ **Reselecting a target does not cause abilities that trigger on the "choosing of targets" to trigger. For example, Coalition Honor Guard's ability will not trigger.** [\[Scourge FAQ 2003/05/30\]](#)

#### Grizzled Wolverine:

Info: Color=Red Type=Creature - Wolverine Cost=1RR IA(C)  
Text(IA+errata): 2/2. ; Whenever ~this~ becomes blocked by one or more creatures, you may pay {R}. If you do, ~this~ gets +2/+0 until end of turn. [\[Oracle 2001/03/07\]](#)  
It can only get +2/+0 even if more than one creature blocks it.  
[\[D'Angelo 1998/02/03\]](#)

**Grizzly Bears:**

Info: Color=Green Type=Creature - Bear Cost=1G ABUR4567(C)/PT(C)/ST(C)

Text(ABU/RV/4th/5th/6th/7th): 2/2.

Note - The Portal version had no creature type.

**Grizzly Fate:**

Info: Color=Green Type=Sorcery Cost=3GG JU(U)

Text(JU): Flashback {5}{G}{G}. ; Put two 2/2 green Bear creature tokens into play. ; Threshold - Instead put four 2/2 green Bear creature tokens into play.

This card will be on the stack when it resolves, so this card is not counted when checking for Threshold in this case. [\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Flashback, Rule A.20.

Note - Also see Threshold, Rule A.36.

Note - Also see Token Creatures, Rule K.25.

**Grollub:**

Info: Color=Black Type=Creature - Beast Cost=2B EX(C)

Text(EX+errata): 3/3. ; Whenever ~this~ is dealt damage, each opponent gains that much life. [\[Oracle 1999/05/01\]](#)

Only counts damage which is not prevented. [\[Barclay 1998/06/10\]](#)

**Grotesque Hybrid:**

Info: Color=Black Type=Creature - Zombie Cost=4B TO(U)

Text(TO): 3/3. ; Whenever ~this~ deals combat damage to a creature, destroy that creature. It can't be regenerated. ; Discard a card from your hand: ~this~ gains flying and protection from green and from white until end of turn.

Note - Also see Protection, Rule A.31.

**Ground Seal:**

Info: Color=Green Type=Enchantment Cost=1G OD(R)

Text(OD): When ~this~ comes into play, draw a card. ; Cards in graveyards can't be the targets of spells or abilities.

**Groundskeeper:**

Info: Color=Green Type=Creature - Druid Cost=G MM(U)

Text(MM): 1/1. ; {1}{G}: Return target basic land card from your graveyard to your hand.

**Growth Spurt:**

Info: Color=Green Type=Instant Cost=1G UG(C)

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.

**Guan Yu, Sainted Warrior:**

Info: Color=White Type=Creature - Legend Cost=3WW P3(R)

Text(P3): 3/5, Horsemanship. ; When ~this~ is put into your graveyard from play, you may shuffle ~this~ into your library.

When played under non-Portal rules, the text should be read as

"Horsemanship. ; When ~this~ is put into a graveyard from play, you may shuffle ~this~ into its owner's library." [\[D'Angelo 2000/07/06\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

**Guan Yu's 1,000-Li March:**

Info: Color=White Type=Sorcery Cost=4WW P3(R)

Text(P3): Destroy all tapped creatures. (This includes your tapped creatures.)

All tournament formats have banned this card because it only appears in Portal.

**Guard Dogs:**

Info: Color=White Type=Creature - Hound Cost=3W PS(U)  
Text(PS): 2/2. ; {2}{W},{Tap}: Choose a permanent you control. Prevent all combat damage target creature would deal this turn if it shares a color with that permanent.  
You choose the target on announcement and choose the permanent which is compared for color on resolution. [\[Planeshift FAQ 2001/01/26\]](#)  
You only check colors on resolution and not later when the damage prevention actually is applied. [\[Planeshift FAQ 2001/01/26\]](#)

#### **Guardian Angel:**

Info: Color=White Type=Instant Cost=XW ABUR(C)  
Text(RV+errata): Prevent the next X damage that would be dealt to target creature or player this turn. Until end of turn, you may pay {1} any time you could play an instant. If you do, prevent the next 1 damage that would be dealt to that creature or player this turn. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Guardian Beast:**

Info: Color=Black Type=Creature - Guardian Cost=3B AN(U2)  
Text(AN+errata): 2/4 ; As long as ~this~ is untapped, noncreature artifacts you control can't be enchanted. ; As long as ~this~ is untapped, if an effect would destroy a noncreature artifact you control, that artifact remains in play instead. ; As long as ~this~ is untapped, if a player would gain control of a noncreature artifact you control, that artifact remains under your control instead. [\[Oracle 2001/08/24\]](#)  
Does not prevent sacrifices. A sacrifice does not count as a "destroy".  
[\[D'Angelo 2000/02/15\]](#)  
Does not prevent removal from the game as from Dust to Dust.  
[\[WotC Rules Team 1994/10/12\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Guerrilla Tactics:**

Info: Color=Red Type=Instant Cost=1R AL(C3)  
Text(AL+errata): ~this~ deals 2 damage to target creature or player. ; When a spell or ability an opponent controls causes you to discard ~this~ from your hand, ~this~ deals 4 damage to target creature or player.  
[\[Oracle 2002/03/01\]](#)  
If it is discarded, the damage done by it is done by an ability and not by a spell. So Suffocation cannot be used on that damage.  
[\[D'Angelo 1996/11/11\]](#)

#### **Guided Passage:**

Info: Color=Multi Type=Sorcery Cost=URG AP(R)  
Text(AP): Reveal the cards in your library. An opponent chooses from among them a creature card, a land card, and a noncreature, nonland card. You put the chosen cards into your hand. Then shuffle your library.  
Yes, your opponents get to look at all the cards in your library.  
[\[D'Angelo 2001/06/15\]](#)  
If you have no cards of any of the specified card types, then ignore those types and the opponent only selects cards of the types you do have.  
[\[Apocalypse FAQ 2001/05/24\]](#)

#### **Guided Strike:**

Info: Color=White Type=Instant Cost=1W WL(C)/JU(C)  
Text(WL/JU): Target creature gets +1/+0 and gains first strike until end of turn. ; Draw a card.  
Note - Also see First Strike, Rule A.18.

#### **Guiding Spirit:**

Info: Color=Multi Type=Creature - Angel Cost=1WU VI(R)  
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.

#### **Guiltfeeder:**

Info: Color=Black Type=Creature - Horror Cost=3BB JU(R)  
Text(JU+errata): 0/4, Fear. ; Whenever ~this~ attacks and isn't blocked, defending player loses 1 life for each card in his or her graveyard.

**[Oracle 2002/10/01]**

Note - Also see Fear, Rule A.17.

**Guilty Conscience:**

Info: Color=White Type=Enchant Creature Cost=W SC(C)  
Text(SC): Whenever enchanted creature deals damage, ~this~ deals that much damage to enchanted creature.

**Gulf Squid:**

Info: Color=Blue Type=Creature - Beast Cost=3U PY(C)  
Text(PY): 2/2. ; When ~this~ comes into play, tap all lands target player controls.

**Guma:**

Info: Color=Red Type=Creature - Cat Cost=2R US(U)  
Text(US): 2/2, Protection from blue.  
Note - Also see Protection, Rule A.31.

**Gurzigost:**

Info: Color=Green Type=Creature - Beast Cost=3GG TO(R)  
Text(TO): 6/8. ; At the beginning of your upkeep, sacrifice ~this~ unless you put two cards from your graveyard on the bottom of your library. ; {G}{G}, Discard a card from your hand: You may have ~this~ deal its combat damage to defending player this turn as though it weren't blocked.  
You decide whether it will deal damage directly to the player or not at the time the ability resolves. This will be prior to actually assigning combat damage. **[Barclay 2002/05/07]**

**Gus:**

Info: Color=Green Type=Creature - Gus Cost=2G UG(C)  
Text(UG+errata): 2/2. ; ~this~ comes into play with one +1/+1 counter on it for each game you have lost to an opponent since you last won a Magic game against him or her. **[D'Angelo 2000/03/09 - unofficial errata]**  
"Lost" only counts games of Magic. **[QAS 1998/09/09]**  
In tournament play, only games in that tournament count. **[QAS 1998/09/09]**  
Gus is not a Legend since there is no one Gus. Gus is everywhere. **[QAS 1998/09/09]**  
In a multi-player game, choose a player when this comes into play. **[D'Angelo 1998/11/09]**  
Optional Rule: "Lost" means any sort of loss - losing a bet, losing a poker game, etc. **[Barclay 1998/08/13]**  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

**Gush:**

Info: Color=Blue Type=Instant Cost=4U MM(C)  
Text(MM+errata): You may return two islands you control to their owner's hand rather than pay ~this~'s mana cost. ; Draw two cards.  
**[Oracle 2001/06/01]**

**+ Type 1 tournaments (see Rule D.13) restricted this card since 2003/07/01.**

Type 1.5 tournaments (see Rule D.14) have banned this card since 2003/07/01.

**Gustcloak Harrier:**

Info: Color=White Type=Creature - Bird Soldier Cost=1WW ON(C)  
Text(ON): 2/2, Flying. ; Whenever ~this~ becomes blocked, you may untap it and remove it from combat.

**Gustcloak Runner:**

Info: Color=White Type=Creature - Soldier Cost=W ON(C)  
Text(ON): 1/1. ; Whenever ~this~ becomes blocked, you may untap it and remove it from combat.

**Gustcloak Savior:**

Info: Color=White Type=Creature - Bird Soldier Cost=4W ON(R)  
Text(ON): 3/4, Flying. ; Whenever a creature you control becomes blocked, you may untap that creature and remove it from combat.

**Gustcloak Sentinel:**

Info: Color=White Type=Creature - Soldier Cost=2WW ON(U)

Text(ON): 3/3. ; Whenever ~this~ becomes blocked, you may untap it and remove it from combat.

**Gustcloak Skirmisher:**

Info: Color=White Type=Creature - Bird Soldier Cost=3W ON(U)

Text(ON): 2/3, Flying. ; Whenever ~this~ becomes blocked, you may untap it and remove it from combat.

**Gustha's Scepter:**

Info: Color=Artifact Type=Artifact Cost=0 AL(R2)

Text(AL+errata): When ~this~ leaves play, put all cards removed from the game with ~this~ into their owner's graveyard. ; {Tap}: Remove a card in your hand from the game face down. You may look at it at any time. ; {Tap}: Return a card you own removed from the game with ~this~ to your hand. [\[Oracle 2000/02/01\]](#)

**Gwendlyn Di Corci:**

Info: Color=Multi Type=Creature - Legend Cost=RBBU LG(R)

Text(LG+errata): 3/5. ; {Tap}: Target player discards a card at random from his or her hand. Play this ability only during your turn.

[\[Oracle 1999/09/03\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

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**Hail Storm:**

Info: Color=Green Type=Instant Cost=1GG AL(U2)

Text(AL): ~this~ deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

**Hakim, Loreweaver:**

Info: Color=Blue Type=Creature - Legend Cost=3UU MI(R)

Text(MI+errata): 2/4, Flying. ; {U}{U}: Return target enchant creature card from your graveyard to play enchanting ~this~. Play this ability only during your upkeep and only if ~this~ isn't enchanted. ; {U}{U},{Tap}: Destroy all enchantments enchanting ~this~. [\[Oracle 1999/11/01\]](#)

If you pick an Enchant Creature that cannot legally enchant this card, then the enchantment stays in the graveyard. [\[DeLaney 2000/04/10\]](#)

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.

[\[D'Angelo 1997/03/02\]](#)

Note - Also see Legendary Permanents, Rule K.17.

**Halam Djinn:**

Info: Color=Red Type=Creature - Djinn Cost=5R IN(U)

Text(IN): 6/5, Haste. ; ~this~ gets -2/-2 as long as red is the most common color among all permanents or is tied for most common.

Note - Also see Haste, Rule A.22.

**Halberdier:**

Info: Color=Red Type=Creature - Barbarian Cost=3R OD(C)

Text(OD): 3/1, First Strike.

Note - Also see First Strike, Rule A.18.

**Halfdane:**

Info: Color=Multi Type=Creature - Legend Cost=1BUW LG(R)

Text(LG+errata): 3/3. ; At the beginning of your upkeep, ~this~'s power and toughness become equal to the power and toughness of target creature other than ~this~, until the end of your next upkeep. [\[Oracle 2002/03/01\]](#)

The ability sets the current power/toughness, not the initial 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. [\[Oracle Update 1998/11/11\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Modal Spells and Abilities, Rule G.24.

### Hall of Gemstone:

Info: Color=Green Type=Enchant World Cost=1GG MI(R)

Text(MI+errata): At the beginning of each player's upkeep, that player chooses a color. Until end of turn, lands tapped for mana produce mana of the chosen color instead of their normal color. [\[Oracle 2001/06/01\]](#)

Will affect lands that normally produce colorless mana. [\[Aahz 1996/11/07\]](#)

Will not affect lands that do not produce mana. [\[D'Angelo 1998/02/03\]](#)

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. [\[Aahz 1996/11/07\]](#)

Note - Also see Enchant World, Rule K.12.10.

### Hallowed Ground:

Info: Color=White Type=Enchantment Cost=1W IA(U)

Text(IA+errata): {W}{W}: Return target non-snow-covered land you control to its owner's hand. [\[Oracle 2000/02/01\]](#)

### Hallowed Healer:

Info: Color=White Type=Creature - Cleric Cost=2W OD(C)

Text(OD): 1/1. ; {Tap}: Prevent the next 2 damage that would be dealt to target creature or player this turn. ; Threshold - {Tap}: Prevent the next 4 damage that would be dealt to target creature or player this turn. (Play this ability only if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

### Halls of Mist:

Info: Color=Land Type=Land Cost=None IA(R)

Text(IA+errata): Cumulative Upkeep - {1}. ; Creatures that attacked during their controller's last turn can't attack. [\[Oracle 2000/02/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### Hammerhead Shark:

Info: Color=Blue Type=Creature - Fish Cost=1U SH(C)

Text(SH+errata): 2/3. ; ~this~ can't attack unless defending player controls an island. [\[Oracle 1999/05/01\]](#)

### 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. [\[Oracle 1999/09/03\]](#)

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.17.

### Hammer Mage:

Info: Color=Red Type=Creature - Spellshaper Cost=1R MM(U)

Text(MM+errata): 1/1. ; {X}{R},{Tap},Discard a card from your hand: Destroy all artifacts with converted mana cost {X} or less. [\[Oracle 2001/06/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

### Hammer of Bogardan:

Info: Color=Red Type=Sorcery Cost=1RR MI(R)/6(R)

Text(6th+errata): ~this~ deals 3 damage to target creature or player. ; {2}{R}{R}{R}: Return ~this~ from your graveyard to your hand. Play this ability only during your upkeep. [\[Oracle 2002/03/01\]](#)

### Handcuffs:

Info: Color=Black Type=Enchant Player Cost=3BB UG(U)

Text(UG+errata): As ~this~ comes into play, choose target player. ; When the chosen player's hands lose contact with one another, sacrifice ~this~ and



that player sacrifices three cards.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

The player must keep their real hands (not wrists) touching at all times.

Don't wear gloves. [\[Barclay 1998/08/13\]](#)

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. [\[Barclay 1998/08/13\]](#)

If the player has more than two hands, call the Men In Black.

[\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Hand of Death:**

Info: Color=Black Type=Sorcery Cost=2B PT(C)/P2(C)/ST(C)/S2(F1)

Text(ST/S2): Destroy target nonblack creature.

All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Hand of Justice:**

Info: Color=White Type=Creature - Avatar Cost=5W FE(U1)

Text(FE+errata): 2/6. ; {Tap}, Tap three untapped white creatures you

control: Destroy target creature. [\[Oracle 1999/07/23\]](#)

Does not target the 3 creatures it taps. [\[Oracle 1998/07/01\]](#)

It can destroy one of the three creatures it taps. [\[Oracle 1998/07/01\]](#)

The creatures are tapped during announcement and as a cost.

[\[Duelist Magazine #11, Page 56\]](#)

"Summoning sickness" does not prevent creatures from being tapped by this effect. [\[WotC Rules Team 1994/12/15\]](#) But you cannot use the Hand's

ability at all if the Hand has summoning sickness. [\[D'Angelo 1995/01/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Hand to Hand:**

Info: Color=Red Type=Enchantment Cost=2R TE(R)

Text(TE+errata): Instants and activated abilities, other than mana

abilities, can't be played during the combat phase. [\[Oracle 1999/06/30\]](#)

Will not prevent cost increasers such as Propaganda.

[\[WotC Rules Team 1998/03/01\]](#)

#### **Hanna's Custody:**

Info: Color=White Type=Enchantment Cost=2W TE(R)

Text(TE+errata): Artifacts can't be the target of spells or abilities.

[\[Oracle 1999/05/01\]](#)

A spell or ability is targeted only if the word "target" appears in its text. See Rule G.40.1. Only targeted spells and abilities are prevented by this card's ability. [\[D'Angelo 1998/06/19\]](#)

#### **Hanna, Ship's Navigator:**

Info: Color=Multi Type=Creature - Legend Cost=1WU IN(R)

Text(IN): 1/2. ; {1}{W}{U}, {Tap}: Return target artifact or enchantment card from your graveyard to your hand.

Note - Also see Legendary Permanents, Rule K.17.

#### **Hapless Researcher:**

Info: Color=Blue Type=Creature - Wizard Cost=U JU(C)

Text(JU): 1/1. ; Sacrifice "this": Draw a card, then discard a card from your hand.

#### **Harbinger of Night:**

Info: Color=Black Type=Creature - Spirit Cost=2BB MI(R)

Text(MI+errata): 2/3. ; At the beginning of your upkeep, put a -1/-1 counter on each creature. [\[Oracle 1999/07/01\]](#)

#### **Harbor Guardian:**

Info: Color=Multi Type=Creature - Guardian Cost=2WU MI(U)

Text(MI+errata): 3/4. ; "this" may block as though it had flying. ;

Whenever "this" attacks, defending player may draw a card.

[\[Oracle 2000/02/01\]](#)

**Harmattan Efreet:**

Info: Color=Blue Type=Creature - Efreet Cost=2UU MI(U)/6(U)  
Text(MI/6th): 2/2, Flying. ; {1}{U}{U}: Target creature gains flying until end of turn.

**Harmonic Convergence:**

Info: Color=Green Type=Instant Cost=2G UL(U)  
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. [\[Barclay 1999/02/09\]](#)

**Harmony of Nature:**

Info: Color=Green Type=Sorcery Cost=2G P2(U)  
Text(P2): Tap any number of your creatures. You gain 4 life for each creature tapped in this way. (Tapped creatures can't block.)  
When played under non-Portal rules, the text should be read as "Tap any number of target untapped creatures you control. You gain 4 life for each creature tapped this way." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Harrow:**

Info: Color=Green Type=Instant Cost=2G TE(U)/IN(C)  
Text(IN): As an additional cost to play ~this~, sacrifice a land. ; Search your library for up to two basic land cards and put them into play. Then shuffle your library.  
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.  
[\[D'Angelo 1997/11/12\]](#)  
The two lands do not count toward your normal one land you can play each turn. [\[Invasion FAQ 2000/10/03\]](#)  
You do not have to find the land cards if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Harsh Judgment:**

Info: Color=White Type=Enchantment Cost=2WW IN(R)  
Text(IN+errata): As ~this~ comes into play, choose a color. ; If an instant or sorcery spell of the chosen color would deal damage to you, it deals that damage to its controller instead. [\[Oracle 2001/03/07\]](#)  
Note - Also see Color, Rule G.3, for rules on choosing a color.

**Harsh Justice:**

Info: Color=White Type=Sorcery Cost=2W PT(R)  
Text(PT): Play ~this~ only after you're attacked, before you declare interceptors. ; This turn, each attacking creature that damages you also deals equal damage to the attacking player.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as an Instant spell with text "Whenever an attacking creature deals combat damage to you this turn, that creature deals that much damage to its controller."  
[\[D'Angelo 2000/06/05\]](#)

**Harsh Mercy:**

Info: Color=White Type=Sorcery Cost=2W ON(R)  
Text(ON): Each player chooses a creature type. Destroy all creatures that aren't of a type chosen this way. They can't be regenerated.

**Harvester Druid:**

Info: Color=Green Type=Creature - Druid Cost=1G JU(C)  
Text(JU): 1/1. ; {Tap}: Add to your mana pool one mana of any color that a land you control could produce.

**Harvest Mage:**

Info: Color=Green Type=Creature - Spellshaper Cost=G NE(C)  
Text(NE): 1/1. ; {G},{Tap}, Discard a card from your hand: Until end of turn,

if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.

Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

#### Harvest Wurm:

Info: Color=Green Type=Creature - Wurm Cost=1G WL(C)  
Text(WL+errata): 3/2. ; When ~this~ comes into play, sacrifice it unless you return a basic land card from your graveyard to your hand.

[Oracle 1999/11/01]

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

#### Hasran Ogress:

Info: Color=Black Type=Creature - Ogre Cost=BB AN(C5)/CH(C3)  
Text(CH+errata): 3/2 ; Whenever ~this~ attacks, it deals 3 damage to you unless you pay {2}. [Oracle 1999/09/03]

The ability triggers (see Rule A.4) on the declaration of attackers.

[D'Angelo 1998/06/03]

You either take damage or pay the 2 mana during resolution.

[D'Angelo 2000/02/25]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

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).

#### Hate Weaver:

Info: Color=Black Type=Creature - Wizard Cost=1B IN(U)  
Text(IN): 2/1. ; {2}: Target blue or red creature gets +1/+0 until end of turn.

#### Hatred:

Info: Color=Black Type=Instant Cost=3BB EX(R)  
Text(EX+errata): As an additional cost to play ~this~, pay any amount of life. ; Target creature gets +X/+0 until end of turn, where X is the amount of life paid this way. [Oracle 1999/05/01]

The life payment is part of the play cost (see Rule K.20), so it is lost if this spell is countered. [Barclay 1998/06/10]

#### Haunted Angel:

Info: Color=White Type=Creature - Angel Cost=2W AP(U)  
Text(AP): 3/3, Flying. ; When ~this~ is put into a graveyard from play, remove ~this~ from the game and each other player puts a 3/3 black Angel creature token with flying into play.

Note - Also see Token Creatures, Rule K.25.

#### Haunted Cadaver:

Info: Color=Black Type=Creature - Zombie Cost=3B ON(C)  
Text(ON): 2/2. ; Whenever ~this~ deals combat damage to a player, you may sacrifice it. If you do, that player discards three cards from his or her hand. ; Morph {1}{B}.

Note - Also see Morph, Rule A.29.

#### Haunted Crossroads:

Info: Color=Black Type=Enchantment Cost=2B MM(U)  
Text(MM): {B}: Put target creature card from your graveyard on top of your library.

#### Haunting Apparition:

Info: Color=Multi Type=Creature - Ghost Cost=1UB MI(U)  
Text(MI): 1+\*/2, Flying. ; As ~this~ comes into play, choose an opponent. ; ~this~'s power is equal to 1 plus the number of green creature cards in the chosen player's graveyard. [Oracle 1999/07/01]

You choose one opposing player when it comes into play and it only affects that one player. This choice is not changed even if this card changes controllers. This card becomes useless but stays in play if the chosen player leaves the game. [D'Angelo 1999/07/10]

**Haunting Echoes:**

Info: Color=Black Type=Sorcery Cost=3BB OD(R)  
Text(OD): Remove all cards in target player's graveyard other than basic land cards from the game. Search that player's library for all cards with the same name as cards removed this way, and remove them from the game. Then that player shuffles his or her library.  
You can choose not to find all copies of the named cards if you don't want to. [\[D'Angelo 2001/10/10\]](#)

**Haunting Misery:**

Info: Color=Black Type=Sorcery Cost=1BB WL(C)  
Text(WL+errata): As an additional cost to play ~this~, remove any number of creature cards in your graveyard from the game; ~this~ deals X damage to target player, where X is the number of cards removed this way.  
[\[D'Angelo 1999/07/01\]](#)

**Haunting Wind:**

Info: Color=Black Type=Enchantment Cost=3B AQ(U3)  
Text(AQ+errata): Whenever an artifact becomes tapped or a player plays an artifact's activated ability without {Tap} in its activation cost, ~this~ deals 1 damage to that artifact's controller. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

**Havenwood Battleground:**

Info: Color=Land Type=Land Cost=None FE(U2)/56(U)/BD(F1)  
Text(5th/6th): ~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(U)  
Text(TE+errata): Whenever an opponent plays a white spell, he or she loses 2 life. [\[Oracle 1999/05/01\]](#)  
In a multiplayer game, it affects all opponents. [\[D'Angelo 1999/06/01\]](#)

**Havoc Demon:**

Info: Color=Black Type=Creature - Demon Cost=5BB LE(R)  
Text(LE): 5/5, Flying. ; When ~this~ is put into a graveyard from play, all creatures get -5/-5 until end of turn.

**Hawkeater Moth:**

Info: Color=Green Type=Creature - Insect Cost=3G US(U)  
Text(US+errata): 1/2, Flying. ; ~this~ can't be the target of spells or abilities. [\[Oracle 1999/05/01\]](#)

**Hazduhr the Abbot:**

Info: Color=White Type=Creature - Legend Cost=3WW HL(U1)  
Text(HL+errata): 2/5. ; {X},{Tap}: The next X damage that would be dealt to target white creature you control is dealt to ~this~ instead.  
[\[Oracle 1999/07/23\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

**Hazon Tamar:**

Info: Color=Multi Type=Creature - Legend Cost=4WGR LG(R)  
Text(LG+errata): 2/4. ; At the beginning of your upkeep, if ~this~ came into play since the beginning of your last upkeep, put X 1/1 red, green, and white Sand Warrior creature tokens into play, where X is the number of lands you control. ; When ~this~ leaves play, remove all Sand Warrior tokens from the game. [\[Oracle 2002/03/01\]](#)  
The Sand-Warriors leave play if Hazon is phased out or placed in an Oblivette or Tawnos's Coffin, but they do come back on the turn after Hazon re-enters play. [\[WotC Rules Team 1994/09/15\]](#)  
[\[Jordan 2002/06/24\]](#)  
The Sand-Warriors come into play on a player's side if that player controls Hazon during the player's first upkeep after Hazon enters play.  
It is possible for no player or all players to get Sand Warriors if

control of Hazezon changes. [\[WotC Rules Team 1995/05/10\]](#)  
The Sand-Warriors do not change controller when Hazezon changes controller.  
[\[bethmo 1994/07/14\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Token Creatures, Rule K.25.

#### **Hazerider Drake:**

Info: Color=Multi Type=Creature - Drake Cost=2WU MI(U)

Text(MI): 2/3, Flying, Protection from Red.

Note - Also see Protection, Rule A.31.

#### **Hazy Homunculus:**

Info: Color=Blue Type=Creature - Illusion Cost=1U PY(C)

Text(PY): 1/1. ; ~this~ is unblockable as long as defending player controls an untapped land.

#### **Head Games:**

Info: Color=Black Type=Sorcery Cost=3BB ON(R)

Text(ON): Target opponent puts the cards from his or her hand on top of his or her library. Search that player's library for that many cards. The player puts those cards into his or her hand, then shuffles his or her library.

#### **Headhunter:**

Info: Color=Black Type=Creature - Cleric Cost=1B ON(U)

Text(ON): 1/1. ; Whenever ~this~ deals combat damage to a player, that player discards a card from his or her hand. ; Morph {B}.

Note - Also see Morph, Rule A.29.

#### **Headless Horseman:**

Info: Color=Black Type=Creature - 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(C)

Text(US+errata): Attacking creatures gain first strike until end of turn.

If cast outside of combat, it does nothing. [\[DeLaney 1998/10/05\]](#)

Note - Also see First Strike, Rule A.18.

#### **Headstone:**

Info: Color=Black Type=Instant Cost=1B HL(C1)

Text(HL+errata): Remove target card in any graveyard from the game. ;

Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 1999/07/23\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Heal:**

Info: Color=White Type=Instant Cost=W IA(C)/5(C)

Text(5th+errata): Prevent the next 1 that would be dealt to target creature or player this turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Also see Damage Prevention, Rule G.11.

#### **Healing Salve:**

Info: Color=White Type=Instant Cost=W ABUR4567(C)/MI(C)/US(C)/BR(F1)

Text(7th): Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Hearth Charm:**

Info: Color=Red Type=Instant Cost=R VI(C)

Text(VI+errata): Choose one - Destroy target artifact creature; or attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn. [\[Oracle 1999/07/01\]](#)

Note - Also see Modal Spells and Abilities, Rule G.24.

### Heart of Bogardan:

Info: Color=Red Type=Enchantment Cost=2RR WL(R)  
Text(WL+errata): Cumulative Upkeep - {2} ; When ~this~'s cumulative upkeep isn't paid, it deals damage equal to its last paid cumulative upkeep to target player and each creature he or she controls. [\[Oracle 2000/02/01\]](#)  
The consequences of not paying the cumulative upkeep happen at the same time the card is sacrificed as a result of not paying. This is not a triggered ability. [\[WotC Rules Team 1997/07/03\]](#)  
In multiplayer games you can choose a different opposing player each time it is used. [\[D'Angelo 2000/02/15\]](#) See Rule M.1.4.  
Note - Also see Cumulative Upkeep, Rule A.11.

### Heart of Ramos:

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
Text(MM): {Tap}: Add one red mana to your mana pool. ; Sacrifice ~this~: Add one red mana to your mana pool.  
You can play the sacrifice ability while this card is tapped.  
[\[MM FAQ 1999/09/22\]](#)

### Heart of Yavimaya:

Info: Color=Land Type=Land Cost=None AL(R2)  
Text(AL+errata): If ~this~ would come into play, sacrifice a forest instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; {Tap}: Add {G} to your mana pool. ; {Tap}: Target creature gets +1/+1 until end of turn. [\[Oracle 1999/11/01\]](#)  
You have to sacrifice a forest before this card is put into play, and no matter how it is put into play. [\[D'Angelo 1999/11/01\]](#)

### Heart Sliver:

Info: Color=Red Type=Creature - Sliver Cost=1R TE(C)  
Text(TE+errata): 1/1. ; All Slivers have haste. [\[Oracle 1999/05/01\]](#)  
Note - Also see Haste, Rule A.22.

### Heartstone:

Info: Color=Artifact Type=Artifact Cost=3 SH(U)  
Text(SH+errata): Creatures' activated abilities cost {1} less to play. If this would make an ability cost 0 or less mana to play, it costs {1}, plus any nonmana costs. [\[Oracle 2002/05/20\]](#)  
The cost reduction can be applied to extra costs such as Gloom.  
[\[D'Angelo 1998/02/27\]](#)  
Will not add a 1 generic mana cost to abilities with no generic mana in their activation cost. [\[Barclay 1998/02/27\]](#)  
It will never reduce any colored mana portion of an activation cost.  
[\[D'Angelo 1998/11/06\]](#)

### Heart Warden:

Info: Color=Green Type=Creature - Elf Cost=1G UD(C)  
Text(UD): 1/1. ; {Tap}: Add one green mana to your mana pool. ; {2}, Sacrifice ~this~: Draw a card.  
You can use the sacrifice ability while it is subject to summoning sickness.  
[\[D'Angelo 1999/06/01\]](#) Or while it is tapped. [\[DeLaney 1999/06/08\]](#)

### Heart Wolf:

Info: Color=Red Type=Creature - Wolf Cost=3R HL(U1)  
Text(HL+errata): 2/2, First Strike. ; {Tap}: Target Dwarf gains first strike and gets +2/+0 until end of turn. When that Dwarf leaves play this turn, sacrifice ~this~. Play this ability only during combat.  
[\[Oracle 1999/07/23\]](#)  
Note - Also see First Strike, Rule A.18.

### Heartwood Dryad:

Info: Color=Green Type=Creature - Dryad Cost=1G TE(C)  
Text(TE+errata): 2/1. ; ~this~ may block as though it had shadow.  
[\[Oracle 1999/07/21\]](#)  
The player can choose to treat this creature as shadow or non-shadow when



declaring blockers, but only one of the two during a single declare blockers step. [\[bethmo 1999/06/13\]](#)  
Note - Also see Shadow, Rule A.34.

#### **Heartwood Giant:**

Info: Color=Green Type=Creature - Giant Cost=3GG TE(R)  
Text(TE): 4/4. ; {Tap}, Sacrifice a forest: ~this~ deals 2 damage to target player.

#### **Heartwood Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=2GG TE(U)  
Text(TE): 3/4, Forestwalk.  
Note - Also see Landwalk, Rule A.27.

#### **Heat of Battle:**

Info: Color=Red Type=Enchantment Cost=1R SH(U)  
Text(SH+errata): Whenever a creature blocks, ~this~ deals 1 damage to that creature's controller. [\[Oracle 1999/05/01\]](#)

#### **Heat Ray:**

Info: Color=Red Type=Instant Cost=XR US(C)/BR(F1)  
Text(US): ~this~ deals X damage to target creature.  
Note - Also see X Costs, Rule K.28.

#### **Heat Stroke:**

Info: Color=Red Type=Enchantment Cost=2R WL(R)  
Text(WL+errata): Whenever a creature blocks or becomes blocked, destroy it at end of combat. [\[Oracle 2000/02/01\]](#)  
Heat Stroke does not need to be in play at end of combat. The destroy effect is set up triggering on the declaration of blockers.  
[\[DeLaney 2000/03/11\]](#)

#### **Heat Wave:**

Info: Color=Red Type=Enchantment Cost=2R VI(U)  
Text(VI+errata): Cumulative Upkeep - {R}. ; Blue creatures can't block creatures you control. ; Nonblue creatures can't block creatures you control unless their controller pays 1 life for each blocking creature he or she controls. [\[Oracle 1999/07/30\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Heaven's Gate:**

Info: Color=White Type=Instant Cost=W LG(U1)  
Text(LG+errata): Any number of target creatures become white until end of turn. [\[Oracle 1999/09/03\]](#)  
It can target zero creatures if you want. [\[Oracle 1998/07/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Heavy Ballista:**

Info: Color=White Type=Creature - Soldier Cost=3W WL(C)/67(U)  
Text(WL/6th/7th): 2/3. ; {Tap}: ~this~ deals 2 damage to target attacking or blocking creature.

#### **Heavy Fog:**

Info: Color=Green Type=Sorcery Cost=1G P3(U)  
Text(P3): Play ~this~ only after you're attacked, before you declare blockers. ; This turn, all damage dealt to you by attacking creatures is reduced to 0.  
When played under non-Portal rules, the text should be read as an Instant that reads "Prevent all damage that would be dealt to you by attacking creatures this turn." [\[D'Angelo 2000/07/29\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Hecatomb:**

Info: Color=Black Type=Enchantment Cost=1BB IA(R)/56(R)  
Text(6th+errata): When ~this~ comes into play, sacrifice ~this~ unless you sacrifice four creatures. ; Tap an untapped swamp you control: ~this~

deals 1 damage to target creature or player. [\[Oracle 1999/05/01\]](#)  
The sacrifice is done as a triggered ability just after it enters play. It is not done on announcement. [\[D'Angelo 1995/10/27\]](#)  
If you have less than 4 creatures, you do not partially sacrifice. You pay 4 creatures or none. [\[WotC Rules Team 1995/06/15\]](#)  
You choose whether to sacrifice creatures or not on resolution. If not, then you sacrifice this card. You can choose to not sacrifice creatures if you no longer control this card on resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### Heedless One:

Info: Color=Green Type=Creature - Elf Avatar Cost=3G ON(U)  
Text(ON): \*/\*, Trample. ; ~this~'s power and toughness are each equal to the number of Elves in play.  
Note - Also see Creature Power and Toughness, Rule K.10.  
Note - Also see Trample, Rule A.37.

#### Heightened Awareness:

Info: Color=Blue Type=Enchantment Cost=3UU PY(R)  
Text(PY): As ~this~ comes into play, discard your hand. ; At the beginning of your draw step, draw a card.  
The main effect of this card is that you get to draw an extra card (in addition to your normal one) each of your draw steps.  
[\[Prophecy FAQ 2000/05/25\]](#)

#### Helionaut:

Info: Color=White Type=Creature - Soldier Cost=2W AP(C)  
Text(AP): 1/2, Flying. ; {1},{Tap}: Add one mana of any color to your mana pool.

#### Hell-Bent Raider:

Info: Color=Red Type=Creature - Barbarian Cost=1RR TO(R)  
Text(TO): 2/2, First Strike, Haste. ; Discard a card at random from your hand: ~this~ gains protection from white until end of turn.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Haste, Rule A.22.  
Note - Also see Protection, Rule A.31.

#### Hellfire:

Info: Color=Black Type=Sorcery Cost=2BBB LG(R)  
Text(LG+errata): Destroy all nonblack creatures. ~this~ deals X plus 3 damage to you, where X is the number of creatures put into all graveyards this way. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### Hell's Caretaker:

Info: Color=Black Type=Creature - Hell's-Caretaker Cost=3B LG(R)/CH(U1)  
Text(CH+errata): 1/1. ; {Tap},Sacrifice a creature: Return target creature card from your graveyard to play. Play this ability only during your upkeep. [\[Oracle 1999/09/03\]](#)  
A "creature card" is a Creature card or Artifact Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
Can sacrifice itself. [\[Duelist Magazine #5, Page 123\]](#)  
Cannot choose itself to be brought back. [\[D'Angelo 1996/11/11\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### 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(U)  
Text(VI+errata): Spells cost {1} less to play. [\[Oracle 2002/03/01\]](#)  
The effect is cumulative. [\[Aahz 1997/01/29\]](#)  
You apply the Helm to the total play cost (see Rule K.20). Since the play

cost is the total of the mana cost (see Rule K.18) 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.10) 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.

[\[D'Angelo 1998/01/06\]](#)

The effect is applied for Kicker (see Rule A.24) the same way it is applied for Buyback (see Rule A.10). You add the Kicker to the total cost before applying any reductions. [\[D'Angelo 2001/07/22\]](#)

The cost reduction can apply to external penalty effects such as Gloom.

[\[WotC Rules Team 1998/02/01\]](#) See Rule K.20.4.

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 generic 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. [\[WotC Rules Team 1997/06/01\]](#) [\[Duelist Magazine #19, Page 26\]](#)

Can lower the cost to zero. For example, a Brass Man. But cannot lower something below zero. [\[D'Angelo 1998/06/26\]](#)

The lower cost is not optional like with some other cost reducers.

[\[D'Angelo 1997/01/27\]](#)

Can never affect the colored (non-generic) part of a play cost or any additions to the cost. [\[D'Angelo 1998/07/29\]](#)

#### **Helm of Chatzuk:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(R)  
Text(4th/5th): {1},{Tap}: Target creature gains banding until end of turn.  
Note - Also see Banding, Rule A.8.

#### **Helm of Obedience:**

Info: Color=Artifact Type=Artifact Cost=4 AL(R2)  
Text(AL+errata): {1}{X},{Tap}: Put the top card of target opponent's library into his or her graveyard. Repeat this process an additional X times or until you put a creature card into that graveyard, whichever occurs first. If the last card put into that graveyard this way is a creature card, sacrifice ~this~ and put that card into play under your control.

[\[Oracle 2002/03/01\]](#)

Note that the activation cost was changed by errata. [\[D'Angelo 2001/05/02\]](#)

It is sacrificed during resolution if the last card was a creature. If this card is not still in play at that time because you Boomerang it back to your hand or something else happens to it, then you still get to put the card into play. [\[D'Angelo 2001/06/01\]](#) (This is a reversal. The card used to have a sub-ability.)

#### **Helm of Possession:**

Info: Color=Artifact Type=Artifact Cost=4 TE(R)  
Text(TE+errata): You may choose not to untap ~this~ during your untap step. ; {2},{Tap},Sacrifice a creature: You control target creature as long as you control ~this~ and ~this~ remains tapped. [\[Oracle 1999/05/01\]](#)

#### **Hematite Talisman:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
Text(IA+errata): Whenever a red spell is played, you may pay {3}. If you do, untap target permanent. [\[Oracle 2000/10/24\]](#)

#### **Henge Guardian:**

Info: Color=Artifact Type=Artifact Creature Cost=5 MM(U)  
Text(MM): 3/4. ; {2}: ~this~ gains trample until end of turn.  
Note - Also see Trample, Rule A.37.

#### **Henge of Ramos:**

Info: Color=Land Type=Land Cost=None MM(U)  
Text(MM): {Tap}: Add one colorless mana to your mana pool. ; {2},{Tap}: Add

one mana of any color to your mana pool.

#### **Herald of Serra:**

Info: Color=White Type=Creature - Angel Cost=2WW US(R)  
Text(US+errata): 3/4, Flying. ; Echo. ; Attacking doesn't cause ~this~ to tap. [\[Oracle 1999/05/01\]](#)  
Note - Also see Echo, Rule A.14.

#### **Hermetic Study:**

Info: Color=Blue Type=Enchant Creature Cost=1U US(C)  
Text(US+errata): Enchanted creature has "{Tap}: This creature deals 1 damage to target creature or player." [\[Oracle 1999/05/01\]](#)

#### **Hermit Druid:**

Info: Color=Green Type=Creature - Druid Cost=1G SH(R)  
Text(SH+errata): 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 all other cards revealed this way into your graveyard. [\[Oracle 1999/05/01\]](#)  
You can put the cards from your library into your graveyard in any order. [\[Duelist Magazine #25, Page 31\]](#)

#### **Heroes' Reunion:**

Info: Color=Multi Type=Instant Cost=GW IN(U)  
Text(IN): Target player gains 7 life.

#### **Heroic Defiance:**

Info: Color=White Type=Enchant Creature Cost=1W PS(C)  
Text(PS): Enchanted creature gets +3/+3 unless it shares a color with the most common color among all permanents or a color tied for most common.

#### **Heroism:**

Info: Color=White Type=Enchantment Cost=2W FE(U3)  
Text(FE+errata): Sacrifice a white creature: For each attacking red creature, prevent all combat damage that would be dealt by it this turn unless the attacking player pays {2}{R}. [\[Oracle 1999/07/23\]](#)  
The cost to avoid the penalty must be paid when the spell resolves. You cannot wait until later to do so. [\[Aahz 1994/11/30\]](#)  
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. [\[Duelist Magazine #4, Page 7\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Hero's Resolve:**

Info: Color=White Type=Enchant Creature Cost=1W TE(C)/6(C)  
Text(TE/6th): Enchanted creature gets +1/+5.

#### **Hesitation:**

Info: Color=Blue Type=Enchantment Cost=1U SH(U)  
Text(SH+errata): When a spell is played, sacrifice ~this~. If you do, counter that spell. [\[Oracle 2000/10/24\]](#)  
Playing a land is not a "spell", so playing a land will not trigger this card. [\[D'Angelo 1998/12/02\]](#)

#### **Hibernation:**

Info: Color=Blue Type=Instant Cost=2U US(U)/7(U)  
Text(7th): Return all green permanents to their owners' hands.

#### **Hibernation Sliver:**

Info: Color=Multi Type=Creature - Sliver Cost=UB SH(U)  
Text(SH+errata): 2/2. ; All Slivers have "Pay 2 life: Return this creature to its owner's hand." [\[Oracle 1999/05/01\]](#)

#### **Hickory Woodlot:**

Info: Color=Land Type=Land Cost=None MM(C)  
Text(MM): ~this~ comes into play tapped with two depletion counters on it. ; {Tap},Remove a depletion counter from ~this~: Add two green mana to your mana pool. If there are no depletion counters on ~this~, sacrifice it.

### Hidden Ancients:

Info: Color=Green Type=Enchantment Cost=1G US(U)  
Text(US+errata): When an opponent plays an enchantment spell, if ~this~ is an enchantment, ~this~ becomes a 5/5 Treefolk creature.  
[\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment.  
[\[Urza's Saga Rule Page\]](#)  
It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)

### Hidden Gibbons:

Info: Color=Green Type=Enchantment Cost=G UL(R)  
Text(UL+errata): When an opponent plays an instant spell, if ~this~ is an enchantment, ~this~ becomes a 4/4 Ape creature. [\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment.  
[\[Urza's Saga Rule Page\]](#)  
It changes into a creature even if the spell is countered.  
[\[D'Angelo 1999/05/01\]](#)  
It becomes a creature when the spell is played (which means announced), 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. [\[D'Angelo 1999/02/13\]](#)  
Note - All cards of type interrupt have errata to be of type instant.

### Hidden Guerrillas:

Info: Color=Green Type=Enchantment Cost=G US(U)  
Text(US+errata): When an opponent plays an artifact spell, if ~this~ is an enchantment, ~this~ becomes a 5/3 Soldier creature with trample.  
[\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment.  
[\[Urza's Saga Rule Page\]](#)  
It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)

### Hidden Herd:

Info: Color=Green Type=Enchantment Cost=G US(R)  
Text(US+errata): When an opponent plays a nonbasic land, if ~this~ is an enchantment, ~this~ becomes a 3/3 Beast creature. [\[Oracle 1999/05/01\]](#)  
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.  
[\[DeLaney 1998/10/05\]](#)

### Hidden Horror:

Info: Color=Black Type=Creature - Horror Cost=1BB WL(U)/P2(R)/6(U)  
Text(6th+errata): 4/4. ; When ~this~ comes into play, sacrifice it unless you discard a creature card from your hand. [\[Oracle 1999/07/30\]](#)  
You choose whether to discard or not on resolution. If not, then you sacrifice this card. You can choose to not discard if you no longer control this card on resolution. See Rule E.12.Ruling.3.  
[\[D'Angelo 1999/06/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - In Weatherlight this card was of creature type Undead.

### Hidden Path:

Info: Color=Green Type=Enchantment Cost=2GGGG DK(U1)  
Text(DK+errata): Green creatures gain forestwalk. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.

### Hidden Predators:

Info: Color=Green Type=Enchantment Cost=G US(R)  
Text(US+errata): When an opponent controls a creature with power 4 or greater, if ~this~ is an enchantment, ~this~ becomes a 4/4 Beast creature.  
[\[Oracle 1999/05/01\]](#)  
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(R)  
Text(SH+errata): Put a card from your hand on top of your library: Prevent all damage that would be dealt by target instant or sorcery spell this turn. [\[Oracle 2001/03/07\]](#)  
Can be used on instant or sorcery spells on the stack, but not on abilities. [\[bethmo 1999/06/13\]](#)  
Can be used on damage to a creature or player. [\[D'Angelo 1998/11/10\]](#)

**Hidden Spider:**

Info: Color=Green Type=Enchantment Cost=G US(C)  
Text(US+errata): When a creature with flying comes into play under an opponent's control, if ~this~ is an enchantment, ~this~ becomes a 3/5 Spider creature that may block as though it had flying. [\[Oracle 1999/07/21\]](#)  
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 and resolves so the creature comes into play. [\[Urza's Saga Rule Page\]](#)  
It changes if the creature has Flying innately or if the creature gets flying due to a continuous effect of a permanent. [\[D'Angelo 1999/05/01\]](#)  
The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

**Hidden Stag:**

Info: Color=Green Type=Enchantment Cost=1G US(R)  
Text(US+errata): Whenever an opponent plays a land, if ~this~ is an enchantment, ~this~ becomes a 3/2 Beast creature. ; Whenever you play a land, if ~this~ is a creature, ~this~ becomes an enchantment. [\[Oracle 1999/05/01\]](#)  
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. [\[DeLaney 1998/10/05\]](#)

**High Ground:**

Info: Color=White Type=Enchantment Cost=W EX(U)  
Text(EX+errata): Each creature you control may block an additional creature. [\[Oracle 2000/10/24\]](#)

**Highland Giant:**

Info: Color=Red Type=Creature - Giant Cost=2RR PT(C)  
Text(PT): 3/4.  
All tournament formats have banned this card because it only appears in Portal.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Giant. [\[D'Angelo 2000/06/05\]](#)

**High Market:**

Info: Color=Land Type=Land Cost=None MM(R)  
Text(MM): {Tap}: Add one colorless mana to your mana pool. ; {Tap},Sacrifice a creature: You gain 1 life.

**High Seas:**

Info: Color=Blue Type=Enchantment Cost=2U MM(U)  
Text(MM): Red creature spells and green creature spells cost {1} more to play.

**High Tide:**

Info: Color=Blue Type=Instant Cost=U FE(C3)  
Text(FE+errata): Until end of turn, whenever a player taps an island for mana, it produces an additional {U}. [\[Oracle 1999/09/03\]](#)  
Multilands which are part Island produce an extra blue mana in addition to whatever you tap it for. [\[Aahz 1994/12/03\]](#)  
Non-lands or lands which do not say they count as Islands do not produce



extra mana. [\[Duelist Magazine #4, Page 6\]](#)  
It affects lands you control when it resolves and any lands you gain control of this turn. [\[D'Angelo 1999/10/05\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Highway Robber:

Info: Color=Black Type=Creature - Mercenary Cost=2BB MM(C)  
Text(MM): 2/2. ; When ~this~ comes into play, you gain 2 life and target opponent loses 2 life.

#### Hill Giant:

Info: Color=Red Type=Creature - Giant Cost=3R ABUR457(C)/PT(C)  
Text(ABU/RV/4th/5th/7th): 3/3.  
Note - The Portal version had no creature type.

#### Hindering Touch:

Info: Color=Blue Type=Instant Cost=3U SC(C)  
Text(SC): Storm. ; Counter target spell unless its controller pays {2}.  
**+ Note - Also see Storm, Rule A.35.**

#### Hint of Insanity:

Info: Color=Black Type=Sorcery Cost=2B OD(R)  
Text(OD): Target player reveals his or her hand. That player discards from it all nonland cards with the same name as another card in his or her hand.

#### Hipparion:

Info: Color=White Type=Creature - Hipparion Cost=1W IA(U)/5(C)  
Text(5th+errata): 1/3. ; ~this~ can't block creatures with power 3 or greater unless you pay {1}. (This cost is paid as blockers are declared.)  
[\[Oracle 2000/10/24\]](#)

#### Hired Giant:

Info: Color=Red Type=Creature - Giant Cost=3R MM(U)  
Text(MM): 4/4. ; When ~this~ comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.  
You do not have to find a land card if you do not want to. See Rule Z.6.9.  
[\[D'Angelo 2001/07/14\]](#)

#### The Hive:

Info: Color=Artifact Type=Artifact Cost=5 ABUR456(R)  
Text(6th+errata): {5},{Tap}: Put a 1/1 Wasp artifact creature token with flying into play. [\[Oracle 1999/05/01\]](#)  
Note - Also see Token Creatures, Rule K.25.

#### Hivis of the Scale:

Info: Color=Red Type=Creature - Legend Cost=3RR MI(R)  
Text(MI+errata): 3/4. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Gain control of target Dragon as long as ~this~ remains tapped and as long as you control ~this~. [\[Oracle 1999/11/01\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### Hoar Shade:

Info: Color=Black Type=Creature - Shade Cost=3B IA(C)  
Text(IA+errata): 1/2. ; {B}: ~this~ gets +1/+1 until end of turn.  
[\[Oracle 2000/02/01\]](#)

#### Hobble:

Info: Color=White Type=Enchant Creature Cost=2W PS(C)  
Text(PS): When ~this~ comes into play, draw a card. ; Enchanted creature can't attack. ; Enchanted creature can't block if it's black.

#### Holistic Wisdom:

Info: Color=Green Type=Enchantment Cost=1GG OD(R)  
Text(OD): {2}, Remove a card in your hand from the game: Return target card from your graveyard to your hand if it shares a type with the card removed

this way. (The card types are artifact, creature, enchantment, instant, land and sorcery.)

#### **Hollow Dogs:**

Info: Color=Black Type=Creature - Hound Cost=4B  
US(C)/ST(C)/BD(F1)/7(C)

Text(US/7th): 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. [\[DeLaney 1998/10/05\]](#)

#### **Hollow Specter:**

Info: Color=Black Type=Creature - Specter Cost=1BB LE(R)  
Text(LE): 2/2, Flying. ; Whenever ~this~ deals combat damage to a player, you may pay {X}. If you do, that player reveals X cards from his or her hand and you choose one of them. That player discards that card. You decide on the value of X and pay {X} during resolution.

[\[Legions FAQ 2003/01/23\]](#)

X can be zero, but then that player discards nothing. [\[D'Angelo 2003/02/01\]](#)

#### **Hollow Trees:**

Info: Color=Land Type=Land Cost=None FE(U1)/5(R)  
Text(5th+errata): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap step. ; At the beginning of your upkeep, if ~this~ is tapped, put a storage counter on it. ; {Tap}, Remove any number of storage counters from ~this~: Add {G} to your mana pool for each storage counter removed this way. [\[Oracle 1999/07/23\]](#)

Whether or not it is tapped is checked at the beginning of upkeep. If it is not tapped, the ability does not trigger. It also checks during resolution and you only get a counter if it is still tapped then.

[\[D'Angelo 1999/08/01\]](#) See Rule A.4.14.

Note - Also see Bottomless Vault.

#### **Hollow Warrior:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 PY(U)  
Text(PY+errata): 4/4. ; ~this~ can't attack or block unless you tap an untapped creature you control not declared as an attacking or blocking creature this turn. (This cost is paid as attackers or blockers are declared.) [\[Oracle 2000/06/06\]](#)

This card cannot tap itself to allow itself to attack or block. You have to tap a different creature which is not being declared as an attacker or blocker. [\[DeLaney 2000/05/29\]](#)

#### **Holy Armor:**

Info: Color=White Type=Enchant Creature Cost=W ABUR4(C)  
Text(4th+errata): Enchanted creature gets +0/+2. ; {W}: Enchanted creature gets +0/+1 until end of turn. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Holy Day:**

Info: Color=White Type=Instant Cost=W LG(C1)/IN(C)

Text(IN): Prevent all combat damage that would be dealt this turn.

Extended tournaments (see Rule D.15) banned this card until 2000/10/01.

Note - Also see Fog Effects, Rule E.6.

#### **Holy Light:**

Info: Color=White Type=Instant Cost=2W DK(C3)

Text(DK+errata): Nonwhite creatures get -1/-1 until end of turn.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Holy Strength:**

Info: Color=White Type=Enchant Creature Cost=W ABUR457(C)

Text(5th/7th): Enchanted creature gets +1/+2.

#### **Homarid:**

Info: Color=Blue Type=Creature - Homarid Cost=2U FE(C4)

Text(FE+errata): 2/2. ; ~this~ comes into play with a tide counter on it. ;  
At the beginning of your upkeep, put a tide counter on ~this~. ; As long  
as there is exactly one tide counter on ~this~, it gets -1/-1. ; As long  
as there are exactly three tide counters on ~this~, it gets +1/+1. ;  
Whenever there are four tide counters on ~this~, remove all tide counters  
from it. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Homarid Shaman:

Info: Color=Blue Type=Creature - Homarid Cost=2UU FE(U1)  
Text(FE+errata): 2/1. ; {U}: Tap target green creature. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Homarid Spawning Bed:

Info: Color=Blue Type=Enchantment Cost=UU FE(U3)  
Text(FE+errata): {1}{U}{U}, Sacrifice a blue creature: Put X 1/1 blue Camarid  
creature tokens into play, where X is the converted mana cost of the  
sacrificed creature. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Converted Mana Cost, Rule K.8.  
Note - Also see Token Creatures, Rule K.25.

#### Homarid Warrior:

Info: Color=Blue Type=Creature - Homarid Cost=4U FE(C3)/5(C)  
Text(5th+errata): 3/3. ; {U}: ~this~ can't be the target of spells or  
abilities and doesn't untap during your next untap step. Tap ~this~.  
[\[Oracle 2000/02/01\]](#)

The ability to make itself not be targetable can be used in response to  
being targeted. Since spells and abilities resolve in last-to-first  
order, the Warrior becomes untargetable before the targeted spell or  
ability resolves and causes the targeted spell or ability to fizzle. Note  
that if you use this ability before being targeted, that a targeted spell  
or ability used in the same stack will resolve first.

[\[D'Angelo 1999/08/01\]](#)

The ability can be activated more than once in a single batch if you need it  
to be. [\[D'Angelo 1998/02/03\]](#)

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. [\[Aahz 1994/12/02\]](#)

#### Honorable Passage:

Info: Color=White Type=Instant Cost=1W VI(U)  
Text(VI+errata): The next time a source of your choice would deal damage to  
target creature or player this turn, prevent that damage. If damage from  
a red source is prevented this way, ~this~ deals damage equal to the  
damage prevented this way to the source's controller. [\[Oracle 2002/10/01\]](#)

#### Honorable Scout:

Info: Color=White Type=Creature - Soldier Cost=W PS(C)  
Text(PS): 1/1. ; When ~this~ comes into play, you gain 2 life for each black  
and/or red creature target opponent controls.  
If a creature is both black and red, you gain 2 life, not 4.  
[\[Planeshift FAQ 2001/01/26\]](#)

#### Honor Guard:

Info: Color=White Type=Creature - Soldier Cost=W SH(C)/7(C)  
Text(SH/7th): 1/1. ; {W}: ~this~ gets +0/+1 until end of turn.

#### Honor the Fallen:

Info: Color=White Type=Instant Cost=1W MM(R)  
Text(MM): Remove all creature cards in all graveyards from the game. You  
gain 1 life for each card removed this way.

#### Hooded Kavv:

Info: Color=Red Type=Creature - Kavv Cost=2R IN(C)

Text(IN+errata): 2/2. ; {B}: ~this~ gains fear until end of turn.

[\[Oracle 2002/10/01\]](#)

Note - Also see Fear, Rule A.17.

#### **Hoodwink:**

Info: Color=Blue Type=Instant Cost=1U MM(C)

Text(MM): Return target artifact, enchantment, or land to its owner's hand.

#### **Hope and Glory:**

Info: Color=White Type=Instant Cost=1W UL(U)

Text(UL): Untap two target creatures. Each of them gets +1/+1 until end of turn.

Must target two different creatures. See Rule G.39.2.

[\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Hope Charm:**

Info: Color=White Type=Instant Cost=W VI(C)

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 First Strike, Rule A.18.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Hopping Automaton:**

Info: Color=Artifact Type=Artifact Creature Cost=3 US(U)

Text(US): 2/2. ; {0}: ~this~ gets -1/-1 and gains flying until end of turn.

#### **Horned Cheetah:**

Info: Color=Multi Type=Creature - Cat Cost=2GW IN(U)

Text(IN): 2/2. ; Whenever ~this~ deals damage, you gain that much life.

#### **Horned Kavu:**

Info: Color=Multi Type=Creature - Kavu Cost=RG PS(C)

Text(PS): 3/4. ; When ~this~ comes into play, return a red or green creature you control to its owner's hand.

You choose the creature to return on resolution of the triggered ability.

This is not targeted. [\[D'Angelo 2001/04/16\]](#)

#### **Horned Sliver:**

Info: Color=Green Type=Creature - Sliver Cost=2G TE(U)

Text(TE+errata): 2/2. ; All Slivers have trample. [\[Oracle 1999/05/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Horned Troll:**

Info: Color=Green Type=Creature - Troll Cost=2G MM(C)

Text(MM): 2/2. ; {G}: Regenerate ~this~.

#### **Horned Turtle:**

Info: Color=Blue Type=Creature - Turtle Cost=2U TE(C)/PT(C)/67(C)

Text(TE/6th/7th): 1/4.

Note - The Portal version had no creature type.

#### **Hornet Cannon:**

Info: Color=Artifact Type=Artifact Cost=4 SH(U)

Text(SH+errata): {3},{Tap}: Put a 1/1 Hornet artifact creature token with flying and haste into play. Destroy that creature at end of turn.

[\[Oracle 2000/02/01\]](#)

Note - Also see Haste, Rule A.22.

Note - Also see Token Creatures, Rule K.25.

#### **Hornet Cobra:**

Info: Color=Green Type=Creature - Cobra Cost=1GG LG(C2)

Text(LG): 2/1, First Strike.

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

Note - Also see First Strike, Rule A.18.

#### **Horn of Deafening:**

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

Text(CH+errata): {2},{Tap}: Prevent all combat damage that would be dealt by target creature this turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Horn of Greed:**

Info: Color=Artifact Type=Artifact Cost=3 SH(R)  
Text(SH+errata): Whenever a player plays a land, that player draws a card.  
[\[Oracle 1999/05/01\]](#)  
Playing a land will trigger it, but putting a land into play as part of an effect will not. [\[Duelist Magazine #25, Page 30\]](#)

#### **Horn of Plenty:**

Info: Color=Artifact Type=Artifact Cost=6 MM(R)  
Text(MM): Whenever a player plays a spell, he or she may pay {1}. If that player does, he or she draws a card at end of turn.

#### **Horn of Ramos:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
Text(MM): {Tap}: Add one green mana to your mana pool. ; Sacrifice ~this~: Add one green mana to your mana pool.  
You can play the sacrifice ability while this card is tapped.  
[\[MM FAQ 1999/09/22\]](#)

#### **Horrible Hordes:**

Info: Color=Artifact Type=Artifact Creature Cost=3 MI(U)  
Text(MI+errata): 2/2, Rampage 1. [\[Oracle 1999/09/03\]](#)  
If it blocks at least one creature in a combat phase and there is another combat phase, all creatures blocking it in the second combat phase cause it to get the bonus. [\[D'Angelo 1999/07/26\]](#)  
Note - Also see Rampage, Rule A.33.

#### **Horror of Horrors:**

Info: Color=Black Type=Enchantment Cost=3BB LG(U1)  
Text(LG+errata): Sacrifice a swamp: Regenerate target black creature.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Horseshoe Crab:**

Info: Color=Blue Type=Creature - Crab Cost=2U US(C)  
Text(US): 1/3. ; {U}: Untap ~this~.

#### **Hot Springs:**

Info: Color=Green Type=Enchant Land Cost=1G IA(R)  
Text(IA+errata): ~this~ can enchant only a land you control. ; Enchanted land has "{Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn." [\[Oracle 2000/02/01\]](#)  
It is destroyed if you lose control of the enchanted land.  
[\[WotC Rules Team 1995/06/15\]](#)

#### **Howl from Beyond:**

Info: Color=Black Type=Instant Cost=XB IA(C)/ABUR4567(C)  
Text(IA/4th/5th/6th/7th): Target creature gets +X/+0 until end of turn.  
Note - Also see X Costs, Rule K.28.

#### **Howling Fury:**

Info: Color=Black Type=Sorcery Cost=2B PT(C)/ST(U)  
Text(ST): Target creature gets +4/+0 until end of turn.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Howling Gale:**

Info: Color=Green Type=Instant Cost=1G OD(U)  
Text(OD): Flashback {1}{G}. ; ~this~ deals 1 damage to each creature with flying and to each player.  
Note - Also see Flashback, Rule A.20.

#### **Howling Mine:**

Info: Color=Artifact Type=Artifact Cost=2 ABUR4567(R)

Text(7th): At the beginning of each player's draw step, if ~this~ is untapped, that player draws a card.

The additional draw is separate from any other draw during your draw step.

It happens when the triggered ability resolves. [\[D'Angelo 1999/05/01\]](#)

It does not trigger at all if this is tapped at the start of the draw step, and it checks this again on resolution. [\[D'Angelo 1999/05/01\]](#)

If Howling Mine leaves play before it resolves, then the last known tap or untap state of the card is used for resolution. [\[D'Angelo 1999/05/01\]](#)

#### **Howling Wolf:**

Info: Color=Green Type=Creature - Wolf Cost=2GG MM(C)

Text(MM+errata): 2/2. ; When ~this~ comes into play, you may search your library for up to three cards named Howling Wolf, reveal them, and put them into your hand. If you do, shuffle your library. [\[Oracle 2000/10/24\]](#)

#### **Huang Zhong, Shu General:**

Info: Color=White Type=Creature - Legend Cost=2WW P3(R)

Text(P3): 2/3. ; ~this~ can't be blocked by more than one creature each turn.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

#### **Hua Tuo, Honored Physician:**

Info: Color=Green Type=Creature - Legend Cost=1GG P3(R)

Text(P3): 1/2. ; On your turn, before you attack, you may tap ~this~ to put any one creature card from your graveyard on the top of your library.

When played under non-Portal rules, the text should be read as "{Tap}: Put target creature card from your graveyard on top of your library. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

#### **Hulking Cyclops:**

Info: Color=Red Type=Creature - Giant Cost=3RR VI(U)/PT(U)/6(U)/BD(F1)

Text(VI/6th): 5/5. ; ~this~ can't 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 - In Visions this card was of creature type Cyclops.

Note - The Portal version had no creature type.

#### **Hulking Goblin:**

Info: Color=Red Type=Creature - Goblin Cost=1R PT(C)/ST(C)

Text(ST): 2/2. ; ~this~ can't block.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal version had no creature type.

#### **Hulking Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=2R UD(C)/ST(U)

Text(UD): 3/3. ; ~this~ can't block.

#### **Hull Breach:**

Info: Color=Multi Type=Sorcery Cost=RG PS(C)

Text(PS): Choose one - Destroy target artifact; or destroy target enchantment; or destroy target artifact and target enchantment.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Humble:**

Info: Color=White Type=Instant Cost=1W US(U)

Text(US+errata): Target creature loses all abilities and becomes 0/1 until end of turn. [\[Oracle 1999/05/01\]](#)

Removes all creature abilities. This includes mana abilities, such as with Llanowar Elves. Animated lands lose the ability to tap for mana.



**[bethmo 1998/10/14]**

Will not remove card text which defines characteristics of the card which are not normally done in the text, such as "This card is a Wall" or "This card is red.". These things are descriptive text and not abilities.

**[bethmo 1997/10/23]** See Rule G.9.2. (Older cards used to say "Counts as a Wall" and fall under this ruling.)

To figure a creature's power/toughness, start with the initial value as granted by its card (or the effect that animated it), then apply counters (which are not considered effects), then apply effects following the normal rules for applying effects (which normally means in the order those effects came into play). 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 1998/10/05]**

**Humility:**

Info: Color=White Type=Enchantment Cost=2WW TE(R)  
Text(TE+errata): All creatures lose all abilities and are 1/1.

**[Oracle 1999/11/01]**

Removes all creature abilities. This includes mana abilities, such as with Llanowar Elves. Animated lands lose the ability to tap for mana.

**[bethmo 1997/10/14]**

Will not remove card text which defines characteristics of the card which are not normally done in the text, such as "This card is a Wall" or "This card is red.". These things are descriptive text and not abilities.

**[bethmo 1997/10/23]** See Rule G.9.2. (Older cards used to say "Counts as a Wall" and fall under this ruling.)

Does remove abilities from a creature entering play before any "comes into play" abilities can trigger. **[D'Angelo 1999/06/01]**

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 1997/12/01]** 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.10.Ruling.1.

**Hunding Gjornersen:**

Info: Color=Multi Type=Creature - Legend Cost=3UUW 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.17.

Note - Also see Rampage, Rule A.33.

**Hundroog:**

Info: Color=Green Type=Creature - Beast Cost=6G LE(C)  
Text(LE): 4/7. ; Cycling {3}.

Note - Also see Cycling, Rule A.12.

**Hungry Hungry Heifer:**

Info: Color=Green Type=Creature - Cow Cost=2G UG(U)  
Text(UG+errata): 3/3. ; At the beginning of your upkeep, sacrifice ~this~ unless you remove a counter from a card you control.

**[D'Angelo 2000/03/09 - unofficial errata]**

Cannot remove counters from token creatures. **[QAS 1998/09/09]**

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 1998/08/13]**

All tournament formats have banned cards from Unglued.

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

**Hungry Mist:**

Info: Color=Green Type=Creature - Mist Cost=2GG HL(C4)/5(C)

Text(HL/5th+errata): 6/2. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}{G}. [\[Oracle 1999/07/23\]](#)

#### **Hunted Wumpus:**

Info: Color=Green Type=Creature - Beast Cost=3G MM(U)  
Text(MM): 6/6. ; When ~this~ comes into play, each other player may put a creature card from his or her hand into play under his or her control.

#### **Hunter Sliver:**

Info: Color=Red Type=Creature - Sliver Cost=1R LE(C)  
Text(LE): 1/1. ; All Slivers have provoke.

#### **Hunting Cheetah:**

Info: Color=Green Type=Creature - Cheetah Cost=2G P3(U)  
Text(P3): 2/3. ; When ~this~ successfully damages your opponent, you may search your library for a forest card, reveal that card, and put it into your hand. Shuffle your library afterward.  
When played under non-Portal rules, the text should be read as "Whenever ~this~ deals damage to an opponent, you may search your library for a forest, reveal that card, and put it into your hand. Then shuffle your library." [\[D'Angelo 2000/06/05\]](#)  
You do not have to find a forest card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Hunting Drake:**

Info: Color=Blue Type=Creature - Drake Cost=4U PS(C)  
Text(PS): 2/2, Flying. ; When ~this~ comes into play, put target red or green creature on top of its owner's library.  
If the target changes color from red to green or green to red between announcement and resolution, the ability still works.  
[\[Planeshift FAQ 2001/01/26\]](#)

#### **Hunting Grounds:**

Info: Color=Multi Type=Enchantment Cost=GW JU(R)  
Text(JU): Threshold - Whenever an opponent plays a spell, you may put a creature card from your hand into play. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Hunting Kavu:**

Info: Color=Multi Type=Creature - Kavu Cost=1RG IN(U)  
Text(IN): 2/3. ; {1}{R}{G}, {Tap}: Remove from the game ~this~ and target creature without flying that's attacking you.  
Being "without flying" is a targeting restriction. The ability will be countered if the target gains flying before the ability resolves.  
[\[Invasion FAQ 2000/10/03\]](#)

#### **Hunting Moa:**

Info: Color=Green Type=Creature - Beast Cost=2G UD(U)  
Text(UD): 3/2. ; Echo. ; Whenever ~this~ comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.  
You get a +1/+1 counter both when it comes into play and when it goes to a graveyard from play. [\[D'Angelo 1999/07/13\]](#)  
Note - Also see Echo, Rule A.14.

#### **Hunting Pack:**

Info: Color=Green Type=Instant Cost=5GG SC(U)  
Text(SC): Storm. ; Put a 4/4 green Beast creature token into play.  
**+ Note - Also see Storm, Rule A.35.**  
**+ Note - Also see Token Creatures, Rule K.25.**

#### **Hurkyl's Recall:**

Info: Color=Blue Type=Instant Cost=1U AQ(U1)/R45(R)  
Text(5th+errata): Return all artifacts target player owns to his or her hand. [\[Oracle 2000/02/01\]](#)

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. [\[D'Angelo 1994/06/01\]](#)

It only returns artifacts which are in play. [\[D'Angelo 2000/03/03\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1999/10/01 until 2003/04/01.

Type 1.5 tournaments (see Rule D.14) banned this card from 1999/10/01 until 2003/04/01.

#### **Hurloon Minotaur:**

Info: Color=Red Type=Creature - Minotaur Cost=1RR ABUR45(C)

Text(ABU/RV/4th/5th): 2/3.

#### **Hurloon Shaman:**

Info: Color=Red Type=Creature - Minotaur Cost=1RR WL(U)

Text(WL+errata): 2/3. ; When ~this~ is put into a graveyard from play, each player sacrifices a land. [\[Oracle 1999/07/01\]](#)

#### **Hurloon Wrangler:**

Info: Color=Red Type=Creature - Minotaur Cost=2R UG(C)

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 ability.

[\[QAS 1998/09/09\]](#)

Any denim will count, even underwear and shoes. [\[Barclay 1998/08/13\]](#)

Removal of clothing is subject to indecency laws. [\[D'Angelo 1998/08/17\]](#)

Denim is the substance that jeans are made of. [\[Levis 1998/09/09\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Landwalk, Rule A.27.

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

#### **Hurricane:**

Info: Color=Green Type=Sorcery Cost=XG

IA(U)/ABUR45(U)/67(R)/PT(R)/P2(R)/AT(F1)/BR(F1)

Text(5th/6th/7th): ~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. [\[bethmo 1994/06/01\]](#)

Whether or not a creature is Flying is only checked on resolution.

[\[D'Angelo 1995/10/05\]](#)

Note - Also see X Costs, Rule K.28.

#### **Hurr Jackal:**

Info: Color=Red Type=Creature - Jackal Cost=R AN(C4)/4(R)

Text(4th): 1/1. ; {Tap}: Target creature can't be regenerated this turn.

[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Hush:**

Info: Color=Green Type=Sorcery Cost=3G US(C)

Text(US): Destroy all enchantments. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### **Hyalopterous Lemure:**

Info: Color=Black Type=Creature - Lemure Cost=4B IA(U)

Text(IA+errata): 4/3. ; {0}: ~this~ gets -1/-0 and gains flying until end of turn. [\[Oracle 2000/02/01\]](#)

#### **Hydroblast:**

Info: Color=Blue Type=Instant Cost=U IA(C)/5(U)

Text(5th+errata): Choose one - Counter target spell if it's red; or destroy target permanent if it's red.

You can target any spell or permanent, it need not be red. It just does not do anything unless the color matches. [\[D'Angelo 1995/06/09\]](#)

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. [\[WotC Rules Team 1995/09/22\]](#) See Rule G.24 on Modal spells.

Note - Also see Modal Spells and Abilities, Rule G.24.

Note - This card was of type Interrupt and is now type Instant.

[\[Oracle 2000/02/01\]](#)

#### **Hydromorph Guardian:**

Info: Color=Blue Type=Creature - Guardian Cost=2U TO(C)

Text(TO): 2/2. ; {U},Sacrifice ~this~: Counter target spell that targets one or more creatures you control.

#### **Hydromorph Gull:**

Info: Color=Blue Type=Creature - Bird Guardian Cost=3UU TO(U)

Text(TO): 3/3, Flying. ; {U},Sacrifice ~this~: Counter target spell that targets one or more creatures you control.

#### **Hymn of Rebirth:**

Info: Color=Multi Type=Sorcery Cost=3WG IA(U)

Text(IA+errata): Put target creature card from a graveyard into play under your control. [\[Oracle 2001/08/24\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

#### **Hymn to Tourach:**

Info: Color=Black Type=Sorcery Cost=BB FE(C4)/AT(F1)

Text(FE+errata): Target player discards two cards at random from his or her hand. [\[Oracle 1999/07/23\]](#)

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. [\[DeLaney 1998/04/08\]](#)

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01 since it is no longer part of the environment. It was previously restricted from 1996/10/01 until 1997/01/01.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Hyperion Blacksmith:**

Info: Color=Red Type=Creature - Smith Cost=1RR LG(U1)

Text(LG+errata): 2/2. ; {Tap}: Tap or untap target artifact an opponent controls. [\[Oracle 1999/09/03\]](#)

You decide whether you are tapping or untapping the artifact on resolution.

[\[D'Angelo 2000/03/03\]](#)

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

#### **Hypnotic Cloud:**

Info: Color=Black Type=Sorcery Cost=1B IN(C)

Text(IN): Kicker {4} (You may pay an additional {4} as you play this spell.) ; Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Note - Also see Kicker, Rule A.24.

#### **Hypnotic Specter:**

Info: Color=Black Type=Creature - Specter Cost=1BB ABUR4(U)/AT(F1)

Text(4th+errata): 2/2, Flying. ; Whenever ~this~ deals damage to an opponent, that player discards a card at random from his or her hand.

[\[Oracle 1999/09/03\]](#)

Must do at least 1 point of damage to cause opponent to discard because the effect only happens if at least 1 damage remains unprevented.

[\[WotC Rules Team 1994/02/07\]](#)

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. [\[WotC Rules Team 1994/02/07\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1997/10/01.

Note - The artist's name, Shuler, was misspelled on the Limited Edition and Unlimited Edition versions of this card.

**Hypnox:**

Info: Color=Black Type=Creature - Nightmare Horror Cost=8BBB TO(R)  
 Text(TO): 8/8, Flying. ; When ~this~ comes into play, if you played it from your hand, remove all cards in target opponent's hand from the game. ; When ~this~ leaves play, return the removed cards to their owner's hand.

**Hypochondria:**

Info: Color=White Type=Enchantment Cost=1W TO(U)  
 Text(TO): {W}, Discard a card from your hand: Prevent the next 3 damage that would be dealt to target creature or player this turn. ; {W}, Sacrifice ~this~: Prevent the next 3 damage that would be dealt to target creature or player this turn.

**Hystrodon:**

Info: Color=Green Type=Creature - Beast Cost=4G ON(R)  
 Text(ON): 3/4, Trample. ; Whenever ~this~ deals combat damage to a player, you may draw a card. ; Morph {1}{G}{G}.  
 Note - Also see Morph, Rule A.29.  
 Note - Also see Trample, Rule A.37.

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**Icatian Infantry:**

Info: Color=White Type=Creature - Soldier Cost=W FE(C4)  
 Text(FE+errata): 1/1. ; {1}: ~this~ gains banding until end of turn. ; {1}: ~this~ gains first strike until end of turn. [\[Oracle 1999/07/23\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Banding, Rule A.8.  
 Note - Also see First Strike, Rule A.18.

**Icatian Javelineers:**

Info: Color=White Type=Creature - Soldier Cost=W FE(C3)/AT(F1)  
 Text(FE+errata): 1/1. ; ~this~ comes into play with a javelin counter on it. ; {Tap}, Remove a javelin counter from ~this~: ~this~ deals 1 damage to target creature or player. [\[Oracle 1999/07/23\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Icatian Lieutenant:**

Info: Color=White Type=Creature - Soldier Cost=WW FE(U1)  
 Text(FE): 1/2. ; {1}{W}: Target Soldier gets +1/+0 until end of turn.  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Icatian Moneychanger:**

Info: Color=White Type=Creature - Townsfolk Cost=W FE(C3)  
 Text(FE+errata): 0/2. ; ~this~ comes into play with three credit counters on it. ; When ~this~ comes into play, it deals 3 damage to you. ; At the beginning of your upkeep, put a credit counter on ~this~. ; Sacrifice ~this~: You gain 1 life for each credit counter on ~this~. Play this ability only during your upkeep. [\[Oracle 1999/07/23\]](#)  
 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 put into play. A later Vesuvan Doppelganger change to a Moneychanger results in zero counters and zero damage. [\[Aahz 1994/11/16\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Icatian Phalanx:**

Info: Color=White Type=Creature - Soldier Cost=4W FE(U3)/5(U)  
 Text(5th): 2/4, Banding.  
 Note - Also see Banding, Rule A.8.

**Icatian Priest:**

Info: Color=White Type=Creature - Cleric Cost=W FE(U3)  
 Text(FE): 1/1. ; {1}{W}{W}: Target creature gets +1/+1 until end of turn.  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Icatian Scout:**

Info: Color=White Type=Creature - Soldier Cost=W FE(C4)/5(C)  
Text(FE/5th): 1/1 ; {1},{Tap}: Target creature gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

#### **Icatian Skirmishers:**

Info: Color=White Type=Creature - Soldier Cost=3W FE(U1)  
Text(FE+errata): 1/1, Banding, First Strike. ; Whenever ~this~ attacks, all creatures banded with it gain first strike until end of turn.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Banding, Rule A.8.

Note - Also see First Strike, Rule A.18.

#### **Icatian Store:**

Info: Color=Land Type=Land Cost=None FE(U1)/5(R)  
Text(5th+errata): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap step. ; At the beginning of your upkeep, if ~this~ is tapped, put a storage counter on it. ; {Tap}, Remove any number of storage counters from ~this~: Add {W} to your mana pool for each storage counter removed this way. [\[Oracle 1999/07/23\]](#)

Whether or not it is tapped is checked at the beginning of upkeep. If it is not tapped, the ability does not trigger. It also checks during resolution and you only get a counter if it is still tapped then.

[\[D'Angelo 1999/08/01\]](#) See Rule A.4.14.

See Bottomless Vault for rulings.

#### **Icatian Town:**

Info: Color=White Type=Sorcery Cost=5W FE(U1)/56(R)  
Text(6th): Put four 1/1 white Citizen creature tokens into play.

Note - Also see Token Creatures, Rule K.25.

#### **Ice (Fire/Ice):**

Info: Color=Blue Type=Instant Cost=1U AP(U)  
Text(AP): Tap target permanent. Draw a card.

You do not draw a card if the permanent is not a legal target on resolution.

[\[Apocalypse FAQ 2001/05/24\]](#)

Note - Also see Fire (Fire/Ice) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **Iceberg:**

Info: Color=Blue Type=Enchantment Cost=XUU IA(U)  
Text(IA+errata): ~this~ comes into play with X ice counters on it. ; {3}: Put an ice counter on ~this~. ; Remove an ice counter from ~this~:

Add one colorless mana to your mana pool. [\[Oracle 2000/02/01\]](#)

Note - Also see X Costs, Rule K.28.

#### **Ice Cauldron:**

Info: Color=Artifact Type=Artifact Cost=4 IA(R)

Text(IA+errata): {X},{Tap}: Put a charge counter on ~this~ and remove a nonland card in your hand from the game. You may play that card as though it were in your hand. Note the type and amount of mana used to pay this activation cost. Play this ability only if there are no charge counters on ~this~. ; {Tap}, Remove a charge counter from ~this~: Add to your mana pool mana of the type and amount last used to put a charge counter on ~this~. Spend this mana only to play the last card removed from the game with ~this~. [\[Oracle 2002/05/20\]](#)

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 mana put in the Cauldron can only be used to play the given spell, but you can add additional mana to a spell. [\[D'Angelo 1995/06/08\]](#) This means you can pay part of the cost on one turn and the rest of it on the next turn.

The mana can be used to pay for penalty costs from things like Gloom.

[\[Rules Team 2001/05/01\]](#) See Rule K.20.5.

The mana can be used for additional costs outlined in the spell's text.



**[Duelist Magazine #9, Page 61]**

Tapping the Cauldron for the mana is a mana ability. **[D'Angelo 2000/03/09]**  
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 playing the spell if you don't want to. You don't even have to tap the Cauldron and draw the mana, you can just play the spell using mana from somewhere else.

**[D'Angelo 1995/06/12]**

You can play the spell at any time as if it were in your hand.

**[Duelist Magazine #7, Page 9]**

You can only play the spell when you could legally play it normally. So no playing a Sorcery on your opponent's turn. **[Duelist Magazine #7, Page 9]**

When you play 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 1995/08/01]**

If the Cauldron leaves play, you can still play any spells it removed from the game as though they were in your hand. You just no longer have access to the mana you charged the Cauldron with. **[D'Angelo 2000/03/09]**

If the Cauldron leaves your control, the spell remains 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 play 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 played. **[Duelist Magazine #7, Page 9]**

If multiple spells are removed by the Cauldron, the mana can only be used for the spell that was removed by the Cauldron when the most recent charge counter was put there. **[Aahz 1995/06/29]**

If the ability to remove a card with the Cauldron is countered, you do not lose the spell since the spell would be removed during resolution.

**[Duelist Magazine #7, Page 9]**

You cannot store mana that is to be used for a special purpose into the Cauldron, such as Mishra's Workshop. **[Aahz 1995/07/04]**

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 1995/09/22]**

Power Artifact will force a minimum expenditure of 1 on the Cauldron.

**[WotC Rules Team 1995/09/22]**

**Ice Cave:**

Info: Color=Blue Type=Enchantment Cost=3UU AP(R)

Text(AP): Whenever a player plays a spell, any other player may pay that spell's mana cost. If a player does, counter the spell. (Mana cost includes color.)

The mana cost does not include cost increases or reductions. See Rule K.18.

**[Apocalypse FAQ 2001/05/24]**

**Ice Floe:**

Info: Color=Land Type=Land Cost=None IA(U)/5(U)

Text(5th): You may choose not to untap ~this~ during your untap step. ; {Tap}: Tap target creature without flying that's attacking you. It doesn't untap during its controller's untap step as long as ~this~ remains tapped. **[Oracle 2000/01/15]**

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 1995/07/05]

Cannot be used on a creature before it is declared to be attacking since it only targets attacking creatures. After the creature is attacking, it is okay to target it. [D'Angelo 1995/08/22]

Does not prevent a creature from untapping during upkeep or during any time other than the untap phase. [bethmo 1995/07/24]

This card has no ability to be tapped for mana. [D'Angelo 1998/07/16]

Note - Also see Tap and Hold Abilities, Rule E.11.

#### Ice Storm:

Info: Color=Green Type=Sorcery Cost=2G ABU(U)

Text(ABU+errata): Destroy target land. [Oracle 1999/09/03]

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

#### Icequake:

Info: Color=Black Type=Sorcery Cost=1BB IA(U)

Text(IA): Destroy target land. If that land is a snow-covered land, ~this~ deals 1 damage to the land's controller.

The snow-covered attribute of the land is checked only on resolution.

[Aahz 1996/06/13]

#### Ichneumon Druid:

Info: Color=Green Type=Creature - Druid Cost=1GG LG(U1)

Text(LG+errata): 1/1. ; Whenever an opponent plays an instant spell other than the first instant spell that player plays each turn, ~this~ deals 4 damage to him or her. [Oracle 1999/09/03]

It tracks the instant count for each player separately.

[D'Angelo 1999/02/04]

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

#### Ichorid:

Info: Color=Black Type=Creature - Horror Cost=3B TO(R)

Text(TO): 3/1, Haste. ; At end of turn, sacrifice ~this~. ; At the beginning of your upkeep, if ~this~ is in your graveyard, you may remove a black creature card in your graveyard other than ~this~ from the game. If you do, return ~this~ to play.

Note - Also see Haste, Rule A.22.

#### Icy Manipulator:

Info: Color=Artifact Type=Artifact Cost=4 ABU(U)/IA(U)

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 1998/02/03] See Rule G.38.Ruling.1.

This card's ability is played on the stack. That means that any instants or abilities 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 ability of the permanent you plan to tap. [D'Angelo 1998/06/03]

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 least 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 before attackers are declared. You cannot wait until after attackers are declared and then try to use it to make a creature stop attacking. [D'Angelo 1998/06/03] Note that your opponent cannot start declaring attackers without letting you use the Icy.

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 1998/06/03]

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. [\[D'Angelo 1995/03/12\]](#)  
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.38.3.  
Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 to 1994/03/23.

#### **Icy Prison:**

Info: Color=Blue Type=Enchantment Cost=UU IA(R)  
Text(IA+errata): When ~this~ comes into play, remove target creature from the game. ; At the beginning of your upkeep, sacrifice ~this~ unless any player pays {3}. ; When ~this~ leaves play, return the removed creature to play under its owner's control. [\[Oracle 2000/10/24\]](#)  
Enchantments on the creature are destroyed and counters on creatures removed when the creature is removed from the game. [\[Aahz 1995/06/30\]](#)

#### **Ifh-Biff Efreet:**

Info: Color=Green Type=Creature - Efreet Cost=2GG AN(U2)  
Text(AN+errata): 3/3, Flying. ; {G}: ~this~ deals 1 damage to each creature with flying and each player. Any player may play this ability. [\[Oracle 1999/09/03\]](#)  
The Efreet does indeed damage itself (unless it is no longer flying). [\[bethmo 1994/06/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Igneous Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 MI(U)  
Text(MI+errata): 3/4. ; {2}: ~this~ gains trample until end of turn. [\[Oracle 1998/07/01\]](#)  
Note - Also see Trample, Rule A.37.  
Note - Before errata, this card did not have a creature type. [\[Oracle 1999/07/01\]](#)

#### **Ignoble Soldier:**

Info: Color=White Type=Creature - Soldier Cost=2W MM(U)  
Text(MM): 3/1. ; Whenever ~this~ becomes blocked, prevent all combat damage that would be dealt by it this turn.

#### **Ihsan's Shade:**

Info: Color=Black Type=Creature - Legend Cost=3BBB HL(U3)/AT(F1)  
Text(HL): 5/5, Protection from White.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Protection, Rule A.31.

#### **Ill-Gotten Gains:**

Info: Color=Black Type=Sorcery Cost=2BB US(R)  
Text(US+errata): Remove ~this~ from the game. Each player discards his or her hand, then returns up to three cards from his or her graveyard into his or her hand. [\[Oracle 1999/05/01\]](#)  
You can get fewer than 3 cards if you want. [\[DeLaney 1998/10/05\]](#)  
You can pick up any of the cards you discarded since you do not choose the cards until after you discard. [\[WotC Rules Team 1998/10/18\]](#)

#### **Illicit Auction:**

Info: Color=Red Type=Sorcery Cost=3RR MI(R)/6(R)  
Text(6th+errata): Each player may bid life for control of target creature. You begin the bidding at 0. In turn order, each player may top the high bid. The auction ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the creature. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
This is a life loss and not a life payment so you can bid more life than you have. [\[bethmo 1996/11/27\]](#)

#### **Illuminate:**

Info: Color=Red Type=Sorcery Cost=XR AP(U)  
Text(AP): Kicker {2}{R} and/or {3}{U}. ; ~this~ deals X damage to target

creature. If you paid the {2}{R} kicker cost, ~this~ deals X damage to that creature's controller. If you paid the {3}{U} kicker cost, you draw X cards.

Note - Also see Kicker, Rule A.24.

Note - Also see X Costs, Rule K.28.

### **Illuminated Wings:**

Info: Color=Blue Type=Enchant Creature Cost=1U UD(C)

Text(UD+errata): Enchanted creature has flying. ; {2},Sacrifice ~this~: Draw a card. [\[Oracle 1999/07/21\]](#)

### **Illumination:**

Info: Color=White Type=Instant Cost=WW MI(U)

Text(MI+errata): Counter target artifact or enchantment spell. Its controller gains life equal to its converted mana cost.

[\[Oracle 1999/07/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Before errata, this card was of type Interrupt. [\[Oracle 1999/07/01\]](#)

### **Illusion (Illusion/Reality):**

Info: Color=Blue Type=Instant Cost=U AP(U)

Text(AP): Target spell or permanent becomes the color of your choice until end of turn.

Note - Also see Reality (Illusion/Reality) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

### **Illusionary Forces:**

Info: Color=Blue Type=Creature - Illusion Cost=3U IA(C)

Text(IA): 4/4, Flying. ; Cumulative Upkeep - {U}.

Note - Also see Cumulative Upkeep, Rule A.11.

### **Illusionary Mask:**

Info: Color=Artifact Type=Artifact Cost=2 ABU(R)

Text(ABU+errata): {X}: Put a creature card with converted mana cost X or less from your hand into play face down as a 0/1 creature. Put X mask counters on that creature. Play this ability only any time you could play a sorcery. You may turn the creature face up any time you could play an instant by removing all mask counters from it.

[\[Oracle 2002/10/01\]](#)

Note - Errata has changed the card behavior. Read it carefully.

[\[Oracle 2002/10/01\]](#)

This card allows you to put a creature card into play without playing it and while ignoring the colored mana requirements in its cost.

[\[D'Angelo 2001/08/15\]](#)

Usable on Creature and Artifact Creature cards. [\[D'Angelo 2000/03/03\]](#)

The creature is considered to be a 0/1 colorless creature with no name, creature type, expansion symbol, or abilities, and a mana cost of 0.

None of the true characteristics of the card apply. This is true as long as it is face down. [\[CompRules 2001/07/23 - 504.2\]](#)

The creature enters play face down, so none of its "comes into play" abilities will trigger or have any effect. [\[CompRules 2001/07/23 - 504.2\]](#)

Also none of the "If this would come into play" abilities apply.

[\[D'Angelo 2002/05/15\]](#)

The controller may turn it face up any time that player has priority.

This action does not go on the stack. [\[CompRules 2001/07/23 - 504.3\]](#)

When turned face up, the creature regains its full characteristics.

[\[CompRules 2001/07/23 - 504.4\]](#)

The creature's "comes into play" abilities (and any other abilities relating to the creature coming into play) do not trigger when it turns face up. [\[CompRules 2001/07/23\]](#)

Only the controller of the face down creature can look at it.

[\[Onslaught Rules 2002/09/15\]](#)

If the Mask is destroyed, the creatures still remain face-down until one of the conditions of turning it over are met. [\[bethmo 1994/03/01\]](#)

If Power Artifact is placed on it, the minimum Mask use cost is 1.

[\[D'Angelo 1994/06/01\]](#)

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

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Face Down Cards, Rule E.5.

Note - It is of type "Artifact" and not "Poly Artifact".

[\[Encyclopedia, Page 57\]](#)

### **Illusionary Presence:**

Info: Color=Blue Type=Creature - Illusion Cost=1UU IA(R)

Text(IA+errata): 2/2. ; Cumulative Upkeep - {U}. ; At the beginning of your upkeep, ~this~ gains the landwalk ability of your choice until end of turn. [\[Oracle 2000/02/01\]](#)

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 an attribute like color is, and not part of the land's type.

[\[D'Angelo 1998/05/04\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Landwalk, Rule A.27.

### **Illusionary Terrain:**

Info: Color=Blue Type=Enchantment Cost=UU IA(U)

Text(IA+errata): Cumulative Upkeep - {2}. ; As ~this~ comes into play, choose two basic land types. ; Basic lands of the first chosen type are of the second chosen type. [\[Oracle 2000/10/24\]](#)

Does not affect non-basic lands, even if those lands "are" or "count as" a basic land type. [\[D'Angelo 2000/03/09\]](#)

Will not add or remove Snow-Covered nature from a land.

[\[Duelist Magazine #6, Page 132\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### **Illusionary Wall:**

Info: Color=Blue Type=Creature - Wall Cost=4U IA(C)

Text(IA+errata): 7/4, Flying, First Strike. (Walls can't attack.) ; Cumulative Upkeep - {U}.

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see First Strike, Rule A.18.

Note - Also see Walls, Rule K.27.

### **Illusions of Grandeur:**

Info: Color=Blue Type=Enchantment Cost=3U IA(R)

Text(IA+errata): Cumulative Upkeep - {2}. ; When ~this~ comes into play, you gain 20 life. ; When ~this~ leaves play, you lose 20 life.

[\[Oracle 2000/02/01\]](#)

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. [\[Aahz 1997/11/02\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### **Imagecrafter:**

Info: Color=Blue Type=Creature - Wizard Cost=U ON(C)

Text(ON): 1/1. ; {Tap}: Choose a creature type other than Legend or Wall.

Target creature's type becomes that type until end of turn.

### **Imaginary Pet:**

Info: Color=Blue Type=Creature - Illusion Cost=1U US(R)

Text(US+errata): 4/4. ; At the beginning of your upkeep, if you have a card in hand, return ~this~ to owner's hand. [\[Oracle 1999/05/01\]](#)

### **Immobilizing Ink:**

Info: Color=Blue Type=Enchant Creature Cost=1U OD(C)

Text(OD): Enchanted creature doesn't untap during its controller's untap step. ; Enchanted creature has "{1}, Discard a card from your hand: Untap this creature."

### **Immolation:**

Info: Color=Red Type=Enchant Creature Cost=R LG(C1)/4(C)

Text(4th+errata): Enchanted creature gets +2/-2. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Impatience:**

Info: Color=Red Type=Enchantment Cost=2R UD(R)/7(R)  
Text(UD/7th): At the end of each player's turn, if that player didn't play a spell that turn, "this" deals 2 damage to him or her.  
If a spell is countered, it still counts as having been played.  
[\[DeLaney 1999/06/08\]](#)

#### **Impending Disaster:**

Info: Color=Red Type=Enchantment Cost=1R UL(R)  
Text(UL+errata): At the beginning of your upkeep, if there are seven or more lands in play, sacrifice "this". If you do, destroy all lands.  
[\[Oracle 2001/03/07\]](#)  
This ability does not trigger at all if there are not seven lands in play at the beginning of upkeep. It checks this number again when it is going to resolve and does not do anything if the land count is below 7.  
[\[D'Angelo 1999/05/01\]](#)  
The ability is not optional. [\[Barclay 1999/02/09\]](#)  
If this card is not in play at the times its ability resolves, then you cannot sacrifice it and it will not destroy any lands. This is because the sacrifice is a cost paid during resolution to get the effect.  
[\[WotC Rules Team 1999/03/18\]](#)

#### **Imperial Edict:**

Info: Color=Black Type=Sorcery Cost=1B P3(C)  
Text(P3): Your opponent chooses one of his or her creatures. Destroy that creature.  
When played under non-Portal rules, the text should be read as "Target opponent chooses a target creature he or she controls. Destroy that creature." [\[D'Angelo 2000/07/06\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Imperial Hellkite:**

Info: Color=Red Type=Creature - Dragon Cost=5RR LE(R)  
Text(LE): 6/6, Flying. ; Morph {6}{R}{R}. ; When "this" is turned face up, you may search your library for a Dragon card, reveal it, and put it into your hand. If you do, shuffle your library.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
You do not have to find a Dragon card if you do not want to, even if you have one in your library. See Rule Z.6.9. [\[D'Angelo 2003/02/01\]](#)  
Note - Also see Morph, Rule A.29.

#### **Imperial Recruiter:**

Info: Color=Red Type=Creature - Advisor Cost=2R P3(U)  
Text(P3): 1/1. ; When "this" comes into play, search your library for a creature card with power no greater than 2, reveal that card, and put it into your hand. Shuffle your library afterward.  
You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Imperial Seal:**

Info: Color=Black Type=Sorcery Cost=B P3(R)  
Text(P3): Search your library for any one card. Shuffle your library and put that card on top of it. You lose 2 life.  
All tournament formats have banned this card because it only appears in Portal.

#### **Implements of Sacrifice:**

Info: Color=Artifact Type=Artifact Cost=2 FE(U1)  
Text(FE+errata): {1},{Tap},Sacrifice "this": Add two mana of any one color



to your mana pool. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Implode:**

Info: Color=Red    Type=Sorcery    Cost=4R    PS(U)  
Text(PS): Destroy target land. ; Draw a card.

#### **Imposing Visage:**

Info: Color=Red    Type=Enchant Creature    Cost=R    IA(C)/5(C)  
Text(5th+errata): Enchanted creature can't be blocked except by two or more creatures. [\[Oracle 2000/02/01\]](#)

#### **Imprison:**

Info: Color=Black    Type=Enchant Creature    Cost=B    LG(R)  
Text(LG+errata): Whenever a player plays an activated ability of enchanted creature with {Tap} in its activation cost that doesn't produce mana, you may pay {1}. If you do, counter that ability. If you don't, sacrifice ~this~. ; Whenever enchanted creature attacks or blocks, you may pay {1}. If you do, tap the creature and remove it from combat. If it blocked and a creature it blocked now has no blockers, that creature is considered unblocked. If you don't pay {1}, sacrifice ~this~.  
[\[Oracle 2002/10/01\]](#)

Both abilities are triggered abilities (see Rule A.4). The first one triggers on the announcing of a creature ability, and the second triggers on declaration of attacking or blocking. [\[D'Angelo 1999/02/11\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
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.

#### **Improvised Armor:**

Info: Color=White    Type=Enchant Creature    Cost=3W    ON(U)  
Text(ON): Enchanted creature gets +2/+5. ; Cycling {3}.  
Note - Also see Cycling, Rule A.12.

#### **Imps' Taunt:**

Info: Color=Black    Type=Instant    Cost=1B    TE(U)  
Text(TE): Buyback {3}. ; Target creature attacks this turn if able.  
Note - Also see Buyback, Rule A.10.

#### **Impulse:**

Info: Color=Blue    Type=Instant    Cost=1U    VI(C)/BD(F1)  
Text(VI+errata): Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.  
[\[Oracle 1999/07/01\]](#)  
Due to errata, you no longer shuffle your library. [\[Oracle 1998/07/01\]](#)  
This is not a "draw". [\[Aahz 1997/01/29\]](#)

#### **Impulsive Maneuvers:**

Info: Color=Red    Type=Enchantment    Cost=2RR    OD(R)  
Text(OD): Whenever a creature attacks, flip a coin. If you win the flip, the next time that creature would deal combat damage this turn, it deals double that damage instead. If you lose the flip, the next time that creature would deal combat damage this turn, prevent that damage. You flip a coin for each creature that attacks, not once per attack.  
[\[Odyssey FAQ 2001/10/04\]](#)

#### **I'm Rubber, You're Glue:**

Info: Color=White    Type=Enchantment    Cost=WW    UG(R)  
Text(UG+errata): Speak only in rhyming sentences. When 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. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
This card is hard to play with. Just try declaring an attack with it in play. [\[Barclay 1998/08/13\]](#)  
Partial sentences are okay. [\[bethmo 1998/08/17\]](#)  
False rhymes are okay. [\[bethmo 1998/08/17\]](#) Example, "rocks" and "talks".  
The choice of another player must be a legal choice. [\[D'Angelo 2000/03/09\]](#)

All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### **Incendiary:**

Info: Color=Red Type=Enchant Creature Cost=R UD(U)  
Text(UD): At the beginning of your upkeep, you may put a fuse counter on ~this~. ; When enchanted creature is put into a graveyard, ~this~ deals X damage to target creature or player, where X is the number of fuse counters on ~this~.  
Putting on a counter is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

#### **Incinerate:**

Info: Color=Red Type=Instant Cost=1R IA(C)/MI(C)/5(C)  
Text(5th+errata): ~this~ deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn.  
[\[Oracle 2000/02/01\]](#)

#### **Incoming!:**

Info: Color=Green Type=Sorcery Cost=4GGGG UG(R)  
Text(UG+errata): Each player searches his or her library for any number of artifact, creature, enchantment, and land cards and puts those cards into play. Then player shuffles his or her library.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
You can choose zero cards, and in fact must choose zero if your library is empty. [\[D'Angelo 1998/09/07\]](#)  
Each player may choose a different number of cards. There is no requirement that various players choose the same number. [\[DeLaney 1998/08/12\]](#)  
You still shuffle if you pick zero cards. [\[DeLaney 1998/08/12\]](#)  
The controller 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. [\[Barclay 1998/08/13\]](#)  
All cards come into play simultaneously. [\[QAS 1998/09/09\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### **Indentured Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=1UU MM(U)  
Text(MM): 4/4, Flying. ; When ~this~ comes into play, each other player may draw up to three cards.

#### **Independent Troops:**

Info: Color=Red Type=Creature - Soldier Cost=1R P3(C)  
Text(P3): 2/1.  
All tournament formats have banned this card because it only appears in Portal.

#### **Indestructible Aura:**

Info: Color=White Type=Instant Cost=W LG(C2)/CH(C3)  
Text(CH+errata): Until end of turn, prevent all damage that would be dealt to target creature. [\[Oracle 1999/09/03\]](#)  
Despite the name, this card only prevents damage and not destroy effects.  
[\[bethmo 1994/08/30\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Index:**

Info: Color=Blue Type=Sorcery Cost=U AP(C)  
Text(AP): Look at the top five cards of your library, then put them back in any order.

#### **Infantry Veteran:**

Info: Color=White Type=Creature - Soldier Cost=W  
VI(C)/6(C)/AT(F1)/BR(F1)  
Text(VI/6th): 1/1. ; {Tap}: Target attacking creature gets +1/+1 until end of turn.

#### **Infected Vermin:**

Info: Color=Black Type=Creature - Rat Cost=2B OD(U)  
Text(OD): 1/1. ; {2}{B}: ~this~ deals 1 damage to each creature and each player. ; Threshold - {3}{B}: ~this~ deals 3 damage to each creature and each player. (Play this ability only if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Infectious Rage:**

Info: Color=Red Type=Enchant Creature Cost=1R JU(U)  
Text(JU): Enchanted creature gets +2/-1. ; When enchanted creature is put into a graveyard, choose a creature at random ~this~ can enchant. Return ~this~ to play enchanting that creature.  
When this card returns to play, it is put into play on the creature without targeting it, so it can be placed on a "cannot be the target" creatures.  
[\[Judgment FAQ 2002/05/28\]](#)  
You cannot return this card to play onto something it cannot enchant.  
For example, you cannot place this card on a card with protection from red. [\[Judgment FAQ 2002/05/28\]](#)

#### **Infernal Caretaker:**

Info: Color=Black Type=Creature - Cleric Cost=3B LE(C)  
Text(LE): 2/2. ; Morph {3}{B}. ; When ~this~ is turned face up, return all Zombie cards from all graveyards to their owners' hands.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.

#### **Infernal Contract:**

Info: Color=Black Type=Sorcery Cost=BBB MI(R)/67(R)  
Text(6th/7th): Draw four cards. You lose half your life, rounded up.

#### **Infernal Darkness:**

Info: Color=Black Type=Enchantment Cost=2BB IA(R)  
Text(IA+errata): Cumulative Upkeep - Pay {B} and 1 life. ; If a land is tapped for mana, it produces {B} instead of its normal type and amount.  
[\[Oracle 2000/10/24\]](#)  
All affected lands produce just one black mana regardless of how many it might normally generate. [\[Duelist Magazine #6, Page 131\]](#)  
Will remove restrictions on how mana generated by the land is used.  
[\[Duelist Magazine #6, Page 131\]](#) For example, the black mana from a Mishra's Workshop can be used for any purpose.  
The ability generates a replacement effect (see Rule T.10).  
[\[DeLaney 1998/11/03\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Infernal Denizen:**

Info: Color=Black Type=Creature - Infernal-Denizen Cost=7B IA(R)  
Text(IA+errata): 5/7. ; At the beginning of your upkeep, sacrifice two swamps. If you can't, tap ~this~, and an opponent may gain control of the creature you control of his or her choice. That opponent retains control of that creature as long as ~this~ remains in play. ; {Tap}: Gain control of target creature as long as ~this~ remains in play. [\[Oracle 2001/05/02\]](#)  
You must sacrifice the Swamps if you can. You cannot choose not to pay if you have them. [\[Aahz 1995/06/22\]](#)  
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. [\[D'Angelo 1995/08/02\]](#)

#### **Infernal Genesis:**

Info: Color=Black Type=Enchantment Cost=4BB PY(R)  
Text(PY): At the beginning of each players upkeep, that player puts the top card from his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost. [\[Oracle 2001/08/24\]](#)  
Lands have a mana cost of zero, so if a land is put into a graveyard, no

tokens are created. [\[Prophecy FAQ 2000/05/25\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Token Creatures, Rule K.25.

#### **Infernal Harvest:**

Info: Color=Black Type=Sorcery Cost=1B VI(C)

Text(VI+errata): As an additional cost to play ~this~, return any number of swamps you control to their owner's hand. ; ~this~ deals damage equal to the number of swamps returned this way, divided as you choose among any number of target creatures. [\[Oracle 1999/07/01\]](#)

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.

[\[D'Angelo 1997/01/28\]](#)

You can use X as being zero. [\[bethmo 1997/02/25\]](#)

If X is greater than zero, you cannot choose zero targets. You must choose between 1 and X targets. If X is zero, you cannot choose any targets.

[\[DeLaney 2003/05/19\]](#)

#### **Infernal Medusa:**

Info: Color=Black Type=Creature - Medusa Cost=3BB LG(U1)

Text(LG+errata): 2/4. ; Whenever ~this~ blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

[\[Oracle 1999/09/03\]](#)

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

#### **Infernal Spawn of Evil:**

Info: Color=Black Type=Creature - (Demon) Beast Cost=6BBB UG(R)

Text(UG+errata): 7/7, Flying, First Strike. ; At the beginning of your upkeep, you may pay {1}{B}, reveal ~this~ from your hand, and say "It's coming!". If you do, ~this~ deals 1 damage to target opponent.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

You can only pay for the ability when it's in your hand.

[\[Barclay 1998/08/13\]](#)

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.

[\[Barclay 1998/08/13\]](#)

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. [\[TomHa 1998/09/15\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see First Strike, Rule A.18.

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

#### **Infernal Tribute:**

Info: Color=Black Type=Enchantment Cost=BBB WL(R)

Text(WL): {2}, Sacrifice a card in play: Draw a card.

#### **Inferno:**

Info: Color=Red Type=Instant Cost=5RR DK(U1)/4567(R)

Text(6th/7th): ~this~ deals 6 damage to each creature and each player.

#### **Infest:**

Info: Color=Black Type=Sorcery Cost=1BB ON(U)

Text(ON): All creatures get -2/-2 until end of turn.

#### **Infiltrate:**

Info: Color=Blue Type=Instant Cost=U NE(C)

Text(NE): Target creature is unblockable this turn.

#### **Infinite Authority:**

Info: Color=White Type=Enchant Creature Cost=WWW LG(R)

Text(LG+errata): Whenever enchanted creature blocks or becomes blocked by a creature with toughness 3 or less, destroy that creature at end of combat. At end of turn, if that creature was put into a graveyard this way, put a +1/+1 counter on enchanted creature. [\[Oracle 2001/08/24\]](#)

The enchanted creature gets a +1/+1 counter for each creature that triggers

the ability. [\[D'Angelo 2000/03/03\]](#)

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

Note - There is a typo on this card. "creaature" should be "creature".

#### Infinite Hourglass:

Info: Color=Artifact Type=Artifact Cost=4 IA(R)/5(R)

Text(5th+errata): At the beginning of your upkeep, put a time counter on ~this~. ; All creatures get +1/+0 for each time counter on ~this~. ;

{3}: Remove a time counter from ~this~. Any player may play this ability, but only during any upkeep step. [\[Oracle 2002/10/01\]](#)

#### Inflame:

Info: Color=Red Type=Instant Cost=R PY(C)

Text(PY): ~this~ deals 2 damage to each creature dealt damage this turn.

#### Information Dealer:

Info: Color=Blue Type=Creature - Wizard Cost=1U ON(C)

Text(ON): 1/1. ; {Tap}: Look at the top X cards of your library, where X is the number of Wizards in play, then put them back in any order.

#### Infuse:

Info: Color=Blue Type=Instant Cost=2U IA(C)

Text(IA+errata): Untap target artifact, creature, or land. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### Ingenious Thief:

Info: Color=Blue Type=Creature - Thief Cost=1U PT(U)/ST(C)

Text(ST): 1/1, Flying. ; When ~this~ comes into play, look at target player's hand.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal version had no creature type.

#### Inheritance:

Info: Color=White Type=Enchantment Cost=W AL(U2)

Text(AL+errata): Whenever a creature is put into a graveyard from play, you may pay {3}. If you do, draw a card. [\[Oracle 2003/02/01\]](#)

#### Initiates of the Ebon Hand:

Info: Color=Black Type=Creature - Cleric Cost=B FE(C3)/5(C)

Text(5th+errata): 1/1. ; {1}: Add {B} to your mana pool. If this ability is played four or more times this turn, sacrifice ~this~ at end of turn.

[\[Oracle 2002/03/01\]](#)

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.

[\[Aahz 1995/01/24\]](#)

#### Inner Sanctum:

Info: Color=White Type=Enchantment Cost=1WW WL(R)

Text(WL+errata): Cumulative upkeep - Pay 2 life ; Prevent all damage that would be dealt to creatures you control. [\[Oracle 2000/02/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### Innocent Blood:

Info: Color=Black Type=Sorcery Cost=B OD(C)

Text(OD): Each player sacrifices a creature.

#### Inquisition:

Info: Color=Black Type=Sorcery Cost=2B DK(C3)

Text(DK+errata): Target player reveals his or her hand. ~this~ deals damage to that player equal to the number of white cards in his or her hand.

[\[Oracle 2002/03/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Insidious Bookworms:

Info: Color=Black Type=Creature - Worm Cost=B AL(C1)

Text(AL+errata): 1/1. ; When ~this~ is put into a graveyard from play, you may pay {1}{B}. If you do, target player discards a card at random from his or her hand. [\[Oracle 2000/10/24\]](#)

Each Bookworm can only be used once when it goes to the graveyard.  
[\[Duelist Magazine #12, Page 32\]](#)

#### **Insidious Dreams:**

Info: Color=Black Type=Instant Cost=3B TO(R)  
Text(TO): As an additional cost to play ~this~, discard X cards from your hand. ; Search your library for X cards. Then shuffle your library and put those cards on top of it in any order.

#### **Insight:**

Info: Color=Blue Type=Enchantment Cost=2U TE(U)/6(U)  
Text(6th+errata): Whenever an opponent plays a green spell, you draw a card.  
[\[Oracle 1999/05/01\]](#)

#### **Insist:**

Info: Color=Green Type=Sorcery Cost=G TO(R)  
Text(TO): The next creature spell you play this turn can't be countered by spells or abilities. Draw a card.

#### **Insolence:**

Info: Color=Red Type=Enchant Creature Cost=2R PS(C)  
Text(PS): Whenever enchanted creature becomes tapped, ~this~ deals 2 damage to that creature's controller.  
It does not trigger immediately when played onto an already tapped creature.  
[\[Planeshift FAQ 2001/01/26\]](#)  
The damaging ability triggers no matter how the creature becomes tapped.  
For example, using Twiddle. [\[D'Angelo 2001/05/11\]](#)

#### **Inspiration:**

Info: Color=Blue Type=Instant Cost=3U VI(C)/67(C)  
Text(VI/6th/7th): Target player draws two cards.

#### **Inspirit:**

Info: Color=White Type=Instant Cost=2W ON(U)  
Text(ON): Untap target creature. It gets +2/+4 until end of turn.

#### **Instigator:**

Info: Color=Black Type=Creature - Spellshaper Cost=1B MM(R)  
Text(MM): 1/1. ; {1}{B}{B},{Tap}, Discard a card from your hand: Creatures target player controls attack this turn if able.  
There is no penalty if the creatures are unable to attack.  
[\[MM FAQ 1999/09/22\]](#)

#### **Instill Energy:**

Info: Color=Green Type=Enchant Creature Cost=G ABUR45(U)  
Text(5th+errata): Enchanted creature has haste. ; {0}: Untap enchanted creature. Play this ability only during your turn but only once each turn. [\[Oracle 2000/02/01\]](#)  
Instill Energy's untap ability will not untap the creature until it resolves. This means other spells and abilities can be used before it actually becomes untapped. [\[D'Angelo 2000/03/03\]](#)  
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 step do not in any way hinder or imply a cost to use this card's ability to untap once during the turn. [\[bethmo 1994/04/01\]](#)  
See Ruling A.11.Ruling.1.  
If played on an opponent's creature, you can untap their creature during your turn. [\[bethmo 1994/06/01\]](#)  
Note - Also see Haste, Rule A.22.

#### **Insubordination:**

Info: Color=Black Type=Enchant Creature Cost=BB MM(C)  
Text(MM): At the end of the turn of enchanted creature's controller, ~this~ deals 2 damage to that player unless enchanted creature attacked this



turn.

#### **Insurrection:**

Info: Color=Red    Type=Sorcery    Cost=5RRR    ON(R)  
Text(ON): Untap all creatures and gain control of them until end of turn.  
They gain haste until end of turn.  
You untap all creatures, control all creatures, and give all creatures Haste. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Haste, Rule A.22.

#### **Interdict:**

Info: Color=Blue    Type=Instant    Cost=1U    TE(U)  
Text(TE+errata): Counter target activated ability of a permanent. (Mana abilities can't be countered.) ; Draw a card. [\[Oracle 2002/10/01\]](#)  
The errata removed the "abilities cannot be played again this turn" text. [\[Oracle 1999/05/01\]](#)  
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). [\[D'Angelo 1998/10/12\]](#)  
This card targets the ability, and not the permanent itself. [\[D'Angelo 1999/01/13\]](#)  
Note - Before errata, this card was of type Interrupt. [\[Oracle 1999/05/01\]](#)

#### **Intervene:**

Info: Color=Blue    Type=Instant    Cost=U    UL(C)  
Text(UL): Counter target spell that targets a creature.  
Can only target a spell that is currently targeting a creature. [\[D'Angelo 1999/02/15\]](#)  
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. [\[Urza's Legacy FAQ 1999/02/03\]](#) One exception, local enchantments target even if they don't use the word target. [\[D'Angelo 1999/02/18\]](#)  
If a spell is modal (see Rule G.24), use the target(s) of the current mode only for this check. [\[D'Angelo 1999/02/15\]](#) Targets for the other modes are never selected. See Rule G.24.5.  
It means "targeting at least one creature" not "exactly one creature". [\[D'Angelo 1999/03/12\]](#)  
If the spell's target leaves play before this spell resolves, Intervene will be countered since it no longer targets a spell that targets a creature. [\[Jordan 2001/02/12\]](#)  
Note - This card was of type Interrupt. It is now an Instant. [\[Oracle 1999/05/01\]](#)

#### **In the Eye of Chaos:**

Info: Color=Blue    Type=Enchant World    Cost=2U    LG(R)  
Text(LG+errata): Whenever a player plays an instant spell, counter it unless that player pays X, where X is its converted mana cost. [\[Oracle 2001/08/24\]](#)  
This ability triggers when the spell is announced. [\[D'Angelo 2000/03/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Converted Mana Cost, Rule K.8.  
Note - Also see Enchant World, Rule K.12.10.

#### **Intimidation:**

Info: Color=Black    Type=Enchantment    Cost=2BBB    MM(U)  
Text(MM+errata): Creatures you control have fear. [\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

#### **Intrepid Hero:**

Info: Color=White    Type=Creature - Soldier    Cost=2W    US(R)/7(R)  
Text(US/7th): 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 effect is countered. [\[D'Angelo 1999/05/01\]](#)

#### **Intruder Alarm:**

Info: Color=Blue    Type=Enchantment    Cost=2U    SH(R)

Text(SH+errata): Creatures don't untap during their controllers' untap steps. ; Whenever a creature comes into play, untap all creatures.

[Oracle 1999/05/01]

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 1998/03/05]

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

#### Intuition:

Info: Color=Blue Type=Instant Cost=2U TE(R)

Text(TE+errata): Search your library for any three cards and reveal them.

An opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle your library. [Oracle 1999/05/01]

It does not target the opponent. You choose an opponent during resolution.

[D'Angelo 1999/06/01]

#### Invasion Plans:

Info: Color=Red Type=Enchantment Cost=2R SH(R)

Text(SH+errata): All creatures block each turn if able. ; Instead of the defending player, the attacking player chooses how each creature blocks.

[Oracle 2001/08/24]

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 1998/07/01]

#### Invigorate:

Info: Color=Green Type=Instant Cost=2G MM(C)

Text(MM+errata): If you control a forest, you may have an opponent gain 3 life rather than pay this's mana cost. ; Target creature gets +4/+4 until end of turn. [Oracle 2001/06/01]

#### Invigorating Boon:

Info: Color=Green Type=Enchantment Cost=1G ON(U)

Text(ON): Whenever a player cycles a card, you may put a +1/+1 counter on target creature.

#### Invigorating Falls:

Info: Color=Green Type=Sorcery Cost=2GG TO(C)

Text(TO): You gain life equal to the number of creature cards in all graveyards.

#### Inviolability:

Info: Color=White Type=Enchant Creature Cost=1W MM(C)

Text(MM): Prevent all damage that would be dealt to enchanted creature.

#### Invisibility:

Info: Color=Blue Type=Enchant Creature Cost=UU ABU(C)

Text(ABU+errata): Enchanted creature can't be blocked except by Walls.

[Oracle 1999/09/03]

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

#### Invoke Prejudice:

Info: Color=Blue Type=Enchantment Cost=UUUU LG(R)

Text(LG+errata): Whenever an opponent plays a nonartifact creature spell that doesn't share a color with a creature you control, counter that spell unless its controller pays X, where X is its converted mana cost.

[Oracle 1999/09/03]

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 1994/06/29]

It affects Creature spells, but not Artifact Creature spells.

[D'Angelo 2000/03/03]

In a multi-player game, it affects all opposing players.

[D'Angelo 2000/03/03]

This ability triggers when the spell is announced. [D'Angelo 2000/03/03]

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.

[\[D'Angelo 1995/10/06\]](#)

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

#### **Invulnerability:**

Info: Color=White Type=Instant Cost=1W TE(U)  
Text(TE+errata): Buyback {3}. ; The next time a source of your choice would deal damage to you this turn, prevent that damage. [\[Oracle 1999/05/01\]](#)  
Note - Also see Buyback, Rule A.10.

#### **Iridescent Angel:**

Info: Color=Multi Type=Creature - Angel Cost=5WU OD(R)  
Text(OD): 4/4, Flying, Protection from All Colors.  
This card has Protection from Black, from Blue, from Red, from White, and from Green. This is the definition of "All Colors".  
[\[Odyssey FAQ 2001/10/04\]](#) This means it is possible to use an effect that removes one color of protection, such as just black, on this card.  
[\[Jordan 2002/01/27\]](#)  
Note - Also see Protection, Rule A.31.

#### **Iridescent Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3U UD(U)  
Text(UD+errata): 2/2, Flying. ; When ~this~ comes into play, if you played it from your hand, put target enchant creature card from a graveyard into play enchanting ~this~. (You control that enchantment.)  
[\[Oracle 2001/08/24\]](#)  
This card has special errata to not trigger when it comes into play from the graveyard or some location other than your hand. This errata does not apply to other "comes into play" cards (unless that card's entry also has special errata). [\[D'Angelo 1999/07/21\]](#)  
You must pick an enchant creature even if there are only bad ones in the graveyard. [\[D'Angelo 1999/06/01\]](#)  
If you pick an Enchant Creature that cannot legally enchant this card, then the enchantment stays in the graveyard. [\[DeLaney 1999/06/08\]](#)

#### **Irini Sengir:**

Info: Color=Black Type=Creature - Legend Cost=2BB HL(U3)  
Text(HL+errata): 2/2. ; White enchantments and green enchantments cost {2} more to play. [\[Oracle 1999/07/23\]](#)  
The extra mana is not considered part of the mana cost. A Spell Blast would still only requires the original mana cost as X in order to counter the spell. [\[Duelist Magazine #9, Page 36\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Ironclaw Curse:**

Info: Color=Red Type=Enchant Creature Cost=R HL(U1)/5(R)  
Text(5th+errata): Enchanted creature gets -0/-1. ; Enchanted creature can't block a creature with power equal to or greater than enchanted creature's toughness. [\[Oracle 1999/07/23\]](#)

#### **Ironclaw Orcs:**

Info: Color=Red Type=Creature - Orc Cost=1R ABU45(C)  
Text(5th+errata): 2/2. ; ~this~ can't block a creature with power 2 or greater. [\[Oracle 2000/02/01\]](#)

#### **Ironfist Crusher:**

Info: Color=White Type=Creature - Soldier Cost=4W ON(U)  
Text(ON): 2/4. ; ~this~ may block any number of creatures. ; Morph {3}{W}.  
Note - Also see Morph, Rule A.29.

#### **Iron-Heart Chimera:**

Info: Color=Artifact Type=Artifact Creature - Chimera Cost=4 VI(U)  
Text(VI+errata): 2/2. ; Attacking doesn't cause ~this~ to tap. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and attacking doesn't cause that Chimera to tap. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)

**Ironhoof Ox:**

Info: Color=Green Type=Creature - Ox Cost=3GG P2(U)  
 Text(P2): 4/4. ; ~this~ can't be blocked by more than one creature.  
 All tournament formats have banned this card because it only appears in Portal.

**Iron Lance:**

Info: Color=Artifact Type=Artifact Cost=2 MM(U)  
 Text(MM): {3},{Tap}: Target creature gains first strike until end of turn.  
 Note - Also see First Strike, Rule A.18.

**Iron Maiden:**

Info: Color=Artifact Type=Artifact Cost=3 UL(R)  
 Text(UL+errata): At the beginning of each opponent's upkeep, ~this~ deals 1 damage to that player for each card more than four in his or her hand.  
[\[Oracle 2002/10/01\]](#)

**Ironroot Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=4G ABUR45(C)  
 Text(ABU/RV/4th/5th): 3/5.

**Ironshell Beetle:**

Info: Color=Green Type=Creature - Insect Cost=1G JU(C)  
 Text(JU): 1/1. ; When ~this~ comes into play, put a +1/+1 counter on target creature.

**Iron Star:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(U)  
 Text(6th/7th): Whenever a player plays a red spell, you may pay {1}. If you do, you gain 1 life.

**Iron Tusk Elephant:**

Info: Color=White Type=Creature - Elephant Cost=4W MI(U)  
 Text(MI): 3/3, Trample.  
 Note - Also see Trample, Rule A.37.

**Iron Will:**

Info: Color=White Type=Instant Cost=W UL(C)  
 Text(UL): Target creature gets +0/+4 until end of turn. ; Cycling {2}.  
 Note - Also see Cycling, Rule A.12.

**Irrigation Ditch:**

Info: Color=Land Type=Land Cost=None IN(C)  
 Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {W} to your mana pool. ; {Tap},Sacrifice ~this~: Add {G}{U} to your mana pool.

**Island:**

Info: Color=Land Type=Land Cost=None  
 ABUR4567(L)/PT(L)/P2(L)/P3(L)/ST(L)/IA(L)/MI(L)/TE(L)/UG(L)/US(L)/MM(L)/IN(L)/BR(L)/BD(L)/OD(L)/ON(L)  
 Text(7th): {Tap}: Add {U} to your mana pool.  
 This is a basic land. [\[CompRules 1999/04/23\]](#)  
 Any land of this type is considered to have the above text, even if the text does not appear on the card. [\[CompRules 1999/04/23\]](#)

**Island Fish Jasconius:**

Info: Color=Blue Type=Creature - Island-Fish Cost=4UUU AN(U2)/R4(R)  
 Text(4th+errata): 6/8. ; ~this~ can't attack unless defending player controls an island. ; ~this~ doesn't untap during your untap step. ; {U}{U}{U}: Untap ~this~. Play this ability only during your upkeep. ; When you control no islands, sacrifice ~this~. [\[Oracle 2002/03/01\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**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 its power. [\[Oracle 1999/09/03\]](#)

This is not considered an Island and cannot be used as a target or an enabler for spells which require Islands. [\[Arab FAQ 1994/01/05\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### Island Sanctuary:

Info: Color=White Type=Enchantment Cost=1W ABUR45(R)

Text(5th+errata): If you would draw a card during your draw step, instead you may skip that draw. If you do, until the beginning of your next turn, only creatures with flying or islandwalk may attack you.

[\[Oracle 2000/10/24\]](#)

The ability is played as a replacement effect (see Rule T.10) right when you would draw a card due to a spell, ability, or the mandatory draw action during the draw step. [\[D'Angelo 2000/03/03\]](#)

You only have to skip one draw during your draw step to activate this. If you get multiple draws or you use a spell or ability during the draw step to draw extra cards, you can skip any one of those. [\[bethmo 1994/05/30\]](#)

Since the draw is replaced, you cannot use the same replaced draw to pay for other spells or abilities. [\[D'Angelo 2000/03/03\]](#)

This card does not count as an Island for any spell which expects Islands.

[\[bethmo 1994/04/01\]](#)

Once activated, the effect will continue until your next turn even if this card leaves play. [\[D'Angelo 1995/10/27\]](#)

You can choose to skip more than one draw during your draw step, but it has no additional effect if you do so. [\[D'Angelo 2000/04/06\]](#)

Note - Also see Landwalk, Rule A.27.

### Ivory Charm:

Info: Color=White Type=Instant Cost=W MI(C)

Text(MI+errata): Choose one - All creatures get -2/-0 until end of turn; or tap target creature; or prevent the next 1 damage that would be dealt to target creature or player this turn. [\[Oracle 1999/07/01\]](#)

Note - Also see Modal Spells and Abilities, Rule G.24.

### Ivory Cup:

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(U)

Text(6th/7th): Whenever a player plays a white spell, you may pay {1}. If you do, you gain 1 life.

### Ivory Gargoyle:

Info: Color=White Type=Creature - Gargoyle Cost=4W AL(R2)

Text(AL+errata): 2/2, Flying. ; When ~this~ is put into a graveyard from play, return it to play under owner's control at end of turn and skip your next draw step. ; {4}{W}: Remove ~this~ from the game. [\[Oracle 1999/07/23\]](#)

If more than one of these dies in a turn, the loss of draw steps adds up.

You do not get to skip just one draw step to pay off more than one Gargoyle death. [\[WotC Rules Team 1996/07/29\]](#)

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. [\[Aahz 1996/05/21\]](#)

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 step, 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. [\[Aahz 1996/06/18\]](#) 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 End of Turn step, it will come back into play at the end of the following turn. [\[D'Angelo 1999/08/01\]](#)

Note - Also see Skipping a Phase, Rule G.36.

### Ivory Guardians:

Info: Color=White Type=Creature - Guardian Cost=4WW LG(U1)/CH(U3)/5(U)

Text(5th): 3/3, Protection from Red. ; All Guardians get +1/+1 as long as an opponent controls a red permanent. [\[Oracle 1999/09/03\]](#)

Because the card says it gives +1/+1 to all Guardians if opponent has red permanents in play, this bonus also applies to the Guardian Beast (from Arabian Nights) and other cards which are of creature type Guardian. Not intentional, but true. [\[Aahz 1994/06/24\]](#)

Only gets the bonus once even if more than one other player has red permanents. [\[D'Angelo 1995/04/14\]](#)

Note - Also see Protection, Rule A.31.

#### **Ivory Mask:**

Info: Color=White Type=Enchantment Cost=2WW MM(R)  
Text(MM): You can't be the target of spells or abilities.

#### **Ivory Tower:**

Info: Color=Artifact Type=Artifact Cost=1 AQ(U3)/R4(R)  
Text(4th+errata): At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four. [\[Oracle 2001/08/24\]](#)

The amount of life is determined when effect is resolved and not when it is announced. [\[D'Angelo 1995/10/05\]](#)

If the total is less than zero, you neither gain nor lose life.

[\[D'Angelo 2001/08/31\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1994/05/02 until 1999/10/01.

Type 1.5 tournaments (see Rule D.14) banned this card until 1999/10/01.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01. Previously it was restricted since this format was created.

#### **Ivy Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=XG OD(R)  
Text(OD): 0/0. ; "this" comes into play with X +1/+1 counters on it.  
Note - Also see X Costs, Rule K.28.

#### **Ivy Seer:**

Info: Color=Green Type=Creature - Wizard Cost=3G UD(U)  
Text(UD): 1/1. ; {2}{G},{Tap}: Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.  
You can reveal zero cards and give +0/+0. [\[DeLaney 1999/06/01\]](#)

#### **Ixidor, Reality Sculptor:**

Info: Color=Blue Type=Creature - Wizard Legend Cost=3UU ON(R)  
Text(ON): 3/4. ; Face-down creatures get +1/+1. ; {2}{U}: Turn target face-down creature face up.  
When you turn a card face up, its controller does not have to pay its Morph cost. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Ixidor's Will:**

Info: Color=Blue Type=Instant Cost=2U ON(C)  
Text(ON): Counter target spell unless its controller pays {2} for each Wizard in play.

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#### **Jabari's Banner:**

Info: Color=Artifact Type=Artifact Cost=2 WL(U)  
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(R)



Text(MI+errata): Play ~this~ only after combat. ; Gain control of target nonartifact, nonblack creature that attacked you this turn and put a -1/-0 counter on it. [\[Oracle 2000/10/24\]](#)

#### Jackalope Herd:

Info: Color=Green Type=Creature - Beast Cost=3G EX(C)  
Text(EX+errata): 4/5. ; When you play a spell, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)  
The ability triggers when you announce a spell. [\[D'Angelo 1998/06/10\]](#)  
It will only return if it is still in play when the triggered ability resolves. [\[Barclay 1998/06/10\]](#)

#### Jackal Pup:

Info: Color=Red Type=Creature - Hound Cost=R TE(U)  
Text(TE+errata): 2/1. ; Whenever ~this~ is dealt damage, it deals that much damage to you. [\[Oracle 1999/05/01\]](#)

#### Jack-in-the-Mox:

Info: Color=Artifact Type=Artifact Cost=0 UG(R)  
Text(UG+errata): {Tap}: Roll a six-sided die. On a 1, sacrifice ~this~ and you lose 5 life. Otherwise, ~this~ has one of the following effects.  
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. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### Jacques le Vert:

Info: Color=Multi Type=Creature - Legend Cost=1WGR LG(R)  
Text(LG+errata): 3/2. ; Green creatures you control get +0/+2.  
[\[Oracle 1999/09/03\]](#)  
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.17.

#### Jaded Response:

Info: Color=Blue Type=Instant Cost=1U AP(C)  
Text(AP): Counter target spell if it shares a color with a creature you control.  
It does not check colors until it resolves. [\[Apocalypse FAQ 2001/05/24\]](#)

#### Jade Leech:

Info: Color=Green Type=Creature - Leech Cost=2GG IN(R)  
Text(IN): 5/5. ; Green spells you play cost {G} more to play.

#### Jade Monolith:

Info: Color=Artifact Type=Artifact Cost=4 ABUR456(R)  
Text(6th): {1}: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to you instead.

#### Jade Statue:

Info: Color=Artifact Type=Artifact Cost=4 ABU(U)  
Text(ABU+errata): {2}: ~this~ becomes a 3/6 artifact creature until end of combat. Play this ability only during combat. [\[Oracle 2001/08/24\]](#)  
It can only be a creature during combat phases and therefore it is difficult to get creature enchantments placed on it. [\[PPG Page 223\]](#)  
It is legal to power it up even if it is already a creature. This will have no additional effect since it will just change its base power/toughness to 3/6, which it already will be. It does not override other power/toughness changing effects. [\[D'Angelo 2000/03/03\]](#)  
It is subject to summoning sickness (see Rule G.37) and cannot attack unless it started your turn under your control. [\[WotC Rules Team 1994/04/01\]](#)  
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. [\[bethmo 1994/06/01\]](#) 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.  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Changing a Permanent's Type, Rule K.5.

#### **Jagged Lightning:**

Info: Color=Red Type=Sorcery Cost=3RR US(U)/P2(U)/ST(U)  
Text(US): ~this~ deals 3 damage to target creature and 3 damage to another target creature.

#### **Jalum Grifter:**

Info: Color=Red Type=Creature - Legend Cost=3RR UG(R)  
Text(UG+errata): 3/5. ; {1}{R},{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~. (Turn the cards face up when done.)

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

Choose the Grifter's target when its ability is announced.

[\[Barclay 1998/08/13\]](#)

You must show which card is which before you start. [\[QAS 1998/09/09\]](#)

The three cards are turned back face up at the end of the resolution.

[\[QAS 1998/09/09\]](#)

If Paul Daniels or David Copperfield is playing with this card, they are required to get a judge to do the card manipulation. [\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see Legendary Permanents, Rule K.17.

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

#### **Jalum Tome:**

Info: Color=Artifact Type=Artifact Cost=3 AQ(U2)/CH(U1)/567(R)/AT(F1)  
Text(7th): {2},{Tap}: Draw a card, then discard a card from your hand.

#### **Jamuraan Lion:**

Info: Color=White Type=Creature - Lion Cost=2W VI(C)  
Text(VI+errata): 3/1. ; {W},{Tap}: Target creature can't block this turn.

[\[Oracle 1999/07/01\]](#)

#### **Jandor's Ring:**

Info: Color=Artifact Type=Artifact Cost=6 AN(U2)/R(R)  
Text(AN/RV+errata): {2},{Tap},Discard from your hand the last card you drew this turn: Draw a card. [\[Oracle 2002/03/01\]](#)

If you do not have the card still in your hand, you cannot pay the cost.

[\[DeLaney 1998/07/02\]](#) There is currently no way to prove that it was the card you drew except to get a judge or 3rd party involved, or to put cards you draw aside until you decide whether or not to use this.

If you draw more than one card due to a spell or ability, you must discard the last one of those drawn. [\[DeLaney 2000/03/17\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Jandor's Saddlebags:**

Info: Color=Artifact Type=Artifact Cost=2 AN(U2)/R457(R)  
Text(5th/7th): {3},{Tap}: Untap target creature.

#### **Jangling Automaton:**

Info: Color=Artifact Type=Artifact Creature Cost=3 WL(C)  
Text(WL+errata): 3/2. ; Whenever ~this~ attacks, untap all creatures defending player controls.

#### **Jareth, Leonine Titan:**

Info: Color=White Type=Creature - Cat Giant Legend Cost=3WWW ON(R)  
Text(ON): 4/7. ; Whenever ~this~ blocks, it gets +7/+7 until end of turn. ; {W}: ~this~ gains protection from the color of your choice until end of turn.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Protection, Rule A.31.

**Jasmine Boreal:**

Info: Color=Multi Type=Creature - 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.17.

**Jasmine Seer:**

Info: Color=White Type=Creature - Wizard Cost=3W UD(U)

Text(UD): 1/1. ; {2}{W},{Tap}: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.

You can reveal zero cards and gain zero life. [\[DeLaney 1999/06/01\]](#)

**Jayemdae Tome:**

Info: Color=Artifact Type=Artifact Cost=4 ABUR4567(R)

Text(5th/6th/7th): {4},{Tap}: Draw a card.

Note - In 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=Creature - 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.17.

**Jerrard of the Closed Fist:**

Info: Color=Multi Type=Creature - 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.17.

**Jeska, Warrior Adept:**

Info: Color=Red Type=Creature - Barbarian Legend Cost=2RR JU(R)

Text(JU): 3/1, First Strike, Haste. ; {Tap}: ~this~ deals 1 damage to target creature or player.

Note - Also see First Strike, Rule A.18.

Note - Also see Haste, Rule A.22.

Note - Also see Legendary Permanents, Rule K.17.

**Jester's Cap:**

Info: Color=Artifact Type=Artifact Cost=4 IA(R)/5(R)

Text(5th+errata): {2},{Tap},Sacrifice ~this~: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library. [\[Oracle 2000/10/24\]](#)

If the player has less than 3 cards in their library, just remove all the cards that are there. [\[D'Angelo 1997/05/13\]](#)

**Jester's Mask:**

Info: Color=Artifact Type=Artifact Cost=5 IA(R)

Text(IA+errata): ~this~ comes into play tapped. ;

{1},{Tap},Sacrifice ~this~: Target opponent puts his or her hand on top of his or her library. Search that library for as many cards as he or she put on top of it this way. That player puts those cards into his or her hand, then shuffles his or her library. [\[Oracle 2000/02/01\]](#)

**Jester's Sombrero:**

Info: Color=Artifact Type=Artifact Cost=2 UG(R)

Text(UG+errata): {2},{Tap},Sacrifice ~this~: Look through target player's sideboard and remove three cards from it for the remainder of the match. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

If there are fewer than three cards, remove all of them.

[\[Barclay 1998/08/13\]](#)

Cards return to the sideboard at the start of the next match.

[\[Barclay 1998/08/13\]](#)

Removing the card from your sideboard for the match does not make your deck illegal. See Rule U.3.6. [\[QAS 1998/09/09\]](#)

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(R)

Text(TE+errata): Black spells you play cost {1} less to play.

[\[Oracle 1999/05/01\]](#)

See Helm of Awakening for Rulings.

**Jeweled Amulet:**

Info: Color=Artifact Type=Artifact Cost=0 IA(U)

Text(IA+errata): {1},{Tap}: Put a charge counter on ~this~. Note what type of mana was used to pay this activation cost. Play this ability only if there are no charge counters on ~this~. ; {Tap}, Remove all charge counters from ~this~: Add one mana of the type last used to put a charge counter on ~this~ to your mana pool. Play this ability only if there are one or more charge counters on ~this~. [\[Oracle 2000/02/01\]](#)

If charged with colorless mana, it produces colorless mana.

[\[bethmo 1996/11/13\]](#)

If charged with mana that has restrictions on its use, the produced mana has the same restrictions. [\[D'Angelo 1996/11/14\]](#)

**Jeweled Bird:**

Info: Color=Artifact Type=Artifact Cost=1 AN(U3)/CH(U1)

Text(CH+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; {Tap}: Put ~this~ into the ante. If you do, put all other cards from your ante into your graveyard, then draw a card.

[\[Oracle 2001/08/24\]](#)

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! [\[Duelist Magazine #2, Page 15\]](#)

Type 1 tournaments (see Rule D.13) have banned this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

Note - The Arabian Nights version was of type Mono Artifact.

See Rule K.1.Ruling.2.

**Jeweled Spirit:**

Info: Color=White Type=Creature - Spirit Cost=3WW PY(R)

Text(PY): 3/3, Flying. ; Sacrifice two lands: ~this~ gains protection from artifacts or from the color of your choice until end of turn.

You choose the color (or artifacts) on resolution. [\[DeLaney 2000/05/29\]](#)

Note - Also see Protection, Rule A.31.

**Jeweled Torque:**

Info: Color=Artifact Type=Artifact Cost=2 MM(U)

Text(MM): As ~this~ comes into play, choose a color. ; Whenever a player plays a spell of the chosen color, you may pay {2}. If you do, you gain 2 life.

**Jhoira's Toolbox:**

Info: Color=Artifact Type=Artifact Creature Cost=2 UL(U)

Text(UL): 1/1 ; {2}: Regenerate target artifact creature.

**Jhovall Queen:**

Info: Color=White Type=Creature - Rebel Cost=4WW MM(R)

Text(MM): 4/7. ; Attacking doesn't cause ~this~ to tap.

**Jhovall Rider:**

Info: Color=White Type=Creature - Rebel Cost=4W MM(U)

Text(MM): 3/3, Trample.

Note - Also see Trample, Rule A.37.

**Jihad:**

Info: Color=White Type=Enchantment Cost=WWW AN(U2)

Text(AN+errata): As ~this~ comes into play, choose a color and an opponent. ; White creatures get +2/+1. ; When the chosen opponent controls no cards of the chosen color, sacrifice ~this~. [\[Oracle 2001/08/24\]](#)

Only one of the five basic colors can be chosen (see Rule G.3.1).

**[Arab FAQ 1994/01/05]**

In a multi-player game, it tracks only the chosen player. This is not changed even if this card changes controllers. **[D'Angelo 2001/08/31]**  
Extended tournaments (see Rule D.15) have always banned this card.

**Jilt:**

Info: Color=Blue Type=Instant Cost=1U AP(C)  
Text(AP): Kicker {1}{R}. ; Return target creature to its owner's hand. If you paid the kicker cost, ~this~ deals 2 damage to another target creature.  
Note - Also see Kicker, Rule A.24.

**Jinx:**

Info: Color=Blue Type=Instant Cost=1U HL(C1)  
Text(HL+errata): Target land's type becomes the basic land type of your choice until end of turn. ; Draw a card at the beginning of the next turn's upkeep. **[Oracle 2000/10/24]**  
Note - Also see Cantrips, Rule E.2.

**Jinxed Idol:**

Info: Color=Artifact Type=Artifact Cost=2 TE(R)  
Text(TE+errata): At the beginning of your upkeep, ~this~ deals 2 damage to you. ; Sacrifice a creature: Target opponent gains control of ~this~. (This effect doesn't end at end of turn.)  
**[Oracle 2000/10/24]**  
Your opponent can use the ability to give this card back to you.  
**[D'Angelo 1998/11/11]**

**Jinxed Ring:**

Info: Color=Artifact Type=Artifact Cost=2 SH(R)  
Text(SH+errata): Whenever a card is put into your graveyard from play, ~this~ deals 1 damage to you. ; Sacrifice a creature: Target opponent gains control of ~this~. (This effect doesn't end at end of turn.) **[Oracle 2000/10/24]**

**Johan:**

Info: Color=Multi Type=Creature - Legend Cost=3WGR LG(R)/CH(U1)  
Text(CH+errata): 5/4. ; At the beginning of your combat phase, you may have ~this~ gain "this can't attack" until end of combat. If you do, attacking doesn't cause creatures you control to tap this combat if ~this~ is untapped. **[Oracle 2002/10/01]**  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.

**Johtull Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=5G IA(U)/5(U)  
Text(5th+errata): 6/6. ; Whenever ~this~ becomes blocked by two or more creatures, it gets -2/-1 until end of turn for each creature blocking it beyond the first. **[Oracle 2000/02/01]**

**Jokulhaups:**

Info: Color=Red Type=Sorcery Cost=4RR IA(R)/56(R)  
Text(6th): Destroy all artifacts, creatures, and lands. They can't be regenerated.

**Jolrael, Empress of Beasts:**

Info: Color=Green Type=Creature - Spellshaper Legend Cost=3GG PY(R)  
Text(PY): 3/3. ; {2}{G},{Tap}, Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.  
Only affects lands the target player controls when the ability resolves.  
**[DeLaney 2000/05/29]**  
The lands retain their abilities. **[DeLaney 2000/05/29]**  
The lands do not get a creature type. **[DeLaney 2000/05/29]**  
Note - Also see Legendary Permanents, Rule K.17.

**Jolrael's Centaur:**

Info: Color=Green Type=Creature - Centaur Cost=1GG MI(C)  
 Text(MI+errata): 2/2, Flanking. ; ~this~ can't be the target of spells or abilities. [\[Oracle 1999/07/01\]](#)  
 Note - Also see Flanking, Rule A.19.

**Jolrael's Favor:**

Info: Color=Green Type=Enchant Creature Cost=1G PY(C)  
 Text(PY): You may play ~this~ any time you could play an instant. ;  
 {1}{G}: Regenerate enchanted creature.

**Jolt:**

Info: Color=Blue Type=Instant Cost=2U MI(C)  
 Text(MI): Tap or untap target artifact, creature, or land. ; Draw a card at the beginning of the next turn's upkeep.  
 Note - Also see Cantrips, Rule E.2.

**Jolting Merfolk:**

Info: Color=Blue Type=Creature - Merfolk Cost=2UU NE(U)  
 Text(NE): 2/2, Fading 4. ; Remove a fade counter from ~this~: Tap target creature.  
 Note - Also see Fading, Rule A.16.

**Joven:**

Info: Color=Red Type=Creature - Legend Cost=3RR HL(C1)  
 Text(HL): 3/3. ; {R}{R}{R},{Tap}: Destroy target noncreature artifact.  
 Note - Also see Legendary Permanents, Rule K.17.

**Joven's Ferrets:**

Info: Color=Green Type=Creature - Ferret Cost=G HL(C1)  
 Text(HL+errata): 1/1. ; Whenever ~this~ attacks, it gets +0/+2 until end of turn. ; At end of combat, tap all creatures that blocked ~this~ this turn. They don't untap during their controllers' next untap step.  
[\[Oracle 1999/11/01\]](#)

**Joven's Tools:**

Info: Color=Artifact Type=Artifact Cost=6 HL(U3)/5(U)  
 Text(5th+errata): {4},{Tap}: This turn, target creature can't be blocked except by Walls. [\[Oracle 1999/07/23\]](#)

**Jovial Evil:**

Info: Color=Black Type=Sorcery Cost=2B LG(R)  
 Text(LG+errata): ~this~ deals X damage to target opponent, where X is twice the number of white creatures that player controls.  
[\[Oracle 2002/05/20\]](#)  
 Extended tournaments (see Rule D.15) have always banned this card.

**Juggernaut:**

Info: Color=Artifact Type=Artifact Creature Cost=4 ABUR(U)  
 Text(ABU/RV+errata): 5/3. ; ~this~ attacks each turn if able. ; ~this~ can't be blocked by Walls. [\[Oracle 1999/09/03\]](#)  
 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. [\[bethmo 1994/04/01\]](#)  
 There is no penalty if for some reason the Juggernaut cannot attack, but if it can attack you must do so. [\[bethmo 1994/08/05\]](#)  
 Type 1.5 tournaments (see Rule D.14) banned this card until 1997/10/01. It is currently unrestricted.  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Must Attack, Rule C.7.

**Juju Bubble:**

Info: Color=Artifact Type=Artifact Cost=1 VI(U)  
 Text(VI+errata): Cumulative Upkeep - {1}. ; When you play a card, sacrifice ~this~. ; {2}: You gain 1 life. [\[Oracle 1999/07/01\]](#)  
 The text "play a card" means to play a land or to announce any kind of spell. [\[bethmo 1997/02/25\]](#) 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. [\[D'Angelo 1997/02/18\]](#)

Does not care if you use an ability which puts something into play.

[\[DeLaney 1997/02/02\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### **Jumbo Imp:**

Info: Color=Black Type=Creature - Imp Cost=2B UG(U)

Text(UG+errata): 0/0, Flying. ; As ~this~ comes into play, roll a six-sided die. ~this~ comes into play with a number of +1/+1 counters on it equal to the die roll. ; At the beginning of 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.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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(C)

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.4.8. [\[D'Angelo 1994/04/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Jungle Barrier:**

Info: Color=Multi Type=Creature - Wall Cost=2GU AP(U)

Text(AP): 2/6. (Walls can't attack.) ; When ~this~ comes into play, draw a card.

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

### **Jungle Basin:**

Info: Color=Land Type=Land Cost=None VI(U)

Text(VI+errata): If ~this~ would come into play, return an untapped forest you control to its owner's hand instead. If you do, put ~this~ into play tapped. If you don't, put it into its owner's graveyard. ; {Tap}: Add {G} and one colorless mana to your mana pool. [\[Oracle 2000/10/24\]](#)

When played from your hand, it counts as your playing of a land this turn.

This is because it replaces the effect of putting the land into play. It does not replace the announcement of playing a land.

[\[WotC Rules Team 2000/01/11\]](#)

### **Jungle Lion:**

Info: Color=Green Type=Creature - Lion Cost=G PT(C)

Text(PT): 2/1. ; ~this~ can't intercept.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ can't block." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Lion. [\[D'Angelo 2000/06/05\]](#)

### **Jungle Patrol:**

Info: Color=Green Type=Creature - Soldier Cost=3G MI(R)

Text(MI+errata): 3/2. ; {1}{G},{Tap}: Put a 0/1 green Wood Wall creature token into play. (Walls can't attack.) ; Sacrifice a Wood Wall: Add {R} to your mana pool. [\[Oracle 2002/10/01\]](#)

Note - Also see Token Creatures, Rule K.25.

### **Jungle Troll:**

Info: Color=Multi Type=Creature - Troll Cost=1RG MI(U)

Text(MI+errata): 2/1. ; {R}: Regenerate ~this~. ; {G}: Regenerate ~this~.

[\[Oracle 1998/07/01\]](#)

### **Jungle Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=3GG MI(C)

Text(MI+errata): 5/5. ; Whenever ~this~ becomes blocked by two or more creatures, it gets -1/-1 until end of turn for each creature blocking it beyond the first. [\[Oracle 2000/10/24\]](#)

#### **Juniper Order Advocate:**

Info: Color=White Type=Creature - Knight Cost=2W AL(U2)  
Text(AL+errata): 1/2. ; Green creatures you control get +1/+1 as long as ~this~ is untapped. [\[Oracle 1999/07/23\]](#)

#### **Juniper Order Druid:**

Info: Color=Green Type=Creature - Cleric Cost=2G IA(C)  
Text(IA+errata): 1/1. ; {Tap}: Untap target land. [\[Oracle 2000/02/01\]](#)

#### **Junk Diver:**

Info: Color=Artifact Type=Artifact Creature Cost=3 UD(R)  
Text(UD): 1/1, Flying. ; When ~this~ is put into a graveyard from play, return another target artifact card from your graveyard to your hand. If there are no artifacts other than this card in your graveyard at announcement, then the ability cannot be played. If there are none on resolution, the ability does nothing. [\[DeLaney 1999/06/08\]](#)

#### **Junk Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 OD(R)  
Text(OD): 0/0. ; ~this~ comes into play with three +1/+1 counters on it. ; At the beginning of your upkeep, sacrifice ~this~ unless you remove a +1/+1 counter from it. ; {1}, Discard a card from your hand: Put a +1/+1 counter on ~this~.

#### **Juntu Stakes:**

Info: Color=Artifact Type=Artifact Cost=2 IN(R)  
Text(IN): Creatures with power 1 or less don't untap during their controllers' untap steps.

#### **Junun Efreet:**

Info: Color=Black Type=Creature - Efreet Cost=1BB AN(U2)/4(U)  
Text(4th+errata): 3/3, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {B}{B}. [\[Oracle 1999/09/03\]](#)  
You choose whether to sacrifice or pay during resolution.

[\[D'Angelo 2000/02/25\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Just Fate:**

Info: Color=White Type=Sorcery Cost=2W P2(R)  
Text(P2): Play ~this~ only after you're attacked, before you declare blockers. ; Destroy any one attacking creature.  
When played under non-Portal rules, the text should be read as an Instant that reads "Play ~this~ only during an opponent's declare attackers step. ; Destroy target attacking creature." [\[D'Angelo 2000/07/29\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Justice:**

Info: Color=White Type=Enchantment Cost=2WW IA(U)/5(U)  
Text(5th+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {W}{W}. ; Whenever a red creature or spell deals damage, ~this~ deals that much damage to that creature's or spell's controller. [\[Oracle 2000/02/01\]](#)

The damage done by Justice is done as a triggered ability, which is added to the stack just after the red creature or spell deals its damage.

[\[D'Angelo 2000/03/03\]](#)

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).

[\[Duelist Magazine #7, Page 100\]](#)

**Juxtapose:**

Info: Color=Blue Type=Sorcery Cost=3U LG(R)/CH(U1)/56(R)

Text(6th+errata): You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one. (This effect doesn't end at end of turn.) [\[Oracle 2002/03/01\]](#)

The choices of what to exchange are made on resolution. They are not made on announcement. [\[bethmo 1996/12/07\]](#)

Must trade creatures and artifacts if possible, but can trade just one kind or neither kind if none are available to trade. [\[Aahz 1994/06/16\]](#)

Does not target either creature. So the spell allows you to choose creatures with Protection from Blue when making the choice of highest cost creatures. [\[Aahz 1995/10/24\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

**Juzam Djinn:**

Info: Color=Black Type=Creature - Djinn Cost=2BB AN(U2)

Text(AN+errata): 5/5. ; At the beginning of your upkeep, ~this~ deals 1 damage to you. [\[Oracle 1999/09/03\]](#)

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

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**Kaboom!:**

Info: Color=Red Type=Sorcery Cost=4R ON(R)

Text(ON): Choose any number of target players. For each of those players, reveal cards from the top of your library until you reveal a nonland card. ~this~ deals damage equal to that card's converted mana cost to that player, then you put the revealed cards on the bottom of your library in any order.

If all the cards in your library are lands, this card deals zero damage.

[\[Onslaught FAQ 2002/09/24\]](#)

If you target more than one player, you do the whole thing for each player and you do each player in turn order. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

**Kaervek's Hex:**

Info: Color=Black Type=Sorcery Cost=3B MI(U)

Text(MI): ~this~ deals 1 damage to each nonblack creature and an additional 1 damage to each green creature.

**Kaervek's Purge:**

Info: Color=Multi Type=Sorcery Cost=XBR MI(U)

Text(MI+errata): Destroy target creature with converted mana cost equal to X. If that creature is put into a graveyard this way, ~this~ deals damage equal to the creature's power to the creature's controller.

[\[Oracle 1999/07/01\]](#)

Note - Also see X Costs, Rule K.28.

**Kaervek's Spite:**

Info: Color=Black Type=Instant Cost=BBB VI(R)

Text(VI+errata): As an additional cost to play ~this~, sacrifice all permanents you control and discard your hand. ; Target player loses 5 life. [\[Oracle 1999/07/01\]](#)

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. [\[D'Angelo 1997/01/28\]](#)

As always, you cannot sacrifice things you do not control.

[\[Duelist Magazine #17, Page 30\]](#)

**Kaervek's Torch:**

Info: Color=Red Type=Sorcery Cost=XR MI(C)

Text(MI+errata): As long as ~this~ is on the stack, spells that target it cost {2} more to play. ; ~this~ deals X damage to target creature or

player. [\[Oracle 2003/02/01\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Kamahl, Fist of Krosa:**

Info: Color=Green Type=Creature - Druid Legend Cost=4GG ON(R)  
Text(ON): 4/3. ; {G}: Target land becomes a 1/1 creature until end of turn.  
It's still a land. ; {2}{G}{G}{G}: Creatures you control get +3/+3 and gain trample until end of turn.  
The second ability only applies to creatures you control at the time it resolves. [\[Onslaught FAQ 2002/09/24\]](#)  
This card can be in play at the same time as Kamahl, Pit Fighter.  
[\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Trample, Rule A.37.

#### **Kamahl, Pit Fighter:**

Info: Color=Red Type=Creature - Barbarian Legend Cost=4RR OD(R)  
Text(OD): 6/1, Haste. ; {Tap}: ~this~ deals 3 damage to target creature or player.  
This card is of creature type Barbarian and of type Legend.  
[\[D'Angelo 2001/10/10\]](#)  
This card can be in play at the same time as Kamahl, Fist of Krosa.  
[\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Haste, Rule A.22.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Kamahl's Desire:**

Info: Color=Red Type=Enchant Creature Cost=1R OD(C)  
Text(OD): Enchanted creature has first strike. ; Threshold - Enchanted creature gets +3/+0. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Threshold, Rule A.36.

#### **Kamahl's Sledge:**

Info: Color=Red Type=Sorcery Cost=5RR TO(C)  
Text(TO): ~this~ deals 4 damage to target creature. ; Threshold - Instead ~this~ deals 4 damage to that creature and 4 damage to that creature's controller. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Kamahl's Summons:**

Info: Color=Green Type=Sorcery Cost=3G ON(U)  
Text(ON): Each player may reveal any number of creature cards from his or her hand. Then each player puts a 2/2 green Bear creature token into play for each card he or she revealed this way.  
Note - Also see Token Creatures, Rule K.25.

#### **Kangee, Aerie Keeper:**

Info: Color=Multi Type=Creature - Legend Cost=2WU IN(R)  
Text(IN): 2/2, Flying. ; Kicker {2}{X} (You may pay an additional {2}{X} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, put X feather counters on it. ; All Birds get +1/+1 for each feather counter on ~this~.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.  
Note - Also see Legendary Permanents, Rule K.17.

#### **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 its owner's hand. [\[Oracle 1999/09/03\]](#)  
Only targets creatures of type Legend, not Legendary Lands and such.  
[\[D'Angelo 1997/10/11\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

**Karma:**

Info: Color=White Type=Enchantment Cost=2WW ABUR45(U)

Text(5th+errata): At the beginning of each player's upkeep, ~this~ deals to that player damage equal to the number of swamps he or she controls.

[Oracle 2000/02/01]

Amount of damage is determined when effect is resolved and not when it is placed on the stack. [D'Angelo 1995/10/05]

**Karmic Guide:**

Info: Color=White Type=Creature - Spirit Cost=3WW UL(R)

Text(UL+errata): 2/2, Flying, Protection from Black. ; Echo ; When ~this~ comes into play, if you played it from your hand, return target creature card from your graveyard to play. [Oracle 1999/07/21]

The errata makes it so you only get to return a card from the graveyard if it comes into play by being cast from your hand. It does not return a card if put into play as the effect of a spell or ability, even if it is played from your hand. [DCI Tournament Update 1999/06/01]

A "creature card" is an Artifact Creature or Creature card.

[D'Angelo 1999/05/01] Older cards of type Summon also count.

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

Note - Also see Echo, Rule A.14.

Note - Also see Protection, Rule A.31.

**Karmic Justice:**

Info: Color=White Type=Enchantment Cost=2W OD(R)

Text(OD): Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls.

Karmic Justice will not trigger off of its ability destroying a permanent since you destroy the permanent and you are not one of your opponents.

[D'Angelo 2001/10/18]

If an opponent destroys Karmic Justice, it will trigger on its own destruction. [Jordan 2001/10/14]

A spell or ability that asks for a sacrifice will not trigger this card.

[Odyssey FAQ 2001/10/04]

Karmic Justice will not trigger if an opponent's spell or ability causes your permanent to be destroyed indirectly. For example, if the spell caused an ability you control to trigger, and thereby destroy your permanent. [D'Angelo 2002/04/20]

**Karn, Silver Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Legend Cost=5 US(R)

Text(US+errata): 4/4. ; Whenever ~this~ blocks or becomes blocked, it gets -4/+4 until end of turn. ; {1}: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (That artifact retains its abilities.) [Oracle 1999/05/01]

The blocking ability triggers only once no matter how many blockers are declared. [bethmo 1998/10/12] Using Choking Vines only triggers the ability if Karn was not blocked before. [bethmo 1998/10/12]

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Legendary Permanents, Rule K.17.

**Karn's Touch:**

Info: Color=Blue Type=Instant Cost=UU MM(R)

Text(MM): Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

Note - Also see Converted Mana Cost, Rule K.8.

**Karona, False God:**

Info: Color=Multi Type=Creature - Legend Cost=1WUBRG SC(R)

Text(SC): 5/5, Haste. ; At the beginning of each player's upkeep, that player untaps ~this~ and gains control of it. ; Whenever ~this~ attacks, creatures of the type of your choice get +3/+3 until end of turn.

**Karona's Zealot:**

Info: Color=White Type=Creature - Cleric Cost=4W SC(U)

Text(SC): 2/5. ; Morph {3}{W}{W}. ; When ~this~ is turned face up, all damage that would be dealt to it this turn is dealt to target creature instead.

+ *If the targeted creature leaves play or stops being a creature before the damage would be dealt, then the damage is not redirected.*

[Scourge FAQ 2003/05/30] *For example, if you choose a 1/1 creature, then this card would take 3 damage, all 3 is directed to the 1/1 creature, which then dies. If this card would take an additional 3 damage later in the turn, the 1/1 creature is no longer in play so the damage is not redirected.* [D'Angelo 2003/05/30]

+ *Note - Also see Morph, Rule A.29.*

**Karoo:**

Info: Color=Land Type=Land Cost=None VI(U)

Text(VI+errata): If ~this~ would come into play, return an untapped plains you control to its owner's hand instead. If you do, put ~this~ into play tapped. If you don't, put it into its owner's graveyard. ; {Tap}: Add {W} and one colorless mana to your mana pool. [Oracle 2000/10/24]

When played from your hand, it counts as your playing of a land this turn.

This is because it replaces the effect of putting the land into play. It does not replace the announcement of playing a land.

[WotC Rules Team 2000/01/11]

**Karoo Meerkat:**

Info: Color=Green Type=Creature - Meerkat Cost=1G MI(U)

Text(MI): 2/1, Protection from Blue.

Note - Also see Protection, Rule A.31.

**Karplusan Forest:**

Info: Color=Land Type=Land Cost=None IA(R)/567(R)

Text(5th/6th/7th): {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:**

Info: Color=Red Type=Creature - Giant Cost=6R IA(U)

Text(IA+errata): 3/3. ; Tap an untapped snow-covered land you control: ~this~ gets +1/+1 until end of turn. [Oracle 2000/02/01]

**Karplusan Yeti:**

Info: Color=Red Type=Creature - Yeti Cost=3RR IA(R)

Text(IA+errata): 3/3. ; {Tap}: ~this~ deals damage equal to its power to target creature. That creature deals damage equal to its power to ~this~.

[Oracle 2000/02/01]

Note - See Tracker for rulings.

**Kasimir the Lone Wolf:**

Info: Color=Multi Type=Creature - 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.17.

**Katabatic Winds:**

Info: Color=Green Type=Enchantment Cost=2G VI(R)

Text(VI+errata): Phasing. ; Creatures with flying can't attack, block, or use any ability that includes {Tap} in the activation cost.

Note - Also see Phasing, Rule A.30.

**Kavu Aggressor:**

Info: Color=Red Type=Creature - Kavu Cost=2R IN(C)

Text(IN): 3/2. ; Kicker {4} (You may pay an additional {4} as you play this spell.) ; ~this~ can't block. ; If you paid the kicker cost, ~this~ comes into play with a +1/+1 counter on it.

Note - Also see Kicker, Rule A.24.

**Kavu Chameleon:**



Info: Color=Green Type=Creature - Kavv Cost=3GG IN(U)  
Text(IN): 4/4. ; ~this~ can't be countered. ; {G}: ~this~ becomes the color of your choice until end of turn.  
Counterspells can be played that target it, but when they resolve they simply don't counter it since it can't be countered.  
[\[Invasion FAQ 2000/10/03\]](#)  
The new color replaces all previous colors (see Rule K.7.5).  
[\[Invasion FAQ 2000/10/03\]](#)

#### **Kavv Climber:**

Info: Color=Green Type=Creature - Kavv Cost=3GG IN(C)  
Text(IN): 3/3. ; When ~this~ comes into play, draw a card.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Kavv Glider:**

Info: Color=Red Type=Creature - Kavv Cost=2R AP(C)  
Text(AP): 2/1. ; {W}: ~this~ gets +0/+1 until end of turn. ; {U}: ~this~ gains flying until end of turn.

#### **Kavv Howler:**

Info: Color=Green Type=Creature - Kavv Cost=4GG AP(U)  
Text(AP): 4/5. ; When ~this~ comes into play, reveal the top four cards of your library. Put all Kavv cards revealed this way into your hand and the rest on the bottom of your library.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Kavv Lair:**

Info: Color=Green Type=Enchantment Cost=2G IN(R)  
Text(IN): Whenever a creature with power 4 or greater comes into play, its controller draws a card.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Kavv Mauler:**

Info: Color=Green Type=Creature - Kavv Cost=4GG AP(R)  
Text(AP): 4/4, Trample. ; Whenever ~this~ attacks, it gets +1/+1 until end of turn for each other attacking Kavv.  
Note - Also see Trample, Rule A.37.

#### **Kavv Monarch:**

Info: Color=Red Type=Creature - Kavv Cost=2RR IN(R)  
Text(IN): 3/3. ; All Kavv have trample. ; Whenever another Kavv comes into play, put a +1/+1 counter on ~this~.  
Does give itself Trample, but does not give itself a +1/+1 counter.  
[\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Trample, Rule A.37.

#### **Kavv Recluse:**

Info: Color=Red Type=Creature - Kavv Cost=2R PS(C)  
Text(PS): 2/2. ; {Tap}: Target land becomes a forest until end of turn.

#### **Kavv Runner:**

Info: Color=Red Type=Creature - Kavv Cost=3R IN(U)  
Text(IN): 3/3. ; ~this~ has haste as long as no opponent controls a white or blue creature.  
Note - Also see Haste, Rule A.22.

#### **Kavv Scout:**

Info: Color=Red Type=Creature - Kavv Cost=2R IN(C)  
Text(IN): 0/2. ; ~this~ gets +1/+0 for each basic land type among lands you control.

#### **Kavv Titan:**

Info: Color=Green Type=Creature - Kavv Cost=1G IN(R)  
Text(IN): 2/2. ; Kicker {2}{G} (You may pay an additional {2}{G} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with three +1/+1 counters on it and has trample.

If the kicker cost is paid, it comes into play with trample and will keep this ability until it leaves play. [\[D'Angelo 2000/10/14\]](#)

Note - Also see Kicker, Rule A.24.

Note - Also see Trample, Rule A.37.

#### **Kaysa:**

Info: Color=Green Type=Creature - Legend Cost=3GG AL(R2)

Text(AL+errata): 2/3. ; Green creatures you control get +1/+1.

[\[Oracle 1999/07/23\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Keeneye Aven:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=3U LE(C)

Text(LE): 2/3, Flying. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### **Keen-Eyed Archers:**

Info: Color=White Type=Creature - Soldier Cost=2W PT(C)

Text(PT): 2/2. ; ~this~ can intercept as though it had flying.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ may block as though it had flying." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Soldier. [\[D'Angelo 2000/06/05\]](#)

#### **Keeper of Kookus:**

Info: Color=Red Type=Creature - Goblin Cost=R VI(C)

Text(VI+errata): 1/1. ; {R}: ~this~ gains protection from red until end of turn. [\[Oracle 1999/07/01\]](#)

Note - This card is referred to by Kookus.

Note - Also see Protection, Rule A.31.

#### **Keeper of the Beasts:**

Info: Color=Green Type=Creature - Wizard Cost=GG EX(U)

Text(EX+errata): 1/2. ; {G},{Tap}: Put a 2/2 green Beast creature token into play. Play this ability only if an opponent controls more creatures than you. [\[Oracle 1999/05/01\]](#)

Does not target an opponent. It works if any opponent controls more creatures than you. [\[D'Angelo 1999/06/01\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Keeper of the Dead:**

Info: Color=Black Type=Creature - Wizard Cost=BB EX(U)

Text(EX+errata): 1/2. ; {B},{Tap}: Destroy target nonblack creature controlled by an opponent with as least two fewer creature cards in his or her graveyard than you. [\[Oracle 2001/05/02\]](#)

The check if you have at least 2 more creature cards in your graveyard than the creature's controller has is a targeting condition made when announcing and resolving the ability. [\[D'Angelo 2001/03/17\]](#)

#### **Keeper of the Flame:**

Info: Color=Red Type=Creature - Wizard Cost=RR EX(U)

Text(EX+errata): 1/2. ; {R},{Tap}: ~this~ deals 2 damage to target opponent with more life than you. [\[Oracle 2001/05/02\]](#)

A different opposing player may be targeted each time the ability is played. [\[bethmo 1998/06/11\]](#)

#### **Keeper of the Light:**

Info: Color=White Type=Creature - Wizard Cost=WW EX(U)

Text(EX+errata): 1/2. ; {W},{Tap}: You gain 3 life. Play this ability only if you have less life than an opponent. [\[Oracle 1999/05/01\]](#)

Does not target an opponent. The ability can be played if any opponent has more life than you. [\[D'Angelo 1999/06/01\]](#)

#### **Keeper of the Mind:**

Info: Color=Blue Type=Creature - Wizard Cost=UU EX(U)

Text(EX+errata): 1/2. ; {U},{Tap}: Draw a card. Play this ability only if an opponent has at least two more cards in hand than you.

[Oracle 2001/05/02]

Does not target an opponent. The ability can be played if any opponent has more cards in hand than you. [D'Angelo 1999/06/01]

#### **Keeper of the Nine Gales:**

Info: Color=Blue Type=Creature - Bird Wizard Cost=2U LE(R)

Text(LE): 1/2

Flying. {Tap}, Tap two untapped Birds you control: Return target permanent to its owner's hand.

#### **Keeper of Tresserhorn:**

Info: Color=Black Type=Creature - Keeper Cost=5B AL(R2)

Text(AL+errata): 6/6. ; Whenever ~this~ attacks and isn't blocked, it deals no combat damage this turn and defending player loses 2 life.

[Oracle 1999/07/23]

The ability triggers on declaration of blockers if the criteria is met.

[D'Angelo 1999/08/01]

#### **Keepers of the Faith:**

Info: Color=White Type=Creature - Keeper Cost=1WW LG(C2)/CH(C3)

Text(LG/CH): 2/3.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Keep Watch:**

Info: Color=Blue Type=Instant Cost=2U JU(C)

Text(JU): Draw a card for each attacking creature.

#### **Kei Takahashi:**

Info: Color=Multi Type=Creature - Legend Cost=2WG LG(R)/CH(C1)

Text(CH+errata): 2/2. ; {Tap}: Prevent the next 2 damage that would be dealt to target creature this turn. [Oracle 1999/09/03]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

#### **Keldon Arsonist:**

Info: Color=Red Type=Creature - Soldier Cost=2R PY(U)

Text(PY): 1/1. ; {1}, Sacrifice two lands: Destroy target land.

#### **Keldon Battlewagon:**

Info: Color=Artifact Type=Artifact Creature Cost=5 PY(R)

Text(PY): 0/3, Trample. ; ~this~ cant block. ; When ~this~ attacks, sacrifice it at end of combat. ; Tap an untapped creature you control: ~this~ gets +X/+0 until end of turn, where X is the tapped creature's power.

Note - Also see Trample, Rule A.37.

#### **Keldon Berserker:**

Info: Color=Red Type=Creature - Soldier Cost=3R PY(C)

Text(PY): 2/3. ; Whenever ~this~ attacks, if you control no untapped lands, it gets +3/+0 until end of turn.

#### **Keldon Champion:**

Info: Color=Red Type=Creature - Barbarian Cost=2RR UD(U)

Text(UD): 3/2, Haste. ; Echo. ; When ~this~ comes into play, it deals 3 damage to target player.

Note - Also see Echo, Rule A.14.

Note - Also see Haste, Rule A.22.

#### **Keldon Firebombers:**

Info: Color=Red Type=Creature - Soldier Cost=3RR PY(R)

Text(PY): 3/3. ; When ~this~ comes into play, each player sacrifices all lands he or she controls except for three.

#### **Keldon Mantle:**

Info: Color=Red Type=Enchant Creature Cost=1R PS(C)

Text(PS): {B}: Regenerate enchanted creature. ; {R}: Enchanted creature gets +1/+0 until end of turn. ; {G}: Enchanted creature gains trample until end of turn.

Note - Also see Trample, Rule A.37.

#### **Keldon Necropolis:**

Info: Color=Land Type=Legendary Land Cost=None IN(R)

Text(IN): {Tap}: Add one colorless mana to your mana pool. ; {4}{R},{Tap}, Sacrifice a creature: ~this~ deals 2 damage to target creature or player.

Note - Also see Legendary Permanents, Rule K.17.

#### **Keldon Twilight:**

Info: Color=Multi Type=Enchantment Cost=1BR PS(R)

Text(PS): At the end of each player's turn, if no creatures attacked that turn, that player sacrifices a creature he or she controlled since the beginning of the turn.

#### **Keldon Vandals:**

Info: Color=Red Type=Creature - Townsfolk Cost=2R UD(C)

Text(UD): 4/1. ; Echo. ; When ~this~ comes into play, destroy target artifact.

Can be played if there are no artifacts to target. [\[D'Angelo 1999/06/01\]](#)

If there are no artifacts, then the comes into play ability cannot be played since there is no legal target. [\[DeLaney 1999/06/08\]](#)

Note - Also see Echo, Rule A.14.

#### **Keldon Warlord:**

Info: Color=Red Type=Creature - Lord Cost=2RR ABUR45(U)

Text(5th+errata): \*/\*. ; ~this~'s power and toughness are each equal to the number of non-Wall creatures you control. [\[Oracle 2000/02/01\]](#)

The power/toughness adjusts itself as a continuous effect that is recalculated after each effect resolves or anything happens which might change it. [\[D'Angelo 1994/06/01\]](#)

#### **Kelsinko Ranger:**

Info: Color=White Type=Creature - Ranger Cost=W IA(C)

Text(IA): 1/1. ; {1}{W}: Target green creature gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

#### **Kezzerdrix:**

Info: Color=Black Type=Creature - Beast Cost=2BB TE(R)

Text(TE+errata): 4/4, First Strike. ; At the beginning of your upkeep, if your opponents control no creatures, ~this~ deals 4 damage to you.

[\[Oracle 1999/05/01\]](#)

Note - Also see First Strike, Rule A.18.

#### **Khabal Ghoul:**

Info: Color=Black Type=Creature - Ghoul Cost=2B AN(U3)

Text(AN+errata): 1/1. ; At end of turn, put a +1/+1 counter on ~this~ for each creature put into a graveyard from play this turn.

[\[Oracle 1999/09/03\]](#)

Can collect counters for creatures that died during the turn in which it enters play, even if it enters play after they die. [\[bethmo 1994/06/01\]](#)

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

#### **Killer Bees:**

Info: Color=Green Type=Creature - Bee Cost=1GG LG(R)/45(U)

Text(LG/4th/5th+errata): 0/1, Flying. ; {G}: ~this~ gets +1/+1 until end of turn. [\[Oracle 1999/09/03\]](#)

#### **Killer Whale:**

Info: Color=Blue Type=Creature - Whale Cost=3UU EX(U)/BD(F1)

Text(EX): 3/5. ; {U}: ~this~ gains flying until end of turn.

#### **Kill Switch:**

Info: Color=Artifact Type=Artifact Cost=3 NE(R)

Text(NE): {2},{Tap}: Tap all other artifacts. They don't untap during their controllers' untap steps as long as ~this~ remains tapped.

Note that you cannot choose to leave this card tapped during your untap step (unless some other effect says so). [\[Nemesis FAQ 2000/02/07\]](#)

**+ Only the artifacts that it tried to tap when the ability resolved are prevented from untapping. Artifacts that enter play after that or permanents that become artifacts after that are not affected.**

[\[Barclay 2003/05/20\]](#)

### Kilnmouth Dragon:

Info: Color=Red Type=Creature - Dragon Cost=5RR LE(R)

Text(LE): 5/5, Flying. ; Amplify 3. ; {Tap}: ~this~ deals damage equal to the number of +1/+1 counters on it to target creature or player.

Note - Also see Amplify, Rule A.7.

### Kindle:

Info: Color=Red Type=Instant Cost=1R TE(C)

Text(TE+errata): ~this~ deals to target creature or player damage equal to the number of cards named Kindle in all graveyards plus 2.

[\[Oracle 2001/08/24\]](#)

Counts the Kindles in graveyard on resolution. [\[bethmo 1998/04/03\]](#)

### King Cheetah:

Info: Color=Green Type=Creature - Cheetah Cost=3G VI(C)

Text(VI+errata): 3/2 ; You may play ~this~ any time you could play an instant. [\[Oracle 1999/07/01\]](#)

### King Crab:

Info: Color=Blue Type=Creature - Crab Cost=4UU UL(U)

Text(UL+errata): 4/5 ; {1}{U},{Tap}: Put target green creature on top of its owner's library. [\[Oracle 1999/05/01\]](#)

### Kingfisher:

Info: Color=Blue Type=Creature - Bird Cost=3U UD(C)

Text(UD): 2/2, Flying. ; When ~this~ is put into a graveyard from play, draw a card.

### King's Assassin:

Info: Color=Black Type=Creature - Assassin Cost=1BB PT(R)

Text(PT): 1/1. ; On your turn, before you attack, you may tap ~this~ to destroy any one tapped creature.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "{Tap}: Destroy target tapped creature. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Assassin. [\[D'Angelo 2000/06/05\]](#)

### King Suleiman:

Info: Color=White Type=Creature - King Cost=1W AN(U2)

Text(AN+errata): 1/1. ; {Tap}: Destroy target Djinn or Efreet.

[\[Oracle 1999/09/03\]](#)

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

### Kird Ape:

Info: Color=Red Type=Creature - Ape Cost=R AN(C5)/R(C)/BD(F1)

Text(RV+errata): 1/1. ; ~this~ gets +1/+2 as long as you control a forest.

[\[Oracle 1998/07/01\]](#)

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

### Kirtar's Desire:

Info: Color=White Type=Enchant Creature Cost=W OD(C)

Text(OD): Enchanted creature can't attack. ; Threshold - Enchanted creature can't block. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Kirtar's Wrath:**

Info: Color=White Type=Sorcery Cost=4WW OD(R)  
 Text(OD): Destroy all creatures. They can't be regenerated. ; Threshold -  
 Instead destroy all creatures, then put two 1/1 white Spirit creature  
 tokens with flying into play. Creatures destroyed this way can't be  
 regenerated. (You have threshold if seven or more cards are in your  
 graveyard.)  
 Note - Also see Threshold, Rule A.36.  
 Note - Also see Token Creatures, Rule K.25.

**Kismet:**

Info: Color=White Type=Enchantment Cost=3W LG(U1)/456(U)  
 Text(6th+errata): Artifacts, creatures, and lands your opponents control  
 come into play tapped. [\[Oracle 1999/06/30\]](#)  
 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. [\[D'Angelo 1998/02/03\]](#)  
 It affects all opponents. [\[D'Angelo 1999/05/01\]](#)  
 It applies to cards and tokens that are put into play by an effect, as well  
 as ones that are played from the player's hand. [\[D'Angelo 1999/07/03\]](#)  
 It applies to cards and tokens put into play under your control by an  
 opponent's spell or ability. For example, with Flicker.  
[\[D'Angelo 1999/07/26\]](#)  
 Does not affect cards that phase in (see Rule G.27.10).  
[\[Duelist Magazine #19, Page 30\]](#)  
 Note - In Fifth Edition (and before) it affected just one opponent.

**Kiss of Death:**

Info: Color=Black Type=Sorcery Cost=4BB P2(U)  
 Text(P2): "this" deals 4 damage to your opponent. You gain 4 life.  
 When played under non-Portal rules, the text should be read as "this"  
 deals 4 damage to target opponent. You gain 4 life."  
[\[D'Angelo 2000/06/05\]](#)  
 All tournament formats have banned this card because it only appears in  
 Portal.

**Kithkin Armor:**

Info: Color=White Type=Enchant Creature Cost=W WL(C)  
 Text(WL+errata): Enchanted creature can't be blocked by creatures with  
 power 3 or greater. ; Sacrifice "this": The next time a source of your  
 choice would deal damage to enchanted creature this turn, prevent that  
 damage. [\[Oracle 1999/07/01\]](#)

**Kjeldoran Dead:**

Info: Color=Black Type=Creature - Skeleton Cost=B IA(C)/56(C)  
 Text(6th): 3/1. ; When "this" comes into play, sacrifice a creature. ;  
 {B}: Regenerate "this".  
 If you control 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.4) and not a cost.  
[\[Duelist Magazine #16, Page 25\]](#)  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - In Ice Age and Fifth Edition this card was of creature type Dead.

**Kjeldoran Elite Guard:**

Info: Color=White Type=Creature - Soldier Cost=3W IA(U)  
 Text(IA+errata): 2/2. ; {Tap}: Target creature gets +2/+2 until end of turn.  
 When that creature leaves play this turn, sacrifice "this". Play this  
 ability only during combat. [\[Oracle 2000/02/01\]](#)  
 Can be assigned as a blocker and then have its ability used.  
[\[WotC Rules Team 1995/06/15\]](#)

**Kjeldoran Escort:**

Info: Color=White Type=Creature - Soldier Cost=2WW AL(C3)  
 Text(AL): 2/3, Banding.  
 Note - Also see Banding, Rule A.8.



**Kjeldoran Frostbeast:**

Info: Color=Multi Type=Creature - Frostbeast Cost=3WG IA(U)  
Text(IA+errata): 2/4. ; Whenever ~this~ blocks or becomes blocked by a creature, destroy that creature at end of combat. [\[Oracle 2000/02/01\]](#)

**Kjeldoran Guard:**

Info: Color=White Type=Creature - Soldier Cost=1W IA(C)  
Text(IA+errata): 1/1. ; {Tap}: Target creature gets +1/+1 until end of turn. When that creature leaves play this turn, sacrifice ~this~. Play this ability only during combat and only if defending player controls no snow-covered lands. [\[Oracle 2000/02/01\]](#)  
Can be assigned as a blocker and then have its ability used.  
[\[WotC Rules Team 1995/06/15\]](#)

**Kjeldoran Home Guard:**

Info: Color=White Type=Creature - Soldier Cost=3W AL(U2)  
Text(AL+errata): 1/6. ; At end of combat, if ~this~ attacked or blocked this turn, put a -0/-1 counter on it and put a 0/1 white Deserter creature token into play. [\[Oracle 1999/11/01\]](#)  
The ability triggers at end of combat if this creature is still in play at that time. [\[D'Angelo 1999/08/01\]](#)  
Note - Also see Token Creatures, Rule K.25.

**Kjeldoran Knight:**

Info: Color=White Type=Creature - Knight Cost=WW IA(R)  
Text(IA+errata): 1/1, Banding. ; {1}{W}: ~this~ gets +1/+0 until end of turn. ; {W}{W}: ~this~ gets +0/+2 until end of turn. [\[Oracle 2000/02/01\]](#)  
Note - Also see Banding, Rule A.8.

**Kjeldoran Outpost:**

Info: Color=Land Type=Land Cost=None AL(R2)  
Text(AL+errata): If ~this~ would come into play, sacrifice a plains instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; {Tap}: Add {W} to your mana pool. ; {1}{W},{Tap}: Put a 1/1 white Soldier creature token into play. [\[Oracle 1999/11/01\]](#)  
You have to sacrifice a plains before this card is put into play. You have to do this no matter how it is put into play. [\[D'Angelo 1999/11/01\]](#)  
Note - Also see Token Creatures, Rule K.25.

**Kjeldoran Phalanx:**

Info: Color=White Type=Creature - Soldier Cost=5W IA(R)  
Text(IA): 2/5, Banding, First Strike.  
Note - Also see Banding, Rule A.8.  
Note - Also see First Strike, Rule A.18.

**Kjeldoran Pride:**

Info: Color=White Type=Enchant Creature Cost=1W AL(C1)  
Text(AL+errata): Enchanted creature gets +1/+2. ; {2}{U}: Move ~this~ to target creature. [\[Oracle 1999/11/01\]](#)  
The activated ability moves this card to a new permanent.  
[\[D'Angelo 1999/08/01\]](#)

**Kjeldoran Royal Guard:**

Info: Color=White Type=Creature - Soldier Cost=3WW IA(R)/567(R)  
Text(7th): 2/5. ; {Tap}: All combat damage that unblocked creatures would deal to you this turn is dealt to ~this~ instead.  
The effect only works as long as this card is in play. Once it leaves play, the effect can no longer redirect damage. [\[D'Angelo 1999/11/14\]](#)

**Kjeldoran Skycaptain:**

Info: Color=White Type=Creature - Soldier Cost=4W IA(U)/5(U)  
Text(IA/5th): 2/2, Banding, Flying, First Strike.  
Note - Also see Banding, Rule A.8.  
Note - Also see First Strike, Rule A.18.

**Kjeldoran Skyknight:**

Info: Color=White Type=Creature - Soldier Cost=2W IA(C)

Text(IA): 1/1, Banding, Flying, First Strike.

Note - Also see Banding, Rule A.8.

Note - Also see First Strike, Rule A.18.

#### **Kjeldoran Warrior:**

Info: Color=White Type=Creature - Hero Cost=W IA(C)

Text(IA): 1/1, Banding.

Note - Also see Banding, Rule A.8.

#### **Knight Errant:**

Info: Color=White Type=Creature - Knight Cost=1W

PT(C)/ST(C)/S2(F1)/7(C)

Text(ST/S2/7th): 2/2.

Note - The Portal version had no creature type.

#### **Knighthood:**

Info: Color=White Type=Enchantment Cost=2W UL(U)/7(U)

Text(7th): Creatures you control have first strike.

Note - Also see First Strike, Rule A.18.

#### **Knight of Dawn:**

Info: Color=White Type=Creature - Knight Cost=1WW TE(U)

Text(TE): 2/2, First Strike. ; {W}{W}: ~this~ gains protection from the color of your choice until end of turn.

Note - Also see First Strike, Rule A.18.

Note - Also see Protection, Rule A.31.

#### **Knight of Dusk:**

Info: Color=Black Type=Creature - Knight Cost=1BB TE(U)

Text(TE): 2/2. ; {B}{B}: Destroy target creature blocking ~this~.

#### **Knight of Stromgald:**

Info: Color=Black Type=Creature - Knight Cost=BB IA(U)/5(U)/AT(F1)

Text(5th+errata): 2/1, Protection from White. ; {B}{B}: ~this~ gets +1/+0 until end of turn. ; {B}: ~this~ gains first strike until end of turn.

[\[Oracle 2000/02/01\]](#)

Note - Also see Protection, Rule A.31.

#### **Knight of the Hokey Pokey:**

Info: Color=White Type=Creature - Knight Cost=WW UG(C)

Text(UG+errata): 2/2, First Strike. ; {1}{W}, Do the Hokey Pokey (Stand up, wiggle your butt, raise your hands above your head, and shake them wildly as you rotate 360 degrees): The next time a source of your choice would deal damage to ~this~ this turn, prevent that damage.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

For non-Americans, a "Butt" is the thing you sit on. [\[Barclay 1998/08/13\]](#)

Singing the song gains you no gameplay advantage, but gives you extra marks for artistic impression. [\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see First Strike, Rule A.18.

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

#### **Knight of the Mists:**

Info: Color=Blue Type=Creature - Knight Cost=2U VI(C)

Text(VI+errata): 2/2, Flanking. ; When ~this~ comes into play, you may pay {U}. If you don't, destroy target Knight. It can't be regenerated.

[\[Oracle 1999/07/01\]](#)

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.

[\[Visions FAQ 1997/02/16\]](#)

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

Note - Also see Flanking, Rule A.19.

#### **Knight of Valor:**

Info: Color=White Type=Creature - Knight Cost=2W VI(C)

Text(VI+errata): 2/2, Flanking. ; {1}{W}: Each creature without flanking

blocking ~this~ gets -1/-1 until end of turn. Use this ability only once each turn. [\[Oracle 1999/07/01\]](#)  
The second ability is not Flanking and is not removed by an effect that removes Flanking. [\[Duelist Magazine #17, Page 30\]](#)  
Note - Also see Flanking, Rule A.19.

#### **Knights of Thorn:**

Info: Color=White Type=Creature - Knight Cost=3W DK(U1)  
Text(DK): 2/2, Protection from Red, Banding.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Banding, Rule A.8.  
Note - Also see Protection, Rule A.31.

#### **Knowledge Vault:**

Info: Color=Artifact Type=Artifact Cost=4 LG(R)  
Text(LG+errata): When ~this~ leaves play, put all cards removed from the game with ~this~ into their owner's graveyard at end of turn. ;  
{2},{Tap}: Remove the top card of your library from the game face down. ;  
Sacrifice ~this~: Discard your hand, then put all cards removed from the game with ~this~ into their owner's hand. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Kobold Drill Sergeant:**

Info: Color=Red Type=Creature - Drill-Sergeant Cost=1R LG(U1)  
Text(LG+errata): 1/2. ; Kobolds you control get +0/+1 and have trample. [\[Oracle 1999/09/03\]](#)  
He is not a Kobold, so he does not give himself abilities. [\[Aahz 1994/07/15\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Trample, Rule A.37.

#### **Kobold Overlord:**

Info: Color=Red Type=Creature - Lord Cost=1R LG(R)  
Text(LG+errata): 1/2, First Strike. ; Kobolds you control have first strike. [\[Oracle 1999/09/03\]](#)  
He is not a Kobold, so he does not give himself abilities. [\[Aahz 1994/07/15\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see First Strike, Rule A.18.

#### **Kobolds of Kher Keep:**

Info: Color=Red Type=Creature - Kobold Cost=0 LG(C2)  
Text(LG+errata): 0/1. ; ~this~ is red. [\[Oracle 1999/09/03\]](#)  
The color setting text isn't an ability. [\[D'Angelo 2000/03/03\]](#)  
The mana cost is not a mistake. [\[D'Angelo 1994/08/01\]](#)  
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. [\[D'Angelo 1996/12/04\]](#) It used to be explanatory text and was not Sleightable.  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - This card is referred to by Rohgahh of Kher Keep.  
Note - Also see Crimson Kobolds and Crookshank Kobolds.

#### **Kobold Taskmaster:**

Info: Color=Red Type=Creature - Taskmaster Cost=1R LG(U1)  
Text(LG+errata): 1/2. ; Kobolds you control get +1/+0. [\[Oracle 1999/09/03\]](#)  
He is not a Kobold, so he does not give himself abilities. [\[Aahz 1994/07/15\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Kongming's Contraptions:**

Info: Color=White Type=Creature - Soldier Cost=3W P3(R)  
Text(P3): 2/4. ; After you're attacked, before you declare blockers, you may tap ~this~ to have it deal 2 damage to any one attacking creature.  
When played under non-Portal rules, the text should be read as  
"{Tap}: ~this~ deals 2 damage to target attacking creature. Play this ability only during an opponent's declare attackers step."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in

Portal.

### **Kongming, "Sleeping Dragon":**

Info: Color=White Type=Creature - Legend Cost=2WW P3(R)

Text(P3): 2/2. ; All your other creatures get +1/+1 as long as ~this~ is in play.

When played under non-Portal rules, the text should be read as "Other creatures you control get +1/+1." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

### **Kookus:**

Info: Color=Red Type=Creature - Djinn Cost=3RR VI(R)

Text(VI+errata): 3/5, Trample. ; At the beginning of your upkeep, if you don't control a creature named Keeper of Kookus, ~this~ deals 3 damage to you and attacks this turn if able. ; {R}: ~this~ gets +1/+0 until end of turn. [\[Oracle 2001/08/24\]](#)

Note - This card refers to Keeper of Kookus.

Note - Also see Trample, Rule A.37.

### **Kor Chant:**

Info: Color=White Type=Instant Cost=2W EX(C)

Text(EX+errata): All damage that would be dealt this turn to target creature you control from a source of your choice is dealt to another target creature instead. [\[Oracle 2000/02/01\]](#)

### **Kor Haven:**

Info: Color=Land Type=Legendary Land Cost=None NE(R)

Text(NE): {Tap}: Add one colorless mana to your mana pool. ;

{1}{W},{Tap}: Prevent all combat damage that would be dealt by target attacking creature this turn.

### **Kormus Bell:**

Info: Color=Artifact Type=Artifact Cost=4 ABUR4(R)

Text(4th+errata): All swamps are 1/1 creatures that are still lands.

[\[Oracle 2002/03/01\]](#)

The creatures are not black. [\[D'Angelo 2000/03/03\]](#)

It affects Swamps controlled by any and all players. [\[D'Angelo 1994/03/01\]](#)

The Swamps are both lands and creatures at the same time.

[\[D'Angelo 1994/03/01\]](#) They are affected by anything that affects either permanent type. For example, Wrath of God and Armageddon or Smoke and Winter Orb.

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 :-( [\[D'Angelo 1994/06/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Changing a Permanent's Type, Rule K.5.

### **Koskun Falls:**

Info: Color=Black Type=Enchant World Cost=2BB HL(U1)

Text(HL+errata): At the beginning of your upkeep, sacrifice ~this~ unless you tap an untapped creature you control. ; Each creature can't attack you unless its controller pays an additional {2}. (This cost is paid as attackers are declared.) [\[Oracle 1999/11/01\]](#)

Note - Also see Enchant World, Rule K.12.10.

### **Koskun Keep:**

Info: Color=Land Type=Land Cost=None HL(U3)

Text(HL+errata): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Add {R} to your mana pool. ; {2},{Tap}: Add {B} or {G} to your mana pool. [\[Oracle 1999/07/23\]](#)

### **Krakilin:**

Info: Color=Green Type=Creature - Beast Cost=XGG TE(U)

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. [\[D'Angelo 1997/11/28\]](#)

Note - Also see X Costs, Rule K.28.

#### **Krazy Kow:**

Info: Color=Red Type=Creature - Cow Cost=3R UG(C)

Text(UG+errata): 3/3. ; At the beginning of your upkeep, roll a six-sided die. On a 1, sacrifice ~this~ and it deals 3 damage to each creature and player. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

It won't damage itself since it is sacrificed first. [\[bethmo 1998/08/17\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Kris Mage:**

Info: Color=Red Type=Creature - Spellshaper Cost=R MM(C)

Text(MM): 1/1. ; {R},{Tap}, Discard a card from your hand: ~this~ deals 1 damage to target creature or player.

#### **Krosan Archer:**

Info: Color=Green Type=Creature - Centaur Cost=3G OD(C)

Text(OD): 2/3. ; ~this~ may block as though it had flying. ; {G}, Discard a card from your hand: ~this~ gets +0/+2 until end of turn.

#### **Krosan Avenger:**

Info: Color=Green Type=Creature - Druid Cost=2G OD(C)

Text(OD): 3/1, Trample. ; Threshold - {1}{G}: Regenerate ~this~. (Play this ability only if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

Note - Also see Trample, Rule A.37.

#### **Krosan Beast:**

Info: Color=Green Type=Creature - Squirrel Beast Cost=3G OD(R)

Text(OD): 1/1. ; Threshold - ~this~ gets +7/+7. (You have threshold as long as seven or more cards are in your graveyard.)

This card is of creature type Squirrel and of type Beast.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Threshold, Rule A.36.

#### **Krosan Cloudscraper:**

Info: Color=Green Type=Creature - Beast Mutant Cost=7GGG LE(R)

Text(LE): 13/13. ; Morph {7}{G}{G}. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}{G}.

Note - Also see Morph, Rule A.29.

#### **Krosan Colossus:**

Info: Color=Green Type=Creature - Beast Cost=6GGG ON(R)

Text(ON): 9/9. ; Morph {6}{G}{G}.

Note - Also see Morph, Rule A.29.

#### **Krosan Constrictor:**

Info: Color=Green Type=Creature - Snake Cost=3G TO(C)

Text(TO): 2/2, Swampwalk. ; {Tap}: Target black creature gets -2/-0 until end of turn.

Note - Also see Landwalk, Rule A.27.

#### **Krosan Drover:**

Info: Color=Green Type=Creature - Elf Cost=3G SC(C)

Text(SC): 2/2. ; Creature spells you play with converted mana cost {6} or more cost {2} less to play.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

#### **Krosan Groundshaker:**

Info: Color=Green Type=Creature - Beast Cost=4GGG ON(U)

Text(ON): 6/6. ; {G}: Target Beast gains trample until end of turn.

Note - Also see Trample, Rule A.37.

#### **Krosan Reclamation:**

Info: Color=Green Type=Instant Cost=1G JU(U)  
Text(JU): Flashback {1}{G}. ; Target player shuffles up to two target cards from his or her graveyard into his or her library.  
Note - Also see Flashback, Rule A.20.

#### **Krosan Restorer:**

Info: Color=Green Type=Creature - Druid Cost=2G TO(C)  
Text(TO): 1/2. ; {Tap}: Untap target land. ; Threshold - {Tap}: Untap up to three target lands. (Play this ability only if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Krosan Tusker:**

Info: Color=Green Type=Creature - Beast Cost=5GG ON(C)  
Text(ON): 6/5. ; Cycling {2}{G}. ; When you cycle ~this~, you may search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.  
You search your library due to the triggered ability before the Cycling ability resolves. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Cycling, Rule A.12.

#### **Krosan Verge:**

Info: Color=Land Type=Land Cost=None JU(U)  
Text(JU): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {2},{Tap},Sacrifice ~this~: Search your library for a forest card and a plains card and put them into play tapped. Then shuffle your library.

#### **Krosan Vorine:**

Info: Color=Green Type=Creature - Cat Beast Cost=3G LE(C)  
Text(LE): 3/2, Provoke. ; ~this~ can't be blocked by more than one creature.  
Note - Also see Provoke, Rule A.32.

#### **Krosan Warchief:**

Info: Color=Green Type=Creature - Beast Cost=2G SC(U)  
Text(SC): 2/2. ; Beast spells you play cost {1} less to play. ; {1}{G}: Regenerate target Beast.

#### **Krosan Wayfarer:**

Info: Color=Green Type=Creature - Druid Cost=G JU(C)  
Text(JU): 1/1. ; Sacrifice ~this~: Put a land card from your hand into play.

#### **Krovikan Elementalist:**

Info: Color=Black Type=Creature - Wizard Cost=BB IA(U)  
Text(IA+errata): 1/1 ; {2}{R}: Target creature gets +1/+0 until end of turn. ; {U}{U}: Target creature you control gains flying until end of turn. Sacrifice it at end of turn. [\[Oracle 2000/02/01\]](#)

#### **Krovikan Fetish:**

Info: Color=Black Type=Enchant Creature Cost=2B IA(C)/5(C)  
Text(5th+errata): When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. ; Enchanted creature gets +1/+1.  
[\[Oracle 2000/02/01\]](#)

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.  
[\[D'Angelo 1998/05/04\]](#) See Rule E.9.3.

You do not get a card if the target becomes illegal and Krovikan Fetish is countered when it would resolve. This is because it never successfully comes into play. [\[D'Angelo 1995/06/20\]](#)

Note - Also see Cantrips, Rule E.2.

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

#### **Krovikan Horror:**

Info: Color=Black Type=Creature - Horror Cost=3B AL(R2)  
Text(AL+errata): 2/2. ; At end of turn, if ~this~ is in your graveyard with a creature card directly above it, you may return ~this~ to your hand. ; {1},Sacrifice a creature: ~this~ deals 1 damage to target creature or



player. [\[Oracle 1999/07/23\]](#)

### Krovikan Plague:

Info: Color=Black Type=Enchant Creature Cost=2B AL(U2)

Text(AL+errata): ~this~ can enchant only a non-Wall creature you control. ;

When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. ; Enchanted creature has "{Tap}: Put a -0/-1 counter on this creature, and Krovikan Plague deals 1 damage to target creature or player." [\[Oracle 2000/02/01\]](#)

The enchantment will be put into the graveyard 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=Creature - Wizard Cost=2U IA(C)/5(C)

Text(5th+errata): 1/1. ; {Tap}, Discard a card from your hand: Draw a card. ;

{Tap}, Discard a black card from your hand: Draw two cards, then discard one of them. [\[Oracle 2000/02/01\]](#)

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=Creature - Vampire Cost=3BB IA(U)

Text(IA+errata): 3/3. ; Whenever a creature dealt damage by ~this~ this turn

is put into a graveyard, put that card into play under your control at end of turn. Sacrifice the creature when you lose control of ~this~.

[\[Oracle 2003/02/01\]](#)

The creature is returned to play even if the Vampire itself is not in play at the end of turn. [\[D'Angelo 1999/03/02\]](#)

You do not get the creature back if the creature is not still in the graveyard at the end of the turn. [\[Aahz 1995/06/10\]](#)

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. [\[Aahz 1995/11/21\]](#)

**+ You do not get the permanent back if the card that went to the graveyard is not a creature at the time it went to the graveyard. [\[D'Angelo 2003/06/14\]](#)**

Works no matter how he damages the creature, in combat or by some other effect. [\[D'Angelo 1995/08/01\]](#)

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 sacrifice effect is ignored. [\[bethmo 1997/12/14\]](#)

### Kry Shield:

Info: Color=Artifact Type=Artifact Cost=2 LG(U1)

Text(LG+errata): {2},{Tap}: Prevent all damage that would be dealt this turn

by target creature you control. That creature gets +0/+X until end of turn, where X is its converted mana cost. [\[Oracle 1999/09/03\]](#)

Using the Shield does not undo any damage already dealt this turn.

[\[Aahz 1994/10/21\]](#)

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

Note - Also see Converted Mana Cost, Rule K.8.

### Kudzu:

Info: Color=Green Type=Enchant Land Cost=1GG ABUR(R)

Text(RV+errata): When enchanted land becomes tapped, destroy it. That land's controller moves ~this~ to a land of his or her choice.

[\[Oracle 2001/08/24\]](#)

If there is no valid target to move it to, Kudzu is simply put into the graveyard. [\[Oracle 1998/07/01\]](#)

If Kudzu is destroyed directly (by Disenchant, for example) or the land is destroyed by a spell or ability (like Stone Rain), then Kudzu goes to the graveyard like any local enchantment would. [\[D'Angelo 2001/08/31\]](#)

You can move it to any other player's land whenever you get to move it.

[\[D'Angelo 1994/04/01\]](#)

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. [\[D'Angelo 1995/02/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Kukemssa Pirates:**

Info: Color=Blue Type=Creature - Pirate Cost=3U MI(R)  
Text(MI+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may gain control of target artifact defending player controls. If you do, ~this~ deals no combat damage this turn. [\[Oracle 1999/09/03\]](#)

#### **Kukemssa Serpent:**

Info: Color=Blue Type=Creature - Serpent Cost=3U MI(C)  
Text(MI+errata): 4/3. ; ~this~ can't attack unless defending player controls an island. ; {U},Sacrifice an island: Target land an opponent controls becomes an island until end of turn. ; When you control no islands, sacrifice ~this~. [\[Oracle 2000/10/24\]](#)  
Note - Also see Landhome, Rule A.26.

#### **Kurgadon:**

Info: Color=Green Type=Creature - Beast Cost=4G SC(U)  
Text(SC): 3/3. ; Whenever you play a creature spell with converted mana cost {6} or more, put three +1/+1 counters on ~this~.

**+ Note - Also see *Converted Mana Cost*, *Rule K.8*.**

#### **Kyren Archive:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
Text(MM): At the beginning of your upkeep, you may remove the top card of your library from the game face down. ; {5},Discard your hand, sacrifice ~this~: Put all cards removed from the game with ~this~ into their owner's hand.

#### **Kyren Glider:**

Info: Color=Red Type=Creature - Goblin Cost=1R MM(C)  
Text(MM): 1/1, Flying. ; ~this~ can't block.

#### **Kyren Legate:**

Info: Color=Red Type=Creature - Goblin Cost=1R MM(U)  
Text(MM): 1/1, Haste. ; If an opponent controls a plains and you control a mountain, you may play ~this~ without paying its mana cost.  
Note - Also see Haste, Rule A.22.

#### **Kyren Negotiations:**

Info: Color=Red Type=Enchantment Cost=2RR MM(U)  
Text(MM): Tap an untapped creature you control: ~this~ deals 1 damage to target player.

#### **Kyren Sniper:**

Info: Color=Red Type=Creature - Goblin Cost=2R MM(C)  
Text(MM): 1/1. ; At the beginning of your upkeep, you may have ~this~ deal 1 damage to target player.

#### **Kyren Toy:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
Text(MM): {1},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove X charge counters from ~this~: Add X plus one colorless mana to your mana pool.

#### **Kyscu Drake:**

Info: Color=Green Type=Creature - Drake Cost=3G VI(U)  
Text(VI+errata): 2/2, Flying. ; {G}: ~this~ gets +0/+1 until end of turn.  
Play this ability no more than once each turn. ; Sacrifice ~this~ and a creature named Spitting Drake: Search your library for a card named Viashivan Dragon and put that card into play. Then shuffle your library. [\[Oracle 2001/08/24\]](#)  
You do not have to find a Viashivan Dragon card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - This card refers to Spitting Drake.

Note - This card refers to Viashivan Dragon.

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#### **Lab Rats:**

Info: Color=Black Type=Sorcery Cost=B SH(C)  
Text(SH+errata): Buyback {4}. ; Put a 1/1 black Rat creature token into play. [\[Oracle 1999/05/01\]](#)  
Note - Also see Buyback, Rule A.10.  
Note - Also see Token Creatures, Rule K.25.

#### **Labyrinth Minotaur:**

Info: Color=Blue Type=Creature - Minotaur Cost=3U HL(C4)/5(C)  
Text(5th+errata): 1/4 ; Whenever ~this~ blocks a creature, that creature doesn't untap during its controller's next untap step. [\[Oracle 1999/07/23\]](#)

#### **Laccolith Grunt:**

Info: Color=Red Type=Creature - Beast Cost=2R NE(C)  
Text(NE): 2/2. ; Whenever ~this~ becomes blocked, you may have it deal damage equal to its power to target creature. If you do, ~this~ deals no combat damage this turn.  
The ability triggers even if it is blocked by a spell such as Fog Patch instead of a creature. [\[Nemesis FAQ 2000/02/07\]](#)  
It can target any creature in play, not just one of the ones blocking it. [\[D'Angelo 2000/02/15\]](#)  
The ability allows you to deal damage during the declare blockers step of combat, which is well before even first strike creatures deal damage. [\[Nemesis FAQ 2000/02/15\]](#)  
The ability is optional. You can decide to allow it to deal combat damage as normal. [\[Nemesis FAQ 2000/02/15\]](#)  
Note - Similar to Laccolith Rig, Laccolith Titan, Laccolith Warrior, and Laccolith Whelp.

#### **Laccolith Rig:**

Info: Color=Red Type=Enchant Creature Cost=R NE(C)  
Text(NE): Whenever enchanted creature becomes blocked, you may have it deal damage equal to its power to target creature. If you do, enchanted creature deals no combat damage this turn.  
If this is on an opponent's creature, the controller of this card (not the creature's controller) decides whether to use this card's ability or not, and decides what the target will be. [\[DeLaney 2000/02/21\]](#)  
If placed on a Laccolith creature, both this card's ability and the Laccolith's ability will trigger and have their effect. [\[DeLaney 2000/02/21\]](#)  
Note - See Laccolith Grunt for rulings.  
Note - Similar to Laccolith Grunt, Laccolith Titan and Laccolith Warrior.

#### **Laccolith Titan:**

Info: Color=Red Type=Creature - Beast Cost=5RR NE(R)  
Text(NE): 6/6. ; Whenever ~this~ becomes blocked, you may have it deal damage equal to its power to target creature. If you do, ~this~ deals no combat damage this turn.  
Note - See Laccolith Grunt for rulings.  
Note - Similar to Laccolith Grunt, Laccolith Rig, Laccolith Warrior, and Laccolith Whelp.

#### **Laccolith Warrior:**

Info: Color=Red Type=Creature - Beast Cost=2RR NE(U)  
Text(NE): 3/3. ; Whenever ~this~ becomes blocked, you may have it deal damage equal to its power to target creature. If you do, ~this~ deals no combat damage this turn.  
Note - See Laccolith Grunt for rulings.  
Note - Similar to Laccolith Grunt, Laccolith Rig, Laccolith Titan, and Laccolith Whelp.

#### **Laccolith Whelp:**

Info: Color=Red Type=Creature - Beast Cost=R NE(C)  
Text(NE): 1/1. ; Whenever ~this~ becomes blocked, you may have it deal damage equal to its power to target creature. If you do, ~this~ deals no combat damage this turn.  
Note - See Laccolith Grunt for rulings.  
Note - Similar to Laccolith Grunt, Laccolith Rig, Laccolith Titan, and Laccolith Warrior.

#### **Lady Caleria:**

Info: Color=Multi Type=Creature - Legend Cost=3WWGG LG(R)  
Text(LG+errata): 3/6. ; {Tap}: ~this~ deals 3 damage to target attacking or blocking creature. [\[Oracle 1999/09/03\]](#)  
May kill the creature before damage dealing in combat. [\[Aahz 1994/06/17\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Lady Evangela:**

Info: Color=Multi Type=Creature - Legend Cost=BUW LG(R)  
Text(LG+errata): 1/2. ; {W}{B},{Tap}: Prevent all combat damage that would be dealt by target creature this turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **The Lady of the Mountain:**

Info: Color=Multi Type=Creature - 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.17.

#### **Lady Orca:**

Info: Color=Multi Type=Creature - Legend Cost=5BR LG(U1)/AT(F1)  
Text(LG): 7/4.  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Lady Sun:**

Info: Color=Blue Type=Creature - Legend Cost=1UU P3(R)  
Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to return it and any one other creature to their owners' hands.  
When played under non-Portal rules, the text should be read as "{Tap}: Return ~this~ and target creature to their owners' hands. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Lady Zhurong, Warrior Queen:**

Info: Color=Green Type=Creature - Legend Cost=4G P3(R)  
Text(P3): 4/3, Horsemanship.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Lake of the Dead:**

Info: Color=Land Type=Land Cost=None AL(R2)  
Text(AL+errata): If ~this~ would come into play, sacrifice a swamp instead. If you do, put ~this~ into play. If you don't put it into its owner's graveyard. ; {Tap}: Add {B} to your mana pool. ; {Tap}, Sacrifice a swamp: Add {B}{B}{B}{B} to your mana pool. [\[Oracle 1999/11/01\]](#)  
You have to sacrifice a swamp before this card is put into play. And you have to do this no matter how it is put into play. [\[D'Angelo 1999/11/14\]](#)  
The tap and sacrifice counts as tapping the land for mana for purposes of Manabarbs. [\[D'Angelo 1996/07/17\]](#)

#### **Lance:**

Info: Color=White Type=Enchant Creature Cost=W ABUR(U)

Text(ABU/RV+errata): Enchanted creature gains first strike.

[Oracle 1999/09/03]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see First Strike, Rule A.18.

### Lancers en-Kor:

Info: Color=White Type=Creature - Soldier Cost=3WW SH(U)

Text(SH+errata): 3/3, Trample. ; {0}: The next 1 damage that would be dealt to ~this~ this turn is dealt to target creature you control instead.

[Oracle 2000/02/01]

When you redirect damage it is still combat damage. [D'Angelo 1999/06/01]

You can use this ability as much as you want prior to damage being dealt.

[D'Angelo 1999/06/01]

It is possible to redirect more damage to a creature than that creature's toughness. [D'Angelo 1998/03/23]

It can redirect damage to itself. [D'Angelo 1998/03/17]

The ability of this card does not do anything to stop Trample damage from being assigned to the defending player (see Rule A.37).

[D'Angelo 1998/10/08]

Note - Also see Damage Redirection, Rule G.12.

Note - Also see Trample, Rule A.37.

### Land Cap:

Info: Color=Land Type=Land Cost=None IA(R)

Text(IA+errata): {Tap}: Add {W} or {U} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [Oracle 2000/02/01]

### Land Equilibrium:

Info: Color=Blue Type=Enchantment Cost=2UU LG(R)

Text(LG+errata): If an opponent who controls at least as many lands as you do would put a land into play, that player instead puts that land into play then sacrifices a land. [Oracle 2001/08/24]

You sacrifice a land after you put one into play and not before.

[D'Angelo 1995/01/18]

This is a replacement effect (see Rule T.10), so it is not possible to tap the land that just entered play for mana (as a mana source) before you sacrifice a land. [D'Angelo 2001/08/31]

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 1994/08/01]

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

### Landfill:

Info: Color=Red Type=Sorcery Cost=4R UG(R)

Text(UG+errata): Choose a land type. Remove from the game 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. [D'Angelo 2000/03/09 - unofficial errata]

You can choose a land type which you control zero of. [DeLaney 1998/08/12]

You won't know what cards will be destroyed until this spell resolves, so it can be tricky to play regeneration spells and abilities in the right

places. You have to guess what might be destroyed. [D'Angelo 2000/03/09]

Once announced, players may not rearrange their cards until after the resolution is complete. [DeLaney 1998/08/12]

Will not destroy token creatures. [DeLaney 1998/08/12]

Cards which are under another card, which is in turn completely covered, are also completely covered. [DeLaney 1998/08/12]

If a card is only partly visible because it is partly under another card, covering the visible portion is enough to destroy it. [QAS 1998/09/09]

Counters on a card cannot stop a card from being covered.

[DeLaney 1998/08/12]

All tournament formats have banned cards from Unglued.

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

### Land Grant:

Info: Color=Green Type=Sorcery Cost=1G MM(C)

Text(MM+errata): If you have no land cards in hand, you may reveal your hand

rather than pay ~this~'s mana cost. ; Search your library for a forest card, reveal that card, and put it into your hand. Then shuffle your library. [\[Oracle 2001/06/01\]](#)

You can pay the "reveal your hand" cost even if your hand is already revealed due to another effect. [\[Barclay 1999/11/07\]](#)

You do not have to find a forest card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Land Leeches:**

Info: Color=Green Type=Creature - Leech Cost=1GG DK(C3)/4(C)  
Text(DK/4th): 2/2, First Strike.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see First Strike, Rule A.18.

#### **Land's Edge:**

Info: Color=Red Type=Enchant World Cost=1RR LG(R)/CH(U1)  
Text(CH+errata): Discard a card from your hand: If the discarded card is a land card, ~this~ deals 2 damage to target player. Any player may play this ability. [\[Oracle 1999/09/03\]](#)

The discard is a cost. [\[Aahz 1996/11/07\]](#)

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. [\[Aahz 1994/07/25\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Enchant World, Rule K.12.10.

#### **Landslide:**

Info: Color=Red Type=Sorcery Cost=R UD(U)  
Text(UD): Sacrifice any number of mountains. ~this~ deals that much damage to target player.

You sacrifice the mountains during resolution. [\[D'Angelo 1999/06/01\]](#)

You can sacrifice zero mountains to deal zero damage. [\[DeLaney 1999/06/08\]](#)

#### **Land Tax:**

Info: Color=White Type=Enchantment Cost=W LG(U1)/4(R)/BR(F1)  
Text(LG/4th+errata): At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, and put them into your hand. If you do, shuffle your library. [\[Oracle 1999/09/03\]](#)

Can get a Snow-Covered land out. [\[Duelist Magazine #6, Page 132\]](#)

Counts lands when announced and again before it would resolve. It will not do anything if you do not still have fewer lands when it resolves. [\[D'Angelo 2000/03/03\]](#) See Rule A.4.14.

Land Tax counts lands at the beginning of upkeep before even a mana ability can be used. [\[D'Angelo 2000/08/06\]](#)

Type 1.5 tournaments (see Rule D.14) banned this card from 1996/07/01 to 1997/04/01. It not currently banned.

Extended tournaments (see Rule D.15) banned this card from 1998/07/01.

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01. It was previously restricted from 1996/07/01 to 1997/01/01

#### **Lapis Lazuli Talisman:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
Text(IA+errata): Whenever a blue spell is played, you may pay {3}. If you do, untap target permanent. [\[Oracle 2000/10/24\]](#)  
See Hematite Talisman for rulings.

#### **Laquatus's Champion:**

Info: Color=Black Type=Creature - Nightmare Horror Cost=4BB TO(R)  
Text(TO): 6/3. ; When ~this~ comes into play, target player loses 6 life. ;  
When ~this~ leaves play, that player gains 6 life. ;  
{B}: Regenerate ~this~.

#### **Laquatus's Creativity:**



Info: Color=Blue Type=Sorcery Cost=4U OD(U)  
Text(OD): Target player draws cards equal to the number of cards in that player's hand, then discards that many cards.

#### **Laquatus's Disdain:**

Info: Color=Blue Type=Instant Cost=1U JU(U)  
Text(JU): Counter target spell played from a graveyard. Draw a card.  
Can be used to counter a spell played using the Flashback ability, Yawgmoth's Agenda, and Yawgmoth's Will. [\[Judgment FAQ 2002/05/28\]](#)

#### **Larceny:**

Info: Color=Black Type=Enchantment Cost=3BB MM(U)  
Text(MM): Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.  
Triggers once per creature, not once per point of damage.  
[\[MM FAQ 1999/09/22\]](#)

#### **Lashknife:**

Info: Color=White Type=Enchant Creature Cost=1W NE(C)  
Text(NE+errata): If you control a plains, you may tap an untapped creature you control rather than pay ~this~'s mana cost. ; Enchanted creature has first strike. [\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.  
Note - Also see First Strike, Rule A.18.

#### **Lashknife Barrier:**

Info: Color=White Type=Enchantment Cost=2W PS(U)  
Text(PS): When ~this~ comes into play, draw a card. ; If a source would deal damage to a creature you control, it deals that much damage minus 1 to that creature instead.

#### **Last Breath:**

Info: Color=White Type=Instant Cost=1W MM(U)  
Text(MM): Remove target creature with power 2 or less from the game. Its controller gains 4 life.

#### **Last Caress:**

Info: Color=Black Type=Sorcery Cost=2B AP(C)  
Text(AP): Target player loses 1 life and you gain 1 life. Draw a card.

#### **Last Chance:**

Info: Color=Red Type=Sorcery Cost=RR PT(R)/ST(R)  
Text(ST): Take another turn after this one. You lose the game at the end of that turn. (You won't lose if you've won before the end of that turn.)  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Last-Ditch Effort:**

Info: Color=Red Type=Instant Cost=R UL(U)  
Text(UL+errata): Sacrifice any number of creatures. ~this~ deals X damage to target creature or player, where X is the number of creatures sacrificed this way. [\[Oracle 1999/09/03\]](#)  
The creatures are chosen and sacrificed on resolution. [\[Barclay 1999/02/09\]](#)  
It deals one damage for each creature sacrificed. [\[D'Angelo 1999/05/01\]](#)

#### **Last Laugh:**

Info: Color=Black Type=Enchantment Cost=2BB TO(R)  
Text(TO): Whenever a permanent other than ~this~ is put into a graveyard from play, ~this~ deals 1 damage to each creature and each player. ; When no creatures are in play, sacrifice ~this~.

#### **Last Rites:**

Info: Color=Black Type=Sorcery Cost=2B OD(C)  
Text(OD): Discard any number of cards from your hand. Target player reveals his or her hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.

**Last Stand:**

Info: Color=Multi Type=Sorcery Cost=WUBRG AP(R)  
 Text(AP): Target opponent loses 2 life for each swamp you control. ~this~ deals damage equal to the number of mountains you control to target creature. Put a 1/1 green Saproling creature token into play for each forest you control. You gain 2 life for each plains you control. Draw a card for each island you control, then discard that many cards from your hand.

Note - Also see Token Creatures, Rule K.25.

**Lat-Nam's Legacy:**

Info: Color=Blue Type=Instant Cost=1U AL(C2)  
 Text(AL+errata): Shuffle a card from your hand into your library. If you do, draw two cards at the beginning of the next turn's upkeep.

[\[Oracle 2001/08/24\]](#)

Note - Also see Cantrips, Rule E.2.

**Latulla, Keldon Overseer:**

Info: Color=Red Type=Creature - Spellshaper Legend Cost=3RR PY(R)  
 Text(PY): 3/3. ; {X}{R},{Tap},Discard two cards from your hand: ~this~ deals X damage to target creature or player.

X can be zero. [\[D'Angelo 2000/06/19\]](#)

Note - Also see Legendary Permanents, Rule K.17.

**Latulla's Orders:**

Info: Color=Red Type=Enchant Creature Cost=1R PY(C)  
 Text(PY): You may play ~this~ any time you could play an instant. ; Whenever enchanted creature deals combat damage to defending player, you may destroy target artifact that player controls.

**Launch:**

Info: Color=Blue Type=Enchant Creature Cost=1U US(C)  
 Text(US+errata): Enchanted creature has flying. When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand.

[\[Oracle 1999/05/01\]](#)

**Lava Axe:**

Info: Color=Red Type=Sorcery Cost=4R  
 UL(C)/PT(C)/P2(C)/ST(C)/S2(F1)/BD(F1)/7(C)  
 Text(UL/7th): ~this~ deals 5 damage to target player.

**Lava Blister:**

Info: Color=Red Type=Sorcery Cost=1R OD(U)  
 Text(OD): Destroy target nonbasic land unless its controller has ~this~ deal 6 damage to him or her.

**Lavaborn Muse:**

Info: Color=Red Type=Creature - Spirit Cost=3R LE(R)  
 Text(LE): 3/3. ; At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, ~this~ deals 3 damage to him or her. The number of cards in hand is checked both at the beginning of upkeep and when the triggered ability resolves. [\[Legions FAQ 2003/01/23\]](#)

**Lava Burst:**

Info: Color=Red Type=Sorcery Cost=XR IA(C)  
 Text(IA+errata): ~this~ deals X damage to target creature or player. ; If ~this~ would deal damage to a creature, that damage can't be prevented or dealt instead to another creature or player. [\[Oracle 2002/03/01\]](#)  
 Lava Burst does not prevent a regeneration spell or ability from removing the damage after it is dealt. [\[Oracle 1998/07/01\]](#)  
 Note - Also see X Costs, Rule K.28.

**Lava Dart:**

Info: Color=Red Type=Instant Cost=R JU(C)  
 Text(JU): Flashback - Sacrifice a mountain. ; ~this~ deals 1 damage to target creature or player.  
 Note - Also see Flashback, Rule A.20.

**Lava Flow:**

Info: Color=Red Type=Sorcery Cost=3RR PT(U)

Text(PT): Destroy any one creature or land.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Destroy target creature or land." [\[D'Angelo 2000/06/05\]](#)

**Lava Hounds:**

Info: Color=Red Type=Creature - Hound Cost=2RR WL(U)

Text(WL+errata): 4/4, Haste. ; When ~this~ comes into play, it deals 4 damage to you. [\[Oracle 1999/07/01\]](#)

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

Note - Also see Haste, Rule A.22.

**Lavamancer's Skill:**

Info: Color=Red Type=Enchant Creature Cost=1R ON(C)

Text(ON): Enchanted creature has "{Tap}: This creature deals 1 damage to target creature." ; If enchanted creature is a Wizard, it has "{Tap}: This creature deals 2 damage to target creature."

If this card enchants a Wizard, the Wizard has both abilities and its controller can use either one. [\[Onslaught FAQ 2002/09/24\]](#)

**Lava Runner:**

Info: Color=Red Type=Creature - Lizard Cost=1RR MM(R)

Text(MM): 2/2, Haste. ; Whenever ~this~ becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.

Note - Also see Haste, Rule A.22.

**Lava Storm:**

Info: Color=Red Type=Instant Cost=3RR WL(C)

Text(WL+errata): Choose one~this~ deals 2 damage to each attacking creature; or ~this~ deals 2 damage to each blocking creature.

[\[Oracle 1999/07/01\]](#)

Note - See Modal Spells and Abilities, Rule G.24.

**Lava Tubes:**

Info: Color=Land Type=Land Cost=None IA(R)

Text(IA+errata): {Tap}: Add {B} or {R} to your mana pool. ~this~ does not untap during your next untap step. [\[Oracle 2000/02/01\]](#)

**Lava Zombie:**

Info: Color=Multi Type=Creature - Zombie Cost=1BR PS(C)

Text(PS): 4/3. ; When ~this~ comes into play, return a black or red creature you control to its owner's hand. ; {2}: ~this~ gets 1/+0 until end of turn.

You choose the creature to return on resolution of the triggered ability.

This is not targeted. [\[D'Angelo 2001/04/16\]](#)

**Lawbringer:**

Info: Color=White Type=Creature - Rebel Cost=2W NE(C)

Text(NE): 2/2. ; {Tap}, Sacrifice ~this~: Remove target red creature from the game.

Note - Similar to Lightbringer.

**Lay of the Land:**

Info: Color=Green Type=Sorcery Cost=G AP(C)

Text(AP): Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Lay Waste:**

Info: Color=Red Type=Sorcery Cost=3R US(C)/ON(C)

Text(US): Destroy target land. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

**Lead-Belly Chimera:**

Info: Color=Artifact Type=Artifact Creature - Chimera Cost=4 VI(U)  
Text(VI+errata): 2/2, Trample. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains trample. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
Note - Also see Trample, Rule A.37.

**Lead Astray:**

Info: Color=White Type=Instant Cost=1W JU(C)  
Text(JU): Tap up to two target creatures.

**Lead Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 MI(U)/6(U)  
Text(6th): 3/5. ; Whenever ~this~ attacks, it doesn't untap during its controller's next untap step.  
Note - In Mirage this card did not have a creature type. [\[Oracle 1999/05/01\]](#)

**Leaf Dancer:**

Info: Color=Green Type=Creature - Centaur Cost=1GG OD(C)  
Text(OD): 2/2, Forestwalk.  
Note - Also see Landwalk, Rule A.27.

**Leap:**

Info: Color=Blue Type=Instant Cost=U SH(C)  
Text(SH): Target creature gains flying until end of turn. ; Draw a card.

**Leaping Lizard:**

Info: Color=Green Type=Creature - Lizard Cost=1GG HL(C1)  
Text(HL+errata): 2/3. ; {1}{G}: ~this~ gains flying and gets -0/-1 until end of turn. [\[Oracle 1999/07/23\]](#)

**Leeches:**

Info: Color=White Type=Sorcery Cost=1WW HL(U1)  
Text(HL+errata): Target player loses all poison counters. ~this~ deals 1 damage to target player for each poison counter removed this way.  
[\[Oracle 1999/07/23\]](#)  
Note - Also see Poison, Rule E.10.

**Leeching Lizard:**

Info: Color=Black Type=Creature - Lizard Cost=1B TE(U)  
Text(TE+errata): 1/1. ; {B},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "At the beginning of the upkeep of enchanted creature's controller, ~this~ deals 1 damage to that player." and "{B}: End the effect that created this ability."  
[\[Oracle 2001/08/24\]](#)  
Note - Also see Licids, Rule E.8.

**Leering Gargoyle:**

Info: Color=Multi Type=Creature - Gargoyle Cost=1WU MI(R)  
Text(MI): 2/2, Flying. ; {Tap}: ~this~ gets -2/+2 and loses flying until end of turn.

**Leery Fogbeast:**

Info: Color=Green Type=Creature - Beast Cost=2G ON(C)  
Text(ON): 4/2. ; Whenever ~this~ becomes blocked, prevent all combat damage that would be dealt this turn.

**Legacy's Allure:**

Info: Color=Blue Type=Enchantment Cost=UU TE(U)  
Text(TE+errata): At the beginning of your upkeep, you may put a treasure counter on ~this~. ; Sacrifice ~this~: Gain control of target creature with power no greater than the number of treasure counters on ~this~. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
The "power no greater than the number of treasure counters on this card" restriction is a targeting restriction and will be checked on resolution in addition to on announcement. If the creature's power changes to be

greater than this before the effect resolves, then the Legacy's Allure triggered ability is countered, but the card stays in the graveyard.

[\[bethmo 1998/02/24\]](#)

### Legacy Weapon:

Info: Color=Artifact Type=Legendary Artifact Cost=7 AP(R)  
Text(AP): {W}{U}{B}{R}{G}: Remove target permanent from the game. ;  
If ~this~ would be put into a graveyard from anywhere, reveal ~this~ and shuffle it into its owner's library instead.  
Note - Also see Legendary Permanents, Rule K.17.

### Legerdemain:

Info: Color=Blue Type=Sorcery Cost=2UU TE(U)  
Text(TE+errata): Exchange control of target artifact or creature and another target permanent if they share one of those types. (This effect doesn't end at end of turn.) [\[Oracle 2002/03/01\]](#)

### Legions of Lim-Dul:

Info: Color=Black Type=Creature - Zombie Cost=1BB IA(C)  
Text(IA): 2/3, Snow-covered swampwalk  
Note - Also see Landwalk, Rule A.27.

### Leshrac's Rite:

Info: Color=Black Type=Enchant Creature Cost=B IA(U)/567(U)  
Text(7th): Enchanted creature has swampwalk.  
Note - Also see Landwalk, Rule A.27.

### Leshrac's Sigil:

Info: Color=Black Type=Enchantment Cost=BB IA(U)  
Text(IA+errata): Whenever an opponent plays a green spell, you may pay {B}{B}. If you do, look at that player's hand and choose a card from it. The player discards that card. ; {B}{B}: Return ~this~ to its owner's hand. [\[Oracle 2000/02/01\]](#)

### Lesser Gargadon:

Info: Color=Red Type=Creature - Beast Cost=2RR PY(U)  
Text(PY): 6/4. ; Whenever ~this~ attacks or blocks, sacrifice a land.

### Lesser Werewolf:

Info: Color=Black Type=Creature - Lycanthrope Cost=3B LG(U1)  
Text(LG+errata): 2/4. ; {B}: If ~this~'s power is 1 or more, it gets -1/-0 until end of turn and put a -0/-1 counter on target creature blocking or blocked by ~this~. Play this ability only during the declare blockers step. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### Lethal Vapors:

Info: Color=Black Type=Enchantment Cost=2BB SC(R)  
Text(SC): Whenever a creature comes into play, destroy it. ; {0}: Destroy ~this~. You skip your next turn. Any player may play this ability.

### Leviathan:

Info: Color=Blue Type=Creature - Leviathan Cost=5UUUU  
DK(U1)/45(R)/BD(F1)  
Text(5th+errata): 10/10, Trample. ; ~this~ comes into play tapped and doesn't untap during your untap step. ; At the beginning of your upkeep, you may sacrifice two islands. If you do, untap ~this~. ; ~this~ can't attack unless you sacrifice two islands. (This cost is paid as attackers are declared.) [\[Oracle 2000/02/01\]](#)  
You don't have to pay the untap cost if it is untapped outside the upkeep phase or is untapped by an effect. [\[Duelist Magazine #3, Page 7\]](#)  
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. [\[D'Angelo 1998/06/05\]](#)  
Note - Also see Trample, Rule A.37.

**Levitation:**

Info: Color=Blue Type=Enchantment Cost=2UU UL(U)/7(U)  
 Text(7th): Creatures you control have flying.

**Lexivore:**

Info: Color=White Type=Creature - Beast Cost=3W UG(U)  
 Text(UG+errata): 2/3. ; Whenever ~this~ deals damage to a 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.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

Simply count the number of lines (including flavor text) on the actual card. Don't look at Oracle. This means that different versions of cards will be better than others. [\[QAS 1998/09/09\]](#)

It does count lines of flavor text. [\[QAS 1998/09/09\]](#)

Lexivore cannot eat itself, but can eat other Lexivores.

[\[Barclay 1998/08/13\]](#)

Humility and Titania's Song don't remove text, they only remove abilities. [\[QAS 1998/09/09\]](#)

Portal lands have one line of text. Unglued lands have none.

[\[QAS 1998/09/09\]](#)

All tournament formats have banned cards from Unglued.

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

**Ley Druid:**

Info: Color=Green Type=Creature - Cleric Cost=2G ABUR4(U)/5(C)  
 Text(5th): 1/1. ; {Tap}: Untap target land.

The land is untapped as a normal ability that goes on the stack. It is not a mana ability, so it cannot be used at times that only mana abilities can be used. [\[D'Angelo 2000/03/03\]](#)

**Ley Line:**

Info: Color=Green Type=Enchantment Cost=3G MM(U)  
 Text(MM+errata): At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature of his or her choice.

[\[Oracle 2002/03/01\]](#)

The current player plays and controls this ability, which is not necessarily the controller of Ley Line. [\[MM FAQ 1999/09/22\]](#)

**Lhurgoyf:**

Info: Color=Green Type=Creature - Lhurgoyf Cost=2GG IA(R)/5(R)/BR(F1)

Text(5th+errata): \*/1+\*. ; ~this~'s power is equal to the number of creature cards in all graveyards, and its toughness is equal to that number plus 1.

[\[Oracle 2000/02/01\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

**Liability:**

Info: Color=Black Type=Enchantment Cost=1BB MM(R)

Text(MM): Whenever a card is put into a player's graveyard from play, that player loses 1 life.

**Liberate:**

Info: Color=White Type=Instant Cost=1W IN(U)

Text(IN): Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

The creature returns after "at end of turn" abilities trigger, so any such abilities on the creature will not trigger this turn.

[\[Invasion FAQ 2000/10/03\]](#)

**Liberated Dwarf:**

Info: Color=Red Type=Creature - Dwarf Cost=R JU(C)

Text(JU): 1/1. ; {R}, Sacrifice ~this~: Target green creature gets +1/+0 and gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

**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. Play this ability only if you have exactly seven  
 cards in your hand. [\[Oracle 1999/09/03\]](#)  
 You can tap this card before you draw during your draw step, and still draw  
 as normal. [\[Arab FAQ 1994/01/05\]](#)  
 You may tap multiples of these in response to each other because the  
 requirement for 7 cards is checked only at the time the ability is  
 announced and not again when it resolves. [\[Aahz 1994/06/22\]](#)  
 Type 1 tournaments (see Rule D.13) have restricted this card since  
 1994/05/02.  
 Type 1.5 tournaments (see Rule D.14) have always banned this card.  
 Extended tournaments (see Rule D.15) have always banned this card.  
 Standard (Type 2) 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)/6(R)  
 Text(6th+errata): An opponent chooses one - You draw three cards at the  
 beginning of the next turn's upkeep; or you search your library for a  
 card, put that card into your hand, then shuffle your library.  
[\[Oracle 1999/09/03\]](#)  
 Note - Also see Cantrips, Rule E.2.

#### Library of Leng:

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(U)  
 Text(5th+errata): You have no maximum hand size. ; If an effect causes you  
 to discard a card from your hand, discard it, but you may put it on top of  
 your library instead of into your graveyard. [\[Oracle 2002/03/01\]](#)  
 The ability replaces the normal discard action with a discard action that  
 puts the card on the library instead of the graveyard.  
[\[D'Angelo 2000/03/03\]](#)  
 Since the card goes directly to the library, the card is not revealed unless  
 the spell or ability requiring the discard specifically says it is.  
[\[D'Angelo 2000/03/03\]](#)  
 The discard triggers anything else that triggers on discards, such as  
 Psychic Purge and Megrim. [\[D'Angelo 1998/07/17\]](#)  
 The text "you have no maximum hand size" means you don't have to discard  
 down to 7 cards during your cleanup step (see Rule P.13.1).  
[\[D'Angelo 2000/03/03\]](#)  
 If more than one card is discarded due to a single effect, the Library  
 allows you to decide whether or not to use it on each of the cards.  
[\[D'Angelo 2000/03/03\]](#) You get to decide the order the cards are placed on  
 the library if more than one goes there. [\[D'Angelo 2000/03/03\]](#)  
 You can look at a randomly discarded card before deciding where it goes.  
[\[D'Angelo 1997/04/11\]](#)  
 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.  
[\[Oracle 1998/07/01\]](#)  
 The ability does not trigger on any spell or ability that has you discard  
 as part of a cost. For example, Land's Edge. [\[Oracle 1998/07/01\]](#)  
 Also, cards like Forbid, which have you discard as part of the buyback  
 cost. [\[D'Angelo 1998/06/18\]](#)  
 If multiple effects modify your hand size limit, apply them in the order  
 they enter play. For example, if both this and Recycle are in  
 play, the most recent in play decides your hand size.  
[\[D'Angelo 2001/05/21\]](#)

#### Lich:

Info: Color=Black Type=Enchantment Cost=BBBB ABU(R)  
 Text(ABU+errata): As ~this~ comes into play, your life total becomes 0. ;  
 You don't lose the game for having 0 or less life. ; If you would gain  
 life, draw that many cards instead. ; Whenever you're dealt damage,  
 sacrifice that many permanents. ; When ~this~ leaves play, you lose the  
 game. [\[Oracle 2002/03/01\]](#)  
 You can lose life and take damage, and thereby have a negative life total,

while Lich is in play. [\[D'Angelo 2001/08/31\]](#)  
 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.19.6.  
[\[D'Angelo 1998/02/03\]](#)  
 You cannot play this on an opponent. [\[PPG Page 221\]](#)  
 The phrase "When 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.  
[\[WotC Rules Team 1994/01/29\]](#) Note that you will normally lose when Lich leaves play as a State-Based Effect before you can take any actions because your life total is normally zero or less while you control Lich. If you have a positive life total or are otherwise prevented from losing due to a zero life total, this triggered ability will cause you to lose the game anyway. [\[D'Angelo 2000/09/09\]](#)  
 If you have multiple Lich cards in play, you must sacrifice a permanent for each damage done to you for each Lich. This is because the sacrifice is a triggered ability (see Rule A.4). But you only draw one card for each life gained regardless of how many Liches you have. This is because the draw is a replacement effect (see Rule T.10) and not a triggered one.  
[\[WotC Rules Team 1996/12/03\]](#) You lose if any one of the Liches leaves play.  
 If you take more than one damage at a time, sacrifice the permanents for that damage simultaneously. [\[WotC Rules Team 1995/06/15\]](#) This allows you to sacrifice both a creature and any enchantment that is on it all at once.  
 If an opponent steals control of Lich, their life total does not change. The life total changes for a player only when it comes into play under that player's control. [\[DeLaney 2000/08/19\]](#)  
 If an opponent steals control of Lich and no other effect prevents you from losing with a life total of zero, you will lose the game due to a zero life total as a State-Based Effect before you can take any actions. The last sentence doesn't apply in this case since the Lich didn't leave play. [\[DeLaney 2000/08/19\]](#)  
 If you are at somehow at negative life points when Lich comes into play, it will try to raise your life total to 0 by making you gain enough life to do so. This life gain, however, will be replaced by you drawing that many cards instead. [\[DeLaney 2001/09/21\]](#)  
 Extended tournaments (see Rule D.15) have always banned this card.

#### **Lichenthrope:**

Info: Color=Green Type=Creature - Lichenthrope Cost=3GG VI(R)  
 Text(VI+errata): 5/5. ; For each 1 damage that would be dealt to ~this~, put a -1/-1 counter on it instead. ; At the beginning of your upkeep, remove a -1/-1 counter from ~this~. [\[Oracle 1999/07/01\]](#)  
 The actual -1/-1 counter to be removed is chosen when the counter is removed. [\[WotC Rules Team 1997/06/01\]](#) [\[Duelist Magazine #19, Page 31\]](#)  
 This matters if you announce the ability while it has no -1/-1 counters and then it gets damaged before the upkeep ability resolves.  
 This card's effect replaces damage with placement of -1/-1 counters, so side-effects of damage to it will not trigger. [\[bethmo 1997/10/14\]](#)

#### **Liege of the Axe:**

Info: Color=White Type=Creature - Soldier Cost=3W LE(U)  
 Text(LE): 2/3. ; Attacking doesn't cause ~this~ to tap. ; Morph {1}{W}. ; When ~this~ is turned face up, untap it.  
 The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
 Note - Also see Morph, Rule A.29.

#### **Liege of the Hollows:**

Info: Color=Green Type=Creature - Spirit Cost=2GG WL(R)  
 Text(WL+errata): 3/4. ; When ~this~ is put into a graveyard from play, each player may pay any amount of mana. Then each player puts into play a number of 1/1 green Squirrel creature tokens equal to the amount of mana he or she paid this way. [\[Oracle 2000/10/24\]](#)  
 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.

[\[D'Angelo 1999/03/26\]](#) 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.

#### **Lieutenant Kirtar:**

Info: Color=White Type=Creature - Bird Soldier Legend Cost=1WW OD(R)

Text(OD): 2/2, Flying. ; {1}{W}, Sacrifice ~this~: Remove target attacking creature from the game.

This card is of creature type Bird, of type Soldier, and of type Legend.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Life (Life/Death):**

Info: Color=Green Type=Sorcery Cost=G AP(U)

Text(AP): Until end of turn, all lands you control are 1/1 creatures that are still lands.

Note - Also see Death (Life/Death) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **Lifeblood:**

Info: Color=White Type=Enchantment Cost=2WW LG(R)

Text(LG+errata): Whenever a mountain an opponent controls becomes tapped, you gain 1 life. [\[Oracle 1999/09/03\]](#)

In a multi-player game, it affects all opponents. [\[D'Angelo 2000/03/03\]](#)

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

#### **Life Burst:**

Info: Color=White Type=Instant Cost=1W OD(C)

Text(OD): Target player gains 4 life, then gains 4 life for each Life Burst card in each graveyard.

#### **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. Play this ability only during your upkeep.

[\[Oracle 2001/08/24\]](#)

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

#### **Lifeforce:**

Info: Color=Green Type=Enchantment Cost=GG ABUR45(U)

Text(4th/5th+errata): {G}{G}: Counter target black spell.

[\[Oracle 2000/02/01\]](#)

#### **Lifelace:**

Info: Color=Green Type=Instant Cost=G ABUR4(R)

Text(4th+errata): Target spell or permanent becomes green. (Mana symbols on that permanent remain unchanged.) [\[Oracle 2001/08/24\]](#)

See Chaoslace for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 1999/09/03\]](#)

#### **Lifeline:**

Info: Color=Artifact Type=Artifact Cost=5 US(R)

Text(US+errata): Whenever a creature is put into a graveyard from play and another creature is in play, return the first creature from that graveyard to play under its owner's control at end of turn. [\[Oracle 2003/02/01\]](#)

It works for all players and has errata to remove the "your graveyard" text. [\[bethmo 1998/10/02\]](#)

It checks to see if there are any creatures in play controlled by any player 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. [\[Urza's FAQ 1998/10/05\]](#)

The creature comes back even if Lifeline leaves play after triggering, but

before it resolves. [\[Urza's FAQ 1998/10/05\]](#)

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.

[\[WotC Rules Team 1998/10/18\]](#)

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. [\[WotC Rules Team 1998/10/18\]](#) 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.4.20. [\[D'Angelo 1998/11/17\]](#)

It fails to bring the creature back if the creature is not still in the graveyard at the end of turn. [\[D'Angelo 1998/10/12\]](#)

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.

[\[D'Angelo 1998/11/17\]](#)

There is no way to get an infinite loop with this card. This is because "at end of turn" triggers that happen after you start dealing with this turn's "at end of turn" triggers will wait until the following turn to be played. [\[D'Angelo 1999/05/01\]](#)

#### Life Matrix:

Info: Color=Artifact Type=Artifact Cost=4 LG(R)  
Text(LG+errata): {4},{Tap}: Put a matrix counter on target creature and that creature gains "Remove a matrix counter from this creature: Regenerate this creature". Play this ability only during your upkeep.

[\[Oracle 1999/09/03\]](#)

Once the counter is placed on the creature, the counter is used by the player who controls the creature. [\[D'Angelo 2000/03/03\]](#)

The counters can be used even if the Matrix leaves play.

[\[WotC Rules Team 1995/02/09\]](#)

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

#### Lifetap:

Info: Color=Blue Type=Enchantment Cost=UU ABUR45(U)  
Text(5th+errata): Whenever a forest an opponent controls becomes tapped, you gain 1 life. [\[Oracle 2000/02/01\]](#)

Gives one life for each and every Forest tapped. [\[bethmo 1994/04/01\]](#)

Since it detects a Forest becoming tapped, it even works if the Forest is tapped with Twiddle or Icy Manipulator. [\[D'Angelo 1994/04/01\]](#)

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. [\[Aahz 1994/07/28\]](#)

In multi-player games it affects all opponents. [\[D'Angelo 2000/03/03\]](#)

#### Lightbringer:

Info: Color=White Type=Creature - Rebel Cost=2W NE(C)  
Text(NE): 2/2. ; {Tap},Sacrifice ~this~: Remove target black creature from the game.

Note - Similar to Lawbringer.

#### Lightning Angel:

Info: Color=Multi Type=Creature - Angel Cost=1RWU AP(R)  
Text(AP): 3/4, Flying, Haste. ; Attacking doesn't cause ~this~ to tap.  
Note - Also see Haste, Rule A.22.

#### Lightning Blast:

Info: Color=Red Type=Instant Cost=3R TE(C)/67(C)  
Text(TE/6th/7th): ~this~ deals 4 damage to target creature or player.

#### Lightning Blow:

Info: Color=White Type=Instant Cost=1W IA(R)  
Text(IA+errata): Target creature gains first strike until end of turn. ;  
Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

Note - Also see First Strike, Rule A.18.

**Lightning Bolt:**

Info: Color=Red Type=Instant Cost=R ABUR4(C)/AT(F1)/BD(F1)  
Text(4th): ~this~ deals 3 damage to target creature or player.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Lightning Cloud:**

Info: Color=Red Type=Enchantment Cost=3R VI(R)  
Text(VI+errata): Whenever a red spell is played, you may pay {R}. If you do, ~this~ deals 1 damage to target creature or player.

[\[Oracle 1999/07/01\]](#)

Triggers when the spell is announced. [\[D'Angelo 1999/07/10\]](#)

You pick the target when putting the triggered ability on the stack, but you don't choose whether or not to pay {R} until the triggered ability resolves. [\[D'Angelo 1999/07/26\]](#)

**Lightning Dart:**

Info: Color=Red Type=Instant Cost=1R IN(U)  
Text(IN): ~this~ deals 1 damage to target creature. If that creature is white or blue, ~this~ deals 4 damage to it instead.

**Lightning Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=2RR US(R)  
Text(US): 4/4, Flying. ; Echo ; {R}: ~this~ gets +1/+0 until end of turn.  
Note - Also see Echo, Rule A.14.

**Lightning Elemental:**

Info: Color=Red Type=Creature - Elemental Cost=3R TE(C)/BR(F1)/7(C)  
Text(7th): 4/1, Haste.  
Note - Also see Haste, Rule A.22.

**Lightning Hounds:**

Info: Color=Red Type=Creature - Hound Cost=2RR MM(C)  
Text(MM): 3/2, First Strike.  
Note - Also see First Strike, Rule A.18.

**Lightning Reflexes:**

Info: Color=Red Type=Enchant Creature Cost=1R MI(C)  
Text(MI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted creature gets +1/+0 and has first strike.

[\[Oracle 2000/10/24\]](#)

Note - Also see First Strike, Rule A.18.

**Lightning Rift:**

Info: Color=Red Type=Enchantment Cost=1R ON(U)  
Text(ON): Whenever a player cycles a card, you may pay {1}. If you do, ~this~ deals 2 damage to target creature or player.

You choose the target when this ability is put on the stack, but you do not decide whether or not to pay the mana until the ability resolves.

[\[Onslaught FAQ 2002/09/24\]](#)

**Lightning Surge:**

Info: Color=Red Type=Sorcery Cost=3RR JU(R)  
Text(JU): Flashback {5}{R}{R}. ; ~this~ deals 4 damage to target creature or player. ; Threshold - Instead ~this~ deals 6 damage to that creature or player and the damage can't be prevented.

It either deals 4 damage or 6 damage. It does not deal 10 damage.

[\[Judgment FAQ 2002/05/28\]](#)

Threshold is checked when this spell begins resolving. So you cannot count itself for attaining Threshold. [\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Threshold, Rule A.36.

**Light of Day:**

Info: Color=White Type=Enchantment Cost=3W TE(U)/6(U)  
Text(6th): Black creatures can't attack or block.

**Lilting Refrain:**

Info: Color=Blue Type=Enchantment Cost=1U US(U)

Text(US+errata): At the beginning of your upkeep, you may put a verse counter on ~this~. ; Sacrifice ~this~: Counter target spell unless its controller pays {X}, where X is the number of verse counters on ~this~.

[Oracle 1999/05/01]

Adding a counter is optional. 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 Cohort:

Info: Color=Black Type=Creature - Zombie Cost=1BB IA(C)

Text(IA+errata): 2/3. ; Whenever ~this~ blocks or becomes blocked by a creature, that creature cannot be regenerated this turn.

[Oracle 2000/02/01]

#### Lim-Dul's Hex:

Info: Color=Black Type=Enchantment Cost=1B IA(U)

Text(IA+errata): At the beginning of your upkeep, for each player, ~this~ deals 1 damage to that player unless he or she pays {B} or {3}.

[Oracle 2000/02/01]

#### Lim-Dul's High Guard:

Info: Color=Black Type=Creature - Skeleton Cost=1BB AL(C1)

Text(AL+errata): 2/1, First Strike. ; {1}{B}: Regenerate ~this~.

[Oracle 1999/07/23]

Note - Also see First Strike, Rule A.18.

#### Lim-Dul's Paladin:

Info: Color=Multi Type=Creature - Paladin Cost=2BR AL(U2)

Text(AL+errata): 0/3, Trample. ; At the beginning of your upkeep, sacrifice ~this~ unless you discard a card from your hand. If you sacrifice it this way, draw a card. ; Whenever ~this~ becomes blocked, it gets +6/+3 until end of turn. ; Whenever ~this~ attacks and isn't blocked, it deals no combat damage this turn and defending player loses 4 life.

[Oracle 2000/02/01]

This is a forced discard, so it can be used with Library of Leng.

[bethmo 1996/10/03]

Note - Also see Trample, Rule A.37.

#### Lim-Dul's Vault:

Info: Color=Multi Type=Instant Cost=UB AL(U2)

Text(AL+errata): Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library, and look at the next five cards of your library. Then remove the top five cards from your library, shuffle it, and put those cards back in any order. [Oracle 1999/11/01]

#### Limestone Golem:

Info: Color=Artifact Type=Artifact Creature - Golem Cost=6 OD(U)

Text(OD): 3/4. ; {2}, Sacrifice ~this~: Target player draws a card.

#### Limited Resources:

Info: Color=White Type=Enchantment Cost=W EX(R)

Text(EX+errata): When ~this~ comes into play, each player chooses five lands he or she controls and sacrifices the rest. ; Players can't play lands if there are ten or more lands in play. [Oracle 1999/07/21]

You can put lands into play using effects, you just cannot play lands from your hand as an action. [Barclay 1998/06/10]

If a player has less than 5 lands, they get to pick and keep all of their lands. [D'Angelo 1998/06/23]

The sacrificed lands are chosen during resolution. [bethmo 1998/07/07]

The current player chooses first. [D'Angelo 1999/06/01]

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

#### Lingering Death:

Info: Color=Black Type=Enchant Creature Cost=1B SC(C)

Text(SC): The controller of enchanted creature sacrifices it at the end of his or her turn.



+ *This is a triggered ability (even though it does not start with "When" or "At").* [Scourge FAQ 2003/05/30]

### **Lingering Mirage:**

Info: Color=Blue Type=Enchant Land Cost=1U US(U)

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.16.4).

[Urza's FAQ 1998/10/05]

Note - Also see Cycling, Rule A.12.

### **Lin Sivvi, Defiant Hero:**

Info: Color=White Type=Creature - Rebel Legend Cost=1WW NE(R)

Text(NE): 1/3. ; {X},{Tap}: Search your library for a Rebel card with converted mana cost {X} or less and put that card into play. Then shuffle your library. ; {3}: Put target Rebel card from your graveyard on the bottom of your library.

You do not have to find a Rebel card if you do not want to. See Rule Z.6.9.

[D'Angelo 2001/07/14]

Mercadian Masques/Nemesis/Prophecy block format tournaments (see Rule D.18.7) have banned this card since 2000/07/01.

Note - Also see Converted Mana Cost, Rule K.8.

### **Lion's Eye Diamond:**

Info: Color=Artifact Type=Artifact Cost=0 MI(R)

Text(MI+errata): Sacrifice ~this~, Discard your hand: Add three mana of any one color to your mana pool. Play this ability only any time you could play an instant. [Oracle 1999/11/01]

The ability is a mana ability, so it is played and resolves as a mana ability, but it can only be played at times when you can play an instant.

[bethmo 1999/11/17] Yes, this is a bit weird.

You can discard a hand of zero cards to use this effect.

[Duelist Magazine #16, Page 28]

### **Liquid Fire:**

Info: Color=Red Type=Sorcery Cost=4RR OD(U)

Text(OD): ~this~ deals 5 damage divided as you choose between target creature and the creature's controller.

You choose how to divide the damage at resolution. You can assign all 5 damage to either the creature or the player, or you can divide it as you choose. [WotC Rules Team 2002/02/01]

### **Liquify:**

Info: Color=Blue Type=Instant Cost=2U TO(C)

Text(TO): Counter target spell with converted mana cost {3} or less. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

### **Lithatog:**

Info: Color=Multi Type=Creature - Atog Cost=1RG OD(U)

Text(OD): 1/2. ; Sacrifice an artifact: ~this~ gets +1/+1 until end of turn. ; Sacrifice a land: ~this~ gets +1/+1 until end of turn.

### **Lithophage:**

Info: Color=Red Type=Creature - Insect Cost=3RR MM(R)

Text(MM): 7/7. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice a mountain.

### **Liu Bei, Lord of Shu:**

Info: Color=White Type=Creature - Legend Cost=3WW P3(R)

Text(P3): 2/4, Horsemanship. ; As long as you have Guan Yu and/or Zhang Fei in play, ~this~ gets +2/+2.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

**Living Airship:**

Info: Color=Blue Type=Creature - Ship Cost=3U AP(C)  
 Text(AP): 2/3, Flying. ; {2}{G}: Regenerate ~this~.

**Living Armor:**

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)/CH(C2)  
 Text(CH+errata): {Tap}, Sacrifice ~this~: Put X +0/+1 counters on target creature, where X is that creature's converted mana cost.

[Oracle 2001/08/24]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Converted Mana Cost, Rule K.8.

**Living Artifact:**

Info: Color=Green Type=Enchant Artifact Cost=G ABUR45(R)

Text(5th+errata): Whenever you're dealt damage, put that many vitality counters on ~this~. ; At the beginning of your upkeep, you may remove a vitality counter from ~this~. If you do, gain 1 life. [Oracle 2000/02/01]

Does not trigger on loss of life, just on damage. [D'Angelo 1998/06/05]

If you have two or more in play, you may trade in one counter from each during each of your upkeeps. [WotC Rules Team 1994/02/07]

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 1994/04/01]

**Living Death:**

Info: Color=Black Type=Sorcery Cost=3BB TE(R)/BR(F1)

Text(TE+errata): Each player removes all creature cards in his or her graveyard from the game, then sacrifices all creatures he or she controls, then puts into play all cards he or she removed this way.

[Oracle 2003/02/01]

Both players remove their creature cards at once. Then both players sacrifice all creature they control at once. Then both players put all creatures they removed into play. If there are any choices involved for a given step, the current player makes their choices first, then the other player, and finally you do the action all at once.

[D'Angelo 1999/08/31]

Both player's creatures from this are considered to enter play simultaneously. So if two of the same Legend enter play, both will be put into the graveyard. [D'Angelo 1999/07/28]

The creatures which are put in the graveyard cannot be regenerated.

[D'Angelo 1997/12/28]

**Living Lands:**

Info: Color=Green Type=Enchantment Cost=3G ABUR456(R)

Text(6th): All forests are 1/1 creatures that are still 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 Changing a Permanent's Type, Rule K.5.

**Living Plane:**

Info: Color=Green Type=Enchant World Cost=2GG LG(R)

Text(LG+errata): All lands are 1/1 creatures that are still lands.

[Oracle 1999/09/03]

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 Changing a Permanent's Type, Rule K.5.

Note - Also see Enchant World, Rule K.12.10.

**Living Terrain:**

Info: Color=Green Type=Enchant Land Cost=2GG PY(U)

Text(PY): Enchanted land is a 5/6 green Treefolk creature that's still a land.

This can be placed on any land, not just Forests. [D'Angelo 2000/06/19]

It does give the land a color and creature type, which is unlike most

other ways to animate a land. [\[DeLaney 2000/06/20\]](#)

### **Living Wall:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=4 ABUR(U)  
Text(ABU/RV+errata): 0/6. (Walls can't attack.) ; {1}: Regenerate ~this~.  
[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Living Wish:**

Info: Color=Green Type=Sorcery Cost=1G JU(R)  
Text(JU): Choose a creature or land card you own from outside the game, reveal that card, and put it into your hand. Remove ~this~ from the game.  
Note - See Burning Wish for rulings.

### **Livonya Silone:**

Info: Color=Multi Type=Creature - Legend Cost=2GGRR LG(R)  
Text(LG): 4/4, First Strike, Legendary Landwalk.  
This is one of the only cards that can get the class Legendary Landwalk.  
Only Illusionary Presence can also grant this broad ability.  
[\[D'Angelo 1997/04/17\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Landwalk, Rule A.27.  
Note - Also see Legendary Permanents, Rule K.17.

### **Lizard Warrior:**

Info: Color=Red Type=Creature - Lizard Cost=3R PT(C)  
Text(PT): 4/2.  
All tournament formats have banned this card because it only appears in Portal.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Lizard. [\[D'Angelo 2000/06/05\]](#)

### **Llanowar Behemoth:**

Info: Color=Green Type=Creature - Behemoth Cost=3GG WL(U)  
Text(WL+errata): 4/4. ; Tap an untapped creature you control: ~this~ gets +1/+1 until end of turn. [\[Oracle 1999/07/01\]](#)  
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. [\[Aahz 1997/06/25\]](#) 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.

### **Llanowar Cavalry:**

Info: Color=Green Type=Creature - Soldier Cost=2G IN(C)  
Text(IN): 1/4. ; {W}: Attacking doesn't cause ~this~ to tap this turn.

### **Llanowar Dead:**

Info: Color=Multi Type=Creature - Zombie Elf Cost=BG AP(C)  
Text(AP): 2/2. ; {Tap}: Add {B} to your mana pool.

### **Llanowar Druid:**

Info: Color=Green Type=Creature - Elf Cost=1G WL(C)  
Text(WL): 1/2. ; {Tap}, Sacrifice ~this~: Untap all forests.

### **Llanowar Elite:**

Info: Color=Green Type=Creature - Elf Cost=G IN(C)  
Text(IN): 1/1, Trample. ; Kicker {8} (You may pay an additional {8} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with five +1/+1 counters on it.  
Note - Also see Kicker, Rule A.24.  
Note - Also see Trample, Rule A.37.

### **Llanowar Elves:**

Info: Color=Green Type=Creature - Elf Cost=G  
ABUR4567(C)/AT(F1)/BR(F1)/BD(F1)  
Text(6th/7th): 1/1. ; {Tap}: Add {G} to your mana pool.

#### **Llanowar Knight:**

Info: Color=Multi Type=Creature - Elf Knight Cost=GW IN(C)  
Text(IN): 2/2, Protection from Black.  
Note - Also see Protection, Rule A.31.

#### **Llanowar Sentinel:**

Info: Color=Green Type=Creature - Elf Cost=2G WL(C)  
Text(WL+errata): 2/3. ; When ~this~ comes into play, you may pay {1}{G}. If you do, search your library for a card named Llanowar Sentinel and put that card into play. Then shuffle your library. [\[Oracle 2000/10/24\]](#)  
You do not have to find a Llanowar Sentinel card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Llanowar Vanguard:**

Info: Color=Green Type=Creature - Dryad Cost=2G IN(C)  
Text(IN): 1/1. ; {Tap}: ~this~ gets +0/+4 until end of turn.

#### **Llanowar Wastes:**

Info: Color=Land Type=Land Cost=None AP(R)  
Text(AP): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {G} to your mana pool. ~this~ deals 1 damage to you.

#### **Llawan, Cephalid Empress:**

Info: Color=Blue Type=Creature - Cephalid Legend Cost=3U TO(R)  
Text(TO): 2/3. ; When ~this~ comes into play, return all blue creatures your opponents control to their owners' hands. ; Your opponents can't play blue creature spells.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Loafing Giant:**

Info: Color=Red Type=Creature - Giant Cost=4R IN(R)  
Text(IN): 4/6. ; Whenever ~this~ attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that ~this~ would deal this turn.  
If it somehow blocks multiple creatures in a single combat, the triggered ability only triggers once. [\[Invasion FAQ 2000/10/03\]](#)

#### **Lobotomy:**

Info: Color=Multi Type=Sorcery Cost=2UB TE(U)/IN(U)  
Text(IN+errata): Target player reveals his or her hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library. [\[Oracle 2001/05/02\]](#)  
You only get to pick one card from the player's hand. [\[D'Angelo 1997/11/03\]](#)  
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. [\[D'Angelo 1998/01/27\]](#)  
It removes the chosen card plus all others in the hand, library, and graveyard. [\[D'Angelo 1998/02/25\]](#) Some people thought the chosen card was not removed due to some vague wording.  
Does not affect cards in play. [\[Invasion FAQ 2000/10/03\]](#)  
You have the choice to not find copies of the card in their library (see Rule Z.6.9). You would almost certainly want to find them all, however. [\[D'Angelo 2001/06/15\]](#)

#### **Locust Swarm:**

Info: Color=Green Type=Creature - Swarm Cost=3G MI(U)  
Text(MI+errata): 1/1, Flying. ; {G}: Regenerate ~this~. ; {G}: Untap ~this~.  
Play this ability only once each turn. [\[Oracle 1999/09/03\]](#)

#### **Lodestone Bauble:**

Info: Color=Artifact Type=Artifact Cost=0 AL(R2)

Text(AL+errata): {1},{Tap},Sacrifice ~this~: Put up to four target basic land cards from a 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's upkeep. [\[Oracle 2000/10/24\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Lonely Sandbar:**

Info: Color=Land Type=Land Cost=None ON(C)  
Text(ON): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool. ; Cycling {U}.  
Note - Also see Cycling, Rule A.12.

#### **Lone Wolf:**

Info: Color=Green Type=Creature - Wolf Cost=2G  
UL(U)/P2(U)/P3(U)/ST(C)/7(C)  
Text(7th): 2/2. ; You may have ~this~ deal its combat damage to defending player as though it weren't blocked.  
All damage is done to blockers or to the defending player. You cannot split the damage up between the two. [\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Longbow Archer:**

Info: Color=White Type=Creature - Soldier Cost=WW VI(U)/67(U)  
Text(7th): 2/2, First Strike. ; ~this~ may block as though it had flying.  
The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - In Visions this card was of creature type Archer.

#### **Longhorn Firebeast:**

Info: Color=Red Type=Creature - Beast Cost=2R TO(C)  
Text(TO): 3/2. When ~this~ comes into play, any opponent may have it deal 5 damage to him or her. If a player does, sacrifice ~this~.

#### **Long-Term Plans:**

Info: Color=Blue Type=Instant Cost=2U SC(U)  
Text(SC): Search your library for a card, shuffle your library, then put that card third from the top.

**+ If there are fewer than 3 cards in your library, put the card on the bottom of your library.** [\[Scourge FAQ 2003/05/30\]](#)

#### **Look at Me, I'm the DCI:**

Info: Color=White Type=Sorcery Cost=5WW UG(R)  
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. [\[Barclay 1998/08/13\]](#)  
This card can affect a match, not just a game. [\[Barclay 1998/08/13\]](#)  
It also removes cards from the phased-out zone and the stack. It will not remove cards from the Ante zone, because as everyone knows the DCI refutes all knowledge of the existence of Ante. [\[Barclay 1998/08/13\]](#)  
Removing the card from your deck for the match does not make your deck illegal. See Rule U.3.6. [\[QAS 1998/09/09\]](#)  
Only affects the players in the current game, not matches being played by other player's in a given tournament round. [\[D'Angelo 1999/02/21\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

#### **Looming Shade:**

Info: Color=Black Type=Creature - Shade Cost=2B US(C)/7(C)  
Text(US/7th): 1/1. ; {B}: ~this~ gets +1/+1 until end of turn.

#### **Lord Magnus:**

Info: Color=Multi Type=Creature - Legend Cost=3WWG LG(U1)

Text(LG+errata): 4/3, First Strike. ; Creatures with plainswalk may be blocked as though they didn't have plainswalk. Creatures with forestwalk may be blocked as though they didn't have forestwalk.

[\[Oracle 2001/08/24\]](#)

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 First Strike, Rule A.18.

Note - Also see Legendary Permanents, Rule K.17.

#### **Lord of Atlantis:**

Info: Color=Blue Type=Creature - Lord Cost=UU ABUR4567(R)

Text(5th/7th): 2/2. ; All Merfolk get +1/+1 and have islandwalk.

Does not grant the abilities to itself because it is not a Merfolk.

[\[PPG Page 225\]](#)

Note - Also see Landwalk, Rule A.27.

Note - In the Alpha, Beta, and Unlimited Editions this card was of creature type "Lord of Atlantis".

#### **Lord of the Pit:**

Info: Color=Black Type=Creature - Demon Cost=4BBB ABUR45(R)

Text(5th+errata): 7/7, Flying, Trample. ; At the beginning of your upkeep, sacrifice a creature other than ~this~. If you can't, ~this~ deals 7

damage to you. [\[Oracle 2002/10/01\]](#)

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.

[\[Aahz 1994/09/14\]](#)

If you have two Lords of the Pit, you can sacrifice them to each other.

[\[D'Angelo 2001/04/16\]](#)

You can select creatures with Protection from Black to be sacrificed.

[\[Aahz 1994/04/01\]](#) See Rule G.33.4.

Circle of Protection: Black can be used to prevent the damage.

[\[bethmo 1994/03/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Lord of the Undead:**

Info: Color=Black Type=Creature - Lord Cost=1BB PS(R)

Text(PS): 2/2. ; All Zombies get +1/+1. ; {1}{B},{Tap}: Return target Zombie card from your graveyard to your hand.

This card is not a Zombie, so it does not give itself the bonus.

[\[Planeshift FAQ 2001/01/26\]](#)

#### **Lord of Tresserhorn:**

Info: Color=Multi Type=Creature - Legend Cost=1UBR AL(R2)

Text(AL+errata): 10/4. ; When ~this~ comes into play, you lose 2 life and sacrifice two creatures, and an opponent draws two cards. ;

{B}: Regenerate ~this~. [\[Oracle 1999/07/23\]](#)

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. [\[Duelist Magazine #12, Page 32\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Lost in Thought:**

Info: Color=Blue Type=Enchant Creature Cost=1U JU(C)

Text(JU): Enchanted creature can't attack or block and its activated abilities can't be played. Its controller may remove three cards in his or her graveyard from the game to ignore this ability until end of turn.

You can take the "remove three cards" action any time you have priority without using the stack. [\[Judgment FAQ 2002/05/28\]](#)

#### **Lost Order of Jarkeld:**

Info: Color=White Type=Creature - Knight Cost=2WW IA(R)

Text(IA+errata): 1+\*/1+\*. ; As ~this~ comes into play, choose an



opponent. ; ~this~'s power and toughness are each equal to 1 plus the number of creatures that opponent controls. [\[Oracle 2000/02/01\]](#)

#### **Lost Soul:**

Info: Color=Black Type=Creature - Minion Cost=1BB LG(C2)/456(C)  
Text(LG/4th/5th/6th): 2/1, Swampwalk.  
Note - Also see Landwalk, Rule A.27.  
Note - In Legends, Fourth Edition, and Fifth Edition this card was of creature type Lost Soul.

#### **Lotus Blossom:**

Info: Color=Artifact Type=Artifact Cost=2 US(R)  
Text(US+errata): At the beginning of your upkeep, you may put a petal counter on ~this~. ; {Tap}, Sacrifice ~this~: Add X mana of any one color to your mana pool, where X is the number of petal counters on ~this~.  
[\[Oracle 1999/05/01\]](#)  
Adding a counter is optional. If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

#### **Lotus Guardian:**

Info: Color=Artifact Type=Artifact Creature Cost=7 IN(R)  
Text(IN): 4/4, Flying. ; {Tap}: Add one mana of any color to your mana pool.

#### **Lotus Petal:**

Info: Color=Artifact Type=Artifact Cost=0 TE(C)  
Text(TE+errata): {Tap}, Sacrifice ~this~: Add one mana of any color to your mana pool. [\[Oracle 1999/05/01\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.  
Extended tournaments (See Rule D.15) have banned this card since 1999/10/01.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.

#### **Lotus Vale:**

Info: Color=Land Type=Land Cost=None WL(R)  
Text(WL+errata): If ~this~ would come into play, sacrifice two untapped lands instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; "{Tap}: Add three mana of any one color to your mana pool." [\[Oracle 2002/03/01\]](#)  
You sacrifice the two lands after this land comes into play.  
[\[D'Angelo 1999/07/21\]](#) You cannot tap it for mana until after you sacrifice the lands.

#### **Lowland Basilisk:**

Info: Color=Green Type=Creature - Basilisk Cost=2G SH(C)  
Text(SH+errata): 1/3. ; Whenever ~this~ deals damage to a creature, destroy that creature at end of combat. [\[Oracle 1999/05/01\]](#)  
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=Creature - Giant Cost=2RR TE(C)/BD(F1)  
Text(TE): 4/3.

#### **Lowland Tracker:**

Info: Color=White Type=Creature - Soldier Cost=4W LE(C)  
Text(LE): 2/2, First Strike, Provoke.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Provoke, Rule A.32.

#### **Loyal Retainers:**

Info: Color=White Type=Creature - Advisor Cost=2W P3(U)  
Text(P3): 1/1. ; On your turn, before you attack, you may put ~this~ in

your graveyard to take one Legend card from your graveyard and put that creature into play.

When played under non-Portal rules, the text should be read as

"Sacrifice ~this~: Return target Legend creature card from your graveyard to play. Play this ability only during your turn before combat."

[\[D'Angelo 2000/07/06\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Loyal Sentry:**

Info: Color=White Type=Creature - Soldier Cost=W ST(R)

Text(ST): 1/1. ; When ~this~ blocks, destroy it and the creature it blocks. (Destroy both creatures before dealing damage.)

All tournament formats have banned this card because it only appears in Starter.

#### **Lu Bu, Master-at-Arms:**

Info: Color=Red Type=Creature - Legend Cost=5R P3(R)

Text(P3): 4/3, Horsemanship. ; ~this~ is unaffected by summoning sickness.

When played under non-Portal rules, the text should be read

as "Horsemanship, Haste." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Haste, Rule A.22.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

#### **Lull:**

Info: Color=Green Type=Instant Cost=1G US(C)

Text(US+errata): Prevent all combat damage that would be dealt this turn. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### **Lumbering Satyr:**

Info: Color=Green Type=Creature - Beast Cost=2GG MM(U)

Text(MM+errata): 5/4. ; All creatures have forestwalk. [\[Oracle 1999/11/01\]](#)

Note - Also see Landwalk, Rule A.27.

#### **Lu Meng, Wu General:**

Info: Color=Blue Type=Creature - Legend Cost=3UU P3(R)

Text(P3): 4/4, Horsemanship.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

#### **Luminous Guardian:**

Info: Color=White Type=Creature - Guardian Cost=3W OD(U)

Text(OD): 1/4. ; {W}: ~this~ gets +0/+1 until end of turn. ; {2}: ~this~ may block an additional creature this turn.

#### **Lunge:**

Info: Color=Red Type=Instant Cost=2R MM(C)

Text(MM): ~this~ deals 2 damage to target creature and 2 damage to target player.

#### **Lure:**

Info: Color=Green Type=Enchant Creature Cost=1GG

ABUR4567(U)/IA(U)/MM(U)

Text(7th): All creatures able to block enchanted creature do so.

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. [\[D'Angelo 1994/06/01\]](#)

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. [\[bethmo 1994/08/01\]](#)

More specifically, even a cost of zero mana is an optional cost you can choose not to pay. [\[WotC Rules Team 2000/02/16\]](#)

If a Lured creature is in a band, only blockers able to block the Lured creature are affected by the Lure. [\[bethmo 1994/10/01\]](#)

#### **Lure of Prey:**

Info: Color=Green Type=Instant Cost=2GG MI(R)  
Text(MI+errata): Play ~this~ only if an opponent played a creature spell this turn. ; Put a green creature card from your hand into play.

[\[Oracle 2000/10/24\]](#)

Does work for artifact creatures played by your opponent.

[\[D'Angelo 1999/07/10\]](#)

#### **Lurker:**

Info: Color=Green Type=Creature - Lurker Cost=2G DK(U1)  
Text(DK+errata): 2/3. ; ~this~ can't be the target of spells unless it attacked or blocked this turn. [\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Lurking Evil:**

Info: Color=Black Type=Enchantment Cost=BBB US(R)  
Text(US+errata): Pay half your life, rounded up: ~this~ becomes a 4/4 Horror creature with flying. [\[Oracle 1999/05/01\]](#)

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.19.7), so it costs nothing to use the ability. [\[Urza's FAQ 1998/10/05\]](#)

#### **Lurking Jackals:**

Info: Color=Black Type=Enchantment Cost=B UD(U)  
Text(UD+errata): When an opponent has 10 life or less, if ~this~ is an enchantment, it becomes a 3/2 Hound creature. [\[Oracle 1999/07/21\]](#)

Once it becomes a creature, it is no longer an enchantment.

[\[D'Angelo 1999/06/01\]](#)

Once it becomes a creature, it will not change back into an enchantment if your opponent's life total goes back above 10.

[\[Urza's Destiny FAQ 1999/05/25\]](#)

#### **Lurking Nightstalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=BB P2(C)  
Text(P2): 1/1. ; If ~this~ attacks, it gets +2/+0 until the end of the turn.

When played under non-Portal rules, the text should be read as

"Whenever ~this~ attacks, it gets +2/+0 until end of turn."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Lurking Skirge:**

Info: Color=Black Type=Enchantment Cost=1B UL(R)  
Text(UL+errata): When a creature is put into an opponent's graveyard from play, if ~this~ is an enchantment, ~this~ becomes a 3/2 Imp creature with flying. [\[Oracle 2003/02/01\]](#)

#### **Lu Su, Wu Advisor:**

Info: Color=Blue Type=Creature - Legend Cost=3UU P3(R)  
Text(P3): 1/2. ; On your turn, before you attack, you may tap ~this~ to draw a card.

When played under non-Portal rules, the text should be read as "{Tap}: You draw a card. Play this ability only during your turn before combat."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

#### **Lu Xun, Scholar General:**

Info: Color=Blue Type=Creature - Legend Cost=2UU P3(R)  
Text(P3): 1/3, Horsemanship. ; When ~this~ successfully damages your

opponent, you may draw a card.

When played under non-Portal rules, the text should be read as

"Horsemanship. ; Whenever ~this~ deals damage to an opponent, you may draw a card." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

#### **Lynx:**

Info: Color=Green Type=Creature - Cat Cost=1G P2(C)/ST(U)

Text(P2/ST): 2/1, Forestwalk.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - Also see Landwalk, Rule A.27.

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#### **Macetail Hystrodon:**

Info: Color=Red Type=Creature - Beast Cost=6R LE(C)

Text(LE): 4/4, First Strike, Haste. ; Cycling {3}.

Note - Also see Cycling, Rule A.12.

Note - Also see First Strike, Rule A.18.

Note - Also see Haste, Rule A.22.

#### **Ma Chao, Western Warrior:**

Info: Color=Red Type=Creature - Legend Cost=3RR P3(R)

Text(P3): 3/3, Horsemanship. ; Whenever ~this~ attacks and no other creatures do, ~this~ can't be blocked.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

#### **Maddening Imp:**

Info: Color=Black Type=Creature - Imp Cost=2B TE(R)

Text(TE+errata): 1/1, Flying. ; {Tap}: Non-Wall creatures the active player controls gain "this creature attacks if able" until end of turn. At end of turn, destroy each of those creatures that didn't attack this turn.

Play this ability only during an opponent's turn and only before attackers are declared. [\[Oracle 2002/03/01\]](#)

It does affect creatures with summoning sickness. [\[D'Angelo 1998/07/30\]](#)

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. [\[D'Angelo 1998/07/30\]](#)

If the Imp leaves play before the end of the turn, the creature still dies. [\[D'Angelo 1998/07/30\]](#)

Note - Also see Must Attack or Block, Rule C.7.

#### **Maddening Wind:**

Info: Color=Green Type=Enchant Creature Cost=2G IA(U)

Text(IA+errata): Cumulative Upkeep - {G}. ; At the beginning of the upkeep of enchanted creature's controller, ~this~ deals 2 damage to that player.

[\[Oracle 2000/02/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mad Dog:**

Info: Color=Red Type=Creature - Hound Cost=1R OD(C)

Text(OD): 2/2. ; At the end of your turn, if ~this~ didn't attack or come under your control this turn, sacrifice it.

#### **Mage il-Vec:**

Info: Color=Red Type=Creature - Wizard Cost=2R EX(C)

Text(EX+errata): 2/2. ; {Tap}, Discard a card at random from your hand: ~this~ deals 1 damage to target creature or player.

[\[Oracle 1999/05/01\]](#)

You must discard a card as part of the activation cost. You cannot announce

the ability unless you have a card in hand. [\[D'Angelo 1998/06/15\]](#)

#### Mages' Contest:

Info: Color=Red Type=Instant Cost=1RR IN(R)  
Text(IN): You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

#### Mage's Guile:

Info: Color=Blue Type=Instant Cost=1U ON(C)  
Text(ON): Target creature can't be the target of spells or abilities this turn. ; Cycling {U}.  
Note - Also see Cycling, Rule A.12.

#### Mageta's Boon:

Info: Color=White Type=Enchant Creature Cost=1W PY(C)  
Text(PY): You may play ~this~ any time you could play an instant. ; Enchanted creature gets +1/+2.

#### Mageta the Lion:

Info: Color=White Type=Creature - Spellshaper Legend Cost=3WW PY(R)  
Text(PY): 3/3. ; {2}{W}{W},{Tap},Discard two cards from your hand: Destroy all creatures except for ~this~. Those creatures can't be regenerated.

#### Maggot Carrier:

Info: Color=Black Type=Creature - Zombie Cost=B PS(C)  
Text(PS): 1/1. ; When ~this~ comes into play, each player loses 1 life.

#### Maggot Therapy:

Info: Color=Black Type=Enchant Creature Cost=2B MM(C)  
Text(MM): You may play ~this~ any time you could play an instant. ; Enchanted creature gets +2/-2.

#### Magical Hack:

Info: Color=Blue Type=Instant Cost=U ABUR45(R)  
Text(5th+errata): Change the text of target spell or permanent by replacing all instances of one basic land type with another. (For example, you may change "swampwalk" to "plainswalk.") (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
Alters all occurrences of a land word in the text box of the given card.  
[\[WotC Rules Team 1994/04/01\]](#)  
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. [\[WotC Rules Team 1994/06/01\]](#)  
Cannot change a card's name, such as changing an Island to a Plains. [\[D'Angelo 1999/03/26\]](#)  
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. [\[bethmo 1998/05/22\]](#)  
You choose the land words on resolution. [\[D'Angelo 2003/02/16\]](#)  
Note - Also see Text Changing, Rule E.13.  
Note - This card was of type Interrupt and is now of type Instant. [\[Oracle 2000/02/01\]](#)

#### Magistrate's Scepter:

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
Text(MM): {4},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove three charge counters from ~this~: Take another turn after this one.  
If multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.  
[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

**Magistrate's Veto:**

Info: Color=Red Type=Enchantment Cost=2R MM(U)

Text(MM): White creatures and blue creatures can't block.

**Magma Burst:**

Info: Color=Red Type=Instant Cost=3R PS(C)

Text(PS): Kicker-Sacrifice two lands. ; ~this~ deals 3 damage to target creature or player. If you paid the kicker cost, ~this~ deals 3 damage to another target creature or player.

You choose a second target only if you choose to pay the Kicker cost.

[\[Planeshift FAQ 2001/01/26\]](#)

The second target must be different from the first one.

[\[D'Angelo 2001/07/22\]](#)

Note - Also see Kicker, Rule A.24.

**Magma Giant:**

Info: Color=Red Type=Creature - Giant Cost=5RR P2(R)

Text(P2): 5/5. ; When ~this~ comes into play from your hand, it deals 2 damage to each creature and player. (This includes you and your creatures, including ~this~.)

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, it deals 2 damage to each creature and player." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Magma Mine:**

Info: Color=Artifact Type=Artifact Cost=1 VI(U)

Text(VI+errata): {4}: Put a pressure counter on ~this~. ; {Tap},

Sacrifice ~this~: ~this~ deals damage equal to the number of pressure counter on it to target creature or player. [\[Oracle 1999/07/01\]](#)

**Magmasaur:**

Info: Color=Red Type=Creature - Elemental Cost=3RR TE(R)

Text(TE+errata): 0/0. ; ~this~ comes into play with five +1/+1 counters on it. ; At the beginning of your upkeep, sacrifice ~this~ unless you remove a +1/+1 counter from it. If you sacrifice ~this~ this way, it deals damage equal to the number of +1/+1 counters on it to each creature without flying and each player. [\[Oracle 2002/03/01\]](#)

**Magma Sliver:**

Info: Color=Red Type=Creature - Sliver Cost=3R LE(R)

Text(LE): 3/3. ; All Slivers have "{Tap}: Target Sliver gets +X/+0 until end of turn, where X is the number of Slivers in play."

**Magma Vein:**

Info: Color=Red Type=Enchantment Cost=2R OD(U)

Text(OD): {R}, Sacrifice a land: ~this~ deals 1 damage to each creature without flying.

**Magnetic Mountain:**

Info: Color=Red Type=Enchantment Cost=1RR AN(U3)/R4(R)

Text(4th+errata): Blue creatures don't untap during their controllers' untap steps. ; Blue creatures have "{4}: Untap this creature. Play this ability only during your upkeep." [\[Oracle 2001/08/24\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Magnetic Web:**

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

Text(TE+errata): If a creature with a magnet counter on it attacks, all creatures with magnet counters on them attack this turn if able. ;

Whenever a creature with a magnet counter on it attacks, all creatures with magnet counters on them block that creature this turn if able. ;

{1},{Tap}: Put a magnet counter on target creature.

[\[Oracle 1999/05/01\]](#)



**Magnify:**

Info: Color=Green Type=Instant Cost=G UD(C)  
 Text(UD): All creatures get +1/+1 until end of turn.

**Magnigoth Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=4G PS(R)  
 Text(PS): 2/6. ; For each basic land type among lands you control, ~this~ has landwalk of that type.  
 Note - Also see Landwalk, Rule A.27.

**Magnivore:**

Info: Color=Red Type=Creature - Lhurgoyf Cost=2RR OD(R)  
 Text(OD): \*/\*, Haste. ; ~this~'s power and toughness are each equal to the number of sorcery cards in all graveyards.  
 Note - Also see Haste, Rule A.22.

**Magus of the Unseen:**

Info: Color=Blue Type=Creature - Wizard Cost=1U IA(R)/5(R)  
 Text(5th+errata): 1/1. ; {1}{U},{Tap}: Untap target artifact an opponent controls and gain control of it until end of turn. If it's an artifact creature, it gains haste until end of turn. When you lose control of the artifact, tap it. [\[Oracle 2001/08/24\]](#)  
 Can be used on an untapped artifact. Being tapped is not a targeting requirement. [\[Aahz 1995/06/08\]](#)  
 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. [\[Aahz 1995/07/05\]](#)  
 Note - Also see Haste, Rule A.22.

**Mahamoti Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=4UU ABUR47(R)/BD(F1)  
 Text(ABU/RV/4th/7th): 5/6, Flying.  
 Extended tournaments (see Rule D.15) banned this card from 1999/10/01 to 2001/05/01.

**Major Teroh:**

Info: Color=White Type=Creature - Bird Soldier Legend Cost=3W TO(R)  
 Text(TO): 2/3, Flying. ; {3}{W}{W},Sacrifice ~this~: Remove all black creatures from the game.  
 Note - Also see Legendary Permanents, Rule K.17.

**Malachite Talisman:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
 Text(IA+errata): Whenever a green spell is played, you may pay {3}. If you do, untap target permanent. [\[Oracle 2000/10/24\]](#)  
 See Hematite Talisman for rulings.

**Malevolent Awakening:**

Info: Color=Black Type=Enchantment Cost=1BB OD(U)  
 Text(OD): {1}{B}{B},Sacrifice a creature: Return target creature card from your graveyard to your hand.

**Malice (Spite/Malice):**

Info: Color=Black Type=Instant Cost=3B IN(U)  
 Text(IN): Destroy target nonblack creature. It can't be regenerated.  
 Note - See Spite (Spite/Malice) for the second half of this card.  
 Note - Also see Split Cards, Rule K.24.

**Malicious Advice:**

Info: Color=Multi Type=Instant Cost=XUB PS(C)  
 Text(PS): Tap X target artifacts, creatures, and/or lands. ; You lose X life.  
 Note - Also see X Costs, Rule K.28.

**Malignant Growth:**

Info: Color=Multi Type=Enchantment Cost=3GU MI(R)  
 Text(MI+errata): Cumulative upkeep {1}. ; At the beginning of your upkeep,

put a growth counter on ~this~. ; At the beginning of each of your opponents' draw steps, that player draws a card for each growth counter on ~this~, then ~this~ deals to the player damage equals to the number of cards he or she drew this way. [\[Oracle 1999/11/01\]](#)

In multiplayer games it affects all opponents. [\[D'Angelo 1999/07/10\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mammoth Harness:**

Info: Color=Green Type=Enchant Creature Cost=3G HL(U1)

Text(HL+errata): Enchanted creature loses flying. ; Whenever enchanted creature blocks a creature, the blocked creature gains first strike until end of turn. ; Whenever enchanted creature becomes blocked by a creature, the blocking creature gains first strike until end of turn.

[\[Oracle 1999/07/23\]](#)

Note - Also see First Strike, Rule A.18.

#### **Manabarbs:**

Info: Color=Red Type=Enchantment Cost=3R ABUR456(R)

Text(6th+errata): Whenever a player taps a land for mana, ~this~ deals 1 damage to that player. [\[Oracle 2000/02/01\]](#)

This card has a triggered ability (see Rule A.4) that causes a separate effect for 1 point of damage each time a land is tapped for mana.

[\[D'Angelo 1999/05/01\]](#)

#### **Manabond:**

Info: Color=Green Type=Enchantment Cost=G EX(R)

Text(EX+errata): At the end of your turn, you may reveal your hand and put all land cards from it into play. If you do, discard your hand.

[\[Oracle 2001/08/24\]](#)

The lands are put into play during the resolution of the ability.

[\[Barclay 1998/06/10\]](#)

Putting a land into play does not count as playing a land.

[\[Barclay 1998/06/10\]](#)

You discard all the cards still in your hand after you put the lands into play. [\[D'Angelo 2001/08/24\]](#)

#### **Mana Breach:**

Info: Color=Blue Type=Enchantment Cost=2U EX(U)/7(U)

Text(7th): Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

The person who played the spell chooses which of their lands is affected.

[\[bethmo 1999/06/13\]](#)

The ability itself is played and controlled by Mana Breach's controller.

[\[bethmo 1999/06/13\]](#)

#### **Mana Cache:**

Info: Color=Red Type=Enchantment Cost=1RR NE(R)

Text(NE): At the end of each player's turn, put a charge counter on ~this~ for each untapped land that player controls. ; Remove a charge counter from ~this~: Add one colorless mana to your mana pool. Any player may play this ability but only during his or her turn before the end phase.

#### **Mana Chains:**

Info: Color=Blue Type=Enchant Creature Cost=U WL(C)

Text(WL): Enchanted creature gains "Cumulative Upkeep - {1}."

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mana Clash:**

Info: Color=Red Type=Sorcery Cost=R DK(U1)/457(R)

Text(4th/7th): 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 on the same flip.

Each point of damage is dealt separately, so if you are damaged twice by this spell, each time is considered a separate time this source deals damage. This means you need power a Circle of Protection: Red twice if it damages you twice and you want to avoid all the damage.

[\[Barclay 2002/04/22\]](#) (REVERSAL)

Always affects the caster and targets an opposing player. It cannot be Deflected back to affect the caster twice.

[\[WotC Rules Team 1995/02/09\]](#)

This card's coin flip has no winner or loser. [\[Barclay 2001/09/24\]](#) At the time of this ruling, this is the only coin flip that has no winner or loser.

### Manacles of Decay:

Info: Color=White Type=Enchant Creature Cost=1W AP(C)

Text(AP): Enchanted creature can't attack. ; {B}: Enchanted creature gets -1/-1 until end of turn. ; {R}: Enchanted creature can't block this turn.

### Mana Crypt:

Info: Color=Artifact Type=Artifact Cost=0 PR(FS)

Text(PR+errata): At the beginning of your upkeep, flip a coin. If you lose the flip, ~this~ deals 3 damage to you. ; {Tap}: Add two colorless mana to your mana pool. [\[Oracle 2000/05/10\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

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

### Mana Cylindrix:

Info: Color=Artifact Type=Artifact Cost=1 PS(U)

Text(PS): {1},{Tap}: Add one mana of any color to your mana pool.

### Mana Drain:

Info: Color=Blue Type=Instant Cost=UU LG(U1)

Text(LG+errata): Counter target spell. At the beginning of your next main phase, add X colorless mana to your mana pool, where X is that spell's converted mana cost. [\[Oracle 2001/08/24\]](#)

The mana gain is done as a beginning of main phase triggered ability and not as a mana ability or such. [\[D'Angelo 2000/03/03\]](#)

If used after your first main phase but before your second, you will get the mana during your second main phase. [\[D'Angelo 2001/02/10\]](#)

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

Note - Also see Converted Mana Cost, Rule K.8.

Note - This card was of type Interrupt, but it is now of type Instant.

[\[Oracle 1999/09/03\]](#)

### Mana Echoes:

Info: Color=Red Type=Enchantment Cost=2RR ON(R)

Text(ON): Whenever a creature comes into play, you may add {1} to your mana pool for each creature you control that shares a creature type with it.

You do get to count the creature itself, you even get one mana if it is the only creature you have in play (assuming it has at least one creature type). [\[Barclay 2003/02/21\]](#)

You either get zero mana or all the mana. You cannot choose an amount in between. [\[Onslaught FAQ 2002/09/24\]](#)

### Mana Flare:

Info: Color=Red Type=Enchantment Cost=2R ABUR45(R)

Text(4th/5th+errata): Whenever a player taps a land for mana, that player adds one mana of that type to his or her mana pool. [\[Oracle 2000/10/24\]](#)

This is a triggered mana ability. See Rule A.6.4. [\[D'Angelo 2000/03/03\]](#)

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.15.6.

When used with lands that produce multiple colors, such as Badlands,

Mana Flare produces 2 of one color, not one of each. [\[bethmo 1994/05/12\]](#)

When used with Urza's lands (and other colorless producing lands) they produce one extra colorless mana each. [\[bethmo 1994/05/12\]](#)

Only produces extra mana when land is tapped for mana, not when tapped by Twiddle or for some other effect. [\[bethmo 1994/04/01\]](#)

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. [\[bethmo 1996/12/07\]](#)  
The mana is provided when the triggered ability (see Rule A.4) resolves. [\[Duelist Magazine #18, Page 29\]](#)

#### Manakin:

Info: Color=Artifact Type=Artifact Creature Cost=2 TE(C)  
Text(TE+errata): 1/1. ; {Tap}: Add one colorless mana to your mana pool.  
[\[Oracle 1999/05/01\]](#)

#### Mana Leak:

Info: Color=Blue Type=Instant Cost=1U SH(C)/BR(F1)  
Text(SH+errata): Counter target spell unless its controller pays {3}.  
[\[Oracle 1999/05/01\]](#)  
Note - This card was of type Interrupt. It is now an Instant.  
[\[Oracle 1999/05/01\]](#)

#### Mana Leech:

Info: Color=Black Type=Creature - Worm Cost=2B US(U)  
Text(US+errata): 1/1. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Tap target land. It doesn't untap during its controller's untap step as long as ~this~ remains tapped. [\[Oracle 1999/05/01\]](#)  
Note - Also see Tap and Hold Abilities, Rule E.11.

#### Mana Matrix:

Info: Color=Artifact Type=Artifact Cost=6 LG(R)  
Text(LG+errata): Instant and enchantment spells you play cost you up to {2} less to play. [\[Oracle 2001/08/24\]](#)  
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. [\[bethmo 1994/06/15\]](#)  
Only works on instants and enchantments. It does not work on sorceries, so you can't use it on a Fireball. [\[D'Angelo 2000/03/03\]](#)  
Although the apparent cost is reduced, the "mana 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. [\[bethmo 1994/06/29\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### Mana Maze:

Info: Color=Blue Type=Enchantment Cost=1U IN(R)  
Text(IN): Players can't play spells that share a color with the spell last played this turn.  
Does not affect the first spell played each turn. [\[Invasion FAQ 2000/10/03\]](#)  
If a spell's color was changed while on the stack, use the color at the time it was when you started announcement, not as it currently is on the stack or as it was at the time it resolved. [\[D'Angelo 2000/10/14\]](#)

#### Mana Prism:

Info: Color=Artifact Type=Artifact Cost=3 MI(U)/6(U)  
Text(6th+errata): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Add one mana of any color to your mana pool.  
[\[Oracle 1999/05/01\]](#)

#### Mana Severance:

Info: Color=Blue Type=Sorcery Cost=1U TE(R)  
Text(TE+errata): Search your library for any number of land cards and remove them from the game. Then shuffle your library. [\[Oracle 1999/05/01\]](#)

#### Mana Short:

Info: Color=Blue Type=Instant Cost=2U ABUR467(R)  
Text(7th): Tap all lands target player controls and empty his or her mana

pool.

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. [\[D'Angelo 1996/11/08\]](#)

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.

[\[bethmo 1994/06/01\]](#) 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.

It even taps lands that do not produce mana. [\[Oracle 2000/10/24\]](#) (REVERSAL)

#### **Mana Vapors:**

Info: Color=Blue Type=Sorcery Cost=1U PY(U)

Text(PY): Lands target player controls don't untap during his or her next untap step.

Only affects lands target player controls when the spell resolves.

[\[DeLaney 2000/05/29\]](#)

#### **Mana Vault:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR45(R)

Text(5th+errata): ~this~ doesn't untap during your untap step. ; At the beginning of your upkeep, you may pay {4}. If you do, untap ~this~. ; At the beginning of your draw step, if ~this~ is tapped, it deals 1 damage to you. ; {Tap}: Add three colorless mana to your mana pool.

[\[Oracle 2000/02/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

Extended tournaments (see Rule D.15) have banned this card since 2000/04/01.

#### **Mana Vortex:**

Info: Color=Blue Type=Enchantment Cost=1UU DK(U1)

Text(DK+errata): When ~this~ comes into play, sacrifice it unless you sacrifice a land. ; At the beginning of each player's upkeep, that player sacrifices a land. ; When there are no lands in play, sacrifice ~this~.

[\[Oracle 1999/09/03\]](#)

The sacrifices due to each triggered ability are done during the resolution of the ability. [\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Mana Web:**

Info: Color=Artifact Type=Artifact Cost=3 WL(R)

Text(WL+errata): Whenever a land an opponent controls is tapped for mana, tap all lands that player controls that can produce any type of mana that land could produce. [\[Oracle 1999/07/01\]](#)

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. [\[bethmo 1997/06/25\]](#)

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. [\[D'Angelo 1997/08/22\]](#) 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(C)/IN(C)/BR(F1)

Text(IN): Enchanted creature gets +2/+2 and can't block.

### **Mangara's Blessing:**

Info: Color=White Type=Instant Cost=2W MI(U)

Text(MI+errata): You gain 5 life. ; When a spell or ability an opponent controls causes you to discard ~this~ from your hand, you gain 2 life, and you return ~this~ from your graveyard to your hand at end of turn.

[\[Oracle 2002/03/01\]](#)

The 2 life from having it discarded is gained when the triggered ability resolves, not at end of turn. Only the return to hand is done at end of turn. [\[Oracle Update 1998/11/11\]](#)

The Mangara's Blessing card is only returned if it is still in the graveyard at end of turn and never left the graveyard in the meantime.

[\[D'Angelo 1998/11/13\]](#)

### **Mangara's Equity:**

Info: Color=White Type=Enchantment Cost=1WW MI(U)

Text(MI+errata): As ~this~ comes into play, choose black or red. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {1}{W}. ; Whenever a creature of the chosen color deals damage to you or a white creature you control, ~this~ deals X damage to that creature, where X is equal to the damage dealt to you or the white creature.

[\[Oracle 1999/09/03\]](#)

### **Mangara's Tome:**

Info: Color=Artifact Type=Artifact Cost=5 MI(R)

Text(MI+errata): When ~this~ comes into play, search your library for five cards. Remove those cards from the game face down, then shuffle them. Then shuffle your library. ; {2}: The next time you would draw a card this turn, instead put the top card removed from the game with ~this~ into its owner's hand. [\[Oracle 2000/10/24\]](#)

The getting of cards with the Tome is not considered a "draw".

[\[Aahz 1996/10/21\]](#)

The ability is a replacement effect (see Rule T.10) that replaces a draw.

[\[D'Angelo 1996/11/11\]](#)

If there are no cards left, you can still use the ability to turn a draw into a "do nothing". [\[DeLaney 1997/12/22\]](#)

If you lose control of this card, the cards removed stay out of the game and face down. [\[bethmo 1998/11/24\]](#)

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

Note - Also see Skipping a Draw, Rule G.35.

### **Manipulate Fate:**

Info: Color=Blue Type=Sorcery Cost=1U IN(U)

Text(IN): Search your library for three cards, remove them from the game, then shuffle your library. ; Draw a card.

### **Man-o'-War:**

Info: Color=Blue Type=Creature - Jellyfish Cost=2U

VI(C)/PT(U)/ST(U)/BR(F1)

Text(VI+errata): 2/2. ; When ~this~ comes into play, return target creature to its owner's hand. [\[Oracle 1999/07/01\]](#)

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.

Note - The Portal version had no creature type.

### **Manta Ray:**

Info: Color=Blue Type=Creature - Fish Cost=1UU WL(C)

Text(WL+errata): 3/3. ; ~this~ can't attack unless defending player controls an island. ; ~this~ can't be blocked except by blue creatures. ; When you control no islands, sacrifice ~this~. [\[Oracle 2000/10/24\]](#)

Note - Also see Landhome, Rule A.26.

### **Manta Riders:**

Info: Color=Blue Type=Creature - Merfolk Cost=U TE(C)/BR(F1)

Text(TE): 1/1. ; {U}: ~this~ gains flying until end of turn.



**Mantis Engine:**

Info: Color=Artifact Type=Artifact Creature Cost=5 UD(U)  
Text(UD): 3/3. ; {2}: ~this~ gains flying until end of turn. ; {2}: ~this~ gains first strike until end of turn.  
Note - Also see First Strike, Rule A.18.

**Marauding Knight:**

Info: Color=Black Type=Creature - Knight Cost=2BB IN(R)  
Text(IN): 2/2, Protection from White. ; ~this~ gets +1/+1 for each plains your opponents control.  
Counts plains controlled by all opponents. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Protection, Rule A.31.

**Maraxus of Keld:**

Info: Color=Red Type=Creature - Legend Cost=4RR WL(R)  
Text(WL+errata): \*/\*. ; ~this~'s power and toughness are each equal to the number of untapped artifacts, creatures, and lands you control.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

**Marble Diamond:**

Info: Color=Artifact Type=Artifact Cost=2 MI(U)/67(U)  
Text(6th/7th): ~this~ comes into play tapped. ; {Tap}: Add {W} to your mana pool.

**Marble Priest:**

Info: Color=Artifact Type=Artifact Creature Cost=5 LG(U1)  
Text(LG+errata): 3/3. ; All Walls able to block ~this~ do so. ; Prevent all combat damage that would be dealt to ~this~ by Walls. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

**Marble Titan:**

Info: Color=White Type=Creature - Giant Cost=3W TE(R)  
Text(TE+errata): 3/3. ; Creatures with power 3 or greater don't untap during their controllers' untap steps. [\[Oracle 1999/05/01\]](#)

**March of Souls:**

Info: Color=White Type=Sorcery Cost=4W PS(R)  
Text(PS): Destroy all creatures. They can't be regenerated. For each creature destroyed this way, its controller puts a 1/1 white Spirit creature token with flying into play.  
Note - Also see Token Creatures, Rule K.25.

**Marhault Elsdragon:**

Info: Color=Multi Type=Creature - Legend Cost=3GRR LG(U1)/CH(C1)  
Text(LG/CH): 4/6, Rampage 1.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Rampage, Rule A.33.

**Marjhan:**

Info: Color=Blue Type=Creature - Serpent Cost=5UU HL(U1)  
Text(HL+errata): 8/8. ; ~this~ doesn't untap during your untap step. ; ~this~ can't attack unless defending player controls an island. ; When you control no islands, sacrifice ~this~. ; {U}{U}, Sacrifice a creature: Untap ~this~. Play this ability only during your upkeep. ; {U}{U}: ~this~ gets -1/-0 until end of turn and deals 1 damage to target attacking creature without flying. [\[Oracle 2000/10/24\]](#)  
Note - Also see Landhome, Rule A.26.

**Marker Beetles:**

Info: Color=Green Type=Creature - Insect Cost=1GG UD(C)  
Text(UD): 2/3. ; When ~this~ is put into a graveyard from play, target creature gets +1/+1 until end of turn. ; {2}, Sacrifice ~this~: Draw a card.  
You can use the sacrifice ability if this card has summoning sickness.

[D'Angelo 1999/06/01] Or if it is tapped. [DeLaney 1999/06/08]

#### Mark of Fury:

Info: Color=Red Type=Enchant Creature Cost=R UD(C)  
Text(UD+errata): Enchanted creature has haste. ; At end of turn,  
return ~this~ to its owner's hand. [Oracle 1999/07/21]  
It only returns if it is still in play at end of turn. [D'Angelo 1999/06/01]  
Note - Also see Haste, Rule A.22.

#### Maro:

Info: Color=Green Type=Creature - Elemental Cost=2GG MI(R)/67(R)  
Text(6th/7th): \*/\*. ; ~this~'s power and toughness are each equal to the  
number of cards in your hand.  
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,  
Maro doesn't die. This is because the Swamps return to your hand as a  
cost and are in your hand before state-based effects are checked.  
[Jordan 2001/12/16]  
His toughness is checked as a state-based effect (see Rule T.11). This  
happens right before a player gains priority to play a spell or ability.  
If a spell had your number of cards go to zero during the middle of  
resolution, but you did not have zero when the spell ended, then Maro  
would live. [D'Angelo 1999/05/01]

#### Marshaling the Troops:

Info: Color=Green Type=Sorcery Cost=1G P3(R)  
Text(P3): Tap any number of your creatures. You gain 4 life for each  
creature tapped this way. (Tapped creatures can't block.)  
When played under non-Portal rules, the text should be read as "Tap any  
number of target untapped creatures you control. You gain 4 life for each  
creature tapped this way." [D'Angelo 2000/06/05]  
All tournament formats have banned this card because it only appears in  
Portal.

#### Marsh Boa:

Info: Color=Green Type=Creature - Snake Cost=G PY(C)  
Text(PY): 1/1, Swampwalk.  
Note - Also see Landwalk, Rule A.27.

#### Marsh Crocodile:

Info: Color=Multi Type=Creature - Crocodile Cost=2UB PS(U)  
Text(PS): 4/4. ; When ~this~ comes into play, return a blue or black  
creature you control to its owner's hand. ; When ~this~ comes into play,  
each player discards a card from his or her hand.  
Both triggered abilities trigger at the same time so you can decide which  
order they go on the stack. If you have no cards in hand, choose the  
order where you discard before getting the creature.  
[Planeshift FAQ 2001/01/26]  
This card can return itself to your hand. [Planeshift FAQ 2001/01/26]  
You choose the creature to return on resolution of the triggered ability.  
This is not targeted. [D'Angelo 2001/04/16]

#### Marsh Gas:

Info: Color=Black Type=Instant Cost=B DK(C3)/4(C)  
Text(DK/4th): All creatures get -2/-0 until end of turn.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Marsh Goblins:

Info: Color=Multi Type=Creature - Goblin Cost=BR DK(C3)  
Text(DK+errata): 1/1, Swampwalk. [Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.

#### Marsh Lurker:

Info: Color=Black Type=Creature - Beast Cost=3B TE(C)

Text(TE+errata): 3/2. ; Sacrifice a swamp: ~this~ gains fear until end of turn. [\[Oracle 2002/10/01\]](#)

Note - Also see Fear, Rule A.17.

#### **Marsh Viper:**

Info: Color=Green Type=Creature - Viper Cost=3G DK(C3)/45(C)

Text(5th+errata): 1/2. ; Whenever ~this~ deals damage to an opponent, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [\[Oracle 2003/02/01\]](#)

A player 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.

[\[Aahz 1994/08/11\]](#)

Note - Also see Poison, Rule E.10.

#### **Marton Stromgald:**

Info: Color=Red Type=Creature - Legend Cost=2RR IA(R)

Text(IA+errata): 1/1. ; Whenever ~this~ attacks, all other attacking creatures get +1/+1 until end of turn for each attacking creature other than ~this~. ; Whenever ~this~ blocks, all other blocking creatures get +1/+1 until end of turn for each blocking creature other than ~this~.

[\[Oracle 2000/02/01\]](#)

The bonus is calculated when attackers (or blockers) are declared and does not change if attackers (or blockers) are later killed off or removed from combat. [\[Aahz 1995/08/16\]](#)

The bonus stays even if Marton is killed or removed from combat.

[\[D'Angelo 1996/11/11\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Martyrdom:**

Info: Color=White Type=Instant Cost=1WW AL(C1)

Text(AL+errata): Until end of turn, target creature you control gains "{0}: The next 1 damage that would be dealt to target creature or player this turn is dealt to this creature instead." Only you may play this ability.

[\[Oracle 2000/10/24\]](#)

If the target creature is not still in play when the damage is to be redirected, the damage stays where it is. [\[D'Angelo 1997/08/21\]](#)

If the target stops being a creature, you cannot redirect damage to it until/unless it becomes a creature again. [\[bethmo 1996/08/06\]](#)

Can be used to redirect damage that was dealt to other players or to their creatures. [\[D'Angelo 1997/08/21\]](#)

Can be used to redirect damage from that creature to itself. This has no particularly useful effect. [\[D'Angelo 1999/08/01\]](#)

#### **Martyr's Cause:**

Info: Color=White Type=Enchantment Cost=2W UL(U)

Text(UL+errata): Sacrifice a creature: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. [\[Oracle 1999/07/21\]](#)

#### **Martyr's Cry:**

Info: Color=White Type=Sorcery Cost=WW DK(U1)

Text(DK+errata): Remove all white creatures from the game. For each white creature removed this way, its controller draws a card.

[\[Oracle 1999/07/23\]](#)

Only affects creatures in play, not ones in hands or graveyards.

[\[Duelist Magazine #3, Page 7\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Martyrs of Korlis:**

Info: Color=White Type=Creature - Bodyguard Cost=3WW AQ(U3)

Text(AQ+errata): 1/6. ; As long as ~this~ is untapped, all damage that would be dealt to you by artifacts is dealt to ~this~ instead.

[\[Oracle 2001/08/24\]](#)

If you have multiple Martyrs of Korlis, you can decide which one receives the redirected damage each time artifact damage would be dealt to you.

[\[D'Angelo 2001/08/31\]](#)

Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Damage Redirection, Rule G.12.

#### **Martyrs' Tomb:**

Info: Color=Multi Type=Enchantment Cost=2WB AP(U)  
Text(AP): Pay 2 life: Prevent the next 1 damage that would be dealt to target creature this turn.

#### **Masked Gorgon:**

Info: Color=Black Type=Creature - Gorgon Cost=4B JU(R)  
Text(JU): 5/5. ; Green creatures and white creatures have protection from Gorgons. Threshold - "this" has protection from green and from white. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Protection, Rule A.31.  
Note - Also see Threshold, Rule A.36.

#### **Mask of Intolerance:**

Info: Color=Artifact Type=Artifact Cost=2 AP(R)  
Text(AP): At the beginning of each player's upkeep, if there are four or more basic land types among lands that player controls, "this" deals 3 damage to him or her.

#### **Mask of Law and Grace:**

Info: Color=White Type=Enchant Creature Cost=W UD(C)  
Text(UD+errata): Enchanted creature has protection from black and protection from red. [\[Oracle 1999/07/21\]](#)  
If Sleight of Mind is used to change a word so it grants Protection from white, then it will cause itself to be put into the graveyard.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)  
Note - Also see Protection, Rule A.31.

#### **Mask of the Mimic:**

Info: Color=Blue Type=Instant Cost=U SH(U)  
Text(SH+errata): As an additional cost to play "this", sacrifice a creature. ; Search your library for a card with the same name as target creature card in play and put that card into play. Then shuffle your library. [\[Oracle 2000/02/01\]](#)  
You target a card in play which is a "Creature" or "Artifact Creature" card, even if that card is not currently a creature due to some effect.  
[\[D'Angelo 1999/06/01\]](#) Older cards of type Summon can also be targeted.  
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. [\[WotC Rules Team 1998/03/18\]](#)  
If a copy card, such as Clone, is targeted by this effect, you get to look for another copy of the card it is copying (not the Clone card). This is because a copy card actually takes on the name and initial characteristics of what it copies. [\[WotC Rules Team 1999/03/18\]](#)  
You do not have to find a card if you do not want to. See Rule Z.6.9.  
[\[D'Angelo 2001/07/14\]](#)

#### **Massacre:**

Info: Color=Black Type=Sorcery Cost=2BB NE(U)  
Text(NE): If an opponent controls a plains and you control a swamp, you may play "this" without paying its mana cost. ; All creatures get -2/-2 until end of turn.  
Note - Also see Alternate Cost Spells, Rule E.1.  
Note - Cycle with Mogg Salvage, Refreshing Rain, Sivvi's Ruse, and Submerge.

#### **Master Apothecary:**

Info: Color=White Type=Creature - Cleric Cost=WWW OD(R)  
Text(OD): 2/2. ; Tap an untapped Cleric you control: Prevent the next 2 damage that would be dealt to target creature or player this turn.

#### **Master Decoy:**

Info: Color=White Type=Creature - Soldier Cost=1W TE(C)/BR(F1)  
Text(TE): 1/2. ; W, {Tap}: Tap target creature.

#### Master Healer:

Info: Color=White Type=Creature - Cleric Cost=4W UD(R)/7(R)  
Text(7th): 1/4. ; {Tap}: Prevent the next 4 damage that would be dealt to target creature or player this turn.

#### Master of Arms:

Info: Color=White Type=Creature - Soldier Cost=2W WL(U)  
Text(WL): 2/2, First strike. ; {1}{W}: Tap target creature blocking ~this~.  
A tapped blocker does deal and receive damage in combat.

[\[D'Angelo 1999/07/10\]](#)

Note - Also see First Strike, Rule A.18.

#### Master of the Hunt:

Info: Color=Green Type=Creature - Master Cost=2GG LG(R)  
Text(LG+errata): 2/2. ; {2}{G}{G}: Put a 1/1 green Wolves-of-the-Hunt creature token into play. This creature has "bands with other Wolves-of-the-Hunt." [\[Oracle 2003/02/01\]](#)

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.

#### Master of the Veil:

Info: Color=Blue Type=Creature - Wizard Cost=2UU LE(U)  
Text(LE): 2/3. ; Morph {2}{U}. ; When ~this~ is turned face up, you may turn target creature with morph face down.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

It can target itself and turn itself face down. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### Masticore:

Info: Color=Artifact Type=Artifact Creature Cost=4 UD(R)  
Text(UD+errata): 4/4. ; At the beginning of your upkeep, you may discard a card from your hand. If you don't, sacrifice ~this~. ; {2}: ~this~ deals 1 damage to target creature. ; {2}: Regenerate ~this~.

[\[Oracle 1999/07/21\]](#)

#### Matopi Golem:

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 VI(U)  
Text(VI+errata): 3/3. ; {1}: The next time ~this~ would be destroyed this turn, it regenerates and put a -1/-1 counter on it instead.

[\[Oracle 2000/10/24\]](#)

Note - Before errata, this card had no creature type.

#### Mawcor:

Info: Color=Blue Type=Creature - Beast Cost=3UU TE(R)/7(R)  
Text(7th): 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. Prevent all combat damage that would be dealt to and dealt by that creature this turn. [\[Oracle 1999/09/03\]](#)

The creature is still part of the combat. It just has its damage prevented. Don't infer something from the fact that it becomes untapped.

[\[D'Angelo 1999/08/01\]](#)

Can target a non-tapped attacking creature such as the Serra Angel.

Both parts of the effect will happen even if one part does nothing useful.

So if it untaps an already untapped card, it will still make the creature

neither deal nor receive damage. [\[D'Angelo 1999/08/01\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1994/10/10 until

1999/04/01.

Type 1.5 tournaments (see Rule D.14) banned this card until 1999/04/01.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/06/08 since it is no longer in the environment. It was previously restricted from 1994/10/10 until 1995/06/08.

### **Maze of Shadows:**

Info: Color=Land Type=Land Cost=None TE(U)

Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ;

{Tap}: Untap target attacking creature with shadow. Prevent all combat damage that would be dealt by that creature this turn. [\[Oracle 1999/05/01\]](#)

Note - Also see Shadow, Rule A.34.

### **Meddle:**

Info: Color=Blue Type=Instant Cost=1U MI(U)/ON(U)

Text(ON): If target spell has only one target and that target is a creature, change that spell's target to another creature.

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. [\[bethmo 1996/12/07\]](#)

Does not work on "comes into play" abilities. It only targets spells.

[\[D'Angelo 1997/02/17\]](#)

Note - The Mirage version of this card was of type Interrupt.

### **Meddling Mage:**

Info: Color=Multi Type=Creature - Wizard Cost=WU PS(R)

Text(PS): 2/2. ; As ~this~ comes into play, name a nonland card. ; The named card can't be played.

You name a card during the resolution of this spell, at the same time it is being put into play. Once you name the card, there is no chance for any player to respond to this choice before the "can't be played" effect takes hold. [\[Planeshift FAQ 2001/01/26\]](#)

The named card can be put into play by a spell or ability, it just cannot be played normally. [\[Planeshift FAQ 2001/01/26\]](#)

The effect lasts as long as this card is in play. [\[DeLaney 2001/02/12\]](#)

The effect of this card does not affect cards being played face down.

[\[Onslaught FAQ 2002/09/24\]](#)

Note - This card was designed by Chris Pikula after winning the 2000 tournament in Sydney.

### **Medicine Bag:**

Info: Color=Artifact Type=Artifact Cost=3 EX(U)

Text(EX+errata): {1},{Tap},Discard a card from your hand: Regenerate target creature. [\[Oracle 1999/05/01\]](#)

### **Meditate:**

Info: Color=Blue Type=Instant Cost=2U TE(R)

Text(TE+errata): Draw four cards. You skip your next turn.

[\[Oracle 1999/05/01\]](#)

You skip one turn as part of the effect. [\[D'Angelo 1999/06/01\]](#)

### **Meekstone:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(R)

Text(7th): Creatures with power 3 or greater don't untap during their controller's untap steps.

### **Megatherium:**

Info: Color=Green Type=Creature - Beast Cost=2G MM(R)

Text(MM): 4/4, Trample. ; When ~this~ comes into play, sacrifice it unless you pay {1} for each card in your hand.

Note - Also see Trample, Rule A.37.

### **Megrim:**

Info: Color=Black Type=Enchantment Cost=2B SH(U)/7(U)

Text(7th+errata): Whenever an opponent discards a card from his or her hand, ~this~ deals 2 damage to that player. [\[Oracle 2002/03/01\]](#)



**Melee:**

Info: Color=Red Type=Instant Cost=4R IA(U)  
 Text(IA+errata): Play ~this~ only during your combat phase before the declare blockers step. ; Instead of defending player, you choose how each creature blocks this turn. ; Whenever a creature attacks and isn't blocked this turn, untap it and remove it from combat. [\[Oracle 2002/10/01\]](#)

**Melesse Spirit:**

Info: Color=White Type=Creature - Angel Cost=3WW MI(U)  
 Text(MI): 3/3, Flying, Protection from Black.  
 Note - Also see Protection, Rule A.31.

**Meltdown:**

Info: Color=Red Type=Sorcery Cost=XR US(U)  
 Text(US+errata): Destroy each artifact with converted mana cost X or less. X can be zero. [\[DeLaney 1998/10/05\]](#)  
 Note - Also see Converted Mana Cost, Rule K.8.  
 Note - Also see X Costs, Rule K.28.

**Melting:**

Info: Color=Red Type=Enchantment Cost=3R IA(U)  
 Text(IA+errata): All lands lose snow-covered. [\[Oracle 2001/08/24\]](#)

**Memory Crystal:**

Info: Color=Artifact Type=Artifact Cost=3 EX(R)  
 Text(EX+errata): Buyback costs are reduced by {2}. [\[Oracle 1999/05/01\]](#)  
 The ability is not optional. [\[Barclay 1998/06/10\]](#)  
 Only affects generic mana portions of Buyback costs. [\[DeLaney 1998/06/10\]](#)  
 Does not apply to other parts of the play cost (see Rule K.20).  
[\[DeLaney 1998/06/10\]](#)  
 Cannot reduce the cost below zero. [\[DeLaney 1998/06/15\]](#)  
 It applies to all players. [\[D'Angelo 1998/11/16\]](#)  
 Note - Also see Buyback, Rule A.10.

**Memory Jar:**

Info: Color=Artifact Type=Artifact Cost=5 UL(R)  
 Text(UL+errata): {Tap}, Sacrifice ~this~: Each player removes his or her hand from the game 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 removed from the game this way. [\[Oracle 2000/10/24\]](#)  
 You cannot look at the cards you removed from game until they return to your hand at end of turn. [\[bethmo 1999/03/13\]](#)  
 Type 1 tournaments (see Rule D.13) have restricted this card since 1999/04/01.  
 Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/04/01.  
 Extended tournaments (see Rule D.15) have banned this card since 1999/04/01.  
 Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.  
 Urza's Cycle block tournaments (see Rule D.18.6) have banned this card since 1999/04/01.

**Memory Lapse:**

Info: Color=Blue Type=Instant Cost=1U HL(C4)/MI(C)/567(C)  
 Text(6th/7th+errata): Counter target spell. If you do, put it on top of its owner's library instead of into that player's graveyard.  
[\[Oracle 2002/03/01\]](#)  
 The card does not go to the graveyard before being put on the library.  
[\[bethmo 1997/10/19\]](#)  
 If the spell is not countered (because the spell it targets cannot be countered), then it does not go to its owner's library.  
[\[D'Angelo 2001/04/16\]](#)  
 This card has a self replacement (see Rule T.10.13). This means that it replaces going to the graveyard before any other effect can replace that event. [\[Rules Team 2001/05/01\]](#) If Flashback is applied using Recoup, however, Flashback will change the destination.  
 See Rule A.20.Ruling.1. [\[DeLaney 2001/10/13\]](#)

Note - In Fifth Edition (and before) this card was of type Interrupt.

### **Menacing Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=3RR ON(R)  
Text(ON): 3/3, Trample, Haste. ; When ~this~ comes into play, each player secretly chooses a number. Then those numbers are revealed. Each player with the highest number loses that much life. If you are one of those players, put two +1/+1 counters on ~this~.  
You have to choose zero or a positive number. [\[Onslaught FAQ 2002/09/24\]](#)  
It must be an integer number. [\[D'Angelo 2002/10/15\]](#)  
Note - Also see Haste, Rule A.22.  
Note - Also see Trample, Rule A.37.

### **Meng Huo, Barbarian King:**

Info: Color=Green Type=Creature - Legend Cost=3GG P3(R)  
Text(P3): 4/4. ; All your other green creatures get +1/+1 as long as ~this~ is in play.  
When played under non-Portal rules, the text should be read as "Other green creatures you control get +1/+1." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

### **Meng Huo's Horde:**

Info: Color=Green Type=Creature - Soldier Cost=4G P3(C)  
Text(P3): 4/5.  
All tournament formats have banned this card because it only appears in Portal.

### **Mental Discipline:**

Info: Color=Blue Type=Enchantment Cost=1UU UD(C)  
Text(UD+errata): {1}{U}, Discard a card from your hand: Draw a card.  
[\[Oracle 1999/07/21\]](#)

### **Mental Note:**

Info: Color=Blue Type=Instant Cost=U JU(C)  
Text(JU): Put the top two cards of your library into your graveyard. Draw a card.

### **Mercadian Atlas:**

Info: Color=Artifact Type=Artifact Cost=5 MM(R)  
Text(MM): At the end of your turn, if you didn't play a land this turn, you may draw a card.  
It only checks if you played a land. Putting a land into play by using an effect of another card does not count as "playing a land".  
[\[MM FAQ 1999/09/22\]](#)

### **Mercadian Bazaar:**

Info: Color=Land Type=Land Cost=None MM(U)  
Text(MM): ~this~ comes into play tapped. ; {Tap}: Put a storage counter on ~this~. ; {Tap}, Remove any number of storage counters from ~this~: Add one red mana to your mana pool for each storage counter removed this way.

### **Mercadian Lift:**

Info: Color=Artifact Type=Artifact Cost=2 MM(R)  
Text(MM): {1},{Tap}: Put a winch counter on ~this~. ; {Tap}, Remove X winch counters from ~this~: Put a creature card with converted mana cost X from your hand into play.  
Note - Also see Converted Mana Cost, Rule K.8.

### **Mercadia's Downfall:**

Info: Color=Red Type=Instant Cost=2R MM(U)  
Text(MM): Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.  
The value of X is determined when this resolves and is not recalculated.  
[\[MM FAQ 1999/09/22\]](#)  
The creatures that are attacking is determined when this resolves and is not

changed later, even if you have another combat phase due to Relentless Assault or some similar effect. [\[MM FAQ 1999/09/22\]](#)

#### **Mercenaries:**

Info: Color=White Type=Creature - Mercenary Cost=3W IA(R)  
Text(IA+errata): 3/3. ; {3}: Prevent all damage that would be dealt by ~this~ to you this turn. Any player may play this ability.  
[\[Oracle 2000/02/01\]](#)

#### **Mercenary Informer:**

Info: Color=White Type=Creature - Rebel Mercenary Cost=2W PY(R)  
Text(PY+errata): 2/1. ; ~this~ can't be the target of black spells or abilities from black sources. ; {2}{W}: Put target Mercenary on the bottom of its owner's library. [\[Oracle 2002/03/01\]](#)  
It can target Mercenary cards or tokens in play.  
[\[WotC Rules Team 2000/06/06\]](#)

#### **Mercenary Knight:**

Info: Color=Black Type=Creature - Knight Cost=2B PT(R)  
Text(PT): 4/4. ; When ~this~ comes into play from your hand, choose and discard a summon creature from your hand or destroy ~this~.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, destroy ~this~ unless you discard a creature card from your hand." [\[D'Angelo 2000/06/05\]](#)  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Knight. [\[D'Angelo 2000/06/05\]](#)

#### **Merchant of Secrets:**

Info: Color=Blue Type=Creature - Wizard Cost=2U LE(C)  
Text(LE): 1/1. ; When ~this~ comes into play, draw a card.

#### **Merchant Scroll:**

Info: Color=Blue Type=Sorcery Cost=1U HL(C1)  
Text(HL+errata): Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.  
[\[Oracle 1999/07/23\]](#)  
You do not have to find a blue instant card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - All Interrupts have errata to be Instants. [\[D'Angelo 1999/08/01\]](#)

#### **Merchant Ship:**

Info: Color=Blue Type=Creature - Ship Cost=U AN(U3)  
Text(AN+errata): 0/2. ; ~this~ can't attack unless defending player controls an island. ; Whenever ~this~ attacks and isn't blocked, you gain 2 life. ; When you control no islands, sacrifice ~this~. [\[Oracle 2002/03/01\]](#)  
The ability triggers (see Rule A.4) when blockers are declared (see Rule C.4) if no creatures were assigned to block it.  
[\[WotC Rules Team 1995/09/22\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Mercurial Kite:**

Info: Color=Blue Type=Creature - Bird Cost=3U SC(C)  
Text(SC): 2/2, Flying. ; Whenever ~this~ deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step.

#### **Merfolk Assassin:**

Info: Color=Blue Type=Creature - Merfolk Cost=UU DK(U2)  
Text(DK+errata): 1/2. ; {Tap}: Destroy target creature with islandwalk.  
[\[Oracle 1999/07/23\]](#)  
Can be used on a creature with Snow-Covered Islandwalk.  
[\[Duelist Magazine #8, Page 51\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - The artist's name, Dennis Detwiller, is spelled incorrectly.

**Merfolk Looter:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U EX(C)/7(U)  
 Text(7th): 1/1. ; {Tap}: Draw a card, then discard a card from your hand.

**Merfolk of the Pearl Trident:**

Info: Color=Blue Type=Creature - Merfolk Cost=U  
 ABUR4567(C)/PT(C)/ST(S1)  
 Text(ABU/RV/4th/5th/6th/7th): 1/1.  
 Note - The Portal version had no creature type.

**Merfolk Raiders:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U MI(C)  
 Text(MI): 2/3, Phasing, Islandwalk.  
 Note - Also see Landwalk, Rule A.27.  
 Note - Also see Phasing, Rule A.30.

**Merfolk Seer:**

Info: Color=Blue Type=Creature - Merfolk Cost=2U MI(C)  
 Text(MI+errata): 2/2. ; When ~this~ is put into a graveyard from play, you may pay {1}{U}. If you do, draw a card. [\[Oracle 1999/07/01\]](#)

**Merfolk Traders:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U WL(C)  
 Text(WL+errata): 1/2. ; When ~this~ comes into play, draw a card, then discard a card from your hand. [\[Oracle 1999/07/01\]](#)  
 Note - Also see Comes Into Play Abilities, Rule E.3.

**Merieke Ri Berit:**

Info: Color=Multi Type=Creature - Legend Cost=WUB IA(R)  
 Text(IA+errata): 1/1. ; ~this~ doesn't untap during your untap step. ;  
 {Tap}: Gain control of target creature as long as you control ~this~.  
 When ~this~ leaves play or becomes untapped, destroy that creature. It can't be regenerated. [\[Oracle 2000/02/01\]](#)  
 If you lose control of a creature controlled by Merieke, the creature can still be destroyed by Merieke's ability. [\[Aahz 1995/11/06\]](#)  
 Note - Also see Legendary Permanents, Rule K.17.  
 Note - Also see Tap and Hold Abilities, Rule E.11.

**Merseine:**

Info: Color=Blue Type=Enchant Creature Cost=2UU FE(C4)  
 Text(FE+errata): ~this~ comes into play with three net counters on it. ;  
 Enchanted creature doesn't untap during its controller's untap step as long as ~this~ has a net counter on it. ; Enchanted creature has "Pay this creature's mana cost: Remove a net counter from a Merseine enchanting this creature." [\[Oracle 2002/03/01\]](#)  
 When the last counter is removed, Merseine stays in play but does nothing. [\[WotC Rules Team 1994/12/15\]](#)  
 The cost that needs to be paid includes colored mana requirements. [\[D'Angelo 2001/08/31\]](#)  
 Can remove as many counters per turn as you want to and this can be done at any time instants are legal. [\[D'Angelo 1995/03/23\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Mana Cost, Rule K.18.

**Mesa Chicken:**

Info: Color=White Type=Creature - Chicken Cost=WW UG(C)  
 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. [\[Barclay 1998/08/13\]](#)  
 Players who cannot stand up due to disabilities, medical conditions, or drunkenness may say "I am standing up" before flapping their arms. [\[TomHa 1998/09/15\]](#)  
 All tournament formats have banned cards from Unglued.  
 Note - Also see Unglued rulings, Rule U.1.

**Mesa Falcon:**

Info: Color=White Type=Creature - Bird Cost=1W HL(C4)/56(C)  
Text(6th): 1/1, Flying. {1}{W}: ~this~ gets +0/+1 until end of turn.  
Note - In Fifth Edition and Homelands this card was of creature type Falcon.

#### **Mesa Pegasus:**

Info: Color=White Type=Creature - Pegasus Cost=1W ABUR45(C)  
Text(4th/5th): 1/1, Banding, Flying.  
Note - Also see Banding, Rule A.8.

#### **Mesmeric Fiend:**

Info: Color=Black Type=Creature - Nightmare Horror Cost=1B TO(C)  
Text(TO): 1/1. ; When ~this~ comes into play, target opponent reveals his or her hand and you choose a nonland card from it. Remove that card from the game. ; When ~this~ leaves play, return the removed card to its owner's hand.

#### **Mesmeric Trance:**

Info: Color=Blue Type=Enchantment Cost=1UU IA(R)  
Text(IA+errata): Cumulative Upkeep - {1}. ; {U}, Discard a card from your hand: Draw a card. [\[Oracle 2001/05/02\]](#)  
This is not a forced discard, so it cannot be used with Library of Leng.  
[\[Duelist Magazine #11, Page 56\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Metallic Sliver:**

Info: Color=Artifact Type=Artifact Creature - Sliver Cost=1 TE(C)  
Text(TE+errata): 1/1.

#### **Metalworker:**

Info: Color=Artifact Type=Artifact Creature Cost=3 UD(R)  
Text(UD): 1/2. ; {Tap}: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way. You can reveal zero cards to gain zero mana. [\[DeLaney 1999/06/08\]](#)  
This is a mana ability. It does not go on the stack and cannot be responded to. [\[DeLaney 1999/06/08\]](#)

#### **Metamorphic Wurm:**

Info: Color=Green Type=Creature - Elephant Wurm Cost=3GG OD(U)  
Text(OD): 3/3. ; Threshold - ~this~ gets +4/+4. (You have threshold as long as seven or more cards are in your graveyard.)  
This card is of creature type Elephant and of type Wurm.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Threshold, Rule A.36.

#### **Metamorphose:**

Info: Color=Blue Type=Instant Cost=1U SC(U)  
Text(SC): Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.

#### **Metamorphosis:**

Info: Color=Green Type=Sorcery Cost=G AN(C4)/CH(C3)  
Text(CH+errata): As an additional cost to play ~this~, sacrifice a creature. ; Add X mana of any one color to your mana pool, where X is one plus the sacrificed creature's converted mana cost. Spend this mana only to play creature spells. [\[Oracle 2001/08/24\]](#)  
The creature is sacrificed at the time this spell is announced. It is part of the cost. You cannot sacrifice more than one creature. [\[D'Angelo 1999/01/31\]](#)  
The mana generated by this spell must be used to play creatures or you take mana-burn damage. You can however split it up among multiple creature spells or add to it from other mana sources. [\[Arab FAQ 1994/01/05\]](#)  
You can spend the mana to pay alternate costs (like Kicker) and modified costs (like Gloom). [\[DeLaney 2003/01/14\]](#)  
You cannot spend any of the mana to pay unrelated costs from effects (like Power Sink and Nether Void). [\[DeLaney 2003/01/14\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Converted Mana Cost, Rule K.8.

#### **Metathran Aerostat:**

Info: Color=Blue Type=Creature - Ship Cost=2UU IN(R)  
Text(IN): 2/2, Flying. ; {X}{U}: You may put a creature card with converted mana cost X from your hand into play. If you do, return ~this~ to its owner's hand.

You can play the ability in response to itself and get more than one creature card into play before this returns to its owner's hand.

[\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Metathran Elite:**

Info: Color=Blue Type=Creature - Soldier Cost=1UU UD(U)  
Text(UD): 2/3. ; ~this~ is unblockable as long as it's enchanted.

Being "enchanted" means there is a local enchantment (such as an Enchant Creature) on it. [\[DeLaney 1999/06/08\]](#)

#### **Metathran Soldier:**

Info: Color=Blue Type=Creature - Soldier Cost=1U UD(C)  
Text(UD): 1/1. ; ~this~ is unblockable.

#### **Metathran Transport:**

Info: Color=Blue Type=Creature - Ship Cost=1UU IN(U)  
Text(IN): 1/3, Flying. ; ~this~ can't be blocked by blue creatures. ; {U}: Target creature becomes blue until end of turn.

#### **Metathran Zombie:**

Info: Color=Blue Type=Creature - Zombie Cost=1U IN(C)  
Text(IN): 1/1. ; {B}: Regenerate ~this~.

#### **Meteor Crater:**

Info: Color=Land Type=Land Cost=None PS(R)  
Text(PS): {Tap}: Choose a color of a permanent you control. Add one mana of that color to your mana pool.

You cannot choose "colorless". You have to choose one of the five colors.

[\[Planeshift FAQ 2001/01/26\]](#)

#### **Meteor Shower:**

Info: Color=Red Type=Sorcery Cost=XXR IA(C)  
Text(IA+errata): ~this~ deals X+1 damage divided as you choose among any number of target creatures and/or players. [\[Oracle 2000/02/01\]](#)

The "RXX" mana 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.

[\[WotC Rules Team 1995/07/19\]](#)

You cannot choose zero targets. You must choose between 1 and X+1 targets.

[\[DeLaney 2003/05/19\]](#)

Note - Also see X Costs, Rule K.28.

#### **Meteor Storm:**

Info: Color=Multi Type=Enchantment Cost=RG IN(R)  
Text(IN): {2}{R}{G}, Discard two cards at random from your hand: ~this~ deals 4 damage to target creature or player.

#### **Metrognome:**

Info: Color=Artifact Type=Artifact Cost=4 US(R)  
Text(US+errata): When a spell or ability an opponent controls causes you to discard ~this~ from your hand, put four 1/1 Gnome artifact creature tokens into play. ; {4}, {Tap}: Put a 1/1 Gnome artifact creature token into play. [\[Oracle 2002/03/01\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Midnight Ritual:**

Info: Color=Black Type=Sorcery Cost=X2B MM(R)  
Text(MM): Remove X target creature cards in your graveyard from the game.



For each creature card removed this way, put a black 2/2 Zombie creature token into play.

Note - Also see X Costs, Rule K.28.

Note - Also see Token Creatures, Rule K.25.

#### Midsummer Revel:

Info: Color=Green Type=Enchantment Cost=3GG US(R)

Text(US+errata): At the beginning of your upkeep, you may put a verse counter on ~this~. ; {G},Sacrifice ~this~: Put X 3/3 green Beast creature tokens into play, where X is the number of verse counters on ~this~.

[\[Oracle 1999/05/01\]](#)

Adding a counter is optional. 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 Token Creatures, Rule K.25.

#### Might of Oaks:

Info: Color=Green Type=Instant Cost=3G UL(R)/7(R)

Text(UL/7th): Target creature gets +7/+7 until end of turn.

#### Mightstone:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)

Text(AQ+errata): Whenever a creature attacks, it gets +1/+0 as long as it's attacking. [\[Oracle 2001/08/24\]](#)

The +1/+0 applies to attacking creatures from all players. [\[Aahz 1994/06/01\]](#)

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

Note - The card type is "Artifact" and not "Continuous Artifact".

[\[Oracle 1998/07/01\]](#)

#### Might Weaver:

Info: Color=Green Type=Creature - Wizard Cost=1G IN(U)

Text(IN): 2/1. ; {2}: Target red or white creature gains trample until end of turn.

Note - Also see Trample, Rule A.37.

#### Mijae Djinn:

Info: Color=Red Type=Creature - Djinn Cost=RRR AN(U2)/R(R)

Text(AN/RV+errata): 6/3. ; Whenever ~this~ attacks, flip a coin. If you lose the flip, remove ~this~ from combat and tap it. [\[Oracle 1999/09/03\]](#)

The coin flip is done as a triggered ability on declaring the Djinn as an attacker. [\[bethmo 1997/08/08\]](#)

Any abilities which have already resolved before the coin flip are not undone. Any abilities that trigger when it attacks which have not already resolved will still resolve. [\[D'Angelo 2000/02/25\]](#)

If Nettling Imp, Siren's Call, or similar effect is used on the Djinn and the coin toss fails, then it still attacked and will not be killed at the end of the turn. [\[D'Angelo 2000/02/25\]](#)

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.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Militant Monk:

Info: Color=White Type=Creature - Cleric Cost=1WW TO(C)

Text(TO): 2/1. ; Attacking doesn't cause ~this~ to tap. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

#### Millikin:

Info: Color=Artifact Type=Artifact Creature Cost=2 OD(U)

Text(OD): 0/1. ; {Tap},Put the top card of your library into your graveyard: Add one colorless mana to your mana pool.

#### Millstone:

Info: Color=Artifact Type=Artifact Cost=2 AQ(U3)/R4567(R)

Text(7th+errata): {2},{Tap}: Target player puts the top two cards of his or her library into his or her graveyard. [\[Oracle 2003/02/01\]](#)

Library of Leng has no effect on the Millstone because cards are moved to the graveyard. They are not "discarded". [\[bethmo 1994/10/01\]](#)

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. [\[Aahz 1997/11/17\]](#)

#### **Mind Bend:**

Info: Color=Blue Type=Instant Cost=U MI(U)

Text(MI+errata): Change the text of target permanent by replacing all instances of one color word or basic land type with another. (For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk.") (This effect doesn't end at end of turn.)

[\[Oracle 2000/10/24\]](#)

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.

[\[bethmo 1996/11/05\]](#)

You can play this spell on a permanent which has no color or land words on it. It doesn't do anything useful, but it is legal to do.

[\[D'Angelo 2000/10/14\]](#)

Note - Also see Text Changing, Rule E.13.

#### **Mindbender Spores:**

Info: Color=Green Type=Creature - Wall Cost=2G MI(R)

Text(MI+errata): 0/1, Flying. (Walls can't attack.) ; Whenever ~this~ blocks a creature, put four fungus counters on that creature. The creature gains "This creature doesn't untap during your untap step if it has a fungus counter on it." and "At the beginning of your upkeep, remove a fungus counter from this creature." [\[Oracle 2000/02/01\]](#)

Note - Also see Walls, Rule K.27.

#### **Mind Bomb:**

Info: Color=Blue Type=Sorcery Cost=U DK(U1)/45(U)

Text(5th+errata): Each player may discard up to three cards from his or her hand. ~this~ deals damage to each player equal to 3 minus the number of cards he or she discarded this way. [\[Oracle 2002/03/01\]](#)

This is a forced discard. Library of Leng can be used on the discards.

[\[D'Angelo 1999/08/01\]](#)

#### **Mind Burst:**

Info: Color=Black Type=Sorcery Cost=1B OD(C)

Text(OD): Target player discards X cards from his or her hand, where X is one plus the number of Mind Burst cards in all graveyards.

#### **Mind Extraction:**

Info: Color=Black Type=Sorcery Cost=2B AP(C)

Text(AP): As an additional cost to play ~this~, sacrifice a creature. ; Target player reveals his or her hand and discards all cards of each of the sacrificed creature's colors from it.

If you sacrifice a colorless creature, you get to see their hand but they discard no cards. [\[Apocalypse FAQ 2001/05/24\]](#)

If you sacrifice a multicolored creature, all cards that share at least one color with the creature are discarded. [\[Apocalypse FAQ 2001/05/24\]](#)

#### **Mind Games:**

Info: Color=Blue Type=Instant Cost=U SH(C)

Text(SH): Buyback {2}{U}. ; Tap target artifact, creature, or land.

Note - Also see Buyback, Rule A.10.

#### **Mind Harness:**

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

Text(MI+errata): Cumulative upkeep - {1}. ; ~this~ can only enchant a red or green creature. ; You control enchanted creature. [\[Oracle 1999/07/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mind Knives:**

Info: Color=Black Type=Sorcery Cost=1B PT(C)  
Text(PT): Your opponent discards a card at random from his or her hand.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Target opponent discards a card at random from his or her hand."  
[\[D'Angelo 2000/06/05\]](#)

#### Mindless Automaton:

Info: Color=Artifact Type=Artifact Creature Cost=4 EX(R)  
Text(EX+errata): 0/0. ; ~this~ comes into play with two +1/+1 counters on it. ; {1}, Discard a card from your hand: Put a +1/+1 counter on ~this~. ; Remove two +1/+1 counters from ~this~: Draw a card. [\[Oracle 1999/05/01\]](#)

#### Mind Maggots:

Info: Color=Black Type=Creature - Insect Cost=3B EX(U)  
Text(EX+errata): 2/2. ; When ~this~ comes into play, discard any number of creature cards from your hand. For each card discarded this way, put two +1/+1 counters on ~this~. [\[Oracle 1999/05/01\]](#)  
You can choose to discard zero creature cards. [\[DeLaney 1998/06/10\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### Mind Over Matter:

Info: Color=Blue Type=Enchantment Cost=2UUUU EX(R)  
Text(EX+errata): Discard a card from your hand: Tap or untap target artifact, creature, or land. [\[Oracle 1999/05/01\]](#)  
You can tap a tapped card (see Rule G.38.3) or untap an untapped card (see Rule G.40.3). [\[Barclay 1998/06/10\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.  
Extended tournaments (See Rule D.15) have banned this card since 1999/10/01.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/07/01.

#### Mind Peel:

Info: Color=Black Type=Sorcery Cost=B SH(U)  
Text(SH+errata): Buyback {2}{B}{B}. ; Target player discards a card from his or her hand. [\[Oracle 1999/05/01\]](#)  
Note - Also see Buyback, Rule A.10.

#### Mind Ravel:

Info: Color=Black Type=Sorcery Cost=2B IA(C)/5(C)  
Text(5th+errata): Target player discards a card from his or her hand. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)  
You still draw a card if opponent had no cards in hand.  
[\[WotC Rules Team 1995/06/15\]](#)  
Note - Also see Cantrips, Rule E.2.

#### Mind Rot:

Info: Color=Black Type=Sorcery Cost=2B PT(C)/P2(C)/ST(C)/7(C)  
Text(7th): Target player discards two cards from his or her hand.

#### Mind's Desire:

Info: Color=Blue Type=Sorcery Cost=4UU SC(R)  
Text(SC): Storm. ; Shuffle your library. Then remove the top card of your library from the game. Until end of turn, you may play it as though it were in your hand without paying its mana cost. (If it has X in its mana cost, X is 0.)  
**+ The card is face-up when removed from the game.** [\[Scourge FAQ 2003/05/30\]](#)  
**+ If the card is not played by end of turn, it remains removed from the game until end of game.** [\[Scourge FAQ 2003/05/30\]](#)  
**+ You cannot play a removed creature card with Morph face down.** [\[Scourge FAQ 2003/05/30\]](#)  
**+ Type 1 tournaments (see Rule D.13) restricted this card since 2003/07/01.**  
Type 1.5 tournaments (see Rule D.14) have banned this card since 2003/07/01.  
**+ Note - Also see Storm, Rule A.35.**

**Mind Slash:**

Info: Color=Black Type=Enchantment Cost=1BB NE(U)  
Text(NE+errata): {B},Sacrifice a creature: Look at target opponent's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/07\]](#)

**Mindslicer:**

Info: Color=Black Type=Creature - Horror Cost=2BB OD(R)  
Text(OD): 4/3. ; When ~this~ is put into a graveyard from play, each player discards his or her hand.

**Mind Sludge:**

Info: Color=Black Type=Sorcery Cost=4B TO(U)  
Text(TO): Target player discards a card from his or her hand for each swamp you control.

**Mindstab Thrull:**

Info: Color=Black Type=Creature - Thrull Cost=1BB FE(C3)/5(C)  
Text(5th+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may sacrifice it. If you do, defending player discards three cards from his or her hand. [\[Oracle 2001/08/24\]](#)  
The defending 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(C)  
Text(WL+errata): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap},Sacrifice ~this~: Draw a card. [\[Oracle 1999/07/01\]](#)

**Mind Swords:**

Info: Color=Black Type=Sorcery Cost=1B NE(C)  
Text(NE+errata): If you control a swamp, you may sacrifice a creature rather than pay ~this~'s mana cost. ; Each player removes two cards in his or her hand from the game. [\[Oracle 2001/06/01\]](#)  
The active player chooses two cards, then the other player chooses two cards, then all the chosen cards are removed from the game simultaneously.  
[\[Jordan 2001/11/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.

**Mind Twist:**

Info: Color=Black Type=Sorcery Cost=XB ABUR4(R)  
Text(4th+errata): Target player discards X cards at random from his or her hand. [\[Oracle 2001/08/24\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 2000/10/01. It was previously banned from 1996/02/01 to 2000/10/01 and it was restricted from 1994/08/01 to 1996/02/01.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1996/02/01. It was previously restricted from 1994/08/01 to 1996/02/01.  
Note - Also see X Costs, Rule K.28.

**Mind Warp:**

Info: Color=Black Type=Sorcery Cost=X3B IA(U)/56(U)  
Text(6th): Look at target player's hand and choose X cards from it. That player discards them.  
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.28.

**Mindwarper:**

Info: Color=Black Type=Creature - Spirit Cost=2BB SH(R)  
Text(SH+errata): 0/0. ; ~this~ comes into play with three +1/+1 counters on it. ; {2}{B},Remove a +1/+1 counter from ~this~: Target player discards a

card from his or her hand. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

#### **Mind Whip:**

Info: Color=Black Type=Enchant Creature Cost=2BB IA(R)  
Text(IA+errata): At the beginning of the upkeep of enchanted creature's controller, that player may pay {3}. If he or she doesn't, ~this~ deals 2 damage to that player and you tap enchanted creature.  
[\[Oracle 2000/02/01\]](#)

#### **Mindwhip Sliver:**

Info: Color=Black Type=Creature - Sliver Cost=2B TE(U)  
Text(TE+errata): 2/2. ; All Slivers have "{2},Sacrifice this creature: Target player discards a card at random from his or her hand. Play this ability only any time you could play a sorcery." [\[Oracle 2000/02/01\]](#)

#### **Mine Bearer:**

Info: Color=White Type=Creature - Soldier Cost=2W PY(C)  
Text(PY): 1/1. ; {Tap},Sacrifice ~this~: Destroy target attacking creature.

#### **Mine Layer:**

Info: Color=Red Type=Creature - Dwarf Cost=3R OD(R)  
Text(OD): 1/1. ; {1}{R},{Tap}: Put a mine counter on target land. ; Whenever a land with a mine counter on it becomes tapped, destroy it. ; When ~this~ leaves play, remove all mine counters from all lands.

#### **Mine, Mine, Mine!:**

Info: Color=Green Type=Enchantment Cost=4GG UG(R)  
Text(UG+errata): As ~this~ comes into play, each player puts his or her library into his or her hand. ; Players have no maximum hand size and don't lose as a result of being unable to draw a card. ; Each player can't play more than one spell each turn. ; When ~this~ leaves play, each player shuffles his or her hand and graveyard into his or her library.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

"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. [\[Barclay 1998/08/13\]](#)

If multiple effects modify your hand size limit, apply them in the order they enter play. For example, if both this and Recycle are in play, the most recent in play decides your hand size.

[\[D'Angelo 2001/05/21\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Minion of Leshrac:**

Info: Color=Black Type=Creature - Demon Cost=4BBB IA(R)  
Text(IA+errata): 5/5, Protection from Black. ; At the beginning of your upkeep, sacrifice a creature other than ~this~. If you don't, tap ~this~ and it deals 5 damage to you. ; {Tap}: Destroy target creature or land.  
[\[Oracle 2000/10/24\]](#)

Note - Also see Protection, Rule A.31.

#### **Minion of Tevesh Szat:**

Info: Color=Black Type=Creature - Demon Cost=4BBB IA(R)  
Text(IA+errata): 4/4. ; At the beginning of your upkeep, ~this~ deals 2 damage to you unless you pay {B}{B}. ; {Tap}: Target creature gets +3/-2 until end of turn. [\[Oracle 2000/02/01\]](#)

#### **Minion of the Wastes:**

Info: Color=Black Type=Creature - Minion Cost=3BBB TE(R)  
Text(TE+errata): \*/, Trample. ; As ~this~ comes into play, pay any amount of life. ; ~this~'s power and toughness are each equal to the life paid this way. [\[Oracle 1999/05/01\]](#)

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. [\[WotC Rules Team 1998/02/01\]](#) See Rule G.28.3.

Note - Also see Trample, Rule A.37.

#### **Minotaur Explorer:**

Info: Color=Red Type=Creature - Minotaur Cost=1R OD(U)  
Text(OD): 3/3. ; When ~this~ comes into play, sacrifice it unless you discard a card at random from your hand.

#### **Minotaur Illusionist:**

Info: Color=Multi Type=Creature - Minotaur Cost=3UR AP(U)  
Text(AP): 3/4. ; {1}{U}: ~this~ can't be the target of spells or abilities this turn. ; {R}, Sacrifice ~this~: ~this~ deals damage equal to its power to target creature.

#### **Minotaur Tactician:**

Info: Color=Red Type=Creature - Minotaur Cost=3R AP(C)  
Text(AP): 1/1, Haste. ; ~this~ gets +1/+1 as long as you control a white creature. ; ~this~ gets +1/+1 as long as you control a blue creature.  
Note - Also see Haste, Rule A.22.

#### **Minotaur Warrior:**

Info: Color=Red Type=Creature - Minotaur Cost=2R PT(C)  
Text(PT): 2/3.  
All tournament formats have banned this card because it only appears in Portal.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Minotaur. [\[D'Angelo 2000/06/05\]](#)

#### **Miracle Worker:**

Info: Color=White Type=Creature - Miracle-Worker Cost=W DK(C3)  
Text(DK+errata): 1/1. ; {Tap}: Destroy target enchantment that enchants a creature you control. [\[Oracle 2001/08/24\]](#)  
The creature type is "Miracle-Worker" which is considered one word.  
Before errata, it was two words, "Miracle Worker". [\[D'Angelo 1999/09/20\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Miraculous Recovery:**

Info: Color=White Type=Instant Cost=4W VI(U)  
Text(VI+errata): Return target creature card from your graveyard to play and put a +1/+1 counter on it. [\[Oracle 1999/07/01\]](#)

#### **Mirari:**

Info: Color=Artifact Type=Legendary Artifact Cost=5 OD(R)  
Text(OD): Whenever you play an instant or sorcery spell, you may pay {3}.  
If you do, put a copy of that spell onto the stack. You may choose new targets for the copy.

If the spell is countered before the triggered ability resolves, then the ability will make a copy of how the spell looked right before it was countered. [\[DeLaney 2001/10/13\]](#) See Rule K.6.7.

You choose whether or not to pay when the trigger resolves.

[\[DeLaney 2001/10/13\]](#)

It triggers once per spell, so you can't get multiple copies of a spell using this card. And since this card is Legendary, you can't have more than one in play. [\[DeLaney 2001/10/13\]](#)

Everything about the original spell is copied, including any decisions made on announcement, such as whether Kicker or Buyback were paid. Effects on the spell, such as Sleight of Mind or Flashback, are not copied.

[\[DeLaney 2001/10/13\]](#)

If the copied spell requires a target and there are no legal targets, then the copy has the same target (which should be illegal) as the original.

[\[Jordan 2001/10/14\]](#)

The copy is not "played" so it will not trigger anything that triggers on a spell being played. [\[Odyssey FAQ 2001/10/04\]](#)

You are not required to choose new targets. If you do choose, then the targets must be legal. If you don't change them, the spell is placed on the stack whether or not the targets are legal. The legality of the targets is always checked on resolution of the spell, so the spell may be countered at that time if all of its targets are illegal.



[\[Barclay 2002/03/27\]](#)

Note - Also see Copy Cards, Rule E.4.

Note - Also see Legendary Permanents, Rule K.17.

#### **Mirari's Wake:**

Info: Color=Multi Type=Enchantment Cost=3GW JU(R)

Text(JU): Creatures you control get +1/+1. ; Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced.

#### **Mire Kavv:**

Info: Color=Red Type=Creature - Kavv Cost=3R PS(C)

Text(PS): 3/2. ; ~this~ gets +1/+1 as long as you control a swamp.

#### **Mire Shade:**

Info: Color=Black Type=Creature - Shade Cost=1B MI(U)

Text(MI+errata): 1/1. ; {B},Sacrifice a swamp: Put a +1/+1 counter on ~this~. Play this ability only any time you could play a sorcery.

[\[Oracle 2000/02/01\]](#)

#### **Mirozel:**

Info: Color=Blue Type=Creature - Illusion Cost=3U EX(U)

Text(EX+errata): 2/3, Flying. ; When ~this~ becomes the target of any spell or ability, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

Triggers on any spell or ability being announced which targets this card.

This means it returns to owner's hand before that spell resolves.

[\[D'Angelo 1999/06/01\]](#)

Triggers on a spell or ability being changed to target this card.

[\[D'Angelo 1999/06/20\]](#)

The ability only applies when this card is in play, not when it is being cast or is in the graveyard. [\[D'Angelo 1999/02/04\]](#) See Rule A.1.3.

#### **Mirri, Cat Warrior:**

Info: Color=Green Type=Creature - Cat Warrior Legend Cost=1GG

EX(R)/AT(F1)

Text(EX+errata): 2/3, First Strike, Forestwalk. ; Attacking does not cause ~this~ to tap. [\[Oracle 1999/05/01\]](#)

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 First Strike, Rule A.18.

Note - Also see Landwalk, Rule A.27.

Note - Also see Legendary Permanents, Rule K.17.

#### **Mirri's Guile:**

Info: Color=Green Type=Enchantment Cost=G TE(R)

Text(TE+errata): At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

[\[Oracle 1999/05/01\]](#)

#### **Mirror Mirror:**

Info: Color=Artifact Type=Artifact Cost=7 UG(R)

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. [\[QAS 1998/09/09\]](#)

Does exchange token creatures. [\[QAS 1998/09/09\]](#)

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. [\[Barclay 1998/08/13\]](#)

If you're playing a multiplayer game, you don't exchange seats.

[\[Barclay 1998/08/13\]](#)

If my mirror was this good, Snow White would have ended differently.

[\[The Queen, 1998/08/23\]](#)

All tournament formats have banned cards from Unglued.

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

**Mirror Strike:**

Info: Color=White Type=Instant Cost=3W PY(U)  
 Text(PY): Target unblocked creature deals combat damage to its controller instead of to you this turn.

**Mirror Universe:**

Info: Color=Artifact Type=Artifact Cost=6 LG(R)  
 Text(LG+errata): {Tap},Sacrifice ~this~: Exchange life totals with target opponent. Play this ability only during your upkeep. [\[Oracle 1999/09/03\]](#)  
 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. [\[bethmo 1996/12/07\]](#) 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. [\[Aahz 1994/06/16\]](#)  
 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. [\[WotC Rules Team 1996/12/03\]](#)  
 Type 1 tournaments (see Rule D.13) restricted this card from 1994/08/01 until 1999/10/01.  
 Type 1.5 tournaments (see Rule D.14) banned this card until 1999/10/01.  
 Extended tournaments (see Rule D.15) have always banned this card.  
 Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

**Mirror Wall:**

Info: Color=Blue Type=Creature - Wall Cost=3U JU(C)  
 Text(JU): 3/4. (Walls can't attack.) ; {W}: ~this~ may attack this turn as though it weren't a Wall.  
 Note - Also see Walls, Rule K.27.

**Mirrorwood Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=3G PS(U)  
 Text(PS): 2/4. ; {2}{R}{W}: The next time damage would be dealt to ~this~ this turn, that damage is dealt to target creature or player instead.  
 If the target creature is not in play (or is not a creature) at the time the damage would be redirected, then the damage goes on this card. [\[Planeshift FAQ 2001/01/26\]](#)  
 The ability applies to the next time damage is dealt. Normally this means damage from one source at one time, but during combat it is possible for multiple sources to damage the Treefolk at one time, in which case damage from all of those sources is redirected. [\[DeLaney 2001/02/05\]](#)

**Miscalculation:**

Info: Color=Blue Type=Instant Cost=1U UL(C)  
 Text(UL+errata): Counter target spell unless its controller pays {2}. ; Cycling {2}. [\[Oracle 1999/05/01\]](#)  
 Note - Also see Cycling, Rule A.12.  
 Note - This card was of type Interrupt and is now of type Instant. [\[Oracle 1999/05/01\]](#)

**Mischievous Poltergeist:**

Info: Color=Black Type=Creature - Ghost Cost=2B WL(U)/6(U)  
 Text(6th): 1/1, Flying. ; Pay 1 life: Regenerate ~this~.

**Mischievous Quamar:**

Info: Color=Blue Type=Creature - Beast Cost=4U SC(R)  
 Text(SC): 3/3. ; Morph {1}{U}{U}. ; {3}{U}{U}: Turn ~this~ face down. ; When ~this~ is turned face up, copy target instant or sorcery spell. You may choose new targets for that copy.

+ **Note - Also see Morph, Rule A.29.**

**Misdirection:**

Info: Color=Blue Type=Instant Cost=3UU MM(R)  
Text(MM+errata): You may remove a blue card in your hand from the game rather than pay ~this~'s mana cost. ; Change the target of target spell with a single target. [\[Oracle 2001/06/01\]](#)  
You choose the spell to target on announcement, but you pick the new target for that spell on resolution. [\[bethmo 1999/11/30\]](#)  
If there is no other legal target for the spell, Misdirection does not change the target. [\[D'Angelo 2000/07/24\]](#)  
Misdirection does not check if the current target is legal. It just checks if the spell has a single target. [\[DeLaney 2001/02/15\]](#)  
Note - Also see Deflection for related rulings.

**Misers' Cage:**

Info: Color=Artifact Type=Artifact Cost=3 MI(R)  
Text(MI+errata): At the beginning of each opponent's upkeep, if that player has five or more cards in hand, ~this~ deals 2 damage to him or her. [\[Oracle 2002/10/01\]](#)  
It affects all opponents. [\[D'Angelo 1999/07/10\]](#)

**Misery Charm:**

Info: Color=Black Type=Instant Cost=B ON(C)  
Text(ON): Choose one - Destroy target Cleric; or return target Cleric card from your graveyard to your hand; or target player loses 2 life.  
Note - Also see Modal Spells and Abilities, Rule G.24.

**Misfortune:**

Info: Color=Multi Type=Sorcery Cost=1BRG AL(R2)  
Text(AL+errata): An opponent chooses one - You put a +1/+1 counter on each creature you control and gain 4 life; or you put a -1/-1 counter on each creature that player controls and ~this~ deals 4 damage to him or her. [\[Oracle 1999/07/23\]](#)

**Misfortune's Gain:**

Info: Color=White Type=Sorcery Cost=3W P3(C)  
Text(P3): Destroy any one creature. That creature's owner gains 4 life.  
When played under non-Portal rules, the text should be read as "Destroy target creature. That creature's controller gains 4 life."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Misguided Rage:**

Info: Color=Red Type=Sorcery Cost=2R SC(C)  
Text(SC): Target player sacrifices a permanent.

**Mishra's Factory:**

Info: Color=Land Type=Land Cost=None AQ(U3+C1)/4(U)  
Text(4th+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Target Assembly-Worker gets +1/+1 until end of turn. ; {1}: Until end of turn, ~this~ becomes a 2/2 Assembly-Worker artifact creature. It's still a land. [\[Oracle 2001/08/24\]](#)  
When it is an Assembly-Worker, it is still a land and retains all of its other abilities. [\[Duelist Magazine #2, Page 14\]](#)  
When animated into an Assembly-Worker, it has creature type Assembly-Worker. [\[D'Angelo 2001/08/31\]](#)  
**+ The card name does not change. It remains "Mishra's Factory".**  
[\[Jordan 2003/06/14\]](#)  
The Assembly-Worker is an artifact creature only until the end of the turn, and then any Enchant Creature or Enchant Artifact spells on it are put into the graveyard. [\[Duelist Magazine #2, Page 15\]](#)  
It 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.37.3. [\[Duelist Magazine #2, Page 15\]](#)  
Any counters on the Assembly-Worker remain even if the counters stop being meaningful when it de-animates. [\[D'Angelo 1998/02/03\]](#)  
An Assembly-Worker is considered to have a zero mana cost.

**[Duelist Magazine #5, Page 14]**

Tapping a land for something other than mana is not a mana ability.

**[D'Angelo 1999/10/01]**

The ability to turn it into an Assembly-Worker can be used while it is an Assembly-Worker and will reset the initial power/toughness to 2/2, but this will not override temporary effects such as Sorceress Queen.

**[D'Angelo 1998/05/28]**

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 1995/02/09]**

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 1995/02/09]**  
Note that enchantments which steal cards (such as Control Magic and Steal Artifact) do go to the graveyard if the permanent they enchant is no longer valid.

**+ If an Assembly-Worker is changed to another land type by something like Phantasmal Terrain, it will stay a 2/2 artifact creature and keep the creature type "Assembly-Worker" (until end of turn), but it will change its land type as directed. [Jordan 2003/06/14]**

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Changing a Permanent's Type, Rule K.5.

Note - The Antiquities card appears in four different versions with different art. Three of the cards were each U1 rarity and one was C1 rarity.

**Mishra's Groundbreaker:**

Info: Color=Artifact Type=Artifact Cost=4 AL(U2)  
Text(AL+errata): {Tap}, Sacrifice ~this~: Target land becomes a 3/3 artifact creature that's still a land. (This effect doesn't end at end of turn.)  
**[Oracle 2000/10/24]**

**Mishra's Helix:**

Info: Color=Artifact Type=Artifact Cost=5 US(R)  
Text(US+errata): {X},{Tap}: Tap X target lands. **[Oracle 1999/07/21]**  
You can target already tapped lands. **[DeLaney 1998/10/05]**

**Mishra's War Machine:**

Info: Color=Artifact Type=Artifact Creature Cost=7 AQ(U1)/R4(R)  
Text(4th+errata): 5/5, Banding. ; At the beginning of your upkeep, unless you discard a card from your hand, tap ~this~ and it deals 3 damage to you. **[Oracle 1999/09/03]**  
You may choose to take damage or to discard. You cannot avoid taking damage if you have no cards to discard. **[bethmo 1994/06/01]**  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Banding, Rule A.8.

**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 to play artifact spells. **[Oracle 1999/09/03]**  
This mana may be used on costs which are added to the spell cost, such as with Sphere of Resistance or Kicker (see Rule A.24).  
**[Rules Team 2001/05/01]** See Rule K.20.5.  
This mana may not be used to pay costs imposed after the spell is initially played, as with Power Sink and Nether Void.  
**[WotC Rules Team 1995/10/18]**  
You can spend the mana on costs on the spell's text.  
**[WotC Rules Team 1995/11/10]**  
The mana cannot be used to pay Echo costs. **[D'Angelo 1999/04/06]**  
Type 1 tournaments (see Rule D.13) restricted this card from 1994/06/13 to 1997/10/01.  
Type 1.5 tournaments (see Rule D.14) banned this card until 1999/04/01.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not in the environment.

**Misinformation:**

Info: Color=Black Type=Instant Cost=B AL(U2)  
 Text(AL): Put up to three target cards from an opponent's graveyard on top of his or her library in any order.

**Miss Demeanor:**

Info: Color=White Type=Creature - Lady-of-Proper-Etiquette Cost=3W UG(U)  
 Text(UG+errata): 3/1, Flying, First Strike. ; At the end of each other player's turn, if you didn't compliment that player on his or her game play this turn, sacrifice ~this~.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

Be nice - sarcasm will not be tolerated by Miss Demeanor.

[\[Barclay 1998/08/13\]](#)

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. [\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see First Strike, Rule A.18.

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

**Misshapen Fiend:**

Info: Color=Black Type=Creature - Mercenary Cost=1B MM(C)  
 Text(MM): 1/1, Flying.

**Misstep:**

Info: Color=Blue Type=Sorcery Cost=1U MM(C)  
 Text(MM): Creatures target player controls don't untap during that player's next untap step.

It affects the creatures the player controls when this resolves. Those creatures don't untap during the player's next untap. [\[DeLaney 2001/05/06\]](#)

The creatures are only prevented from untapping during the targeted player's next untap step. They can still untap during other player's untap steps. [\[Jackson 1999/10/25\]](#)

**Mist Dragon:**

Info: Color=Blue Type=Creature - Dragon Cost=4UU MI(R)  
 Text(MI+errata): 4/4. ; 0: ~this~ gains flying. (This effect doesn't end at end of turn.) ; 0: ~this~ loses flying. (This effect doesn't end at end of turn.) ; {3}{U}{U}: ~this~ phases out. [\[Oracle 1999/11/01\]](#)

**Mistfolk:**

Info: Color=Blue Type=Creature - Mistfolk Cost=UU IA(C)  
 Text(IA+errata): 1/2. ; {U}: Counter target spell that targets ~this~. [\[Oracle 2000/02/01\]](#)

**Mistform Dreamer:**

Info: Color=Blue Type=Creature - Illusion Cost=2U ON(C)  
 Text(ON): 2/1, Flying. ; {1}: ~this~'s type becomes the creature type of your choice until end of turn.  
 Note - Also see changing creature types, Rule K.11.8.

**Mistform Mask:**

Info: Color=Blue Type=Enchant Creature Cost=1U ON(C)  
 Text(ON): {1}: Enchanted creature's type becomes the creature type of your choice until end of turn.  
 Note - Also see changing creature types, Rule K.11.8.

**Mistform Mutant:**

Info: Color=Blue Type=Creature - Illusion Mutant Cost=4UU ON(U)  
 Text(ON): 3/4. ; {1}{U}: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.  
 Note - Also see changing creature types, Rule K.11.8.

**Mistform Seaswift:**

Info: Color=Blue Type=Creature - Illusion Cost=3U LE(C)  
 Text(LE): 3/1, Flying. ; Morph {1}{U}. ; {1}: ~this~'s type becomes the

creature type of your choice until end of turn.  
Note - Also see Morph, Rule A.29.

#### **Mistform Shrieker:**

Info: Color=Blue Type=Creature - Illusion Cost=3UU ON(U)  
Text(ON): 3/3, Flying. ; {1}: ~this~'s type becomes the creature type of your choice until end of turn. ; Morph {3}{U}{U}.  
Note - Also see changing creature types, Rule K.11.8.  
Note - Also see Morph, Rule A.29.

#### **Mistform Skyreaver:**

Info: Color=Blue Type=Creature - Illusion Cost=5UU ON(R)  
Text(ON): 6/6, Flying. ; {1}: ~this~'s type becomes the creature type of your choice until end of turn.  
Note - Also see changing creature types, Rule K.11.8.

#### **Mistform Sliver:**

Info: Color=Blue Type=Creature - Illusion Sliver Cost=1U LE(C)  
Text(LE): 1/1. ; All Slivers have "{1}: This creature's type becomes the creature type of your choice in addition to its other types until end of turn."  
Unlike most type changing effects, this one adds a creature type instead of replacing existing creature types. [\[Legions FAQ 2003/01/23\]](#)

#### **Mistform Stalker:**

Info: Color=Blue Type=Creature - Illusion Cost=1U ON(U)  
Text(ON): 1/1. ; {1}: ~this~'s type becomes the creature type of your choice until end of turn. ; {2}{U}{U}: ~this~ gets +2/+2 and gains flying until end of turn.  
Note - Also see changing creature types, Rule K.11.8.

#### **Mistform Ultimur:**

Info: Color=Blue Type=Creature - Illusion Legend Cost=3U LE(R)  
Text(LE): 3/3. ; ~this~ is every creature type (even if this card isn't in play). ; ~this~ may attack as though it weren't a Wall.  
The creature types Illusion and Legend are printed on the card just for flavor. It has every creature type. [\[Legions FAQ 2003/01/23\]](#)  
If this card is changed to a specific creature type by a spell or ability, then that effect replaces all the creature types with the one determined by the spell or ability. [\[Legions FAQ 2003/01/23\]](#)  
The "this is every creature type" text is characteristic setting text, so it is not turned off by Humble or Humility. [\[DeLaney 2003/02/03\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Mistform Wakecaster:**

Info: Color=Blue Type=Creature - Illusion Cost=4U LE(U)  
Text(LE): 2/3, Flying. ; {1}: ~this~'s type becomes the creature type of your choice until end of turn. ; {2}{U}{U},{Tap}: Choose a creature type.  
The type of each creature you control becomes that type until end of turn.

#### **Mistform Wall:**

Info: Color=Blue Type=Creature - Illusion Wall Cost=2U ON(C)  
Text(ON): 1/4. (Walls can't attack.) ; {1}: ~this~'s type becomes the creature type of your choice until end of turn.  
Note - Also see changing creature types, Rule K.11.8.  
Note - Also see Walls, Rule K.27.

#### **Mistform Warchief:**

Info: Color=Blue Type=Creature - Illusion Cost=2U SC(U)  
Text(SC): 1/3. ; Creature spells you play that share a creature type with ~this~ cost {1} less to play. ; {Tap}: ~this~'s type becomes the creature type of your choice until end of turn.

#### **Mistmoon Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W WL(U)  
Text(WL+errata): 2/2, Flying. ; When ~this~ is put into a graveyard from play, remove ~this~ from the game, then put the top creature card from



your graveyard into play. [\[Oracle 2003/02/01\]](#)

You still put the top creature card from your graveyard into play even if this card is not in your graveyard when the triggered ability resolves.

[\[Aahz 1997/06/13\]](#)

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.

[\[bethmo 1997/08/18\]](#)

#### **Mist of Stagnation:**

Info: Color=Blue Type=Enchantment Cost=3UU JU(R)

Text(JU): Permanents don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player untaps a permanent for each card in his or her graveyard.

#### **Mnemonic Sliver:**

Info: Color=Blue Type=Creature - Sliver Cost=2U TE(U)

Text(TE+errata): 2/2. ; All Slivers have "{2},Sacrifice this creature: Draw a card." [\[Oracle 1999/05/01\]](#)

#### **Moaning Spirit:**

Info: Color=Black Type=Creature - Spirit Cost=2B P2(C)

Text(P2): 2/1, Flying.

All tournament formats have banned this card because it only appears in Portal.

#### **Moat:**

Info: Color=White Type=Enchantment Cost=2WW LG(R)

Text(LG+errata): Creatures without flying can't attack. [\[Oracle 1999/09/03\]](#)

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

#### **Mobile Fort:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=4 US(U)

Text(US+errata): 0/6. ; (Walls can't attack.) ; {3}: ~this~ gets +3/-1 until end of turn and may attack this turn as though it weren't a Wall. Play this ability only once each turn. [\[Oracle 1999/05/01\]](#)

Note - Also see Walls, Rule K.27.

#### **Mobilization:**

Info: Color=White Type=Enchantment Cost=2W ON(R)

Text(ON): Attacking doesn't cause Soldiers to tap. ; {2}{W}: Put a 1/1 white Soldier creature token into play.

Note - Also see Token Creatures, Rule K.25.

#### **Mobilize:**

Info: Color=Green Type=Sorcery Cost=G PT(C)

Text(PT): Untap all your creatures.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Untap all creatures you control." [\[D'Angelo 2000/06/05\]](#)

#### **Mob Justice:**

Info: Color=Red Type=Sorcery Cost=1R SH(C)

Text(SH+errata): ~this~ deals to target player damage equal to the number of creatures you control. [\[Oracle 1999/05/01\]](#)

Creatures are counted on resolution. [\[Barclay 1998/02/27\]](#)

#### **Mob Mentality:**

Info: Color=Red Type=Enchant Creature Cost=R VI(U)

Text(VI+errata): Enchanted creature has 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. [\[Oracle 1999/07/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Mogg Alarm:**

Info: Color=Red Type=Sorcery Cost=1RR NE(U)

Text(NE+errata): You may sacrifice two mountains rather than pay ~this~s

mana cost. ; Put two 1/1 red Goblin creature tokens into play.

[\[Oracle 2001/06/01\]](#)

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Also see Token Creatures, Rule K.25.

### **Mogg Assassin:**

Info: Color=Red Type=Creature - Goblin Cost=2R EX(U)

Text(EX+errata): 2/1. ; {Tap}: You and target opponent each choose a target creature the other controls. Flip a coin. If you win the flip, destroy the creature you chose. If you lose the flip, destroy the creature your opponent chose. [\[Oracle 1999/05/01\]](#)

You and your opponent both pick the target creatures on announcing, which is before the coin is flipped. [\[DeLaney 1998/05/24\]](#) You pick first.

[\[D'Angelo 1999/06/01\]](#)

### **Mogg Bombers:**

Info: Color=Red Type=Creature - Goblin Cost=3R SH(C)

Text(SH+errata): 3/4. ; When another creature comes into play, sacrifice ~this~. If you do, it deals 3 damage to target player.

[\[Oracle 2001/08/24\]](#)

The Mogg Bombers do trigger on any creatures that come into play at the same time they do. See Rule E.3.2. [\[D'Angelo 1999/10/18\]](#)

The "if you do" only happens if you successfully sacrifice this card.

So it still has to be in play when the trigger resolves in order to deal damage. [\[D'Angelo 2001/08/31\]](#)

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. [\[D'Angelo 1999/03/19\]](#)

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

### **Mogg Cannon:**

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

Text(TE+errata): {Tap}: Target creature you control gets +1/+0 and gains flying until end of turn. Destroy that creature at end of turn.

[\[Oracle 1999/05/01\]](#)

### **Moggcatcher:**

Info: Color=Red Type=Creature - Mercenary Cost=2RR NE(R)

Text(NE): 2/2. ; {3},{Tap}: Search your library for a Goblin card and put that card into play. Then shuffle your library.

You do not have to find a Goblin card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Note - Similar to Rathii Assassin, Rathii Fiend, Rathii Intimidator, and Seahunter.

### **Mogg Conscripts:**

Info: Color=Red Type=Creature - Goblin Cost=R TE(C)

Text(TE+errata): 2/2. ; ~this~ can't attack unless you've played a creature spell this turn. [\[Oracle 1999/05/01\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/06/01\]](#) Older cards of type Summon are also Creature cards.

### **Mogg Fanatic:**

Info: Color=Red Type=Creature - Goblin Cost=R TE(C)/AT(F1)

Text(TE): 1/1. ; Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.

If you block a creature with Mogg Fanatic, you can sacrifice it before combat damage is assigned (in which case the attacker is blocked but neither the attacker nor Mogg Fanatic deal damage). Or you can sacrifice it after combat damage is assigned but before damage resolves (in which case the blocked creature takes 1 damage from the Mogg Fanatic in combat but deals nothing to the now missing Mogg Fanatic... this is in addition to the 1 damage the Mogg Fanatic's ability can do). So it is possible to block a 2/2 creature and kill it with a Mogg Fanatic.

[\[D'Angelo 1999/06/01\]](#)

**Mogg Flunkies:**

Info: Color=Red Type=Creature - Goblin Cost=1R SH(C)/AT(F1)

Text(SH+errata): 3/3. ; ~this~ can't attack or block alone.

[\[Oracle 1999/05/01\]](#)

A group of more than one Mogg Flunkie can attack together.

[\[Barclay 1998/02/27\]](#)

**Mogg Hollows:**

Info: Color=Land Type=Land Cost=None TE(U)/BR(F1)

Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ;

{Tap}: Add {R} or {G} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[Oracle 2000/10/24\]](#)

**Mogg Infestation:**

Info: Color=Red Type=Sorcery Cost=3RR SH(R)

Text(SH+errata): Destroy all creatures target player controls. For each creature put into a graveyard in this way, put two 1/1 red Goblin creature tokens into play under that player's control. [\[Oracle 1999/05/01\]](#)

Note - Also see Token Creatures, Rule K.25.

**Mogg Jailer:**

Info: Color=Red Type=Creature - Goblin Cost=1R PS(U)

Text(PS): 2/2. ; ~this~ can't attack if defending player controls an untapped creature with power 2 or less.

**Mogg Maniac:**

Info: Color=Red Type=Creature - Goblin Cost=1R SH(U)

Text(SH+errata): 1/1. ; Whenever ~this~ is dealt damage, it deals that much damage to target opponent. [\[Oracle 1999/05/01\]](#)

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. [\[D'Angelo 1998/10/08\]](#) See Rule A.37.

**Mogg Raider:**

Info: Color=Red Type=Creature - Goblin Cost=R TE(C)/AT(F1)

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 mana cost of {R}{R} instead of {R}. This is an error.

**Mogg Salvage:**

Info: Color=Red Type=Instant Cost=2R NE(U)

Text(NE): If an opponent controls an island and you control a mountain, you may play ~this~ without paying its mana cost. ; Destroy target artifact.

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Cycle with Massacre, Refreshing Rain, Sivvi's Ruse, and Submerge.

**Mogg Sentry:**

Info: Color=Red Type=Creature - Goblin Cost=R PS(R)

Text(PS): 1/1. ; Whenever an opponent plays a spell, ~this~ gets +2/+2 until end of turn.

**Mogg Squad:**

Info: Color=Red Type=Creature - Goblin Cost=1R TE(U)

Text(TE): 3/3. ; ~this~ gets -1/-1 for each other creature in play.

**Mogg Toady:**

Info: Color=Red Type=Creature - Goblin Cost=1R NE(C)

Text(NE): 2/2. ; ~this~ can't attack unless you control more creatures than defending player. ; ~this~ can't block unless you control more creatures than attacking player.

**Mold Demon:**

Info: Color=Black Type=Creature - Mold-Demon Cost=5BB LG(R)

Text(LG+errata): 6/6. ; When ~this~ comes into play, sacrifice it unless you sacrifice two swamps. [\[Oracle 1999/09/03\]](#)

The sacrifice is done as a triggered ability just after it enters play.

[\[D'Angelo 1995/10/27\]](#)

You must deal with the triggered ability no matter how the creature is brought into play. This includes Clone or Animate Dead.

[\[bethmo 1994/06/25\]](#)

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. [\[Aahz 1995/07/05\]](#)

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=Creature - Worm Cost=2B IA(U)/5(U)

Text(IA/5th+errata): 1/1. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Tap target land. It doesn't untap during its controller's untap step as long as ~this~ remains tapped.

[\[Oracle 2000/02/01\]](#)

Note - Also see Tap and Hold Abilities, Rule E.11.

#### **Molimo, Maro-Sorcerer:**

Info: Color=Green Type=Creature - Legend Cost=4GGG IN(R)

Text(IN): \*/\*, Trample. ; ~this~'s power and toughness are each equal to the number of lands you control.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Trample, Rule A.37.

#### **Molten Hydra:**

Info: Color=Red Type=Creature - Hydra Cost=1R UL(R)

Text(UL+errata): 1/1 ; {1}{R}{R}: Put a +1/+1 counter on ~this~. ;

{Tap}, Remove all +1/+1 counters from ~this~: ~this~ deals X damage to target creature or player, where X is the number of counters removed this way. [\[Oracle 1999/05/01\]](#)

#### **Molten Influence:**

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

Text(OD): Counter target instant or sorcery spell unless its controller has ~this~ deal 4 damage to him or her.

#### **Molting Harpy:**

Info: Color=Black Type=Creature - Mercenary Cost=B MM(U)

Text(MM): 2/1, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {2}.

#### **Moment of Silence:**

Info: Color=White Type=Instant Cost=W MM(C)

Text(MM+errata): Target player skips his or her next combat phase this turn.

[\[Oracle 2000/10/24\]](#)

The player skips their next combat phase this turn (if any). If they manage to have two combat phases (due to Relentless Assault or some similar effect), then only their next one combat phase is skipped.

[\[MM FAQ 1999/09/22\]](#)

It must be used before the combat phase starts or it has no effect.

[\[D'Angelo 1999/11/27\]](#)

If played on a player when it is not their turn, it has no effect.

[\[DeLaney 2000/01/16\]](#)

#### **Moment's Peace:**

Info: Color=Green Type=Instant Cost=1G OD(C)

Text(OD): Flashback {2}{G}. ; Prevent all combat damage that would be dealt this turn.

Note - Also see Flashback, Rule A.20.

#### **Momentum:**

Info: Color=Green Type=Enchant Creature Cost=2G UD(U)

Text(UD): At the beginning of your upkeep, you may put a growth counter on ~this~. ; Enchanted creature gets +1/+1 for each growth counter on ~this~.

Putting on a counter is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

#### **Mongrel Pack:**

Info: Color=Green Type=Creature - Hound Cost=3G TE(R)

Text(TE+errata): 4/1. ; When ~this~ is put into any graveyard from play during combat, put four 1/1 green Hound creature tokens into play.

[\[Oracle 1999/05/01\]](#)

The Hound tokens are put into play if it dies during the combat phase, even if it was not an attacker or blocker. [\[bethmo 1998/01/23\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Monkey Cage:**

Info: Color=Artifact Type=Artifact Cost=5 MM(R)

Text(MM): When a creature comes into play, sacrifice ~this~ and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Token Creatures, Rule K.25.

#### **Monk Idealist:**

Info: Color=White Type=Creature - Cleric Cost=2W US(U)

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.

[\[Urza's FAQ 1998/10/05\]](#)

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

#### **Monk Realist:**

Info: Color=White Type=Creature - Cleric Cost=1W US(C)

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. [\[Urza's FAQ 1998/10/05\]](#)

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

#### **Monsoon:**

Info: Color=Multi Type=Enchantment Cost=2RG IA(R)

Text(IA+errata): At the end of each player's turn, tap all untapped islands that player controls and ~this~ deals X damage to the player, where X is the number of islands tapped this way. [\[Oracle 2000/02/01\]](#)

#### **Mons's Goblin Raiders:**

Info: Color=Red Type=Creature - Goblin Cost=R ABUR45(C)/ST(S1)/S2(F1)

Text(ABU/RV/4th/5th): 1/1.

#### **Monstrous Growth:**

Info: Color=Green Type=Sorcery Cost=1G PT(C)/P2(C)/ST(C)/S2(F1)/7(C)

Text(ST/S2/7th): Target creature gets +4/+4 until end of turn.

#### **Monstrous Hound:**

Info: Color=Red Type=Creature - Hound Cost=3R EX(R)

Text(EX+errata): 4/4. ; ~this~ can't attack unless you control more lands than defending player. ; ~this~ can't block unless you control more lands than attacking player. [\[Oracle 1999/05/01\]](#)

Note - This was the Prerelease card. A version is available with a gold foil "Prerelease 6/98" stamp on it.

#### **Moonlit Wake:**

Info: Color=White Type=Enchantment Cost=2W MM(U)

Text(MM+errata): Whenever a creature is put into a graveyard from play, you gain 1 life. [\[Oracle 2003/02/01\]](#)

#### **Moor Fiend:**

Info: Color=Black Type=Creature - Fiend Cost=3B IA(C)

Text(IA): 3/3, Swampwalk.

Note - Also see Landwalk, Rule A.27.

### **Moon Sprite:**

Info: Color=Green Type=Creature - Faerie Cost=1G PT(U)/ST(U)/S2(F1)  
Text(PT/ST/S2): 1/1, Flying.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal version had no creature type.

### **Moorish Cavalry:**

Info: Color=White Type=Creature - Cavalry Cost=2WW AN(C5)  
Text(AN): 3/3, Trample.

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

Note - Also see Trample, Rule A.37.

Note - 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). [\[D'Angelo 1999/01/31\]](#)

### **Morale:**

Info: Color=White Type=Instant Cost=1WW DK(C3)/4(C)  
Text(4th+errata): Attacking creatures get +1/+1 until end of turn.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Morality Shift:**

Info: Color=Black Type=Sorcery Cost=5BB JU(R)  
Text(JU): Exchange your graveyard and library. Then shuffle your library.  
This spell does work if either your graveyard or library is empty.

[\[Judgment 2002/05/28\]](#)

You can choose the order of the cards being placed into the graveyard.

[\[Judgment 2002/05/28\]](#)

### **Morbid Hunger:**

Info: Color=Black Type=Sorcery Cost=4BB OD(C)  
Text(OD): Flashback {7}{B}{B}. ; ~this~ deals 3 damage to target creature or player. You gain 3 life.

Note - Also see Flashback, Rule A.20.

### **Morgue Theft:**

Info: Color=Black Type=Sorcery Cost=1B OD(C)  
Text(OD): Flashback {4}{B}. ; Return target creature card from your graveyard to your hand.

Note - Also see Flashback, Rule A.20.

### **Morgue Thrull:**

Info: Color=Black Type=Creature - Thrull Cost=2B SH(C)  
Text(SH): 2/2 ; Sacrifice ~this~: Put the top three cards of your library into your graveyard.

### **Morgue Toad:**

Info: Color=Black Type=Creature - Toad Cost=2B PS(C)  
Text(PS): 2/2. ; Sacrifice ~this~: Add {U}{R} to your mana pool.

### **Morinfen:**

Info: Color=Black Type=Creature - Legend Cost=3BB WL(R)  
Text(WL): 5/4, Flying. ; Cumulative Upkeep - Pay 1 life.

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Legendary Permanents, Rule K.17.

### **Morningtide:**

Info: Color=White Type=Sorcery Cost=1W TO(R)  
Text(TO): Remove all cards in all graveyards from the game.

### **Morphling:**

Info: Color=Blue Type=Creature - Shapeshifter Cost=3UU US(R)  
Text(US+errata): 3/3. ; {U}: Untap ~this~. ; {U}: ~this~ gains flying until end of turn. ; {U}: ~this~ can't be the target of spells or abilities



this turn. ; {1}: ~this~ gets +1/-1 until end of turn. ; {1}: ~this~ gets -1/+1 until end of turn. [\[Oracle 2002/03/01\]](#)

#### **Mortal Combat:**

Info: Color=Black Type=Enchantment Cost=2BB TO(R)  
Text(TO): At the beginning of your upkeep, if twenty or more creature cards are in your graveyard, you win the game.

#### **Mortal Wound:**

Info: Color=Green Type=Enchant Creature Cost=G VI(C)  
Text(VI+errata): If enchanted creature is dealt damage, destroy enchanted creature. [\[Oracle 1999/07/01\]](#)

#### **Mortiphobia:**

Info: Color=Black Type=Enchantment Cost=1BB TO(U)  
Text(TO): {1}{B}, Discard a card from your hand: Remove target card in a graveyard from the game. ; {1}{B}, Sacrifice ~this~: Remove target card in a graveyard from the game.

#### **Mortivore:**

Info: Color=Black Type=Creature - Lhurgoyf Cost=2BB OD(R)  
Text(OD): \*/\*. ; ~this~'s power and toughness are each equal to the number of creature cards in all graveyards. ; {B}: Regenerate ~this~.

#### **Mortuary:**

Info: Color=Black Type=Enchantment Cost=3B SH(R)  
Text(SH+errata): Whenever a creature is put into your graveyard from play, put that creature on top of your library. [\[Oracle 2003/02/01\]](#)  
This is not an optional ability. [\[Barclay 1998/02/27\]](#)  
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. [\[Barclay 1998/02/27\]](#)

#### **Moss Diamond:**

Info: Color=Artifact Type=Artifact Cost=2 MI(U)/67(U)  
Text(6th/7th): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool.

#### **Mossdog:**

Info: Color=Green Type=Creature - Hound Cost=G NE(C)  
Text(NE): 1/1. ; Whenever ~this~ becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on ~this~.

#### **Mossfire Egg:**

Info: Color=Artifact Type=Artifact Cost=1 OD(U)  
Text(OD): {2},{Tap}, Sacrifice ~this~: Add {R}{G} to your mana pool. Draw a card.

#### **Mossfire Valley:**

Info: Color=Land Type=Land Cost=None OD(R)  
Text(OD): {1},{Tap}: Add {R}{G} to your mana pool.

#### **Moss Monster:**

Info: Color=Green Type=Creature - 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=Creature - Cleric Cost=W UL(U)  
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.3.1.  
[\[DeLaney 1999/02/10\]](#)  
Note - Also see Protection, Rule A.31.

#### **Mountain:**

Info: Color=Land Type=Land Cost=None

ABUR4567(L)/AN(C1)/PT(L)/P2(L)/P3(L)/ST(L)/IA(L)/MI(L)/TE(L)/UG(L)/US(L)/MM(L)/IN(L)/AT(L)/BR(L)/BD(L)/OD(L)/ON(L)

Text(7th): {Tap}: Add {R} to your mana pool.

This is a basic land. [\[CompRules 1999/04/23\]](#)

Any land of this type is considered to have the above text, even if the text does not appear on the card. [\[CompRules 1999/04/23\]](#)

#### Mountain Bandit:

Info: Color=Red Type=Creature - Soldier Cost=R P3(C)

Text(P3): 1/1. ; ~this~ is unaffected by summoning sickness.

When played under non-Portal rules, the text should be read as "Haste."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Haste, Rule A.22.

#### Mountain Goat:

Info: Color=Red Type=Creature - Goat Cost=R IA(C)/56(C)/PT(U)

Text(IA/5th/6th): 1/1, Mountainwalk.

Note - Also see Landwalk, Rule A.27.

Note - The Portal version had no creature type.

#### Mountain Stronghold:

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

Text(LG+errata): Red Legends you control have "bands with other Legends".

[\[Oracle 2002/03/01\]](#)

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

See Adventurers' Guildhouse for rulings.

#### Mountain Titan:

Info: Color=Multi Type=Creature - Titan Cost=2BR IA(R)

Text(IA+errata): 2/2. ; {1}{R}{R}: Until end of turn, whenever you play a black spell, put a +1/+1 counter on ~this~. [\[Oracle 2000/02/01\]](#)

If you spend {R}{R}{1} more than once, you can get more than one counter per black spell cast. [\[Aahz 1995/06/25\]](#)

#### Mountain Valley:

Info: Color=Land Type=Land Cost=None MI(U)

Text(MI+errata): ~this~ comes into play tapped. ; {Tap}, Sacrifice ~this~:

Search your library for a mountain or forest card and put it into play.

Then shuffle your library. [\[Oracle 1999/07/01\]](#)

You do not have to find a mountain or forest card if you do not want to.

See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### Mountain Yeti:

Info: Color=Red Type=Creature - Yeti Cost=2RR LG(U1)/CH(C3)

Text(LG/CH): 3/3, Mountainwalk, Protection from White.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Landwalk, Rule A.27.

Note - Also see Protection, Rule A.31.

#### Mounted Archers:

Info: Color=White Type=Creature - Soldier Cost=3W TE(C)

Text(TE+errata): 2/3. ; ~this~ may block as though it had flying. ;

{W}: ~this~ may block an additional creature this turn.

[\[Oracle 2000/10/24\]](#)

You can use the ability multiple times so it can block more than two creatures. [\[Duelist Magazine #23, Page 23\]](#)

The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

#### Mournful Zombie:

Info: Color=Black Type=Creature - Zombie Cost=2B AP(C)

Text(AP): 2/1. ; {W},{Tap}: Target player gains 1 life.

**Mourning:**

Info: Color=Black Type=Enchant Creature Cost=1B IN(C)

Text(IN): Enchanted creature gets -2/-0. ; {B}: Return ~this~ to its owner's hand.

If played on an opponent's creature, only you can play the ability to return it. [\[Invasion FAQ 2000/10/03\]](#)

**Mox Diamond:**

Info: Color=Artifact Type=Artifact Cost=0 SH(R)

Text(SH+errata): As an additional cost to play ~this~, discard a land card from your hand. ; {Tap}: Add one mana of any color to your mana pool.

[\[Oracle 1999/05/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

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

**Mox Emerald:**

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

Text(ABU+errata): {Tap}: Add one green mana to your mana pool.

[\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Note - It is of type "Artifact" and not "Mono Artifact".

[\[Encyclopedia, Page 57\]](#)

**Mox Jet:**

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

Text(ABU+errata): {Tap}: Add one black mana to your mana pool.

[\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Note - It is of type "Artifact" and not "Mono Artifact".

[\[Encyclopedia, Page 57\]](#)

**Mox Pearl:**

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

Text(ABU+errata): {Tap}: Add one white mana to your mana pool.

[\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Note - It is of type "Artifact" and not "Mono Artifact".

[\[Encyclopedia, Page 57\]](#)

**Mox Ruby:**

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

Text(ABU+errata): {Tap}: Add one red mana to your mana pool.

[\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Note - It is of type "Artifact" and not "Mono Artifact".

[\[Encyclopedia, Page 57\]](#)

**Mox Sapphire:**

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

Text(ABU+errata): {Tap}: Add one blue mana to your mana pool.

[\[Oracle 1999/09/03\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

Note - It is of type "Artifact" and not "Mono Artifact".

[\[Encyclopedia, Page 57\]](#)

**Mtenda Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W MI(U)

Text(MI+errata): 2/2, Flying. ; {W},{Tap}: Return ~this~ to its owner's hand and return target Griffin card in your graveyard to your hand. Play this ability only during your upkeep. [\[Oracle 1999/07/01\]](#)

Must have a Griffin in the graveyard to use this ability because it requires a target. [\[D'Angelo 1996/10/15\]](#)

**Mtenda Herder:**

Info: Color=White Type=Creature - Scout Cost=W MI(C)

Text(MI): 1/1, Flanking.

Note - Also see Flanking, Rule A.19.

**Mtenda Lion:**

Info: Color=Green Type=Creature - Lion Cost=G MI(C)

Text(MI+errata): 2/1. ; Whenever ~this~ attacks, the defending player may pay {U}. If that player does, prevent all combat damage that would be dealt by ~this~ this turn. [\[Oracle 1999/07/01\]](#)

**Muck Rats:**

Info: Color=Black Type=Creature - Rat Cost=B PT(C)/P2(C)/ST(C)

Text(PT/P2/ST): 1/1.

All tournament formats have banned this card because it only appears in Portal and Starter.

Note - The Portal version had no creature type.

**Mudhole:**

Info: Color=Red Type=Instant Cost=2R OD(R)

Text(OD): Target player removes all land cards in his or her graveyard from the game.

**Mudslide:**

Info: Color=Red Type=Enchantment Cost=2R IA(R)

Text(IA+errata): Creatures without flying don't untap during their controllers' untap steps and have "{2}: Untap this creature. Play this ability only during your upkeep and only once each turn."

[\[Oracle 2002/10/01\]](#)

**Mulch:**

Info: Color=Green Type=Sorcery Cost=1G SH(C)

Text(SH+errata): Reveal the top four cards of your library. Put all land cards revealed this way into your hand and all other cards revealed this way into your graveyard. [\[Oracle 1999/05/01\]](#)

**Multani, Maro-Sorcerer:**

Info: Color=Green Type=Creature - Legend Cost=4GG UL(R)

Text(UL+errata): \*/\* ; ~this~ can't be the target of spells or abilities. ; ~this~'s power and toughness are each equal to the total number of cards in all players' hands. [\[Oracle 1999/05/01\]](#)

Note - Also see Maro.

Note - Also see Legendary Permanents, Rule K.17.

**Multani's Acolyte:**

Info: Color=Green Type=Creature - Elf Cost=GG UL(C)  
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.14.

**Multani's Decree:**

Info: Color=Green Type=Sorcery Cost=3G UD(C)  
Text(UD): Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.

**Multani's Harmony:**

Info: Color=Green Type=Enchant Creature Cost=G PS(U)  
Text(PS): Enchanted creature has "{Tap}: Add one mana of any color to your mana pool."

**Multani's Presence:**

Info: Color=Green Type=Enchantment Cost=G UL(U)  
Text(UL+errata): Whenever a spell you played is countered, draw a card.  
[\[Oracle 2000/10/24\]](#)  
Will trigger when a spell is countered due to all of its targets being illegal. [\[D'Angelo 1999/05/01\]](#)

**Mundungu:**

Info: Color=Multi Type=Creature - Wizard Cost=1UB VI(U)  
Text(VI+errata): 1/1. ; {Tap}: Counter target spell unless its controller pays {1} and 1 life. [\[Oracle 1999/07/01\]](#)

**Mungha Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=2GG PY(R)  
Text(PY): 6/5. ; You can't untap more than one land during your untap step.

**Murderous Betrayal:**

Info: Color=Black Type=Enchantment Cost=BBB NE(R)  
Text(NE): {B}{B}, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.

**Murk Dwellers:**

Info: Color=Black Type=Creature - Murk-Dwellers Cost=3B DK(C3)/45(C)  
Text(5th+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, it gets +2/+0 until end of combat. [\[Oracle 2001/08/24\]](#)  
The creature type is "Murk-Dwellers" which is considered one word.  
Before errata, it was two words, "Murk Dwellers". [\[D'Angelo 1999/09/20\]](#)

**Muscle Burst:**

Info: Color=Green Type=Instant Cost=1G OD(C)  
Text(OD): Target creature gets +X/+X until end of turn, where X is 3 plus the number of Muscle Burst cards in all graveyards.

**Muscle Sliver:**

Info: Color=Green Type=Creature - Sliver Cost=1G TE(C)  
Text(TE): 1/1. ; All Slivers get +1/+1.  
Yes, it does give the +1/+1 bonus to itself. [\[D'Angelo 1997/11/10\]](#)

**Musician:**

Info: Color=Blue Type=Creature - Mage Cost=2U IA(R)  
Text(IA+errata): 1/3. ; Cumulative Upkeep - {1}. ; {Tap}: Target creature gains "At the beginning of your upkeep, destroy this creature unless you pay {1}." (This effect doesn't end at end of turn.) [\[Oracle 2000/02/01\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

**Mutilate:**

Info: Color=Black Type=Sorcery Cost=2BB TO(R)  
Text(TO): All creatures get -1/-1 until end of turn for each swamp you control.  
This spell affects all creatures in play when it resolves. Ones entering play thereafter are not affected. [\[D'Angelo 2002/03/16\]](#)  
The number of swamps is also fixed when it resolves. This is not a

variable effect during the turn. [\[D'Angelo 2002/03/16\]](#)

#### **Muzzle:**

Info: Color=White Type=Enchant Creature Cost=1W MM(C)  
Text(MM): Prevent all damage that would be dealt by enchanted creature.

#### **Mwonvuli Ooze:**

Info: Color=Green Type=Creature - Ooze Cost=G WL(R)  
Text(WL+errata): 1+\*/1+\*. ; Cumulative Upkeep - {2} ; ~this~'s power and toughness are each equal to 1 plus its last paid cumulative upkeep.

[\[Oracle 1999/07/01\]](#)

Its power/toughness changes when the cumulative upkeep resolves, not when it is announced. [\[bethmo 1997/06/20\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mystical Tutor:**

Info: Color=Blue Type=Instant Cost=U MI(U)/6(U)  
Text(6th): Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.  
You do not have to find an instant or sorcery card if you do not want to.

See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

Note - Old interrupt and mana source cards have errata to be of type instant now. Refer to specific cards for information.

#### **Mystic Compass:**

Info: Color=Artifact Type=Artifact Cost=2 AL(U2)/6(U)  
Text(6th+errata): {1},{Tap}: Target land's type becomes a basic land type of your choice until end of turn. [\[Oracle 2000/10/24\]](#)

Changing a land's type overwrites the land's name and abilities.

See Rule K.16.3. [\[D'Angelo 1998/06/10\]](#)

Note - Also see Land Type, Rule K.16.

Note - In Alliances this card could only target mana-producing lands. It can now target any land.

#### **Mystic Crusader:**

Info: Color=White Type=Creature - Nomad Mystic Cost=1WW OD(R)  
Text(OD): 2/1, Protection from Black and from Red. ; Threshold - ~this~ gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)

This card is of creature type Nomad and of type Mystic.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Protection, Rule A.31.

Note - Also see Threshold, Rule A.36.

#### **Mystic Decree:**

Info: Color=Blue Type=Enchant World Cost=2UU HL(U1)  
Text(HL): All creatures lose flying and islandwalk.

Note - Also see Enchant World, Rule K.12.10.

Note - Also see Landwalk, Rule A.27.

#### **Mystic Denial:**

Info: Color=Blue Type=Sorcery Cost=1UU PT(U)/P2(U)/P3(U)  
Text(P2/P3): Play ~this~ only in response to another player playing a creature or a sorcery. That card has no effect, and that player puts it into his or her graveyard.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as an Instant spell with text "Counter target creature or sorcery spell."

[\[D'Angelo 2000/06/05\]](#)

#### **Mystic Enforcer:**

Info: Color=Multi Type=Creature - Nomad Mystic Cost=2GW OD(R)  
Text(OD): 3/3, Protection from Black. ; Threshold - ~this~ gets +3/+3 and



has flying. (You have threshold as long as seven or more cards are in your graveyard.)

This card is of creature type Nomad and of type Mystic.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Protection, Rule A.31.

Note - Also see Threshold, Rule A.36.

#### **Mystic Familiar:**

Info: Color=White Type=Creature - Bird Cost=1W TO(C)

Text(TO): 1/2, Flying. ; Threshold - ~this~ gets +1/+1 and has protection from black. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Protection, Rule A.31.

Note - Also see Threshold, Rule A.36.

#### **Mystic Might:**

Info: Color=Blue Type=Enchant Land Cost=U IA(R)

Text(IA+errata): Cumulative Upkeep - {1}{U}. ; ~this~ can enchant only a land you control. ; Enchanted land has "{Tap}: Target creature gets +2/+2 until end of turn. [\[Oracle 2000/02/01\]](#)

It is destroyed if you lose control of the enchanted land.

[\[WotC Rules Team 1995/06/15\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mystic Penitent:**

Info: Color=White Type=Creature - Nomad Mystic Cost=W OD(U)

Text(OD): 1/1. ; Attacking doesn't cause ~this~ to tap. ; Threshold - ~this~ gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)

This card is of creature type Nomad and of type Mystic.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Threshold, Rule A.36.

#### **Mystic Remora:**

Info: Color=Blue Type=Enchantment Cost=U IA(C)

Text(IA+errata): Cumulative Upkeep - {1}. ; Whenever an opponent plays a noncreature spell, you may draw a card unless that player pays {4}.

[\[Oracle 2000/02/01\]](#)

A "noncreature spell" is any spell other than a Creature or Artifact Creature spell. [\[D'Angelo 2000/03/09\]](#) Older cards of type Summon are also creature spells.

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Mystic Snake:**

Info: Color=Multi Type=Creature - Snake Cost=1GUU AP(R)

Text(AP): 2/2. ; You may play ~this~ any time you could play an instant.

When ~this~ comes into play, counter target spell.

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

#### **Mystic Veil:**

Info: Color=Blue Type=Enchant Creature Cost=1U VI(C)

Text(VI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted creature can't be the target of spells or abilities. [\[Oracle 2000/10/24\]](#)

Does not destroy enchantments which are already on the creature.

[\[D'Angelo 1997/08/04\]](#)

#### **Mystic Visionary:**

Info: Color=White Type=Creature - Nomad Mystic Cost=1W OD(C)

Text(OD): 2/1. ; Threshold - ~this~ has flying. (You have threshold as long as seven or more cards are in your graveyard.)

This card is of creature type Nomad and of type Mystic.

[\[D'Angelo 2001/10/10\]](#)

Note - Also see Threshold, Rule A.36.

#### **Mystic Zealot:**

Info: Color=White Type=Creature - Nomad Mystic Cost=3W OD(C)  
Text(OD): 2/4. ; Threshold - ~this~ gets +1/+1 and has flying. (You have threshold as long as seven or more cards are in your graveyard.)  
This card is of creature type Nomad and of type Mystic.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Threshold, Rule A.36.

#### Mythic Proportions:

Info: Color=Green Type=Enchant Creature Cost=4GGG ON(R)  
Text(ON): Enchanted creature gets +8/+8 and has trample.  
Note - Also see Trample, Rule A.37.

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#### Nacre Talisman:

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
Text(IA+errata): Whenever a white spell is played, you may pay {3}. If you do, untap target permanent. [\[Oracle 2000/10/24\]](#)  
See Hematite Talisman for rulings.

#### Nafs Asp:

Info: Color=Green Type=Creature - Asp Cost=G AN(C5)/4(C)  
Text(4th+errata): 1/1. ; Whenever ~this~ deals damage to a player, that player loses 1 life at the beginning of his or her next draw step unless he or she pays {1} before that draw step. [\[Oracle 2002/03/01\]](#)  
The player can pay the {1} mana at any time after damage is done before the draw step of that player's turn. People commonly pay during upkeep.  
[\[Aahz 1997/08/22\]](#)  
The ability does not cause itself to trigger again. It cause loss of life, and not damage. [\[D'Angelo 2002/03/16\]](#) This is a REVERSAL due to the new text.  
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 draw step. [\[D'Angelo 1998/08/11\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
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).

#### Nakaya Shade:

Info: Color=Black Type=Creature - Shade Cost=1B PY(U)  
Text(PY): 1/1. ; {B}: ~this~ gets +1/+1 until end of turn unless any player pays {2}.  
Each player gets the option to pay when the ability resolves.  
[\[Prophecy FAQ 2000/05/25\]](#)

#### Naked Singularity:

Info: Color=Artifact Type=Artifact Cost=5 IA(R)  
Text(IA+errata): Cumulative Upkeep - {3}. ; If tapped for mana, plains produce {R}, islands produce {G}, swamps produce {W}, mountains produce {U}, and forests produce {B} instead of their normal type.  
[\[Oracle 2000/02/01\]](#)  
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.  
[\[D'Angelo 1995/07/21\]](#)  
The ability generates a replacement effect (see Rule T.10).  
[\[DeLaney 1998/11/03\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### Nalathni Dragon:

Info: Color=Red Type=Creature - Dragon Cost=2RR PR(DC)  
Text(PR+errata): 1/1, Banding, Flying. ; {R}: ~this~ gets +1/+0 until end of turn. If this ability is played four or more times during a turn, sacrifice ~this~ at end of turn. [\[Oracle 2000/05/10\]](#)

Note - This promo card was distributed at Dragon\*Con 1994, in Duelist Magazine #3, and in Duelist Companion #4.

#### **Nameless One:**

Info: Color=Blue Type=Creature - Wizard Avatar Cost=3U ON(U)

Text(ON): \*/\*. ; ~this~'s power and toughness are each equal to the number of Wizards in play. ; Morph {2}{U}.

Note - Also see Creature Power and Toughness, Rule K.10.

Note - Also see Morph, Rule A.29.

#### **Nameless Race:**

Info: Color=Black Type=Creature - Nameless-Race Cost=3B DK(U1)

Text(DK+errata): \*/\*, Trample. ; As ~this~ comes into play, pay X life. X can't be more than the total number of white cards all opponents control plus the total number of white cards in their graveyards. ~this~'s power and toughness are each equal to the life paid as it came into play.

[Oracle 2001/08/24]

The life payment is made just as the card is being put into play.

[D'Angelo 1999/09/20]

If put into play by a spell or ability, you pay life during the resolution of that spell or ability. [D'Angelo 1999/09/03]

The creature type is "Nameless-Race" which is considered one word.

Before errata, it was two words, "Nameless Race". [D'Angelo 1999/09/20]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Trample, Rule A.37.

#### **Nantuko Blightcutter:**

Info: Color=Green Type=Creature - Insect Druid Cost=2G TO(R)

Text(TO): 2/2, Protection from Black. ; Threshold - ~this~ gets +1/+1 for each black permanent your opponents control. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Protection, Rule A.31.

Note - Also see Threshold, Rule A.36.

#### **Nantuko Calmer:**

Info: Color=Green Type=Creature - Insect Druid Cost=2GG TO(C)

Text(TO): 2/3 ; {G},{Tap},Sacrifice ~this~: Destroy target enchantment. ; Threshold - ~this~ gets +1/+1. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Nantuko Cultivator:**

Info: Color=Green Type=Creature - Insect Druid Cost=3G TO(R)

Text(TO): 2/2. ; When ~this~ comes into play, you may discard any number of land cards from your hand. Put that many +1/+1 counters on ~this~ and draw that many cards."

#### **Nantuko Disciple:**

Info: Color=Green Type=Creature - Insect Druid Cost=3G OD(C)

Text(OD): 2/2. ; {G},{Tap}: Target creature gets +2/+2 until end of turn.

This card is of creature type Insect and of type Druid.

[D'Angelo 2001/10/10]

#### **Nantuko Elder:**

Info: Color=Green Type=Creature - Insect Druid Cost=2G OD(U)

Text(OD): 1/2. ; {Tap}: Add {1}{G} to your mana pool.

This card is of creature type Insect and of type Druid.

[D'Angelo 2001/10/10]

#### **Nantuko Husk:**

Info: Color=Black Type=Creature - Zombie Insect Cost=2B ON(C)

Text(ON): 2/2. ; Sacrifice a creature: ~this~ gets +2/+2 until end of turn.

#### **Nantuko Mentor:**

Info: Color=Green Type=Creature - Insect Druid Cost=2G OD(R)

Text(OD): 1/1. ; {2}{G},Tap: Target creature gets +X/+X until end of turn, where X is that creature's power.

This card is of creature type Insect and of type Druid.

[\[D'Angelo 2001/10/10\]](#)

The value of X is determined when the ability resolves. The value will not change over time. [\[Odyssey FAQ 2001/10/04\]](#)

#### **Nantuko Monastery:**

Info: Color=Land Type=Land Cost=None JU(U)

Text(JU): {Tap}: Add one colorless mana to your mana pool. ;

Threshold - {G}{W}: ~this~ becomes a 4/4 green and white creature with first strike until end of turn. It's still a land. (Play this ability only if seven or more cards are in your graveyard.)

It has no creature type. [\[D'Angelo 2002/08/28\]](#)

Note - Also see First Strike, Rule A.18.

Note - Also see Threshold, Rule A.36.

#### **Nantuko Shade:**

Info: Color=Black Type=Creature - Insect Shade Cost=BB TO(R)

Text(TO): 2/1. ; {B}: ~this~ gets +1/+1 until end of turn.

#### **Nantuko Shrine:**

Info: Color=Green Type=Enchantment Cost=1GG OD(R)

Text(OD): Whenever a player plays a spell, that player puts X 1/1 green Squirrel creature tokens into play, where X is the number of cards in all graveyards with the same name as that spell.

Note - Also see Token Creatures, Rule K.25.

#### **Nantuko Tracer:**

Info: Color=Green Type=Creature - Insect Druid Cost=1G JU(C)

Text(JU): 2/1. ; When ~this~ comes into play, you may put target card from a graveyard on the bottom of its owner's library.

#### **Nantuko Vigilante:**

Info: Color=Green Type=Creature - Insect Druid Mutant Cost=3G LE(C)

Text(LE): 3/2. ; Morph {1}{G}. ; When ~this~ is turned face up, destroy target artifact or enchantment.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Narcissism:**

Info: Color=Green Type=Enchantment Cost=2G TO(U)

Text(TO): {G}, Discard a card from your hand: Target creature gets +2/+2 until end of turn. ; {G}, Sacrifice ~this~: Target creature gets +2/+2 until end of turn.

#### **Narwhal:**

Info: Color=Blue Type=Creature - Narwhal Cost=2UU HL(U1)

Text(HL): 2/2, First Strike, Protection from Red.

Note - Also see First Strike, Rule A.18.

Note - Also see Protection, Rule A.31.

#### **Natural Affinity:**

Info: Color=Green Type=Instant Cost=2G MM(R)

Text(MM+errata): All lands become 2/2 creatures until end of turn. They're still lands. [\[Oracle 2000/10/24\]](#)

#### **Natural Balance:**

Info: Color=Green Type=Sorcery Cost=2GG MI(R)

Text(MI+errata): Each player who controls six or more lands sacrifices all lands he or she controls except for five. Each player who controls four or fewer lands may search his or her library for basic land cards to bring his or her land total to five and put them into play. Then each player who searched his or her library this way shuffles it. [\[Oracle 1999/11/01\]](#)

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

You are not required to find all the basic lands you are entitled to.  
See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Natural Emergence:**

Info: Color=Multi Type=Enchantment Cost=2RG PS(R)  
Text(PS): When ~this~ comes into play, return a red or green enchantment you control to its owner's hand. ; Lands you control are 2/2 creatures with first strike. They're still lands.  
You choose the enchantment to return on resolution of the triggered ability.  
This is not targeted. [\[D'Angelo 2001/04/16\]](#)  
Note - Also see Changing a Permanent's Type, Rule K.5.  
Note - Also see First Strike, Rule A.18.

#### **Naturalize:**

Info: Color=Green Type=Instant Cost=1G ON(C)  
Text(ON): Destroy target artifact or enchantment.

#### **Natural Order:**

Info: Color=Green Type=Sorcery Cost=2GG VI(R)/PT(R)  
Text(VI+errata): As an additional cost to play ~this~, sacrifice a green creature. ; Search your library for a green creature card and put that card into play. Then shuffle your library. [\[Oracle 1999/07/01\]](#)  
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. [\[D'Angelo 1997/01/28\]](#)  
You do not have to find a green creature card if you do not want to.  
See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Natural Selection:**

Info: Color=Green Type=Instant Cost=G ABU(R)  
Text(ABU+errata): Look at the top three cards of any player's library and put them back in any order. You may have that player shuffle his or her library. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Natural Spring:**

Info: Color=Green Type=Sorcery Cost=3GG TE(C)/PT(U)/P2(C)/ST(U)  
Text(TE): Target player gains 8 life.

#### **Nature's Blessing:**

Info: Color=Multi Type=Enchantment Cost=2WG AL(U2)  
Text(AL+errata): {W}{G}, Discard a card from your hand: Target creature gets a +1/+1 counter or gains banding, first strike, or trample. (This effect doesn't end at end of turn.) [\[Oracle 1999/11/01\]](#)  
Note - Also see Banding, Rule A.8.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Trample, Rule A.37.

#### **Nature's Chosen:**

Info: Color=Green Type=Enchant Creature Cost=G AL(U2)  
Text(AL+errata): ~this~ can enchant only a creature you control. ; Enchanted creature has "{0}: Untap this creature. Play this ability only during your turn and only once each turn." ; As long as enchanted creature is white, it has "{Tap}: Untap target artifact, creature, or land. Play this ability only once each turn." [\[Oracle 2001/05/02\]](#)  
It is put into the graveyard if you lose control of the creature.  
[\[D'Angelo 1996/06/17\]](#)

#### **Nature's Cloak:**

Info: Color=Green Type=Sorcery Cost=2G PT(R)/ST(R)  
Text(ST): Green creatures you control gain forestwalk until end of turn.  
All tournament formats have banned this card because it only appears in Portal and Starter.  
Note - Also see Landwalk, Rule A.27.

#### **Nature's Kiss:**

Info: Color=Green Type=Enchant Creature Cost=1G WL(C)

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(U)/5(C)/PT(C)/P2(C)/ST(C)

Text(5th+errata): Search your library for a forest card and put that card into play. Then shuffle your library. [\[Oracle 2000/02/01\]](#)

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. [\[Duelist Magazine #6, Page 132\]](#)

You do not have to find a forest card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Nature's Resurgence:**

Info: Color=Green Type=Sorcery Cost=2GG WL(R)/67(R)

Text(7th): Each player draws a card for each creature card in his or her graveyard.

#### **Nature's Revolt:**

Info: Color=Green Type=Enchantment Cost=3GG TE(R)/7(R)

Text(7th): All lands are 2/2 creatures that are still lands.

#### **Nature's Ruin:**

Info: Color=Black Type=Sorcery Cost=2B PT(U)

Text(PT): Destroy all green creatures. (This includes your green creatures.)

All tournament formats have banned this card because it only appears in Portal.

#### **Nature's Wrath:**

Info: Color=Green Type=Enchantment Cost=4GG AL(R2)

Text(AL+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}. ; Whenever a player puts a swamp or black permanent into play, he or she sacrifices a swamp or black permanent. ; Whenever a player puts an island or a blue permanent into play, he or she sacrifices an island or a blue permanent. [\[Oracle 1999/07/23\]](#)

If something causes you to put a blue or black permanent into play, you are the one that gets affected, not your opponent. [\[Aahz 1996/06/18\]](#)

If two are in play, a player sacrifices two things for each one put into play. [\[Aahz 1996/06/18\]](#)

If a permanent meets both sets of criteria, you sacrifice two things. For example, a card which is blue and black. [\[D'Angelo 1996/11/11\]](#)

#### **Nausea:**

Info: Color=Black Type=Sorcery Cost=1B EX(C)/7(C)

Text(EX/7th): All creatures get -1/-1 until end of turn.

All creatures which are in play when it resolves are affected. Ones that enter play later in the turn are not. [\[D'Angelo 1999/06/01\]](#)

#### **Nebuchadnezzar:**

Info: Color=Multi Type=Creature - Legend Cost=3BU LG(R)/CH(U1)

Text(CH+errata): 3/3. ; {X},{Tap}: Name a card. Target opponent reveals X cards at random from his or her hand. That player then discards all the revealed cards that are the named card. Play this ability only during your turn. [\[Oracle 2001/08/24\]](#)

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.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

#### **Necra Disciple:**

Info: Color=Black Type=Creature - Wizard Cost=B AP(C)

Text(AP): 1/1. ; {G},{Tap}: Add one mana of any color to your mana pool. ; {W},{Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

#### **Necra Sanctuary:**

Info: Color=Black Type=Enchantment Cost=2B AP(U)



Text(AP): At the beginning of your upkeep, if you control a green or white permanent, target player loses 1 life. If you control a green permanent and a white permanent, that player loses 3 life instead.

It can make a player lose 0, 1, or 3 life, but never 4.

[\[Apocalypse FAQ 2001/05/24\]](#)

One permanent that is both white and green will cause the player to be affected by the lose 3 life portion. [\[D'Angelo 2001/07/22\]](#)

#### **Necratog:**

Info: Color=Black Type=Creature - Atog Cost=1BB WL(U)

Text(WL+errata): 1/2. ; Remove the top creature card in your graveyard from the game: ~this~ gets +2/+2 until end of turn. [\[Oracle 1998/07/01\]](#)

#### **Necravolver:**

Info: Color=Black Type=Creature - Volver Cost=2B AP(R)

Text(AP+errata): 2/2. ; Kicker {1}{G} and/or {W}. ; If you paid the {1}{G} kicker cost, ~this~ comes into play with two +1/+1 counters on it and with trample. If you paid the {W} kicker cost, ~this~ comes into play with a +1/+1 counter on it and with "Whenever ~this~ deals damage, you gain that much life." [\[Oracle 2001/08/24\]](#)

Note - Also see Kicker, Rule A.24.

Note - Also see Trample, Rule A.37.

#### **Necrite:**

Info: Color=Black Type=Creature - Thrull Cost=1BB FE(C3)/5(C)

Text(5th+errata): 2/2. ; Sacrifice ~this~: Destroy target creature defending player controls. It can't be regenerated. Play this ability only if ~this~ is attacking and unblocked. [\[Oracle 2000/10/24\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Necrologia:**

Info: Color=Black Type=Instant Cost=3BB EX(U)/7(U)

Text(7th): Play ~this~ only during your end of turn step. ; As an additional cost to play ~this~, pay any amount of life. ; Draw cards equal to the life paid this way.

This spell is played during the end of turn step. Since you discard down to 7 cards in the cleanup step, this card is used before the discard.

[\[D'Angelo 1999/06/01\]](#)

#### **Necromancy:**

Info: Color=Black Type=Enchantment Cost=2B VI(U)

Text(VI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; When ~this~ comes into play, if it's in play, it becomes an enchant creature. Put target creature card from a graveyard into play under your control enchanted by ~this~. ; When ~this~ leaves play, destroy enchanted creature. It can't be regenerated. [\[Oracle 2001/08/24\]](#)

The bringing of the creature into play and then putting Necromancy on it is all done as part of the resolution. [\[D'Angelo 1999/07/10\]](#)

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 permanents from then on. [\[D'Angelo 2001/08/15\]](#)

It can be moved to another creature using Enchantment Alteration or a similar effect. [\[D'Angelo 2000/02/15\]](#)

Necromancy becomes a creature enchantment spell and so it does activate the Rabid Wombat and trigger other cards which use creature enchantments. [\[Aahz 1997/06/06\]](#)

The creature is put into play as if it were just cast. Any X in the mana cost is zero. So bringing in 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. [\[WotC Rules Team 1998/02/02\]](#)

This is a targeted ability. Note that cards in the graveyard do not have Protection from Color abilities (see Rule A.1.3), but the comes into play ability may be countered if the target creature card is removed from the graveyard before the spell resolves. If the ability is countered, then

this card stays an Enchantment and stays in play. [\[D'Angelo 2002/12/19\]](#)

### **Necropolis:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=5 DK(U2)  
Text(DK+errata): 0/1. (Walls can't attack.) ; Remove a creature card in your graveyard from the game: Put X +0/+1 counters on ~this~, where X is the removed card's converted mana cost. [\[Oracle 2002/03/01\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards. Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Walls, Rule K.27.

### **Necropotence:**

Info: Color=Black Type=Enchantment Cost=BBB 1A(R)/5(R)

Text(5th+errata): Skip your draw step. ; If you would discard a card from your hand, remove that card from the game instead. ; Pay 1 life: Remove the top card of your library from the game face down. At the end of your turn, put that card into your hand. [\[Oracle 2001/03/07\]](#)

Replaces all discards with removing the card from the game. The action is no longer a discard and abilities triggering on a discard will not trigger. [\[D'Angelo 2000/03/03\]](#)

Removing Necropotence from play will not stop the cards from the life-payment ability from being put into your hand at the end of turn.

[\[D'Angelo 1998/11/13\]](#)

Only has the effect of making you skip your draw step if it is in play when your draw step would normally start. [\[WotC Rules Team 1995/10/18\]](#)

The acquired cards are not considered draws. They will not cause damage with Underworld Dreams or have Enduring Renewal detect creatures.

[\[D'Angelo 1995/12/08\]](#)

Can be used with Fasting. The reason is that Necropotence does not force you to skip your draw step unless it is in play at the end of your upkeep phase. Fasting allows you to mark the draw step as "skipped" during upkeep prior to Necropotence kicking in. [\[Aahz 1996/01/16\]](#)

Necropotence interacts with Madness (see Rule A.28) so you cannot use the Madness ability. This is because Madness turns "discard to graveyard" into "discard to removed from game" and Necropotence turns any discard into simply "remove from game" with no discard. Madness only works if you remove it from game as part of its ability. [\[Jordan 2002/03/03\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 2000/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 2000/10/01.

Extended tournaments (see Rule D.15) have banned this card since 2001/04/01.

Note - Also see Skipping a Phase, Rule G.36.

### **Necrosavant:**

Info: Color=Black Type=Creature - Necrosavant Cost=3BBB VI(R)/6(R)

Text(6th+errata): 5/5. ; {3}{B}{B}, Sacrifice a creature: Return ~this~ from your graveyard to play. Play this ability only during your upkeep.

[\[Oracle 2002/03/01\]](#)

### **Need for Speed:**

Info: Color=Red Type=Enchantment Cost=R OD(R)

Text(OD): Sacrifice a land: Target creature gains haste until end of turn.

Note - Also see Haste, Rule A.22.

### **Needleshot Gourn:**

Info: Color=Green Type=Creature - Beast Cost=4GG LE(C)

Text(LE): 3/6. ; ~this~ may block as though it had flying.

### **Needle Storm:**

Info: Color=Green Type=Sorcery Cost=2G TE(U)/PT(U)

Text(TE): ~this~ deals 4 damage to each creature with flying.

### **Nefarious Lich:**

Info: Color=Black Type=Enchantment Cost=BBBB OD(R)

Text(OD): If you would be dealt damage, remove that many cards in your

graveyard from the game instead. If you can't, you lose the game. ; If you would gain life, draw that many cards instead. ; When ~this~ leaves play, you lose the game.

This card will not prevent you from losing the game due to zero or less life. [\[Odyssey FAQ 2001/10/04\]](#)

If you were going to gain life and you also have Words of Worship in play, you can gain life by using its ability to turn a card draw into life gain. Nefarious Lich will not replace the life gain with a card draw again because it has already acted on this event. [\[Jordan 2002/12/20\]](#)  
See Rule T.10.8.

#### **Nefashu:**

Info: Color=Black Type=Creature - Zombie Mutant Cost=4BB SC(R)  
Text(SC): 5/3 ; Whenever ~this~ attacks, up to five target creatures each get -1/-1 until end of turn.

#### **Nekrataal:**

Info: Color=Black Type=Creature - Nekrataal Cost=2BB VI(U)/BR(F1)  
Text(VI+errata): 2/1, First Strike. ; When ~this~ comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated. [\[Oracle 1999/07/01\]](#)

Nothing happens if there are no non-artifact, non-black creatures in play when it comes into play. [\[Duelist Magazine #17, Page 30\]](#)

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

Note - Also see First Strike, Rule A.18.

#### **Nemata, Grove Guardian:**

Info: Color=Green Type=Creature - Treefolk Legend Cost=4GG PS(R)  
Text(PS): 4/5. ; {2}{G}: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: All Saprolings get +1/+1 until end of turn.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Token Creatures, Rule K.25.

#### **Nesting Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=4GG NE(U)  
Text(NE+errata): 4/3, Trample. ; When ~this~ comes into play, you may search your library for up to three cards named Nesting Wurm, reveal them, and put them into your hand. If you do, shuffle your library.  
[\[Oracle 2000/10/24\]](#)

Note - Also see Trample, Rule A.37.

#### **Nether Shadow:**

Info: Color=Black Type=Creature - Spirit Cost=BB ABUR45(R)  
Text(5th+errata): 1/1, Haste. ; At the beginning of your upkeep, if ~this~ is in your graveyard with three creature cards above it, you may put ~this~ into play. [\[Oracle 2000/02/01\]](#)

Note that bringing the Shadow back into play from the graveyard is not a spell, it is an ability. It cannot be countered with something that counters spells. [\[bethmo 1994/05/14\]](#)

Since it comes into play due to triggering at the beginning of upkeep, it is not possible to get an infinite loop with four Nether Shadows.

[\[D'Angelo 2000/03/03\]](#)

Note - In all printings it was of creature type "Shadow" but it is now of creature type "Spirit".

#### **Nether Spirit:**

Info: Color=Black Type=Creature - Spirit Cost=1BB MM(R)  
Text(MM): 2/2. ; At the beginning of your upkeep, if ~this~ is the only creature card in your graveyard, you may return ~this~ to play.

#### **Nether Void:**

Info: Color=Black Type=Enchant World Cost=3B LG(R)  
Text(LG+errata): Whenever a player plays a spell, counter it unless its controller pays {3}. [\[Oracle 1999/09/03\]](#)

This is not an additional play cost, it is a triggered ability (see Rule A.4). [\[Duelist Magazine #9, Page 60\]](#)

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. [\[D'Angelo 1995/12/09\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Enchant World, Rule K.12.10.

#### **Netter en-Dal:**

Info: Color=White Type=Creature - Spellshaper Cost=W NE(C)  
Text(NE): 1/1. ; {W},{Tap},Discard a card from your hand: Target creature can't attack this turn.

The ability only does something if used before attackers are declared during a turn. If used after the creature is declared as an attacker, nothing happens. [\[Nemesis FAQ 2000/02/07\]](#)

Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Plague Witch, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

#### **Nettletooth Djinn:**

Info: Color=Green Type=Creature - Djinn Cost=3G MI(U)  
Text(MI+errata): 4/4. ; At the beginning of your upkeep, ~this~ deals 1 damage to you. [\[Oracle 1999/07/01\]](#)

#### **Nettling Imp:**

Info: Color=Black Type=Creature - Imp Cost=2B ABUR(U)  
Text(RV+errata): 1/1. ; {Tap}: Target non-Wall creature the active player controls attacks this turn, if able. At end of turn, if that creature didn't attack this turn, destroy it. Ignore this effect if that player didn't control the creature continuously since the beginning of the turn. Play this ability only during an opponent's turn before attackers are declared. [\[Oracle 2001/08/24\]](#)

If the Imp leaves play before the end of the turn, the creature still is destroyed. [\[D'Angelo 1995/04/12\]](#)

The ability may only be used on a creature on its controller's turn at a time when it would be legal for that player to declare an attack later in the turn. [\[Aahz 1995/04/11\]](#)

The creature is destroyed if it does not attack because it simply cannot do so legally. For example, a Sea Serpent will be destroyed if it cannot attack because the opponent has no islands. [\[Aahz 1994/06/01\]](#)

You can use this effect on a creature you know won't be able to attack.

For example, you can use it on a tapped creature. [\[Aahz 1994/06/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Must Attack, Rule C.7.

#### **Nevinyrral's Disk:**

Info: Color=Artifact Type=Artifact Cost=4 ABUR45(R)/AT(F1)  
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. 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. [\[Peterson 1994/11/01\]](#) 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.

[\[D'Angelo 1996/11/07\]](#)

Note - The Limited Edition and Unlimited Editions were of type "Mono Artifact". This meant they tapped as a cost. See Rule K.1.Ruling.2.

#### **New Frontiers:**

Info: Color=Green Type=Sorcery Cost=XG OD(R)  
Text(OD): Each player may search his or her library for up to X basic land cards and put them into play tapped. Then each player who searched his or her library this way shuffles it.

Note - Also see X Costs, Rule K.28.

**Niall Silvain:**

Info: Color=Green Type=Creature - Niall-Silvan Cost=GGG DK(U1)

Text(DK+errata): 2/2. ; {G}{G}{G}{G},{Tap}: Regenerate target creature.

[\[Oracle 1999/09/03\]](#)

The creature type is "Niall-Silvain" which is considered one word.

Before errata, it was two words, "Niall Silvain". [\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Nicol Bolas:**

Info: Color=Multi Type=Creature - Elder Dragon Legend Cost=2UUBBRR

LG(R)/CH(U1)

Text(CH+errata): 7/7, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {U}{B}{R}. ; Whenever ~this~ damages to an opponent, that player discards his or her hand. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

**Night (Night/Day):**

Info: Color=Black Type=Instant Cost=B AP(U)

Text(AP): Target creature gets -1/-1 until end of turn.

Note - Also see Day (Night/Day) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

**Nightmare:**

Info: Color=Black Type=Creature - Nightmare Cost=5B ABUR4567(R)

Text(6th/7th): \*/\*, Flying. ; ~this~'s power and toughness are each equal to the number of swamps you control.

If you run out of Swamps, the Nightmare dies as a state-based effect (see Rule T.11) right before the next player gains priority.

[\[D'Angelo 1999/05/01\]](#)

Note - The Beta printing version of this card has a blotch over the word Swamp that is not in any of the other printings.

**Nightscape Apprentice:**

Info: Color=Black Type=Creature - Wizard Cost=B IN(C)

Text(IN): 1/1. ; {U},{Tap}: Put target creature you control on top of its owner's library. ; {R},{Tap}: Target creature gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

**Nightscape Battlemage:**

Info: Color=Black Type=Creature - Wizard Cost=2B PS(U)

Text(PS): 2/2. ; Kicker {2}{U} and/or {2}{R}. ; When ~this~ comes into play, if you paid the {2}{U} kicker cost, return up to two target nonblack creatures to their owners' hands. ; When ~this~ comes into play, if you paid the {2}{R} kicker cost, destroy target land.

Note - Also see Kicker, Rule A.24.

**Nightscape Familiar:**

Info: Color=Black Type=Creature - Zombie Cost=1B PS(C)

Text(PS): 1/1. ; Blue spells and red spells you play cost {1} less to play. ; {1}{B}: Regenerate ~this~.

If a spell is both blue and red, you pay {1} less, not {2} less.

[\[Planeshift FAQ 2001/01/26\]](#)

If this card is sacrificed to pay part of a spell's cost, the cost reduction still applies. [\[Jordan 2001/02/12\]](#)

See Helm of Awakening for rulings.

**Nightscape Master:**

Info: Color=Black Type=Creature - Wizard Cost=2BB IN(R)

Text(IN): 2/2. ; {U}{U},{Tap}: Return target creature to its owner's hand. ; {R}{R},{Tap}: ~this~ deals 2 damage to target creature.

**Nightshade Seer:**

Info: Color=Black Type=Creature - Wizard Cost=3B UD(U)

Text(UD): 1/1. ; {2}{B},{Tap}: Reveal any number of black cards in your

hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.  
You can reveal zero cards to give -0/-0 to a creature. [\[DeLaney 1999/06/08\]](#)

#### **Night Soil:**

Info: Color=Green Type=Enchantment Cost=GG FE(C3)  
Text(FE+errata): {1}, Remove two creature cards in a single graveyard from the game: Put a 1/1 green Saproling creature token into play.  
[\[Oracle 1999/07/23\]](#)

A "creature card" is a Creature card or Artifact Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards. The creature cards 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. [\[Aahz 1994/11/30\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Token Creatures, Rule K.25.

#### **Nightstalker Engine:**

Info: Color=Black Type=Creature - Nightstalker Cost=4B P2(R)  
Text(P2): \*/3. ; ~this~ has power equal to the number of creature cards in your graveyard.  
All tournament formats have banned this card because it only appears in Portal.

#### **Nightwind Glider:**

Info: Color=White Type=Creature - Rebel Cost=2W MM(C)  
Text(MM): 2/1, Flying, Protection from Black.  
Note - Also see Protection, Rule A.31.

#### **Nimble Mongoose:**

Info: Color=Green Type=Creature - Mongoose Cost=G OD(U)  
Text(OD): 1/1. ; ~this~ can't be the target of spells or abilities. ;  
Threshold - ~this~ gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Noble Benefactor:**

Info: Color=Blue Type=Creature - Cleric Cost=2U WL(U)  
Text(WL+errata): 2/2. ; When ~this~ is put into a graveyard from play, each player may search his or her library for a card and put that card into his or her hand. Then each player who searched his or her library shuffles it. [\[Oracle 1999/07/01\]](#)

#### **Noble Elephant:**

Info: Color=White Type=Creature - Elephant Cost=3W MI(C)  
Text(MI): 2/2, Banding, Trample.  
Note - Also see Banding, Rule A.8.  
Note - Also see Trample, Rule A.37.

#### **Noble Panther:**

Info: Color=Multi Type=Creature - Cat Cost=1GW IN(R)  
Text(IN): 3/3. ; {1}: ~this~ gains first strike until end of turn.  
Note - Also see First Strike, Rule A.18.

#### **Noble Purpose:**

Info: Color=White Type=Enchantment Cost=3WW MM(U)  
Text(MM): Whenever a creature you control deals combat damage, you gain that much life.

#### **Noble Stand:**

Info: Color=White Type=Enchantment Cost=4W NE(U)  
Text(NE): Whenever a creature you control blocks, you gain 2 life.  
Triggers once per creature you have that blocks. Does not trigger multiple times when a single creature blocks more than one attacker.  
[\[Nemesis 2000/02/07\]](#)



**Noble Steeds:**

Info: Color=White Type=Enchantment Cost=2W AL(C1)  
 Text(AL): {1}{W}: Target creature gains first strike until end of turn.  
 Note - Also see First Strike, Rule A.18.

**Noble Templar:**

Info: Color=White Type=Creature - Cleric Soldier Cost=5W SC(C)  
 Text(SC): 3/6. ; Attacking doesn't cause ~this~ to tap. ; Plainscycling {2}.  
**+ Note - Also see Landcycling, Rule A.25.**

**Nocturnal Raid:**

Info: Color=Black Type=Instant Cost=2BB MI(U)/7(U)  
 Text(7th): Black creatures get +2/+0 until end of turn.  
 On resolution, all black creatures in play get the bonus. Ones that enter play later in the turn do not get it. [\[bethmo 1997/11/03\]](#)

**Noetic Scales:**

Info: Color=Artifact Type=Artifact Cost=4 US(R)  
 Text(US+errata): At the beginning of each player's upkeep, return to its owner's hand each creature that player controls with power greater than the number of cards in his or her hand. [\[Oracle 1999/05/01\]](#)  
 The number of cards in hand is counted on resolution of the ability.  
[\[DeLaney 1998/10/05\]](#)

**Nomad Decoy:**

Info: Color=White Type=Creature - Nomad Cost=2W OD(U)  
 Text(OD): 1/2. ; {W},{Tap}: Tap target creature. ; Threshold - {W}{W},{Tap}: Tap two target creatures. (Play this ability only as long as seven or more cards are in your graveyard.)  
 Note - Also see Threshold, Rule A.36.

**Nomadic Elf:**

Info: Color=Green Type=Creature - Elf Cost=1G IN(C)  
 Text(IN): 2/2. ; {1}{G}: Add one mana of any color to your mana pool.

**Nomad Mythmaker:**

Info: Color=White Type=Creature - Cleric Cost=2W JU(R)  
 Text(JU): 2/2. ; {W},{Tap}: Put target enchant creature card from a graveyard into play enchanting a creature you control. (You control that enchantment.)  
 You pick the creature during resolution. [\[Judgment FAQ 2002/05/28\]](#)

**Nomads en-Kor:**

Info: Color=White Type=Creature - Soldier Cost=W SH(C)  
 Text(SH+errata): 1/1. ; {0}: The next 1 damage that would be dealt to ~this~ this turn is dealt to target creature you control instead.  
[\[Oracle 2000/02/01\]](#)  
 See Lancers en-Kor for rulings.

**Nomad Stadium:**

Info: Color=Land Type=Land Cost=None OD(U)  
 Text(OD): {Tap}: Add {W} to your mana pool. ~this~ deals 1 damage to you. ; Threshold - {W},{Tap},Sacrifice ~this~: You gain 4 life. (Play this ability only if seven or more cards are in your graveyard.)  
 Note - Also see Threshold, Rule A.36.

**No Mercy:**

Info: Color=Black Type=Enchantment Cost=2BB UL(R)  
 Text(UL+errata): Whenever a creature deals damage to you, destroy it.  
[\[Oracle 1999/05/01\]](#)  
 If the damage to you is all prevented or redirected, then damage was not dealt to you, and this does not trigger. [\[Urza's Legacy FAQ 1999/02/03\]](#)

**No Quarter:**

Info: Color=Red Type=Enchantment Cost=3R TE(R)  
 Text(TE+errata): Whenever a creature becomes blocked by a creature with

lesser power, destroy the blocking creature. ; Whenever a creature blocks a creature with lesser power, destroy the attacking creature.

[Oracle 1999/07/21]

The check to see which creature is destroyed is done when the appropriate ability triggers. [D'Angelo 2003/05/20]

#### No Rest for the Wicked:

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

Text(US+errata): Sacrifice ~this~: Return to your hand all creature cards put into your graveyard from play since the beginning of the turn.

[Oracle 1999/05/01]

It pulls out the creature cards at the time it resolves. It does not have a continuing effect. [D'Angelo 1998/10/15]

#### Norritt:

Info: Color=Black Type=Creature - Imp Cost=3B IA(C)

Text(IA+errata): 1/1. ; {Tap}: Untap target blue creature. ; {Tap}: Target non-wall creature attacks this turn if able. If that creature doesn't attack, destroy it at end of turn unless it came under its controller's control this turn. Play this ability only during target creature's controller's turn before the declare attackers step. [Oracle 2000/02/01]

It only affects creatures without summoning sickness (see Rule G.37). Thus, creatures that phase in this turn can be affected. [Aahz 1997/02/16]

The ability may only be used on a creature on its controller's turn at a time when it would be legal for that player to declare an attack later in the turn. [Aahz 1995/04/11]

The creature is destroyed if it does not attack because it simply cannot do so legally. For example, a Sea Serpent will be destroyed if it cannot attack because the opponent has no islands. [Aahz 1995/07/01]

You can use this effect on a creature you know won't be able to attack.

For example, you can use it on a tapped creature. [Aahz 1995/07/01]

Note - Also see Must Attack, Rule C.7.

#### Northern Paladin:

Info: Color=White Type=Creature - Knight Cost=2WW ABUR47(R)

Text(4th/7th): 3/3. ; {W}{W},{Tap}: Destroy target black permanent.

Extended tournaments (see Rule D.15) banned this card from 1999/10/01 to 2001/05/01.

Note - This card is of creature type "Knight". It was of type "Paladin" in editions prior to Seventh Edition.

#### North Star:

Info: Color=Artifact Type=Artifact Cost=4 LG(R)

Text(LG+errata): {4},{Tap}: You may pay for one spell this turn by paying its converted mana cost rather than its mana cost. (Additional costs are still paid.) [Oracle 2001/08/24]

Cannot be used to power the X portion of Drain Life with any color mana because the draining portion of Drain Life has the mana usage limited in the text. [D'Angelo 1999/07/26]

Effects like Planar Gate and Mana Matrix can end up paying for all the spell's mana cost. [Aahz 1994/09/02]

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

Note - Also see Converted Mana Cost, Rule K.8.

#### Nostalgic Dreams:

Info: Color=Green Type=Sorcery Cost=GG TO(R)

Text(TO): As an additional cost to play ~this~, discard X cards from your hand. ; Return X target cards from your graveyard to your hand. Remove ~this~ from the game.

#### Nosy Goblin:

Info: Color=Red Type=Creature - Goblin Cost=2R ON(C)

Text(ON): 2/1. ; {Tap},Sacrifice ~this~: Destroy target face-down creature.

If the target is turned face up before the ability resolves, the creature is no longer a legal target and is not destroyed. [Onslaught 2002/09/24]

#### Notorious Assassin:

Info: Color=Black Type=Creature - Spellshaper Cost=3B MM(R)  
Text(MM): 2/2. ; {2}{B},{Tap},Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.

#### **Norwood Archers:**

Info: Color=Green Type=Creature - Elf Cost=3G P2(C)/ST(C)  
Text(ST): 3/3. ; ~this~ can block as though it had flying.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Norwood Priestess:**

Info: Color=Green Type=Creature - Elf Cost=2GG P2(R)  
Text(P2): 1/1. ; On your turn, before you attack, you may tap ~this~ to put any green creature from your hand into play without paying for it.  
When played under non-Portal rules, the text should be read as "{Tap}: Put a green creature card from your hand into play. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Norwood Ranger:**

Info: Color=Green Type=Creature - Elf Cost=G P2(C)/ST(C)  
Text(P2/ST): 1/2.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Norwood Riders:**

Info: Color=Green Type=Creature - Elf Cost=3G P2(C)  
Text(P2): 3/3. ; ~this~ can't be blocked by more than one creature.  
All tournament formats have banned this card because it only appears in Portal.

#### **Norwood Warrior:**

Info: Color=Green Type=Creature - Elf Cost=2G P2(C)  
Text(P2): 2/2. ; If ~this~ attacks and is blocked, it gets +1/+1 until the end of the turn.  
When played under non-Portal rules, the text should be read as "Whenever ~this~ becomes blocked, it gets +1/+1 until end of turn." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Nova Cleric:**

Info: Color=White Type=Creature - Cleric Cost=W ON(U)  
Text(ON): 1/2. ; {2}{W},{Tap}, Sacrifice ~this~: Destroy all enchantments.

#### **Nova Pentacle:**

Info: Color=Artifact Type=Artifact Cost=4 LG(R)  
Text(LG+errata): {3},{Tap}: The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature of an opponent's choice instead. [\[Oracle 1999/09/03\]](#)  
It does not target the opponent, but you still choose an opponent. [\[WotC Rules Team 1998/02/01\]](#)  
If you have no creatures, your opponent must still choose a creature even if it ends up being one they control. [\[Aahz 1994/06/17\]](#)  
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. [\[Aahz 1995/10/24\]](#)  
In multi-player 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.

#### **Noxious Field:**

Info: Color=Black Type=Enchant Land Cost=1BB PY(U)  
Text(PY): Enchanted land has "{Tap}: This land deals 1 damage to each creature and each player."  
The damage dealt by a land is normally colorless. See Rule K.15.5.

## [Prophecy FAQ 2000/05/25]

### Noxious Ghoul:

Info: Color=Black Type=Creature - Zombie Cost=3BB LE(U)  
Text(LE): 3/3. ; Whenever ~this~ or another Zombie comes into play, all non-Zombie creatures get -1/-1 until end of turn.

### Noxious Toad:

Info: Color=Black Type=Creature - Toad Cost=2B PT(U)  
Text(PT): 1/1. ; If ~this~ is put into your discard pile from play, your opponent chooses and discards a card from his or her hand.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ is put into a graveyard from play, target opponent discards a card from his or her hand." [D'Angelo 2000/06/05]

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Toad. [D'Angelo 2000/06/05]

### Noxious Vapors:

Info: Color=Black Type=Sorcery Cost=1BB PS(U)  
Text(PS): Each player reveals his or her hand and chooses one card of each color from it, then discards all other nonland cards from it.

### Null Brooch:

Info: Color=Artifact Type=Artifact Cost=4 EX(R)  
Text(EX+errata): {2},{Tap}, Discard your hand: Counter target noncreature spell. [Oracle 1999/05/01]

You can play the ability if you have no cards in hand. [Barclay 1998/06/10]

A "creature spell" is any "Creature" or "Artifact Creature" spell.

[D'Angelo 1999/06/01] Older cards of type Summon are also Creature cards.

### Null Chamber:

Info: Color=White Type=Enchant World Cost=3W MI(R)  
Text(MI+errata): As ~this~ comes into play, you and an opponent each name a card other than a basic land card. ; The named cards can't be played.

[Oracle 2000/10/24]

It does not target the opponent, but you still choose an opponent.

[WotC Rules Team 1998/02/01]

Cannot stop a creature from being put into play through an effect, such as Flash. [bethmo 1996/11/07] Also Animate Dead, Ivory Gargoyle's trigger, and so on.

Does not stop cards from being put into play under Eureka.

[D'Angelo 1999/02/16]

The caster chooses before the opponent. [bethmo 1997/09/13]

Note - Also see Enchant World, Rule K.12.10.

### Nullmage Advocate:

Info: Color=Green Type=Creature - Insect Druid Cost=2G JU(C)  
Text(JU): 2/3. ; {Tap}: Return two target cards in an opponent's graveyard to his or her hand. Destroy target artifact or enchantment.

You can't play this ability unless a single opponent has at least two cards in their graveyard to target. [Judgment FAQ 2002/05/28]

### Null Rod:

Info: Color=Artifact Type=Artifact Cost=2 WL(R)  
Text(WL+errata): Players can't play artifacts' activated abilities.

[Oracle 2000/02/01]

Does not affect continuous abilities or triggered abilities.

[D'Angelo 1999/07/10]

Does affect mana source abilities of artifacts. [D'Angelo 1999/07/10]

### Nurturing Lcid:

Info: Color=Green Type=Creature - Lcid Cost=1G TE(U)  
Text(TE+errata): 1/1. ; {G},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "{G}: Regenerate enchanted creature." and "{G}: End the effect that created this ability."

**[Oracle 2001/08/24]**

Note - Also see Licids, Rule E.8.

**Nut Collector:**

Info: Color=Green Type=Creature - Druid Cost=5G OD(R)  
Text(OD): 1/1. ; At the beginning of your upkeep, you may put a 1/1 green Squirrel creature token into play. ; Threshold - All Squirrels get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

Note - Also see Token Creatures, Rule K.25.

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**Oasis:**

Info: Color=Land Type=Land Cost=None AN(U4)/4(U)  
Text(4th+errata): {Tap}: Prevent the next 1 damage that would be dealt to target creature this turn. **[Oracle 1999/09/03]**

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Oath of Druids:**

Info: Color=Green Type=Enchantment Cost=1G EX(R)  
Text(EX+errata): At the beginning of each player's upkeep, if that player controls fewer creatures than any of his or her opponents, the player may reveal cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and all other cards revealed this way into his or her graveyard. **[Oracle 2001/05/02]**

The check for the number of creatures in play is made at the beginning of upkeep and this ability does not trigger if the condition is not met.

The condition is also checked on resolution and the ability does nothing if it is not still true. **[D'Angelo 1999/06/01]**

The creature card goes into play under the current player's control.

**[D'Angelo 1998/06/15]**

The revealed cards go to the graveyard simultaneously, so the player playing the ability decides the order they end up in the graveyard.

**[Barclay 1998/06/10]** See Rule Z.1.4.

**Oath of Ghouls:**

Info: Color=Black Type=Enchantment Cost=1B EX(R)  
Text(EX+errata): At the beginning of each player's upkeep, if there are more creature cards in that player's graveyard than in any of his or her opponents' graveyards, the player may return target creature card of his or her choice from his or her graveyard to his or her hand.

**[Oracle 2002/03/01]**

The check for the number of creatures in the graveyard is made at the beginning of upkeep and this ability does not trigger if the condition is not met. The condition is also checked on resolution and the ability does nothing if it is not still true. **[D'Angelo 1999/06/01]**

It targets the creature card in the graveyard. This target is selected when announcing the ability. **[WotC Rules Team 1998/07/01]**

**Oath of Lieges:**

Info: Color=White Type=Enchantment Cost=1W EX(R)  
Text(EX+errata): At the beginning of each player's upkeep, if that player controls fewer lands than any of his or her opponents, the player may search his or her library for a basic land card and put that card into play. The player then shuffles his or her library. **[Oracle 2001/05/02]**

The check for the number of lands in play is made at the beginning of upkeep and this ability does not trigger if the condition is not met. The condition is also checked on resolution and the ability does nothing if it is not still true. **[D'Angelo 1999/06/01]**

The land card goes into play under the current player's control.

**[D'Angelo 1998/06/15]**

Shuffle your deck only if you search for a land. **[Barclay 1998/06/10]**

You do not have to find basic land card if you do not want to. See Rule Z.6.9. **[D'Angelo 2001/07/14]**

**Oath of Lim-Dul:**

Info: Color=Black Type=Enchantment Cost=3B IA(R)

Text(IA+errata): Whenever you lose life, sacrifice a permanent other than ~this~ or discard a card from your hand for each 1 life you lost. (Damage dealt to you causes you to lose life.) ; {B}{B}: Draw a card. [\[Oracle 2001/08/24\]](#)

When a player is dealt damage, the damage causes loss of life and triggers this card. [\[Oracle Update 1998/11/11\]](#)

You can sacrifice one Oath of Lim-Dul to another one. You cannot sacrifice it to itself. [\[Duelist Magazine #14, Page 27\]](#)

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(R)

Text(EX+errata): At the beginning of each player's upkeep, that player may have ~this~ deal 1 damage to target player of his or her choice who has more life than he or she does and who is his or her opponent.

[\[Oracle 2002/03/01\]](#)

**Oath of Scholars:**

Info: Color=Blue Type=Enchantment Cost=3U EX(R)

Text(EX+errata): At the beginning of each player's upkeep, if that player has fewer cards in hand than any of his or her opponents, the player may discard his or her hand and draw three cards. [\[Oracle 2001/05/02\]](#)

The check for the number of cards in hand is made at the beginning of upkeep and this ability does not trigger if the condition is not met. The condition is also checked on resolution and the ability does nothing if it is not still true. [\[D'Angelo 1999/06/01\]](#)

Can be used by a player with zero cards in hand. [\[D'Angelo 1998/06/17\]](#)

**Obelisk of Undoing:**

Info: Color=Artifact Type=Artifact Cost=1 AQ(U1)/CH(U1)/5(R)

Text(CH/5th+errata): {6},{Tap}: Return target permanent you own and control to your hand. [\[Oracle 1999/09/03\]](#)

**Oblation:**

Info: Color=White Type=Instant Cost=2W ON(R)

Text(ON): The owner of target nonland permanent shuffles it into his or her library, then draws two cards.

**Obliterate:**

Info: Color=Red Type=Sorcery Cost=6RR IN(R)

Text(IN): ~this~ can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.

Counterspells can be played that target it, but when they resolve they simply don't counter it since it can't be countered.

[\[Invasion FAQ 2000/10/03\]](#)

**Obsessive Search:**

Info: Color=Blue Type=Instant Cost=U TO(C)

Text(TO): Madness {U}. ; Draw a card.

Note - Also see Madness, Rule A.28.

**Obsidian Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=6 ABUR46(U)

Text(ABU/RV/4th/6th): 4/6.

Note - In Fourth Edition (and earlier) this card did not have a creature type.

**Obsidian Acolyte:**

Info: Color=White Type=Creature - Cleric Cost=1W IN(C)

Text(IN): 1/1, Protection from Black. ; {W}: Target creature gains protection from black until end of turn.

Note - Also see Protection, Rule A.31.

**Obsidian Giant:**



Info: Color=Red Type=Creature - Giant Cost=4R P2(U)

Text(P2): 4/4.

All tournament formats have banned this card because it only appears in Portal.

#### **Obstinate Familiar:**

Info: Color=Red Type=Creature - Lizard Cost=R OD(R)

Text(OD): 1/1. ; If you would draw a card, you may skip that draw instead.

#### **Odylic Wraith:**

Info: Color=Black Type=Creature - Wraith Cost=3B WL(U)

Text(WL+errata): 2/2, Swampwalk. ; Whenever ~this~ deals damage to a player, that player discards a card from his or her hand. [\[Oracle 1999/07/01\]](#)

Note - Also see Landwalk, Rule A.27.

Note - Before the errata, this card was of creature type Undead.

#### **Off Balance:**

Info: Color=White Type=Instant Cost=W NE(C)

Text(NE): Target creature can't attack or block this turn.

The ability only does something if used before attackers or blockers (as appropriate) are declared during a turn. If used after the creature is declared as an attacker or blocker, nothing happens.

[\[Nemesis FAQ 2000/02/07\]](#)

#### **Ogre Arsonist:**

Info: Color=Red Type=Creature - Ogre Cost=4R P2(U)

Text(P2): 3/3. ; When ~this~ comes into play from your hand, destroy any one land. (If you're the only one with lands, destroy one of them.)

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, destroy target land."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Ogre Berserker:**

Info: Color=Red Type=Creature - Ogre Cost=4R P2(C)

Text(P2): 4/2. ; ~this~ is unaffected by summoning sickness.

When played under non-Portal rules, the text should be read as "Haste."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Haste, Rule A.22.

#### **Ogre Enforcer:**

Info: Color=Red Type=Creature - Ogre Cost=3RR VI(R)

Text(VI+errata): 4/4. ; If ~this~ would be dealt nonlethal damage from a single source, prevent that damage. [\[Oracle 1999/11/01\]](#)

If its toughness falls to zero or less and it is undamaged, it will still be put into the graveyard. [\[D'Angelo 1999/07/10\]](#)

It is in no way protected from being destroyed or buried due to non-damage effects. [\[D'Angelo 1997/03/26\]](#)

The check for nonlethal damage is done on a per-source basis. So each source's damage is checked independently and it is not possible to team up sources (such as creatures) in order to kill it. [\[D'Angelo 1999/09/20\]](#)

#### **Ogre Shaman:**

Info: Color=Red Type=Creature - Ogre Cost=3RR EX(R)

Text(EX+errata): 3/3. ; {2}, Discard a card at random from your hand: ~this~ deals 2 damage to target creature or player. [\[Oracle 1999/05/01\]](#)

#### **Ogre Taskmaster:**

Info: Color=Red Type=Creature - Ogre Cost=3R P2(U)/MM(U)/7(U)

Text(P2/MM/7th): 4/3. ; ~this~ can't block.

#### **Ogre Warrior:**

Info: Color=Red Type=Creature - Ogre Cost=3R P2(C)/ST(C)/S2(F1)

Text(P2/ST/S2): 3/3.

All tournament formats have banned this card because it only appears in Portal and Starter.

**Okk:**

Info: Color=Red Type=Creature - Goblin Cost=1R US(R)/7(R)  
Text(7th): 4/4. ; ~this~ can't attack unless a creature with greater power also attacks. ; ~this~ can't block unless a creature with greater power also blocks.

**Old Man of the Sea:**

Info: Color=Blue Type=Creature - Marid Cost=1UU AN(U2)  
Text(AN+errata): 2/3. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Gain control of target creature with power equal to or less than the power of ~this~ as long as ~this~ remains tapped and its power remains equal to or greater than the creature's power. [\[Oracle 1999/09/03\]](#)  
If used during combat, the creature is removed from the combat immediately. [\[bethmo 1994/06/01\]](#)

Control of the creature is lost if the Old Man leaves play for any reason. This is because it is no longer tapped. [\[bethmo 1994/05/09\]](#)  
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. [\[bethmo 1994/06/01\]](#)

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 announcement 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. [\[WotC Rules Team 1995/02/09\]](#)

Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Tap and Hold Abilities, Rule E.11.

**Omen:**

Info: Color=Blue Type=Sorcery Cost=1U PT(C)  
Text(PT): Look at the top three cards of your deck and return them in any order. You may choose to shuffle your deck. Then draw a card.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Look at the top three cards of your library and return them in any order. You may choose to shuffle your library. Then draw a card." [\[D'Angelo 2000/06/05\]](#)

**Omen of Fire:**

Info: Color=Red Type=Instant Cost=3RR AL(R2)  
Text(AL): Return all islands to their owners' hands. ; Each player sacrifices a plains or a white permanent for each white permanent he or she controls.

**Once More With Feeling:**

Info: Color=White Type=Sorcery Cost=WWWW UG(R)  
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 can't 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. [\[DeLaney 1998/08/12\]](#)  
Does not remove token creatures. [\[QAS 1998/09/09\]](#)  
The shuffling of hand into library is not counted as a discard. [\[DeLaney 1998/08/12\]](#)  
Removes itself from the game during resolution. [\[D'Angelo 1998/09/07\]](#)  
Setting life totals is not considered to be gaining or losing life. [\[Barclay 1998/08/13\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

**One with Nature:**

Info: Color=Green Type=Enchant Creature Cost=G SC(U)

Text(SC): Whenever enchanted creature deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. Then shuffle your library.

**Onslaught:**

Info: Color=Red Type=Enchantment Cost=R EX(C)

Text(EX+errata): Whenever you play a creature spell, tap target creature.

[[Oracle 1999/05/01](#)]

Can target an already tapped creature. [[Barclay 1998/06/10](#)] See Rule G.38.3.

The ability is not optional. If you have the only targetable creatures, you have to tap one of your own. [[DeLaney 1998/06/10](#)]

A creature spell is any "Creature" or "Artifact Creature" spell.

[[D'Angelo 1999/06/01](#)] Older cards of type Summon are also creature spells.

**Onulet:**

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(U3)/R4(R)

Text(4th+errata): 2/2. ; When ~this~ is put into a graveyard from play, you gain 2 life. [[Oracle 1999/09/03](#)]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - The incorrect artist is listed on the Revised Edition card. It should be Anson Maddocks. [[Duelist Magazine #4, Page 138](#)]

**Onyx Talisman:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)

Text(IA+errata): Whenever a black spell is played, you may pay {3}. If you do, untap target permanent. [[Oracle 2000/10/24](#)]

See Hematite Talisman for rulings.

**Opal Acrolith:**

Info: Color=White Type=Enchantment Cost=2W US(U)

Text(US+errata): Whenever an opponent plays a creature spell, if ~this~ is an enchantment, ~this~ becomes a 2/4 Guardian creature. ; {0}: ~this~ becomes an enchantment. [[Oracle 1999/05/01](#)]

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](#)]

Changes into a creature even if the spell is countered.

[[D'Angelo 1999/05/01](#)]

It becomes a creature when the spell is announced, 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 1998/10/05](#)]

A creature spell is any "Creature" or "Artifact Creature" spell.

[[D'Angelo 1999/05/01](#)] Older cards of type Summon are also Creature spells.

**Opal Archangel:**

Info: Color=White Type=Enchantment Cost=4W US(R)

Text(US+errata): When an opponent plays a creature spell, if ~this~ is an enchantment, ~this~ becomes a 5/5 Angel creature with flying. Attacking does not cause it to tap. [[Oracle 1999/05/01](#)]

When it turns into a creature, it no longer counts as an enchantment.

[[Urza's Saga Rule Page](#)]

It changes even if the spell is countered. [[D'Angelo 1999/05/01](#)]

It becomes a creature when the spell is announced, 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 1998/10/05](#)]

A creature spell is any "Creature" or "Artifact Creature" spell.

[[D'Angelo 1999/05/01](#)] Older cards of type Summon are also Creature spells.

### Opal Avenger:

Info: Color=White Type=Enchantment Cost=2W UL(R)

Text(UL+errata): When you have 10 life or less, if ~this~ is an enchantment, ~this~ becomes a 3/5 Guardian creature. [\[Oracle 1999/05/01\]](#)

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(C)

Text(US+errata): When an opponent plays a creature spell, if ~this~ is an enchantment, ~this~ becomes a 2/2 Soldier creature. [\[Oracle 1999/05/01\]](#)

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)

It becomes a creature when the spell is announced, 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. [\[Urza's FAQ 1998/10/05\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature spells.

### Opal Champion:

Info: Color=White Type=Enchantment Cost=2W UL(C)

Text(UL+errata): When an opponent plays a creature spell, if ~this~ is an enchantment, ~this~ becomes a 3/3 Knight creature with first strike.

[\[Oracle 1999/05/01\]](#)

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It changes into a creature even if the spell is countered.

[\[D'Angelo 1999/05/01\]](#)

It becomes a creature when the spell is played (which is when it is announced), 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. [\[Urza's Saga FAQ 1998/10/05\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/05/01\]](#) Older cards of type "Summon" are also Creatures.

Note - Also see First Strike, Rule A.18.

### Opalescence:

Info: Color=White Type=Enchantment Cost=2WW UD(R)

Text(UD): Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.

An enchantment that turns into a creature cannot attack unless it started your most recent turn in play, and you have controlled it continuously since that time. [\[Urza's Destiny FAQ 1999/05/25\]](#) See Rule G.37.3.

If one Opalescence and Humility are in play, then Opalescence turns

Humility into a 4/4 creature, then Humility turns itself into a 1/1 creature with no abilities. Yes, this is counter-intuitive since Humility no longer has the ability to remove abilities, but this is the outcome.

The timing rules for the interaction of continuous effects say you apply them in this order and you never loop back to see if that application would change things. [\[D'Angelo 1999/05/01\]](#) See Rule T.8.9 and Rule T.8.10.

If new creatures or enchantments come into play, you apply Opalescence and Humility in order, so they come into play as 1/1 with no abilities.

[\[D'Angelo 1999/07/27\]](#)

Does not animate itself. But can be animated by another Opalescence.

[\[DeLaney 1999/06/08\]](#)

### Opal Gargoyle:

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

Text(US+errata): When an opponent plays a creature spell, if ~this~ is an enchantment, ~this~ becomes a 2/2 Gargoyle creature with flying.

[\[Oracle 1999/05/01\]](#)

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)

It becomes a creature when the spell is announced, 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. [\[Urza's FAQ 1998/10/05\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature spells.

### **Opal Titan:**

Info: Color=White Type=Enchantment Cost=2WW US(R)

Text(US+errata): When an opponent plays a creature spell, if ~this~ is an enchantment, ~this~ becomes a 4/4 Giant creature with protection from each of that spell's colors. [\[Oracle 1999/05/01\]](#)

If the spell was colorless (an artifact), this card does not get any form of Protection. [\[DeLaney 1998/10/05\]](#)

When it turns into a creature, it no longer counts as an enchantment.

[\[Urza's Saga Rule Page\]](#)

It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)

It becomes a creature when the spell is announced, 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. [\[Urza's FAQ 1998/10/05\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature spells.

Note - Also see Protection, Rule A.31.

### **Ophidian:**

Info: Color=Blue Type=Creature - Snake Cost=2U WL(C)

Text(WL+errata): 1/3. ; Whenever ~this~ attacks and isn't blocked, you may draw a card. If you do, ~this~ deals no combat damage this turn.

[\[Oracle 1999/07/30\]](#)

Note - Also see Is Not Blocked Ability, Rule E.7.

### **Opportunist:**

Info: Color=Red Type=Creature - Soldier Cost=2R TE(U)

Text(TE+errata): 2/2. ; {Tap}: ~this~ deals 1 damage to target creature that was dealt damage this turn. [\[Oracle 1999/05/01\]](#)

### **Opportunity:**

Info: Color=Blue Type=Instant Cost=4UU UL(U)/BR(F1)/7(U)

Text(UL/7th): Target player draws four cards.

### **Opposition:**

Info: Color=Blue Type=Enchantment Cost=2UU UD(R)/7(R)

Text(UD/7th): Tap an untapped creature you control: Tap target artifact, creature, or land.

Can tap a creature which has summoning sickness. [\[D'Angelo 1999/09/04\]](#)

### **Oppression:**

Info: Color=Black Type=Enchantment Cost=1BB US(R)/7(R)

Text(7th): Whenever a player plays a spell, that player discards a card from his or her hand.

The ability does not do anything if the player no longer has any cards in hand after casting their spell. [\[Urza's FAQ 1998/10/05\]](#)

### **Opt:**

Info: Color=Blue Type=Instant Cost=U IN(C)

Text(IN): Look at the top card of your library. You may put that card on the bottom of your library. ; Draw a card.

### **Oracle en-Vec:**

Info: Color=White Type=Creature - Wizard Cost=1W TE(R)

Text(TE+errata): 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 other creatures can't attack. At the end of that turn, destroy each of those creatures that didn't attack. Play this ability only during your turn. [\[Oracle 1999/05/01\]](#)

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 other than being unable to attack. [\[D'Angelo 1997/12/17\]](#)

#### **Oracle's Attendants:**

Info: Color=White Type=Creature - Soldier Cost=3W NE(R)  
Text(NE): 1/5. ; {Tap}: All damage that would be dealt to target creature this turn by a source of your choice is dealt to ~this~ instead.

#### **Oraxid:**

Info: Color=Blue Type=Creature - Beast Cost=3U NE(C)  
Text(NE): 2/3, Protection from Red.  
Note - Also see Protection, Rule A.31.

#### **Orc General:**

Info: Color=Red Type=Creature - General Cost=2R DK(U2)  
Text(DK+errata): 2/2. ; {Tap}, Sacrifice an Orc or a Goblin: All Orcs get +1/+1 until end of turn. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Orcish Artillery:**

Info: Color=Red Type=Creature - Orc Cost=1RR ABUR4567(U)  
Text(4th/5th/6th/7th): 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. [\[D'Angelo 1994/06/01\]](#)  
You do not take the 3 points of damage if the effect fails because the target is illegal. [\[Aahz 1994/06/06\]](#)  
Note - The Alpha printing version of this card had a mana cost of "{1}{R}". All further printings have had a "{1}{R}{R}" mana cost.

#### **Orcish Cannoneers:**

Info: Color=Red Type=Creature - Orc Cost=1RR IA(U)  
Text(IA): 1/3. ; {Tap}: ~this~ deals 2 damage to target creature or player and 3 damage to you.

#### **Orcish Captain:**

Info: Color=Red Type=Creature - Orc Cost=R FE(U3)/5(U)  
Text(5th+errata): 1/1. ; {1}: Flip a coin. If you win the flip, target Orc gets +2/+0 until end of turn. If you lose the flip, it gets -0/-2 until end of turn. [\[Oracle 2002/03/01\]](#)  
The ability can be played more than once if you want. [\[D'Angelo 1999/08/01\]](#)  
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=Creature - Orc Cost=R IA(C)/5(C)  
Text(5th+errata): 2/2. ; ~this~ can't attack unless at least two other creatures attack. ; ~this~ can't block unless at least two other creatures block. [\[Oracle 2000/02/01\]](#)

#### **Orcish Farmer:**

Info: Color=Red Type=Creature - Orc Cost=1RR IA(C)/5(C)  
Text(5th+errata): 2/2. ; {Tap}: Target land becomes a swamp until its controller's next untap step. [\[Oracle 2000/02/01\]](#)

#### **Orcish Healer:**

Info: Color=Red Type=Creature - Cleric Cost=RR IA(U)  
Text(IA+errata): 1/1. ; {R}{R}, {Tap}: Target creature can't be regenerated this turn. ; {R}{B}{B}, {Tap}: Regenerate target black or green creature. ;



{R}{G}{G},{Tap}: Regenerate target black or green creature.  
[Oracle 2000/02/01]

#### **Orcish Librarian:**

Info: Color=Red Type=Creature - Orc Cost=1R IA(R)  
Text(IA+errata): 1/1. ; {R},{Tap}: look at the top eight cards of your library, then remove four of them at random from the game. Put the rest on top of your library in any order. [Oracle 2000/02/01]  
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:**

Info: Color=Red Type=Creature - Orc Cost=R IA(C)  
Text(IA+errata): 1/1. ; {Tap},Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool. [Oracle 2000/02/01]

#### **Orcish Mechanics:**

Info: Color=Red Type=Creature - Orc Cost=2R AQ(C4)  
Text(AQ+errata): 1/1. ; {Tap},Sacrifice an artifact: ~this~ deals 2 damage to target creature or player. [Oracle 1999/09/03]  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Orcish Mine:**

Info: Color=Red Type=Enchant Land Cost=1RR HL(U3)  
Text(HL+errata): ~this~ comes into play with three ore counters on it. ;  
At the beginning of your upkeep and whenever enchanted land becomes tapped, remove an ore counter from ~this~. If there are no ore counters on ~this~, destroy enchanted land and ~this~ deals 2 damage to enchanted land's controller. [Oracle 1999/11/01]

#### **Orcish Oriflamme:**

Info: Color=Red Type=Enchantment Cost=3R ABUR4567(U)  
Text(5th/6th/7th): Attacking creatures you control get +1/+0.  
Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 to 1994/02/23.  
Note - The mana cost on the Alpha printing version of this card was just "{1}{R}", and not "{3}{R}" as appears in all other printings.

#### **Orcish Settlers:**

Info: Color=Red Type=Creature - Orc Cost=1R WL(U)  
Text(WL): 1/1. ; {X}{X}{R},{Tap},Sacrifice ~this~: Destroy X target lands.  
Note - Also see X Costs, Rule K.28.

#### **Orcish Squatters:**

Info: Color=Red Type=Creature - Orc Cost=4R IA(R)/5(R)  
Text(5th+errata): 2/3. ; Whenever ~this~ attacks and isn't blocked, you may gain control of target land defending player controls for as long as you control ~this~. If you do, ~this~ deals no combat damage this turn.  
[Oracle 2000/02/01]  
The ability triggers on the declaration of blockers (see Rule C.4) if no blockers are declared for it. [D'Angelo 2000/03/03]  
Note - Also see Is Not Blocked Ability, Rule E.7.

#### **Orcish Spy:**

Info: Color=Red Type=Creature - Orc Cost=R FE(C3)  
Text(FE+errata): 1/1. ; {Tap}: Look at the top three cards of target player's library. (Put them back in the same order.) [Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Orcish Veteran:**

Info: Color=Red Type=Creature - Orc Cost=2R FE(C4)  
Text(FE+errata): 2/2. ; ~this~ can't block white creatures with power 2 or greater. ; {R}: ~this~ gains first strike until end of turn.  
[Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see First Strike, Rule A.18.

**Order (Order/Chaos):**

Info: Color=White Type=Instant Cost=3W AP(U)  
 Text(AP): Remove target attacking creature from the game.  
 Note - Also see Chaos (Order/Chaos) for the second half of this card.  
 Note - Also see Split Cards, Rule K.24.

**Ordered Migration:**

Info: Color=Multi Type=Sorcery Cost=3WU IN(U)  
 Text(IN): Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.  
 Note - Also see Token Creatures, Rule K.25.

**Order of Leitbur:**

Info: Color=White Type=Creature - Cleric Cost=WW FE(C3)  
 Text(FE+errata): 2/1, Protection from Black. ; {W}{W}: ~this~ gets +1/+0 until end of turn; {W}: ~this~ gains first strike until end of turn.  
[\[Oracle 1999/09/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Protection, Rule A.31.

**Order of the Ebon Hand:**

Info: Color=Black Type=Creature - Cleric Cost=BB FE(C3)  
 Text(FE+errata): 2/1, Protection from White. ; {B}{B}: ~this~ gets +1/+0 until end of turn; {B}: ~this~ gains first strike until end of turn.  
[\[Oracle 1999/07/23\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Protection, Rule A.31.

**Order of the Sacred Torch:**

Info: Color=White Type=Creature - Paladin Cost=1WW IA(R)/56(R)  
 Text(6th): 2/2. ; {Tap}, Pay 1 life: Counter target black spell.

**Order of the White Shield:**

Info: Color=White Type=Creature - Knight Cost=WW IA(U)/5(U)/AT(F1)  
 Text(IA/5th): 2/1, Protection from Black. ; {W}: ~this~ gains first strike until end of turn. ; {W}{W}: ~this~ gets +1/+0 until end of turn.  
[\[Oracle 2000/02/01\]](#)  
 Note - Also see First Strike, Rule A.18.  
 Note - Also see Protection, Rule A.31.

**Order of Yawgmooth:**

Info: Color=Black Type=Creature - Knight Cost=2BB US(U)  
 Text(US+errata): 2/2, Fear. ; Whenever ~this~ deals damage to a player, that player discards a card from his or her hand. [\[Oracle 2002/03/01\]](#)  
 Note - Also see Fear, Rule A.17.

**Organ Grinder:**

Info: Color=Black Type=Creature - Zombie Cost=2B TO(C)  
 Text(TO): 3/1. ; {Tap}, Remove three cards in your graveyard from the game: Target player loses 3 life.

**Organ Harvest:**

Info: Color=Black Type=Sorcery Cost=B UG(C)  
 Text(UG+errata): You and your teammates may each sacrifice any number of creatures. For each creature sacrificed in this way, add {B}{B} to your mana pool. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
 You may not sacrifice real organs (body, pipe, etc.) to gain mana.  
[\[Barclay 1998/08/13\]](#)  
 Only you (the caster) get the mana. [\[Barclay 1998/08/13\]](#)  
 It is not a mana ability. It is a sorcery that happens to produce mana during resolution. [\[DeLaney 2000/03/17\]](#)  
 All tournament formats have banned cards from Unglued.  
 Note - Also see Unglued rulings, Rule U.1.

**Orim, Samite Healer:**

Info: Color=White Type=Creature - Cleric Legend Cost=1WW TE(R)  
 Text(TE+errata): 1/3. ; {Tap}: Prevent the next 3 damage that would be dealt

to target creature or player this turn. [\[Oracle 1999/05/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Orim's Chant:**

Info: Color=White Type=Instant Cost=W PS(R)

Text(PS): Kicker {W}. ; Target player can't play spells this turn. ; If you paid the kicker cost, creatures can't attack this turn.

This spell does nothing to spells that have already been announced prior to it resolving or to creatures which are already attacking.

[\[Planeshift FAQ 2001/01/26\]](#) In other words, this spell does not counter another spell and does not remove attacking creatures from an attack.

[\[D'Angelo 2001/02/18\]](#)

The player may announce spells in response to this spell. This spell does not have any effect until it resolves. [\[D'Angelo 2001/03/12\]](#)

This spell does not affect the abilities of permanents. It only affects spells. [\[DeLaney 2001/02/12\]](#)

This spell makes it so the player cannot declare any creatures as attackers this turn. [\[Barclay 2001/04/05\]](#) The card's wording may be updated in the near future to make this clear. Other cards may receive a similar ruling. [\[D'Angelo 2001/04/16\]](#)

Note - Also see Kicker, Rule A.24.

#### **Orim's Prayer:**

Info: Color=White Type=Enchantment Cost=1WW TE(U)

Text(TE+errata): Whenever a creature attacks you, you gain 1 life.

[\[Oracle 1999/05/01\]](#)

#### **Orim's Thunder:**

Info: Color=White Type=Instant Cost=2W AP(C)

Text(AP): Kicker {R}. ; Destroy target artifact or enchantment. If you paid the kicker cost, ~this~ deals damage equal to that artifact or enchantment's converted mana cost to target creature.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Kicker, Rule A.24.

#### **Orim's Touch:**

Info: Color=White Type=Instant Cost=W IN(C)

Text(IN): Kicker {1} (You may pay an additional {1} as you play this spell.) ; Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.

Note - Also see Kicker, Rule A.24.

#### **Orgg:**

Info: Color=Red Type=Creature - Orgg Cost=3RR FE(U1)/5(R)

Text(5th): 6/6, Trample. ; ~this~ can't attack if defending player controls an untapped creature with power 3 or greater. ; ~this~ can't block creatures with power 3 or greater. [\[Oracle 1999/07/23\]](#)

Whether or not the creatures could attack or block is not important, just whether or not the defending player controls such a creature.

[\[D'Angelo 1995/02/09\]](#)

Note - Also see Trample, Rule A.37.

#### **Orim's Cure:**

Info: Color=White Type=Instant Cost=1W MM(C)

Text(MM+errata): If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of ~this~. ; Prevent the next 4 damage that would be dealt to target creature or player this turn.

[\[Oracle 2001/06/01\]](#)

#### **Ornithopter:**

Info: Color=Artifact Type=Artifact Creature Cost=0 AQ(C4)/R456(U)

Text(AQ/RV/4th/5th/6th): 0/2, Flying.

#### **Osai Vultures:**

Info: Color=White Type=Creature - Vulture Cost=1W LG(C1)/4(U)

Text(4th+errata): 1/1, Flying. ; At end of turn, if a creature was put into a graveyard from play this turn, put a carrion counter on ~this~. ; Remove two carrion counters from ~this~: ~this~ gets +1/+1 until end of turn. [\[Oracle 1999/09/03\]](#)  
Only gets one counter per turn, not one per creature. [\[Aahz 1994/06/16\]](#)  
Does get a counter if creatures died on the turn even if this card enters play after the creatures died. [\[Aahz 1994/12/21\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Ostracize:**

Info: Color=Black Type=Sorcery Cost=B UL(C)/7(C)  
Text(7th): Target opponent reveals his or her hand. Choose a creature card from it. That player discards that card.  
A "creature card" is an Artifact Creature or Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

#### **Otarian Juggernaut:**

Info: Color=Artifact Type=Artifact Creature Cost=4 OD(R)  
Text(OD): 2/3. ; ~this~ can't be blocked by Walls. ; Threshold - ~this~ gets +3/+0 and attacks each turn if able. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Oubliette:**

Info: Color=Black Type=Enchantment Cost=1BB AN(C4)  
Text(AN+errata): When ~this~ comes into play, target creature phases out. That creature can't phase in as long as ~this~ remains in play. ; When ~this~ leaves play, the creature phases in tapped.  
[\[Oracle 2001/08/24\]](#)  
The card in the Oubliette acts is phased out (see Rule G.27), but 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.  
[\[D'Angelo 2001/08/31\]](#)  
The creature does not have summoning sickness (see Rule G.37) because creatures that phase in don't have summoning sickness (see Rule G.27.8).  
[\[D'Angelo 2000/02/25\]](#)  
The creature returns to play already tapped. [\[Oracle 2001/08/24\]](#)  
If Oubliette is used on token creatures, they are permanently lost.  
[\[bethmo 1994/06/01\]](#) The Oubliette stays in play. [\[Aahz 1994/08/01\]](#)  
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. [\[Aahz 1994/08/01\]](#)  
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. [\[Aahz 1997/02/16\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Phasing Out and In, Rule G.27.  
Note - The Arabian Nights card has two versions. One with a smaller, darker mana circle than normal. Both versions are C2 rarity.

#### **Outbreak:**

Info: Color=Black Type=Sorcery Cost=3B PY(U)  
Text(PY+errata): You may discard a swamp card from your hand rather than pay ~this~'s mana cost. ; Choose a creature type. All creatures of that type get -1/-1 until end of turn. [\[Oracle 2002/10/01\]](#)  
You may discard a non-basic land that "counts as" or "is" a swamp.  
[\[DeLaney 2000/05/29\]](#)  
Note - Also see Rule K.11.7 for how to choose a creature type.

#### **Outmaneuver:**

Info: Color=Red Type=Instant Cost=XR US(U)  
Text(US+errata): X target blocked creatures deal combat damage as though they weren't blocked this turn. [\[Oracle 2001/08/24\]](#)  
Creatures damage the defending player even if the blocking creatures are no longer there at that time. [\[WotC Rules Team 1998/10/18\]](#)

Note - Also see X Costs, Rule K.28.

#### **Overabundance:**

Info: Color=Multi Type=Enchantment Cost=1RG IN(R)

Text(IN): Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and ~this~ deals 1 damage to him or her.

The ability produces mana and deals one damage even if the land produces no mana when it was tapped to use a mana ability. This can happen with lands that produce a variable amount of mana. [\[DeLaney 2000/09/22\]](#)

This card's ability is a mana ability. There is no chance to respond to it in order to prevent the damage. If you want to prevent the damage, you need to use a prevention spell or ability prior to tapping the land for mana. [\[Invasion FAQ 2000/10/03\]](#)

#### **Overburden:**

Info: Color=Blue Type=Enchantment Cost=1U PY(R)

Text(PY): Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.

#### **Overeager Apprentice:**

Info: Color=Black Type=Creature - Minion Cost=2B OD(C)

Text(OD): 1/2. ; Discard a card from your hand, Sacrifice ~this~:  
Add {B}{B}{B} to your mana pool.

#### **Overgrown Estate:**

Info: Color=Multi Type=Enchantment Cost=BGW AP(R)

Text(AP): Sacrifice a land: You gain 3 life.

#### **Overgrowth:**

Info: Color=Green Type=Enchant Land Cost=2G SH(C)

Text(SH+errata): Whenever enchanted land is tapped for mana, its controller adds {G}{G} to his or her mana pool. [\[Oracle 2000/10/24\]](#)

This is a triggered mana ability. See Rule A.6.4. [\[D'Angelo 1999/06/01\]](#)

#### **Overlaid Terrain:**

Info: Color=Green Type=Enchantment Cost=2GG NE(R)

Text(NE+errata): As ~this~ comes into play, sacrifice all lands you control. ; Lands you control have "{Tap}: Add two mana of any one color to your mana pool." [\[Oracle 2000/10/24\]](#)

You sacrifice your lands right before this card enters play. There is no way to tap your lands using the 2-mana ability before they are sacrificed.

[\[D'Angelo 2000/02/15\]](#)

#### **Overload:**

Info: Color=Red Type=Instant Cost=R IN(C)

Text(IN): Kicker {2} (You may pay an additional {2} as you play this spell.) ; Destroy target artifact if its converted mana cost is {2} or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is {5} or less instead.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Kicker, Rule A.24.

#### **Overmaster:**

Info: Color=Red Type=Sorcery Cost=R TO(R)

Text(TO): The next instant or sorcery spell you play this turn can't be countered by spells or abilities. Draw a card.

#### **Overrun:**

Info: Color=Green Type=Sorcery Cost=2GGG TE(U)/AT(F1)/OD(U)

Text(OD): Creatures you control get +3/+3 and gain trample until end of turn.

Note - Also see Trample, Rule A.37.

#### **Oversold Cemetery:**

Info: Color=Black Type=Enchantment Cost=1B ON(R)

Text(ON): At the beginning of your upkeep, if you have four or more creature

cards in your graveyard, you may return target creature card from your graveyard to your hand.

The check for four or more creature cards is performed on resolution as well as at the beginning of upkeep. So the trigger may not do anything if there are not enough creatures any longer. [\[Onslaught FAQ 2002/09/24\]](#)

#### **Overtaker:**

Info: Color=Blue Type=Creature - Spellshaper Cost=1U MM(R)

Text(MM): 1/1. ; {3}{U},{Tap},Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Note - Also see Haste, Rule A.22.

#### **Overwhelming Forces:**

Info: Color=Black Type=Sorcery Cost=6BB P3(R)

Text(P3): Destroy all your opponent's creatures. You draw a card for each creature destroyed this way.

When played under non-Portal rules, the text should be read as "Destroy all creatures controlled by target opponent. You draw a card for each creature destroyed this way." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Overwhelming Instinct:**

Info: Color=Green Type=Enchantment Cost=2G ON(U)

Text(ON): Whenever you attack with three or more creatures, draw a card.

#### **Ovinomancer:**

Info: Color=Blue Type=Creature - Wizard Cost=2U VI(U)

Text(VI+errata): 0/1. ; When ~this~ comes into play, sacrifice it unless you return three basic lands you control to their owner's hand. ;

{Tap},Return ~this~ to its owner's hand: Destroy target creature. It can't be regenerated. That creature's controller puts a 0/1 green Sheep creature token into play. [\[Oracle 1999/07/01\]](#)

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 fails since it target is illegal.

[\[D'Angelo 1999/07/10\]](#)

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

Note - Also see Token Creatures, Rule K.25.

Note - Before errata, this card was of creature type Sorcerer.

[\[Oracle 1999/07/01\]](#)

#### **Ow:**

Info: Color=Black Type=Enchantment Cost=B UG(R)

Text(UG+errata): Whenever a creature deals damage to a player, ~this~ deals 1 damage to that player unless he or she says "Ow" once for each Ow card in play. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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. [\[DeLaney 1998/08/12\]](#)

You can use "Ow" in a sentence, such as "Ow, quit it" if you want.

[\[DeLaney 1998/08/12\]](#)

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.

[\[Barclay 1998/08/13\]](#)

If there is more than one Ow card in play, each Ow card can do only 1 damage to you each time damage is dealt. [\[D'Angelo 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

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

#### **Owl Familiar:**

Info: Color=Blue Type=Creature - Bird Cost=1U PT(C)/ST(U)

Text(ST): 1/1, Flying. ; When ~this~ comes into play, draw a card, then choose and discard a card from your hand.

All tournament formats have banned this card because it only appears in



Portal and Starter.

Note - The Portal version had no creature type.

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#### **Pacifism:**

Info: Color=White Type=Enchant Creature Cost=1W

MI(C)/TE(C)/US(C)/67(C)/AT(F1)/BR(F1)/ON(C)

Text(6th/7th/ON): Enchanted creature can't attack or block.

#### **Pack Hunt:**

Info: Color=Green Type=Sorcery Cost=3G NE(R)

Text(NE+errata): Search your library for up to three cards with the same name as target creature, reveal them, and put them into your hand. Then shuffle your library. [\[Oracle 2000/10/24\]](#)

#### **Pain (Pain/Suffering):**

Info: Color=Black Type=Sorcery Cost=B IN(U)

Text(IN): Target player discards a card from his or her hand.

Note - See Suffering (Pain/Suffering) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **Painbringer:**

Info: Color=Black Type=Creature - Minion Cost=2BB OD(U)

Text(OD): 1/1. ; {Tap}, Remove any number of cards in your graveyard from the game: Target creature gets -X/-X until end of turn, where X is the number of cards removed this way.

#### **Painful Memories:**

Info: Color=Black Type=Sorcery Cost=1B MI(U)/6(C)

Text(6th): Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.

#### **Paladin en-Vec:**

Info: Color=White Type=Creature - Knight Cost=1WW EX(R)

Text(EX): 2/2, First Strike, Protection from Black, Protection from Red.

Note - Also see First Strike, Rule A.18.

Note - Also see Protection, Rule A.31.

#### **Pale Bears:**

Info: Color=Green Type=Creature - Bear Cost=2G IA(R)

Text(IA): 2/2, Islandwalk.

Note - Also see Landwalk, Rule A.27.

#### **Pale Moon:**

Info: Color=Blue Type=Instant Cost=1U NE(R)

Text(NE): Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.

The ability does not change the amount of mana produced, only the color.

[\[Nemesis FAQ 2000/02/07\]](#)

#### **Palinchron:**

Info: Color=Blue Type=Creature - Illusion Cost=5UU UL(R)

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 its owner's hand. [\[Oracle 1999/05/01\]](#)

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.

[\[DCI Tournament Update 1999/03/01\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 1999/03/05\]](#)

You can untap 0 to 7 lands. [\[D'Angelo 1999/02/13\]](#)

Does not target the lands. [\[D'Angelo 1999/02/13\]](#)

Can be used on already untapped lands (with no effect).

[\[D'Angelo 1999/02/13\]](#)

Can be used on another player's lands. [\[D'Angelo 1999/02/13\]](#)

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

#### **Palladia-Mors:**

Info: Color=Multi Type=Creature - Elder Dragon Legend Cost=2WWGGRR  
LG(R)/CH(U1)

Text(CH+errata): 7/7, Flying, Trample. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {R}{G}{W}. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Trample, Rule A.37.

#### **Pallimud:**

Info: Color=Red Type=Creature - Beast Cost=2R TE(R)

Text(TE+errata): \*/3. ; As ~this~ comes into play, choose an opponent. ; ~this~'s power is equal to the number of tapped lands the chosen player controls. [\[Oracle 1999/05/01\]](#)

#### **Panacea:**

Info: Color=Artifact Type=Artifact Cost=4 MM(U)

Text(MM): {X}{X},{Tap}: Prevent the next X damage that would be dealt to target creature or player this turn.

#### **Pandemonium:**

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

Text(EX+errata): Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player of his or her choice. [\[Oracle 2002/03/01\]](#)

The triggered ability (see Rule A.4) does not check the creature's power until the ability resolves. If the creature is not in play when the ability resolves, it does damage equal to the power of the creature right before it left play. [\[D'Angelo 1999/06/01\]](#) This means that if a creature comes into play which can destroy itself as a "comes into play" ability, the order of resolution of the triggered abilities does not matter.

[\[D'Angelo 1999/06/01\]](#)

The triggered ability (see Rule A.4) is played and controlled by the player who controlled the creature at the time the creature came into play.

[\[WotC Rules Team 1998/07/01\]](#)

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

#### **Pangosaur:**

Info: Color=Green Type=Creature - Lizard Cost=2GG MM(R)

Text(MM): 6/6. ; Whenever a player plays a land, return ~this~ to its owner's hand.

#### **Pang Tong, "Young Phoenix":**

Info: Color=White Type=Creature - Legend Cost=1WW P3(R)

Text(P3): 1/2. ; On your turn, before you attack, you may tap ~this~ to give any one creature +0/+2 until the end of the turn.

When played under non-Portal rules, the text should be read as "{Tap}:

Target creature gets +0/+2 until end of turn. Play this ability only on your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

#### **Panic:**

Info: Color=Red Type=Instant Cost=R IA(C)/5(C)

Text(5th+errata): Play ~this~ only during combat before the declare blockers step. ; Target creature can't block this turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Panic Attack:**

Info: Color=Red Type=Sorcery Cost=2R PY(C)

Text(PY): Up to three target creatures can't block this turn.

#### **Panther Warriors:**

Info: Color=Green Type=Creature - Cat Warrior Cost=4G VI(C)/PT(C)/6(C)  
Text(VI/6th): 6/3.  
Note - The Portal version had no creature type.

#### **Paper Tiger:**

Info: Color=Artifact Type=Artifact Creature Cost=4 UG(C)  
Text(UG): 4/3. ; Rock Lobsters can't attack or block.  
Optional Rule: If it blocks a blue creature, it gets wet and soggy and is sacrificed. [\[TomHa 1998/09/15\]](#)  
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(R)  
Text(WL+errata): Remove all cards in your library from the game. Then shuffle your graveyard into your library. [\[Oracle 1999/07/01\]](#)

#### **Parallax Dementia:**

Info: Color=Black Type=Enchant Creature Cost=1B NE(C)  
Text(NE): Fading 1. ; Enchanted creature gets +3/+2. ; When ~this~ leaves play, destroy enchanted creature. That creature can't be regenerated.  
Note - Also see Fading, Rule A.16.

#### **Parallax Inhibitor:**

Info: Color=Artifact Type=Artifact Cost=2 NE(R)  
Text(NE): {1},{Tap},Sacrifice ~this~: Put a fade counter on each permanent with fading you control.  
Note - Also see Fading, Rule A.16.

#### **Parallax Nexus:**

Info: Color=Black Type=Enchantment Cost=2B NE(R)  
Text(NE+errata): Fading 5. ; Remove a fade counter from ~this~: Target opponent removes a card in his or her hand from the game if ~this~ is in play. Play this ability only any time you could play a sorcery. ; When ~this~ leaves play, each player returns to his or her hand all cards he or she owns removed from the game with ~this~. [\[Oracle 2001/05/02\]](#)  
If this card is not in play on resolution of its ability, the effect does nothing. [\[Nemesis FAQ 2000/02/07\]](#)  
The target opponent chooses which card to remove from the game. [\[D'Angelo 2000/07/24\]](#)  
Note - Also see Fading, Rule A.16.  
Note - Cycle with Parallax Tide and Parallax Wave.

#### **Parallax Tide:**

Info: Color=Blue Type=Enchantment Cost=2UU NE(R)  
Text(NE+errata): Fading 5. ; Remove a fade counter from ~this~: Remove target land from the game if ~this~ is in play. ; When ~this~ leaves play, each player returns to play all cards he or she owns removed from the game with ~this~. [\[Oracle 2001/05/02\]](#)  
If this card is not in play on resolution of its ability, the effect does nothing. [\[Nemesis FAQ 2000/02/07\]](#)  
Note - Also see Fading, Rule A.16.  
Note - Cycle with Parallax Nexus and Parallax Wave.

#### **Parallax Wave:**

Info: Color=White Type=Enchantment Cost=2WW NE(R)  
Text(NE+errata): Fading 5. ; Remove a fade counter from ~this~: Remove target creature from the game if ~this~ is in play. ; When ~this~ leaves play, each player returns to play all cards other than ~this~ he or she owns removed from the game with ~this~. [\[Oracle 2001/05/02\]](#)  
If this card is not in play on resolution of its ability, the effect does nothing. [\[Nemesis FAQ 2000/02/07\]](#)  
If Parallax Wave somehow removes itself from the game, it will not return itself to play. [\[Nemesis FAQ 2000/02/07\]](#) But if removed by a different Parallax Wave, it will still return. [\[DeLaney 2000/02/21\]](#)  
Note - Also see Fading, Rule A.16.  
Note - Cycle with Parallax Nexus and Parallax Tide.

### Parallel Evolution:

Info: Color=Green Type=Sorcery Cost=3GG TO(R)  
Text(TO): Flashback {4}{G}{G}{G}. ; For each creature token in play, its controller puts a creature token into play that's a copy of that creature.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Token Creatures, Rule K.25.

### Parallel Thoughts:

Info: Color=Blue Type=Enchantment Cost=3UU SC(R)  
Text(SC): When ~this~ comes into play, search your library for seven cards, remove them from the game in a face-down pile, and shuffle that pile.  
Then shuffle your library. ; If you would draw a card, you may instead put the top card of the pile you removed into your hand.

**+ If you have fewer than 7 cards in your library, remove them all.**

**[Scourge FAQ 2003/05/30]**

**+ You cannot look at the face down cards. [Scourge FAQ 2003/05/30]**

**+ You can choose to take the top card from the pile (and not draw) even if there are no cards in the pile. This allows you to skip draws.**

**[Scourge FAQ 2003/05/30]**

### Paralyze:

Info: Color=Black Type=Enchant Creature Cost=B ABUR45(C)  
Text(5th+errata): When ~this~ comes into play, tap enchanted creature. ;  
Enchanted creature doesn't untap during its controller's untap step. ;  
Enchanted creature has "At the beginning of your upkeep, you may pay {4}. If you do, untap this creature." **[Oracle 2000/02/01]**  
It can only be untapped using Paralyze once per turn. **[D'Angelo 2000/03/03]**  
Two Paralyzes are not cumulative. Paying either one will untap the creature. **[D'Angelo 2000/03/03]**  
Paying the cost is optional. **[D'Angelo 1994/04/01]**  
The enchantment is a permanent. It does not leave once it is paid. This is a common mistake. **[D'Angelo 1994/04/01]**  
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 1994/04/01]**  
The creature becomes tapped just after Paralyze comes into play (see Rule E.3), not when it is declared. **[Aahz 1994/07/29]**  
Paralyze can be played on creatures which are already tapped. **[D'Angelo 1994/06/01]**  
Note - Also see Comes Into Play Abilities, Rule E.3.

### Parapet:

Info: Color=White Type=Enchantment Cost=1W VI(C)  
Text(VI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Creatures you control get +0/+1. **[Oracle 2000/10/24]**

### Parasitic Bond:

Info: Color=Black Type=Enchant Creature Cost=3B US(U)  
Text(US+errata): At the beginning of the upkeep of enchanted creature's controller, ~this~ deals 2 damage to that player. **[Oracle 1999/05/01]**

### Parch:

Info: Color=Red Type=Instant Cost=1R UL(C)  
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.24) when you announce the spell. **[Urza's Legacy FAQ 1999/02/03]**  
You can choose to use the 2 damage mode on a blue creature if you want. **[Urza's Legacy FAQ 1999/02/03]**  
Note - Also see Modal Spells and Abilities, Rule G.24.

### Pardic Arsonist:

Info: Color=Red Type=Creature - Barbarian Cost=2RR TO(U)  
Text(TO): 3/3. ; Threshold - When ~this~ comes into play, it deals 3 damage to target creature or player. (You have threshold if seven or more cards

are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Pardic Collaborator:**

Info: Color=Red Type=Creature - Barbarian Cost=3R TO(U)  
Text(TO): 2/2, First Strike. ; {B}: ~this~ gets +1/+1 until end of turn.  
Note - Also see First Strike, Rule A.18.

**Pardic Firecat:**

Info: Color=Red Type=Creature - Cat Cost=3R OD(C)  
Text(OD): 2/3, Haste. ; If ~this~ is in a graveyard, Flame Burst's effect counts it as a Flame Burst.  
Note - Also see Haste, Rule A.22.

**Pardic Lancer:**

Info: Color=Red Type=Creature - Barbarian Cost=4R TO(C)  
Text(TO): 3/2. ; Discard a card at random from your hand: ~this~ gets +1/+0 and gains first strike until end of turn.  
Note - Also see First Strike, Rule A.18.

**Pardic Miner:**

Info: Color=Red Type=Creature - Dwarf Cost=1R OD(R)  
Text(OD): 1/1. ; Sacrifice ~this~: Target player can't play lands this turn. The ability won't stop lands from being put into play by a spell or ability.  
[\[Odyssey FAQ 2001/10/04\]](#)  
The ability won't stop players from playing the abilities of lands. It only stops land cards from being played. [\[DeLaney 2001/11/02\]](#)

**Pardic Swordsmith:**

Info: Color=Red Type=Creature - Dwarf Cost=2R OD(C)  
Text(OD): 1/1. ; {R}, Discard a card at random from your hand: ~this~ gets +2/+0 until end of turn.

**Pariah:**

Info: Color=White Type=Enchant Creature Cost=2W US(R)/7(R)  
Text(7th): All damage that would be dealt to you is dealt to enchanted creature instead.  
You can play this on an opponent's creature, and all damage done to you is instead done to their creature. [\[Urza's FAQ 1998/10/05\]](#)  
If you have more than one Pariah in play, you get to choose which one gets the damage. [\[D'Angelo 1999/01/20\]](#)  
All damage being dealt to you at one time gets redirected to one Pariah.  
If you take 3 damage from Incinerate, all 3 damage goes to one Pariah.  
[\[D'Angelo 1999/01/20\]](#) If you take damage from multiple creatures in combat, all the combat damage goes to one Pariah. [\[D'Angelo 1999/08/18\]](#)

**Paroxysm:**

Info: Color=Red Type=Enchant Creature Cost=1R EX(U)  
Text(EX+errata): At the beginning of the upkeep of enchanted creature's controller, reveal the top card of that player's library. 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.) [\[Oracle 1999/05/01\]](#)  
The ability is not optional. [\[Barclay 1998/06/10\]](#)

**Part Water:**

Info: Color=Blue Type=Sorcery Cost=XXU LG(U1)  
Text(LG): X target creatures gain islandwalk until end of turn.  
The "UXX" mana 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.27.  
Note - Also see X Costs, Rule K.28.

**Patagia Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 MI(U)/67(U)  
Text(6th/7th): 2/3. ; {3}: ~this~ gains flying until end of turn.

Note - In Mirage, this card did not have a creature type.

#### **Patchwork Gnomes:**

Info: Color=Artifact Type=Artifact Creature - Gnome Cost=3 TE(U)/OD(U)

Text(OD): 2/1. ; Discard a card from your hand: Regenerate ~this~.

Note - Before errata, this card did not have a creature type.

#### **Path of Peace:**

Info: Color=White Type=Sorcery Cost=3W US(C)/PT(C)/P2(C)/ST(C)

Text(US+errata): Destroy target creature. Its owner gains 4 life.

If the spell fails because the target is not there or isn't legal, the owner does not gain any life. [\[D'Angelo 1998/10/05\]](#)

#### **Patriarch's Bidding:**

Info: Color=Black Type=Sorcery Cost=3BB ON(R)

Text(ON): Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from his or her graveyard to play.

#### **Patriarch's Desire:**

Info: Color=Black Type=Enchant Creature Cost=3B OD(C)

Text(OD): Enchanted creature gets +2/-2. ; Threshold - Enchanted creature gets an additional +2/-2. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Patrol Hound:**

Info: Color=White Type=Creature - Hound Cost=1W OD(C)

Text(OD): 2/2. ; Discard a card from your hand: ~this~ gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

#### **Patron of the Wild:**

Info: Color=Green Type=Creature - Elf Cost=G LE(C)

Text(LE): 1/1. ; Morph {2}{G}. ; When ~this~ is turned face up, target creature gets +3/+3 until end of turn.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Patron Wizard:**

Info: Color=Blue Type=Creature - Wizard Cost=UUU OD(R)

Text(OD): 2/2. ; Tap an untapped Wizard you control: Counter target spell unless its controller pays {1}.

Since the cost does not include the {Tap} symbol, it can tap itself even on the turn it enters play. [\[D'Angelo 2002/11/16\]](#)

#### **Pattern of Rebirth:**

Info: Color=Green Type=Enchant Creature Cost=3G UD(R)

Text(UD): When enchanted creature is put into a graveyard, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library. [\[Oracle 2001/08/24\]](#)

Searching for a creature card is optional. You can't go back and do it if you forget to do so, even if you normally do this. [\[D'Angelo 1999/05/01\]](#)

You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Paupers' Cage:**

Info: Color=Artifact Type=Artifact Cost=3 MI(R)

Text(MI+errata): At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, ~this~ deals 2 damage to him or her.

[\[Oracle 2002/10/01\]](#)

#### **Pavel Maliki:**

Info: Color=Multi Type=Creature - Legend Cost=4BR LG(U1)



Text(LG+errata): 5/3. ; {B}{R}: ~this~ gets +1/+0 until end of turn.

[\[Oracle 1999/09/03\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

#### **Pay No Heed:**

Info: Color=White Type=Instant Cost=W TO(C)

Text(TO): Prevent all damage a source of your choice would deal this turn.

#### **Peace and Quiet:**

Info: Color=White Type=Instant Cost=1W UL(U)

Text(UL): Destroy two target enchantments.

Must target two different enchantments. See Rule G.39.2.

[\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Peacekeeper:**

Info: Color=White Type=Creature - Peacekeeper Cost=2W WL(R)

Text(WL+errata): 1/1. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {1}{W}. ; Creatures can't attack. [\[Oracle 1999/07/01\]](#)

Players still have an attack phase, but must declare zero attackers.

[\[D'Angelo 1999/07/10\]](#)

#### **Peace of Mind:**

Info: Color=White Type=Enchantment Cost=1W EX(U)

Text(EX+errata): {W}, Discard a card from your hand: You gain 3 life.

[\[Oracle 1999/05/01\]](#)

#### **Peace Talks:**

Info: Color=White Type=Sorcery Cost=1W VI(U)

Text(VI+errata): This turn and next turn, players skip their combat phases and can't target permanents or players with spells or activated abilities. (Triggered abilities are unaffected.) [\[Oracle 2001/05/02\]](#)

Can be played after your attack. [\[bethmo 1997/02/10\]](#)

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. [\[D'Angelo 1997/08/18\]](#)

Does not stop triggered abilities since triggered abilities are simply put on the stack. They are never "played". A fine but important distinction.

[\[D'Angelo 1999/07/10\]](#)

#### **Peach Garden Oath:**

Info: Color=White Type=Sorcery Cost=W P3(U)

Text(P3): For each creature you have in play, you gain 2 life.

When played under non-Portal rules, the text should be read as "You gain 2 life for each creature you control." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Pearl Dragon:**

Info: Color=White Type=Creature - Dragon Cost=4WW MI(R)/6(R)

Text(6th): 4/4, Flying. ; {1}{W}: ~this~ gets +0/+1 until end of turn.

#### **Pearled Unicorn:**

Info: Color=White Type=Creature - Unicorn Cost=2W ABUR45(C)

Text(ABU/RV/4th/5th): 2/2.

#### **Pearl Medallion:**

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

Text(TE+errata): White spells you play cost {1} less to play.

[\[Oracle 1999/05/01\]](#)

See Helm of Awakening for rulings.

#### **Pearlspear Courier:**

Info: Color=White Type=Creature - Soldier Cost=2W ON(U)

Text(ON): 2/1. ; You may choose not to untap ~this~ during your untap step. ; {2}{W},{Tap}: As long as ~this~ remains tapped, target Soldier

gets +2/+2 and has "Attacking doesn't cause this creature to tap."  
It checks the creature type when the ability is announced and resolved,  
but once the effect is placed on the creature, if its creature type  
changes the effect still continues. [\[Onslaught FAQ 2002/09/24\]](#)

#### **Peat Bog:**

Info: Color=Land Type=Land Cost=None MM(C)  
Text(MM): ~this~ comes into play tapped with two depletion counters on it. ;  
{Tap}, Remove a depletion counter from ~this~: Add two black mana to your  
mana pool. If there are no depletion counters on ~this~, sacrifice it.

#### **Pedantic Learning:**

Info: Color=Blue Type=Enchantment Cost=UU OD(R)  
Text(OD): Whenever a land card is put into your graveyard from your library,  
you may pay {1}. If you do, draw a card.

#### **Peek:**

Info: Color=Blue Type=Instant Cost=U OD(C)  
Text(OD): Look at target player's hand. ; Draw a card.

#### **Peer Pressure:**

Info: Color=Blue Type=Sorcery Cost=3U ON(R)  
Text(ON): Choose a creature type. If you control more creatures of that  
type than any other player, you gain control of all creatures of that  
type. (This effect doesn't end at end of turn.)

#### **Pegasus:**

Info: Color=White Type=Token Cost=None UG(U)/AT(F5)  
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. [\[D'Angelo 1998/08/23\]](#)

Note - See Token Cards, Rule U.2.

#### **Pegasus Charger:**

Info: Color=White Type=Creature - Pegasus Cost=2W US(C)/AT(F1)  
Text(US): 2/1, Flying, First Strike.

Note - Also see First Strike, Rule A.18.

#### **Pegasus Refuge:**

Info: Color=White Type=Enchantment Cost=3W TE(R)  
Text(TE+errata): {2}, Discard a card from your hand: Put a 1/1 white Pegasus  
creature token with flying into play. [\[Oracle 1999/05/01\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Pegasus Stampede:**

Info: Color=White Type=Sorcery Cost=1W EX(U)/AT(F1)  
Text(EX+errata): Buyback-Sacrifice a land. ; Put a 1/1 white Pegasus  
creature token with flying into play. [\[Oracle 1999/05/01\]](#)

Note - Also see Buyback, Rule A.10.

Note - Also see Token Creatures, Rule K.25.

#### **Pemmin's Aura:**

Info: Color=Blue Type=Enchant Creature Cost=1UU SC(U)  
Text(SC): {U}: Untap enchanted creature. ; {U}: Enchanted creature gains  
flying until end of turn. ; {U}: Enchanted creature can't be the target of  
spells or abilities this turn. ; {1}: Enchanted creature gets +1/-1  
or -1/+1 until end of turn.

#### **Penance:**

Info: Color=White Type=Enchantment Cost=2W EX(U)  
Text(EX+errata): Put a card from your hand on top of your library: The next  
time a black or red source of your choice would deal damage to you this  
turn, prevent that damage. [\[Oracle 1999/05/01\]](#)

Only works on damage being dealt to you by that source.

[\[D'Angelo 1999/06/01\]](#)

**Pendelhaven:**

Info: Color=Land Type=Legendary Land Cost=None LG(U2)/AT(F1)

Text(LG+errata): {Tap}: Add {G} to your mana pool. ; {Tap}: Target 1/1 creature gets +1/+2 until end of turn. [\[Oracle 1999/09/03\]](#)

The current power/toughness being 1/1 is a targeting requirement so it is checked when announcing and again right before resolving.

[\[bethmo 1994/06/22\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

**Pendrell Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3U US(C)

Text(US): 2/3, Flying. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

**Pendrell Flux:**

Info: Color=Blue Type=Enchant Creature Cost=1U US(C)

Text(US+errata): Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you pay its mana cost." [\[Oracle 1999/05/01\]](#)

You have to even match the color requirements of the mana cost.

[\[DeLaney 1998/10/05\]](#)

You choose whether to pay or not on resolution. If not, then you sacrifice the creature. You can choose to not pay if you no longer control the creature on resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)

Note - Also see Mana Cost, Rule K.18.

**Pendrell Mists:**

Info: Color=Blue Type=Enchantment Cost=3U WL(R)

Text(WL+errata): All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay {1}." [\[Oracle 1999/07/01\]](#)

**Pentagram of the Ages:**

Info: Color=Artifact Type=Artifact Cost=4 IA(R)/56(R)

Text(6th): {4},{Tap}: The next time a source of your choice would deal damage to you this turn, prevent that damage.

**Penumbra Bobcat:**

Info: Color=Green Type=Creature - Cat Cost=2G AP(C)

Text(AP): 2/1. ; When ~this~ is put into a graveyard from play, put a 2/1 black Cat creature token into play.

Note - Also see Token Creatures, Rule K.25.

**Penumbra Kavv:**

Info: Color=Green Type=Creature - Kavv Cost=4G AP(U)

Text(AP): 3/3. ; When ~this~ is put into a graveyard from play, put a 3/3 black Kavv creature token into play.

Note - Also see Token Creatures, Rule K.25.

**Penumbra Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=5GG AP(R)

Text(AP): 6/6, Trample. ; When ~this~ is put into a graveyard from play, put a 6/6 black Wurm creature token with trample into play.

Note - Also see Token Creatures, Rule K.25.

Note - Also see Trample, Rule A.37.

**People of the Woods:**

Info: Color=Green Type=Creature - People-of-the-Woods Cost=GG DK(U2)

Text(DK+errata): 1/\*. ; ~this~'s toughness is equal to the number of forests you control. [\[Oracle 1999/07/23\]](#)

The creature type is "People-of-the-Woods" which is considered one word. Before errata, it was four words, "People of the Woods".

[\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Peregrine Drake:**

Info: Color=Blue Type=Creature - Drake Cost=4U US(U)

Text(US+errata): 2/3, Flying. ; When ~this~ comes into play, if you played it from your hand, untap up to five lands. [\[Oracle 1999/05/01\]](#)

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.

[\[DCI Tournament Update 1999/03/01\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 1999/03/05\]](#)

You can untap from 0 to 5 lands. [\[DeLaney 1998/10/05\]](#)

Does not target the lands. [\[DeLaney 1998/10/05\]](#)

Can be used on already untapped lands (with no effect). [\[DeLaney 1998/10/05\]](#)

Can be used on another player's lands. [\[DeLaney 1998/10/05\]](#)

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

#### **Perish:**

Info: Color=Black Type=Sorcery Cost=2B TE(U)/6(U)

Text(6th): Destroy all green creatures. They can't be regenerated.

#### **Pernicious Deed:**

Info: Color=Multi Type=Enchantment Cost=1BG AP(R)

Text(AP): {X}, Sacrifice ~this~: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see X Costs, Rule K.28.

#### **Persecute:**

Info: Color=Black Type=Sorcery Cost=2BB US(R)/7(R)

Text(7th): Choose a color. Target player reveals his or her hand and discards all cards of the chosen color from it.

Lands and artifacts have no color so they cannot be discarded by this effect. [\[Urza's FAQ 1998/10/05\]](#)

The color is chosen on resolution. [\[D'Angelo 1999/05/01\]](#)

Note - Also see Color, Rule G.3, for rules on choosing a color.

#### **Personal Incarnation:**

Info: Color=White Type=Creature - Avatar Cost=3WWW ABUR45(R)

Text(5th+errata): 6/6. ; {0}: The next 1 damage that would be dealt to ~this~ this turn is dealt to its owner instead. Any player may play this ability, but only if he or she owns ~this~. ; When ~this~ is put into a graveyard from play, its owner loses half his or her life, rounded up. [\[Oracle 2002/03/01\]](#)

The loss of life caused when the Incarnation dies cannot be prevented by any spell or ability. It is not damage. See Rule G.21.2. [\[PPG Page 113\]](#)

You do not lose life if this card is removed from the game or sent someplace without going to the graveyard first. [\[Snark 1994/04/01\]](#)

If the Incarnation has Creature Bond on it when it dies, the Creature Bond and the Incarnation's abilities both trigger. If the same player controls both, they can choose which order they resolve. If different players control them, then the other player's resolves first, then the current player's. [\[D'Angelo 2000/03/03\]](#)

If two Incarnations die at once, you lose half of your life, then half of what is left. [\[WotC Rules Team 1994/04/01\]](#) This is because you play out the two triggered abilities (see Rule A.4), one after the other.

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. [\[bethmo 1994/09/09\]](#)

If you have less than zero life when the Incarnation dies, treat it as if you had zero life. You do not gain life. [\[Aahz 1995/05/30\]](#)

See Rule G.19.7.

#### **Personal Tutor:**

Info: Color=Blue Type=Sorcery Cost=U PT(U)

Text(PT): Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.

You do not have to find a sorcery card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

All tournament formats have banned this card because it only appears in

Portal.

When played under non-Portal rules, the text should be read as "Search your library for a sorcery card and reveal it. Shuffle your library and put that card on top of it." [\[D'Angelo 2000/06/05\]](#)

**Persuasion:**

Info: Color=Blue Type=Enchant Creature Cost=3UU OD(R)  
Text(OD): You control enchanted creature.

**Pestilence:**

Info: Color=Black Type=Enchantment Cost=2BB  
ABUR45(C)/6(U)/US(C)/BR(F1)

Text(6th+errata): At end of turn, if no creatures are in play, sacrifice ~this~. ; {B}: ~this~ deals 1 damage to each creature and each player. [\[Oracle 2000/02/01\]](#)

It is not targeted, so it will try to damage creatures with Protection from Black, but note that Protection from Color immediately reduces all damage of that color to zero, so the damage is prevented before it can actually hurt the creature. [\[D'Angelo 1998/02/03\]](#)

Each activation is considered a new damage effect. An activation can only be 1 point of damage. [\[Duelist Magazine #12, Page 26\]](#)

It will stay in play if there is a creature which is put into the graveyard at end of turn. This is because this ability will not trigger at all if there is at least one creature in play at that time. [\[D'Angelo 1999/05/01\]](#)

Remember that the current player's "at end of turn" effects resolve after the other player's because they are put on the stack first.

Note that "until end of turn" effects wear off after this, so a Mishra's Factory can keep Pestilence in play. [\[D'Angelo 1999/05/01\]](#)

Applies to all players and their creatures in multiplayer games.  
[\[Duelist Magazine #4, Page 64\]](#)

**Pestilence Rats:**

Info: Color=Black Type=Creature - Rat Cost=2B IA(C)  
Text(IA+errata): \*/3. ; ~this~'s power is equal to the total number of other Rats in play. (For example, as long as there are two other Rats in play, ~this~'s power and toughness are 2/3.) [\[Oracle 2000/02/01\]](#)  
Does not count itself for determining power. It only counts \_other\_ Rats.  
[\[Card Text\]](#)

**Petradon:**

Info: Color=Red Type=Creature - Nightmare Beast Cost=6RR TO(R)  
Text(TO): 5/6. ; When ~this~ comes into play, remove two target lands from the game. ; When ~this~ leaves play, return the removed cards to play under their owners' control. ; {R}: ~this~ gets +1/+0 until end of turn.

**Petra Sphinx:**

Info: Color=White Type=Creature - Sphinx Cost=2WWW LG(R)/CH(U1)  
Text(CH+errata): 3/4. ; {Tap}: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard. [\[Oracle 1999/09/03\]](#)

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. [\[Aahz 1994/06/22\]](#)

You will not lose the game if there are no cards in your library when the Sphinx is used on you. It simply does nothing. [\[Aahz 1994/06/22\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Petravark:**

Info: Color=Red Type=Creature - Nightmare Beast Cost=3R TO(C)  
Text(TO): 2/2. ; When ~this~ comes into play, remove target land from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control.

**Petrified Field:**

Info: Color=Land Type=Land Cost=None OD(R)  
Text(OD): {Tap}: Add one colorless mana to your mana pool. ;

{Tap}, Sacrifice ~this~: Return target land card from your graveyard to your hand.

### Phage the Untouchable:

Info: Color=Black Type=Creature - Minion Legend Cost=3BBBB LE(R)

Text(LE): 4/4. ; When ~this~ comes into play, if you didn't play it from your hand, you lose the game. ; Whenever ~this~ deals combat damage to a creature, destroy that creature. It can't be regenerated. ; Whenever ~this~ deals combat damage to a player, that player loses the game.

It is only considered "played from your hand" if you play it as a spell from your hand. Putting it into play from your hand using a spell or ability will cause you to lose the game. [\[D'Angelo 2003/02/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

### Phantasmal Fiend:

Info: Color=Black Type=Creature - Phantasm Cost=3B AL(C1)

Text(AL+errata): 1/5. ; {B}: ~this~ gets +1/-1 until end of turn. ;

{1}{U}: Switch ~this~'s power and toughness until end of turn. Effects that would alter ~this~'s power alter this turn alter its toughness instead, and vice versa. [\[Oracle 2002/03/01\]](#)

### Phantasmal Forces:

Info: Color=Blue Type=Creature - Phantasm Cost=3U ABUR45(U)

Text(5th+errata): 4/1, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {U}. [\[Oracle 2000/02/01\]](#)

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=Creature - Phantasm Cost=1U IA(U)

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.

When ~this~ leaves play this turn, sacrifice that creature. ; When the creature leaves play this turn, sacrifice ~this~. [\[Oracle 2000/02/01\]](#)

### Phantasmal Sphere:

Info: Color=Blue Type=Creature - Phantasm Cost=1U AL(R2)

Text(AL+errata): 0/1, Flying. ; At the beginning of your upkeep, put a +1/+1 counter on ~this~, then sacrifice ~this~ unless you pay {1} for each +1/+1 counter on it. ; When ~this~ leaves play, put a blue Orb creature token with flying into play under an opponent's control. That creature's power and toughness are each equal to the number of +1/+1 counters on ~this~.

[\[Oracle 1999/11/01\]](#)

Note - Also see Token Creatures, Rule K.25.

### Phantasmal Terrain:

Info: Color=Blue Type=Enchant Land Cost=UU ABUR456(C)/IN(C)

Text(IN+errata): As ~this~ comes into play, choose a basic land type. ;

Enchanted land's type is the chosen type. [\[Oracle 2000/10/24\]](#)

Basic land types are: Forest, Island, Mountain, Plains, and Swamp. All other land types are not considered basic lands. [\[CompRules 1999/04/23\]](#)

See Rule K.16.2.

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. [\[CompRules 1999/04/23\]](#) See Rule K.16.4.

Will not add or remove Snow-Covered nature from a land.

[\[Duelist Magazine #6, Page 132\]](#) See Rule K.21.3.

Note - Also see Land Type, Rule K.16.

### Phantatog:

Info: Color=Multi Type=Creature - Atog Cost=1WU OD(U)

Text(OD): 1/2. ; Sacrifice an enchantment: ~this~ gets +1/+1 until end of turn. ; Discard a card from your hand: ~this~ gets +1/+1 until end of turn.



**Phantom Centaur:**

Info: Color=Green Type=Creature - Centaur Spirit Cost=2GG JU(U)

Text(JU): 2/0, Protection from Black. ; ~this~ comes into play with three +1/+1 counters on it. ; If damage would be dealt to ~this~, prevent that damage. Remove a +1/+1 counter from ~this~.

See Phantom Flock for additional rulings.

If this card is going to take damage from a black source, you can choose to apply Protection from Black's damage prevention ability prior to applying this card's built-in ability. This means you don't have to remove a counter. [\[Barclay 2002/05/22\]](#)

Note - Also see Protection, Rule A.31.

**Phantom Flock:**

Info: Color=White Type=Creature - Bird Soldier Spirit Cost=3WW JU(U)

Text(JU): 0/0, Flying. ; ~this~ comes into play with three +1/+1 counters on it. ; If damage would be dealt to ~this~, prevent that damage. Remove a +1/+1 counter from ~this~.

Remove one counter each time it would be damaged. If it was going to take more than one point of damage, you prevent all the damage and still only remove one counter. [\[Judgment FAQ 2002/05/28\]](#)

The damage prevention ability works even if it has no counters, as long as some effect keeps its toughness above zero. [\[Judgment FAQ 2002/05/28\]](#)

If unpreventable damage is applied to this card, you still remove a counter even though the prevention fails. [\[Barclay 2002/05/22\]](#)

If this card takes damage from multiple sources at once (for example if it is blocked by multiple creatures in combat), it only loses one counter. [\[Barclay 2002/05/22\]](#)

**Phantom Monster:**

Info: Color=Blue Type=Creature - Phantasm Cost=3U ABUR45(U)

Text(ABU/RV/4th/5th): 3/3, Flying.

**Phantom Nantuko:**

Info: Color=Green Type=Creature - Insect Spirit Cost=2G JU(R)

Text(JU): 0/0, Trample. ; ~this~ comes into play with two +1/+1 counters on it. ; If damage would be dealt to ~this~, prevent that damage. Remove a +1/+1 counter from ~this~. ; {Tap}: Put a +1/+1 counter on ~this~.

See Phantom Flock for additional rulings.

Note - Also see Trample, Rule A.37.

**Phantom Nishoba:**

Info: Color=Multi Type=Creature - Beast Spirit Cost=5GW JU(R)

Text(JU): 0/0, Trample. ; ~this~ comes into play with seven +1/+1 counters on it. ; Whenever ~this~ deals damage, you gain that much life. ; If damage would be dealt to ~this~, prevent that damage. Remove a +1/+1 counter from ~this~.

See Phantom Flock for additional rulings.

Note - Also see Trample, Rule A.37.

**Phantom Nomad:**

Info: Color=White Type=Creature - Nomad Spirit Cost=1W JU(C)

Text(JU): 0/0. ; ~this~ comes into play with two +1/+1 counters on it. ; If damage would be dealt to ~this~, prevent that damage. Remove a +1/+1 counter from ~this~.

See Phantom Flock for additional rulings.

**Phantom Tiger:**

Info: Color=Green Type=Creature - Cat Spirit Cost=2G JU(C)

Text(JU): 1/0. ; ~this~ comes into play with two +1/+1 counters on it. If damage would be dealt to ~this~, prevent that damage. Remove a +1/+1 counter from ~this~.

See Phantom Flock for additional rulings.

**Phantom Warrior:**

Info: Color=Blue Type=Creature - Illusion Cost=1UU

WL(U)/PT(R)/ST(R)/67(U)

Text(WL/6th/7th): 2/2. ; ~this~ is unblockable.

Note - The Portal version had no creature type.

#### **Phantom Whelp:**

Info: Color=Blue Type=Creature - Hound Cost=1U OD(C)  
Text(OD): 2/2. ; When ~this~ attacks or blocks, return it to its owner's hand at end of combat.

#### **Phantom Wings:**

Info: Color=Blue Type=Enchant Creature Cost=1U WL(C)  
Text(WL+errata): Enchanted creature has flying. ; Sacrifice ~this~: Return enchanted creature to its owner's hand. [\[Oracle 1999/07/30\]](#)

#### **Phelddagrif:**

Info: Color=Multi Type=Creature - Legend Cost=1WUG AL(R2)  
Text(AL+errata): 4/4. ; {G}: ~this~ gains trample until end of turn. Put a 1/1 green Hippo creature token into play under an opponent's control. ; {W}: ~this~ gains flying until end of turn and an opponent gains 2 life. ; {U}: Return ~this~ to its owner's hand and an opponent may draw a card.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see Trample, Rule A.37.

#### **Phyrexian Altar:**

Info: Color=Artifact Type=Artifact Cost=3 IN(R)  
Text(IN): Sacrifice a creature: Add one mana of any color to your mana pool.

#### **Phyrexian Arena:**

Info: Color=Black Type=Enchantment Cost=1BB AP(R)  
Text(AP): At the beginning of your upkeep, you draw a card and you lose 1 life.

#### **Phyrexian Battleflies:**

Info: Color=Black Type=Creature - Insect Cost=B IN(C)  
Text(IN): 0/1, Flying. ; {B}: ~this~ gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

#### **Phyrexian Bloodstock:**

Info: Color=Black Type=Creature - Zombie Cost=4B PS(C)  
Text(PS): 3/3. ; When ~this~ leaves play, destroy target white creature. It can't be regenerated.

#### **Phyrexian Boon:**

Info: Color=Black Type=Enchant Creature Cost=2B AL(C1)  
Text(AL+errata): Enchanted creature gets +2/+1 as long as it's black. Otherwise, it gets -1/-2. [\[Oracle 1999/07/23\]](#)

#### **Phyrexian Broodlings:**

Info: Color=Black Type=Creature - Minion Cost=1BB UL(C)  
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(R)/7(R)  
Text(7th): 8/8. ; ~this~ doesn't untap during your untap step. ; Pay 8 life: Untap ~this~. ; ~this~ can't be blocked except by three or more creatures.  
Note - In Urza's Saga it says it is card number 306/350, but it should be card 305/350. [\[bethmo 1998/10/02\]](#)

#### **Phyrexian Debaser:**

Info: Color=Black Type=Creature - Carrier Cost=3B UL(C)  
Text(UL): 2/2, Flying ; {Tap}, Sacrifice ~this~: Target creature gets -2/-2 until end of turn.

#### **Phyrexian Defiler:**

Info: Color=Black Type=Creature - Carrier Cost=2BB UL(U)  
Text(UL): 3/3 ; {Tap}, Sacrifice ~this~: Target creature gets -3/-3 until end of turn.

**Phyrexian Delver:**

Info: Color=Black Type=Creature - Zombie Cost=3BB IN(R)  
 Text(IN): 3/2. ; When ~this~ comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - Also see Converted Mana Cost, Rule K.8.

**Phyrexian Denouncer:**

Info: Color=Black Type=Creature - Carrier Cost=1B UL(C)  
 Text(UL): 1/1 ; {Tap},Sacrifice ~this~: Target creature gets -1/-1 until end of turn.

**Phyrexian Devourer:**

Info: Color=Artifact Type=Artifact Creature Cost=6 AL(R2)  
 Text(AL+errata): 1/1. ; When ~this~'s power is 7 or greater, sacrifice it. ; Remove the top card of your library from the game: Put X +1/+1 counters on ~this~, where X is the removed card's converted mana cost. If ~this~'s power is 7 or greater, sacrifice it. [\[Oracle 2001/05/02\]](#)  
 Note - Also see Converted Mana Cost, Rule K.8.

**Phyrexian Dreadnought:**

Info: Color=Artifact Type=Artifact Creature Cost=1 MI(R)  
 Text(MI+errata): 12/12, Trample. ; If ~this~ would come into play, sacrifice any number of creatures with total power 12 or greater instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. [\[Oracle 2000/02/01\]](#)  
 You have to sacrifice creatures right before it comes into play by any means. This is not a play cost. It is done during the resolution of whatever brings it into play. [\[D'Angelo 1999/07/29\]](#)  
 The sacrifice is not optional. The last sentence is equivalent to "If you can't sacrifice enough power in creatures, put it..." [\[DeLaney 2000/02/21\]](#)  
 When it phases in, it is not "coming into play" due to the phasing rules. So you don't have to sacrifice again when it phases in. [\[D'Angelo 1999/07/29\]](#)  
 The sacrifices are simultaneous, not one at a time. So if have a Keldon Warlord and 6 other creatures, you have a 7/7 Warlord, and you can sacrifice it and 5 other creatures all at once to pay the cost. [\[D'Angelo 2000/02/25\]](#)  
 Note - Also see Trample, Rule A.37.

**Phyrexian Driver:**

Info: Color=Black Type=Creature - Mercenary Cost=2B NE(C)  
 Text(NE): 1/1. ; When ~this~ comes into play, all other Mercenaries get +1/+1 until end of turn.

**Phyrexian Furnace:**

Info: Color=Artifact Type=Artifact Cost=1 WL(U)  
 Text(WL+errata): {Tap}: Remove the bottom card of target player's graveyard from the game. ; {1},Sacrifice ~this~: Remove target card in a graveyard from the game and draw a card. [\[Oracle 1999/07/01\]](#)

**Phyrexian Gargantua:**

Info: Color=Black Type=Creature - Horror Cost=4BB AP(U)  
 Text(AP): 4/4. ; When ~this~ comes into play, you draw two cards and you lose 2 life.  
 Note - Also see Comes Into Play Abilities, Rule E.3.

**Phyrexian Ghoul:**

Info: Color=Black Type=Creature - Zombie Cost=2B US(C)/BR(F1)  
 Text(US): 2/2. ; Sacrifice a creature: ~this~ gets +2/+2 until end of turn.

**Phyrexian Gremlins:**

Info: Color=Black Type=Creature - Gremlin Cost=2B AQ(C4)  
 Text(AQ+errata): 1/1. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Tap target artifact. As long as ~this~ remains tapped,

that artifact doesn't untap during its controller's untap step.

[\[Oracle 1999/09/03\]](#)

Only prevents the artifact from untapping during untap step. Ones that untap during upkeep are not inhibited. [\[Aahz 1994/06/01\]](#)

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. [\[Aahz 1994/06/06\]](#)

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. [\[Aahz 1994/06/06\]](#)

The effect does not end if the target stops being valid. For example, if it stops being an artifact. [\[WotC Rules Team 1995/02/09\]](#)

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

Note - Also see Tap and Hold Abilities, Rule E.11.

### **Phyrexian Grimoire:**

Info: Color=Artifact Type=Artifact Cost=3 TE(R)

Text(TE+errata): {4},{Tap}: An opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other one into your hand. [\[Oracle 1999/05/01\]](#)

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.

[\[WotC Rules Team 1998/02/01\]](#)

It does not target the cards in the graveyard. The opponent chooses cards on resolution. [\[D'Angelo 1999/06/01\]](#)

### **Phyrexian Hulk:**

Info: Color=Artifact Type=Artifact Creature Cost=6 TE(U)/7(U)

Text(TE/7th): 5/4.

### **Phyrexian Infiltrator:**

Info: Color=Black Type=Creature - Minion Cost=2B IN(R)

Text(IN+errata): 2/2. ; {2}{U}{U}: Exchange control of ~this~ and target creature. (This effect doesn't end at end of turn.) [\[Oracle 2002/03/01\]](#)

The exchange normally only does something useful if this card is controlled by a different player than the target creature at the time the ability resolves. [\[D'Angelo 2000/10/14\]](#)

There is no effect if the same player controls both creatures when it resolves. [\[Jordan 2001/12/14\]](#)

It is possible to play this ability in response to itself and generate some odd combinations. For example, if you control this card and another creature, you can use this card's ability and target the creature you control. You can then use this card's ability again and target a creature your opponent controls. The second usage resolves first and you get your opponent's creature in exchange for this one. The first usage then resolves and swaps your other creature for the Infiltrator so you get it back. The net effect is that you can swap any creature you have for any of theirs if you can pay this ability twice. Note that your opponent does get the chance to use the Infiltrator if they have the mana in between your two usages and can mess you up.

[\[Invasion FAQ 2000/10/03\]](#)

### **Phyrexian Lens:**

Info: Color=Artifact Type=Artifact Cost=3 IN(R)

Text(IN): {Tap}, Pay 1 life: Add one mana of any color to your mana pool.

### **Phyrexian Marauder:**

Info: Color=Artifact Type=Artifact Creature Cost=X VI(R)

Text(VI+errata): 0/0. ; ~this~ comes into play with X +1/+1 counters on it. ; ~this~ can't block. ; ~this~ can't attack unless you pay {1} for each +1/+1 counter on it. [\[Oracle 1999/07/01\]](#)

Note - Also see X Costs, Rule K.28.

### **Phyrexian Monitor:**

Info: Color=Black Type=Creature - Skeleton Cost=3B UD(C)  
Text(UD): 2/2. ; {B}: Regenerate ~this~.

#### **Phyrexian Negator:**

Info: Color=Black Type=Creature - Horror Cost=2B UD(R)  
Text(UD): 5/5, Trample. ; Whenever ~this~ is dealt damage, sacrifice a permanent for each 1 damage dealt to it.  
Sacrificing this card does not prevent you from having to make the other sacrifices. [\[DeLaney 1999/06/13\]](#)  
Note - Also see Trample, Rule A.37.

#### **Phyrexian Plaguelord:**

Info: Color=Black Type=Creature - Carrier Cost=3BB UL(R)  
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}: An opponent looks at the top ten cards of your library and separates them into two face-down piles, then you choose one of those piles and remove it from the game. Search the other pile, put a card from it into your hand, then shuffle the remaining cards into your library. You can't play this ability if you have fewer than ten cards in your library. [\[Oracle 1999/07/23\]](#)  
It does not target the opponent, but you still choose an opponent when announcing the ability. [\[WotC Rules Team 1998/02/01\]](#)  
The two piles do not have to be the same size. [\[Aahz 1996/06/28\]](#)  
One of the piles can have zero cards if you like. [\[Aahz 1996/06/28\]](#)

#### **Phyrexian Processor:**

Info: Color=Artifact Type=Artifact Cost=4 US(R)  
Text(US+errata): As ~this~ comes into play, pay any amount of life. ; {4}, {Tap}: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid. [\[Oracle 1999/06/30\]](#)  
You can pay 0 life if you want, but it's not useful most of the time. [\[DeLaney 1998/10/05\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Token Creatures, Rule K.25.

#### **Phyrexian Prowler:**

Info: Color=Black Type=Creature - Mercenary Cost=3B NE(U)  
Text(NE): 3/3, Fading 3. ; Remove a fade counter from ~this~: ~this~ gets +1/+1 until end of turn.  
Note - Also see Fading, Rule A.16.

#### **Phyrexian Purge:**

Info: Color=Multi Type=Sorcery Cost=2BR MI(R)  
Text(MI+errata): Destroy any number of target creatures. You lose 3 life for each creature destroyed this way. [\[Oracle 1999/07/01\]](#)

#### **Phyrexian Rager:**

Info: Color=Black Type=Creature - Horror Cost=2B AP(C)  
Text(AP): 2/2. ; When ~this~ comes into play, you draw a card and you lose 1 life.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Phyrexian Reaper:**

Info: Color=Black Type=Creature - Zombie Cost=4B IN(C)  
Text(IN): 3/3. ; Whenever ~this~ becomes blocked by a green creature, destroy that creature. It can't be regenerated.

#### **Phyrexian Reclamation:**

Info: Color=Black Type=Enchantment Cost=B UL(U)  
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 Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

#### **Phyrexian Scuta:**

Info: Color=Black Type=Creature - Zombie Cost=3B PS(R)  
Text(PS): 3/3. ; Kicker-Pay 3 life. ; If you paid the kicker cost, ~this~ comes into play with two +1/+1 counters on it.  
Note - Also see Kicker, Rule A.24.

#### **Phyrexian Slayer:**

Info: Color=Black Type=Creature - Minion Cost=3B IN(C)  
Text(IN): 2/2, Flying. ; Whenever ~this~ becomes blocked by a white creature, destroy that creature. It can't be regenerated.

#### **Phyrexian Splicer:**

Info: Color=Artifact Type=Artifact Cost=2 TE(U)  
Text(TE+errata): {2},{Tap}: Choose one - flying, first strike, shadow, or trample. Target creature with that ability loses it until end of turn and another target creature gains it until end of turn. [\[Oracle 1999/07/21\]](#)  
If the target which is having the ability removed does not have that ability during the resolution of this effect, then this effect still grants the chosen ability. [\[Jordan 2001/01/29\]](#) The reason is that the second target is still legal even if the first one is not.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - Also see Shadow, Rule A.34.  
Note - Also see Trample, Rule A.37.

#### **Phyrexian Tower:**

Info: Color=Land Type=Legendary Land Cost=None US(R)  
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.17.

#### **Phyrexian Tribute:**

Info: Color=Black Type=Sorcery Cost=2B MI(R)  
Text(MI+errata): As an additional cost to play ~this~, sacrifice two creatures. Destroy target artifact. [\[Oracle 1999/07/01\]](#)

#### **Phyrexian Tyranny:**

Info: Color=Multi Type=Enchantment Cost=UBR PS(R)  
Text(PS): Whenever a player draws a card, that player loses 2 life unless he or she pays {2}.  
If more than one card is drawn at a time, this triggers for each card drawn.  
[\[Planeshift FAQ 2001/01/26\]](#)

#### **Phyrexian Vault:**

Info: Color=Artifact Type=Artifact Cost=3 MI(U)/6(U)  
Text(MI/6th): {2},{Tap},Sacrifice a creature: Draw a card.

#### **Phyrexian Walker:**

Info: Color=Artifact Type=Artifact Creature Cost=0 VI(C)  
Text(VI): 0/3.

#### **Phyrexian War Beast:**

Info: Color=Artifact Type=Artifact Creature Cost=3 AL(C1)  
Text(AL): 3/4. ; When ~this~ leaves play, sacrifice a land and ~this~ deals 1 damage to you. [\[Oracle 1999/07/23\]](#)

#### **Pianna, Nomad Captain:**

Info: Color=White Type=Creature - Nomad Legend Cost=1WW OD(R)  
Text(OD): 2/2. ; Whenever ~this~ attacks, attacking creatures get +1/+1 until end of turn.  
This card is of creature type Nomad and of type Legend.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Piety:**



Info: Color=White Type=Instant Cost=2W AN(C4)/4(C)  
Text(4th+errata): Blocking creatures get +0/+3 until end of turn.

[\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - The Arabian Nights card comes in two versions. One has a smaller, darker mana circle (C3 rarity), and the other has a normal mana circle (C1 rarity).

#### **Piety Charm:**

Info: Color=White Type=Instant Cost=W ON(C)  
Text(ON): Choose one - Destroy target enchant creature; or target Soldier gets +2/+2 until end of turn; or attacking doesn't cause creatures you control to tap this turn.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Pikemen:**

Info: Color=White Type=Creature - Pikemen Cost=1W DK(C3)/45(C)  
Text(5th): 1/1, Banding, First Strike.

Note - Also see Banding, Rule A.8.

Note - Also see First Strike, Rule A.18.

Note - The artist's name, Dennis Detwiler, is spelled incorrectly on The Dark version.

#### **Pilgrim of Justice:**

Info: Color=White Type=Creature - Cleric Cost=2W OD(C)  
Text(OD): 1/3, Protection from Red. ; {W}, Sacrifice ~this~: The next time a red source of your choice would deal damage this turn, prevent that damage.

Note - Also see Protection, Rule A.31.

#### **Pilgrim of Virtue:**

Info: Color=White Type=Creature - Cleric Cost=2W OD(C)  
Text(OD): 1/3, Protection from Black. ; {W}, Sacrifice ~this~: The next time a black source of your choice would deal damage this turn, prevent that damage.

Note - Also see Protection, Rule A.31.

#### **Pillage:**

Info: Color=Red Type=Sorcery Cost=1RR AL(U2)/67(U)  
Text(6th/7th): Destroy target artifact or land. It can't be regenerated.

#### **Pillaging Horde:**

Info: Color=Red Type=Creature - Barbarian Cost=2RR PT(R)  
Text(PT): 5/5. ; When ~this~ comes into play from your hand, discard a card at random from your hand or destroy ~this~.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, sacrifice ~this~ unless you discard a random card from your hand." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Barbarian. [\[D'Angelo 2000/06/05\]](#)

#### **Pillar Tombs of Aku:**

Info: Color=Black Type=Enchant World Cost=2BB VI(R)  
Text(VI+errata): At the beginning of each player's upkeep, that player may sacrifice a creature. If that player doesn't, he or she loses 5 life and you sacrifice ~this~. [\[Oracle 1999/07/30\]](#)

The current player chooses whether to sacrifice a creature -or- pay 5 life and destroy this card. [\[Duelist Magazine #17, Page 30\]](#)

Note - Also see Enchant World, Rule K.12.10.

#### **Pincer Spider:**

Info: Color=Green Type=Creature - Spider Cost=2G IN(C)  
Text(IN): 2/3. ; Kicker {3} (You may pay an additional {3} as you play this spell.) ; ~this~ may block as though it had flying. ; If you paid the kicker cost, ~this~ comes into play with a +1/+1 counter on it.

Note - Also see Kicker, Rule A.24.

**Pincher Beetles:**

Info: Color=Green Type=Creature - Insect Cost=2G TE(C)/BR(F1)  
Text(TE+errata): 3/1. ; ~this~ can't be the target of spells or abilities.  
[Oracle 1999/05/01]

**Pine Barrens:**

Info: Color=Land Type=Land Cost=None TE(R)  
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.

**Pinpoint Avalanche:**

Info: Color=Red Type=Instant Cost=3RR ON(C)  
Text(ON): ~this~ deals 4 damage to target creature. The damage can't be prevented.

**Pious Warrior:**

Info: Color=White Type=Creature - Rebel Cost=3W MM(C)  
Text(MM): 2/3. ; Whenever ~this~ is dealt combat damage, you gain that much life.

**Piper's Melody:**

Info: Color=Green Type=Sorcery Cost=G OD(U)  
Text(OD): Shuffle any number of target creature cards from your graveyard into your library.

**Piracy:**

Info: Color=Blue Type=Sorcery Cost=UU P2(R)/ST(R)  
Text(ST): This turn, you may tap lands you don't control to help pay for your spells.  
When played under non-Portal rules, the text should be read as "Until end of turn, you may play mana abilities of lands you don't control, putting the mana they generate into your mana pool. Use mana produced this way only to play spells." [DeLaney 2000/06/09]  
All tournament formats have banned this card because it only appears in Portal and Starter.

**Pirate Ship:**

Info: Color=Blue Type=Creature - Ship Cost=4U ABUR45(R)  
Text(5th+errata): 4/3. ; ~this~ can't attack unless defending player controls an island. ; When you control no islands, sacrifice ~this~. ; {Tap}: ~this~ deals 1 damage to target creature or player.  
[Oracle 2000/10/24]  
Note - Also see Landhome, Rule A.26.

**Pitchstone Wall:**

Info: Color=Red Type=Creature - Wall Cost=2R TO(U)  
Text(TO): 2/5. (Walls can't attack.) ; Whenever you discard a card from your hand, you may sacrifice ~this~. If you do, return the discarded card from your graveyard to your hand.  
Note - Also see Walls, Rule K.27.

**Pit Imp:**

Info: Color=Black Type=Creature - Imp Cost=B TE(C)  
Text(TE+errata): 0/1, Flying. ; {B}: ~this~ gets +1/+0 until end of turn. Play this ability no more than twice each turn. [Oracle 2000/02/01]

**Pit Raptor:**

Info: Color=Black Type=Creature - Mercenary Cost=2BB PY(U)  
Text(PY): 4/3, Flying, First Strike. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {2}{B}{B}.  
Note - Also see First Strike, Rule A.18.

**Pit Scorpion:**

Info: Color=Black Type=Creature - Scorpion Cost=2B LG(C2)/45(C)

Text(5th+errata): 1/1. ; Whenever ~this~ deals damage to a player, that player gets a poison counter. (A player with 10 or more poison counters loses the game.) [\[Oracle 2000/02/01\]](#)

Note - Also see Poison, Rule E.10.

#### **Pit Spawn:**

Info: Color=Black Type=Creature - Beast Cost=4BBB EX(R)

Text(EX+errata): 6/4, First Strike. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {B}{B}. ; Whenever ~this~ deals damage to a creature, remove that creature from the game. [\[Oracle 1999/05/01\]](#)

Since this card has First Strike it will often deal damage during first strike damage dealing (see Rule C.5.9) and its ability will remove the creature it damages from the game before that creature can deal damage back. [\[Barclay 1998/06/10\]](#)

The removal ability only works if the damage is not prevented.

[\[Barclay 1998/06/10\]](#)

Note - Also see First Strike, Rule A.18.

#### **Pit Trap:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)/US(U)/7(U)

Text(7th): {2},{Tap},Sacrifice ~this~: Destroy target attacking creature without flying. It can't be regenerated.

Note - In Ice Age this card said it could only be used on creatures attacking you. [\[D'Angelo 1998/10/15\]](#)

#### **Pixie Queen:**

Info: Color=Green Type=Creature - Pixie-Queen Cost=2GG LG(R)

Text(LG): 1/1, Flying. ; {G}{G}{G},{Tap}: Target creature gains flying until end of turn.

The creature type is now "Pixie-Queen" instead of "Pixie Queen".

[\[Oracle 2001/08/24\]](#)

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

#### **Plagiarize:**

Info: Color=Blue Type=Instant Cost=3U TO(R)

Text(TO): Until end of turn, if target player would draw a card, instead that player skips that draw and you draw a card.

If you target yourself, this spell has no useful effect. It will not cause an infinite loop since a replacement effect cannot modify the same event more than once. This effect will not modify the draw that it has you perform. [\[D'Angelo 2002/11/16\]](#)

#### **Plaguebearer:**

Info: Color=Black Type=Creature - Zombie Cost=1B EX(R)

Text(EX+errata): 1/1. ; {X}{X}{B}: Destroy target nonblack creature with converted mana cost equal to X. [\[Oracle 1999/05/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Plague Beetle:**

Info: Color=Black Type=Creature - Insect Cost=B UL(C)/7(C)

Text(UL/7th): 1/1, Swampwalk.

Note - Also see Landwalk, Rule A.27.

#### **Plague Dogs:**

Info: Color=Black Type=Creature - Hound Cost=4B UD(U)

Text(UD): 3/3. ; When ~this~ is put into a graveyard from play, all creatures get -1/-1 until end of turn. ; {2},Sacrifice ~this~: Draw a card.

#### **Plague Fiend:**

Info: Color=Black Type=Creature - Insect Cost=1B PY(C)

Text(PY): 1/1. ; Whenever ~this~ deals combat damage to a creature, destroy that creature unless its controller pays {2}.

The creature's controller gets the option to pay when the triggered ability resolves. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Plague Rats:**

Info: Color=Black Type=Creature - Rat Cost=2B ABUR45(C)  
Text(5th+errata): \*/\*. ; ~this~'s power and toughness are each equal to the number of creatures named Plague Rats in play. [\[Oracle 2000/02/01\]](#)  
"Plague Rats in play" means Plague Rats in play controlled by any and all players. [\[D'Angelo 1994/04/01\]](#)  
Only counts cards that are "Plague Rats" and not all cards that are "Creature - Rats" (or "Summon Rats" on older cards). [\[D'Angelo 1994/06/01\]](#)

#### Plague Spitter:

Info: Color=Black Type=Creature - Horror Cost=2B IN(U)  
Text(IN): 2/2. ; At the beginning of your upkeep, ~this~ deals 1 damage to each creature and each player. ; When ~this~ is put into a graveyard from play, ~this~ deals 1 damage to each creature and each player.

#### Plague Spores:

Info: Color=Multi Type=Sorcery Cost=4BR IN(C)  
Text(IN): Destroy target nonblack creature and target land. They can't be regenerated.

#### Plague Wind:

Info: Color=Black Type=Sorcery Cost=7BB PY(R)  
Text(PY): Destroy all creatures you don't control. They can't be regenerated.

#### Plague Witch:

Info: Color=Black Type=Creature - Spellshaper Cost=1B NE(C)  
Text(NE): 1/1. ; {B},{Tap},Discard a card from your hand: Target creature gets -1/-1 until end of turn.  
Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Stampede Driver, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

#### Plains:

Info: Color=Land Type=Land Cost=None  
ABUR4567(L)/PT(L)/P2(L)/P3(L)/ST(L)/IA(L)/MI(L)/TE(L)/UG(L)/US(L)/MM(L)/IN(L)/AT(L)/BR(L)/OD(L)/ON(L)  
Text(7th): {Tap}: Add {W} to your mana pool.  
This is a basic land. [\[CompRules 1999/04/23\]](#)  
Any land of this type is considered to have the above text, even if the text does not appear on the card. [\[CompRules 1999/04/23\]](#)

#### Planar Birth:

Info: Color=White Type=Sorcery Cost=1W US(R)  
Text(US+errata): Return all basic lands from all graveyards to play under their owners' control, tapped. [\[Oracle 1999/05/01\]](#)  
They come into play tapped. They do not enter play and then tap afterwards. [\[DeLaney 1998/10/05\]](#)

#### Planar Chaos:

Info: Color=Red Type=Enchantment Cost=2R JU(U)  
Text(JU): At the beginning of your upkeep, flip a coin. If you lose the flip, sacrifice ~this~. ; Whenever a player plays a spell, that player flips a coin. If he or she loses the flip, counter that spell.

#### Planar Collapse:

Info: Color=White Type=Enchantment Cost=1W UL(R)  
Text(UL+errata): At the beginning of your upkeep, if there are four or more creatures in play, sacrifice ~this~. If you do, destroy all creatures. They can't be regenerated. [\[Oracle 2001/03/07\]](#)  
This ability does not trigger at all if there are not 4 or more creatures in play. It also checks this at the start of resolution and does nothing if this is not still true. [\[D'Angelo 1999/05/01\]](#)  
The ability is not optional. [\[Barclay 1999/02/09\]](#)  
If this card is not in play when the ability resolves, then you cannot sacrifice it and it will not destroy any creatures. The sacrifice is a cost paid during resolution. [\[WotC Rules Team 1999/03/18\]](#)

#### Planar Despair:

Info: Color=Black Type=Sorcery Cost=3BB AP(R)  
Text(AP): All creatures get -1/-1 until end of turn for each basic land type among lands you control.

#### Planar Gate:

Info: Color=Artifact Type=Artifact Cost=6 LG(R)  
Text(LG+errata): Creature spells you play cost up to {2} less to play.  
[\[Oracle 2001/08/24\]](#)

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. [\[bethmo 1994/06/15\]](#)

Only works for its controller, not all players. [\[bethmo 1994/06/15\]](#)

Works on Creature and Artifact Creature spells. [\[D'Angelo 2000/03/03\]](#)

Although the apparent cost is reduced, the "mana cost" of the spell for reasons of Spell Blast or such is still the full amount.

[\[bethmo 1994/06/18\]](#) 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. [\[bethmo 1994/06/29\]](#)

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

#### Planar Guide:

Info: Color=White Type=Creature - Cleric Cost=W LE(R)  
Text(LE): 1/1. ; {3}{W}, Remove ~this~ from the game: Remove all creatures from the game. At end of turn, return those cards to play under their owners' control.

When the creatures leave play, all enchantments on them go to their owners' graveyards, any counters on them are removed, and effects on them end.

Token creatures do not return to play. [\[Legions FAQ 2003/01/23\]](#)

Creatures that were face down return to play face up.

[\[Legions FAQ 2003/01/23\]](#)

All "comes into play" abilities trigger as normal. [\[Legions FAQ 2003/01/23\]](#)

If the ability is played during the end of turn step, then the creatures do not return until the end of the following turn.

[\[Legions FAQ 2003/01/23\]](#)

#### Planar Overlay:

Info: Color=Blue Type=Sorcery Cost=2U PS(R)  
Text(PS): Each player chooses a land he or she controls of each basic land type. Return those lands to their owners' hands.

If you have a land which counts as multiple land types, you can choose that land as each of those types. For example, a Tundra could be chosen as your Plains and as your Island land types. [\[Planeshift 2001/01/26\]](#)

#### Planar Portal:

Info: Color=Artifact Type=Artifact Cost=6 IN(R)  
Text(IN): {6},{Tap}: Search your library for a card and put that card into your hand. Then shuffle your library.

#### Planar Void:

Info: Color=Black Type=Enchantment Cost=B US(U)  
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. [\[D'Angelo 1999/01/12\]](#)

It will trigger on itself going to the graveyard from play and remove itself from the game. [\[D'Angelo 1999/01/12\]](#)

It will trigger on any cards going to the graveyard at the same time it does, and it will remove them from the game. [\[D'Angelo 1999/03/06\]](#)

If Disenchant is used on it, Planar Void goes to the graveyard (and removes itself), then Disenchant goes to the graveyard and stays there.

[\[DeLaney 1999/01/18\]](#)

#### Planeswalker's Favor:

Info: Color=Green Type=Enchantment Cost=2G PS(R)  
Text(PS+errata): {3}{G}: Target opponent reveals a card at random in his or

her hand. Target creature gets +X/+X until end of turn, where X is the revealed card's converted mana cost. [\[Oracle 2001/08/24\]](#)

If the opponent has no cards in hand, then X is zero.

[\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Planeswalker's Fury:**

Info: Color=Red Type=Enchantment Cost=2R PS(R)

Text(PS+errata): {3}{R}: Target opponent reveals a card at random in his or her hand. ~this~ deals damage equal to that card's converted mana cost to that player. Play this ability only any time you could play a sorcery.

[\[Oracle 2001/08/24\]](#)

If the opponent has no cards in hand, then no damage is dealt.

[\[Planeshift FAQ 2001/01/26\]](#)

#### **Planeswalker's Mirth:**

Info: Color=White Type=Enchantment Cost=2W PS(R)

Text(PS+errata): {3}{W}: Target opponent reveals a card at random in his or her hand. You gain life equal to that card's converted mana cost.

[\[Oracle 2001/08/24\]](#)

If the opponent has no cards in hand, then no life is gained.

[\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Planeswalker's Mischief:**

Info: Color=Blue Type=Enchantment Cost=2U PS(R)

Text(PS+errata): {3}{U}: Target opponent reveals a card at random in his or her hand. If it's an instant or sorcery card, remove it from the game.

As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0. At end of turn, if you haven't played it, return it to owner's hand. Play this ability only any time you could play a sorcery.

[\[Oracle 2001/08/24\]](#)

If the opponent has no cards in hand, then the ability does nothing.

[\[Planeshift FAQ 2001/01/26\]](#)

If a card says that X cannot be zero (as with Ertai's Meddling), then you cannot play the card using Planeswalker's Mischief.

[\[Jackson 2001/03/20\]](#)

When played, the card goes to its owner's graveyard after it resolves. (See Rule Z.1.5) [\[D'Angelo 2001/03/12\]](#)

If Planeswalker's Mischief leaves play, any cards it removed from the game are still under the effect of the ability and can be played (and if they are not played, they are returned to the owner's hand).

[\[D'Angelo 2001/03/12\]](#)

#### **Planeswalker's Scorn:**

Info: Color=Black Type=Enchantment Cost=2B PS(R)

Text(PS+errata): {3}{B}: Target opponent reveals a card at random in his or her hand. Target creature gets -X/-X until end of turn, where X is the revealed card's converted mana cost. Play this ability only any time you could play a sorcery. [\[Oracle 2001/08/24\]](#)

If the opponent has no cards in hand, then X is zero.

[\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Plant Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=1G PT(U)

Text(PT): 3/4. ; When ~this~ comes into play from your hand, destroy one of your forests or destroy ~this~.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, sacrifice ~this~ unless you sacrifice a forest." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Elemental. [\[D'Angelo 2000/06/05\]](#)



**Plateau:**

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

Text(RV+errata): ~this~ is a plains and a mountain in addition to its land type. [\[Oracle 2001/08/24\]](#)

The card works as if its text also has "{Tap}: Add {R} to your mana pool. ; {Tap}: Add {W} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)

See Badlands for rulings.

Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

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=Creature - Lizard Cost=4G EX(C)/BR(F1)

Text(EX): 3/3. ; {2}{G}: ~this~ gets +3/+3 until end of turn. Play this ability only once each turn.

**Plated Sliver:**

Info: Color=White Type=Creature - Sliver Cost=W LE(C)

Text(LE): 1/1. ; All Slivers get +0/+1.

**Plated Spider:**

Info: Color=Green Type=Creature - Spider Cost=4G UD(C)/BD(F1)

Text(UD): 4/4. ; ~this~ may block as though it had flying.

The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

**Plated Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=4G P2(C)

Text(P2): 4/5.

All tournament formats have banned this card because it only appears in Portal.

**Pledge of Loyalty:**

Info: Color=White Type=Enchant Creature Cost=1W IN(U)

Text(IN): Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove ~this~.

Note - Also see Protection, Rule A.31.

**Plow Under:**

Info: Color=Green Type=Sorcery Cost=3GG UD(R)

Text(UD): Put two target lands on top of their owner's library.

The owner decides the order the two lands are stacked there.

[\[Urza's Destiny FAQ 1999/05/25\]](#)

**Poison Arrow:**

Info: Color=Black Type=Sorcery Cost=4BB P3(U)

Text(P3): Destroy any one creature that isn't black. You gain 3 life.

When played under non-Portal rules, the text should be read as "Destroy target nonblack creature. You gain 3 life." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Polar Kraken:**

Info: Color=Blue Type=Creature - Kraken Cost=8UUU IA(R)

Text(IA+errata): 11/11, Trample. ; Cumulative Upkeep - Sacrifice a land. ; ~this~ comes into play tapped. [\[Oracle 2000/02/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Trample, Rule A.37.

**Political Trickery:**

Info: Color=Blue Type=Sorcery Cost=2U MI(R)

Text(MI+errata): Exchange control of target land you control and target land

an opponent controls. (This effect doesn't end at end of turn.)

[\[Oracle 2002/03/01\]](#)

If you use this spell and then respond by sacrificing your land, then

Political Trickery will not do anything. [\[bethmo 1996/11/06\]](#)

Note - Also see Exchange, Rule G.16.

#### **Pollen Remedy:**

Info: Color=White Type=Instant Cost=W PS(C)

Text(PS): Kicker-Sacrifice a land. ; Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. If you paid the kicker cost, prevent the next 6 damage this way instead.

You cannot choose zero targets. You must choose between 1 and 3 (or 6) targets. [\[DeLaney 2003/05/19\]](#)

Note - Also see Kicker, Rule A.24.

#### **Polluted Delta:**

Info: Color=Land Type=Land Cost=None ON(R)

Text(ON): {Tap}, Pay 1 life, Sacrifice ~this~: Search your library for an island or swamp card and put it into play. Then shuffle your library.

#### **Polluted Mire:**

Info: Color=Land Type=Land Cost=None US(C)/AT(F1)/BR(F1)/BD(F1)

Text(US): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### **Polymorph:**

Info: Color=Blue Type=Sorcery Cost=3U MI(R)/6(R)

Text(6th+errata): Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

[\[Oracle 2000/02/01\]](#)

If there are no creatures in the player's library, then the target creature is still destroyed, 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(R)

Text(SH+errata): Whenever a creature comes into play, if there are two or more other creatures in play, remove that creature from the game. ;

When ~this~ leaves play, return to play under their owner's control all creatures removed from the game with ~this~. [\[Oracle 1999/05/01\]](#)

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.

[\[D'Angelo 1998/04/13\]](#)

You check the count of the number of creatures in play again during resolution. The creature will not be removed if the count is 2 or less.

[\[D'Angelo 2003/01/19\]](#)

If Portcullis phases out, and something prevents one of the creatures from coming into play, then the creature remains out of play and can try to enter play again the next time Portcullis leaves play. [\[bethmo 1998/05/02\]](#)

The "when Portcullis leaves play" is not part of setting the creature aside, so it does not happen if Portcullis' abilities are removed at the time it leaves play. [\[D'Angelo 1999/06/01\]](#)

If multiple creatures come into play at the same time, Portcullis triggers for each creature. [\[bethmo 1999/05/26\]](#)

If multiple creatures come into play at the same time, Portcullis sees the creature count as being the new total after all the creatures are in play. Don't handle this like creatures coming into play one at a time.

[\[bethmo 1999/05/26\]](#)

If multiple 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.

[\[D'Angelo 1998/06/11\]](#)

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. [\[D'Angelo 1998/06/11\]](#)

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 triggered abilities (see Rule A.4) to determine the order to put the triggers on the stack. 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. [\[D'Angelo 1999/06/01\]](#) 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 before Portcullis. If the other player controls Portcullis, the current player always does their creatures' "comes into play" abilities after Portcullis, 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 1A(C)/5(C)

Text(5th+errata): Look at the top three cards of target player's library.

Put those cards back on top of that library in any order. You may then have that player shuffle his or her library. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

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. [\[Duelist Magazine #6, Page 130\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Port Inspector:**

Info: Color=Blue Type=Creature - Townsfolk Cost=1U MM(C)

Text(MM): 1/2. ; Whenever ~this~ becomes blocked, you may look at defending player's hand.

#### **Possessed Aven:**

Info: Color=Blue Type=Creature - Bird Soldier Horror Cost=2UU TO(R)

Text(TO): 3/3, Flying. ; Threshold - ~this~ gets +1/+1, is black, and has "{2}{B},{Tap}: Destroy target blue creature." (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

#### **Possessed Barbarian:**

Info: Color=Red Type=Creature - Barbarian Horror Cost=2RR TO(R)

Text(TO): 3/3, First Strike. ; Threshold - ~this~ gets +1/+1, is black, and has "{2}{B},{Tap}: Destroy target red creature." (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see First Strike, Rule A.18.

Note - Also see Threshold, Rule A.36.

#### **Possessed Centaur:**

Info: Color=Green Type=Creature - Centaur Horror Cost=2GG TO(R)

Text(TO): 3/3, Trample. ; Threshold - ~this~ gets +1/+1, is black, and has "{2}{B},{Tap}: Destroy target green creature." (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

Note - Also see Trample, Rule A.37.

#### **Possessed Nomad:**

Info: Color=White Type=Creature - Nomad Horror Cost=2WW TO(R)

Text(TO): 3/3. ; Attacking doesn't cause ~this~ to tap. ; Threshold - ~this~ gets +1/+1, is black, and has "{2}{B}, {Tap}: Destroy target white creature." (You have threshold as long as seven or more cards are in your

graveyard.)  
Note - Also see Threshold, Rule A.36.

### **Poultrygeist:**

Info: Color=Black Type=Creature - Chicken Cost=2B UG(C)  
Text(UG+errata): 1/1, Flying. ; Whenever a creature is put into a graveyard from play, you may roll a six-sided die. If you do, on a 1, sacrifice ~this~. Otherwise, put a +1/+1 counter on ~this~.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
You don't have to roll the die if you're not feeling lucky.  
[\[Barclay 1998/08/13\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

### **Pouncing Jaguar:**

Info: Color=Green Type=Creature - Cat Cost=G US(C)  
Text(US): 2/2. ; Echo.  
Note - Also see Echo, Rule A.14.

### **Pouncing Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=1R IN(C)  
Text(IN): 1/1, First Strike. ; Kicker {2}{R} (You may pay an additional {2}{R} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with two +1/+1 counters on it and has haste.  
If the kicker cost is paid, it comes into play with haste and will keep this ability until it leaves play. [\[D'Angelo 2000/10/14\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Haste, Rule A.22.  
Note - Also see Kicker, Rule A.24.

### **Powder Keg:**

Info: Color=Artifact Type=Artifact Cost=2 UD(R)  
Text(UD): At the beginning of your upkeep, you may put a fuse counter on ~this~. ; {Tap}, Sacrifice ~this~: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on ~this~. Only destroys artifacts and creatures with exactly the specified cost.  
It does not mean "less than or equal to". [\[Urza's Destiny FAQ 1999/05/25\]](#)  
Putting on a counter is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

### **Power Armor:**

Info: Color=Artifact Type=Artifact Cost=4 IN(U)  
Text(IN): {3}, {Tap}: Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

### **Power Artifact:**

Info: Color=Blue Type=Enchant Artifact Cost=UU AQ(U3)  
Text(AQ+errata): Enchanted artifact's activated abilities cost up to {2} less to play. If this would make an ability cost 0 or less mana to play, it costs {1}, plus any nonmana costs. [\[Oracle 2002/05/20\]](#)  
Can be placed on artifacts with no or zero activation costs, but this has no effect on them. It does not increase the cost to one.  
[\[bethmo 1994/06/01\]](#)  
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}.  
[\[WotC Rules Team 1995/09/22\]](#) 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.  
[\[Aahz 1995/09/29\]](#)  
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. [\[D'Angelo 1994/08/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### **Power Leak:**

Info: Color=Blue Type=Enchant Enchantment Cost=1U ABUR4(C)

Text(4th+errata): At the beginning of the upkeep of enchanted enchantment's controller, that player may pay up to {2}. For each one mana less than {2} he or she pays this way, ~this~ deals 1 damage to him or her.

[Oracle 1999/09/03]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Powerleech:

Info: Color=Green Type=Enchantment Cost=GG AQ(U3)

Text(AQ+errata): Whenever an artifact an opponent controls becomes tapped or an opponent plays an artifact's activated ability without {Tap} in its activation cost, you gain 1 life. [Oracle 2002/03/01]

In a multi-player game it affects all opponents. [D'Angelo 2000/02/25]

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

#### Power Matrix:

Info: Color=Artifact Type=Artifact Cost=4 MM(R)

Text(MM): {Tap}: Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.

Note - Also see First Strike, Rule A.18.

Note - Also see Trample, Rule A.37.

#### Power Sink:

Info: Color=Blue Type=Instant Cost=XU

ABUR45(C)/IA(C)/MI(C)/TE(C)/US(C)/6(U)/BD(F1)

Text(6th+errata): Counter target spell unless its controller pays {X}. If he or she doesn't, that player taps all lands he or she controls and empties his or her mana pool. [Oracle 2000/10/24]

When this spell resolves, you either pay X mana or let all your lands become tapped. The lands that become tapped are not "tapped for mana".

[bethmo 1997/10/09] If you choose to pay, you may pay the X mana using whatever mana abilities you want to use.

Special lands which do not provide mana are also tapped by this card.

[D'Angelo 2000/11/06]

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 1994/09/30]

Does not increase the mana cost of the spell. It just requires a separate expenditure in order for it to succeed. [bethmo 1994/05/05]

Note - Also see X Costs, Rule K.28.

#### Powerstone Minefield:

Info: Color=Multi Type=Enchantment Cost=2RW AP(R)

Text(AP): Whenever a creature attacks or blocks, ~this~ deals 2 damage to it.

#### Power Surge:

Info: Color=Red Type=Enchantment Cost=RR ABUR4(R)

Text(4th+errata): At the beginning of each player's upkeep, ~this~ deals X damage to that player, where X is the number of untapped lands he or she controlled at the beginning of this turn. [Oracle 2001/08/24]

This card knows how many were untapped even if it was not in play at the beginning of the turn. [Aahz 1997/02/16]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Power Taint:

Info: Color=Blue Type=Enchant Enchantment Cost=1U US(C)

Text(US+errata): At the beginning of the upkeep of enchanted enchantment's controller, that player pays {2} or loses 2 life. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### Pox:

Info: Color=Black Type=Sorcery Cost=BBB IA(R)/5(R)

Text(5th+errata): Each player loses a third of his or her life, then discards a third of the cards in his or her hand, then sacrifices a third of the creatures he or she controls, then sacrifices a third of the lands he or she controls. Round each loss up. [Oracle 2000/02/01]

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. [\[D'Angelo 1996/02/01\]](#)

#### **Pradesh Gypsies:**

Info: Color=Green Type=Creature - Gypsy Cost=2G LG(U1)/456(C)  
Text(LG/4th/5th/6th): 1/1. ; {1}{G},{Tap}: Target creature gets -2/-0 until end of turn.

#### **Preacher:**

Info: Color=White Type=Creature - Preacher Cost=1WW DK(U1)  
Text(DK+errata): 1/1. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Gain control of target creature of an opponent's choice that he or she controls as long as ~this~ remains tapped.

[\[Oracle 2001/08/24\]](#)

Opponent may only choose valid creature targets. A creature with Protection from White is not valid. [\[bethmo 1994/09/09\]](#)

Your opponent chooses the target on announcement.

[\[Duelist Magazine #9, Page 60\]](#) The ability is countered if target creature is not still valid on resolution. [\[D'Angelo 1999/08/01\]](#)

The opponent is the one choosing the target for the purpose of things that care, such as Autumn Willow. [\[D'Angelo 1996/11/08\]](#)

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 banned this card since 1999/10/01.

#### **Precognition:**

Info: Color=Blue Type=Enchantment Cost=4U TE(R)  
Text(TE+errata): At the beginning of your upkeep, you may look at the top card of target opponent's library, then you may put that card on the bottom of that player's library. [\[Oracle 2002/03/01\]](#)

#### **Predator, Flagship:**

Info: Color=Artifact Type=Legendary Artifact Cost=5 NE(R)  
Text(NE): {2}: Target creature gains flying until end of turn. ; {5},{Tap}: Destroy target creature with flying.

#### **Predatory Hunger:**

Info: Color=Green Type=Enchant Creature Cost=G EX(C)  
Text(EX+errata): Whenever an opponent plays a creature spell, put a +1/+1 counter on enchanted creature. [\[Oracle 1999/05/01\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/06/01\]](#) Older cards of type Summon are also Creature spells.

#### **Predatory Nightstalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=3BB P2(U)  
Text(P2): 3/2. ; When ~this~ comes into play from your hand, you may force your opponent to destroy any one of his or her creatures. (Your opponent chooses the creature.)

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, you may have an opponent choose a target creature he or she controls. If you do, destroy that creature." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Predict:**

Info: Color=Blue Type=Instant Cost=1U OD(U)  
Text(OD): Name a card, then put the top card of target player's library into his or her graveyard. If that card is the named card, you draw two cards. Otherwise, you draw a card.

#### **Preemptive Strike:**

Info: Color=Blue Type=Sorcery Cost=1U P3(C)  
Text(P3): Play ~this~ only in response to another player playing a creature card. That creature has no effect, and that player puts it into his or her graveyard.



When played under non-Portal rules, the text should be read as an Instant spell with text "Counter target creature spell." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### Preferred Selection:

Info: Color=Green Type=Enchantment Cost=2GG MI(R)  
Text(MI+errata): At the beginning of your draw step, look at the top two cards of your library and choose one. You may sacrifice ~this~ and pay {2}{G}{G}. If you do, draw the chosen card. If you don't, put the card on the bottom of your library. [\[Oracle 2000/02/01\]](#)  
You make your normal draw during the draw step before this card's ability resolves. [\[D'Angelo 2001/05/19\]](#) See Rule P.7.1.

#### Presence of the Master:

Info: Color=White Type=Enchantment Cost=3W LG(U1)/US(U)  
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. [\[Urza's FAQ 1998/10/05\]](#)  
This effect triggers when the spell is announced and prior to allowing responses to it. [\[WotC Rules Team 1995/11/10\]](#)  
Extended tournaments (see Rule D.15) banned this card until 1998/11/01, at which time the card was re-introduced via Urza's Saga.

#### Pretender's Claim:

Info: Color=Black Type=Enchant Creature Cost=1B MM(U)  
Text(MM): Whenever enchanted creature becomes blocked, tap all lands defending player controls.

#### Price of Glory:

Info: Color=Red Type=Enchantment Cost=2R OD(U)  
Text(OD): Whenever a player taps a land for mana during another player's turn, destroy that land.

#### Price of Progress:

Info: Color=Red Type=Instant Cost=1R EX(U)  
Text(EX): ~this~ deals 2 damage to each player for each nonbasic land he or she controls.

#### Pride of Lions:

Info: Color=Green Type=Creature - Cat Cost=3GG ST(U)/7(U)  
Text(ST/7th): 4/4. ; You may have ~this~ deal its combat damage to defending player as though it weren't blocked.

#### Priest of Gix:

Info: Color=Black Type=Creature - Minion Cost=2B US(U)  
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. [\[Oracle 1999/05/01\]](#)  
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.  
[\[DCI Tournament Update 1999/03/01\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 1999/03/05\]](#)

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

#### Priest of Titania:

Info: Color=Green Type=Creature - Elf Cost=1G US(C)  
Text(US+errata): 1/1. ; {Tap}: Add {G} to your mana pool for each Elf in play. [\[Oracle 1999/05/01\]](#)  
Since he is an Elf, he counts himself. [\[D'Angelo 1999/08/03\]](#)

#### Priest of Yawgmooth:

Info: Color=Black Type=Creature - Cleric Cost=1B AQ(C4)  
Text(AQ+errata): 1/2. ; {Tap},Sacrifice an artifact: Add to your mana pool an amount of black mana equal to the sacrificed artifact's converted mana cost. [\[Oracle 1999/09/03\]](#)

Before errata, you had to both control and own the artifact. Now you just have to control it. [\[D'Angelo 2000/02/25\]](#)

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

Note - Also see Converted Mana Cost, Rule K.8.

#### **Primal Boost:**

Info: Color=Green Type=Instant Cost=2G ON(U)

Text(ON): Target creature gets +4/+4 until end of turn. ; Cycling {2}{G}. ;

When you cycle ~this~, you may have target creature get +1/+1 until end of turn.

Note - Also see Cycling, Rule A.12.

#### **Primal Clay:**

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(U3)/R456(R)

Text(6th): \*/\*. ~this~ comes into play as your choice of a 3/3 artifact

creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact

creature. (Walls can't attack.)

The form is chosen when this card comes into play. [\[D'Angelo 2000/12/07\]](#)

A Clone or Vesuvan Doppelganger of this card which is entering play

may not choose a different form than the original.

[\[WotC Rules Team 1998/03/31\]](#)

If put into play by a means other than casting it, you choose the form right

before it comes into play. [\[WotC Rules Team 1998/02/01\]](#) See Rule G.28.3.

Note - Also see Walls, Rule K.27.

#### **Primal Frenzy:**

Info: Color=Green Type=Enchant Creature Cost=G OD(C)

Text(OD): Enchanted creature has trample.

Note - Also see Trample, Rule A.37.

#### **Primal Growth:**

Info: Color=Green Type=Sorcery Cost=2G PS(C)

Text(PS): Kicker-Sacrifice a creature. ; Search your library for a basic

land card, put that card into play, then shuffle your library. If you

paid the kicker cost, instead search your library for two basic land

cards, put them into play, then shuffle your library.

You may choose not to find any basic lands when you search.

[\[Planeshift 2001/01/26\]](#)

You do not have to find a basic land card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Note - Also see Kicker, Rule A.24.

#### **Primal Order:**

Info: Color=Green Type=Enchantment Cost=2GG HL(U1)/5(R)

Text(5th+errata): At the beginning of each player's upkeep, ~this~ deals

damage to that player equal to the number of nonbasic lands he or she

controls. [\[Oracle 2000/02/01\]](#)

#### **Primal Rage:**

Info: Color=Green Type=Enchantment Cost=1G SH(U)

Text(SH+errata): Creatures you control have trample. [\[Oracle 1999/05/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Primal Whisperer:**

Info: Color=Green Type=Creature - Elf Soldier Cost=4G LE(R)

Text(LE): 2/2. ; Morph {3}{G}. ; ~this~ gets +2/+2 for each face-down

creature in play.

Note - Also see Morph, Rule A.29.

#### **Primeval Force:**

Info: Color=Green Type=Creature - Force Cost=2GGG PT(R)

Text(PT): 8/8. ; When ~this~ comes into play from your hand, destroy three

of your forests or destroy ~this~.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, sacrifice ~this~ unless

you sacrifice three forests." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Force. [\[D'Angelo 2000/06/05\]](#)

#### Primeval Shambler:

Info: Color=Black Type=Creature - Mercenary Cost=4B MM(U)  
Text(MM): 3/3. ; {B}: ~this~ gets +1/+1 until end of turn.

#### Primitive Etchings:

Info: Color=Green Type=Enchantment Cost=2GG SC(R)  
Text(SC): Reveal the first card you draw each turn. Whenever you reveal a creature card this way, draw a card.

**+ If you have more than one of these cards in play, only one card is revealed (both of them reveal the same card). Both of them will trigger if this card is a creature and thereby allow you to draw 2 cards.**

[\[Scourge FAQ 2003/05/30\]](#)

#### Primitive Justice:

Info: Color=Red Type=Sorcery Cost=1R AL(U2)  
Text(AL+errata): As an additional cost to play ~this~, you may pay {1}{R} and/or {1}{G} any number of times. ; Destroy another target artifact. For each additional {1}{R} you paid, destroy another target artifact. For each additional {1}{G} you paid you gain 1 life. [\[Oracle 2000/10/24\]](#)  
Cannot target the same artifact more than once, even with different parts of the spell. [\[Aahz 1996/07/17\]](#)

#### Primoc Escapee:

Info: Color=Blue Type=Creature - Bird Beast Cost=6U LE(U)  
Text(LE): 4/4, Flying. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### Primordial Ooze:

Info: Color=Red Type=Creature - Ooze Cost=R LG(U1)/CH(U3)/5(U)  
Text(5th): 1/1. ; ~this~ attacks each turn if able. ; At the beginning of your upkeep, put a +1/+1 counter on ~this~. Then pay {X}, where X is equal to the number of +1/+1 counters on ~this~, or tap ~this~ and it deals X damage to you. [\[Oracle 1999/09/03\]](#)  
It becomes tapped even if the damage is prevented. [\[D'Angelo 1994/08/01\]](#)

#### Princess Lucrezia:

Info: Color=Multi Type=Creature - Legend Cost=3BUU LG(U1)  
Text(LG+errata): 5/4. ; {Tap}: Add {U} to your mana pool.  
[\[Oracle 1999/09/03\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

#### Prismatic Boon:

Info: Color=Multi Type=Instant Cost=XWU MI(U)  
Text(MI+errata): X target creatures gain protection from the color of your choice until end of turn. [\[Oracle 1999/11/01\]](#)  
Note - Also see Protection, Rule A.31.  
Note - Also see X Costs, Rule K.28.

#### Prismatic Circle:

Info: Color=White Type=Enchantment Cost=2W MI(C)  
Text(MI+errata): Cumulative upkeep - {1} ; As ~this~ comes into play, choose a color. ; {1}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### Prismatic Lace:

Info: Color=Blue Type=Instant Cost=U MI(R)  
Text(MI+errata): Target permanent becomes the colors of your choice. (This effect doesn't end at end of turn.) (Mana symbols on that permanent remain unchanged.) [\[Oracle 2001/03/07\]](#)

### Prismatic Strands:

Info: Color=White Type=Instant Cost=2W JU(C)  
Text(JU): Flashback - Tap an untapped white creature you control. ; Prevent all damage that sources of the color of your choice would deal this turn.  
Note - Also see Flashback, Rule A.20.

### Prismatic Ward:

Info: Color=White Type=Enchant Creature Cost=1W IA(C)/5(C)  
Text(5th+errata): As ~this~ comes into play, choose a color. ; Prevent all damage that would be dealt to enchanted creature by sources of the chosen color. [Oracle 2000/02/01]  
Cannot choose colorless or artifact. [D'Angelo 1995/07/11]  
Note - The Ice Age card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age. [D'Angelo 1995/07/01]

### Prismatic Wardrobe:

Info: Color=White Type=Sorcery Cost=W UG(C)  
Text(UG+errata): Destroy target card that doesn't share a color with clothing worn by its controller. You can't choose an artifact or land card. [D'Angelo 2000/03/09 - unofficial errata]  
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 1998/09/09]  
Your opponent must prove that you've picked an illegal target. Even if that means showing your red underwear. [QAS 1998/09/09]  
You can put on clothing at faster-than-mana ability speed. [QAS 1998/09/09]  
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 1998/09/09]  
It is legal to xxxxLace items of your clothing, in order to change their colors. [Barclay 1998/08/13]  
This card is very unlikely to be able to target a blue or black card at most Magic tournaments. [Barclay 1998/08/13]  
You can sometimes find Prismatic Wards in the Prismatic Wardrobe. [Barclay 1998/08/13]  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

### Prison Barricade:

Info: Color=White Type=Creature - Wall Cost=1W IN(C)  
Text(IN): 1/3. (Walls can't attack.) ; Kicker {1}{W} (You may pay an additional {1}{W} as you play this spell.) ; If you paid the kicker cost, ~this~ comes into play with a +1/+1 counter on it and may attack as though it weren't a Wall.  
If the kicker cost is paid, it comes into play with the ability to attack as if it were not a wall and will keep this ability until it leaves play. [D'Angelo 2000/10/14]  
Note - Also see Kicker, Rule A.24.  
Note - Also see Walls, Rule K.27.

### Private Research:

Info: Color=Blue Type=Enchant Creature Cost=U UD(U)  
Text(UD): At the beginning of your upkeep, you may put a page counter on ~this~. ; When enchanted creature is put into a graveyard, draw a card for each page counter on ~this~.  
Putting on a counter is optional. If you forget, you cannot go back later even if it is something you usually do. [D'Angelo 1999/06/01]

### Probe:

Info: Color=Blue Type=Sorcery Cost=2U IN(C)  
Text(IN): Kicker {1}{B} (You may pay an additional {1}{B} as you play this spell.) ; Draw three cards, then discard two cards from your hand. ; If you paid the kicker cost, target player discards two cards from his or her hand.  
Note - Also see Kicker, Rule A.24.

### Prodigal Sorcerer:

Info: Color=Blue Type=Creature - Wizard Cost=2U ABUR4567(C)/BR(F1)  
Text(4th/5th/6th/7th): 1/1 ; {Tap}: ~this~ deals 1 damage to target creature or player.

### **Profane Prayers:**

Info: Color=Black Type=Sorcery Cost=2BB ON(C)  
Text(ON): ~this~ deals X damage to target creature or player and you gain X life, where X is the number of Clerics in play.

### **Prohibit:**

Info: Color=Blue Type=Instant Cost=1U IN(C)  
Text(IN): Kicker {2} (You may pay an additional {2} as you play this spell.) ; Counter target spell if its converted mana cost is {2} or less.  
If you paid the kicker cost, counter that spell if its converted mana cost is {4} or less instead.

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Kicker, Rule A.24.

### **Propaganda:**

Info: Color=Blue Type=Enchantment Cost=2U TE(U)  
Text(TE+errata): Creatures can't attack you unless their controller pays {2} for each creature attacking you. (This cost is paid as attackers are declared.) [\[Oracle 1999/07/21\]](#)  
The payment is made during the declare attackers step at the same time you are declaring the attacker (see Rule C.3). [\[WotC Rules Team 1998/03/01\]](#)  
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. [\[WotC Rules Team 1998/03/01\]](#)  
If there are multiple attacks in a turn (due to Relentless Assault), then you have to pay for each attack. [\[D'Angelo 1999/06/01\]](#)  
If there is more than one Propaganda in play, the cost is cumulative. [\[D'Angelo 1998/03/16\]](#)

### **Prophecy:**

Info: Color=White Type=Sorcery Cost=W HL(C1)  
Text(HL+errata): Reveal the top card of target opponent's library. If it's a land, you gain 1 life. That player then shuffles his or her library. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/07/23\]](#)  
The shuffling and drawing of a card next upkeep happens even if the card is not a land. [\[Aahz 1995/10/25\]](#)  
Note - Also see Cantrips, Rule E.2.

### **Prophetic Bolt:**

Info: Color=Multi Type=Instant Cost=3UR AP(R)  
Text(AP): ~this~ deals 4 damage to target creature or player. Look at the top four cards of your library. Put one of those cards into your hand and the rest on the bottom of your library.

### **Prosperity:**

Info: Color=Blue Type=Sorcery Cost=XU VI(U)/PT(R)/6(U)  
Text(VI/6th): Each player draws X cards.  
If both players run out of cards during this effect, the game is a draw. [\[D'Angelo 1999/08/27\]](#) See Rule G.20.1.  
Both players draw cards at the same time. [\[D'Angelo 1999/08/31\]](#)  
If a replacement effect is being applied to cards, treat it as if each player draws one card, then each player draws one card, and so on until all the require drawing is done. [\[Jackson 2000/04/19\]](#)  
Note - Also see X Costs, Rule K.28.

### **Protective Sphere:**

Info: Color=White Type=Enchantment Cost=2W IN(C)  
Text(IN): {1}, Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. (Colorless mana prevents no damage.)  
Mana spent on modifiers to the activation cost, such as with Gloom, is

not counted. [\[DeLaney 2000/10/02\]](#)

#### **Proteus Machine:**

Info: Color=Artifact Type=Artifact Creature Cost=3 SC(U)  
Text(SC): 2/2. ; Morph {0}. ; When ~this~ is turned face up, its type becomes the creature type of your choice. (This effect doesn't end at end of turn.)

+ **Note - Also see Morph, Rule A.29.**

#### **Provoke:**

Info: Color=Green Type=Instant Cost=1G SH(C)  
Text(SH+errata): Untap target creature you don't control. That creature blocks this turn if able. ; Draw a card. [\[Oracle 1999/05/01\]](#)  
You can target an untapped creature. [\[Duelist Magazine #25, Page 31\]](#)

#### **Prowling Nightstalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=3B P2(C)  
Text(P2): 2/2. ; ~this~ can't be blocked except by other black creatures.  
All tournament formats have banned this card because it only appears in Portal.

#### **Prowling Pangolin:**

Info: Color=Black Type=Creature - Beast Cost=3BB ON(U)  
Text(ON): 6/5. ; When ~this~ comes into play, any player may sacrifice two creatures. If a player does, sacrifice ~this~.

#### **Psionic Blast:**

Info: Color=Blue Type=Instant Cost=2U ABU(U)  
Text(ABU+errata): ~this~ deals 4 damage to target creature or player and 2 damage to you. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Psionic Entity:**

Info: Color=Blue Type=Creature - Entity Cost=4U LG(R)/4(R)  
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. [\[Duelist Magazine #2, Page 7\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Psionic Gift:**

Info: Color=Blue Type=Enchant Creature Cost=1U OD(C)  
Text(OD): Enchanted creature has "{Tap}: This creature deals 1 damage to target creature or player."

#### **Psychatog:**

Info: Color=Multi Type=Creature - Atog Cost=1UB OD(U)  
Text(OD): 1/2. ; Discard a card from your hand: ~this~ gets +1/+1 until end of turn. ; Remove two cards in your graveyard from the game: ~this~ gets +1/+1 until end of turn.

#### **Psychic Allergy:**

Info: Color=Blue Type=Enchantment Cost=3UU DK(U1)  
Text(DK+errata): As ~this~ comes into play, choose a color. ; At the beginning of each opponent's upkeep, ~this~ deals X damage to that player, where X is the number of cards of the chosen color he or she controls. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice two islands. [\[Oracle 2001/08/24\]](#)  
Does not count token creatures because the card says it counts "cards". [\[Aahz 1995/01/24\]](#)  
It affects all opponents in a multi-player game. [\[D'Angelo 1999/08/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Psychic Battle:**

Info: Color=Blue Type=Enchantment Cost=3UU IN(R)  
Text(IN+errata): Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or



targets. If two or more cards are tied for highest cost, the target or targets remain unchanged. Changing the targets this way doesn't trigger this ability. [\[Oracle 2001/08/24\]](#)

You can change all, some, or none of the targets. [\[Invasion FAQ 2000/10/03\]](#)

You cannot change the number of targets, choose an illegal target, or make something get targeted more than once. [\[Invasion FAQ 2000/10/03\]](#)

An empty library will have no card to reveal, so a player with an empty library has no card to compare. The effect looks for the highest cost card of the cards that actually are revealed. [\[D'Angelo 2000/11/17\]](#)

With the Split Cards (see Rule K.24), use the higher of the two costs on the card to compare with the other card. [\[DeLaney 2000/10/30\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

### Psychic Network:

Info: Color=Blue Type=Enchantment Cost=U UG(R)

Text(UG+errata): 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 doesn't allow a player to look at his or her own card. (That card still counts as the top card of your library. If you would draw a card, draw that one instead and replace it with the next card of your library.)

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

This card is hard to play with when Handcuffs is affecting you.

[\[Barclay 1998/08/13\]](#)

You may tell an opponent (not a teammate) what their card is. You may also lie about this. [\[Barclay 1998/08/13\]](#)

Licking your card or using sweat on your forehead to stick it is legal.

[\[QAS 1998/09/09\]](#) 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. [\[QAS 1998/09/09\]](#)

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.

[\[D'Angelo 1999/02/21\]](#) 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. ;

When a spell or ability an opponent controls causes you to discard ~this~ from your hand, that player loses 5 life. [\[Oracle 2002/03/01\]](#)

The loss of life cannot be prevented by any means. It is not damage.

[\[bethmo 1994/06/15\]](#) See Rule G.21.2.

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. [\[Aahz 1994/06/16\]](#)

Not triggered by payment of costs like Land's Edge.

[\[D'Angelo 1995/10/11\]](#)

Is triggered even if the discard goes to the top of your library because of the Library of Leng. [\[WotC Rules Team 1995/05/10\]](#)

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 Theft:

Info: Color=Blue Type=Sorcery Cost=1U PY(R)

Text(PY+errata): Target player reveals his or her hand. Choose an instant or sorcery card from it, and remove that card from the game. As long as the card remains removed from the game, you may play it as though it were in your hand. At end of turn, if you haven't played the card, return it to its owner's hand. [\[Oracle 2002/03/01\]](#)

The card is revealed to all players while it is removed from the game.

[\[DeLaney 2000/05/29\]](#)

You can play the instant or sorcery during the end of turn step after you put the "at end of turn" trigger on the stack, as long as you do so before that trigger resolves. [\[Prophecy FAQ 2000/05/25\]](#)

The card may only be played once. Once it is announced and put on the

stack, the card is no longer removed from the game and the effect of Psychic Theft ends. [\[D'Angelo 2000/07/06\]](#)

#### **Psychic Trance:**

Info: Color=Blue Type=Instant Cost=2UU ON(R)  
Text(ON): Until end of turn, Wizards you control gain "{Tap}: Counter target spell."

#### **Psychic Transfer:**

Info: Color=Blue Type=Sorcery Cost=4U MI(R)/ST(R)/6(R)  
Text(6th): If the difference between your life total and target player's life total is 5 or less, exchange life totals with that player.  
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 ABUR456(C)  
Text(6th+errata/5th): Whenever enchanted land becomes tapped, ~this~ deals 2 damage to that land's controller. [\[Oracle 1999/05/01\]](#)  
Whenever the land is tapped for any reason (including by Twiddle or Icy Manipulator), damage is done. [\[bethmo 1994/10/01\]](#)

#### **Psychic Vortex:**

Info: Color=Blue Type=Enchantment Cost=2UU WL(R)  
Text(WL+errata): Cumulative Upkeep - Draw a card. ; At the end of your turn, sacrifice a land and discard your hand. [\[Oracle 1999/07/01\]](#)  
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.11.

#### **Psychotic Haze:**

Info: Color=Black Type=Instant Cost=2BB TO(C)  
Text(TO): Madness {1}{B}. ; ~this~ deals 1 damage to each creature and each player.  
Note - Also see Madness, Rule A.28.

#### **Puffer Extract:**

Info: Color=Artifact Type=Artifact Cost=5 MM(U)  
Text(MM): {X},{Tap}: Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.

#### **Pulsating Illusion:**

Info: Color=Blue Type=Creature - Illusion Cost=4U OD(U)  
Text(OD): 0/1, Flying. ; Discard a card from your hand: ~this~ gets +4/+4 until end of turn. Play this ability only once each turn.

#### **Pulsemage Advocate:**

Info: Color=White Type=Creature - Cleric Cost=2W JU(R)  
Text(JU): 1/3. ; {Tap}: Return three target cards in an opponent's graveyard to his or her hand. Return target creature card from your graveyard to play.  
You can't play this ability unless a single opponent has at least three cards in their graveyard to target and that you have a creature card in your graveyard to target. [\[Judgment FAQ 2002/05/28\]](#)

#### **Pulse of Llanowar:**

Info: Color=Green Type=Enchantment Cost=3G IN(U)  
Text(IN): If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.  
You can choose a different color each time a basic land is tapped.  
[\[D'Angelo 2000/10/14\]](#)  
You can choose the same color or mana the land would normally produce.  
[\[D'Angelo 2001/09/13\]](#)  
This does not change the amount of mana gained. It just makes all the mana generated by the basic land be of a single color of your choice.  
[\[Invasion FAQ 2000/10/03\]](#)

It does not affect mana generated by enchantments such as Wild Growth.  
[\[Invasion FAQ 2000/10/03\]](#)

#### **Pulverize:**

Info: Color=Red Type=Sorcery Cost=4RR MM(R)  
Text(MM+errata): You may sacrifice two mountains rather than pay ~this~'s mana cost. ; Destroy all artifacts. [\[Oracle 2001/06/01\]](#)

#### **Puppeteer:**

Info: Color=Blue Type=Creature - Wizard Cost=2U OD(U)  
Text(OD): 1/2. ; {U},{Tap}: Tap or untap target creature.  
You decide on resolution whether to tap or untap the creature.  
[\[Odyssey FAQ 2001/10/04\]](#)

#### **Puppet Master:**

Info: Color=Blue Type=Enchant Creature Cost=UUU LG(U1)/CH(U3)  
Text(CH+errata): When enchanted creature is put into a graveyard, return enchanted creature to its owner's hand and you may pay {U}{U}{U}. If you do, return ~this~ from its owner's graveyard to its owner's hand.  
[\[Oracle 1999/09/03\]](#)  
The cost must be paid immediately upon the sending of the creature to the owner's hand. You cannot wait until later. [\[WotC Rules Team 1994/09/15\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Puppet Strings:**

Info: Color=Artifact Type=Artifact Cost=3 TE(U)  
Text(TE): {2},{Tap}: Tap or untap target creature.

#### **Puppet's Verdict:**

Info: Color=Red Type=Instant Cost=1RR MM(R)  
Text(MM): Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

#### **Purelace:**

Info: Color=White Type=Instant Cost=W ABUR4(R)  
Text(4th+errata): Target spell or permanent becomes white. (Mana symbols on that permanent remain unchanged.) [\[Oracle 2001/08/24\]](#)  
See Chaoslace for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - This card was of type Interrupt and is now of type Instant.  
[\[Oracle 1999/09/03\]](#)

#### **Pure Reflection:**

Info: Color=White Type=Enchantment Cost=2W IN(R)  
Text(IN): Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.  
Note - Also see Converted Mana Cost, Rule K.8.  
Note - Also see Token Creatures, Rule K.25.

#### **Purgatory:**

Info: Color=Multi Type=Enchantment Cost=2BW MI(R)  
Text(MI+errata): If a creature card would be put into your graveyard from play, remove that card from the game instead. ; At the beginning of your upkeep, you may pay {4} and 2 life. If you do, return a card removed from the game with ~this~ to play. [\[Oracle 1999/07/01\]](#)  
Is used only once each upkeep. [\[D'Angelo 1996/10/15\]](#)  
If destroyed at the same time some creatures are destroyed, the destroyed creatures are removed from the game and stay removed.  
[\[D'Angelo 1998/11/16\]](#)  
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. [\[Oracle Update 1998/11/11\]](#)  
If this card changes controllers between putting the triggered ability on the stack and resolving it, the creature is put into play under the

control of the player who controlled this card when the trigger was put on the stack. [\[D'Angelo 1999/07/10\]](#)

### **Purging Scythe:**

Info: Color=Artifact Type=Artifact Cost=5 US(R)  
Text(US+errata): At the beginning of your upkeep, ~this~ deals 2 damage to the creature with the least toughness. If two or more creatures are tied for the least toughness, you choose one. [\[Oracle 1999/07/21\]](#)  
Does not target the creature it damages. [\[DeLaney 1998/10/05\]](#)

### **Purify:**

Info: Color=White Type=Sorcery Cost=3WW UL(R)/7(R)  
Text(7th): Destroy all artifacts and enchantments.

### **Purraj of Urborg:**

Info: Color=Black Type=Creature - Legend Cost=3BB MI(R)  
Text(MI+errata): 2/3. ; Whenever ~this~ attacks, it gains first strike until end of combat. ; Whenever a black spell is played, you may pay {B}. If you do, put a +1/+1 counter on ~this~. [\[Oracle 2000/02/01\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Legendary Permanents, Rule K.17.

### **Pursuit of Knowledge:**

Info: Color=White Type=Enchantment Cost=3W SH(R)  
Text(SH+errata): If you would draw a card, you may put a study counter on ~this~ instead. ; Remove three study counters from ~this~, Sacrifice ~this~: Draw seven cards. [\[Oracle 1999/05/01\]](#)  
You can skip your normal draw during your draw step or any number of draws from spells or abilities. For example, Sylvan Library or Brainstorm. [\[Duelist Magazine #25, Page 31\]](#)

### **Putrefaction:**

Info: Color=Black Type=Enchantment Cost=4B MM(U)  
Text(MM): Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.

### **Putrid Imp:**

Info: Color=Black Type=Creature - Zombie Imp Cost=B TO(C)  
Text(TO): 1/1. ; Discard a card from your hand: ~this~ gains flying until end of turn. ; Threshold - ~this~ gets +1/+1 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

### **Putrid Raptor:**

Info: Color=Black Type=Creature - Zombie Beast Cost=4BB SC(U)  
Text(SC): 4/4. ; Morph - Discard a Zombie card from your hand.  
**+ Note - Also see Morph, Rule A.29.**

### **Putrid Warrior:**

Info: Color=Multi Type=Creature - Soldier Zombie Cost=WB AP(C)  
Text(AP): 2/2. ; Whenever ~this~ deals damage, choose one - each player loses 1 life; or each player gains 1 life.  
Note - Also see Modal Spells, Rule G.24.

### **Pygmy Allosaurus:**

Info: Color=Green Type=Creature - Dinosaur Cost=2G IA(R)  
Text(IA): 2/2, Swampwalk.  
Note - Also see Landwalk, Rule A.27.

### **Pygmy Hippo:**

Info: Color=Multi Type=Creature - Hippo Cost=GU VI(R)  
Text(VI+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may have defending player play a mana ability of each land he or she controls and empty his or her mana pool. If you do, ~this~ deals no combat damage this turn and at the beginning of your postcombat main phase you add an amount of colorless mana to your mana pool equal to the amount of mana emptied from defending player's mana pool this way. [\[Oracle 2000/02/01\]](#)

Note - Before errata, it was creature type Hippopotamus. [\[Oracle 1999/07/01\]](#)

#### **Pygmy Kavv:**

Info: Color=Green Type=Creature - Kavv Cost=3G PS(C)  
Text(PS): 1/2. ; When ~this~ comes into play, draw a card for each black creature your opponents control.

#### **Pygmy Pyrosaur:**

Info: Color=Red Type=Creature - Lizard Cost=1R UL(C)/7(C)  
Text(7th): 1/1 ; ~this~ can't block. ; {R}: ~this~ gets +1/+0 until end of turn.

#### **Pygmy Razorback:**

Info: Color=Green Type=Creature - Boar Cost=1G PY(C)  
Text(PY): 2/1, Trample.  
Note - Also see Trample, Rule A.37.

#### **Pygmy Troll:**

Info: Color=Green Type=Creature - Troll Cost=1G EX(C)  
Text(EX+errata): 1/1. ; Whenever ~this~ becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. ; {G}: Regenerate ~this~.  
[\[Oracle 1999/05/01\]](#)

#### **Pyknite:**

Info: Color=Green Type=Creature - Pyknite Cost=2G IA(C)  
Text(IA+errata): 1/1. ; When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)  
You draw a card next upkeep when playing 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.  
[\[Aahz 1995/06/13\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Pyramids:**

Info: Color=Artifact Type=Artifact Cost=6 AN(U2)  
Text(AN+errata): {2}: Destroy target enchant land. ; {2}: Regenerate target land. [\[Oracle 2002/05/20\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - After errata, the card is of type "Artifact" and not "Poly Artfiact".  
[\[Oracle 1998/07/01\]](#)

#### **Pyre Zombie:**

Info: Color=Multi Type=Creature - Zombie Cost=1BR IN(R)  
Text(IN): 2/1. ; At the beginning of your upkeep, if ~this~ is in your graveyard, you may pay {1}{B}{B}. If you do, return ~this~ from your graveyard to your hand. ; {1}{R}{R}, Sacrifice ~this~: ~this~ deals 2 damage to target creature or player.

#### **Pyric Salamander:**

Info: Color=Red Type=Creature - Salamander Cost=1R MI(C)  
Text(MI+errata): 1/1. ; {R}: ~this~ gets +1/+0 until end of turn.  
Sacrifice ~this~ at end of turn. [\[Oracle 1999/07/01\]](#)

#### **Pyroblast:**

Info: Color=Red Type=Instant Cost=R IA(C)/5(U)  
Text(5th+errata): Choose one - Counter target spell if it's blue; or destroy target permanent if it's blue. [\[Oracle 2000/02/01\]](#)  
You can target any spell or permanent, it need not be blue. It just does not do anything unless the color matches. [\[D'Angelo 1995/06/09\]](#)  
You can use Sleight of Mind after announcing this spell to change the color word and make it do something on resolution. [\[D'Angelo 1995/06/09\]](#)  
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. [\[WotC Rules Team 1995/09/22\]](#) See Rule G.24 on Modal spells.  
Note - Also see Modal Spells and Abilities, Rule G.24.

Note - This card was of type Interrupt and is now of type Instant.

[Oracle 2000/02/01]

### Pyroclasm:

Info: Color=Red Type=Sorcery Cost=1R IA(U)/PT(R)/7(U)  
Text(IA.8th): ~this~ deals 2 damage to each creature.

### Pyrokinesis:

Info: Color=Red Type=Instant Cost=4RR AL(U2)/AT(F1)  
Text(AL+errata): You may remove a red card in your hand from the game rather than pay ~this~'s mana cost. ; ~this~ deals 4 damage divided as you choose among any number of target creatures. [Oracle 2001/06/01]  
See Pyrotechnics for other rulings.

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Also see Mana Cost, Rule K.18.

### Pyromancy:

Info: Color=Red Type=Enchantment Cost=2RR UL(R)  
Text(UL+errata): {3}, Discard a card at random from your hand: ~this~ deals to target creature or player damage equal to the converted mana cost of the discarded card. [Oracle 1999/05/01]

You pick the target before you pick the random card to discard.

[bethmo 1999/02/11]

A card with X in the cost is treated as X=0. See Rule K.28.3.

[D'Angelo 1999/03/23]

Note - Also see Converted Mana Cost, Rule K.8.

### Pyromania:

Info: Color=Red Type=Enchantment Cost=2R TO(U)  
Text(TO): {1}{R}, Discard a card at random from your hand: ~this~ deals 1 damage to target creature or player. ; {1}{R}, Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.

### Pyrostatic Pillar:

Info: Color=Red Type=Enchantment Cost=1R SC(U)  
Text(SC): Whenever a player plays a spell with converted mana cost {3} or less, ~this~ deals 2 damage to that player.

+ Note - Also see *Converted Mana Cost, Rule K.8.*

### Pyrotechnics:

Info: Color=Red Type=Sorcery Cost=4R LG(C2)/457(U)/6(C)/AT(F1)  
Text(4th/5th/6th/7th): ~this~ deals 4 damage divided any way you choose among any number of target creatures and/or players.

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 1995/07/19]

You cannot choose to have zero targets. You must choose between 1 and 4 targets. [Jordan 2003/05/19]

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 1995/03/07]

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 1995/03/02]

### Python:

Info: Color=Black Type=Creature - Snake Cost=1BB VI(C)/6(C)/PT(C)  
Text(VI/6th): 3/2.

Note - In Visions this card was of creature type Python.

Note - The Portal version had no creature type.

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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 swampwalk. [Oracle 1999/09/03]



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

#### **Quagmire Druid:**

Info: Color=Black Type=Creature - Zombie Druid Cost=2B AP(C)  
Text(AP): 2/2. ; {G},{Tap},Sacrifice a creature: Destroy target enchantment.

#### **Quagmire Lamprey:**

Info: Color=Black Type=Creature - Fish Cost=2B MM(U)  
Text(MM): 1/1. ; Whenever ~this~ becomes blocked by a creature, put a -1/-1 counter on that creature.

#### **Quarum Trench Gnomes:**

Info: Color=Red Type=Creature - Gnome Cost=3R LG(R)  
Text(LG+errata): 1/1. ; {Tap}: Choose target plains. Whenever that plains is tapped for mana, it produces colorless mana instead of its normal type. (This effect doesn't end at end of turn.) [\[Oracle 2002/05/20\]](#)  
The ability is a replacement effect (see Rule T.10). [\[D'Angelo 1998/11/24\]](#)  
The use of the word "Whenever" is an error. [\[D'Angelo 2002/06/19\]](#)  
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. [\[D'Angelo 1998/11/16\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Quash:**

Info: Color=Blue Type=Instant Cost=2UU UD(U)  
Text(UD+errata): Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that card and remove them from the game. That player then shuffles his or her library. [\[Oracle 1999/11/01\]](#)  
It removes the countered spell from the game. This is because the first sentence puts the spell into the graveyard before you continue to the second sentence. [\[Urza's Destiny FAQ 1999/05/25\]](#)  
If the spell is not countered (because the spell it targets cannot be countered), then it does not get removed from the game but all the other copies in the graveyard, hand, and library are removed.  
[\[D'Angelo 2001/04/16\]](#)  
You have the choice to not find copies of the card in their library (see Rule Z.6.9). You would almost certainly want to find them all, however.  
[\[D'Angelo 2001/06/15\]](#)  
Note - Cycle with Eradicate, Scour, Sowing Salt, and Splinter.

#### **Questing Phelddagrif:**

Info: Color=Multi Type=Creature - Phelddagrif Cost=1GWU PS(R)  
Text(PS): 4/4. ; {G}: ~this~ gets +1/+1 until end of turn. Target opponent puts a 1/1 green Hippo creature token into play. ; {W}: ~this~ gains protection from black and from red until end of turn. Target opponent gains 2 life. ; {U}: ~this~ gains flying until end of turn. Target opponent may draw a card.  
Note - Also see Protection, Rule A.31.  
Note - Also see Token Creatures, Rule K.25.

#### **Quickening Lcid:**

Info: Color=White Type=Creature - Lcid Cost=1W TE(U)  
Text(TE+errata): 1/1. ; {1}{W},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature has first strike." and "{W}: End the effect that created this ability."  
[\[Oracle 2001/08/24\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Lcids, Rule E.8.

#### **Quicksand:**

Info: Color=Land Type=Land Cost=None VI(U)  
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(R)  
Text(UL+errata): {4},{Tap}: Put a creature card from your hand into play.

[\[Oracle 1999/05/01\]](#)

A "creature card" is an Artifact Creature or Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

Any 'X' in the creature's cost is zero. [\[D'Angelo 1999/02/13\]](#)

#### **Quicksilver Dagger:**

Info: Color=Multi Type=Enchant Creature Cost=1UR AP(C)  
Text(AP): Enchanted creature has "{Tap}: This creature deals 1 damage to target player. You draw a card."

#### **Quicksilver Dragon:**

Info: Color=Blue Type=Creature - Dragon Cost=4UU ON(R)  
Text(ON): 5/5, Flying. ; {U}: If target spell has only one target and that target is ~this~, change that spell's target to another creature. ; Morph {4}{U}.  
Note - Also see Morph, Rule A.29.

#### **Quicksilver Wall:**

Info: Color=Blue Type=Creature - Wall Cost=2U PY(U)  
Text(PY): 1/6. (Walls can't attack.) ; {4}: Return ~this~ to its owners hand. Any player may play this ability.

#### **Quick Sliver:**

Info: Color=Green Type=Creature - Sliver Cost=1G LE(C)  
Text(LE): 1/1. ; You may play ~this~ any time you could play an instant. ; Any player may play Sliver cards any time he or she could play an instant. The first ability applies when this card is not in play. The second ability applies when this card is in play. [\[Legions FAQ 2003/01/23\]](#)

#### **Quiet Speculation:**

Info: Color=Blue Type=Sorcery Cost=1U JU(U)  
Text(JU): Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles his or her library.  
You can choose not to find all the card if you don't want to.  
[\[Judgment FAQ 2002/05/28\]](#)

#### **Quirion Druid:**

Info: Color=Green Type=Creature - Druid Cost=2G VI(R)  
Text(VI+errata): 1/2. ; {G},{Tap}: Target land becomes a 2/2 green creature that's still a land. (This effect doesn't end at end of turn.)  
[\[Oracle 2000/10/24\]](#)  
Note - Also see Changing a Permanent's Type, Rule K.5.

#### **Quirion Dryad:**

Info: Color=Green Type=Creature - Dryad Cost=1G PS(R)  
Text(PS): 1/1. ; Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on ~this~.  
The ability will trigger only once if a spell has multiple colors.  
[\[Planeshift FAQ 2001/01/26\]](#)

#### **Quirion Elves:**

Info: Color=Green Type=Creature - Elf Cost=1G MI(C)/IN(C)/BD(F1)  
Text(IN): 1/1. ; As ~this~ comes into play, choose a color. ; {Tap}: Add {G} to your mana pool. ; {Tap}: Add one mana of the chosen color to your mana pool.  
Note - Also see Color, Rule G.3, for rules on choosing a color.

#### **Quirion Explorer:**

Info: Color=Green Type=Creature - Elf Cost=1G PS(C)  
Text(PS): 1/1. ; {Tap}: Add to your mana pool one mana of any color that a land an opponent controls could produce.  
If the opponent only has lands that produce colorless or no mana, this card's ability cannot be played. [\[Planeshift FAQ 2001/01/26\]](#)  
[\[Jordan 2001/02/12\]](#)

**Quirion Ranger:**

Info: Color=Green Type=Creature - Elf Cost=G VI(C)

Text(VI+errata): 1/1. ; Return a forest you control to its owner's hand:  
Untap target creature. Play this ability only once each turn.

[\[Oracle 1999/07/01\]](#)

It can target an untapped creature. [\[D'Angelo 1997/06/04\]](#)

**Quirion Sentinel:**

Info: Color=Green Type=Creature - Elf Cost=1G IN(C)

Text(IN): 2/1. ; When ~this~ comes into play, add one mana of any color to your mana pool.

You get the mana whether you want it or not. If you can't spend it, you'll take mana burn. [\[Invasion FAQ 2000/10/03\]](#)

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

**Quirion Trailblazer:**

Info: Color=Green Type=Creature - Elf Cost=3G IN(C)

Text(IN): 1/2. ; When ~this~ comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

The land does not count toward your normal limit of playing one land per turn. [\[Invasion FAQ 2000/10/03\]](#)

You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

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

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**Rabid Elephant:**

Info: Color=Green Type=Creature - Elephant Cost=4G OD(C)

Text(OD): 3/4. ; Whenever ~this~ becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

**Rabid Rats:**

Info: Color=Black Type=Creature - Rat Cost=1B SH(C)

Text(SH): 1/1. ; {Tap}: Target blocking creature gets -1/-1 until end of turn.

**Rabid Wolverines:**

Info: Color=Green Type=Creature - Wolverine Cost=3GG EX(C)

Text(EX+errata): 4/4. ; Whenever ~this~ becomes blocked, it gets +1/+1 until end of turn for each creature blocking it. [\[Oracle 1999/05/01\]](#)

**Rabid Wombat:**

Info: Color=Green Type=Creature - Wombat Cost=2GG LG(U1)/CH(U3)/5(U)

Text(CH/5th+errata): 0/1. ; Attacking doesn't cause ~this~ to tap. ; ~this~ gets +2/+2 for each enchant creature enchanting it. [\[Oracle 1999/09/03\]](#)

If an enchantment is removed from the Wombat, its power and toughness change immediately. [\[bethmo 1994/06/16\]](#)

**The Rack:**

Info: Color=Artifact Type=Artifact Cost=1 AQ(U3)/R4(U)

Text(4th+errata): As ~this~ comes into play, choose an opponent. ; At the beginning of the chosen player's upkeep, ~this~ deals X damage to that player where X is three minus the number of cards in his or her hand.

[\[Oracle 2001/08/24\]](#)

You choose one opposing player as this card enters play and it only affects that one player. This choice is not changed even if this card changes controllers. It becomes useless but stays in play if the chosen player leaves play. [\[Jordan 2001/02/13\]](#) See Rule M.1.3.

Amount of damage is determined when effect is resolved and not when it is announced. [\[D'Angelo 1995/10/05\]](#)

No damage is done if X is zero or less. [\[D'Angelo 2001/08/31\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Rack and Ruin:**

Info: Color=Red Type=Instant Cost=2R UL(U)  
Text(UL): Destroy two target artifacts.  
Must target two different artifacts. See Rule G.39.2.  
[\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Rackling:**

Info: Color=Artifact Type=Artifact Creature Cost=4 NE(U)  
Text(NE): 2/2. ; At the beginning of each opponent's upkeep, ~this~ deals X damage to that player, where X is the number of cards in his or her hand fewer than three.

#### **Radiant, Archangel:**

Info: Color=White Type=Creature - Angel Legend Cost=3WW UL(R)  
Text(UL+errata): 3/3, Flying ; Attacking doesn't cause ~this~ to tap. ; ~this~ gets +1/+1 for each other creature with flying in play.  
[\[Oracle 1999/05/01\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Radiant Essence:**

Info: Color=Multi Type=Creature - Spirit Cost=1GW MI(U)  
Text(MI+errata): 2/3. ; ~this~ gets +1/+2 as long as an opponent controls a black permanent. [\[Oracle 1999/07/01\]](#)  
In a multiplayer game, it gets the bonus if at least one player controls a black permanent. [\[D'Angelo 1999/07/10\]](#)

#### **Radiant Kavvu:**

Info: Color=Multi Type=Creature - Kavvu Cost=RGW PS(R)  
Text(PS): 3/3. ; {R}{G}{W}: Prevent all combat damage blue creatures and black creatures would deal this turn.

#### **Radiant's Dragoons:**

Info: Color=White Type=Creature - Soldier Cost=3W UL(U)  
Text(UL+errata): 2/5. ; Echo ; When ~this~ comes into play, you gain 5 life.  
[\[Oracle 1999/05/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Echo, Rule A.14.

#### **Radiant's Judgment:**

Info: Color=White Type=Instant Cost=2W UL(C)  
Text(UL): Destroy target creature with power 4 or greater. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### **Radiate:**

Info: Color=Red Type=Instant Cost=3RR TO(R)  
Text(TO): Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.

#### **Radjan Spirit:**

Info: Color=Green Type=Creature - Spirit Cost=3G LG(U1)/456(U)  
Text(4th/5th/6th): 3/2 ; {Tap}: Target creature loses flying until end of turn.  
Can be used on a creature without Flying with no effect.  
[\[Duelist Magazine #5, Page 23\]](#)

#### **Rage Weaver:**

Info: Color=Red Type=Creature - Wizard Cost=1R IN(U)  
Text(IN): 2/1. ; {2}: Target black or green creature gains haste until end of turn.  
Note - Also see Haste, Rule A.22.

#### **Raging Bull:**

Info: Color=Red Type=Creature - Bull Cost=2R LG(C1)  
Text(LG): 2/2.

#### **Raging Cougar:**

Info: Color=Red Type=Creature - Cat Cost=2R PT(C)  
Text(PT): 2/2. ; ~this~ is unaffected by summoning sickness.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Haste."  
[\[D'Angelo 2000/06/05\]](#)  
Note - Also see Haste, Rule A.22.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Cat. [\[D'Angelo 2000/06/05\]](#)

#### **Raging Goblin:**

Info: Color=Red Type=Creature - Goblin Cost=R  
EX(C)/PT(C)/P2(C)/ST(C)/67(C)/AT(F1)/BR(F1)/BD(F1)  
Text(6th/7th): 1/1, Haste.  
Note - Also see Haste, Rule A.22.  
Note - The Portal version had no creature type.

#### **Raging Gorilla:**

Info: Color=Red Type=Creature - Ape Cost=2R VI(C)  
Text(VI+errata): 2/3. ; Whenever ~this~ blocks or becomes blocked, it gets +2/-2 until end of turn. [\[Oracle 1999/07/01\]](#)  
Note - Before errata, this card was of creature type Gorilla.  
[\[Oracle 1999/07/01\]](#)

#### **Raging Kavv:**

Info: Color=Multi Type=Creature - Kavv Cost=1RG IN(R)  
Text(IN): 3/1, Haste. ; You may play ~this~ any time you could play an instant.  
Note - See Rule E.12.Ruling.7 for "any time you could play" rules.  
Note - Also see Haste, Rule A.22.

#### **Raging Minotaur:**

Info: Color=Red Type=Creature - Minotaur Cost=2RR PT(C)  
Text(PT): 3/3. ; ~this~ is unaffected by summoning sickness.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Haste."  
[\[D'Angelo 2000/06/05\]](#)  
Note - Also see Haste, Rule A.22.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Minotaur. [\[D'Angelo 2000/06/05\]](#)

#### **Raging River:**

Info: Color=Red Type=Enchantment Cost=RR ABU(R)  
Text(ABU+errata): At the beginning of your combat phase, each opponent chooses "east" or "west" for each creature without flying he or she controls. ; As you declare attacking creatures, choose "east" or "west" for each attacking creature. ; "East" creatures can't block "west" creatures. "West" creatures can't block "east" creatures.  
[\[Oracle 2003/02/01\]](#)  
If a creature enters play (or something becomes a creature) after the attack is announced, the creature is not restricted as to which creatures it can block. [\[WotC Rules Team 1995/11/10\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Raging Spirit:**

Info: Color=Red Type=Creature - Spirit Cost=3R MI(C)  
Text(MI): 3/3. ; {2}: ~this~ is colorless until end of turn.

#### **Rag Man:**

Info: Color=Black Type=Creature - Minion Cost=2BB DK(U1)/4567(R)  
Text(7th): 2/1. ; {B}{B}{B},{Tap}: Target opponent reveals his or her hand and discards a creature card at random from it. Play 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.  
Note - On cards from The Dark, Fourth Edition, Fifth Edition, and

Sixth Edition, this card was of type "Rag Man". It is now of type "Minion".

#### **Ragnar:**

Info: Color=Multi Type=Creature - Legend Cost=UWG LG(R)  
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.17.

#### **Raiding Nightstalker:**

Info: Color=Black Type=Creature - Nightstalker Cost=2B P2(C)  
Text(P2): 2/2, Swampwalk.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Landwalk, Rule A.27.

#### **Raiding Party:**

Info: Color=Red Type=Enchantment Cost=2R FE(U3)  
Text(FE+errata): ~this~ can't be the target of white spells or abilities from white sources. ; Sacrifice an Orc: Each player may tap any number of untapped white creatures he or she controls. For each creature tapped this way, that player chooses up to two plains. Then destroy all plains that weren't chosen this way by any player. [\[Oracle 2002/03/01\]](#)  
The creatures are tapped during spell resolution.  
[\[WotC Rules Team 1994/12/15\]](#)  
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. [\[Aahz 1995/05/09\]](#)  
A player can choose zero or one Plains if they want. [\[D'Angelo 2002/03/16\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Rainbow Crow:**

Info: Color=Blue Type=Creature - Bird Cost=3U IN(U)  
Text(IN): 2/2, Flying. ; {1}: ~this~ becomes the color of your choice until end of turn.

#### **Rainbow Efreet:**

Info: Color=Blue Type=Creature - Efreet Cost=3U VI(R)  
Text(VI+errata): 3/1, Flying. ; {U}{U}: ~this~ phases out.  
[\[Oracle 1998/07/01\]](#)  
Note - Also see Phasing Out and In, Rule G.27.

#### **Rainbow Vale:**

Info: Color=Land Type=Land Cost=None FE(U1)  
Text(FE+errata): {Tap}: Add one mana of any color to your mana pool. An opponent gains control of ~this~ at end of turn. [\[Oracle 1999/07/01\]](#)  
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.  
[\[D'Angelo 1995/07/07\]](#)  
Will not change if tapped by Mana Short since Mana Short does not tap a land for mana. [\[D'Angelo 1995/03/22\]](#)  
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 for mana. [\[WotC Rules Team 1994/12/15\]](#)  
Stays in the same tapped/untapped state it is in when it switches controllers. [\[D'Angelo 1995/07/07\]](#)  
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.  
[\[bethmo 1995/07/19\]](#) These abilities resolve using the standard order for such things, so the current player's abilities are put on the stack first, then the opponent's. [\[D'Angelo 1995/07/25\]](#)  
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.

[\[Duelist Magazine #7, Page 98\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Rain of Blades:**

Info: Color=White Type=Instant Cost=W SC(U)  
Text(SC): ~this~ deals 1 damage to each attacking creature.

#### **Rain of Daggers:**

Info: Color=Black Type=Sorcery Cost=4BB P2(R)  
Text(P2): Destroy all your opponent's creatures. For each creature destroyed this way, you lose 2 life.

When played under non-Portal rules, the text should be read as "Destroy all creatures controlled by target opponent. You lose 2 life for each creature destroyed this way." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Rain of Filth:**

Info: Color=Black Type=Instant Cost=B US(U)  
Text(US+errata): Until end of turn, lands you control gain "Sacrifice this land: Add {B} to your mana pool". [\[Oracle 1999/05/01\]](#)  
The granted ability can be used while the land is tapped.

[\[DeLaney 1998/10/05\]](#)

Only grants the ability to lands you control when this ability resolves.

[\[bethmo 1999/06/13\]](#)

#### **Rain of Salt:**

Info: Color=Red Type=Sorcery Cost=4RR PT(U)/US(U)  
Text(US): Destroy two target lands.  
You must target two different lands. You cannot choose to target just one.  
[\[Urza's FAQ 1998/10/05\]](#)

#### **Rain of Tears:**

Info: Color=Black Type=Sorcery Cost=1BB TE(U)/PT(U)/MM(U)  
Text(TE/MM): Destroy target land.

#### **Raise Dead:**

Info: Color=Black Type=Sorcery Cost=B ABUR4567(C)/PT(C)/P2(C)/ST(C)  
Text(6th/7th): Return target creature card from your graveyard to your hand.  
A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

You must show the card you bring out of the graveyard to your opponent.

[\[bethmo 1994/10/01\]](#)

You can Raise Dead a creature which was discarded from your hand and was therefore never in play. [\[D'Angelo 1994/10/01\]](#)

The creature being brought back is chosen on announcement and not on resolution of the spell because it is targeted.

[\[Duelist Magazine #5, Page 123\]](#)

#### **Raka Disciple:**

Info: Color=Red Type=Creature - Wizard Cost=R AP(C)  
Text(AP): 1/1. ; {W},{Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; {U},{Tap}: Target creature gains flying until end of turn.

#### **Rakalite:**

Info: Color=Artifact Type=Artifact Cost=6 AQ(U3)/CH(U1)  
Text(CH+errata): {2}: Prevent the next 1 damage that would be dealt to target creature or player this turn. Return ~this~ to its owner's hand at end of turn. [\[Oracle 1999/09/03\]](#)

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. [\[bethmo 1994/05/01\]](#)

Can be used any number of times during the turn before it leaves play.

[\[D'Angelo 1994/06/01\]](#)

Can choose a different creature or player for each use.

**[D'Angelo 1994/06/01]**

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - It is of type Artifact, not Poly Artifact. **[Oracle 1998/07/01]**

**Raka Sanctuary:**

Info: Color=Red Type=Enchantment Cost=2R AP(U)

Text(AP): At the beginning of your upkeep, if you control a white or blue permanent, ~this~ deals 1 damage to target creature. If you control a white permanent and a blue permanent, ~this~ deals 3 damage to that creature instead.

It can deal 0, 1, or 3 damage, but never 4. **[Apocalypse FAQ 2001/05/24]**

**Rakavolver:**

Info: Color=Red Type=Creature - Volver Cost=2R AP(R)

Text(AP+errata): 2/2. ; Kicker {1}{W} and/or {U}. ; If you paid the {1}{W} kicker cost, ~this~ comes into play with two +1/+1 counters on it and with "Whenever ~this~ deals damage, you gain that much life." If you paid the {U} kicker cost, ~this~ comes into play with a +1/+1 counter on it and with flying. **[Oracle 2001/08/24]**

Note - Also see Kicker, Rule A.24.

**Rally:**

Info: Color=White Type=Instant Cost=WW IA(C)

Text(IA+errata): Blocking creatures get +1/+1 until end of turn.

**[Oracle 2000/02/01]**

**Rally the Troops:**

Info: Color=White Type=Sorcery Cost=W P2(U)/P3(U)

Text(P2): Play ~this~ only after you're attacked, before you declare blockers. ; Untap all your creatures.

When played under non-Portal rules, the text should be read as an Instant that reads "Play ~this~ only during an opponent's declare attackers step. ; Untap all creatures you control." **[D'Angelo 2000/07/29]**

All tournament formats have banned this card because it only appears in Portal.

**Ramirez DePietro:**

Info: Color=Multi Type=Creature - 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 First Strike, Rule A.18.

Note - Also see Legendary Permanents, Rule K.17.

**Ramosian Captain:**

Info: Color=White Type=Creature - Rebel Cost=1WW MM(U)

Text(MM): 2/2, First Strike. ; {5},{Tap}: Search your library for a Rebel card with converted mana cost {4} or less and put that card into play. Then shuffle your library.

You do not have to find a Rebel card if you do not want to. See

Rule Z.6.9. **[D'Angelo 2001/07/14]**

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see First Strike, Rule A.18.

**Ramosian Commander:**

Info: Color=White Type=Creature - Rebel Cost=2WW MM(U)

Text(MM): 2/4. ; {6},{Tap}: Search your library for a Rebel card with converted mana cost {5} or less and put that card into play. Then shuffle your library.

You do not have to find a Rebel card if you do not want to. See

Rule Z.6.9. **[D'Angelo 2001/07/14]**

Note - Also see Converted Mana Cost, Rule K.8.

**Ramosian Lieutenant:**

Info: Color=White Type=Creature - Rebel Cost=1W MM(C)

Text(MM): 1/2. ; {4},{Tap}: Search your library for a Rebel card with converted mana cost {3} or less and put that card into play. Then shuffle your library.

You do not have to find a Rebel card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

#### **Ramosian Rally:**

Info: Color=White Type=Instant Cost=3W MM(C)  
Text(MM+errata): If you control a plains, you may tap an untapped creature you control rather than pay ~this~'s mana cost. ; Creatures you control get +1/+1 until end of turn. [\[Oracle 2001/06/01\]](#)

#### **Ramosian Sergeant:**

Info: Color=White Type=Creature - Rebel Cost=W MM(C)  
Text(MM): 1/1. ; {3},{Tap}: Search your library for a Rebel card with converted mana cost {2} or less and put that card into play. Then shuffle your library.  
You do not have to find a Rebel card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

#### **Ramosian Sky Marshal:**

Info: Color=White Type=Creature - Rebel Cost=3WW MM(R)  
Text(MM): 3/3, Flying. ; {7},{Tap}: Search your library for a Rebel card with converted mana cost {6} or less and put that card into play. Then shuffle your library.  
You do not have to find a Rebel card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

#### **Rampant Elephant:**

Info: Color=White Type=Creature - Elephant Cost=3W IN(C)  
Text(IN): 2/2. ; {G}: Target creature blocks ~this~ this turn if able.

#### **Rampart Crawler:**

Info: Color=Black Type=Creature - Mercenary Cost=B MM(C)  
Text(MM): 1/1. ; ~this~ can't be blocked by Walls.

#### **Rampant Growth:**

Info: Color=Green Type=Sorcery Cost=1G MI(C)/TE(C)/67(C)/BD(F1)  
Text(6th/7th): Search your library for a basic land card and put that card into play tapped. Then shuffle your library.  
The land does not count toward your one per turn limit because it was put into play by an effect. [\[Duelist Magazine #16, Page 30\]](#)  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Ramses Overdark:**

Info: Color=Multi Type=Creature - Legend Cost=2BBUU LG(R)  
Text(LG+errata): 4/3. ; {Tap}: Destroy target enchanted creature.  
[\[Oracle 1999/09/03\]](#)  
A creature is "enchanted" if it has any local enchantments on it. [\[D'Angelo 2000/03/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Rancid Earth:**

Info: Color=Black Type=Sorcery Cost=1BB TO(C)  
Text(TO): Destroy target land. ; Threshold - Instead destroy that land and ~this~ deals 1 damage to each creature and each player. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Rancor:**

Info: Color=Green Type=Enchant Creature Cost=G UL(C)  
Text(UL+errata): Enchanted creature gains +2/+0 and has trample. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)  
Note - Also see Trample, Rule A.37.

**Ranger en-Vec:**

Info: Color=Multi Type=Creature - Soldier Cost=1WG TE(U)/AT(F1)  
Text(TE): 2/2, First Strike. ; {G}: Regenerate ~this~.  
Note - Also see First Strike, Rule A.18.

**Rank and File:**

Info: Color=Black Type=Creature - Zombie Cost=2BB UL(U)  
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.4) resolves. It's a one shot effect and will not apply to green creatures that enter play later in the turn.

[\[Urza's Legacy FAQ 1999/02/03\]](#)

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

**Ransack:**

Info: Color=Blue Type=Sorcery Cost=3U SH(U)/ST(R)  
Text(SH+errata): Look at the top five cards of target player's library. Put any number of them on the bottom of that library in any order and the rest on top of the library in any order. [\[Oracle 1999/05/01\]](#)

**Rapid Decay:**

Info: Color=Black Type=Instant Cost=1B UD(R)  
Text(UD): Cycling {2}. ; Remove from the game up to three target cards in a single graveyard.

You pick the cards during announcement. If any are not there on resolution, any others that are there are still affected. [\[D'Angelo 1999/06/01\]](#)

Note - Also see Cycling, Rule A.12.

**Rapid Fire:**

Info: Color=White Type=Instant Cost=3W LG(R)  
Text(LG+errata): Play ~this~ only before the declare blockers step. ; Target creature gains first strike until end of turn. If it doesn't have rampage, that creature gains rampage 2 until end of turn.  
[\[Oracle 2001/08/24\]](#)

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

Note - Also see First Strike, Rule A.18.

Note - Also see Rampage, Rule A.33.

**Rappelling Scouts:**

Info: Color=White Type=Creature - Rebel Cost=2WW MM(R)  
Text(MM): 1/4, Flying. ; {2}{W}: ~this~ gains protection from the color of your choice until end of turn.

Note - Also see Protection, Rule A.31.

**Rashida Scalebane:**

Info: Color=White Type=Creature - Legend Cost=3WW MI(R)  
Text(MI+errata): 3/4. ; {Tap}: Destroy target attacking or blocking Dragon. It can't be regenerated. You gain life equal to its power.

[\[Oracle 1999/07/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

**Rashka the Slayer:**

Info: Color=White Type=Creature - Legend Cost=3WW HL(U3)  
Text(HL+errata): 3/3. ; ~this~ may block as though it had flying. ;

Whenever ~this~ blocks one or more black creatures, ~this~ gets +1/+2 until end of turn. [\[Oracle 1999/11/01\]](#)

The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

Gets the bonus only once even if it blocks more than one black creature.

[\[D'Angelo 1999/08/17\]](#) See Rule A.4.17.

Note - Also see Legendary Permanents, Rule K.17.

**Rasputin Dreamweaver:**

Info: Color=Multi Type=Creature - Legend Cost=4WU LG(R)  
Text(LG+errata): 4/1. ; ~this~ comes into play with seven dream counters on it. ; Remove a dream counter from ~this~: Add one colorless mana to your mana pool. ; Remove a dream counter from ~this~: Prevent the next 1 damage that would be dealt to ~this~ this turn. ; At the beginning of your upkeep, if ~this~ started the turn untapped, put a dream counter on it. ~this~ can't have more than seven dream counters on it.

[Oracle 1999/09/03]

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.17.

#### **Rathi Assassin:**

Info: Color=Black Type=Creature - Mercenary Cost=2BB NE(R)

Text(NE): 2/2. ; {1}{B}{B},{Tap}: Destroy target tapped nonblack creature. ;

{3},{Tap}: Search your library for a Mercenary card with converted mana cost {3} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. [D'Angelo 2001/07/14]

Note - Also see Converted Mana Cost, Rule K.8.

Note - Similar to Moggcatcher, Rathi Fiend, Rathi Intimidator, and Seahunter.

#### **Rathi Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=2RR TE(R)

Text(TE+errata): 5/5, Flying. ; When ~this~ comes into play, sacrifice it unless you sacrifice two mountains. [Oracle 1999/05/01]

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

#### **Rathi Fiend:**

Info: Color=Black Type=Creature - Mercenary Cost=3B NE(U)

Text(NE): 2/2. ; When ~this~ comes into play, each player loses 3 life. ;

{3},{Tap}: Search your library for a Mercenary card with converted mana cost {3} or less and put that card into play. Then shuffle your library.

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. [D'Angelo 2001/07/14]

Note - Also see Converted Mana Cost, Rule K.8.

Note - Similar to Moggcatcher, Rathi Assassin, Rathi Intimidator, and Seahunter.

#### **Rathi Intimidator:**

Info: Color=Black Type=Creature - Mercenary Cost=1BB NE(C)

Text(NE+errata): 2/1, Fear. ; {2},{Tap}: Search your library for a Mercenary card with converted mana cost {2} or less and put that card into play.

Then shuffle your library. [Oracle 2002/10/01]

You do not have to find a Mercenary card if you do not want to. See

Rule Z.6.9. [D'Angelo 2001/07/14]

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Fear, Rule A.17.

Note - Similar to Moggcatcher, Rathi Assassin, Rathi Fiend, and Seahunter.

#### **Rath's Edge:**

Info: Color=Land Type=Legendary Land Cost=None NE(R)

Text(NE): {Tap}: Add one colorless mana to your mana pool. ;

{4},{Tap},Sacrifice a land: ~this~ deals 1 damage to target creature or player.

#### **Rats' Feast:**

Info: Color=Black Type=Sorcery Cost=XB JU(C)

Text(JU): Remove X target cards in a single graveyard from the game.

Note - Also see X Costs, Rule K.28.

#### **Rats of Rath:**

Info: Color=Black Type=Creature - Rat Cost=1B TE(C)

Text(TE): 2/1. ; {B}: Destroy target artifact, creature, or land you control. [Oracle 1999/05/01]

**Ravaged Highlands:**

Info: Color=Land Type=Land Cost=None OD(C)  
Text(OD): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool. ; {Tap},Sacrifice ~this~: Add one mana of any color to your mana pool.

**Ravages of War:**

Info: Color=White Type=Sorcery Cost=3W P3(R)  
Text(P3): Destroy all lands. (This includes your lands.)  
All tournament formats have banned this card because it only appears in Portal.

**Ravaging Horde:**

Info: Color=Red Type=Creature - Soldier Cost=3RR P3(U)  
Text(P3): 3/3. ; When ~this~ comes into play, destroy any one land.  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, destroy target land." [D'Angelo 2000/06/05]  
All tournament formats have banned this card because it only appears in Portal.

**Raven Familiar:**

Info: Color=Blue Type=Creature - Bird Cost=2U UL(U)  
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 1999/02/10]  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Echo, Rule A.14.

**Raven Guild Initiate:**

Info: Color=Blue Type=Creature - Wizard Cost=2U SC(C)  
Text(SC): 1/4. ; Morph - Return a Bird you control to its owner's hand.  
**+ Note - Also see Morph, Rule A.29.**

**Raven Guild Master:**

Info: Color=Blue Type=Creature - Wizard Mutant Cost=1UU SC(R)  
Text(SC): 1/1. ; Morph {2}{U}{U}. ; Whenever ~this~ deals combat damage to a player, that player removes the top ten cards of his or her library from the game.  
**+ Note - Also see Morph, Rule A.29.**

**Ravenous Baboons:**

Info: Color=Red Type=Creature - Ape Cost=3R EX(R)  
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 1998/06/10]  
You have to pick one of your own non-basic lands if the opponent does not have any and you do. [D'Angelo 1998/06/10]  
Note - Also see Comes Into Play Abilities, Rule E.3.

**Ravenous Baloth:**

Info: Color=Green Type=Creature - Beast Cost=2GG ON(R)  
Text(ON): 4/4. ; Sacrifice a Beast: You gain 4 life.

**Ravenous Rats:**

Info: Color=Black Type=Creature - Rat Cost=1B UD(C)/P2(C)/ST(U)/IN(C)  
Text(IN): 1/1. ; When ~this~ comes into play, target opponent discards a card from his or her hand.  
Note - Also see Comes Into Play Abilities, Rule E.3.

**Ravenous Skirge:**

Info: Color=Black Type=Creature - Imp Cost=2B US(C)  
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 1998/10/05]



**Ravenous Vampire:**

Info: Color=Black Type=Creature - Vampire Cost=3BB MI(U)  
 Text(MI+errata): 3/3, Flying. ; At the beginning of your upkeep, you may sacrifice a nonartifact creature. If you do, put a +1/+1 counter on ~this~. If you don't, tap ~this~. [\[Oracle 2000/10/24\]](#)  
 If sacrificed to itself, it goes to the graveyard before getting the +1/+1 counter. [\[Jordan 2001/05/20\]](#)

**Rayne, Academy Chancellor:**

Info: Color=Blue Type=Creature - Wizard Legend Cost=2U UD(R)  
 Text(UD+errata): 1/1. ; Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card, and if ~this~ is enchanted, you may draw another card.  
[\[Oracle 2002/03/01\]](#)  
 If a spell or ability targets multiple permanents you control or targets you and one or more of your permanents, this triggers once for each such target. [\[Urza's Destiny FAQ 1999/05/25\]](#)  
 Drawing a card is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)  
 When playing a local enchantment on this card, the triggered ability will resolve before the enchantment comes into play. [\[D'Angelo 1999/06/14\]](#)  
 The "if" in the card text does not have a special meaning. You check if this card is enchanted when the ability resolves and draw 1 or 2 cards.  
[\[bethmo 1999/09/27\]](#)

**Ray of Command:**

Info: Color=Blue Type=Instant Cost=3U IA(C)/MI(C)/5(C)/BR(F1)  
 Text(MI/5th+errata): Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. ; When you lose control of the creature, tap it.  
[\[Oracle 2000/02/01\]](#)  
 Can be used on an untapped creature. Being tapped is not a targeting requirement. [\[Aahz 1995/06/08\]](#)  
 The creature returns to the opponent when the "until end of turn" effect wears off during the cleanup step. It taps during the Cleanup step (if it is not already tapped), so any abilities triggered off it tapping happen at that time. [\[D'Angelo 1999/07/10\]](#)  
 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. [\[D'Angelo 1995/08/02\]](#)  
 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.27.12). [\[D'Angelo 1997/09/02\]](#)  
 Note - Also see Haste, Rule A.22.

**Ray of Distortion:**

Info: Color=White Type=Instant Cost=3W OD(C)  
 Text(OD): Flashback {4}{W}{W}. ; Destroy target artifact or enchantment.  
 Note - Also see Flashback, Rule A.20.

**Ray of Erasure:**

Info: Color=Blue Type=Instant Cost=U IA(C)  
 Text(IA+errata): Target player puts the top card from his or her library into his or her graveyard. Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2001/08/24\]](#)  
 Can be played if the player has no cards in their library. They do not lose the game. You still get to draw a card next turn. [\[Aahz 1995/06/08\]](#)  
 Note - Also see Cantrips, Rule E.2.

**Ray of Revelation:**

Info: Color=White Type=Instant Cost=1W JU(C)  
 Text(JU): Flashback {G}. ; Destroy target enchantment.  
 Note - Also see Flashback, Rule A.20.

**Raze:**

Info: Color=Red Type=Sorcery Cost=R US(C)  
Text(US+errata): As an additional cost to play ~this~, sacrifice a land. ;  
Destroy target land. [\[Oracle 1999/05/01\]](#)  
The sacrifice of a land is part of the cost paid when announcing this  
spell (see Rule K.20). [\[WotC Rules Team 1998/10/18\]](#)

#### **Razing Snidd:**

Info: Color=Multi Type=Creature - Beast Cost=4BR PS(U)  
Text(PS): 3/3. ; When ~this~ comes into play, return a black or red creature  
you control to its owner's hand. ; When ~this~ comes into play, each  
player sacrifices a land.  
It probably won't matter much, but you choose the order in which the two  
triggered abilities are placed on the stack. [\[Planeshift FAQ 2001/01/26\]](#)  
You choose the creature to return on resolution of the triggered ability.  
This is not targeted. [\[D'Angelo 2001/04/16\]](#)

#### **Razorclaw Bear:**

Info: Color=Green Type=Creature - Bear Cost=2GG P2(R)  
Text(P2): 3/3. ; If ~this~ attacks and is blocked, it gets +2/+2 until the  
end of the turn.  
When played under non-Portal rules, the text should be read as  
"Whenever ~this~ becomes blocked, it gets +2/+2 until end of turn."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in  
Portal.

#### **Razorfin Hunter:**

Info: Color=Multi Type=Creature - Merfolk Goblin Cost=UR AP(C)  
Text(AP): 1/1. ; {Tap}: ~this~ deals 1 damage to target creature or player.

#### **Razorfoot Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W IN(C)/7(C)  
Text(IN/7th): 2/2, Flying, First Strike.  
Note - Also see First Strike, Rule A.18.

#### **Razor Pendulum:**

Info: Color=Artifact Type=Artifact Cost=4 MI(R)  
Text(MI): At the end of each player's turn, if that player has 5 or less  
life, ~this~ deals 2 damage to him or her.

#### **Razortooth Rats:**

Info: Color=Black Type=Creature - Rat Cost=2B WL(C)/67(C)  
Text(7th+errata): 2/1, Fear. (This creature can't be blocked except by  
artifact creatures and/or black creatures.) [\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

#### **Read the Runes:**

Info: Color=Blue Type=Instant Cost=XU ON(R)  
Text(ON): Draw X cards. For each card drawn this way, discard a card from  
your hand unless you sacrifice a permanent.  
You draw the cards, then sacrifice any permanents you want to sacrifice,  
then discard the required number of card from your hand.  
[\[Onslaught FAQ 2002/09/24\]](#) There is no chance to play any cards in  
between these actions. [\[D'Angelo 2002/10/15\]](#)  
You are never forced to sacrifice any cards. You can choose to discard  
your entire hand if your hand is smaller than the number of cards you  
are required to discard. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Reality (Illusion/Reality):**

Info: Color=Green Type=Instant Cost=2G AP(U)  
Text(AP): Destroy target artifact.  
Note - Also see Illusion (Illusion/Reality) for the second half of this  
card.  
Note - Also see Split Cards, Rule K.24.

#### **Reality Anchor:**

Info: Color=Green Type=Instant Cost=1G TE(C)  
Text(TE): Target creature loses shadow until end of turn. ; Draw a card.  
Note - Also see Shadow, Rule A.34.

### Reality Ripple:

Info: Color=Blue Type=Instant Cost=1U MI(C)  
Text(MI): Target artifact, creature, or land phases out.

### Reality Twist:

Info: Color=Blue Type=Enchantment Cost=UUU IA(R)  
Text(IA+errata): Cumulative Upkeep - {1}{U}{U}. ; If tapped for mana, plains produce {R}, swamps produce {G}, mountains produce {W}, and forests produce {B} instead of their normal type. [\[Oracle 2000/02/01\]](#)

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.

[\[D'Angelo 1995/07/21\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### Reanimate:

Info: Color=Black Type=Sorcery Cost=B TE(U)/BR(F1)  
Text(TE+errata): Put target creature card from any graveyard into play under your control. You lose life equal to its converted mana cost.

[\[Oracle 1999/05/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

### Reap:

Info: Color=Green Type=Instant Cost=1G TE(U)  
Text(TE+errata): Return any number of target cards from your graveyard to your hand. You can't choose more cards than the number of black permanents your opponents control. [\[Oracle 1999/05/01\]](#)

The count of the number of black permanents opponents control is done during announcement since it only affects target selection. It does not get recounted later. [\[Duelist Magazine #23, Page 23\]](#)

### Reaping the Graves:

Info: Color=Black Type=Instant Cost=2B SC(C)  
Text(SC): Storm. ; Return target creature card from your graveyard to your hand.

+ **Note - Also see Storm, Rule A.35.**

### Reaping the Rewards:

Info: Color=White Type=Instant Cost=W EX(C)  
Text(EX+errata): Buyback-Sacrifice a land. ; You gain 2 life.

[\[Oracle 1999/05/01\]](#)

Note - Also see Buyback, Rule A.10.

### Rebel Informer:

Info: Color=Black Type=Creature - Mercenary Rebel Cost=2B PY(R)  
Text(PY+errata): 1/2. ; ~this~ can't be the target of white spells or abilities from white sources. ; {3}: Put target Rebel on the bottom of its owner's library. [\[Oracle 2002/03/01\]](#)

It can target Rebel cards or tokens in play. [\[WotC Rules Team 2000/06/06\]](#)

### Rebirth:

Info: Color=Green Type=Sorcery Cost=3GGG LG(R)/4(R)  
Text(4th+errata): Remove ~this~ from your deck before playing if you're not playing for ante. ; Each player may put the top card of his or her library into his or her ante. If a player does, his or her life total becomes 20.

[\[Oracle 2001/08/20\]](#)

Type 1 tournaments (see Rule D.13) have banned this card since 1994/06/01 since it is only used in games for Ante.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not part of the environment.

**Reborn Hero:**

Info: Color=White Type=Creature - Soldier Cost=2W TO(R)  
 Text(TO): 2/2. ; Attacking doesn't cause ~this~ to tap. ; Threshold -  
 When ~this~ is put into a graveyard from play, you may pay {W}{W}. If you  
 do, return ~this~ to play under your control. (You have threshold if  
 seven or more cards are in your graveyard.)  
 Note - Also see Threshold, Rule A.36.

**Rebound:**

Info: Color=Blue Type=Instant Cost=1U SH(U)  
 Text(SH+errata): Change the target of target spell with a single target if  
 that target is a player. [\[Oracle 2001/06/01\]](#)  
 You must pick a new legal target for the spell.  
[\[WotC Rules Team 1998/03/01\]](#) So if a spell targets "an opponent", you  
 cannot make it target the caster.  
 You cannot use this on a spell unless the target spell uses the  
 word "target" in its text. If the word "target" is not there, then the  
 spell does not target a player at all. It just affects a player without  
 targeting them. [\[D'Angelo 1999/06/01\]](#)  
 Note - This card was of type Interrupt. It is now of type Instant.  
[\[Oracle 1999/05/01\]](#)

**Rebuild:**

Info: Color=Blue Type=Instant Cost=2U UL(U)  
 Text(UL+errata): Return all artifacts to their owners' hands. ; Cycling {2}.  
[\[Oracle 1999/05/01\]](#)  
 Remember that cards only affect things which are in play unless they  
 specifically say otherwise. So this only applies to artifacts in play.  
[\[Urza's Legacy FAQ 1999/02/03\]](#)  
 Note - Also see Cycling, Rule A.12.

**Recall:**

Info: Color=Blue Type=Sorcery Cost=XXU LG(R)/CH(U3)/56(R)  
 Text(6th+errata): Discard X cards from your hand, then return a card from  
 your graveyard to your hand for each card discarded this way.  
 Remove ~this~ from the game. [\[Oracle 2000/02/01\]](#)  
 The cards are discarded from your hand during resolution. It is a forced  
 discard, so it can be used with Library of Leng. [\[D'Angelo 1999/05/01\]](#)  
 Choose which cards in the graveyard are being recalled during resolution.  
[\[D'Angelo 1999/05/01\]](#)  
 The "{X}{X}{U}" mana 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.28.2.  
 Type 1 tournaments (see Rule D.13) restricted this card from 1994/08/01  
 until 2003/04/01.  
 Type 1.5 tournaments (see Rule D.14) banned this card until 2003/04/01.  
 Standard (Type 2) tournaments (see Rule D.16) restricted this card from  
 1994/08/01 to 1996/04/01.

**Recantation:**

Info: Color=Blue Type=Enchantment Cost=3UU US(R)  
 Text(US+errata): At the beginning of your upkeep, you may put a verse  
 counter on ~this~. ; {U}, Sacrifice ~this~: Return up to X target  
 permanents to their owner's hand, where X is the number of verse counters  
 on ~this~. [\[Oracle 1999/05/01\]](#)  
 Adding a counter is optional. If you forget to add one during your upkeep,  
 you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

**Reckless Abandon:**

Info: Color=Red Type=Sorcery Cost=R UD(C)  
 Text(UD): As an additional cost to play ~this~, sacrifice a  
 creature. ; ~this~ deals 4 damage to target creature or player.  
 The sacrifice of a creature is done when announcing this spell.  
[\[D'Angelo 1999/06/01\]](#)

**Reckless Assault:**

Info: Color=Multi Type=Enchantment Cost=2BR IN(R)  
Text(IN): {1}, Pay 2 life: ~this~ deals 1 damage to target creature or player.

#### **Reckless Charge:**

Info: Color=Red Type=Sorcery Cost=R OD(C)  
Text(OD): Flashback {2}{R}. ; Target creature gets +3/+0 and gains haste until end of turn.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Haste, Rule A.22.

#### **Reckless Embermage:**

Info: Color=Red Type=Creature - Wizard Cost=3R MI(R)/67(R)  
Text(MI/6th/7th): 2/2. ; {1}{R}: ~this~ deals 1 damage to target creature or player and 1 damage to itself.

#### **Reckless Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=3R EX(C)  
Text(EX+errata): 3/2. ; When ~this~ attacks alone, it gets +3/+0 until end of turn. [\[Oracle 1999/05/01\]](#)

#### **Reckless One:**

Info: Color=Red Type=Creature - Goblin Avatar Cost=3R ON(U)  
Text(ON): \*/\*, Haste. ; ~this~'s power and toughness are each equal to the number of Goblins in play.  
Note - Also see Creature Power and Toughness, Rule K.10.  
Note - Also see Haste, Rule A.22.

#### **Reckless Spite:**

Info: Color=Black Type=Instant Cost=1BB TE(U)/IN(U)  
Text(IN): Destroy two target nonblack creatures. You lose 5 life.

#### **Reclaim:**

Info: Color=Green Type=Instant Cost=G EX(C)/7(C)  
Text(EX/7th): Put target card from your graveyard on top of your library.

#### **Reclamation:**

Info: Color=Multi Type=Enchantment Cost=2WG IA(R)  
Text(IA+errata): Black creatures have "This creature can't attack unless you sacrifice a land." (This cost is paid as attackers are declared.)  
[\[Oracle 2000/10/24\]](#)

#### **Reclusive Wight:**

Info: Color=Black Type=Creature - Minion Cost=3B US(U)  
Text(US+errata): 4/4. ; At the beginning of your upkeep, if you control another nonland permanent, sacrifice ~this~. [\[Oracle 1999/05/01\]](#)

#### **Recoil:**

Info: Color=Multi Type=Instant Cost=1UB IN(C)  
Text(IN): Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

#### **Reconnaissance:**

Info: Color=White Type=Enchantment Cost=W EX(U)  
Text(EX+errata): {0}: Remove target attacking creature you control from combat and untap it. Prevent all combat damage that would be dealt to and dealt by the creature this turn. [\[Oracle 1999/07/21\]](#)  
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. [\[DeLaney 1998/05/24\]](#)  
If used after damage is assigned, the damage is still prevented. This is a Reversal of a previous ruling under old text. [\[D'Angelo 1999/08/17\]](#)

#### **Reconstruction:**

Info: Color=Blue Type=Sorcery Cost=U AQ(C4)/R(C)  
Text(AQ/RV+errata): Return target artifact card from your graveyard to your

hand. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - The Anvil symbol is missing from the Antiquities version of this card.

### **Recoup:**

Info: Color=Red Type=Sorcery Cost=1R OD(U)

Text(OD): Flashback {3}{R}. ; Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. (Mana cost includes color.)

The mana cost for the card is determined at the time you would pay the cost. It is not frozen at an earlier time. [\[D'Angelo 2001/10/22\]](#)

For split cards, you pay only the cost for the half of the card you are playing. [\[Barclay 2001/09/27\]](#) This is true because the cost is not looked at until after the card is on the stack, at which time it only has one of the two costs.

For cards with an X (or Y) in the mana cost, you choose these values at the time you play the spell and your choice is used to set the mana cost that Flashback requires. [\[DeLaney 2001/10/13\]](#)

If the card already has a Flashback ability, a second Flashback ability is added. The card can be played using either. [\[Odyssey FAQ 2001/10/04\]](#)

Note - Also see Flashback, Rule A.20.

### **Recover:**

Info: Color=Black Type=Sorcery Cost=2B IN(C)

Text(IN): Return target creature card from your graveyard to your hand. ; Draw a card.

### **Recuperate:**

Info: Color=White Type=Instant Cost=3W SC(C)

Text(SC): Choose one - You gain 6 life; or prevent the next 6 damage that would be dealt to target creature this turn.

**+ Note - Also see Modal Spells and Abilities, Rule G.24.**

### **Recurring Nightmare:**

Info: Color=Black Type=Enchantment Cost=2B EX(R)

Text(EX+errata): Sacrifice a creature, Return "this" to its owner's hand:

Return target creature card from your graveyard to play. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

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.

[\[DeLaney 1998/06/10\]](#)

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 when the stack is empty just after it enters play. [\[D'Angelo 1999/06/01\]](#)

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.

### **Recycle:**

Info: Color=Green Type=Enchantment Cost=4GG TE(R)

Text(TE+errata): Skip your draw step. ; Whenever you play a card, draw a card. ; Your maximum hand size is two. [\[Rules Team 2001/05/01\]](#)

Does not let you draw for cards that are simply "put into play", such as with Eureka. [\[Aahz 1997/11/04\]](#) Or Rampant Growth.

[\[bethmo 1997/12/02\]](#)

Countering a spell that has been played will not prevent you from drawing the card. [\[D'Angelo 1997/11/10\]](#)

Works when playing a land card from your hand as normal. Does not work if a land is put into play by an effect. [\[Duelist Magazine #23, Page 23\]](#)

You discard down to your maximum hand size during the Cleanup Step (see Rule P.13). [\[D'Angelo 2001/05/19\]](#)

If multiple effects modify your hand size limit, apply them in the order they enter play. For example, if both this and Spellbook are in play, the most recent in play decides your hand size.

[\[D'Angelo 2001/05/21\]](#)



**Red Cliffs Armada:**

Info: Color=Blue Type=Creature - Ship Cost=4U P3(U)

Text(P3): 5/4. ; ~this~ can't attack unless the defending player has an island in play.

When played under non-Portal rules, the text should be read as "~this~ can't attack unless the defending player controls an island."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Redeem:**

Info: Color=White Type=Instant Cost=1W US(U)

Text(US+errata): The next time damage would be dealt to one or two target creatures this turn, prevent that damage. [\[Oracle 1999/05/01\]](#)

**Red Elemental Blast:**

Info: Color=Red Type=Instant Cost=R ABUR4(C)

Text(4th+errata): Choose one - Counter target blue spell; or destroy target blue permanent. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Modal Spells, Rule G.24.

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 1999/09/03\]](#)

Note - The Alpha printing version said it was of type "Instant".

**Red Mana Battery:**

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

Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove any number of charge counters from ~this~: Add {R} to your mana pool, then add an additional {R} to your mana pool for each charge counter removed this way. [\[Oracle 2001/08/24\]](#)

See Black Mana Battery for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Red Scarab:**

Info: Color=White Type=Enchant Creature Cost=W IA(U)

Text(IA+errata): Enchanted creature can't be blocked by red creatures. ;

Enchanted creature gets +2/+2 as long as any opponent controls a red permanent. [\[Oracle 2000/10/24\]](#)

**Red Ward:**

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

Text(4th+errata): Enchanted creature gains protection from red. This effect doesn't remove ~this~. [\[Oracle 2001/08/24\]](#)

See Black Ward for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Protection, Rule A.31.

**Redwood Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=4G WL(C)/PT(C)/67(C)

Text(WL/6th/7th): 3/6.

Note - The Portal version had no creature type.

**Reef Pirates:**

Info: Color=Blue Type=Creature - Ship Cost=1UU HL(C4)/5(C)

Text(5th+errata): 2/2 ; Whenever ~this~ deals damage to an opponent, that player puts the top card from his or her library into his or her graveyard. [\[Oracle 2001/08/24\]](#)

**Reef Shaman:**

Info: Color=Blue Type=Creature - Merfolk Cost=U AP(C)

Text(AP): 0/2. ; {Tap}: Target land's type becomes the basic land type of your choice until end of turn.

**Reflect Damage:**

Info: Color=Multi Type=Instant Cost=3RW MI(R)

Text(MI+errata): The next time a source of your choice would deal damage this turn, that damage is dealt to that source's controller instead.

[Oracle 1999/09/03]

### Reflecting Mirror:

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)

Text(DK+errata): {X},{Tap}: Change the target of target spell with a single target if that target is you. The new target must be a player. X is twice the converted mana cost of that spell. [Oracle 2001/08/24]

This spell only changes the target of a spell, and not the caster.

[bethmo 1994/08/10]

Cannot be used on spells which are not targeted, such as Hurricane.

[Aahz 1994/08/12]

Cannot be used on spells which affect "you" and which do not say they target you. [D'Angelo 1997/10/13]

Cannot be used on abilities of permanents. Those are abilities and not spells. [Aahz 1994/08/12]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Targeting--Is Something Targeted, Rule G.40.

### Reflecting Pool:

Info: Color=Land Type=Land Cost=None TE(R)

Text(TE+errata): {Tap}: Add to your mana pool one mana of any type that a land you control could produce. [Oracle 1999/05/01]

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 1998/11/24]

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 1999/03/18] 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 1998/11/12]

Any replacement effects, such as Naked Singularity, are considered by Reflecting Pool when determining the types of mana a land can produce.

[WotC Rules Team 1998/03/18]

### Reflexes:

Info: Color=Red Type=Enchant Creature Cost=R US(C)/7(C)

Text(7th): Enchanted creature has first strike.

Note - Also see First Strike, Rule A.18.

### Refresh:

Info: Color=Green Type=Instant Cost=2G OD(C)

Text(OD): Regenerate target creature. ; Draw a card.

### Refreshing Rain:

Info: Color=Green Type=Instant Cost=3G NE(U)

Text(NE): If an opponent controls a swamp and you control a forest, you may play ~this~ without paying its mana cost. ; Target player gains 6 life.

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Cycle with Massacre, Mogg Salvage, Sivvi's Ruse, and Submerge.

### Regal Unicorn:

Info: Color=White Type=Creature - Unicorn Cost=2W PT(C)/6(C)

Text(6th): 2/3.

Note - The Portal version had no creature type.

### Regeneration:

Info: Color=Green Type=Enchant Creature Cost=1G  
IA(C)/MI(C)/ABUR4567(C)  
Text(MI/5th/6th/7th): {G}: Regenerate enchanted creature.

### Regrowth:

Info: Color=Green Type=Sorcery Cost=1G ABUR(U)  
Text(RV+errata): Return target card from your graveyard to your hand.  
[Oracle 1999/09/03]  
You must show the card you bring out of the graveyard to your opponent.  
[bethmo 1994/03/01]  
You can Regrow a card which was discarded from your hand and was therefore never in play. [D'Angelo 1994/04/01]  
Can use Deflection to force selection of a different card in the Regrowth caster's graveyard. [bethmo 1996/04/01]  
Type 1 tournaments (see Rule D.13) have restricted this card since 1994/03/23.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02 It was previously restricted from 1994/03/23 to 1995/05/02.

### Reign of Chaos:

Info: Color=Red Type=Sorcery Cost=2RR MI(U)  
Text(MI+errata): Choose one - Destroy target plains and target white creature; or destroy target island and target blue creature.  
[Oracle 1999/09/03]  
Cannot be cast unless there is a valid creature and a valid land to target.  
[Duelist Magazine #16, Page 30]  
Note - Also see Modal Spells and Abilities, Rule G.24.

### Reign of Terror:

Info: Color=Black Type=Sorcery Cost=3BB MI(U)  
Text(MI+errata): Destroy all white creatures or all green creatures. They can't be regenerated. You lose 2 life for each creature put into a graveyard this way. [Oracle 1999/07/01]

### Reincarnation:

Info: Color=Green Type=Instant Cost=1GG LG(U1)  
Text(LG+errata): Choose target creature. When that creature is put into a graveyard this turn, return a creature card from that graveyard to play under the control of that creature's owner. [Oracle 2002/06/12]  
A "creature card" is a Creature card or Artifact Creature card.  
[D'Angelo 1999/05/01] Older cards of type Summon are also Creature cards.  
Can bring back the same creature because you select the creature after sending the current one to the graveyard. [bethmo 1994/06/29]  
This sets up a triggered ability (see Rule A.4). When the creature goes to the graveyard, the ability will trigger and normal triggered ability resolution takes place. [Aahz 1996/06/14] 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 1996/06/14]  
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 1994/06/29]  
Extended tournaments (see Rule D.15) have always banned this card.

### Reinforcements:

Info: Color=White Type=Instant Cost=W AL(C1)  
Text(AL): Put up to three target creature cards from your graveyard on top of your library in any order.  
You have to show the creatures you put on top of your library, but not the order you put them there. [D'Angelo 2000/02/18]

**Reins of Power:**

Info: Color=Blue Type=Instant Cost=2UU SH(R)  
Text(SH+errata): Untap all creatures. You and target opponent each gain control of all creatures the other controls until end of turn. Those creatures gain haste until end of turn. [\[Oracle 1999/05/01\]](#)  
It is perfectly legal for either or both players to have zero creatures. They give control of all their zero creatures as instructed.  
[\[Barclay 1998/02/27\]](#)

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.27.12).

[\[D'Angelo 1998/06/01\]](#)

Note - Also see Haste, Rule A.22.

**Rejuvenate:**

Info: Color=Green Type=Sorcery Cost=3G US(C)  
Text(US+errata): You gain 6 life. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

**Rejuvenation Chamber:**

Info: Color=Artifact Type=Artifact Cost=3 NE(U)  
Text(NE): Fading 2. ; {Tap}: You gain 2 life.  
Note - Also see Fading, Rule A.16.

**Relearn:**

Info: Color=Blue Type=Sorcery Cost=1UU WL(U)/ST(U)/6(U)  
Text(6th): Return target instant or sorcery card from your graveyard to your hand.  
Note - Older cards of type interrupt have errata to be of type instant.

**Relentless Assault:**

Info: Color=Red Type=Sorcery Cost=2RR VI(R)/67(R)/P2(R)/P3(R)/ST(R)  
Text(7th): Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase. 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 Norritt, it must attack in the next available attack. Once it attacks once, it removes all "you must attack" restrictions of existing effects on it.

[\[WotC Rules Team 1997/03/14\]](#)

If a spell or ability can only be played "before combat", it can be played after this spell is played because it is now before another combat phase.

[\[Duelist Magazine #17, Page 48\]](#)

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 combats that turn.  
[\[WotC Rules Team 1997/03/14\]](#) 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. [\[WotC Rules Team 1997/03/14\]](#)

Forking this card during your opponents turn will not allow you to attack during their turn. [\[WotC Rules Team 1997/03/14\]](#)

If you manage to resolve this spell on another player's turn, that player gets the extra combat phase, not you. [\[bethmo 1999/09/27\]](#) Can happen if you Fork another player's casting of this spell.

**Relic Barrier:**

Info: Color=Artifact Type=Artifact Cost=2 LG(U2)  
Text(LG+errata): {Tap}: Tap target artifact. [\[Oracle 1999/09/03\]](#)  
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(R)  
Text(4th+errata): ~this~ can enchant only an artifact an opponent controls ; Whenever enchanted artifact becomes tapped, choose one - ~this~ deals 1 damage to target player; or target player gains 1 life.

**[Oracle 1999/09/03]**

It is destroyed if it ends up on an artifact you control, because that is a targeting restriction. **[Aahz 1995/07/29]**  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Relic Ward:**

Info: Color=White Type=Enchant Artifact Cost=1W VI(U)  
Text(VI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted artifact can't be the target of spells or abilities. **[Oracle 2000/10/24]**  
Does not destroy enchantments which are on the artifact, and it does not prevent enchantments from being moved onto the artifact.  
**[bethmo 1997/10/23]**

**Reliquary Monk:**

Info: Color=White Type=Creature - Cleric Cost=2W UD(C)  
Text(UD): 2/2. ; When ~this~ is put into a graveyard from play, destroy target artifact or enchantment.

**Remedy:**

Info: Color=White Type=Instant Cost=1W VI(C)/6(C)  
Text(6th+errata): Prevent the next 5 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose. **[Oracle 2000/10/24]**  
You choose the targets and you choose how to divide up the 5 damage on announcement. **[WotC Rules Team 2000/04/26]**  
You cannot choose zero targets. You must choose between 1 and 5 targets. **[DeLaney 2003/05/19]**

**Remembrance:**

Info: Color=White Type=Enchantment Cost=3W US(R)  
Text(US+errata): Whenever a nontoken creature you control is put into a graveyard from play, you may search your library for a creature card with the same name as that card. If you do, reveal the card and put it into your hand. Then shuffle your library. **[Oracle 2003/02/01]**  
If a card which is a creature only due to an effect goes to the graveyard, you cannot search for another copy of that card. The card must be a creature card to have this effect to anything useful. **[Barclay 2002/03/26]**  
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 name and initial characteristics of what it copies. **[WotC Rules Team 1999/03/18]**  
You do not have to find a creature card if you do not want to. See Rule Z.6.9. **[D'Angelo 2001/07/14]**

**Reminisce:**

Info: Color=Blue Type=Sorcery Cost=2U ON(U)  
Text(ON): Target player shuffles his or her graveyard into his or her library.

**Remote Farm:**

Info: Color=Land Type=Land Cost=None MM(C)  
Text(MM): ~this~ comes into play tapped with two depletion counters on it. ; {Tap}, Remove a depletion counter from ~this~: Add two white mana to your mana pool. If there are no depletion counters on ~this~, sacrifice it.

**Remote Isle:**

Info: Color=Land Type=Land Cost=None US(C)/BR(F1)/BD(F1)  
Text(US): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

**Remove:**

Info: Color=Blue Type=Sorcery Cost=U P2(U)  
Text(P2): Play ~this~ only after you're attacked, before you declare

blockers. ; Return any one attacking creature to its owner's hand.  
When played under non-Portal rules, the text should be read as an Instant that reads "Play only during an opponent's turn. ; Return target attacking creature to its owner's hand." [\[D'Angelo 2000/07/29\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Remove Enchantments:**

Info: Color=White Type=Instant Cost=W LG(C1)  
Text(LG+errata): Return all enchantments you own and control to your hand.  
Destroy all other enchantments enchanting permanents you control and/or attacking creatures. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Remove Soul:**

Info: Color=Blue Type=Instant Cost=1U LG(C2)/CH(C3)/567(C)/ST(C)  
Text(6th/7th): Counter target creature spell.  
Works on Creature and Artifact Creature cards. [\[D'Angelo 1999/05/01\]](#)  
Note - In Fifth Edition (and before) this card was of type Interrupt.  
Note - Older cards of type "Summon" have errata to be of type "Creature".

#### **Renegade Troops:**

Info: Color=Red Type=Creature - Soldier Cost=4R P3(U)  
Text(P3): 4/2. ; ~this~ is unaffected by summoning sickness.  
When played under non-Portal rules, the text should be read as "Haste."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Haste, Rule A.22.

#### **Renegade Warlord:**

Info: Color=Red Type=Creature - Soldier Cost=4R TE(U)  
Text(TE+errata): 3/3, First Strike. ; Whenever ~this~ attacks, each other attacking creature gets +1/+0 until end of turn. [\[Oracle 1999/05/01\]](#)  
Note - Also see First Strike, Rule A.18.

#### **Renewal:**

Info: Color=Green Type=Sorcery Cost=2G HL(C1)  
Text(HL+errata): As an additional cost to play ~this~, sacrifice a land. ;  
Search your library for a basic land card and put that card into play.  
Then shuffle your library. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/07/23\]](#)  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Renewed Faith:**

Info: Color=White Type=Instant Cost=2W ON(C)  
Text(ON): You gain 6 life. ; Cycling {1}{W}. ; When you cycle ~this~, you may gain 2 life.  
Note - Also see Cycling, Rule A.12.

#### **Renewing Dawn:**

Info: Color=White Type=Sorcery Cost=1W PT(U)  
Text(PT): For each mountain your opponent has in play, you gain 2 life.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Gain 2 life for each mountain target opponent controls." [\[D'Angelo 2000/06/05\]](#)

#### **Renewing Touch:**

Info: Color=Green Type=Sorcery Cost=G P2(U)/ST(U)  
Text(ST): Choose any number of creature cards in your graveyard and shuffle them back into your library.  
When played under non-Portal rules, the text should be read as "Shuffle any number of target creature cards in your graveyard into your library."  
[\[D'Angelo 2000/06/05\]](#)



All tournament formats have banned this card because it only appears in Portal and Starter.

**Renounce:**

Info: Color=White Type=Instant Cost=1W MM(U)  
Text(MM): Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.  
You choose what to sacrifice on resolution. [\[MM FAQ 1999/09/22\]](#)

**Reparations:**

Info: Color=Multi Type=Enchantment Cost=1WU MI(R)  
Text(MI+errata): Whenever an opponent plays a spell that targets you or a creature you control, you may draw a card. [\[Oracle 1999/07/01\]](#)

**Repel:**

Info: Color=Blue Type=Instant Cost=3U OD(C)  
Text(OD): Put target creature on top of its owner's library.

**Repentance:**

Info: Color=White Type=Sorcery Cost=2W TE(U)  
Text(TE+errata): Target creature deals damage to itself equal to its power.  
[\[Oracle 1999/05/01\]](#)

**Repentant Blacksmith:**

Info: Color=White Type=Creature - Smith Cost=1W AN(U2)/CH(C3)/5(C)  
Text(AN/CH/5th): 1/2, Protection from Red.  
Note - Also see Protection, Rule A.31.

**Repentant Vampire:**

Info: Color=Black Type=Creature - Vampire Cost=3BB OD(R)  
Text(OD): 3/3, Flying. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, put a +1/+1 counter on ~this~. ;  
Threshold - ~this~ is white and has "{Tap}: Destroy target black creature."  
If Threshold is met, this card is white. It is not white and black.  
[\[Odyssey FAQ 2001/10/04\]](#)  
Note - Also see Threshold, Rule A.36.

**Repercussion:**

Info: Color=Red Type=Enchantment Cost=1RR UD(R)  
Text(UD): Whenever a creature is dealt damage, ~this~ deals that much damage to that creature's controller.

**Replenish:**

Info: Color=White Type=Sorcery Cost=3W UD(R)  
Text(UD): Return all enchantment cards from your graveyard to play. (Local enchantments with no permanent to enchant remain in your graveyard.)  
Local enchantments can only be placed on permanents that were in play before this effect started to resolve. You cannot put an enchantment into play with and put a local enchantment that is also coming into play onto one of those enchantments. [\[D'Angelo 1999/06/01\]](#)  
You must return local enchantments if possible, even if this means enchanting an opponent's permanent with a good enchantment.  
[\[Urza's Destiny 1999/05/25\]](#)  
You choose where to place the local enchantments, and must choose a legal permanent for it to enchant. [\[DeLaney 1999/06/13\]](#)  
It determines what enchantments to return when its resolution starts. If more enchantments go to the graveyard during the resolution (as with Heightened Awareness being put into play), those additional enchantments are ignored. [\[Prophecy FAQ 2000/05/25\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 2001/04/01.

**Repopulate:**

Info: Color=Green Type=Instant Cost=1G UL(C)  
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 Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
Note - Also see Cycling, Rule A.12.

**Reprisal:**

Info: Color=White Type=Instant Cost=1W AL(U6)/67(U)  
Text(6th/7th): Destroy target creature with power 4 or greater. It can't be regenerated.

**Reprocess:**

Info: Color=Black Type=Sorcery Cost=2BB US(R)/7(R)  
Text(7th): Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way.  
You can sacrifice zero things if you want to. [\[DeLaney 1998/10/05\]](#)

**Repulse:**

Info: Color=Blue Type=Instant Cost=2U IN(C)  
Text(IN): Return target creature to its owner's hand. ; Draw a card.

**Rescind:**

Info: Color=Blue Type=Instant Cost=1UU US(C)  
Text(US+errata): Return target permanent to its owner's hand. ; Cycling {2}.  
[\[Oracle 1999/05/01\]](#)  
Note - Also see Cycling, Rule A.12.

**Rescue:**

Info: Color=Blue Type=Instant Cost=U UD(C)  
Text(UD): Return target permanent you control to its owner's hand.

**Reset:**

Info: Color=Blue Type=Instant Cost=UU LG(U1)  
Text(LG+errata): Play ~this~ only during an opponent's turn after his or her upkeep. ; Untap all lands you control. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - This card was of type Interrupt, but it is now of type Instant.  
[\[Oracle 1999/09/03\]](#)

**Resilient Wanderer:**

Info: Color=White Type=Creature - Nomad Cost=2WW OD(U)  
Text(OD): 2/3, First Strike. ; Discard a card from your hand: ~this~ gains protection from the color of your choice until end of turn.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Protection, Rule A.31.

**Resistance Fighter:**

Info: Color=White Type=Creature - Soldier Cost=W VI(C)/6(C)  
Text(6th+errata): 1/1. ; Sacrifice ~this~: Prevent all combat damage target creature would deal this turn. [\[Oracle 2000/02/01\]](#)

**Respite:**

Info: Color=Green Type=Instant Cost=1G TE(C)  
Text(TE+errata): Prevent all combat damage that would be dealt this turn.  
You gain 1 life for each attacking creature. [\[Oracle 1999/05/01\]](#)

**Restless Dead:**

Info: Color=Black Type=Creature - Skeleton Cost=1B MI(C)  
Text(MI+errata): 1/1. ; {B}: Regenerate ~this~.

**Restless Dreams:**

Info: Color=Black Type=Sorcery Cost=B TO(C)  
Text(TO): As an additional cost to play ~this~, discard X cards from your hand. ; Return X target creature cards from your graveyard to your hand.

**Restock:**

Info: Color=Green Type=Sorcery Cost=3GG IN(R)  
Text(IN): Return two target cards from your graveyard to your hand.  
Remove ~this~ from the game.

**Restrain:**

Info: Color=White Type=Instant Cost=2W IN(C)  
Text(IN): Prevent all combat damage that would be dealt by target attacking creature this turn. ; Draw a card.

**Resurrection:**

Info: Color=White Type=Sorcery Cost=2WW ABUR(U)  
Text(RV+errata): Return target creature card from your graveyard to play.

[\[Oracle 1999/09/03\]](#)

Resurrected creatures are subject to summoning sickness (see Rule G.37).

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 played from your hand but with zero applied to any 'X' in the mana 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. [\[D'Angelo 1994/04/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Resuscitate:**

Info: Color=Green Type=Instant Cost=1G EX(U)  
Text(EX+errata): Until end of turn, creatures you control gain "{1}":

Regenerate this creature." [\[Oracle 2000/02/01\]](#)

Only grants the text to creatures you control when this spell resolves.

Ones entering play later in the turn do not get it. [\[bethmo 1999/06/13\]](#)

**Retaliation:**

Info: Color=Green Type=Enchantment Cost=2G US(U)  
Text(US+errata): Creatures you control have "Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it."

**Rethink:**

Info: Color=Blue Type=Instant Cost=2U PY(C)  
Text(PY): Counter target spell unless its controller pays {X}, where X is its converted mana cost.

The spell's controller gets the option to pay when this spell resolves.

[\[Prophecy FAQ 2000/05/25\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

**Retraced Image:**

Info: Color=Blue Type=Sorcery Cost=U TO(R)  
Text(TO): Reveal a card in your hand, then put that card into play if it has the same name as a permanent in play.

**Retribution:**

Info: Color=Red Type=Sorcery Cost=2RR HL(U3)  
Text(HL+errata): Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other. [\[Oracle 2002/03/01\]](#)

The opponent chooses which creature gets what during announcement.

[\[DeLaney 2000/09/22\]](#)

**Retribution of the Meek:**

Info: Color=White Type=Sorcery Cost=2W VI(R)  
Text(VI+errata): Destroy all creatures with power 4 or greater. They can't be regenerated. [\[Oracle 1999/07/01\]](#)

**Retromancer:**

Info: Color=Red Type=Creature - Viashino Cost=2RR US(C)  
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.

**Return of the Nightstalkers:**

Info: Color=Black Type=Sorcery Cost=5BB P2(R)  
Text(P2): Return all the Nightstalker cards from your graveyard to play. Then destroy all your swamps. (Treat these Nightstalkers as though they

just came into play from your hand.)  
When played under non-Portal rules, the text should be read as "Return all Nightstalker cards from your graveyard to play, then sacrifice all swamps you control." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Return to Battle:**

Info: Color=Black Type=Sorcery Cost=B P3(C)  
Text(P3): Return any one creature card from your graveyard to your hand.  
When played under non-Portal rules, the text should be read as "Return target creature card from your graveyard to your hand."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Reveka, Wizard Savant:**

Info: Color=Blue Type=Creature - Legend Cost=2UU HL(U1)  
Text(HL+errata): 0/1. ; {Tap}: ~this~ deals 2 damage to target creature or player and doesn't untap during your next untap step. [\[Oracle 1999/07/23\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Revelation:**

Info: Color=Green Type=Enchant World Cost=G LG(R)/CH(U1)  
Text(LG/CH+errata): All players play with their hands revealed.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Enchant World, Rule K.12.10.

#### **Revenant:**

Info: Color=Black Type=Creature - Spirit Cost=4B SH(R)/7(R)  
Text(7th): \*/\*, Flying. ; ~this~'s power and toughness are each equal to the number of creature cards in your graveyard.

#### **Reverent Silence:**

Info: Color=Green Type=Sorcery Cost=3G NE(C)  
Text(NE+errata): If you control a forest, you may have each other player gain 6 life rather than pay ~this~'s mana cost. ; Destroy all enchantments. [\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.

#### **Reverberation:**

Info: Color=Blue Type=Instant Cost=2UU LG(R)  
Text(LG+errata): All damage that would be dealt this turn by target sorcery spell is dealt to that spell's controller instead. [\[Oracle 2001/08/24\]](#)  
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! [\[Duelist Magazine #2, Page 9\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Revered Elder:**

Info: Color=White Type=Creature - Cleric Cost=2W MM(C)  
Text(MM): 1/2. ; {1}: Prevent the next 1 damage that would be dealt to ~this~ this turn.

#### **Revered Unicorn:**

Info: Color=White Type=Creature - Unicorn Cost=1W WL(U)  
Text(WL+errata): 2/3. ; Cumulative Upkeep - {1} ; When ~this~ leaves play, its controller gains life equal to ~this~'s last paid cumulative upkeep.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Reverent Mantra:**

Info: Color=White Type=Instant Cost=3W MM(R)  
Text(MM+errata): You may remove a white card in your hand from the game rather than pay ~this~'s mana cost. ; All creatures gain protection from the color of your choice until end of turn. [\[Oracle 2001/06/01\]](#)

Note - Also see Protection, Rule A.31.

### Reverse Damage:

Info: Color=White Type=Instant Cost=1WW ABUR4567(R)  
Text(7th+errata): The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain life equal to the damage prevented this way. [\[Oracle 2002/03/01\]](#)  
This can only affect damage which would be dealt after it resolves.  
[\[D'Angelo 1999/05/01\]](#)  
It only affects damage dealt by the source one time. If the source damages you a second time this turn, the damage will not be reversed.  
[\[D'Angelo 1999/05/01\]](#)  
It can be used even if you have taken no damage this turn, in order to waste the spell. [\[Duelist Magazine #6, Page 131\]](#)

### Reverse Polarity:

Info: Color=White Type=Instant Cost=WW AQ(C4)/R(U)  
Text(RV+errata): You gain X life, where X is twice the damage dealt to you so far this turn by artifacts. [\[Oracle 2001/08/24\]](#)  
You can cast more than one of these in a turn and get the full life gain each time. [\[D'Angelo 2000/02/25\]](#)  
It can be used even if you have taken no damage this turn, in order to waste the spell. [\[WotC Rules Team 1995/05/10\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Reverse Damage for related rulings.

### Reveille Squad:

Info: Color=White Type=Creature - Rebel Cost=2WW PY(U)  
Text(PY+errata): 3/3. ; Whenever one or more creatures attack you, if ~this~ is untapped, you may untap all creatures you control. [\[Oracle 2002/03/01\]](#)

### Revive:

Info: Color=Green Type=Sorcery Cost=1G MM(U)  
Text(MM): Return target green card from your graveyard to your hand.

### Reviving Dose:

Info: Color=White Type=Instant Cost=2W IN(C)  
Text(IN): You gain 3 life. ; Draw a card.

### Reviving Vapors:

Info: Color=Multi Type=Instant Cost=2WU IN(U)  
Text(IN): Reveal the top three cards of your library and put one of them to your hand. You gain life equal to that card's converted mana cost.  
Put the other cards revealed this way into your graveyard.  
Note - Also see Converted Mana Cost, Rule K.8.

### Rewards of Diversity:

Info: Color=White Type=Enchantment Cost=2W IN(U)  
Text(IN): Whenever an opponent plays a multicolored spell, you gain 4 life.

### Reward the Faithful:

Info: Color=White Type=Instant Cost=W SC(U)  
Text(SC): Any number of target players each gains life equal to the highest converted mana cost among permanents you control.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

### Rewind:

Info: Color=Blue Type=Instant Cost=2UU US(C)  
Text(US+errata): Counter target spell. Untap up to four lands.  
You can untap from 0 to 4 lands. [\[DeLaney 1998/10/05\]](#)  
Does not target the lands. [\[DeLaney 1998/10/05\]](#)  
Can be used on already untapped lands (with no effect). [\[DeLaney 1998/10/05\]](#)  
Can be used on another player's lands. [\[DeLaney 1998/10/05\]](#)  
Note - This card was of type Interrupt and is now of type Instant.  
[\[Oracle 1999/05/01\]](#)

### Reya Dawnbringer:

Info: Color=White Type=Creature - Angel Legend Cost=6WWW IN(R)  
Text(IN): 4/6, Flying. ; At the beginning of your upkeep, you may return target creature card from your graveyard to play.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Rhox:**

Info: Color=Green Type=Creature - Beast Cost=4GG NE(R)/S2(F1)  
Text(NE+errata): 5/5. ; You may have ~this~ deal its combat damage to defending player as though it weren't blocked. ;  
{2}{G}: Regenerate ~this~. [\[Oracle 2001/06/01\]](#)

#### **Rhystic Cave:**

Info: Color=Land Type=Land Cost=None PY(U)  
Text(PY+errata): {Tap}: Choose a color. Add one mana of that color to your mana pool unless any player pays {1}. You can't play this ability as another spell or ability is being played. [\[Oracle 2000/10/24\]](#)  
Each player (starting with the current player and going in turn order) gets the option to pay when this ability resolves. [\[Prophecy FAQ 2000/05/25\]](#)  
The card's ability has errata so you cannot play the ability during announcements of a spell or ability. This prevents you from getting into a position where someone paying {1} could stop you from having enough mana to pay for the spell. If you want to use it pay for a spell or ability, you need to use this card before you start the announcement. [\[Prophecy FAQ 2000/05/25\]](#)  
If a player pays {1}, Rhystic Cave does not produce any mana, but is still considered to have been tapped for mana. Things which trigger of the land being tapped for mana (such as Mana Flare) will trigger, but things which try to replace mana production (such as Ritual of Subdual) will have nothing to replace. [\[DeLaney 2000/09/08\]](#)

#### **Rhystic Circle:**

Info: Color=White Type=Enchantment Cost=2WW PY(C)  
Text(PY): {1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.  
Cannot be used to prevent damage to your creatures, just to you.  
[\[DeLaney 2000/05/29\]](#)

#### **Rhystic Deluge:**

Info: Color=Blue Type=Enchantment Cost=2U PY(C)  
Text(PY): {U}: Tap target creature unless its controller pays {1}.  
The creature's controller gets the option to pay when this ability resolves.  
[\[Prophecy FAQ 2000/05/25\]](#)

#### **Rhystic Lightning:**

Info: Color=Red Type=Instant Cost=2R PY(C)  
Text(PY): ~this~ deals 4 damage to target creature or player unless that creature's controller or that player pays {2}. If he or she does, ~this~ deals 2 damage to the creature or player.  
The player gets the option to pay when this spell resolves.  
[\[Prophecy FAQ 2000/05/25\]](#)

#### **Rhystic Scrying:**

Info: Color=Blue Type=Sorcery Cost=2UU PY(U)  
Text(PY): Draw three cards. Then, if any player pays {2}, discard three cards from your hand.  
Each player (starting with the current player and going in turn order) gets the option to pay when this spell resolves. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Rhystic Shield:**

Info: Color=White Type=Instant Cost=1W PY(C)  
Text(PY): Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays {2}.  
Each player (starting with the current player and going in turn order) gets the option to pay when this spell resolves. [\[Prophecy FAQ 2000/05/25\]](#)  
Only affects creatures you control when it resolves. [\[DeLaney 2000/05/29\]](#)



**Rhystic Study:**

Info: Color=Blue Type=Enchantment Cost=2U PY(C)  
 Text(PY): Whenever an opponent plays a spell, you may draw a card unless that player pays {1}.  
 The player gets the option to pay when this triggered ability resolves.  
[\[Prophecy FAQ 2000/05/25\]](#) This will be after the spell is announced, but before it resolves. [\[DeLaney 2000/06/20\]](#)  
 You don't have to decide whether or not you are drawing until after the player decides whether or not to pay. [\[DeLaney 2000/05/29\]](#)

**Rhystic Syphon:**

Info: Color=Black Type=Sorcery Cost=3BB PY(U)  
 Text(PY): Unless target player pays {3}, he or she loses 5 life and you gain 5 life.

**Rhystic Tutor:**

Info: Color=Black Type=Sorcery Cost=2B PY(R)  
 Text(PY): Unless any player pays {2}, search your library for a card, put that card into your hand, then shuffle your library.

**Ribbon Snake:**

Info: Color=Blue Type=Creature - Snake Cost=1UU PY(C)  
 Text(PY): 2/3, Flying. ; {2}: ~this~ loses flying until end of turn. Any player may play this ability.

**Rib Cage Spider:**

Info: Color=Green Type=Creature - Spider Cost=2G PY(C)  
 Text(PY): 1/4. ; ~this~ may block as though it had flying.

**Ricochet:**

Info: Color=Red Type=Enchantment Cost=R UG(U)  
 Text(UG+errata): If a spell would target a single player, each player rolls a six-sided die. That spell targets the player with the lowest die roll instead. If two or more players tie for the lowest die roll, they reroll until there is no tie. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

Can't target a spell if it targets a player, and something else too.

[\[Barclay 1998/08/13\]](#)

If Ricochet chooses a player which is an illegal target for the spell, then the spell's target does not change. [\[QAS 1998/09/09\]](#)

All tournament formats have banned cards from Unglued.

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

**Ridgeline Rager:**

Info: Color=Red Type=Creature - Beast Cost=2R PY(C)  
 Text(PY): 1/2. ; {R}: ~this~ gets +1/+0 until end of turn.

**Ridgetop Raptor:**

Info: Color=Red Type=Creature - Beast Cost=3R LE(U)  
 Text(LE): 2/1, Double Strike.  
 Note - Also see Double Strike, Rule A.13.

**Riding Red Hare:**

Info: Color=White Type=Sorcery Cost=2W P3(C)  
 Text(P3): Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

When played under non-Portal rules, the text should be read as "Target creature gets +3/+3 and gains horsemanship until end of turn."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

**Riding the Dilu Horse:**

Info: Color=Green Type=Sorcery Cost=2G P3(R)  
 Text(P3): Any one creature gets +2/+2 and gains horsemanship.  
 When played under non-Portal rules, the text should be read as "Target creature gets +2/+2 and gains horsemanship until end of turn." The

original card did not have "until end of turn", but it was intended to so it is included in this suggested wording. [\[D'Angelo 2001/04/16\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

#### **Riftstone Portal:**

Info: Color=Land Type=Land Cost=None JU(U)  
Text(JU): {Tap}: Add one colorless mana to your mana pool. As long as ~this~ is in your graveyard, lands you control have "{Tap}: Add {G} or {W} to your mana pool."

#### **Righteous Aura:**

Info: Color=White Type=Enchantment Cost=1W VI(C)/MM(U)  
Text(MM): {W}, Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.

#### **Righteous Avengers:**

Info: Color=White Type=Creature - Avenger 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.27.

#### **Righteous Cause:**

Info: Color=White Type=Enchantment Cost=3WW ON(U)  
Text(ON): Whenever a creature attacks, you gain 1 life.

#### **Righteous Charge:**

Info: Color=White Type=Sorcery Cost=1WW P2(C)/ST(U)  
Text(ST): Creatures you control get +2/+2 until end of turn.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Righteous Fury:**

Info: Color=White Type=Sorcery Cost=4WW P2(R)/ST(R)  
Text(P2/ST): Destroy all tapped creatures. For each creature destroyed this way, you gain 2 life.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Righteous Indignation:**

Info: Color=White Type=Enchantment Cost=2W MM(U)  
Text(MM): Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.

#### **Righteousness:**

Info: Color=White Type=Instant Cost=W ABUR45(R)  
Text(4th/5th): Target blocking creature gets +7/+7 until end of turn.

#### **Righteous War:**

Info: Color=Multi Type=Enchantment Cost=1WB VI(R)  
Text(VI+errata): White creatures you control have protection from black. ;  
Black creatures you control have protection from white.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Protection, Rule A.31.

#### **Rime Dryad:**

Info: Color=Green Type=Creature - Dryad Cost=G IA(C)  
Text(IA): 1/2, Snow-covered forestwalk.  
Cannot landwalk through a non-Snow-Covered Forest.  
[\[WotC Rules Team 1995/06/15\]](#)  
Note - Also see Landwalk, Rule A.27.

#### **Ring of Gix:**

Info: Color=Artifact Type=Artifact Cost=3 UL(R)  
Text(UL): Echo ; {1},{Tap}: Tap target artifact, creature, or land.  
Note - See Icy Manipulator for related rulings.

Note - Also see Echo, Rule A.14.

### Ring of Immortals:

Info: Color=Artifact Type=Artifact Cost=5 LG(R)  
Text(LG+errata): {3},{Tap}: Counter target instant or enchantment spell that targets a permanent you control. [\[Oracle 1999/09/03\]](#)  
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},Remove ~this~ from the game: The next time you would draw a card this turn, instead choose a card you own from outside the game and put it into your hand. [\[Oracle 2002/05/20\]](#)

Note - See Burning Wish for rulings.

The ability is a replacement ability (see Rule T.10). It modifies your next draw. [\[D'Angelo 2000/02/25\]](#)

You do need to reveal the card you acquire to your opponent.

[\[Aahz 1996/06/13\]](#)

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

Note - It is of type "Artifact", not "Mono Artifact". [\[Oracle 1998/07/01\]](#)

### Ring of Renewal:

Info: Color=Artifact Type=Artifact Cost=5 FE(U1)  
Text(FE+errata): {5},{Tap},Discard a card at random from your hand: Draw two cards. [\[Oracle 1999/07/23\]](#)

The card is 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.

[\[Duelist Magazine #11, Page 56\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Riptide:

Info: Color=Blue Type=Instant Cost=U DK(C3)  
Text(DK+errata): Tap all blue creatures. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Riptide Biologist:

Info: Color=Blue Type=Creature - Wizard Cost=1U ON(C)  
Text(ON): 1/2, Protection from Beasts. ; Morph {2}{U}.

Protection from beasts prevents damage from beast sources, cannot have any beasts assigned to block it, and cannot be targeted by the abilities of beasts. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Morph, Rule A.29.

Note - Also see Protection, Rule A.31.

### Riptide Crab:

Info: Color=Multi Type=Creature - Crab Cost=1WU IN(U)  
Text(IN): 1/3. ; Attacking doesn't cause ~this~ to tap. ; When ~this~ is put into a graveyard from play, draw a card.

### Riptide Chronologist:

Info: Color=Blue Type=Creature - Wizard Cost=3UU ON(U)  
Text(ON): 1/3. ; {U},Sacrifice ~this~: Untap all creatures of the type of your choice.

### Riptide Director:

Info: Color=Blue Type=Creature - Wizard Cost=2UU LE(R)  
Text(LE): 2/3. ; {2}{U}{U},{Tap}: Draw a card for each Wizard you control.

### Riptide Entrancer:

Info: Color=Blue Type=Creature - Wizard Cost=1UU ON(R)  
Text(ON): 1/1. ; Whenever ~this~ deals combat damage to a player, you may sacrifice it. If you do, gain control of target creature that player controls. (This effect doesn't end at end of turn.) ; Morph {U}{U}.

Note - Also see Morph, Rule A.29.

### Riptide Laboratory:

Info: Color=Land Type=Land Cost=None ON(R)

Text(ON): {Tap}: Add {1} to your mana pool. ; {1}{U},{Tap}: Return target Wizard you control to its owner's hand.

#### **Riptide Mangler:**

Info: Color=Blue Type=Creature - Beast Cost=1U LE(R)

Text(LE): 0/3. ; {1}{U}: Change ~this~'s power to target creature's power. (It doesn't change back at end of turn)

It reads the current power of the creature, including counters and effects.

**[D'Angelo 2003/02/01]**

It sets its own power using an effect, so once this is used, adding power modifying counters to it will not do anything. See Rule K.10.Ruling.1 for details. **[Legions FAQ 2003/01/23]**

**+ Any power/toughness changing enchantments or effects on this card prior to using its ability will be overridden when the ability resolves. This effect completely covers all previous effects. [D'Angelo 2003/06/14]**

#### **Riptide Replicator:**

Info: Color=Artifact Type=Artifact Cost=X4 ON(R)

Text(ON): As ~this~ comes into play, choose a color and a creature type. ; ~this~ comes into play with X charge counters on it. ;

{4},{Tap}: Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on ~this~.

Note - Also see Token Creatures, Rule K.25.

Note - Also see X Costs, Rule K.28.

#### **Riptide Shapeshifter:**

Info: Color=Blue Type=Creature - Shapeshifter Cost=3UU ON(U)

Text(ON): 3/3. ; {2}{U}{U},Sacrifice ~this~: Choose a creature type. Reveal cards from the top of your library until you reveal a creature card of that type. Put that card into play and shuffle the rest into your library.

#### **Riptide Survivor:**

Info: Color=Blue Type=Creature - Wizard Cost=2U SC(U)

Text(SC): 2/1. ; Morph {1}{U}{U}. ; When ~this~ is turned face up, discard two cards from your hand, then draw three cards.

**+ If you have less than 2 cards in your hand, discard all the cards you have. [Scourge FAQ 2003/05/30] If you have no cards in hand, you can discard zero and draw 3.**

**+ Note - Also see Morph, Rule A.29.**

#### **Rishadan Airship:**

Info: Color=Blue Type=Creature - Pirate Cost=2U MM(C)

Text(MM): 3/1, Flying. ; ~this~ may block only creatures with flying.

#### **Rishadan Brigand:**

Info: Color=Blue Type=Creature - Pirate Cost=4U MM(R)

Text(MM): 3/2, Flying. ; When ~this~ comes into play, each opponent sacrifices a permanent unless he or she pays {3}. ; ~this~ may block only creatures with flying.

#### **Rishadan Cutpurse:**

Info: Color=Blue Type=Creature - Pirate Cost=2U MM(C)

Text(MM): 1/1. ; When ~this~ comes into play, each opponent sacrifices a permanent unless he or she pays {1}.

#### **Rishadan Footpad:**

Info: Color=Blue Type=Creature - Pirate Cost=3U MM(U)

Text(MM): 2/2. ; When ~this~ comes into play, each opponent sacrifices a permanent unless he or she pays {2}.

#### **Rishadan Pawnshop:**

Info: Color=Artifact Type=Artifact Cost=2 MM(R)

Text(MM): {2},{Tap}: Shuffle target card in play you control into its owner's library.

#### **Rishadan Port:**

Info: Color=Land Type=Land Cost=None MM(R)  
Text(MM): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Tap target land.  
Mercadian Masques/Nemesis/Prophecy block format tournaments (see Rule D.18.7) have banned this card since 2000/07/01.

#### **Rising Waters:**

Info: Color=Blue Type=Enchantment Cost=3U NE(R)  
Text(NE): Lands don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, that player untaps a land he or she controls.

#### **Risky Move:**

Info: Color=Red Type=Enchantment Cost=3RRR ON(R)  
Text(ON): At the beginning of each player's upkeep, that player gains control of ~this~. ; When you gain control of ~this~ from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.  
The change of control of creatures does not end at end of turn or even when this card leaves play. [\[Onslaught FAQ 2002/09/24\]](#)  
This card does not target any creatures or players.  
[\[Onslaught FAQ 2002/09/24\]](#)

#### **Rites of Initiation:**

Info: Color=Red Type=Instant Cost=R OD(C)  
Text(OD): Discard any number of cards at random from your hand. Creatures you control get +1/+0 until end of turn for each card discarded this way.

#### **Rites of Refusal:**

Info: Color=Blue Type=Instant Cost=1U OD(C)  
Text(OD): Discard any number of cards from your hand. Counter target spell unless its controller pays {3} for each card discarded this way.

#### **Rites of Spring:**

Info: Color=Green Type=Sorcery Cost=1G OD(C)  
Text(OD): Discard any number of cards from your hand. Search your library for that many basic land cards, reveal those cards, and put them into your hand. Then shuffle your library.  
You can choose to find fewer basic land cards if you want to.  
[\[D'Angelo 2001/10/10\]](#)

#### **Rith's Attendant:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 IN(U)  
Text(IN): 3/3. ; {1},Sacrifice ~this~: Add {R}{G}{W} to your mana pool.

#### **Rith's Charm:**

Info: Color=Multi Type=Instant Cost=RGW PS(U)  
Text(PS): Choose one - Destroy target nonbasic land; or put three 1/1 green Saproling creature tokens into play; or prevent all damage a source of your choice would deal this turn.  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - Also see Token Creatures, Rule K.25.

#### **Rith's Grove:**

Info: Color=Land Type=Land Cost=None PS(U)  
Text(PS): ~this~ is a Lair in addition to its land type. ; When ~this~ comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; {Tap}: Add {R}, {G}, or {W} to your mana pool.  
If you don't want to unsummon a land, you can play this card then tap it for mana before the comes into play ability resolves. You may then choose to sacrifice it instead of unsummoning a land.  
[\[Planeshift FAQ 2001/01/26\]](#)  
This land is of type "Lair" and "Rith's Grove". It is not a basic land. [\[DeLaney 2001/02/12\]](#)

#### **Rith, the Awakener:**

Info: Color=Multi Type=Creature - Dragon Legend Cost=3RGW IN(R)

Text(IN): 6/6, Flying. ; Whenever ~this~ deals combat damage to a player, you may pay {2}{G}. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.  
You choose the color during resolution. This means your opponent does not get to react after knowing the color you chose. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Color, Rule G.3, for rules on choosing a color.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Token Creatures, Rule K.25.

#### **Ritual of Steel:**

Info: Color=White Type=Enchant Creature Cost=2W MI(C)  
Text(MI+errata): When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. ; Enchanted creature gets +0/+2.  
[\[Oracle 1999/11/01\]](#)

#### **Ritual of Subdual:**

Info: Color=Green Type=Enchantment Cost=4GG IA(R)  
Text(IA+errata): Cumulative Upkeep - {2}. ; If tapped for mana, lands produce colorless mana instead of their normal type. [\[Oracle 2000/10/24\]](#)  
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 generates a replacement effect (see Rule T.10).  
[\[DeLaney 1998/11/03\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Ritual of the Machine:**

Info: Color=Black Type=Sorcery Cost=2BB AL(R2)  
Text(AL+errata): As an additional cost to play ~this~, sacrifice a creature. ; Gain control of target nonblack, nonartifact creature.  
[\[Oracle 1999/07/23\]](#)

#### **Rivalry:**

Info: Color=Red Type=Enchantment Cost=2R UL(R)  
Text(UL+errata): At the beginning of each player's upkeep, if that player controls more lands than any other, ~this~ deals 2 damage to him or her.  
[\[Oracle 1999/05/01\]](#)  
This ability will only trigger if the player controls more lands at the beginning of upkeep. This condition is checked again at the start of resolution, and if not true, then nothing happens. [\[D'Angelo 1999/05/01\]](#)

#### **Riven Turnbull:**

Info: Color=Multi Type=Creature - Legend Cost=5BU LG(U1)  
Text(LG+errata): 5/7. ; {Tap}: Add {B} to your mana pool.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **River Bear:**

Info: Color=Green Type=Creature - Bear Cost=3G P2(U)  
Text(P2): 3/3, Islandwalk.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Landwalk, Rule A.27.

#### **River Boa:**

Info: Color=Green Type=Creature - Snake Cost=1G VI(C)/6(U)/BR(F1)  
Text(6th): 2/1, Islandwalk. ; {G}: Regenerate ~this~.  
Note - Also see Landwalk, Rule A.27.

#### **River Delta:**

Info: Color=Land Type=Land Cost=None IA(R)  
Text(IA+errata): {Tap}: Add {U} or {B} to your mana pool. ~this~ doesn't untap during your next untap step. [\[Oracle 2000/02/01\]](#)



**River Merfolk:**

Info: Color=Blue Type=Creature - Merfolk Cost=UU FE(U1)

Text(FE+errata): 2/1. ; {U}: ~this~ gains Mountainwalk until end of turn.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Landwalk, Rule A.27.

**Roar of the Wurm:**

Info: Color=Green Type=Sorcery Cost=6G OD(U)

Text(OD): Flashback {3}{G}. ; Put a 6/6 green Wurm creature token into play.

Note - Also see Flashback, Rule A.20.

Note - Also see Token Creatures, Rule K.25.

**Robber Fly:**

Info: Color=Red Type=Creature - Insect Cost=2R MM(U)

Text(MM): 1/1, Flying. ; Whenever ~this~ becomes blocked, defending player discards his or her hand, then draws that many cards.

It triggers only once even if blocked by more than one creature.

[\[MM FAQ 1999/09/22\]](#)

**Robe of Mirrors:**

Info: Color=Blue Type=Enchant Creature Cost=U EX(C)

Text(EX+errata): Enchanted creature can't be the target of spells or abilities. [\[Oracle 1999/05/01\]](#)

Does not destroy enchantments which are already on the creature.

[\[Barclay 1998/06/10\]](#)

Does not prevent enchantments from being moved onto the creature.

[\[Barclay 1998/06/10\]](#) See Rule E.9.Ruling.1.

**Roc Hatchling:**

Info: Color=Red Type=Creature - Bird Cost=R WL(U)

Text(WL+errata): 0/1. ; ~this~ comes into play with four shell counters on it. ; At the beginning of your upkeep, remove a shell counter from ~this~. ; ~this~ gets +3/+2 and has flying as long as it has no shell counters on it. [\[Oracle 1999/07/01\]](#)

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. [\[bethmo 1997/08/21\]](#)

Is not considered to have Flying ability when it is first played, so it will not trigger a Hidden Spider. [\[bethmo 1998/11/03\]](#)

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

**Rock Badger:**

Info: Color=Red Type=Creature - Beast Cost=4R MM(U)

Text(MM): 3/3, Mountainwalk.

Note - Also see Landwalk, Rule A.27.

**Rock Basilisk:**

Info: Color=Multi Type=Creature - Basilisk Cost=4RG MI(R)

Text(MI+errata): 4/5. ; Whenever ~this~ blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

[\[Oracle 1999/07/01\]](#)

**Rocket Launcher:**

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)/R(R)

Text(AQ/RV+errata): {2}: ~this~ deals 1 damage to target creature or player.

Sacrifice ~this~ at end of turn. Play this ability only if you've controlled ~this~ continuously since the most recent beginning of your turn. [\[Oracle 1999/09/03\]](#)

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. [\[D'Angelo 1994/06/01\]](#)

You can choose different targets for each use. [\[bethmo 1994/05/01\]](#)

It is only sacrificed at end of turn if it is successfully used. If the ability is countered, it is not sacrificed. [\[Aahz 1997/06/12\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Rock Hydra:

Info: Color=Red Type=Creature - Hydra Cost=XRR ABUR(R)

Text(RV+errata): 0/0. ; ~this~ comes into play with X +1/+1 counters on it. ; For each 1 damage that would be dealt damage to ~this~, if it has a +1/+1 counter on it, remove a +1/+1 counter from it and prevent that one damage. ; {R}: Prevent the next 1 damage that would be dealt to ~this~ this turn. ; {R}{R}{R}: Put a +1/+1 counter on ~this~. Play this ability only during your upkeep. [\[Oracle 2001/08/24\]](#)

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. [\[D'Angelo 1998/11/16\]](#)

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.

[\[bethmo 1994/05/01\]](#)

If brought into play without playing it from your hand, X will be zero. See Rule K.28.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 mana cost. See Rule K.28.3. [\[PPG Page 56\]](#) This means that Metamorphosis on a Hydra gives only 3 mana.

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. [\[D'Angelo 1998/11/16\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see X Costs, Rule K.28.

Note - The Alpha printing version of this card had 'R's where the red mana symbols are on all further printings.

### Rock Jockey:

Info: Color=Red Type=Creature - Goblin Cost=2R SC(C)

Text(SC): 3/3. ; You can't play ~this~ if you played a land this turn. ; You can't play lands if you played ~this~ this turn.

+ *The first ability applies only while this card is in your hand (or someplace else you can play it from).* [\[Scourge FAQ 2003/05/30\]](#)

+ *The second ability applies only while this card is in play.* [\[Scourge FAQ 2003/05/30\]](#)

### Rock Lobster:

Info: Color=Artifact Type=Artifact Creature Cost=4 UG(C)

Text(UG): 4/3. ; Scissors Lizards can't attack or block.

All tournament formats have banned cards from Unglued.

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

### Rockshard Elemental:

Info: Color=Red Type=Creature - Elemental Cost=5RR LE(R)

Text(LE): 4/3, Double Strike. ; Morph {4}{R}{R}.

Note - Also see Double Strike, Rule A.13.

Note - Also see Morph, Rule A.29.

### Rock Slide:

Info: Color=Red Type=Instant Cost=XR VI(C)

Text(VI+errata): ~this~ deals X damage divided as you choose among any number of target attacking or blocking creatures without flying.

[\[Oracle 1999/07/01\]](#)

X can be zero. [\[D'Angelo 2003/05/19\]](#)

If X is greater than zero, you cannot choose zero targets. You must choose between 1 and X targets. If X is zero, you cannot choose any targets.

[\[DeLaney 2003/05/19\]](#)

Note - Also see X Costs, Rule K.28.

**Rockslide Ambush:**

Info: Color=Red Type=Sorcery Cost=1R P3(U)  
Text(P3): ~this~ deals to any one creature damage equal to the number of mountain cards you have in play. (This includes both tapped and untapped mountain cards.)

When played under non-Portal rules, the text should be read as "this~ deals damage to target creature equal to the number of mountains you control."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Rocky Tar Pit:**

Info: Color=Land Type=Land Cost=None MI(U)

Text(MI+errata): ~this~ comes into play tapped. ; {Tap},Sacrifice ~this~: Search your library for a swamp or mountain card and put it into play. Then shuffle your library. [\[Oracle 1999/07/01\]](#)

You do not have to find a swamp or mountain card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Roc of Kher Ridges:**

Info: Color=Red Type=Creature - Roc Cost=3R ABUR(R)

Text(ABU/RV): 3/3, Flying.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Rod of Ruin:**

Info: Color=Artifact Type=Artifact Cost=4 ABUR4567(U)

Text(4th/5th/6th/7th): {3},{Tap}: ~this~ deals 1 damage to target creature or player.

**Rofellos, Llanowar Emissary:**

Info: Color=Green Type=Creature - Elf Legend Cost=GG UD(R)

Text(UD): 2/1. ; {Tap}: Add one green mana to your mana pool for each forest you control.

**Rofellos's Gift:**

Info: Color=Green Type=Sorcery Cost=G UD(C)

Text(UD): Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.

You reveal and you choose cards during the resolution. [\[D'Angelo 1999/06/01\]](#)

**Rogue Elephant:**

Info: Color=Green Type=Creature - Elephant Cost=G WL(C)

Text(WL+errata): 3/3. ; When ~this~ comes into play, sacrifice it unless you sacrifice a forest. [\[Oracle 1999/07/01\]](#)

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

**Rogue Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=1R IN(C)

Text(IN): 1/1. ; Whenever ~this~ attacks alone, it gets +2/+0 until end of turn.

**Rogue Skycaptain:**

Info: Color=Red Type=Creature - Mercenary Cost=2R AL(R2)

Text(AL+errata): 3/4, Flying. ; At the beginning of your upkeep, put a wage counter on ~this~, then you may pay {2} for each wage counter on it. If you don't pay, remove all wage counters from ~this~ and an opponent gains control of it. [\[Oracle 1999/07/23\]](#)

**Rohgahh of Kher Keep:**

Info: Color=Multi Type=Creature - Legend Cost=2BBRR LG(R)

Text(LG+errata): 5/5. ; At the beginning of your upkeep, unless you pay {R}{R}{R}, an opponent gains control of ~this~ and all creatures you control named Kobolds of Kher Keep. If a player gains control of a creature this way, tap it. (This effect doesn't end at end of turn.) ; Creatures you control named Kobolds of Kher Keep get +2/+2.

**[Oracle 2002/03/01]**

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

Note - This card refers to Kobolds of Kher Keep.

Note - Also see Legendary Permanents, Rule K.17.

**Rolling Earthquake:**

Info: Color=Red Type=Sorcery Cost=XR P3(R)

Text(P3): ~this~ deals X damage to each player and each creature without horsemanship. (This includes you and your creatures without horsemanship.)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see X Costs, Rule K.28.

**Rolling Stones:**

Info: Color=White Type=Enchantment Cost=1W SH(R)/7(R)

Text(7th): Walls may attack as though they weren't Walls.

**Rolling Thunder:**

Info: Color=Red Type=Sorcery Cost=XRR TE(C)/BR(F1)

Text(TE+errata): ~this~ deals X damage divided as you choose among any number of target creatures and/or players. **[Oracle 1999/05/01]**

X can be zero. **[D'Angelo 2003/05/19]**

If X is greater than zero, you cannot choose zero targets. You must choose between 1 and X targets. If X is zero, you cannot choose any targets.

**[DeLaney 2003/05/19]**

Note - Also see X Costs, Rule K.28.

**Rootbreaker Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=5GG TE(C)

Text(TE): 6/6, Trample.

Note - Also see Trample, Rule A.37.

**Root Cage:**

Info: Color=Green Type=Enchantment Cost=1G PY(U)

Text(PY): Mercenaries don't untap during their controllers' untap steps.

**Root Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=4GG SC(R)

Text(SC): 6/5. ; Morph {5}{G}{G}. ; When ~this~ is turned face up, you may put a creature card from your hand into play.

**+ Note - Also see Morph, Rule A.29.**

**Root Greevil:**

Info: Color=Green Type=Creature - Beast Cost=3G PS(C)

Text(PS): 2/3. ; {2}{G},{Tap},Sacrifice ~this~: Destroy all enchantments of the color of your choice.

**Rooting Kavv:**

Info: Color=Green Type=Creature - Kavv Cost=2GG IN(U)

Text(IN): 4/3. ; When ~this~ is put into a graveyard from play, you may remove ~this~ from the game. If you do, shuffle all creature cards from your graveyard into your library.

**Root Maze:**

Info: Color=Green Type=Enchantment Cost=G TE(R)

Text(TE+errata): Artifacts and lands come into play tapped.

**[Oracle 1999/05/01]**

**Roots:**

Info: Color=Green Type=Enchant Creature Cost=3G HL(U3)

Text(HL+errata): ~this~ can enchant only a creature without flying. ;

When ~this~ comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step. **[Oracle 1999/11/01]**

**Root Sliver:**

Info: Color=Green Type=Creature - Sliver Cost=3G LE(U)

Text(LE): 2/2. ; ~this~ can't be countered. ; Sliver spells can't be countered.

The first ability applies when this card is not in play. The second ability applies when this card is in play. [\[Legions FAQ 2003/01/23\]](#)

#### Roots of Life:

Info: Color=Green Type=Enchantment Cost=1GG MI(U)

Text(MI+errata): As ~this~ comes into play, choose islands or swamps. ; Whenever a land of the chosen type an opponent controls becomes tapped, you gain 1 life. [\[Oracle 1999/07/01\]](#)

A Magical Hack that targets this spell on the stack will allow you to change the land types it affects. Once it is in play, changing the text does not change the behavior. [\[D'Angelo 2000/06/10\]](#)

It affects all opponents in a multiplayer game. [\[D'Angelo 1999/07/01\]](#)

#### Root Spider:

Info: Color=Green Type=Creature - Spider Cost=3G HL(U3)

Text(HL+errata): 2/2 ; Whenever ~this~ blocks, it gets +1/+0 and gains first strike until end of turn. [\[Oracle 1999/07/23\]](#)

#### Rootwalla:

Info: Color=Green Type=Creature - Lizard Cost=2G TE(C)

Text(TE+errata): 2/2. ; {1}{G}: ~this~ gets +2/+2 until end of turn. Play this ability only once each turn. [\[Oracle 1999/05/01\]](#)

#### Rootwater Alligator:

Info: Color=Green Type=Creature - Alligator Cost=3G EX(C)

Text(EX): 3/2. ; Sacrifice a forest: Regenerate ~this~.

#### Rootwater Commando:

Info: Color=Blue Type=Creature - Merfolk Cost=2U NE(C)

Text(NE): 2/2, Islandwalk.

Note - Also see Landwalk, Rule A.27.

#### Rootwater Depths:

Info: Color=Land Type=Land Cost=None TE(U)

Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {B} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[Oracle 2000/10/24\]](#)

#### Rootwater Diver:

Info: Color=Blue Type=Creature - Merfolk Cost=U TE(U)

Text(TE): 1/1. ; {Tap}, Sacrifice ~this~ : Return target artifact card from your graveyard to your hand.

#### Rootwater Hunter:

Info: Color=Blue Type=Creature - Merfolk Cost=2U TE(C)

Text(TE): 1/1. ; {Tap}: ~this~ deals 1 damage to target creature or player.

#### Rootwater Matriarch:

Info: Color=Blue Type=Creature - Merfolk Cost=2UU TE(R)

Text(TE+errata): 2/3. ; {Tap}: Gain control of target creature as long as it's enchanted. [\[Oracle 2000/10/24\]](#)

A creature is "enchanted" if it has any local enchantments on it.

[\[D'Angelo 1999/06/01\]](#)

Can target an unenchanted creature but has no effect on that creature.

[\[Aahz 1997/11/17\]](#)

The control effect ends if at any time the creature has no enchantments on it. [\[D'Angelo 1997/12/18\]](#)

#### Rootwater Mystic:

Info: Color=Blue Type=Creature - Merfolk Cost=U EX(C)

Text(EX): 1/1. ; {1}{U}: Look at the top card of target player's library.

#### Rootwater Shaman:

Info: Color=Blue Type=Creature - Merfolk Cost=2U TE(R)

Text(TE+errata): 2/2. ; You may play enchant creature cards any time you

could play an instant. [\[Oracle 1999/05/01\]](#)  
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 destroyed at end of turn. [\[D'Angelo 1998/03/26\]](#)

#### **Rootwater Thief:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U NE(R)  
Text(NE): 1/2. ; {U}: ~this~ gains flying until end of turn. ;  
Whenever ~this~ deals combat damage to a player, you may pay {2}. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.  
Note - This card was designed by Mike Long after winning the 2000 tournament in Kuala Lumpur.

#### **Rorix Bladewing:**

Info: Color=Red Type=Creature - Dragon Legend Cost=3RRR ON(R)  
Text(ON): 6/5, Flying, Haste.  
Note - Also see Haste, Rule A.22.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Roterohopter:**

Info: Color=Artifact Type=Artifact Creature Cost=1 HL(C1)  
Text(HL+errata): 0/2, Flying. ; {2}: ~this~ gets +1/+0 until end of turn.  
Play this ability no more than twice each turn. [\[Oracle 2000/02/01\]](#)

#### **Rotlung Reanimator:**

Info: Color=Black Type=Creature - Zombie Cleric Cost=2B ON(R)  
Text(ON): 2/2. ; Whenever ~this~ or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play.  
Note - Also see Token Creatures, Rule K.25.

#### **Rotting Giant:**

Info: Color=Black Type=Creature - Zombie Giant Cost=1B OD(U)  
Text(OD): 3/3. ; Whenever ~this~ attacks or blocks sacrifice it unless you remove a card in your graveyard from the game.  
This card is of creature type Zombie and of type Giant.  
[\[D'Angelo 2001/10/10\]](#)

#### **Rouse:**

Info: Color=Black Type=Instant Cost=1B MM(C)  
Text(MM+errata): If you control a swamp, you may pay 2 life rather than pay ~this~'s mana cost. ; Target creature gets +2/+0 until end of turn.  
[\[Oracle 2001/06/01\]](#)

#### **Rout:**

Info: Color=White Type=Sorcery Cost=3WW IN(R)  
Text(IN): You may play ~this~ any time you could play an instant if you pay {2} more to play it. ; Destroy all creatures. They can't be regenerated.  
Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

#### **Rowan Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=3G PT(C)  
Text(PT): 3/4.  
All tournament formats have banned this card because it only appears in Portal.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Treefolk. [\[D'Angelo 2000/06/05\]](#)

#### **Rowen:**

Info: Color=Green Type=Enchantment Cost=2GG VI(R)/67(R)  
Text(6th/7th): Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, 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.4), and thus will wait until the entire



draw effect finishes resolving before you do it. [\[DeLaney 1997/01/28\]](#)

#### **Royal Assassin:**

Info: Color=Black Type=Creature - Assassin Cost=1BB ABUR4(R)

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 ability is countered.

[\[D'Angelo 2000/03/03\]](#)

You can target creatures you control. [\[bethmo 1994/05/01\]](#)

Cannot target itself because you choose the target at the same time you are tapping him. At that time he is not yet tapped. [\[D'Angelo 1995/07/18\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Royal Decree:**

Info: Color=White Type=Enchantment Cost=2WW AL(R2)

Text(AL): Cumulative Upkeep - {W}. ; Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, ~this~ deals 1 damage to that permanent's controller.

#### **Royal Falcon:**

Info: Color=White Type=Creature - Bird Cost=1W ST(S1)/S2(F1)

Text(ST/S2): 1/1, Flying.

All tournament formats have banned this card because it only appears in Starter.

#### **Royal Herbalist:**

Info: Color=White Type=Creature - Cleric Cost=W AL(C1)

Text(AL+errata): 1/1. ; {2}, Remove the top card of your library from the game: You gain 1 life. [\[Oracle 1999/07/23\]](#)

#### **Royal Trooper:**

Info: Color=White Type=Creature - Soldier Cost=2W ST(U)

Text(ST): 2/2. ; When ~this~ blocks, it gets +2/+2 until end of turn.

All tournament formats have banned this card because it only appears in Starter.

#### **Rubinia Soulsinger:**

Info: Color=Multi Type=Creature - Legend Cost=2UWG LG(R)/CH(U1)

Text(CH+errata): 2/3. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Gain control of target creature as long as you control ~this~ and ~this~ remains tapped. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

#### **Ruby Leech:**

Info: Color=Red Type=Creature - Leech Cost=1R IN(R)

Text(IN): 2/2, First Strike. ; Red spells you play cost {R} more to play.

Note - Also see First Strike, Rule A.18.

#### **Ruby Medallion:**

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

Text(TE+errata): Red spells you play cost {1} less to play.

[\[Oracle 1999/05/01\]](#)

See Helm of Awakening for rulings.

#### **Ruham Djinn:**

Info: Color=White Type=Creature - Djinn Cost=5W IN(U)

Text(IN): 5/5, First Strike. ; ~this~ gets -2/-2 as long as white is the most common color among all permanents or is tied for most common.

Note - Also see First Strike, Rule A.18.

#### **Ruination:**

Info: Color=Red Type=Sorcery Cost=3R SH(R)

Text(SH): Destroy all nonbasic lands.

#### **Ruins of Trokair:**

Info: Color=Land Type=Land Cost=None FE(U2)/56(U)

Text(5th/6th): ~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=Creature - Egg Cost=3R AN(C4)  
Text(AN+errata): 0/3. ; When ~this~ is put into a graveyard from play, put a 4/4 red Rukh creature token with flying into play at end of turn.

[[Oracle 1999/09/03](#)]

No Rukh hatches if it is discarded or countered.

[[Duelist Magazine #4, Page 137](#)]

Disintegrate and Swords to Plowshares remove the Egg from the game instead of sending the card to the graveyard, so no Rukh hatches.

[[bethmo 1994/06/01](#)]

The Rukh cannot be used to attack until it begins one of your turns in play. See Rule G.37.1. [[D'Angelo 1994/06/01](#)]

If the Egg is destroyed while under the control of another player, the controller of the Egg gets the Rukh. [[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 1994/08/10](#)]

Sleight of Mind can be used to change the color of the Rukh that will hatch. [[bethmo 1994/08/01](#)]

Type 1 tournaments (see Rule D.13) restricted this card from 1994/01/25 to 1994/02/23.

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

Note - Also see Token Creatures, Rule K.25.

Note - The Arabian Nights card comes in two versions. One has a smaller, darker mana circle (C3 rarity), and the other has a normal mana circle (C1 rarity).

### **Rumbling Crescendo:**

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

Text(US+errata): At the beginning of 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~. [[Oracle 1999/05/01](#)]

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

### **Rummaging Wizard:**

Info: Color=Blue Type=Creature - Wizard Cost=3U ON(U)

Text(ON): 2/2. ; {2}{U}: Look at the top card of your library. You may put that card into your graveyard.

### **Runed Arch:**

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

Text(IA+errata): ~this~ comes into play tapped. ; {X},{Tap},Sacrifice ~this~: X target creatures with power 2 or less are unblockable this turn. [[Oracle 2000/02/01](#)]

### **Rune of Protection: Artifacts:**

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

Text(US+errata): {W}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage. ; Cycling {2}.

[[Oracle 1999/05/01](#)]

Note - See Circle of Protection: Black for rulings.

Note - Also see Cycling, Rule A.12.

### **Rune of Protection: Black:**

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

Text(US+errata): {W}: The next time a black source of your choice would deal damage to you this turn, prevent that damage; Cycling {2}.

[[Oracle 1999/05/01](#)]

Note - Also see Cycling, Rule A.12.

### **Rune of Protection: Blue:**

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

Text(US+errata): {W}: The next time a blue source of your choice would deal

damage to you this turn, prevent that damage; Cycling {2}.

[\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

#### **Rune of Protection: Green:**

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

Text(US+errata): {W}: The next time a green source of your choice would deal damage to you this turn, prevent that damage; Cycling {2}.

[\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

#### **Rune of Protection: Lands:**

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

Text(US+errata): {W}: The next time a land source of your choice would deal damage to you this turn, prevent that damage; Cycling {2}.

[\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

#### **Rune of Protection: Red:**

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

Text(US+errata): {W}: The next time a red source of your choice would deal damage to you this turn, prevent that damage; Cycling {2}.

[\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

#### **Rune of Protection: White:**

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

Text(US+errata): {W}: The next time a white source of your choice would deal damage to you this turn, prevent that damage; Cycling {2}.

[\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

#### **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. When that creature leaves play this turn, sacrifice ~this~.

If the creature deals damage to a creature this turn, the creature dealt damage can't be regenerated this turn. If a creature dealt damage by the targeted creature would be put into a graveyard this turn, remove that creature from the game instead. [\[Oracle 2002/03/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Run Wild:**

Info: Color=Green Type=Instant Cost=G ON(U)

Text(ON): Until end of turn, target creature gains trample and "{G}: Regenerate this creature."

Note - Also see Trample, Rule A.37.

#### **Rupture:**

Info: Color=Red Type=Sorcery Cost=2R NE(U)

Text(NE): Sacrifice a creature. ~this~ deals damage equal to that creature's power to each creature without flying and each player.

#### **Rushing River:**

Info: Color=Blue Type=Instant Cost=2U PS(C)

Text(PS): Kicker-Sacrifice a land. ; Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

You choose a second target only if you choose to pay the kicker cost.

[\[Planeshift FAQ 2001/01/26\]](#)

You can sacrifice a tapped land. [\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Kicker, Rule A.24.

#### **Rush of Knowledge:**

Info: Color=Blue Type=Sorcery Cost=4U SC(C)

Text(SC): Draw cards equal to the highest converted mana cost among permanents you control.

**+ Note - Also see Converted Mana Cost, Rule K.8.**

**Rushwood Dryad:**

Info: Color=Green Type=Creature - Dryad Cost=1G MM(C)  
Text(MM): 2/1, Forestwalk.  
Note - Also see Landwalk, Rule A.27.

**Rushwood Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=GGGGG MM(R)  
Text(MM): 4/4, Trample. ; At the beginning of your upkeep, you may put a +1/+1 counter on ~this~.  
Note - Also see Trample, Rule A.37.

**Rushwood Grove:**

Info: Color=Land Type=Land Cost=None MM(U)  
Text(MM): ~this~ comes into play tapped. ; {Tap}: Put a storage counter on ~this~. ; {Tap}, Remove any number of storage counters from ~this~: Add one green mana to your mana pool for each storage counter removed this way.

**Rushwood Herbalist:**

Info: Color=Green Type=Creature - Spellshaper Cost=2G MM(C)  
Text(MM): 2/2. ; {G},{Tap}, Discard a card from your hand: Regenerate target creature.

**Rushwood Legate:**

Info: Color=Green Type=Creature - Dryad Cost=2G MM(U)  
Text(MM): 2/1. ; If an opponent controls an island and you control a forest, you may play ~this~ without paying its mana cost.

**Rust:**

Info: Color=Green Type=Instant Cost=G LG(C2)  
Text(LG+errata): Counter target activated ability of an artifact.  
[Oracle 1999/09/03]  
The player does not get back any costs spent activating the ability.  
[bethmo 1994/09/20]  
Cannot be used on mana source abilities. [D'Angelo 1999/01/16]  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Activated Ability, Rule A.2.  
Note - This card was of type Interrupt and is now of type Instant.  
[Oracle 1999/09/03]

**Rusting Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 NE(U)  
Text(NE): \*/\*, Fading 5. ; ~this~'s power and toughness are each equal to the number of fade counters on it.  
Note - Also see Fading, Rule A.16.

**Rysorian Badger:**

Info: Color=Green Type=Creature - Badger Cost=2G HL(U1)  
Text(HL+errata): 2/2. ; Whenever ~this~ attacks and isn't blocked, you may remove up to two target creature cards in defending player's graveyard from the game. If you do, you gain 1 life for each card removed this way and ~this~ deals no combat damage this turn. [Oracle 1999/11/01]

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**Saber Ants:**

Info: Color=Green Type=Creature - Insect Cost=3G MM(U)  
Text(MM): 2/3. ; Whenever ~this~ is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

**Sabertooth Cobra:**

Info: Color=Green Type=Creature - Cobra Cost=2G MI(C)  
Text(MI+errata): 2/2. ; Whenever ~this~ deals damage to a player, he or she gets a poison counter. That player gets another poison counter at the beginning of his or her next upkeep unless he or she pays {2} before that

turn to prevent this effect. (A player with ten or more poison counters loses the game.) [\[Oracle 1999/11/01\]](#)

The ability still gives a poison counter even if Sabertooth Cobra leaves play before the next upkeep. [\[D'Angelo 1998/06/05\]](#)

Note - Also see Poison, Rule E.10.

#### **Sabertooth Nishoba:**

Info: Color=Multi Type=Creature - Beast Cost=4GW IN(R)

Text(IN): 5/5, Trample, Protection from Blue, Protection from Red.

Note - Also see Protection, Rule A.31.

Note - Also see Trample, Rule A.37.

#### **Sabertooth Wyvern:**

Info: Color=Red Type=Creature - Drake Cost=4R EX(U)

Text(EX): 3/2, Flying, First Strike.

Note - Also see First Strike, Rule A.18.

#### **Sabretooth Tiger:**

Info: Color=Red Type=Creature - Cat Cost=2R IA(C)/567(C)

Text(IA/5th/6th/7th): 2/1, First Strike.

Note - The creature type was "Tiger" in Ice Age, Fifth Edition, and Sixth Edition. It is now of type "Cat".

Note - Also see First Strike, Rule A.18.

#### **Sacred Boon:**

Info: Color=White Type=Instant Cost=1W IA(U)/5(U)

Text(5th+errata): Prevent the next 3 damage that would be dealt to target creature this turn. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented in this way. [\[Oracle 2000/02/01\]](#)

#### **Sacred Ground:**

Info: Color=White Type=Enchantment Cost=1W SH(R)/7(R)

Text(7th+errata): Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.

[\[Oracle 2002/03/01\]](#)

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. [\[WotC Rules Team 1998/03/31\]](#)

A legendary land being put into the graveyard as a duplicate legend will not be brought back since it is being buried by a game rule.

[\[WotC Rules Team 1998/03/31\]](#)

#### **Sacred Guide:**

Info: Color=White Type=Creature - Cleric Cost=W TE(R)

Text(TE+errata): 1/1. ; {1}{W}, Sacrifice ~this~: Reveal cards from the top of your library until you reveal a white card. Put that card into your hand and remove all other revealed cards from the game.

[\[Oracle 1999/05/01\]](#)

#### **Sacred Knight:**

Info: Color=White Type=Creature - Knight Cost=3W PT(C)

Text(PT): 3/2. ; ~this~ can't be intercepted by black or red creatures.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "~this~ can't be blocked by black or red creatures." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Knight. [\[D'Angelo 2000/06/05\]](#)

#### **Sacred Mesa:**

Info: Color=White Type=Enchantment Cost=2W MI(R)/AT(F1)

Text(MI+errata): At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice a Pegasus. ; {1}{W}: Put a 1/1 white Wild Pegasus creature token with flying into play. [\[Oracle 1999/07/01\]](#)

It can be used during upkeep to create a Pegasus token in time for it to be sacrificed. [\[D'Angelo 1999/07/01\]](#)

Note - Also see Token Creatures, Rule K.25.

**Sacred Nectar:**

Info: Color=White Type=Sorcery Cost=1W PT(C)/ST(C)/7(C)  
 Text(PT/ST/7th): You gain 4 life.

**Sacred Prey:**

Info: Color=Green Type=Creature - Beast Cost=G MM(C)  
 Text(MM): 1/1. ; When "this" becomes blocked, you gain 1 life.

**Sacred Rites:**

Info: Color=White Type=Instant Cost=W OD(C)  
 Text(OD): Discard any number of cards from your hand. Creatures you control get +0/+1 until end of turn for each card discarded this way.

**Sacrifice:**

Info: Color=Black Type=Instant Cost=B ABUR(U)  
 Text(RV+errata): As an additional cost to play "this", sacrifice a creature. ; Add to your mana pool an amount of black mana equal to the sacrificed creature's converted mana cost. [\[Oracle 1999/09/03\]](#)  
 Sacrificing an animated land gives no mana since mana cost was zero.  
[\[D'Angelo 1994/06/01\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Converted Mana Cost, Rule K.8.  
 Note - This card was of type Interrupt and is now of type Instant.  
[\[Oracle 1999/09/03\]](#)

**Sadistic Glee:**

Info: Color=Black Type=Enchant Creature Cost=B TE(C)/BR(F1)  
 Text(TE+errata): Whenever a creature is put into a graveyard from play, put a +1/+1 counter on enchanted creature. [\[Oracle 2003/02/01\]](#)

**Sadistic Hypnotist:**

Info: Color=Black Type=Creature - Minion Cost=3BB OD(U)  
 Text(OD): 2/2. ; Sacrifice a creature: Target player discards two cards from his or her hand. Play this ability only any time you could play a sorcery.

**Safeguard:**

Info: Color=White Type=Enchantment Cost=3WW TE(R)  
 Text(TE+errata): {2}{W}: Prevent all combat damage that would be dealt by target creature this turn. [\[Oracle 1999/05/01\]](#)

**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. ; At the beginning of your upkeep, you may sacrifice "this". If you do, each player puts into play all cards he or she owns removed from game with "this". [\[Oracle 2001/08/24\]](#)  
 When creatures return to play, they are put into play as if just played.  
 Creatures with X in the mana cost are treated as X is zero (see Rule K.28.Ruling.2). [\[WotC Rules Team 1994/09/30\]](#) Creatures which can pay costs when put into play to determine abilities must have those costs paid at this time (see Rule G.28.3).  
 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. [\[Duelist Magazine #3, Page 7\]](#)  
 When the creature leaves play any damage or "will be destroyed at some future time" effects are removed from the creature.  
[\[D'Angelo 1994/07/01\]](#) See Rule Z.1.3.  
 Enchantments on creatures are put into the graveyard and counters on creatures are removed when the creatures are sent to the Haven.  
[\[WotC Rules Team 1994/09/30\]](#)  
 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 cease to exist 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 "removed from game" zone (see Rule Z.8), so the Ring of Ma'ruf can be used on them. [\[D'Angelo 1996/11/11\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Sage Aven:**

Info: Color=Blue Type=Creature - Bird Wizard Cost=3U ON(C)  
Text(ON): 1/3, Flying. ; When ~this~ comes into play, look at the top four cards of your library, then put them back in any order.

#### **Sage of Lat-Nam:**

Info: Color=Blue Type=Creature - Sage Cost=1U AQ(C4)  
Text(AQ+errata): 1/2. ; {Tap},Sacrifice an artifact: Draw a card.  
[\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Sage Owl:**

Info: Color=Blue Type=Creature - Bird Cost=1U WL(C)/67(C)  
Text(WL/7th): 1/1, Flying. ; When ~this~ comes into play, look at the top four cards of your library, then put them back in any order.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Sage's Knowledge:**

Info: Color=Blue Type=Sorcery Cost=2U P3(C)  
Text(P3): Return any one sorcery card from your graveyard to your hand.  
When played under non-Portal rules, the text should be read as "Return target sorcery card from your graveyard to your hand."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Sailmonger:**

Info: Color=Blue Type=Creature - Monger Cost=3U MM(U)  
Text(MM): 3/3. ; {2}: Target creature gains flying until end of turn. Any player may play this ability.

#### **Salt Flats:**

Info: Color=Land Type=Land Cost=None TE(R)  
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.

#### **Salt Marsh:**

Info: Color=Land Type=Land Cost=None IN(U)  
Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {U} or {B} to your mana pool.

#### **Salvage:**

Info: Color=Green Type=Sorcery Cost=G P2(C)  
Text(P2): Take any one card from your graveyard and put that card on the top of your library.  
When played under non-Portal rules, the text should be read as "Put target card in your graveyard on top of your library." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Samite Alchemist:**

Info: Color=White Type=Creature - Alchemist Cost=3W HL(C4)  
Text(HL+errata): 0/2. ; {W}{W},{Tap}: Prevent the next 4 damage that would be dealt this turn to target creature you control. Tap that creature. It doesn't untap during your next untap step. [\[Oracle 1999/07/23\]](#)

#### **Samite Archer:**

Info: Color=Multi Type=Creature - Cleric Cost=1WU IN(U)  
Text(IN): 1/1. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; {Tap}: ~this~ deals 1 damage to target creature or player.

#### **Samite Blessing:**

Info: Color=White Type=Enchant Creature Cost=W SH(C)  
Text(SH+errata): Enchanted creature has "{Tap}: The next time a source of your choice would deal damage to target creature this turn, prevent that damage." [\[Oracle 1999/05/01\]](#)

#### **Samite Elder:**

Info: Color=White Type=Creature - Cleric Cost=2W PS(R)  
Text(PS+errata): 1/2. ; {Tap}: Creatures you control gain protection from the colors of target permanent you control until end of turn.

[\[Oracle 2001/05/02\]](#)

The color is determined on resolution. [\[Planeshift FAQ 2001/01/26\]](#)

If the color of that permanent changes after the ability takes effect, the color of protection that was granted does not change.

[\[Planeshift FAQ 2001/01/26\]](#)

Note - Also see Protection, Rule A.31.

#### **Samite Healer:**

Info: Color=White Type=Creature - Cleric Cost=1W ABUR4567(C)/AT(F1)  
Text(7th): 1/1. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Note - The Anthologies version of the card has a mana cost of {2}{W} instead of {1}{W}. This is an error.

#### **Samite Ministration:**

Info: Color=White Type=Instant Cost=1W IN(U)  
Text(IN): Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

#### **Samite Pilgrim:**

Info: Color=White Type=Creature - Cleric Cost=1W PS(C)  
Text(PS): 1/1. ; {Tap}: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of basic land types among lands you control.

#### **Samite Sanctuary:**

Info: Color=White Type=Enchantment Cost=2W PY(R)  
Text(PY): {2}: Prevent the next 1 damage that would be dealt to target creature this turn. Any player may play this ability.

#### **Sanctimony:**

Info: Color=White Type=Enchantment Cost=1W UD(U)/7(U)  
Text(7th): Whenever an opponent taps a mountain for mana, you may gain 1 life.

Gaining life is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

#### **Sanctum Custodian:**

Info: Color=White Type=Creature - Cleric Cost=2W US(C)/BR(F1)  
Text(US+errata): 1/2. ; {Tap}: Prevent the next 2 damage that would be dealt to target creature or player this turn. [\[Oracle 1999/05/01\]](#)

#### **Sanctum Guardian:**

Info: Color=White Type=Creature - Soldier Cost=1WW US(U)/BR(F1)  
Text(US+errata): 1/4. ; Sacrifice ~this~: The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. [\[Oracle 1999/05/01\]](#)

#### **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. When that creature is put into a graveyard from play this turn, destroy ~this~. [\[Oracle 2003/02/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Landwalk, Rule A.27.  
Note - The card type is "Artifact" and not "Mono Artifact".  
[\[Encyclopedia, Page 127\]](#)

#### **Sandbar Crocodile:**

Info: Color=Blue Type=Creature - Crocodile Cost=4U MI(C)  
Text(MI): 6/5, Phasing.  
Note - Also see Phasing, Rule A.30.

#### **Sandbar Merfolk:**

Info: Color=Blue Type=Creature - Merfolk Cost=U US(C)  
Text(US): 1/1. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### **Sandbar Serpent:**

Info: Color=Blue Type=Creature - Serpent Cost=4U US(U)  
Text(US): 3/4. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### **Sand Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 MI(U)  
Text(MI+errata): 3/3. ; Whenever a spell or ability an opponent controls causes you to discard ~this~ from your hand, return ~this~ from your graveyard to play at end of turn with a +1/+1 counter on it.  
[\[Oracle 2002/03/01\]](#)  
Note - Before errata, this card did not have a creature type.  
[\[Oracle 1999/07/01\]](#)

#### **Sand Silos:**

Info: Color=Land Type=Land Cost=None FE(U1)/5(R)  
Text(5th+errata): ~this~ comes into play tapped. ; You may choose not to untap ~this~ during your untap step. ; At the beginning of your upkeep, if ~this~ is tapped, put a storage counter on it. ; {Tap}, Remove any number of storage counters from ~this~: Add {U} to your mana pool for each storage counter removed this way. [\[Oracle 1999/07/23\]](#)  
Whether or not it is tapped is checked at the beginning of upkeep. If it is not tapped, the ability does not trigger. It also checks during resolution and you only get a counter if it is still tapped then.  
[\[D'Angelo 1999/08/01\]](#) See Rule A.4.14.  
Note - Also see Bottomless Vault.

#### **Sandskin:**

Info: Color=White Type=Enchant Creature Cost=2W ON(C)  
Text(ON): Prevent all combat damage that would be dealt to and dealt by enchanted creature.

#### **Sand Squid:**

Info: Color=Blue Type=Creature - Beast Cost=3U MM(R)  
Text(MM+errata): 2/2, Islandwalk. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Tap target creature. That creature doesn't untap during its controller's untap step as long as ~this~ remains tapped. [\[Oracle 2000/02/01\]](#)  
Note - Also see Landwalk, Rule A.27.

#### **Sands of Time:**

Info: Color=Artifact Type=Artifact Cost=4 VI(R)  
Text(VI+errata): Each player skips his or her untap step. ; At the beginning of each player's upkeep, that player simultaneously untaps each tapped artifact, creature, and land he or she controls and taps each untapped artifact creature and land he or she controls. [\[Oracle 1999/07/01\]](#)  
You can tap lands for mana before Sands of Time toggles your permanents. The mana you gain is in your mana pool during your upkeep and draw steps and will give you mana burn (see Rule G.22) if you don't spend it before the end of your draw step. [\[D'Angelo 2001/09/13\]](#)

This card still affects players when it is tapped. [\[D'Angelo 1999/07/10\]](#)

#### **Sandstone Deadfall:**

Info: Color=Artifact Type=Artifact Cost=3 OD(U)  
Text(OD): {Tap},Sacrifice two lands and ~this~: Destroy target attacking creature.

#### **Sandstone Needle:**

Info: Color=Land Type=Land Cost=None MM(C)  
Text(MM): ~this~ comes into play tapped with two depletion counters on it. ; {Tap},Remove a depletion counter from ~this~: Add two red mana to your mana pool. If there are no depletion counters on ~this~, sacrifice it.

#### **Sandstone Warrior:**

Info: Color=Red Type=Creature - Soldier Cost=2RR TE(C)  
Text(TE): 1/3, First Strike. ; {R}: ~this~ gets +1/+0 until end of turn.  
Note - Also see First Strike, Rule A.18.

#### **Sandstorm:**

Info: Color=Green Type=Instant Cost=G AN(C4)/4(C)/MI(C)/BR(F1)  
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.  
[\[D'Angelo 1994/02/01\]](#)  
Creatures receive the damage immediately and may be killed before they can deal damage. [\[Arab FAQ 1994/01/05\]](#)

#### **Sanguine Guard:**

Info: Color=Black Type=Creature - Knight Cost=1BB US(U)  
Text(US): 2/2, First strike. ; {1}{B}: Regenerate ~this~.  
Note - Also see First Strike, Rule A.18.

#### **Sapphire Charm:**

Info: Color=Blue Type=Instant Cost=U MI(C)  
Text(MI): Choose one - Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.  
Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Sapphire Leech:**

Info: Color=Blue Type=Creature - Leech Cost=1U IN(R)  
Text(IN): 2/2, Flying. ; Blue spells you play cost {U} more to play.

#### **Sapphire Medallion:**

Info: Color=Artifact Type=Artifact Cost=2 TE(R)  
Text(TE+errata): Blue spells you play cost {1} less to play.  
[\[Oracle 1999/05/01\]](#)  
See Helm of Awakening for rulings.

#### **Saprazzan Bailiff:**

Info: Color=Blue Type=Creature - Merfolk Cost=3UU MM(R)  
Text(MM): 2/2. ; When ~this~ comes into play, remove all artifact and enchantment cards in all graveyards from the game. ; When ~this~ leaves play, return all artifact and enchantment cards from all graveyards to their owners' hands.

#### **Saprazzan Breaker:**

Info: Color=Blue Type=Creature - Beast Cost=4U MM(U)  
Text(MM): 3/3. ; {U}: Put the top card of your library into your graveyard. If that card is a land card, ~this~ is unblockable this turn.

#### **Saprazzan Cove:**

Info: Color=Land Type=Land Cost=None MM(U)  
Text(MM): ~this~ comes into play tapped. ; {Tap}: Put a storage counter on ~this~. ; {Tap},Remove any number of storage counters from ~this~: Add one blue mana to your mana pool for each storage counter removed this way.

**Saprazzan Heir:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U MM(R)  
 Text(MM): 1/1. ; Whenever ~this~ becomes blocked, you may draw three cards.  
 It triggers only once even if blocked by more than one creature.  
[\[MM FAQ 1999/09/22\]](#)

**Saprazzan Legate:**

Info: Color=Blue Type=Creature - Soldier Cost=3U MM(U)  
 Text(MM): 1/3, Flying. ; If an opponent controls a mountain and you control an island, you may play ~this~ without paying its mana cost.

**Saprazzan Outrigger:**

Info: Color=Blue Type=Creature - Ship Cost=3U MM(C)  
 Text(MM): 5/5. ; When ~this~ attacks or blocks, put it on top of its owner's library at end of combat.

**Saprazzan Raider:**

Info: Color=Blue Type=Creature - Merfolk Cost=2U MM(C)  
 Text(MM): 1/2. ; When ~this~ becomes blocked, return it to its owner's hand. It returns as soon as it is blocked. It does not remain in play long enough to deal damage. [\[MM FAQ 1999/09/22\]](#)

**Saprazzan Skerry:**

Info: Color=Land Type=Land Cost=None MM(C)  
 Text(MM): ~this~ comes into play tapped with two depletion counters on it. ; {Tap}, Remove a depletion counter from ~this~: Add two blue mana to your mana pool. If there are no depletion counters on ~this~, sacrifice it.

**Saproling Burst:**

Info: Color=Green Type=Enchantment Cost=4G NE(R)  
 Text(NE): Fading 7. ; Remove a fade counter from ~this~: Put a green Saproling creature token into play. It has "This creature's power and toughness are each equal to the number of fade counters on Saproling Burst." ; When ~this~ leaves play, destroy all tokens put into play with ~this~. They can't be regenerated.  
 Each token knows which Saproling Burst it came from. [\[D'Angelo 2002/08/28\]](#)  
 Note - Also see Fading, Rule A.16.  
 Note - Also see Token Creatures, Rule K.25.

**Saproling Cluster:**

Info: Color=Green Type=Enchantment Cost=1G NE(R)  
 Text(NE): {1}, Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.  
 Note - Also see Token Creatures, Rule K.25.

**Saproling Infestation:**

Info: Color=Green Type=Enchantment Cost=1G IN(R)  
 Text(IN): Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.  
 Note - Also see Token Creatures, Rule K.25.

**Saproling Symbiosis:**

Info: Color=Green Type=Sorcery Cost=3G IN(R)  
 Text(IN): You may play ~this~ any time you could play an instant if you pay {2} more to play it. ; Put a 1/1 green Saproling creature token into play for each creature you control.  
 Note - See Rule E.12.Ruling.7 for "any time you could play" rules.  
 Note - Also see Token Creatures, Rule K.25.

**Sarcatog:**

Info: Color=Multi Type=Creature - Atog Cost=1BR OD(U)  
 Text(OD): 1/2. ; Remove two cards in your graveyard from the game: ~this~ gets +1/+1 until end of turn. ; Sacrifice an artifact: ~this~ gets +1/+1 until end of turn.

**Sarcomancy:**

Info: Color=Black Type=Enchantment Cost=B TE(R)

Text(TE+errata): When ~this~ comes into play, put a 2/2 black Zombie creature token into play. ; At the beginning of your upkeep, if there are no Zombies in play, ~this~ deals 1 damage to you. [\[Oracle 1999/05/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Token Creatures, Rule K.25.

#### **Savaen Elves:**

Info: Color=Green Type=Creature - Elf Cost=G DK(C3)  
Text(DK+errata): 1/1. ; {G}{G},{Tap}: Destroy target enchant land.  
[\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Savage Firecat:**

Info: Color=Red Type=Creature - Cat Cost=3RR OD(R)  
Text(OD): 0/0, Trample. ; ~this~ comes into play with seven +1/+1 counters on it. ; Whenever you tap a land for mana, remove a +1/+1 counter from ~this~.  
Note - Also see Trample, Rule A.37.

#### **Savage Gorilla:**

Info: Color=Green Type=Creature - Ape Cost=4G AP(C)  
Text(AP): 3/3. ; {U}{B},{Tap},Sacrifice ~this~: Target creature gets -3/-3 until end of turn. Draw a card.  
You do not get to draw a card if the target is not legal on resolution.  
[\[Apocalypse FAQ 2001/05/24\]](#)

#### **Savage Offensive:**

Info: Color=Red Type=Sorcery Cost=1R IN(C)  
Text(IN): Kicker {G} (You may pay an additional {G} as you play this spell.) ; Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.  
Only affects creatures you control when this spell resolves.  
[\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Kicker, Rule A.24.

#### **Savage Twister:**

Info: Color=Multi Type=Sorcery Cost=XRG MI(U)  
Text(MI): ~this~ deals X damage to each creature.  
Note - Also see X Costs, Rule K.28.

#### **Savannah:**

Info: Color=Land Type=Land Cost=None ABUR(R)  
Text(RV+errata): ~this~ is a plains and a forest in addition to its land type. [\[Oracle 2001/08/24\]](#)  
The card works as if its text also has "{Tap}: Add {G} to your mana pool. ; {Tap}: Add {W} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

#### **Savannah Lions:**

Info: Color=White Type=Creature - Lion Cost=W ABUR4(R)  
Text(ABU/RV/4th): 2/1.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Sawback Manticore:**

Info: Color=Multi Type=Creature - Manticore Cost=3RG MI(R)  
Text(MI+errata): 2/4. ; {4}: ~this~ gains flying until end of turn ; {1}: ~this~ deals 2 damage to target attacking or blocking creature. Play this ability only if ~this~ is attacking or blocking and only once each turn. [\[Oracle 1999/07/01\]](#)

#### **Sawtooth Loon:**

Info: Color=Multi Type=Creature - Bird Cost=2WU PS(U)  
Text(PS): 2/2, Flying. ; When ~this~ comes into play, return a white or blue creature you control to its owner's hand. ; When ~this~ comes into play, draw two cards, then put two cards from your hand on the bottom of your



library.

Both triggered abilities trigger at the same time so you can decide which order they go on the stack. If you have no cards in hand, you would likely choose the order where you draw and put on the graveyard before unsummoning the creature that is in play. [\[Planeshift FAQ 2001/01/26\]](#)  
You choose the creature to return on resolution of the triggered ability.  
This is not targeted. [\[D'Angelo 2001/04/16\]](#)

#### **Sawtooth Ogre:**

Info: Color=Red Type=Creature - Ogre Cost=2RR WL(C)  
Text(WL): 3/3. ; Whenever ~this~ blocks or becomes blocked by a creature, ~this~ deals 1 damage to that creature at end of combat.  
[\[Oracle 1999/07/01\]](#)  
The damage happens even if this card is not in play at the end of combat.  
[\[Aahz 1997/06/13\]](#)

#### **Scabland:**

Info: Color=Land Type=Land Cost=None TE(R)  
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(U)  
Text(US): Whenever a player taps an island for mana, ~this~ deals 1 damage to that player.

#### **Scalding Salamander:**

Info: Color=Red Type=Creature - Salamander Cost=2R EX(U)  
Text(EX+errata): 2/1. ; Whenever ~this~ attacks, you may have it deal 1 damage to each creature without flying defending player controls.  
[\[Oracle 1999/05/01\]](#)  
The ability triggers on the declaration of attackers and will resolve before blockers are declared. [\[D'Angelo 1999/06/01\]](#)

#### **Scalding Tongs:**

Info: Color=Artifact Type=Artifact Cost=2 TE(R)  
Text(TE+errata): At the beginning of your upkeep, if you have three or fewer cards in hand, ~this~ deals 1 damage to target opponent.  
[\[Oracle 1999/07/21\]](#)  
It checks the number of cards in your hand at the beginning of upkeep and does not trigger at all if you have more than three. It checks again on resolution and does not deal damage unless you still have 3 or fewer cards. [\[D'Angelo 1999/06/01\]](#)  
You target one opposing player each time the ability is played.  
[\[bethmo 1998/02/27\]](#)

#### **Scalebane's Elite:**

Info: Color=Multi Type=Creature - Soldier Cost=3WG VI(U)  
Text(VI): 4/4, Protection from Black.  
Note - Also see Protection, Rule A.31.

#### **Scaled Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=7G  
IA(C)/56(C)/BR(F1)/BD(F1)  
Text(IA/5th/6th): 7/6.

#### **Scalpelexis:**

Info: Color=Blue Type=Creature - Beast Cost=4U JU(R)  
Text(JU): 1/5, Flying. ; Whenever ~this~ deals combat damage to a player, that player removes the top four cards of his or her library from the game. If two or more of those cards have the same name, repeat this process.  
The "repeat this process" means to repeat as often as it takes to not get a matching pair. [\[D'Angelo 2003/02/16\]](#)

#### **Scandalmonger:**

Info: Color=Black Type=Creature - Monger Cost=3B MM(U)  
Text(MM): 3/3. ; {2}: Target player discards a card from his or her hand.  
Any player may play this ability but only if he or she could play a sorcery.

#### **Scapegoat:**

Info: Color=White Type=Instant Cost=W SH(U)  
Text(SH+errata): As an additional cost to play ~this~, sacrifice a creature. ; Return any number of target creatures you control to their owner's hand. [\[Oracle 1999/05/01\]](#)  
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~: Return all enchantments on target permanent you own to their owners' hands. Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/11/01\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Scarecrow:**

Info: Color=Artifact Type=Artifact Creature Cost=5 DK(U2)  
Text(DK+errata): 2/2. ; {6},{Tap}: Prevent all damage that would be dealt to you this turn by creatures with flying. [\[Oracle 1999/07/23\]](#)  
Even prevents non-combat damage from flying creatures. This can include damage from Ifh-Biff Efreet or even not paying upkeep to the Lord of the Pit. [\[Aahz 1995/02/07\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Scare Tactics:**

Info: Color=Black Type=Instant Cost=B EX(C)  
Text(EX+errata): Creatures you control get +1/+0 until end of turn.  
[\[Oracle 1999/05/01\]](#)

#### **Scarred Puma:**

Info: Color=Red Type=Creature - Cat Cost=R IN(C)  
Text(IN): 2/1. ; ~this~ can't attack unless a black or green creature also attacks.  
It means "a black or green creature other than itself attacks".  
[\[Invasion FAQ 2000/10/03\]](#)

#### **Scars of the Veteran:**

Info: Color=White Type=Instant Cost=4W AL(U2)  
Text(AL+errata): You may remove a white card in your hand from the game rather than pay ~this~'s mana cost. ; Prevent the next 7 damage that would be dealt to target creature or player this turn. For each 1 damage to a creature prevented this way, put a +0/+1 counter on that creature at end of turn. [\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.  
Note - Also see Mana Cost, Rule K.18.

#### **Scarwood Bandits:**

Info: Color=Green Type=Creature - Bandit Cost=2GG DK(U1)  
Text(DK+errata): 2/2, Forestwalk. ; {2}{G},{Tap}: Unless target artifact's controller pays {2}, gain control of that artifact as long as ~this~ is in play. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.

#### **Scarwood Goblins:**

Info: Color=Multi Type=Creature - Goblin Cost=GR DK(C3)  
Text(DK+errata): 2/2.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Scarwood Hag:**

Info: Color=Green Type=Creature - 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.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.

#### Scathe Zombies:

Info: Color=Black Type=Creature - Zombie Cost=2B ABUR4567(C)/ST(S1)  
Text(ABU/RV/4th/5th/6th/7th): 2/2.

#### Scattershot:

Info: Color=Red Type=Instant Cost=2R SC(C)  
Text(SC): Storm. ; ~this~ deals 1 damage to target creature.

+ **Note - Also see Storm, Rule A.35.**

#### Scavenged Weaponry:

Info: Color=Black Type=Enchant Creature Cost=2B IN(C)  
Text(IN): When ~this~ comes into play, draw a card. ; Enchanted creature gets +1/+1.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### Scavenger Folk:

Info: Color=Green Type=Creature - Scavenger Cost=G  
DK(C3)/CH(C3)/5(C)/AT(F1)/7(U)  
Text(5th/7th): 1/1. ; {G},{Tap},Sacrifice ~this~: Destroy target artifact.  
The creature type is "Scavenger". For a while, Oracle listed it as "Scavenger-Folk" (one word). On older cards it is "Scavenger Folk".  
Note - The artist's name, Dennis Detwiller, is spelled incorrectly on The Dark version.

#### Scavenging Ghoul:

Info: Color=Black Type=Creature - Ghoul Cost=3B ABUR4(U)  
Text(4th+errata): 2/2. ; At end of turn, put a corpse counter on ~this~ for each creature put into a graveyard from play that turn. ; Remove a corpse counter from ~this~: Regenerate ~this~. [\[Oracle 2001/08/24\]](#)  
The Ghoul still gets to claim counters even if it enters play after the creatures died. [\[bethmo 1994/04/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Scent of Brine:

Info: Color=Blue Type=Instant Cost=1U UD(C)  
Text(UD): Reveal any number of blue cards in your hand. Counter target spell unless its controller pays {1} for each card revealed this way.  
You reveal cards during resolution. [\[Urza's Destiny FAQ 1999/05/25\]](#)

#### Scent of Cinder:

Info: Color=Red Type=Sorcery Cost=1R UD(C)  
Text(UD): Reveal any number of red cards in your hand. ~this~ deals X damage to target creature or player, where X is the number of cards revealed this way.  
You reveal cards, and thereby set the value of X, on resolution.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)

#### Scent of Ivy:

Info: Color=Green Type=Instant Cost=G UD(C)  
Text(UD): Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.  
You reveal cards, and thereby set the value of X, on resolution.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)

#### Scent of Jasmine:

Info: Color=White Type=Instant Cost=W UD(C)  
Text(UD): Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.  
You reveal cards, and thereby the amount of life gained, on resolution.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)

**Scent of Nightshade:**

Info: Color=Black Type=Instant Cost=1B UD(C)  
 Text(UD): Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed in this way.  
 You reveal cards, and thereby the value of X, on resolution.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)

**School of Piranha:**

Info: Color=Blue Type=Creature - Fish Cost=1U EX(C)  
 Text(EX+errata): 3/3. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {1}{U}. [\[Oracle 1999/05/01\]](#)

**School of the Unseen:**

Info: Color=Land Type=Land Cost=None AL(U2)  
 Text(AL): {Tap}: Add one colorless mana to your mana pool. ; {2},{Tap}: Add one mana of any color to your mana pool.

**Scion of Darkness:**

Info: Color=Black Type=Creature - Avatar Cost=5BBB LE(R)  
 Text(LE): 6/6, Trample. ; Whenever ~this~ deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control. ; Cycling {3}.  
 If this card destroys a creature in combat and at the same time (using its Trample ability) it damages a player, you will be able to target the destroyed creature (if it was a card and not a token) to be brought back.  
[\[Jordan 2002/02/16\]](#)  
 Note - This card is referred to by Dark Supplicant.  
 Note - Also see Cycling, Rule A.12.  
 Note - Also see Trample, Rule A.37.

**Scissors Lizard:**

Info: Color=Artifact Type=Artifact Creature Cost=4 UG(C)  
 Text(UG): 4/3. ; Paper Tigers can't 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(R)  
 Text(TE+errata): As an additional cost to play ~this~, discard X land cards from your hand. ; Destroy X target lands. [\[Oracle 1999/05/01\]](#)  
 You discard as part of the cost paid when announcing the spell.  
[\[D'Angelo 1998/11/02\]](#)  
 X can be zero to destroy no lands. [\[D'Angelo 1998/11/02\]](#)  
 Note - Also see X Costs, Rule K.28.

**Scorched Ruins:**

Info: Color=Land Type=Land Cost=None WL(R)  
 Text(WL+errata): If ~this~ would come into play, sacrifice two untapped land instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; {Tap}: Add four colorless mana to your mana pool.  
[\[Oracle 2002/03/01\]](#)  
 You sacrifice the two lands just before this card comes into play.  
[\[D'Angelo 2002/03/01\]](#)  
 Note - Also see Comes Into Play Abilities, Rule E.3.

**Scorching Lava:**

Info: Color=Red Type=Instant Cost=1R IN(C)  
 Text(IN): Kicker {R} (You may pay an additional {R} as you play this spell.) ; ~this~ deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.  
 Note - Also see Kicker, Rule A.24.

**Scorching Missile:**

Info: Color=Red Type=Sorcery Cost=3R OD(C)

Text(OD): Flashback {9}{R}. ; ~this~ deals 4 damage to target player.  
Note - Also see Flashback, Rule A.20.

### Scorching Spear:

Info: Color=Red Type=Sorcery Cost=R PT(C)/ST(C)  
Text(ST): ~this~ deals 1 damage to target creature or player.  
All tournament formats have banned this card because it only appears in Portal and Starter.

### Scorching Winds:

Info: Color=Red Type=Sorcery Cost=R PT(U)  
Text(PT): Play ~this~ only after you're attacked, before you declare interceptors. ; ~this~ deals 1 damage to each attacking creature.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as an Instant spell with text "Play ~this~ only during an opponent's turn. ; ~this~ deals 1 damage to each attacking creature." [\[D'Angelo 2000/06/05\]](#)

### Scoria Cat:

Info: Color=Red Type=Creature - Cat Cost=3RR PY(U)  
Text(PY): 3/3. ; ~this~ gets +3/+3 as long as you control no untapped lands.

### Scoria Wurm:

Info: Color=Red Type=Creature - Wurm Cost=4R US(R)  
Text(US+errata): 7/7. ; At the beginning of your upkeep, flip a coin. If you lose the flip, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

### Scornful Egotist:

Info: Color=Blue Type=Creature - Wizard Cost=7U SC(C)  
Text(SC): 1/1. ; Morph {U}.

+ **Note - Also see Morph, Rule A.29.**

### Scour:

Info: Color=White Type=Instant Cost=2WW UD(U)  
Text(UD+errata): Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that enchantment and remove them from the game. That player then shuffles his or her library. [\[Oracle 2000/02/01\]](#)  
Does not remove other cards of the same name from play. Just from the graveyard, hand, and library. [\[D'Angelo 1999/06/01\]](#)  
Note - Cycle with Eradicate, Quash, Sowing Salt, and Splinter.

### Scouting Trek:

Info: Color=Green Type=Sorcery Cost=1G IN(U)  
Text(IN+errata): Search your library for any number of basic land cards. Reveal those cards, then shuffle your library and put them on top of it. [\[Oracle 2001/03/07\]](#)

### Scragnoth:

Info: Color=Green Type=Creature - Beast Cost=4G TE(U)  
Text(TE+errata): 3/4, Protection from Blue. ; ~this~ can't be countered. [\[Oracle 1999/05/01\]](#)  
If a counterspell resolves against this card, it fails to counter it. [\[D'Angelo 1998/02/03\]](#)  
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. [\[Aahz 1997/10/07\]](#)  
Desertion will not put the card in play for you. It only does that if the spell is successfully countered. [\[D'Angelo 1998/01/20\]](#)  
Counterspells do have their untargeted parts work since the counter just fails rather than being countered itself. So Dismiss lets you draw a card. [\[D'Angelo 1998/01/06\]](#)  
Power Sink does have its side-effect happen even if the countering fails. [\[Duelist Magazine #23, Page 23\]](#)

Mana Drain does have its side-effect because it happens even if the counter fails. [\[Aahz 1997/11/17\]](#)

Spells such as Sleight of Mind can target Scragnoth and affect it while it is being cast. Only countering effects are ignored.

[\[D'Angelo 1997/12/15\]](#)

Note - Also see Protection, Rule A.31.

#### **Scrap:**

Info: Color=Red Type=Instant Cost=2R US(C)

Text(US): Destroy target artifact. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### **Scrapheap:**

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

Text(UL+errata): Whenever an artifact or enchantment is put into your graveyard from play, you gain 1 life. [\[Oracle 2003/02/01\]](#)

#### **Screaming Seahawk:**

Info: Color=Blue Type=Creature - Bird Cost=4U ON(C)

Text(ON): 2/2, Flying. ; When ~this~ comes into play, you may search your library for a card named Screaming Seahawk, reveal it, and put it into your hand. If you do, shuffle your library.

The "If you do" means "If you search". [\[D'Angelo 2002/10/09\]](#)

#### **Screams of the Damned:**

Info: Color=Black Type=Enchantment Cost=3BB OD(U)

Text(OD): {1}{B}, Remove a card in your graveyard from the game: ~this~ deals 1 damage to each creature and each player.

#### **Screeching Buzzard:**

Info: Color=Black Type=Creature - Bird Cost=3B ON(C)

Text(ON): 2/2, Flying. ; When ~this~ is put into a graveyard from play, each opponent discards a card from his or her hand.

#### **Screeching Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3U P2(C)

Text(P2): 2/2, Flying. ; When ~this~ comes into play from your hand, draw a card, then choose and discard a card from your hand.

When played under non-Portal rules, the text should be read as "Flying. ;

When ~this~ comes into play, if you played it from your hand, you draw a card then discard a card from your hand." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Screeching Harpy:**

Info: Color=Black Type=Creature - Beast Cost=2BB TE(U)

Text(TE): 2/2, Flying. ; {1}{B}: Regenerate ~this~.

#### **Scrivener:**

Info: Color=Blue Type=Creature - Townsfolk Cost=4U EX(U)/OD(C)

Text(OD): 2/2. When ~this~ comes into play, you may return target instant card from your graveyard to your hand.

Note - All older cards of type Interrupt have errata to be of type Instant.

[\[D'Angelo 1999/06/01\]](#)

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

#### **Scroll Rack:**

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

Text(TE+errata): {1},{Tap}: Choose any number of cards in your hand and set those cards aside face down. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside this way on top of your library in any order. [\[Oracle 1999/07/21\]](#)

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. [\[D'Angelo 1998/01/06\]](#)

The cards should be set aside face down, but you do get to look at them when choosing the order to put them on the library. [\[bethmo 1999/03/13\]](#) The



important part is that your opponent does not get to see the cards.

#### Scrubland:

Info: Color=Land Type=Land Cost=None ABUR(R)  
Text(RV+errata): ~this~ is a plains and a swamp in addition to its land type. [\[Oracle 2000/10/24\]](#)  
The card works as if its text also has "{Tap}: Add {W} to your mana pool. ; {Tap}: Add {B} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

#### Scryb Sprites:

Info: Color=Green Type=Creature - Faerie Cost=G ABUR45(C)/BR(F1)  
Text(ABU/RV/4th/5th): 1/1, Flying.

#### Scrying Glass:

Info: Color=Artifact Type=Artifact Cost=2 UD(R)  
Text(UD): {3},{Tap}: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.  
The only valid colors are black, blue, green, red, and white. See Rule G.3.1. [\[D'Angelo 1999/06/01\]](#)  
You choose a target opponent on announcement. You choose a number and color during resolution, then the opponent reveals their hand. [\[D'Angelo 1999/10/18\]](#)

#### Sea Drake:

Info: Color=Blue Type=Creature - Drake Cost=2U P2(U)  
Text(P2): 4/3, Flying. ; When ~this~ comes into play from your hand, return any two of your lands from play to your hand.  
When played under non-Portal rules, the text should be read as "Flying. ; When ~this~ comes into play, if you played it from your hand, return two target lands you control to their owner's hand." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### Sea Eagle:

Info: Color=Blue Type=Creature - Bird Cost=1U ST(S1)/S2(F1)  
Text(ST/S2): 1/1, Flying.  
All tournament formats have banned this card because it only appears in Starter.

#### Seafarer's Quay:

Info: Color=Land Type=Land Cost=None LG(U2)  
Text(LG+errata): Blue Legends you control have "bands with other Legends". [\[Oracle 2002/03/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - See Adventurers' Guildhouse for rulings.

#### Seafloor Debris:

Info: Color=Land Type=Land Cost=None OD(C)  
Text(OD): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool. ; {Tap},Sacrifice ~this~: Add one mana of any color to your mana pool.

#### Seahunter:

Info: Color=Blue Type=Creature - Mercenary Cost=2UU NE(R)  
Text(NE): 2/2. ; {3},{Tap}: Search your library for a Merfolk card and put that card into play. Then shuffle your library.  
You do not have to find a Merfolk card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Similar to Moggcatcher, Rathi Assassin, Rathi Fiend, and Rathi Intimidator.

#### Sea Kings' Blessing:

Info: Color=Blue Type=Instant Cost=U LG(U1)  
Text(LG+errata): Any number of target creatures become blue until end of

turn. [\[Oracle 1999/09/03\]](#)

Can target zero creatures if you want. [\[Oracle 1998/07/01\]](#)

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

#### Sealed Fate:

Info: Color=Multi Type=Sorcery Cost=XUB MI(U)

Text(MI+errata): Look at the top X cards of target opponent's library.

Remove one of those cards from the game and put the rest back on top of that player's library. [\[Oracle 1999/07/01\]](#)

The controller of this spell decides the order of the cards on the library.

This card should say "in any order" at the end. [\[Jordan 2002/07/28\]](#)

Note - Also see X Costs, Rule K.28.

#### Seal of Cleansing:

Info: Color=White Type=Enchantment Cost=1W NE(C)

Text(NE): Sacrifice ~this~: Destroy target artifact or enchantment.

Note - Cycle with Seal of Doom, Seal of Fire, Seal of Removal, and Seal of Strength.

#### Seal of Doom:

Info: Color=Black Type=Enchantment Cost=2B NE(C)

Text(NE): Sacrifice ~this~: Destroy target nonblack creature. It can't be regenerated.

Note - Cycle with Seal of Cleansing, Seal of Fire, Seal of Removal, and Seal of Strength.

#### Seal of Fire:

Info: Color=Red Type=Enchantment Cost=R NE(C)

Text(NE): Sacrifice ~this~: ~this~ deals 2 damage to target creature or player.

Note - Cycle with Seal of Cleansing, Seal of Doom, Seal of Removal, and Seal of Strength.

#### Seal of Removal:

Info: Color=Blue Type=Enchantment Cost=U NE(C)

Text(NE): Sacrifice ~this~: Return target creature to its owner's hand.

Note - Cycle with Seal of Cleansing, Seal of Doom, Seal of Fire, and Seal of Strength.

#### Seal of Strength:

Info: Color=Green Type=Enchantment Cost=G NE(C)

Text(NE): Sacrifice ~this~: Target creature gets +3/+3 until end of turn.

Note - Cycle with Seal of Cleansing, Seal of Doom, Seal of Fire, and Seal of Removal.

#### Sea Monster:

Info: Color=Blue Type=Creature - Serpent Cost=4UU TE(C)/67(C)

Text(6th/7th): 6/6. ; ~this~ can't attack unless defending player controls an island.

#### Search for Survivors:

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

Text(PY+errata): Remove your graveyard from the game. An opponent chooses a card at random from among those cards. If it's a creature card, put it into play. Otherwise it remains removed from the game. Then return the rest of those cards to your graveyard and shuffle them.

[\[Oracle 2001/05/02\]](#)

#### Searing Flesh:

Info: Color=Red Type=Sorcery Cost=6R ON(U)

Text(ON): ~this~ deals 7 damage to target opponent.

#### Searing Rays:

Info: Color=Red Type=Sorcery Cost=2R IN(U)

Text(IN): Choose a color. ~this~ deals damage to each player equal to the number of creatures of that color that player controls.

You choose the color on resolution. Your opponent does not get to respond.

between the color choice and the damage happening. They need to use any damage prevention they want before you choose a color.

[\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Color, Rule G.3, for rules on choosing a color.

#### **Searing Spear Askari:**

Info: Color=Red Type=Creature - Knight Cost=2R MI(C)

Text(MI+errata): 2/2, Flanking. ; {1}{R}: ~this~ can't be blocked except by two or more creatures this turn. [\[Oracle 2000/10/24\]](#)

The ability only does something if used before blockers are declared. You can use it afterwards but to no useful effect.

[\[Duelist Magazine #16, Page 30\]](#)

Note - Also see Flanking, Rule A.19.

#### **Searing Touch:**

Info: Color=Red Type=Instant Cost=R TE(U)

Text(TE): Buyback {4}. ; ~this~ deals 1 damage to target creature or player.

Note - Also see Buyback, Rule A.10.

#### **Searing Wind:**

Info: Color=Red Type=Instant Cost=8R PY(R)

Text(PY): ~this~ deals 10 damage to target creature or player.

#### **Sea's Claim:**

Info: Color=Blue Type=Enchant Land Cost=U ON(C)

Text(ON): Enchanted land is an island.

#### **Sea Scryer:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U MI(C)

Text(MI+errata): 1/1. ; {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Add {U} to your mana pool. [\[Oracle 1999/07/01\]](#)

#### **Sea Serpent:**

Info: Color=Blue Type=Creature - Serpent Cost=5U ABUR45(C)

Text(5th+errata): 5/5. ; ~this~ can't attack unless defending player controls an island. ; When you control no islands, sacrifice ~this~.

[\[Oracle 2000/10/24\]](#)

Note - Also see Landhome, Rule A.26.

#### **Seashell Cameo:**

Info: Color=Artifact Type=Artifact Cost=3 IN(U)

Text(IN): {Tap}: Add {W} or {U} to your mana pool.

#### **Seaside Haven:**

Info: Color=Land Type=Land Cost=None ON(U)

Text(ON): {Tap}: Add {1} to your mana pool. ; {W}{U},{Tap},Sacrifice a Bird: Draw a card.

#### **Seasinger:**

Info: Color=Blue Type=Creature - Merfolk Cost=1UU FE(U3)/5(U)

Text(5th+errata): 0/1. ; When you control no islands, sacrifice ~this~. ;

You may choose not to untap ~this~ during your untap step. ; {Tap}: Gain control of target creature whose controller controls an island as long as you control ~this~ and ~this~ remains tapped. [\[Oracle 2001/08/24\]](#)

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. [\[WotC Rules Team 1995/02/09\]](#)

Note - Also see Tap and Hold Abilities, Rule E.11.

#### **Sea Snidd:**

Info: Color=Blue Type=Creature - Beast Cost=4U PS(C)

Text(PS): 3/3. ; {Tap}: Target land's type becomes the basic land type of your choice until end of turn.

Note - Also see Rule K.16.4 for changing a land's type.

#### **Seasoned Marshal:**

Info: Color=White Type=Creature - Soldier Cost=2WW

PT(U)/US(U)/BR(F1)/7(U)

Text(US/7th): 2/2. ; Whenever ~this~ attacks, you may tap target creature.

Can tap an already tapped creature if you want. [\[DeLaney 1998/10/05\]](#)

Note - The Portal version had no creature type.

### Seasoned Tactician:

Info: Color=White Type=Creature - Tactician Cost=2W AL(U2)

Text(AL+errata): 1/3. ; {3}, Remove the top four cards of your library from the game: The next time a source of your choice would deal damage to you this turn, prevent that damage. [\[Oracle 1999/07/23\]](#)

### Season of the Witch:

Info: Color=Black Type=Enchantment Cost=BBB DK(U1)

Text(DK+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay 2 life. ; At end of turn, destroy all untapped creatures that didn't attack this turn, except for creatures that couldn't attack.

[\[Oracle 1999/09/03\]](#)

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. [\[Aahz 1994/08/09\]](#)

You do not have to pay to enable a creature like a Leviathan to attack.

[\[Aahz 1996/06/13\]](#)

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. [\[Aahz 1994/09/02\]](#) But if you do enable something to attack, and then don't, it will die.

It looks back to see which creatures could have attacked during the "declare attackers" step of the attack even if this card was not in play when the attack was declared. [\[WotC Rules Team 1995/11/10\]](#)

It checks at the end of every turn. [\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Sea Spirit:

Info: Color=Blue Type=Creature - Spirit Cost=4U IA(U)/5(U)

Text(IA/5th+errata): 2/3. ; {U}: ~this~ gets +1/+0 until end of turn.

### Sea Sprite:

Info: Color=Blue Type=Creature - Faerie Cost=1U HL(U3)/5(U)

Text(HL/5th): 1/1, Flying, Protection from Red.

Note - Also see Protection, Rule A.31.

### Sea Troll:

Info: Color=Blue Type=Creature - Troll Cost=2U HL(U3)

Text(HL+errata): 2/1. ; {U}: Regenerate ~this~. Play this ability only if ~this~ blocked or was blocked by a blue creature this turn.

[\[Oracle 2000/10/24\]](#)

### Secluded Steppe:

Info: Color=Land Type=Land Cost=None ON(C)

Text(ON): ~this~ comes into play tapped. ; {Tap}: Add {W} to your mana pool. ; Cycling {W}.

Note - Also see Cycling, Rule A.12.

### Second Chance:

Info: Color=Blue Type=Enchantment Cost=2U UL(R)

Text(UL+errata): At the beginning of your upkeep, if you have 5 life or less, sacrifice ~this~. If you do, take another turn after this one.

[\[Oracle 2000/10/24\]](#)

The ability will only trigger if you have 5 or less life at the beginning of upkeep. This is checked again at the start of resolution and nothing happens if you do not still have 5 or less life. [\[D'Angelo 1999/05/01\]](#)

It is not optional. [\[D'Angelo 1999/02/13\]](#)

On resolution of the trigger you have to sacrifice this card if you have 5 life or less. If you cannot (because it is not in play, for example), then nothing happens. [\[WotC Rules Team 1999/03/18\]](#)

If multiple "extra turn" effects resolve in the same turn, take them in

the reverse of the order that the effects resolved.  
[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

### Second Thoughts:

Info: Color=White Type=Instant Cost=4W OD(C)  
Text(OD): Remove target attacking creature from the game. ; Draw a card.

### Security Detail:

Info: Color=White Type=Enchantment Cost=3W MM(R)  
Text(MM): {W}{W}: Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.  
Note - Also see Token Creatures, Rule K.25.

### Sedge Troll:

Info: Color=Red Type=Creature - Troll Cost=2R ABUR(R)  
Text(RV+errata): 2/2. ; ~this~ gets +1/+1 as long as you control a swamp. ;  
{B}: Regenerate ~this~. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Seedborn Muse:

Info: Color=Green Type=Creature - Spirit Cost=3GG LE(R)  
Text(LE): 2/4. ; Untap all permanents you control during each other player's untap step.  
Other effects can prevent a permanent from untapping during an untap step. You do need to look carefully, however, as many effects say that the permanent does not untap during its controller's untap step, and this card's ability occurs during other players' untap steps. If a card does say this, then Seedborn Muse can untap it. But other abilities are not written this way and can still prevent a card from untapping, such as Storage Matrix. [\[D'Angelo 2003/02/16\]](#)  
Some cards, such as Homarid Warrior and Spectral Bears, will not untap during a player's untap if one player uses the card and then the controller changes. The "during your next untap" means the next untap step of the player that controlled it at that time. [\[Barclay 2003/01/27\]](#)

### Seedling Charm:

Info: Color=Green Type=Instant Cost=G MI(C)  
Text(MI+errata): Choose one - Return target enchant creature to its owner's hand; or regenerate target green creature; or target creature gains trample until end of turn.  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - Also see Trample, Rule A.37.

### Seeds of Innocence:

Info: Color=Green Type=Sorcery Cost=1GG MI(R)  
Text(MI+errata): Destroy all artifacts. They can't be regenerated. The controller of each artifact destroyed this way gains life equal to its converted mana cost. [\[Oracle 2001/08/24\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

### Seedtime:

Info: Color=Green Type=Instant Cost=1G JU(R)  
Text(JU): Play ~this~ only during your turn. ; Take an extra turn after this one if an opponent played a blue spell this turn.  
You only get an extra turn if an opponent played a blue spell this turn prior to this spell resolving. [\[Judgment FAQ 2002/05/28\]](#)  
Note that "playing" a spell only requires it to be announced, so an unresolved spell still counts as having been played.  
You only get one extra turn (per Seedtime spell) each turn, regardless of how many blue spells they had cast. [\[Judgment FAQ 2002/05/28\]](#)

### Seeker:

Info: Color=White Type=Enchant Creature Cost=2WW LG(U1)/4(C)  
Text(4th+errata): Enchanted creature can't be blocked except by artifact creatures and/or white creatures. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Seeker of Skybreak:**

Info: Color=Green Type=Creature - Elf Cost=1G TE(C)/BR(F1)/7(C)

Text(TE/7th): 2/1. ; {Tap}: Untap target creature.

It can use its tap ability to untap itself. [\[bethmo 1997/11/11\]](#)

**Seer's Vision:**

Info: Color=Multi Type=Enchantment Cost=2UB IN(U)

Text(IN): All opponents play with their hands revealed. ; Sacrifice ~this~:

Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

**Seething Anger:**

Info: Color=Red Type=Sorcery Cost=R SH(C)

Text(SH): Buyback {3}. ; Target creature gets +3/+0 until end of turn.

Note - Also see Buyback, Rule A.10.

**Segmented Wurm:**

Info: Color=Multi Type=Creature - Wurm Cost=3RG TE(U)/BD(F1)

Text(TE+errata): 5/5. ; Whenever ~this~ becomes the target of a spell or ability, put a -1/-1 counter on it. [\[Oracle 1999/05/01\]](#)

**Segovian Leviathan:**

Info: Color=Blue Type=Creature - Serpent Cost=4U LG(U1)/456(U)

Text(LG/4th/5th/6th): 3/3, Islandwalk.

Note - Also see Landwalk, Rule A.27.

Note - In Fifth Edition (and before) this card was of creature type Leviathan.

**Seismic Assault:**

Info: Color=Red Type=Enchantment Cost=RRR EX(R)/7(R)

Text(7th): Discard a land card from your hand: ~this~ deals 2 damage to target creature or player.

**Seismic Mage:**

Info: Color=Red Type=Creature - Spellshaper Cost=3R MM(R)

Text(MM): 1/1. ; {2}{R},{Tap},Discard a card from your hand: Destroy target land.

**Seize the Day:**

Info: Color=Red Type=Sorcery Cost=3R OD(R)

Text(OD): Flashback {2}{R}. ; Untap target creature. After this phase, there is an additional combat phase followed by an additional main phase.

Note - Also see Flashback, Rule A.20.

**Seizures:**

Info: Color=Black Type=Enchant Creature Cost=1B IA(C)

Text(IA+errata): Whenever enchanted creature becomes tapped, ~this~ deals 3 damage to enchanted creature's controller unless that player pays {3}.

[\[Oracle 2000/02/01\]](#)

**Selenia, Dark Angel:**

Info: Color=Multi Type=Creature - Angel Legend Cost=3WB TE(R)

Text(TE+errata): 3/3, Flying. ; Pay 2 life: Return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

**Selfless Exorcist:**

Info: Color=White Type=Creature - Cleric Cost=3WW JU(R)

Text(JU): 3/4. ; {Tap}: Remove target creature card in a graveyard from the game. That card deals damage equal to its power to ~this~. (A \* on a card not in play is 0.)

**Sengir Autocrat:**

Info: Color=Black Type=Creature - Minion Cost=3B HL(U1)/56(R)

Text(6th+errata): 2/2. ; When ~this~ comes into play, put three black 0/1



Serf creature tokens into play. ; When ~this~ leaves play, remove all Serf tokens from the game. [\[Oracle 2000/02/01\]](#)

When it leaves play, it removes all Serfs in play and not just the ones it generated or just the ones under your control.

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

The token creatures are black. [\[Oracle 1999/06/30\]](#)

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

Note - Also see Token Creatures, Rule K.25.

Note - In Fifth Edition and Homelands this card was of creature type Autocrat.

### **Sengir Bats:**

Info: Color=Black Type=Creature - Bat Cost=1BB HL(C4)

Text(HL+errata): 1/2, Flying. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, put a +1/+1 counter on ~this~.

[\[Oracle 1999/11/01\]](#)

### **Sengir Vampire:**

Info: Color=Black Type=Creature - Vampire Cost=3BB

ABUR4(U)/BR(F1)/BD(F1)/TO(R)

Text(TO): 4/4, Flying. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, put a +1/+1 counter on ~this~.

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. [\[bethmo 1994/06/01\]](#)

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.

[\[WotC Rules Team 1997/06/01\]](#) [\[Duelist Magazine #19, Page 31\]](#)

Extended tournaments (see Rule D.15) banned this card from 1999/10/01 until 2002/03/01, when it was put back into print.

### **Sentinel:**

Info: Color=Artifact Type=Artifact Creature Cost=4 LG(R)/CH(U1)

Text(CH+errata): 1/1. ; {0}: ~this~'s toughness becomes 1 plus the power of target creature blocking or blocked by ~this~. (This effect doesn't end at end of turn.) [\[Oracle 2001/08/24\]](#)

This sets the current power/toughness, not the initial value, so it will override the effects of counters and any spells or abilities that modify power or toughness that resolved before it did.

[\[D'Angelo 1999/02/07\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Seraph:**

Info: Color=White Type=Creature - Angel Cost=6W IA(R)/5(R)

Text(5th+errata): 4/4, Flying. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, put that card into play under your control at end of turn. Sacrifice the creature when you lose control of ~this~. [\[Oracle 2003/02/01\]](#)

You do not get the creature back if the creature is not still in the graveyard at the end of the turn. [\[Aahz 1995/06/10\]](#)

If the Seraph leaves play before the creature comes into play, then you simply get to keep the creature. [\[Aahz 1997/09/15\]](#) 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 sacrificed at that time because the Seraph remembers that it gave you that creature. [\[Aahz 1997/09/15\]](#)

### **Serendib Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=2UU AN(U2)

Text(AN+errata): 5/6, Flying. ; At the beginning of your upkeep, sacrifice a land. If you sacrifice an island this way, ~this~ deals 3 damage to you. ; When you control no lands, sacrifice ~this~. [\[Oracle 1999/09/03\]](#)

The sacrifice of the land is done during the resolution of the triggered ability. You also choose the land at that time. [\[Aahz 1997/09/15\]](#)

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

**Serendib Efreet:**

Info: Color=Blue Type=Creature - Efreet Cost=2U AN(U2)/R(R)  
Text(AN/RV+errata): 3/4, Flying. ; At the beginning of your upkeep, ~this~ deals 1 damage to you. [\[Oracle 1999/09/03\]](#)  
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 mana cost and characteristics of the Serendib Efreet. It is still a blue card because the mana cost (not the color on the back of the card) determines a card's color (see Rule K.7.1).

**Serene Heart:**

Info: Color=Green Type=Instant Cost=1G MI(C)  
Text(MI): Destroy all local enchantments.

**Serene Offering:**

Info: Color=White Type=Instant Cost=1W TE(U)  
Text(TE+errata): Destroy target enchantment. You gain life equal to that enchantment's converted mana cost. [\[Oracle 1999/05/01\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.

**Serene Sunset:**

Info: Color=Green Type=Instant Cost=XG JU(U)  
Text(JU): Prevent all combat damage X target creatures would deal this turn.  
Note - Also see X Costs, Rule K.28.

**Serenity:**

Info: Color=White Type=Enchantment Cost=1W WL(R)/6(R)  
Text(6th): At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.  
Yes, it does destroy itself. [\[D'Angelo 1997/06/12\]](#)

**Serpent Assassin:**

Info: Color=Black Type=Creature - Assassin Cost=3BB PT(R)  
Text(PT): 2/2. ; When ~this~ comes into play from your hand, you may choose to destroy any one creature that isn't black.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, you may destroy target nonblack creature." [\[D'Angelo 2000/06/05\]](#)  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Assassin. [\[D'Angelo 2000/07/06\]](#)

**Serpent Generator:**

Info: Color=Artifact Type=Artifact Cost=6 LG(R)/CH(U1)/5(R)  
Text(5th+errata): {4},{Tap}: Put a 1/1 Poison-Snake artifact creature token into play. This creature has "Whenever this creature deals damage to a player, that player gets a poison counter." (A player with ten or more poison counters loses the game.) [\[Oracle 2000/10/24\]](#)  
Note - Also see Poison, Rule E.10.  
Note - Also see Token Creatures, Rule K.25.

**Serpentine Basilisk:**

Info: Color=Green Type=Creature - Basilisk Cost=2GG ON(U)  
Text(ON): 2/3. ; Whenever ~this~ deals combat damage to a creature, destroy that creature at end of combat. ; Morph {1}{G}{G}.  
Note - Also see Morph, Rule A.29.

**Serpentine Kavv:**

Info: Color=Green Type=Creature - Kavv Cost=4G IN(C)  
Text(IN): 4/4. ; {R}: ~this~ gains haste until end of turn.  
Note - Also see Haste, Rule A.22.

**Serpent Warrior:**

Info: Color=Black Type=Creature - Soldier Cost=2B  
SH(C)/PT(C)/ST(C)/7(C)

Text(7th): 3/3. ; When ~this~ comes into play, you lose 3 life.  
You can play this if you have less than 3 life, since the life is lost as an effect and not a payment. [\[Duelist Magazine #25, Page 30\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - The Portal version had no creature type.

#### **Serra Advocate:**

Info: Color=White Type=Creature - Angel Cost=3W UD(U)/7(U)  
Text(UD/7th): 2/2, Flying. ; {Tap}: Target attacking or blocking creature gets +2/+2 until end of turn.

#### **Serra Angel:**

Info: Color=White Type=Creature - Angel Cost=3WW ABUR4(U)/AT(F1)/7(R)  
Text(7th): 4/4, Flying. ; Attacking doesn't cause ~this~ to tap.  
Extended tournaments (see Rule D.15) banned this card from 1999/10/01 to 2001/05/01.

#### **Serra Avatar:**

Info: Color=White Type=Creature - Avatar Cost=4WWW US(R)  
Text(US+errata): \*/\*. ; ~this~'s power and toughness are each equal to your life total. ; If ~this~ would be put into a graveyard from anywhere, reveal ~this~, then shuffle it into its owner's library instead.  
[\[Oracle 2000/10/24\]](#)  
Its power and toughness are continuously calculated. [\[Urza's FAQ 1998/10/05\]](#)  
It shuffles itself into the owner's library no matter where it would go to the graveyard from. Discard, destroy, counter, Millstone, etc.  
[\[WotC Rules Team 1998/10/18\]](#)  
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.  
[\[WotC Rules Team 1998/10/18\]](#)  
The ability to shuffle into the owner's library is a replacement effect (see Rule T.10). It applies even when this card is being put in the graveyard as part of a cost or a mana ability effect. [\[D'Angelo 1999/05/01\]](#)  
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". [\[Barclay 1999/03/30\]](#)

#### **Serra Aviary:**

Info: Color=White Type=Enchant World Cost=3W HL(U1)  
Text(HL+errata): Creatures with flying get +1/+1.  
Note - Also see Enchant World, Rule K.12.10.

#### **Serra Bestiary:**

Info: Color=White Type=Enchant Creature Cost=WW HL(C1)/5(U)  
Text(5th+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {W}{W}. ; Enchanted creature can't attack or block, and its activated abilities with {Tap} in their costs can't be played.  
[\[Oracle 1999/11/01\]](#)  
Does prevent the use of activated mana abilities with {Tap} in the cost.  
[\[DeLaney 1999/08/10\]](#)

#### **Serra Inquisitors:**

Info: Color=White Type=Creature - Inquisitor Cost=4W HL(U3)  
Text(HL+errata): 3/3. ; When ~this~ blocks or becomes blocked by one or more black creatures, ~this~ gets +2/+0 until end of turn. [\[Oracle 1999/11/01\]](#)

#### **Serra Paladin:**

Info: Color=White Type=Creature - Paladin Cost=2WW HL(C1)/5(U)  
Text(5th+errata): 2/2. ; {Tap}: Prevent the next 1 damage that would be dealt to target creature or player this turn. ; {1}{W}{W},{Tap}: Attacking doesn't cause target creature to tap this turn. [\[Oracle 2000/02/01\]](#)

#### **Serra's Blessing:**

Info: Color=White Type=Enchantment Cost=1W WL(U)/6(U)  
Text(6th): Attacking doesn't cause creatures you control to tap.

**Serra's Embrace:**

Info: Color=White Type=Enchant Creature Cost=2WW US(U)/7(U)  
 Text(7th): Enchanted creature gets +2/+2 and has flying. ; Attacking doesn't cause enchanted creature to tap.

**Serra's Hymn:**

Info: Color=White Type=Enchantment Cost=W US(U)  
 Text(US+errata): At the beginning of your upkeep, you may put a verse counter on ~this~. ; Sacrifice ~this~: Prevent up to X damage total that would be dealt this turn to any number of target creatures and/or players, divided as you choose, where X is the number of verse counters on ~this~.  
[\[Oracle 1999/07/21\]](#)

You count the number of counters, then divide up the prevention during the announcement of the ability. Each targeted creature receives the appropriate amount of damage prevention when the ability resolves.

[\[D'Angelo 2003/02/16\]](#)

Adding a counter is optional. If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

You can play the ability (choosing no targets) even if there are no verse counters on it. It doesn't do anything useful if you do this.

[\[D'Angelo 2003/05/19\]](#)

If there is at least one verse counter on this, you cannot choose zero targets. You must choose between 1 and X targets. [\[DeLaney 2003/05/19\]](#)

**Serra's Liturgy:**

Info: Color=White Type=Enchantment Cost=2WW US(R)  
 Text(US+errata): At the beginning of 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~. [\[Oracle 1999/05/01\]](#)

Adding a counter is optional. 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(R)  
 Text(US): {Tap}: Add {W} to your mana pool for each enchantment you control. Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 1999/07/01.

Note - Also see Legendary Permanents, Rule K.17.

**Serrated Arrows:**

Info: Color=Artifact Type=Artifact Cost=4 HL(C1)/AT(F1)  
 Text(HL+errata): ~this~ comes into play with three arrowhead counters on it. ; At the beginning of your upkeep, if there are no arrowhead counters on ~this~, sacrifice it. ; {Tap}, Remove an arrowhead counter from ~this~: Put a -1/-1 counter on target creature. [\[Oracle 1999/07/23\]](#)

The counter is removed as part of the cost of using the ability and is not returned if the ability is countered or if the target creature is not legal on resolution. [\[D'Angelo 1998/08/11\]](#)

The upkeep trigger only counts the number of counters at the start of upkeep. At that time it decides whether or not to put the ability on the stack. [\[D'Angelo 1999/08/01\]](#) See Rule A.4.14.

**Serrated Biskelion:**

Info: Color=Artifact Type=Artifact Creature Cost=3 WL(U)  
 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=Creature - Soldier Cost=W US(C)  
 Text(US): 1/1, First strike.  
 Note - Also see First Strike, Rule A.18.

**Servant of Volrath:**

Info: Color=Black Type=Creature - Minion Cost=2B TE(C)  
 Text(TE+errata): 3/3. ; When ~this~ leaves play, sacrifice a creature.

[Oracle 1999/05/01]

**Seton, Krosan Protector:**

Info: Color=Green Type=Creature - Centaur Druid Legend Cost=GGG OD(R)  
Text(OD): 2/2. ; Tap an untapped Druid you control: Add {G} to your mana pool.

This card is of creature type Centaur, of type Druid, and of type Legend.

[D'Angelo 2001/10/10]

Note - Also see Legendary Permanents, Rule K.17.

**Seton's Desire:**

Info: Color=Green Type=Enchant Creature Cost=2G OD(C)  
Text(OD): Enchanted creature gets +2/+2. ; Threshold - All creatures able to block enchanted creature do so. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Seton's Scout:**

Info: Color=Green Type=Creature - Centaur Druid Cost=1G TO(U)  
Text(TO): 2/1. ; ~this~ may block as though it had flying. ;  
Threshold - ~this~ gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

**Severed Legion:**

Info: Color=Black Type=Creature - Zombie Cost=1BB ON(C)  
Text(ON): 2/2, Fear.

Note - Also see Fear, Rule A.17.

**Sever Soul:**

Info: Color=Black Type=Sorcery Cost=3BB MM(C)  
Text(MM): Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.

**Sewer Rats:**

Info: Color=Black Type=Creature - Rat Cost=B MI(C)/BR(F1)  
Text(MI+errata): 1/1. ; {B}, Pay 1 life: ~this~ gets +1/+0 until end of turn.  
Play this ability no more than three times each turn. [Oracle 1999/09/03]

**Sewers of Estark:**

Info: Color=Black Type=Instant Cost=2BB PR(AR)  
Text(PR+errata): Choose one - Target attacking creature is unblockable this turn; or prevent all combat damage that would be dealt by target blocking creature and all creatures it's blocking this turn. [Oracle 2002/03/01]

Note - Also see Modal Spells and Abilities, Rule G.24.

**Sex Appeal:**

Info: Color=White Type=Instant Cost=W UG(C)  
Text(UG+errata): Prevent the next 3 damage total that would be dealt to any number of creatures and/or players this turn. If there are more players in the room of the opposite sex, prevent 6 damage this way instead. [D'Angelo 2000/03/09 - unofficial errata]

If a particular person's gender is unclear, toss a coin.

[Barclay 1998/08/13]

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 1998/08/13]

This card will not count judges, WotC staff or people just milling around. [Barclay 1998/08/13]

Optional Rule: Gay/Lesbian players may substitute "same" for "opposite".

[Barclay 1998/08/13] 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(C)/IN(C)  
Text(IN): Enchanted creature doesn't untap during its controller's untap step. ; {W}: Return ~this~ to its owner's hand.  
Shackles does not tap the creature when it comes into play.  
[\[Barclay 1998/06/10\]](#)

#### Shade's Breath:

Info: Color=Black Type=Instant Cost=1B ON(U)  
Text(ON): Until end of turn, each creature you control becomes black, its creature type becomes Shade, and it gains "{B}: This creature gets +1/+1 until end of turn."

#### Shade's Form:

Info: Color=Black Type=Enchant Creature Cost=1BB TO(C)  
Text(TO): Enchanted creature has "{B}: This creature gets +1/+1 until end of turn." ; When enchanted creature is put into a graveyard, return that creature to play under your control.

#### Shadowbane:

Info: Color=White Type=Instant Cost=1W MI(U)  
Text(MI+errata): The next time this turn a source of your choice would deal damage to target creature or player, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.

[\[Oracle 2002/03/01\]](#)

This card can target any creature or player. Before the errata, it could only target yourself or a creature you control. [\[D'Angelo 2002/03/16\]](#)

#### Shadowblood Egg:

Info: Color=Artifact Type=Artifact Cost=1 OD(U)  
Text(OD): {2},{Tap},Sacrifice ~this~: Add {B}{R} to your mana pool. Draw a card.

#### Shadowblood Ridge:

Info: Color=Land Type=Land Cost=None OD(R)  
Text(OD): {1},{Tap}: Add {B}{R} to your mana pool.

#### Shadow Guildmage:

Info: Color=Black Type=Creature - Wizard Cost=B MI(C)  
Text(MI+errata): 1/1. ; {U},{Tap}: Put target creature you control on top of its owner's library. ; {R},{Tap}: ~this~ deals 1 damage to target creature or player and 1 damage to you. [\[Oracle 1999/07/01\]](#)

#### Shadowmage Infiltrator:

Info: Color=Multi Type=Creature - Wizard Cost=1UB OD(R)  
Text(OD+errata): 1/3, Fear. ; Whenever ~this~ deals combat damage to a player, you may draw a card. [\[Oracle 2002/10/01\]](#)

Note - This card was designed by Jon Finkel after winning the 2001 tournament in Cape Town.

#### Shadow Rider:

Info: Color=Black Type=Creature - Knight Cost=2BB WL(C)  
Text(WL): 3/3, Flanking.  
Note - Also see Flanking, Rule A.19.

#### Shadow Rift:

Info: Color=Blue Type=Instant Cost=U TE(C)  
Text(TE): Target creature gains shadow until end of turn. ; Draw a card.  
Note - Also see Shadow, Rule A.34.

#### Shadowstorm:

Info: Color=Red Type=Sorcery Cost=R TE(U)  
Text(TE): ~this~ deals 2 damage to each creature with shadow.  
Note - Also see Shadow, Rule A.34.

#### Shahrazad:

Info: Color=White Type=Sorcery Cost=WW AN(U2)  
Text(AN+errata): Players play a Magic subgame, using their libraries as



their decks. Each player who doesn't win the subgame loses half of his or her life, rounded up. After the subgame, players shuffle all subgame cards they own into their libraries. Players don't ante a card for the subgame, and libraries with less than the required number of cards are legal. [\[Oracle 2001/08/24\]](#)

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 shuffled back in before returning to the main game.

[\[Jackson 2000/04/19\]](#)

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. [\[Oracle 1998/07/01\]](#)

At the start of the sub-game both players draw their initial hand (usually 7 cards). If one player has fewer cards than required, that player loses.

If both have fewer than required, both players lose. [\[Oracle 1998/07/01\]](#)

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.

[\[Oracle 1998/07/01\]](#)

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. [\[bethmo 1998/12/11\]](#)

The subgame is part of the main game. [\[Oracle 1998/07/01\]](#)

Type 1 tournaments (see Rule D.13) banned this card from 1994/01/25 until 1999/10/01.

Type 1.5 tournaments (see Rule D.14) banned this card until 1999/10/01.

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

Standard (Type 2) tournaments (see Rule D.16) have always banned this card, since it is not in the environment.

#### **Shaleskin Bruiser:**

Info: Color=Red Type=Creature - Beast Cost=6R ON(U)

Text(ON): 4/4, Trample. ; Whenever "this" attacks, it gets +3/+0 until end of turn for each other attacking Beast.

Note - Also see Trample, Rule A.37.

#### **Shaleskin Plower:**

Info: Color=Red Type=Creature - Beast Cost=3R LE(C)

Text(LE): 3/2. ; Morph {4}{R}. ; When "this" is turned face up, destroy target land.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Shallow Grave:**

Info: Color=Black Type=Instant Cost=1B MI(R)

Text(MI+errata): Put the top creature card from your graveyard into play.

That creature gains haste until end of turn. Remove it from the game at end of turn. [\[Oracle 1999/07/01\]](#)

Only removes the creature from the game if the creature is still in play at the end of the turn. [\[D'Angelo 1998/05/28\]](#)

Note - Also see Haste, Rule A.22.

#### **Shaman en-Kor:**

Info: Color=White Type=Creature - Cleric Cost=1W SH(R)

Text(SH+errata): 1/2. ; {0}: The next 1 damage that would be dealt to "this" this turn is dealt to target creature you control instead. ; {1}{W}: The next time a source would deal damage to target creature this turn, that damage is dealt to "this" instead. [\[Oracle 2000/02/01\]](#)

See Lancers en-Kor for rulings.

#### **Shaman's Trance:**

Info: Color=Red Type=Instant Cost=2R JU(R)

Text(JU): Until end of turn, other players can't play cards from their graveyards, and you may play cards from other players' graveyards as though they were in your graveyard.

This card does not allow you to play the abilities of cards in other people's graveyards. [\[Judgment FAQ 2002/05/28\]](#)

You can use Flashback on cards to play them. [\[Judgment FAQ 2002/05/28\]](#)

#### **Shambling Strider:**

Info: Color=Green Type=Creature - Strider Cost=4GG IA(C)/BD(F1)  
Text(IA+errata): 5/5. ; {R}{G}: ~this~ gets +1/-1 until end of turn.  
[\[Oracle 2000/02/01\]](#)

#### **Shambling Swarm:**

Info: Color=Black Type=Creature - Horror Cost=1BBB TO(R)  
Text(TO): 3/3. ; When ~this~ is put into a graveyard from play, distribute three -1/-1 counters among one, two, or three target creatures. Remove those counters at end of turn.

#### **Shanodin Dryads:**

Info: Color=Green Type=Creature - Dryad Cost=G ABUR4567(C)  
Text(ABU/RV/4th/5th/6th/7th): 1/1, Forestwalk.  
Note - Also see Landwalk, Rule A.27.  
Note - In Fifth Edition (and before) this card was of creature type Nymph.

#### **Shaper Guildmage:**

Info: Color=Blue Type=Creature - Wizard Cost=U MI(C)  
Text(MI): 1/1. ; {W},{Tap}: Target creature gains first strike until end of turn. ; {B},{Tap}: Target creature gets +1/+0 until end of turn.  
Note - Also see First Strike, Rule A.18.

#### **Shapeshifter:**

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/45(U)  
Text(5th+errata): \*/7-\*. ; As ~this~ comes into play, choose a number between 0 and 7. ; At the beginning of your upkeep, you may choose a number between 0 and 7. ; ~this~'s power is equal to the last chosen number and its toughness is equal to 7 minus that number.

[\[Oracle 2000/02/01\]](#)

The power/toughness change is a triggered ability that occurs only once each upkeep. [\[D'Angelo 2000/02/25\]](#)

The change affects the initial power/toughness, not the current power/toughness. [\[D'Angelo 1998/06/05\]](#)

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. [\[Aahz 1994/06/01\]](#)

#### **Shard Phoenix:**

Info: Color=Red Type=Creature - Phoenix Cost=4R SH(R)  
Text(SH+errata): 2/2, Flying. ; {R}{R}{R}: Return ~this~ from your graveyard to your hand. Play this ability only if ~this~ is in your graveyard and only during your upkeep. ; Sacrifice ~this~: ~this~ deals 2 damage to each creature without flying. [\[Oracle 2002/03/01\]](#)

#### **Shared Triumph:**

Info: Color=White Type=Enchantment Cost=1W ON(R)  
Text(ON): As ~this~ comes into play, choose a creature type. Creatures of the chosen type get +1/+1.

#### **Shatter:**

Info: Color=Red Type=Instant Cost=1R ABUR4567(C)/IA(C)/TE(C)  
Text(4th/IA/5th/IA/TE/6th/7th): Destroy target artifact.  
Regenerating artifacts can regenerate from this. [\[D'Angelo 1998/02/03\]](#)

#### **Shattered Crypt:**

Info: Color=Black Type=Sorcery Cost=XBB WL(C)  
Text(WL+errata): Return X target creature cards from your graveyard to your hand and you lose X life. [\[Oracle 1999/07/01\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Shattering Pulse:**

Info: Color=Red Type=Instant Cost=1R EX(C)  
Text(EX): Buyback {3} ; Destroy target artifact.  
Note - Also see Buyback, Rule A.10.

**Shatterstorm:**

Info: Color=Red Type=Sorcery Cost=2RR AQ(U1)/R56(R)

Text(6th): Destroy all artifacts. They can't be regenerated.

**Shauku, Endbringer:**

Info: Color=Black Type=Creature - Legend Cost=5BB MI(R)

Text(MI+errata): 5/5, Flying. ; ~this~ can't attack if there is another

creature in play. ; At the beginning of your upkeep, you lose 3 life. ;

{Tap}: Remove target creature from the game and put a +1/+1 counter on ~this~. [\[Oracle 1999/07/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

**Shauku's Minion:**

Info: Color=Multi Type=Creature - Minion Cost=1BR MI(U)

Text(MI): 2/2. ; {B}{R},{Tap}: ~this~ deals 2 damage to target white creature.

**Sheep:**

Info: Color=Blue Type=Token Cost=None UG(U)

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. [\[D'Angelo 1998/08/23\]](#)

Note - See Token Cards, Rule U.2.

**Shelkin Brownie:**

Info: Color=Green Type=Creature - Faerie Cost=1G LG(C1)

Text(LG+errata): 1/1. ; {Tap}: Target creature loses all "bands with other" abilities until end of turn. [\[Oracle 2002/10/01\]](#)

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.

Note - Also see Bands with Other, Rule A.9.

**Shelter:**

Info: Color=White Type=Instant Cost=1W OD(C)

Text(OD): Target creature you control gains protection from the color of your choice until end of turn. ; Draw a card.

Note - Also see Protection, Rule A.31.

**Sheltered Valley:**

Info: Color=Land Type=Land Cost=None AL(R2)

Text(AL+errata): When ~this~ comes into play, sacrifice each other ~this~ you control. ; At the beginning of your upkeep, if you control three or fewer lands, you gain 1 life. ; {Tap}: Add one colorless mana to your mana pool. [\[Oracle 1999/07/23\]](#)

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 sacrificed 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 sacrifice anything and can keep both in play.

[\[Duelist Magazine #14, Page 27\]](#)

**Sheltering Prayers:**

Info: Color=White Type=Enchantment Cost=W PY(R)

Text(PY): Basic lands each player controls can't be the targets of spells or abilities as long as that player controls three or fewer lands.

**Shepherd of Rot:**

Info: Color=Black Type=Creature - Zombie Cleric Cost=1B ON(C)

Text(ON): 1/1. ; {Tap}: Each player loses 1 life for each Zombie in play.

**Shield Bearer:**

Info: Color=White Type=Creature - Soldier Cost=1W IA(C)/5(C)

Text(IA/5th): 0/3, Banding.

Note - Also see Banding, Rule A.8.

#### **Shield Dancer:**

Info: Color=White Type=Creature - Rebel Cost=2W PY(U)  
Text(PY): 1/3. ; {2}{W}: The next time target attacking creature would deal combat damage to ~this~ this turn, that creature deals that damage to itself instead.

If the ability is used twice, it will cause the next two attacks this turn (which only happens if something gives a player two attacks) from the creature to "reflect" back to itself. It will not result in double damage back from a single attack. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Shieldmage Advocate:**

Info: Color=White Type=Creature - Cleric Cost=2W JU(C)  
Text(JU): 1/3. ; {Tap}: Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.

#### **Shieldmage Elder:**

Info: Color=White Type=Creature - Cleric Wizard Cost=5W ON(U)  
Text(ON): 2/3. ; Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn. ; Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.

[\[Onslaught FAQ 2002/09/24\]](#)

It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)

If the ability is played on a spell that becomes a permanent, it also prevents any damage from that permanent this turn.

[\[Onslaught FAQ 2002/09/24\]](#)

#### **Shield Mate:**

Info: Color=White Type=Creature - Soldier Cost=W EX(C)  
Text(EX): 1/1. ; Sacrifice ~this~: Target creature gets +0/+4 until end of turn.

#### **Shield of Duty and Reason:**

Info: Color=White Type=Enchant Creature Cost=W AP(C)  
Text(AP): Enchanted creature has protection from green and from blue.  
Note - Also see Protection, Rule A.31.

#### **Shield of the Ages:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
Text(IA+errata): {2}: Prevent the next 1 damage that would be dealt to you this turn. [\[Oracle 2000/02/01\]](#)

#### **Shield Sphere:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=0 AL(U2)  
Text(AL+errata): 0/6. (Walls can't attack.) ; Whenever ~this~ blocks, put a -0/-1 counter on it. [\[Oracle 1999/07/23\]](#)

It gets the -0/-1 counter as a triggered ability when 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. [\[bethmo 1996/06/28\]](#)

Note - Also see Walls, Rule K.27.

#### **Shield Wall:**

Info: Color=White Type=Instant Cost=1W LG(U1)/CH(U3)/57(C)  
Text(CH/7th): Creatures you control get +0/+2 until end of turn.

#### **Shifting Sky:**

Info: Color=Blue Type=Enchantment Cost=2U PS(U)  
Text(PS): As ~this~ comes into play, choose a color. ; All nonland permanents are the chosen color.

#### **Shifting Sliver:**

Info: Color=Blue Type=Creature - Sliver Cost=3U LE(U)

Text(LE): 2/2. ; Slivers can't be blocked except by Slivers.

### Shifting Wall:

Info: Color=Artifact Type=Artifact Creature - Wall Cost=X SH(U)

Text(SH+errata): 0/0. ; (Walls can't attack.) ; ~this~ comes into play with X +1/+1 counters on it. [\[Oracle 1999/05/01\]](#)

Note - Also see Walls, Rule K.27.

Note - Also see X Costs, Rule K.28.

### Shifty Doppelganger:

Info: Color=Blue Type=Creature - Shapeshifter Cost=2U OD(R)

Text(OD): 1/1. ; {3}{U}, Remove ~this~ from the game: Put a creature card from your hand into play. That creature gains haste until end of turn. ; At end of turn, sacrifice that creature. If you do, return ~this~ to play.

If you have any creature cards in your hand when the ability resolves, you must put one into play. [\[Odyssey FAQ 2001/10/04\]](#) Note that this may require a third person to verify your lack of playing one if you don't play one.

If the creature is not still in play at end of turn, then you do not return this card to play. [\[D'Angelo 2001/10/22\]](#)

Note - Also see Haste, Rule A.22.

### Shimian Night Stalker:

Info: Color=Black Type=Creature - Nightstalker Cost=3BB LG(U1)/CH(U3)

Text(CH+errata): 4/4. ; {B},{Tap}: All damage that would be dealt to you this turn by target attacking creature is dealt to ~this~ instead.

[\[Oracle 2001/08/24\]](#)

Can redirect damage from combat and from abilities, but the creature must be attacking you before you can use this card's ability.

[\[D'Angelo 2000/03/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - This card was of creature type "Night Stalker" and is now of type "Nightstalker". [\[Oracle 1999/09/03\]](#)

### Shimmer:

Info: Color=Blue Type=Enchantment Cost=2UU MI(R)

Text(MI+errata): As ~this~ comes into play, choose a land type. ; All lands of the chosen type have phasing. [\[Oracle 1999/07/01\]](#)

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. [\[WotC Rules Team 1998/05/01\]](#)

Will give multilands phasing if one of the land types they count as is affected. [\[D'Angelo 1996/11/07\]](#)

Note - Also see Phasing, Rule A.30.

### Shimmering Barrier:

Info: Color=White Type=Creature - Wall Cost=1W US(U)

Text(US): 1/3, First strike. (Walls cannot attack.) ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

Note - Also see First Strike, Rule A.18.

Note - Also see Walls, Rule K.27.

### Shimmering Efreet:

Info: Color=Blue Type=Creature - Efreet Cost=2U VI(U)

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 can both target the same creature and have just that one creature phase out. [\[D'Angelo 1999/07/10\]](#)

Note - Also see Phasing, Rule A.30.

Note - Also see Phasing Out and In, Rule G.27.

**Shimmering Mirage:**

Info: Color=Blue Type=Instant Cost=1U AP(C)  
 Text(AP): Target land's type becomes the basic land type of your choice until end of turn. Draw a card.

**Shimmering Wings:**

Info: Color=Blue Type=Enchant Creature Cost=U TE(C)/IN(C)  
 Text(IN): Enchanted creature has flying. ; {U}: Return ~this~ to its owner's hand.

**Shivan Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=4RR ABUR457(R)/BD(F1)  
 Text(ABU/4th/7th): 5/5, Flying. ; {R}: ~this~ gets +1/+0 until end of turn.

**Shivan Emissary:**

Info: Color=Red Type=Creature - Wizard Cost=2R IN(U)  
 Text(IN): 1/1. ; Kicker {1}{B} (You may pay an additional {1}{B} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - Also see Kicker, Rule A.24.

**Shivan Gorge:**

Info: Color=Land Type=Legendary Land Cost=None US(R)  
 Text(US+errata): {Tap}: Add one colorless mana to your mana pool. ; {2}{R},{Tap}: ~this~ deals 1 damage to each opponent. [\[Oracle 1999/05/01\]](#)  
 The damage has no color. It is not red. [\[D'Angelo 1999/01/25\]](#)  
 Note - Also see Legendary Permanents, Rule K.17.

**Shivan Harvest:**

Info: Color=Red Type=Enchantment Cost=1R IN(U)  
 Text(IN): {1}{R},Sacrifice a creature: Destroy target nonbasic land.

**Shivan Hellkite:**

Info: Color=Red Type=Creature - Dragon Cost=5RR US(R)  
 Text(US): 5/5, Flying. ; {1}{R}: ~this~ deals 1 damage to target creature or player.

**Shivan Oasis:**

Info: Color=Land Type=Land Cost=None IN(U)  
 Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {R} or {G} to your mana pool.

**Shivan Phoenix:**

Info: Color=Red Type=Creature - Phoenix Cost=4RR UL(R)  
 Text(UL+errata): 3/4, Flying ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

**Shivan Raptor:**

Info: Color=Red Type=Creature - Lizard Cost=2R US(U)  
 Text(US+errata): 3/1, First strike, Haste. ; Echo.  
 Note - Also see Echo, Rule A.14.  
 Note - Also see First Strike, Rule A.18.  
 Note - Also see Haste, Rule A.22.

**Shivan Reef:**

Info: Color=Land Type=Land Cost=None AP(R)  
 Text(AP): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {R} to your mana pool. ~this~ deals 1 damage to you.

**Shivan Wurm:**

Info: Color=Multi Type=Creature - Wurm Cost=3RG PS(R)  
 Text(PS): 7/7, Trample. ; When ~this~ comes into play, return a red or green creature you control to its owner's hand.  
 You choose the creature to return on resolution of the triggered ability.  
 This is not targeted. [\[D'Angelo 2001/04/16\]](#)  
 Note - Also see Trample, Rule A.37.



**Shivan Zombie:**

Info: Color=Multi Type=Creature - Barbarian Zombie Cost=BR IN(C)  
 Text(IN): 2/2, Protection from White.  
 Note - Also see Protection, Rule A.31.

**Shiv's Embrace:**

Info: Color=Red Type=Enchant Creature Cost=2RR US(U)  
 Text(US+errata): Enchanted creature gets +2/+2 and has flying. ;  
 {R}: Enchanted creature gets +1/+0 until end of turn. [\[Oracle 1999/05/01\]](#)

**Shock:**

Info: Color=Red Type=Instant Cost=R SH(C)/67(C)/BD(F1)/ON(C)  
 Text(SH/6th/7th/ON): ~this~ deals 2 damage to target creature or player.

**Shocker:**

Info: Color=Red Type=Creature - Insect Cost=1R TE(R)  
 Text(TE+errata): 1/1. ; Whenever ~this~ deals damage to a player, that player discards his or her hand, then draws that many cards.  
[\[Oracle 1999/05/01\]](#)

**Shock Troops:**

Info: Color=Red Type=Creature - Soldier Cost=3R MM(C)  
 Text(MM): 2/2. ; Sacrifice ~this~: ~this~ deals 2 damage to target creature or player.

**Shoreline Raider:**

Info: Color=Blue Type=Creature - Merfolk Cost=2U IN(C)  
 Text(IN): 2/2, Protection from Kavuu.  
 The protection ability works just like Protection from Color (see Rule A.31) but against the creature type Kavuu. [\[Invasion FAQ 2000/10/03\]](#) This basically means that this card cannot be blocked by a creature of type Kavuu and that all damage that would be dealt to it by Kavuu creatures is prevented. The other features of Protection also apply in some rare circumstances. [\[D'Angelo 2000/10/14\]](#)  
 Note - Also see Protection, Rule A.31.

**Shoreline Ranger:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=5U SC(C)  
 Text(SC): 3/4, Flying. ; Islandcycling {2}.  
**+ Note - Also see Landcycling, Rule A.25.**

**Shoving Match:**

Info: Color=Blue Type=Instant Cost=2U MM(U)  
 Text(MM): Until end of turn, all creatures gain "{Tap}: Tap target creature."

**Show and Tell:**

Info: Color=Blue Type=Sorcery Cost=2U US(R)  
 Text(US+errata): Each player may put an artifact, creature, enchantment, or land card from his or her hand into play. [\[Oracle 1999/05/01\]](#)  
 Players choose cards during resolution, not announcement.  
[\[D'Angelo 1998/11/09\]](#)  
 The current player chooses first and reveals their card, then the opponent chooses and reveals their card. Both cards are then put into play simultaneously. [\[bethmo 2000/01/06\]](#)  
 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). [\[bethmo 1998/11/03\]](#)

**Shower of Coals:**

Info: Color=Red Type=Sorcery Cost=3RR OD(U)  
 Text(OD): ~this~ deals 2 damage to each of up to three target creatures and/or players. ; Threshold - ~this~ deals 4 damage to each of those creatures and/or players instead. (You have threshold if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.

### Shower of Sparks:

Info: Color=Red Type=Instant Cost=R US(C)/BR(F1)  
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.39.5). [\[Urza's FAQ 1998/10/05\]](#)

### Shrieking Drake:

Info: Color=Blue Type=Creature - Drake Cost=U VI(C)  
Text(VI+errata): 1/1, Flying. ; When ~this~ comes into play, return a creature you control to its owner's hand. [\[Oracle 1999/07/01\]](#)  
You choose the creature to return on resolution of the triggered ability.  
This is not targeted. [\[D'Angelo 2001/04/16\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

### Shrieking Mogg:

Info: Color=Red Type=Creature - Goblin Cost=1R NE(R)  
Text(NE): 1/1, Haste. ; When ~this~ comes into play, tap all other creatures.  
Note - Also see Haste, Rule A.22.

### Shrieking Specter:

Info: Color=Black Type=Creature - Specter Cost=5B ST(U)  
Text(ST): 2/2, Flying. ; When ~this~ attacks, defending player chooses and discards a card from his or her hand.  
All tournament formats have banned this card because it only appears in Starter.

### Shriek of Dread:

Info: Color=Black Type=Instant Cost=1B PS(C)  
Text(PS+errata): Target creature gains fear until end of turn.  
[\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

### Shrink:

Info: Color=Green Type=Instant Cost=G HL(C4)/5(C)  
Text(HL/5th): Target creature gets -5/-0 until end of turn.

### Shrouded Serpent:

Info: Color=Blue Type=Creature - Serpent Cost=4UUU PY(R)  
Text(PY): 4/4. ; Whenever ~this~ attacks, defending player may pay {4}. If he or she doesn't, ~this~ is unblockable this turn.

### Shu Cavalry:

Info: Color=White Type=Creature - Soldier Cost=2W P3(C)  
Text(P3): 2/2, Horsemanship.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

### Shu Defender:

Info: Color=White Type=Creature - Soldier Cost=2W P3(C)  
Text(P3): 2/2. ; When ~this~ blocks, it gets +0/+2 until the end of the turn.  
All tournament formats have banned this card because it only appears in Portal.

### Shu Elite Companions:

Info: Color=White Type=Creature - Soldier Cost=4W P3(U)  
Text(P3): 3/3, Horsemanship.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

### Shu Elite Infantry:

Info: Color=White Type=Creature - Soldier Cost=3W P3(C)  
Text(P3): 3/3.  
All tournament formats have banned this card because it only appears in Portal.

#### **Shu Farmer:**

Info: Color=White Type=Creature - Farmer Cost=1W P3(C)  
Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to gain 1 life.  
When played under non-Portal rules, the text should be read as "{Tap}: You gain 1 life. Play this ability only during your turn before combat."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Shu Foot Soldiers:**

Info: Color=White Type=Creature - Soldier Cost=2W P3(C)  
Text(P3): 2/3.  
All tournament formats have banned this card because it only appears in Portal.

#### **Shu General:**

Info: Color=White Type=Creature - Soldier Cost=3W P3(U)  
Text(P3): 2/2, Horsemanship. ; Attacking doesn't cause ~this~ to tap.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

#### **Shu Grain Caravan:**

Info: Color=White Type=Creature - Soldier Cost=2W P3(C)  
Text(P3): 2/2. ; When ~this~ comes into play, you gain 2 life.  
All tournament formats have banned this card because it only appears in Portal.

#### **Shu Soldier-Farmers:**

Info: Color=White Type=Creature - Soldier Cost=4W P3(U)  
Text(P3): 2/4. ; When ~this~ comes into play, you gain 4 life.  
All tournament formats have banned this card because it only appears in Portal.

#### **Shyft:**

Info: Color=Blue Type=Creature - Shyft Cost=4U IA(R)  
Text(IA+errata): 4/2. ; At the beginning of your upkeep, you may have ~this~ become the color or colors of your choice. (This effect doesn't end at end of turn.) [\[Oracle 2002/10/01\]](#)  
You must choose at least one color, but can choose more than one.  
[\[Aahz 1996/11/07\]](#)

#### **Sibilant Spirit:**

Info: Color=Blue Type=Creature - Spirit Cost=5U IA(R)/56(R)  
Text(6th): 5/6, Flying. ; Whenever ~this~ attacks, defending player may draw a card.  
Your opponent does not have to draw a card if they don't want to.  
[\[D'Angelo 1995/08/10\]](#)

#### **Sick and Tired:**

Info: Color=Black Type=Instant Cost=2B UL(C)  
Text(UL): Two target creatures each get -1/-1 until end of turn.  
Must target two different creatures. See Rule G.39.2.  
[\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Sicken:**

Info: Color=Black Type=Enchant Creature Cost=B US(C)  
Text(US): Enchanted creature gets -1/-1. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### **Sickening Dreams:**

Info: Color=Black Type=Sorcery Cost=1B TO(U)  
Text(TO): As an additional cost to play ~this~, discard X cards from your hand. ; ~this~ deals X damage to each creature and each player.

**Sidar Jabari:**

Info: Color=White Type=Creature - Legend Cost=3W MI(R)  
Text(MI+errata): 2/2, Flanking. ; Whenever ~this~ attacks, tap target creature defending player controls. [\[Oracle 1999/07/01\]](#)  
Note - Also see Flanking, Rule A.19.  
Note - Also see Legendary Permanents, Rule K.17.

**Siege-Gang Commander:**

Info: Color=Red Type=Creature - Goblin Cost=3RR SC(R)  
Text(SC): 2/2. ; When ~this~ comes into play, put three 1/1 red Goblin creature tokens into play. ; {1}{R},Sacrifice a Goblin: ~this~ deals 2 damage to target creature or player.  
**+ Note - Also see Token Creatures, Rule K.25.**

**Sift:**

Info: Color=Blue Type=Sorcery Cost=3U SH(C)  
Text(SH+errata): Draw three cards, then discard a card from your hand.  
[\[Oracle 1999/05/01\]](#)

**Sigil of Sleep:**

Info: Color=Blue Type=Enchant Creature Cost=U UD(C)  
Text(UD): Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.

**Sigil of the New Dawn:**

Info: Color=White Type=Enchantment Cost=3W ON(R)  
Text(ON): Whenever a creature is put into your graveyard from play, you may pay {1}{W}. If you do, return that card to your hand.

**Silent Assassin:**

Info: Color=Black Type=Creature - Mercenary Cost=BB MM(R)  
Text(MM): 2/1. ; {3}{B}: Destroy target blocking creature at end of combat.

**Silent Attendant:**

Info: Color=White Type=Creature - Cleric Cost=2W US(C)  
Text(US+errata): 0/2. ; {Tap}: You gain 1 life.

**Silent Specter:**

Info: Color=Black Type=Creature - Specter Cost=4BB ON(R)  
Text(ON): 4/4, Flying. ; Whenever ~this~ deals combat damage to a player, that player discards two cards from his or her hand. ; Morph {3}{B}{B}.  
Note - Also see Morph, Rule A.29.

**Silhouette:**

Info: Color=Blue Type=Instant Cost=1U LG(U1)  
Text(LG+errata): Prevent all damage that would be dealt this turn to target creature by spells or abilities that target it. [\[Oracle 2001/08/24\]](#)

**Silkenfist Fighter:**

Info: Color=White Type=Creature - Soldier Cost=1W NE(C)  
Text(NE): 1/3. ; Whenever ~this~ becomes blocked, untap it.  
Note - Similar to Silkenfist Order.

**Silkenfist Order:**

Info: Color=White Type=Creature - Soldier Cost=3WW NE(U)  
Text(NE): 3/5. ; Whenever ~this~ becomes blocked, untap it.  
Note - Similar to Silkenfist Fighter.

**Silklash Spider:**

Info: Color=Green Type=Creature - Spider Cost=3GG ON(R)  
Text(ON): 2/7. ; ~this~ may block as though it had flying. ; {X}{G}{G}: ~this~ deals X damage to each creature with flying.

**Silk Net:**

Info: Color=Green Type=Instant Cost=G UL(C)  
Text(UL+errata): Target creature gets +1/+1 and may block as though it had flying until end of turn. [\[Oracle 1999/07/21\]](#)  
Both the +1/+1 and blocking ability only last until end of turn.  
[\[DeLaney 1999/02/10\]](#)  
The player can choose to treat this creature as flying or non-flying when declaring blockers, but only one of the two during a single declare blockers step. For example, it can block a creature that can only be blocked by flyers. [\[bethmo 1999/06/13\]](#)

**Silt Crawler:**

Info: Color=Green Type=Creature - Beast Cost=2G PY(C)  
Text(PY): 3/3. ; When ~this~ comes into play, tap all lands you control.

**Silverback Ape:**

Info: Color=Green Type=Creature - Ape Cost=3GG ST(U)  
Text(ST): 5/5.  
All tournament formats have banned this card because it only appears in Starter.

**Silver Drake:**

Info: Color=Multi Type=Creature - Drake Cost=1WU PS(C)  
Text(PS): 3/3, Flying. ; When ~this~ comes into play, return a white or blue creature you control to its owner's hand.  
You choose the creature to return on resolution of the triggered ability.  
This is not targeted. [\[D'Angelo 2001/04/16\]](#)

**Silver Erne:**

Info: Color=Blue Type=Creature - Erne Cost=3U IA(U)  
Text(IA): 2/2, Flying, Trample.  
Note - Also see Trample, Rule A.37.

**Silverglade Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=4G MM(C)  
Text(MM): 4/4. ; When ~this~ comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.  
You do not have to find a forest card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Silverglade Pathfinder:**

Info: Color=Green Type=Creature - Spellshaper Cost=1G MM(U)  
Text(MM): 1/1. ; {1}{G},{Tap},Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Silver Knight:**

Info: Color=White Type=Creature - Knight Cost=WW SC(U)  
Text(SC): 2/2, First Strike, Protection from red.  
**+ Note - Also see First Strike, Rule A.18.**  
**+ Note - Also see Protection, Rule A.31.**

**Sliver Overlord:**

Info: Color=Multi Type=Creature - Sliver Mutant Legend Cost=WUBRG SC(R)  
Text(SC): 7/7. ; {3}: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library. ; {3}: Gain control of target Sliver. (This effect doesn't end at end of turn.)

**Silver Seraph:**

Info: Color=White Type=Creature - Angel Cost=5WWW JU(R)  
Text(JU): 6/6, Flying. ; Threshold - Other creatures you control get +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Silver Wyvern:**

Info: Color=Blue Type=Creature - Drake Cost=3UU SH(R)

Text(SH+errata): 4/3, Flying. ; {U}: Change the target of target spell or ability with a single target if that target is ~this~. The new target must be a creature. [\[Oracle 2002/05/20\]](#)

You must pick a legal target when redirecting the spell or ability.

[\[WotC Rules Team 1998/03/01\]](#)

**Silvos, Rogue Elemental:**

Info: Color=Green Type=Creature - Elemental Legend Cost=3GGG ON(R)

Text(ON): 8/5, Trample. ; {G}: Regenerate ~this~.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Trample, Rule A.37.

**Sima Yi, Wei Field Marshal:**

Info: Color=Black Type=Creature - Legend Cost=5B P3(R)

Text(P3): \*1/4. ; ~this~ has power equal to the number of swamp cards you have in play. (This includes both tapped and untapped swamp cards.)

When played under non-Portal rules, the text should be read as "this's power is equal to the number of swamps you control." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

**Simian Grunts:**

Info: Color=Green Type=Creature - Ape Cost=2G UL(C)

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 creature spell and not an instant. [\[Urza's Legacy FAQ 1999/02/03\]](#)

Note - Also see Echo, Rule A.14.

**Simoon:**

Info: Color=Multi Type=Instant Cost=RG VI(U)/IN(U)

Text(VI/IN): ~this~ deals 1 damage to each creature target opponent controls.

**Simplify:**

Info: Color=Green Type=Sorcery Cost=G OD(C)

Text(OD): Each player sacrifices an enchantment.

**Simulacrum:**

Info: Color=Black Type=Instant Cost=1B ABUR4(U)

Text(4th+errata): You gain life equal to the damage dealt to you this turn. ~this~ deals to target creature you control damage equal to the damage dealt to you this turn. [\[Oracle 1999/09/03\]](#)

This is not damage prevention or redirection. It actually is life gain and newly dealt damage. [\[D'Angelo 2000/03/03\]](#)

The damage dealt to the creature is black and is from this spell, not the original source. [\[D'Angelo 2000/03/03\]](#)

You cannot use Simulacrum on Loss of Life, just damage.

[\[D'Angelo 1995/06/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Sindbad:**

Info: Color=Blue Type=Creature - Sindbad Cost=1U AN(U3)/4(U)

Text(4th+errata): 1/1. ; {Tap}: Draw a card and reveal it. If it isn't a land card, discard it from your hand. [\[Oracle 2002/03/01\]](#)

You can use the Library of Leng ability with this effect.

[\[Aahz 1994/07/25\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Singe:**

Info: Color=Red Type=Instant Cost=R PS(C)

Text(PS): ~this~ deals 1 damage to target creature. That creature becomes black until end of turn.



**Singing Tree:**

Info: Color=Green Type=Creature - 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 its power. [\[Oracle 1999/09/03\]](#)

Changes creature's current power to zero but does not prevent raising it after the Tree has been used on it. [\[Arab FAQ 1994/01/05\]](#)

The value of X is not recalculated if something changes the creature's power/toughness. [\[Aahz 1995/05/01\]](#)

X is zero if the power is already negative. [\[D'Angelo 1996/12/16\]](#)

See Rule K.10.3.

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

**Sinister Strength:**

Info: Color=Black Type=Enchant Creature Cost=1B PS(C)

Text(PS): Enchanted creature gets +3/+1 and is black.

**Sinkhole:**

Info: Color=Black Type=Sorcery Cost=BB ABU(C)

Text(ABU+errata): Destroy target land. [\[Oracle 1999/09/03\]](#)

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

**Siren's Call:**

Info: Color=Blue Type=Instant Cost=U ABUR4(U)

Text(4th+errata): Play only during an opponent's turn and only before attackers are declared. ; Creatures the active player controls attack this turn if able. ; At end of turn, destroy all non-Wall creatures that player controls that didn't attack this turn. Ignore this effect for each creature the player didn't control continuously since the beginning of the turn. [\[Oracle 2001/08/24\]](#)

Only creatures in play when the spell is resolved are affected. This means that any creatures which come into play after this spell is resolved are not affected. [\[bethmo 1994/06/01\]](#)

The creature is destroyed if it does not attack because it simply cannot do so legally. For example, a Sea Serpent will be destroyed if it cannot attack because the opponent has no islands. [\[Aahz 1994/06/01\]](#)

You can use this effect on a creature you know won't be able to attack.

For example, you can use it on a tapped creature. [\[Aahz 1994/06/01\]](#)

It will require creatures with Haste (see Rule A.22) to attack since they are able, but it won't destroy them if they don't for some reason.

[\[DeLaney 2000/03/14\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Must Attack, Rule C.7.

**Sirocco:**

Info: Color=Red Type=Instant Cost=1R MI(U)

Text(MI+errata): Target player reveals his or her hand. For each blue instant card revealed, he or she pays 4 life or discards that card from his or her hand. [\[Oracle 2002/03/01\]](#)

**Sir Shandlar of Eberyn:**

Info: Color=Multi Type=Creature - 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.17.

**Sisay's Ingenuity:**

Info: Color=Blue Type=Enchant Creature Cost=U PS(C)

Text(PS): When ~this~ comes into play, draw a card. ; Enchanted creature has "{2}{U}": Target creature becomes the color of your choice until end of turn."

**Sisay's Ring:**

Info: Color=Artifact Type=Artifact Cost=4 VI(C)/7(U)

Text(7th): {Tap}: Add two colorless mana to your mana pool.

**Sisters of the Flame:**

Info: Color=Red Type=Creature - Sister Cost=1RR DK(U2)/4(C)  
Text(4th+errata): 2/2. ; {Tap}: Add {R} to your mana pool.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Sivitri Scarzam:**

Info: Color=Multi Type=Creature - Legend Cost=5BU LG(U1)/CH(C1)  
Text(LG/CH): 6/4.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

#### **Sivvi's Ruse:**

Info: Color=White Type=Instant Cost=2WW NE(U)  
Text(NE): If an opponent controls a mountain and you control a plains, you may play ~this~ without paying its mana cost. ; Prevent all damage that would be dealt this turn to creatures you control.

Note - Also see Alternate Cost Spells, Rule E.1.

Note - Cycle with Massacre, Mogg Salvage, Refreshing Rain, and Submerge.

#### **Sivvi's Valor:**

Info: Color=White Type=Instant Cost=2W NE(R)  
Text(NE+errata): If you control a plains, you may tap an untapped creature you control rather than pay the mana cost of ~this~. ; All damage that would be dealt to target creature this turn is dealt to you instead.

[\[Oracle 2001/06/01\]](#)

Note - Also see Alternate Cost Spells, Rule E.1.

#### **Sizzle:**

Info: Color=Red Type=Sorcery Cost=2R MM(C)  
Text(MM): ~this~ deals 3 damage to each opponent.

#### **Skeletal Crocodile:**

Info: Color=Black Type=Creature - Crocodile Cost=3B PT(C)  
Text(PT): 5/1.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Crocodile. [\[D'Angelo 2000/06/05\]](#)

#### **Skeletal Scrying:**

Info: Color=Black Type=Instant Cost=XB OD(U)  
Text(OD): As an additional cost to play ~this~, remove X cards in your graveyard from the game. ; You draw X cards and you lose X life.

Note - Also see X Costs, Rule K.28.

#### **Skeletal Snake:**

Info: Color=Black Type=Creature - Snake Cost=1B PT(C)  
Text(PT): 2/1.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Snake. [\[D'Angelo 2000/06/05\]](#)

#### **Skeleton Scavengers:**

Info: Color=Black Type=Creature - Skeleton Cost=2B SH(R)  
Text(SH+errata): 0/0. ; ~this~ comes into play with one +1/+1 counter on it. ; Pay {1} for each +1/+1 counter on ~this~: Regenerate ~this~. When it regenerates this way, put a +1/+1 counter on it. [\[Oracle 2002/03/01\]](#)

#### **Skeleton Ship:**

Info: Color=Multi Type=Creature - Legend Cost=3UB IA(R)  
Text(IA+errata): 0/3. ; When you control no islands, sacrifice ~this~. ; {Tap}: Put a -1/-1 counter on target creature. [\[Oracle 2000/02/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Skinthinner:**

Info: Color=Black Type=Creature - Zombie Cost=1B LE(C)  
Text(LE): 2/1. ; Morph {3}{B}{B}. ; When ~this~ is turned face up, destroy target nonblack creature. It can't be regenerated.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.

#### Skirge Familiar:

Info: Color=Black Type=Creature - Imp Cost=4B US(U)  
Text(US+errata): 3/2, Flying. ; Discard a card from your hand: Add {B} to your mana pool. [\[Oracle 1999/05/01\]](#)

#### Skirk Alarmist:

Info: Color=Red Type=Creature - Wizard Cost=1R LE(R)  
Text(LE): 1/2, Haste. ; {Tap}: Turn target face-down creature you control face up. At end of turn, sacrifice it.  
If this ability is used during the end of turn step, the creature is not sacrificed until the end of the next turn. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Haste, Rule A.22.

#### Skirk Commando:

Info: Color=Red Type=Creature - Goblin Cost=1RR ON(C)  
Text(ON): 2/1. ; Whenever ~this~ deals combat damage to a player, you may have it deal 2 damage to target creature that player controls. ; Morph {2}{R}.  
Note - Also see Morph, Rule A.29.

#### Skirk Drill Sergeant:

Info: Color=Red Type=Creature - Goblin Cost=1R LE(U)  
Text(LE): 2/1. ; Whenever ~this~ or another Goblin is put into a graveyard from play, you may pay {2}{R}. If you do, reveal the top card of your library. If it's a Goblin card, put it into play. Otherwise, put it into your graveyard.

#### Skirk Fire Marshal:

Info: Color=Red Type=Creature - Goblin Lord Cost=3RR ON(R)  
Text(ON): 2/2, Protection from Red. ; Tap five untapped Goblins you control: ~this~ deals 10 damage to each creature and each player.  
Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.  
[\[Onslaught FAQ 2002/09/24\]](#)  
It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)  
Note - Also see Protection, Rule A.31.

#### Skirk Marauder:

Info: Color=Red Type=Creature - Goblin Cost=1R LE(C)  
Text(LE): 2/1. ; Morph {2}{R}. ; When ~this~ is turned face up, it deals 2 damage to target creature or player.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.

#### Skirk Outrider:

Info: Color=Red Type=Creature - Goblin Cost=3R LE(C)  
Text(LE): 2/2. ; ~this~ gets +2/+2 and has trample as long as you control a Beast.  
Note - Also see Trample, Rule A.37.

#### Skirk Prospector:

Info: Color=Red Type=Creature - Goblin Cost=R ON(C)  
Text(ON): 1/1. ; Sacrifice a Goblin: Add {R} to your mana pool.

#### Skirk Volcanist:

Info: Color=Red Type=Creature - Goblin Cost=3R SC(U)  
Text(SC): 3/1. ; Morph - Sacrifice two mountains. ; When ~this~ is turned

face up, it deals 3 damage divided as you choose among any number of target creatures.

+ **Note - Also see Morph, Rule A.29.**

#### **Skittering Horror:**

Info: Color=Black Type=Creature - Horror Cost=2B UD(C)/BD(F1)

Text(UD): 4/3. ; When you play a creature spell, sacrifice ~this~.

Triggers when you announce a creature spell, and will resolve before that creature is put into play. [\[D'Angelo 1999/06/01\]](#)

#### **Skittering Skirge:**

Info: Color=Black Type=Creature - Imp Cost=BB US(C)/BD(F1)

Text(US+errata): 3/2, Flying. ; When you play a creature spell, sacrifice ~this~. [\[Oracle 1999/05/01\]](#)

The triggered ability triggers when the creature spell is announced, and it is put on the stack before any responses can be played. This ability will resolve before that creature comes into play. [\[D'Angelo 2000/01/02\]](#)

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

#### **Skittish Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=1R IN(U)

Text(IN): 1/1. ; ~this~ gets +1/+1 as long as no opponent controls a white or blue creature.

#### **Skittish Valesk:**

Info: Color=Red Type=Creature - Beast Cost=6R ON(U)

Text(ON): 5/5. ; At the beginning of your upkeep, flip a coin. If you lose the flip, turn ~this~ face down. ; Morph {5}{R}.

Note - Also see Morph, Rule A.29.

#### **Skizzik:**

Info: Color=Red Type=Creature - Elemental Cost=3R IN(R)

Text(IN): 5/3, Trample, Haste. ; Kicker {R} (You may pay an additional {R} as you play this spell.) ; At end of turn, sacrifice ~this~ unless the kicker cost was paid.

Note - Also see Haste, Rule A.22.

Note - Also see Kicker, Rule A.24.

Note - Also see Trample, Rule A.37.

#### **Skulking Fugitive:**

Info: Color=Black Type=Creature - Mercenary Cost=2B MM(C)

Text(MM+errata): 3/4. ; When ~this~ becomes the target of a spell or ability, sacrifice it. [\[Oracle 2001/08/24\]](#)

#### **Skulking Ghost:**

Info: Color=Black Type=Creature - Ghost Cost=1B MI(C)

Text(MI+errata): 2/1, Flying. ; When ~this~ becomes the target of a spell or ability, sacrifice it. [\[Oracle 2000/10/24\]](#)

The sacrifice is triggered on the announcement of a spell that targets it and is placed on the stack before responses can be announced.

[\[D'Angelo 1999/07/10\]](#)

You can move an enchantment onto this card using Enchantment Alteration or a similar effect without causing this card to be sacrificed.

[\[D'Angelo 1997/12/15\]](#)

#### **Skull Catapult:**

Info: Color=Artifact Type=Artifact Cost=4 IA(U)/56(U)

Text(5th/6th): {1},{Tap}, Sacrifice a creature: ~this~ deals 2 damage to target creature or player.

#### **Skull Fracture:**

Info: Color=Black Type=Sorcery Cost=B OD(U)

Text(OD): Flashback {3}{B}. ; Target player discards a card from his or her hand.

Note - Also see Flashback, Rule A.20.

**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. [\[Oracle 1999/07/23\]](#)  
 Can bring back any enchantment. This includes enchantment, enchant creature, enchant world, and so on. [\[Aahz 1995/01/01\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Skull of Ramos:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)  
 Text(MM): {Tap}: Add one black mana to your mana pool. ; Sacrifice ~this~: Add one black mana to your mana pool.  
 You can play the sacrifice ability while this card is tapped.  
[\[MM FAQ 1999/09/22\]](#)

**Skullscorch:**

Info: Color=Red Type=Sorcery Cost=RR TO(R)  
 Text(TO): Target player discards two cards at random from his or her hand unless that player has ~this~ deal 4 damage to him or her.

**Skulltap:**

Info: Color=Black Type=Sorcery Cost=1B SC(C)  
 Text(SC): As an additional cost to play ~this~, sacrifice a creature. ; Draw two cards.

**Skycloud Egg:**

Info: Color=Artifact Type=Artifact Cost=1 OD(U)  
 Text(OD): {2},{Tap},Sacrifice ~this~: Add {W}{U} to your mana pool. Draw a card.

**Skycloud Expanse:**

Info: Color=Land Type=Land Cost=None OD(R)  
 Text(OD): {1},{Tap}: Add {W}{U} to your mana pool.

**Sky Diamond:**

Info: Color=Artifact Type=Artifact Cost=2 MI(U)/67(U)  
 Text(6th/7th): ~this~ comes into play tapped. ; {Tap}: Add {U} to your mana pool.

**Skyshaper:**

Info: Color=Artifact Type=Artifact Cost=2 EX(U)  
 Text(EX+errata): Sacrifice ~this~: Creatures you control gain flying until end of turn. [\[Oracle 1999/05/01\]](#)

**Skyship Weatherlight:**

Info: Color=Artifact Type=Legendary Artifact Cost=4 PS(R)  
 Text(PS+errata): When ~this~ comes into play, search your library for any number of artifact and/or creature cards and remove them from the game. Then shuffle your library. ; {4},{Tap}: Choose a card at random that was removed from the game with ~this~. Put that card into its owner's hand.  
[\[Rules Team 2001/05/01\]](#)

You may choose to not find anything when searching your library.

[\[Planeshift FAQ 2001/01/26\]](#)

If this card leaves play, the remaining cards that were removed from the game can never come back (except by Ring of Ma'ruf).

[\[Planeshift FAQ 2001/01/26\]](#)

The cards are removed from the game face up. [\[Jordan 2001/02/12\]](#)

The card goes to its owner's hand as per the errata. [\[Barclay 2001/01/28\]](#)

Note - Also see Legendary Permanents, Rule K.17.

Note - The foil version of the card is available with the normal art and a version is also available with alternate art. There is a star next to the collector's number on the alternate version.

**Skyshooter:**

Info: Color=Green Type=Creature - Centaur Cost=1G OD(U)  
 Text(OD): 1/2. ; ~this~ may block as though it has flying. ;  
 {Tap},Sacrifice ~this~: Destroy target attacking or blocking creature with

flying.

**Skyshroud Archer:**

Info: Color=Green Type=Creature - Elf Cost=G SH(C)  
Text(SH): 1/1. ; {Tap}: Target creature with flying gets -1/-1 until end of turn.

**Skyshroud Behemoth:**

Info: Color=Green Type=Creature - Beast Cost=5GG NE(R)  
Text(NE): 10/10, Fading 2. ; ~this~ comes into play tapped.  
Note - Also see Fading, Rule A.16.

**Skyshroud Blessing:**

Info: Color=Green Type=Instant Cost=1G PS(U)  
Text(PS): Lands can't be the targets of spells or abilities this turn. ;  
Draw a card.  
This affects your lands and your opponent's. [\[Planeshift 2001/01/26\]](#)

**Skyshroud Claim:**

Info: Color=Green Type=Sorcery Cost=3G NE(C)  
Text(NE): Search your library for up to two forest cards and put them into play. Then shuffle your library.

**Skyshroud Condor:**

Info: Color=Blue Type=Creature - Bird Cost=1U TE(U)  
Text(TE+errata): 2/2, Flying. ; You can't play ~this~ unless you've played another spell this turn. [\[Oracle 1999/05/01\]](#)

**Skyshroud Cutter:**

Info: Color=Green Type=Creature - Beast Cost=3G NE(C)  
Text(NE+errata): 2/2. ; If you control a forest, you may have each other player gain 5 life rather than pay ~this~'s mana cost. [\[Oracle 2001/06/01\]](#)  
Note - Also see Alternate Cost Spells, Rule E.1.

**Skyshroud Elf:**

Info: Color=Green Type=Creature - Elf Cost=1G TE(C)  
Text(TE+errata): 1/1. ; {Tap}: Add {G} to your mana pool. ; {1}: Add {W} or {R} to your mana pool. [\[Oracle 1999/05/01\]](#)

**Skyshroud Elite:**

Info: Color=Green Type=Creature - Elf Cost=G EX(U)/BR(F1)  
Text(EX+errata): 1/1. ; ~this~ gets +1/+2 as long as an opponent controls a nonbasic land. [\[Oracle 1999/05/01\]](#)

**Skyshroud Falcon:**

Info: Color=White Type=Creature - Bird Cost=1W SH(C)/7(C)  
Text(7th): 1/1, Flying. ; Attacking doesn't cause ~this~ to tap.  
No it is not a Falcon creature type. It is a Bird. [\[D'Angelo 1998/03/09\]](#)

**Skyshroud Forest:**

Info: Color=Land Type=Land Cost=None TE(R)  
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 Poacher:**

Info: Color=Green Type=Creature - Rebel Cost=2GG NE(R)  
Text(NE): 2/2. ; {3},{Tap}: Search your library for an Elf card and put that card into play. Then shuffle your library.  
You do not have to find an Elf card if you do not want to. See Rule Z.6.9.  
[\[D'Angelo 2001/07/14\]](#)

**Skyshroud Ranger:**

Info: Color=Green Type=Creature - Elf Cost=G TE(C)  
Text(TE+errata): 1/1. ; {Tap}: Put a land card from your hand into play.  
Play this ability only any time you could play a sorcery.  
[\[Oracle 2000/02/01\]](#)



**Skyshroud Ridgeback:**

Info: Color=Green Type=Creature - Beast Cost=G NE(C)  
Text(NE): 2/3, Fading 2.  
Note - Also see Fading, Rule A.16.

**Skyshroud Sentinel:**

Info: Color=Green Type=Creature - Elf Cost=2G NE(C)  
Text(NE+errata): 1/1. ; When ~this~ comes into play, you may search your library for up to three cards named Skyshroud Sentinel, reveal them, and put them into your hand. If you do, shuffle your library.  
[\[Oracle 2000/10/24\]](#)

**Skyshroud Troll:**

Info: Color=Green Type=Creature - Giant Cost=2GG TE(C)  
Text(TE): 3/3. ; {1}{G}: Regenerate ~this~.

**Skyshroud Troopers:**

Info: Color=Green Type=Creature - Elf Cost=3G SH(C)  
Text(SH+errata): 3/3. ; {Tap}: Add {G} to your mana pool.  
[\[Oracle 1999/05/01\]](#)

**Skyshroud Vampire:**

Info: Color=Black Type=Creature - Vampire Cost=3BB TE(U)  
Text(TE+errata): 3/3, Flying. ; Discard a creature card: ~this~ gets +2/+2 until end of turn. [\[Oracle 1999/05/01\]](#)

**Skyshroud War Beast:**

Info: Color=Green Type=Creature - Beast Cost=1G EX(R)  
Text(EX+errata): \*/\*, Trample. ; As ~this~ comes into play, choose an opponent. ; ~this~'s power and toughness are each equal to the number of nonbasic lands the chosen opponent controls. [\[Oracle 1999/05/01\]](#)  
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.  
[\[Barclay 1998/06/10\]](#) See Rule M.1.3.  
The power and toughness are continuously recalculated. [\[D'Angelo 1998/10/19\]](#)  
Note - Also see Trample, Rule A.37.

**Sky Spirit:**

Info: Color=Multi Type=Creature - Spirit Cost=1WU TE(U)  
Text(TE): 2/2, Flying, First Strike.  
Note - Also see First Strike, Rule A.18.

**Sky Weaver:**

Info: Color=Blue Type=Creature - Wizard Cost=1U IN(U)  
Text(IN): 2/1. ; {2}: Target white or black creature gains flying until end of turn.

**Skywing Aven:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=2U TO(C)  
Text(TO): 2/1, Flying. ; Discard a card from your hand: Return ~this~ to its owner's hand.

**Slashing Tiger:**

Info: Color=Green Type=Creature - Tiger Cost=2GG P3(R)  
Text(P3): 3/3. ; When ~this~ attacks and is blocked, it gets +2/+2 until the end of the turn.

When played under non-Portal rules, the text should be read as "Whenever ~this~ becomes blocked, it gets +2/+2 until end of turn."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Slate of Ancestry:**

Info: Color=Artifact Type=Artifact Cost=4 ON(R)  
Text(ON): {4},{Tap},Discard your hand: Draw a card for each creature you

control.

### **Slaughter:**

Info: Color=Black Type=Instant Cost=2BB EX(U)  
Text(EX+errata): Buyback-4 life. ; Destroy target nonblack creature. It can't be regenerated. [\[Oracle 1999/05/01\]](#)  
You cannot pay the buyback if you have less than 4 life.  
[\[DeLaney 1998/06/10\]](#) See Rule G.19.6.  
Note - Also see Buyback, Rule A.10.

### **Slay:**

Info: Color=Black Type=Instant Cost=2B PS(U)  
Text(PS): Destroy target green creature. It can't be regenerated. ; Draw a card.  
You don't draw a card if this spell is countered. [\[Planeshift 2001/01/26\]](#)

### **Sleeper Agent:**

Info: Color=Black Type=Creature - Minion Cost=B US(R)  
Text(US+errata): 3/3. ; When ~this~ comes into play, target opponent gains control of it. ; At the beginning of your upkeep, ~this~ deals 2 damage to you. [\[Oracle 1999/05/01\]](#)  
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. [\[D'Angelo 1998/10/15\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

### **Sleeper's Guile:**

Info: Color=Black Type=Enchant Creature Cost=2B UL(C)  
Text(UL+errata): Enchanted creature has fear. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand.  
[\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

### **Sleeper's Robe:**

Info: Color=Multi Type=Enchant Creature Cost=UB IN(U)  
Text(IN+errata): Enchanted creature has fear. ; Whenever enchanted creature deals combat damage to an opponent, you may draw a card.  
[\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

### **Sleeping Potion:**

Info: Color=Blue Type=Enchant Creature Cost=1U PS(C)  
Text(PS): When ~this~ comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step. ; When enchanted creature becomes the target of a spell or ability, sacrifice ~this~.

### **Sleight of Hand:**

Info: Color=Blue Type=Sorcery Cost=U P2(C)/ST(C)/7(C)  
Text(ST/7th): Look at the top two cards of your library. Put one of them into your hand and the other one on the bottom of your library.  
If there is only one card in your library, it goes to your hand.  
[\[D'Angelo 2000/06/05\]](#)

### **Sleight of Mind:**

Info: Color=Blue Type=Instant Cost=U IA(U)/ABUR45(R)  
Text(5th+errata): Change the text of target spell or permanent by replacing all instances of one color word with another. (For example, you may change "target black spell" to "target blue spell.") (This effect doesn't end at end of turn.) [\[Oracle 2000/02/01\]](#)  
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 except it is never in play with its original text. [\[bethmo 1998/05/22\]](#)  
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. [\[WotC Rules Team 1995/04/26\]](#)

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 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.

[\[bethmo 1994/04/01\]](#)

Note - Also see Text Changing, Rule E.13.

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 2000/02/01\]](#)

#### **Slice and Dice:**

Info: Color=Red Type=Sorcery Cost=4RR ON(U)

Text(ON): ~this~ deals 4 damage to each creature. ; Cycling {2}{R}. ;

When you cycle ~this~, you may have it deal 1 damage to each creature.

Note - Also see Cycling, Rule A.12.

#### **Slimy Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=2R IN(C)

Text(IN): 2/2. ; {Tap}: Target land becomes a swamp until end of turn.

#### **Slingshot Goblin:**

Info: Color=Red Type=Creature - Goblin Cost=2R PS(C)

Text(PS): 2/2. ; {R},{Tap}: ~this~ deals 2 damage to target blue creature.

#### **Slinking Serpent:**

Info: Color=Multi Type=Creature - Serpent Cost=2UB IN(U)

Text(IN): 2/3, Forestwalk.

Note - Also see Landwalk, Rule A.27.

#### **Slinking Skirge:**

Info: Color=Black Type=Creature - Imp Cost=3B UD(C)

Text(UD): 2/1, Flying. ; {2},Sacrifice ~this~: Draw a card.

#### **Slippery Karst:**

Info: Color=Land Type=Land Cost=None US(C)/AT(F1)/BR(F1)/BD(F1)

Text(US): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

#### **Slipstream Eel:**

Info: Color=Blue Type=Creature - Beast Cost=5UU ON(C)

Text(ON): 6/6. ; ~this~ can't attack unless defending player controls an island. ; Cycling {1}{U}.

Note - Also see Cycling, Rule A.12.

#### **Sliptide Serpent:**

Info: Color=Blue Type=Creature - Serpent Cost=4UU NE(R)

Text(NE): 4/4. ; {3}{U}: Return ~this~ to its owner's hand.

#### **Slithery Stalker:**

Info: Color=Black Type=Creature - Nightmare Horror Cost=1BB TO(U)

Text(TO): 1/1, Swampwalk. ; When ~this~ comes into play, remove target green or white creature an opponent controls from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control.

Note - Also see Landwalk, Rule A.27.

#### **Sliver Queen:**

Info: Color=Multi Type=Creature - Sliver Legend Cost=WUBRG SH(R)

Text(SH+errata): 7/7. ; {2}: Put a 1/1 colorless Sliver creature token into play. [\[Oracle 1999/05/01\]](#)

The token creatures created by this card are Slivers. [\[D'Angelo 1998/03/05\]](#)

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Token Creatures, Rule K.25.

**Slow Motion:**

Info: Color=Blue Type=Enchant Creature Cost=2U UL(C)

Text(UL+errata): At the beginning of the upkeep of enchanted creature's controller, that player sacrifices that creature unless he or she pays {2}. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

You can use abilities of the creature during upkeep before dealing with the cost this card imposes. [\[Urza's Legacy FAQ 1999/02/03\]](#)

You choose whether to pay or not on resolution. If not, then you sacrifice the creature. You can choose to not pay if you no longer control the creature on resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)

**Sluggishness:**

Info: Color=Red Type=Enchant Creature Cost=1R UL(C)

Text(UL+errata): Enchanted creature can't block. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

**Smash:**

Info: Color=Red Type=Instant Cost=2R AP(C)

Text(AP): Destroy target artifact. Draw a card.

**Smite:**

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

Text(SH): Destroy target blocked creature.

**Smoke:**

Info: Color=Red Type=Enchantment Cost=RR ABUR45(R)

Text(5th+errata): Players can't untap more than one creature during their untap steps. [\[Oracle 2000/02/01\]](#)

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. [\[bethmo 1996/02/12\]](#)

Does not prevent cards from being untapped outside the untap phase. [\[bethmo 1994/04/01\]](#)

**Smokespew Invoker:**

Info: Color=Black Type=Creature - Zombie Mutant Cost=2B LE(C)

Text(LE): 3/1. ; {7}{B}: Target creature gets -3/-3 until end of turn.

**Smokestack:**

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

Text(US+errata): At the beginning of your upkeep, you may put a soot counter on ~this~. ; At the beginning of each player's upkeep, that player sacrifices a permanent for each soot counter on ~this~.

[\[Oracle 1999/05/01\]](#)

Adding a counter is optional. 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. [\[DeLaney 1998/10/05\]](#)

You can choose to process the sacrifice ability before you add a counter on your turn. [\[D'Angelo 1998/11/10\]](#)

**Smoldering Crater:**

Info: Color=Land Type=Land Cost=None US(C)/AT(F1)/BD(F1)

Text(US): ~this~ comes into play tapped. ; {Tap}: Add {R} to your mana pool. ; Cycling {2}.

Note - Also see Cycling, Rule A.12.

**Smoldering Tar:**

Info: Color=Multi Type=Enchantment Cost=2BR IN(U)

Text(IN): At the beginning of your upkeep, target player loses 1 life. ;

Sacrifice ~this~: ~this~ deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

**Smother:**

Info: Color=Black Type=Instant Cost=1B ON(U)  
Text(ON): Destroy target creature with converted mana cost {3} or less. It can't be regenerated.  
Note - Also see Converted Mana Cost, Rule K.8.

**Snag:**

Info: Color=Green Type=Instant Cost=3G PY(U)  
Text(PY+errata): You may discard a forest card from your hand rather than pay ~this~'s mana cost. ; Prevent all combat damage that would be dealt by unblocked creatures this turn. [\[Oracle 2002/10/01\]](#)  
You may discard a non-basic land that "counts as" or "is" a forest.  
[\[DeLaney 2000/05/29\]](#)

**Snake Basket:**

Info: Color=Artifact Type=Artifact Cost=4 VI(R)/6(R)  
Text(6th+errata): {X}, Sacrifice ~this~: Put X 1/1 green Cobra creature tokens into play. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)  
Note - Also see Token Creatures, Rule K.25.

**Snake Pit:**

Info: Color=Green Type=Enchantment Cost=3G MM(U)  
Text(MM): Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.  
Note - Also see Token Creatures, Rule K.25.

**Snap:**

Info: Color=Blue Type=Instant Cost=1U UL(C)  
Text(UL): Return target creature to owner's hand. Untap up to two lands. You can untap 0 to 2 lands. [\[D'Angelo 1999/02/13\]](#)  
Does not target the lands. [\[D'Angelo 1999/02/13\]](#)  
Can be used on already untapped lands (with no effect).  
[\[D'Angelo 1999/02/13\]](#)  
Can be used on another player's lands. [\[D'Angelo 1999/02/13\]](#)

**Snapping Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3U PT(C)/ST(C)/BD(F1)  
Text(PT/ST): 3/2, Flying.  
All tournament formats have banned this card because it only appears in Starter.  
Note - The Portal version had no creature type.

**Snapping Thragg:**

Info: Color=Red Type=Creature - Beast Cost=4R ON(U)  
Text(ON): 3/3. ; Whenever ~this~ deals combat damage to a player, you may have it deal 3 damage to target creature that player controls. ;  
Morph {4}{R}{R}.  
Note - Also see Morph, Rule A.29.

**Snarling Undorak:**

Info: Color=Green Type=Creature - Beast Cost=2GG ON(C)  
Text(ON): 3/3. ; {2}{G}: Target Beast gets +1/+1 until end of turn. ;  
Morph {1}{G}{G}.  
Note - Also see Morph, Rule A.29.

**Sneak Attack:**

Info: Color=Red Type=Enchantment Cost=3R US(R)  
Text(US+errata): {R}: Put a creature card from your hand into play. That creature gains haste until end of turn. Sacrifice the creature at end of turn. [\[Oracle 1999/05/01\]](#)  
You only sacrifice the creature if you still control it at end of turn.  
[\[DeLaney 1998/10/21\]](#)  
Note - Also see Haste, Rule A.22.

**Sneaky Homunculus:**

Info: Color=Blue Type=Creature - Illusion Cost=1U NE(C)  
Text(NE): 1/1. ; ~this~ can't block or be blocked by creatures with power 2 or greater.

#### **Snorting Gahr:**

Info: Color=Green Type=Creature - Beast Cost=2GG MM(C)  
Text(MM): 3/3. ; Whenever ~this~ becomes blocked, it gets +2/+2 until end of turn.

#### **Snowblind:**

Info: Color=Green Type=Enchant Creature Cost=3G IA(R)  
Text(IA+errata): Enchanted creature gets -X/-X. If enchanted creature is attacking, X is the number of snow-covered lands defending player controls. Otherwise, X is the number of snow-covered lands enchanted creature's controller controls. If this would reduce the creature's toughness to less than 1, reduce the creature's toughness to 1 instead.  
[\[Oracle 2000/02/01\]](#)

#### **Snow-Covered Forest:**

Info: Color=Land Type=Land Cost=None IA(L1)  
Text(IA+errata): Snow-Covered. ; ~this~ is a forest in addition to its land type. [\[Oracle 2001/08/24\]](#)  
This card works as if it also has the text "{Tap}: Add {G} to your mana pool." [\[D'Angelo 2000/11/06\]](#)

#### **Snow-Covered Island:**

Info: Color=Land Type=Land Cost=None IA(L1)  
Text(IA+errata): Snow-Covered. ; ~this~ is an island in addition to its land type. [\[Oracle 2001/08/24\]](#)  
This card works as if it also has the text "{Tap}: Add {U} to your mana pool." [\[D'Angelo 2000/11/06\]](#)

#### **Snow-Covered Mountain:**

Info: Color=Land Type=Land Cost=None IA(L1)  
Text(IA+errata): Snow-Covered. ; ~this~ is a mountain in addition to its land type. [\[Oracle 2001/08/24\]](#)  
This card works as if it also has the text "{Tap}: Add {R} to your mana pool." [\[D'Angelo 2000/11/06\]](#)

#### **Snow-Covered Plains:**

Info: Color=Land Type=Land Cost=None IA(L1)  
Text(IA+errata): Snow-Covered. ; ~this~ is a plains in addition to its land type. [\[Oracle 2001/08/24\]](#)  
This card works as if it also has the text "{Tap}: Add {W} to your mana pool." [\[D'Angelo 2000/11/06\]](#)

#### **Snow-Covered Swamp:**

Info: Color=Land Type=Land Cost=None IA(L1)  
Text(IA+errata): Snow-Covered ; ~this~ is a swamp in addition to its land type. [\[Oracle 2001/08/24\]](#)  
This card works as if it also has the text "{Tap}: Add {B} to your mana pool." [\[D'Angelo 2000/11/06\]](#)

#### **Snow Devil:**

Info: Color=Blue Type=Enchant Creature Cost=1U IA(C)  
Text(IA+errata): Enchanted creature has flying. ; Enchanted creature has first strike as long as you control a snow-covered land.  
[\[Oracle 2000/02/01\]](#)  
Note - Also see First Strike, Rule A.18.

#### **Snowfall:**

Info: Color=Blue Type=Enchantment Cost=2U IA(C)  
Text(IA+errata): Cumulative Upkeep - {U}. ; Whenever an island is tapped for mana, its controller may add {U} to his or her mana pool. If that island is a snow-covered land, its controller may add {U}{U} to his or her mana pool instead. Spend this mana only to pay for cumulative upkeep.  
[\[Oracle 2001/08/24\]](#)



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 1995/11/10]** This is because of the order of resolving what mana lands produce. See Rule K.15.6.

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Snow Fortress:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=5 IA(R)

Text(IA+errata): 0/4. (Walls can't attack.) ; {1}: ~this~ gets +1/+0 until end of turn. ; {1}: ~this~ gets +0/+1 until end of turn. ; {3}: ~this~ deals 1 damage to target creature without flying that's attacking you.

**[Oracle 2000/02/01]**

Note - Also see Walls, Rule K.27.

#### **Snow Hound:**

Info: Color=White Type=Creature - Hound Cost=2W IA(U)

Text(IA+errata): 1/1. ; {1},{Tap}: Return ~this~ and target blue or green creature you control to their owner's hand. **[Oracle 2000/02/01]**

Note - This card was of creature type "Dog" but is now of creature type "Hound". **[Oracle 2000/02/01]**

#### **Snuff Out:**

Info: Color=Black Type=Instant Cost=3B MM(C)

Text(MM+errata): If you control a swamp, you may pay 4 life rather than pay ~this~'s mana cost. ; Destroy target nonblack creature. It can't be regenerated. **[Oracle 2001/06/01]**

#### **Soar:**

Info: Color=Blue Type=Enchant Creature Cost=1U MI(C)

Text(MI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted creature gets +0/+1 and has flying.

**[Oracle 2000/10/24]**

#### **Solar Blast:**

Info: Color=Red Type=Instant Cost=3R ON(C)

Text(ON): ~this~ deals 3 damage to target creature or player. ; Cycling {1}{R}{R}. ; When you cycle ~this~, you may have it deal 1 damage to target creature or player.

Note - Also see Cycling, Rule A.12.

#### **Soldevi Adnate:**

Info: Color=Black Type=Creature - Cleric Cost=1B AL(C1)

Text(AL+errata): 1/2. ; {Tap},Sacrifice a black or artifact creature: Add an amount of black mana equal to the sacrificed creature's converted mana cost to your mana pool. **[Oracle 1999/07/23]**

Note - Also see Converted Mana Cost, Rule K.8.

#### **Soldevi Digger:**

Info: Color=Artifact Type=Artifact Cost=2 AL(R2)

Text(AL): {2}: Put the top card of your graveyard on the bottom of your library.

#### **Soldevi Excavations:**

Info: Color=Land Type=Land Cost=None AL(R2)

Text(AL+errata): If ~this~ would come into play, sacrifice an untapped island instead. If you do, put ~this~ into play. If you don't, put it into its owner's graveyard. ; {Tap}: Add {U} and one colorless mana to your mana pool. ; {1},{Tap}: Look at the top card of your library. You may put that card on the bottom of your library. **[Oracle 1999/11/01]**

You have to sacrifice an island before this card is put into play. And you have to do this no matter how it is put into play. **[D'Angelo 1999/11/01]**

Mana Flare will let you make an extra blue or an extra colorless mana of your choice. **[Aahz 1996/05/21]**

#### **Soldevi Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=4 IA(R)  
Text(IA+errata): 5/3. ; ~this~ doesn't untap during your untap step. ; At the beginning of your upkeep, you may untap target tapped creature an opponent controls. If you do, untap ~this~. [\[Oracle 2000/02/01\]](#)  
The ability to untap a creature can be used even if the Golem is already untapped. [\[Aahz 1997/06/13\]](#)  
Note - Before errata this card did not have a creature type. It is now of creature type "Golem". [\[Oracle 2000/02/01\]](#)

#### **Soldevi Heretic:**

Info: Color=Blue Type=Creature - Heretic Cost=2U AL(C1)  
Text(AL+errata): 2/2. ; {W},{Tap}: Prevent the next 2 damage that would be dealt to target creature this turn. Target opponent may draw a card. [\[Oracle 1999/11/01\]](#)

#### **Soldevi Machinist:**

Info: Color=Blue Type=Creature - Wizard Cost=1U IA(U)  
Text(IA+errata): 1/1. ; {Tap}: Add two colorless mana to your mana pool. This mana may be spent only on an activation cost of an artifact's ability. [\[Oracle 2000/10/24\]](#)  
Mana from the ability 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. [\[WotC Rules Team 1995/10/18\]](#)

#### **Soldevi Sage:**

Info: Color=Blue Type=Creature - Wizard Cost=1U AL(C3)/6(U)  
Text(6th+errata): 1/1. ; {Tap},Sacrifice two lands: Draw three cards, then discard one of them from your hand. [\[Oracle 2002/03/01\]](#)

#### **Soldevi Sentry:**

Info: Color=Artifact Type=Artifact Creature Cost=1 AL(C1)  
Text(AL+errata): 1/1. ; {1}: Regenerate ~this~. Target opponent may draw a card. [\[Oracle 2002/03/01\]](#)

#### **Soldevi Simulacrum:**

Info: Color=Artifact Type=Artifact Creature Cost=4 IA(U)  
Text(IA+errata): 2/4. ; Cumulative Upkeep - {1}. ; {1}: ~this~ gets +1/+0 until end of turn. [\[Oracle 2000/02/01\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.

#### **Soldevi Steam Beast:**

Info: Color=Artifact Type=Artifact Creature Cost=5 AL(C1)  
Text(AL+errata): 4/2. ; Whenever ~this~ becomes tapped, target opponent gains 2 life. ; {2}: Regenerate ~this~. [\[Oracle 1999/11/01\]](#)

#### **Soldier:**

Info: Color=White Type=Token Cost=None UG(U)  
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. [\[D'Angelo 1998/08/23\]](#)  
Note - See Token Cards, Rule U.2.

#### **Soldier of Fortune:**

Info: Color=Red Type=Creature - Mercenary Cost=R AL(U2)  
Text(AL): 1/1. ; {R},{Tap}: Target player shuffles his or her library.

#### **Solfatara:**

Info: Color=Red Type=Instant Cost=2R VI(C)  
Text(VI+errata): Target player can't play lands this turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/10/24\]](#)  
Prevents all land playing that turn, not just one land. [\[DeLaney 1997/01/28\]](#)  
Does not prevent effects from putting a land into play. [\[DeLaney 1997/02/02\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Sol Grail:**

Info: Color=Artifact Type=Artifact Cost=3 AL(R6)  
Text(AL+errata): As ~this~ comes into play, choose a color. ; {Tap}: Add one mana of the chosen color to your mana pool. [\[Oracle 1999/07/23\]](#)

#### **Solidarity:**

Info: Color=White Type=Instant Cost=3W UD(C)  
Text(UD): Creatures you control get +0/+5 until end of turn.

#### **Solitary Confinement:**

Info: Color=White Type=Enchantment Cost=2W JU(R)  
Text(JU): At the beginning of your upkeep, sacrifice ~this~ unless you discard a card from your hand. ; Skip your draw step. ; You can't be the target of spells or abilities. ; Prevent all damage that would be dealt to you.

#### **Sol'kanar the Swamp King:**

Info: Color=Multi Type=Creature - Legend Cost=2RBU LG(R)/CH(U1)  
Text(CH+errata): 5/5, Swampwalk. ; Whenever a player plays a black spell, you gain 1 life. [\[Oracle 1999/09/03\]](#)  
Will not trigger off itself being played. [\[Aahz 1994/07/27\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Landwalk, Rule A.27.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Sol Ring:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR(U)  
Text(RV+errata): {Tap}: Add two colorless mana to your mana pool. [\[Oracle 1999/09/03\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02. It was previously restricted from 1994/01/24 to 1995/05/02.

#### **Soltari Champion:**

Info: Color=White Type=Creature - Soldier Cost=2W SH(R)  
Text(SH+errata): 2/2, Shadow. ; Whenever ~this~ attacks, all other creatures you control get +1/+1 until end of turn. [\[Oracle 1999/05/01\]](#)  
Note - Also see Shadow, Rule A.34.

#### **Soltari Crusader:**

Info: Color=White Type=Creature - Knight Cost=2W TE(U)  
Text(TE): 2/1, Shadow. ; {1}{W}: ~this~ gets +1/+0 until end of turn.  
Note - Also see Shadow, Rule A.34.

#### **Soltari Emissary:**

Info: Color=White Type=Creature - Soldier Cost=1W TE(R)  
Text(TE): 2/1. ; {W}: ~this~ gains shadow until end of turn.  
Note - Also see Shadow, Rule A.34.

#### **Soltari Foot Soldier:**

Info: Color=White Type=Creature - Soldier Cost=W TE(C)/BR(F1)  
Text(TE): 1/1, Shadow.  
Note - Also see Shadow, Rule A.34.

#### **Soltari Guerrillas:**

Info: Color=Multi Type=Creature - Soldier Cost=2WR TE(R)  
Text(TE+errata): 3/2, Shadow. ; {0}: The next time ~this~ would deal combat damage to defending player this turn, it deals that damage to target creature instead. [\[Oracle 1999/05/01\]](#)  
If the ability is played outside of combat, there will be no defending player when it resolves so the effect does nothing. [\[Barclay 2001/03/12\]](#)  
In some multiplayer game rules you may attack multiple players. When this happens, you choose a defending player when the ability resolves. [\[D'Angelo 2001/03/12\]](#)  
Note - Also see Shadow, Rule A.34.

**Soltari Lancer:**

Info: Color=White Type=Creature - Knight Cost=2W TE(C)  
 Text(TE+errata): 2/2, Shadow. ; Whenever ~this~ attacks, it gains first strike until end of combat. [\[Oracle 2000/02/01\]](#)  
 Note - Also see Shadow, Rule A.34.  
 Note - Also see First Strike, Rule A.18.

**Soltari Monk:**

Info: Color=White Type=Creature - Cleric Cost=WW TE(U)  
 Text(TE): 2/1, Protection from Black, Shadow.  
 Note - Also see Protection, Rule A.31.  
 Note - Also see Shadow, Rule A.34.

**Soltari Priest:**

Info: Color=White Type=Creature - Cleric Cost=WW TE(U)  
 Text(TE): 2/1, Protection from Red, Shadow.  
 Note - Also see Protection, Rule A.31.  
 Note - Also see Shadow, Rule A.34.

**Soltari Trooper:**

Info: Color=White Type=Creature - Soldier Cost=1W TE(C)  
 Text(TE+errata): 1/1, Shadow. ; Whenever ~this~ attacks, it gets +1/+1 until end of turn. [\[Oracle 1999/05/01\]](#)  
 Note - Also see Shadow, Rule A.34.

**Soltari Visionary:**

Info: Color=White Type=Creature - Cleric Cost=1WW EX(C)  
 Text(EX+errata): 2/2, Shadow. ; Whenever ~this~ deals damage to a player, destroy target enchantment that player controls. [\[Oracle 1999/05/01\]](#)  
 If the damaged player controls any enchantments, you must choose one to be destroyed. If they do not, nothing happens. [\[Barclay 1998/06/10\]](#)  
 Note - Also see Shadow, Rule A.34.

**Somnophore:**

Info: Color=Blue Type=Creature - Illusion Cost=2UU US(R)  
 Text(US+errata): 2/2, Flying. ; Whenever ~this~ deals damage to a player, tap target creature that player controls. That creature doesn't untap during its controller's untap step as long as ~this~ remains in play. [\[Oracle 1999/05/01\]](#)  
 It can end up holding more than one creature tapped. [\[Urza's FAQ 1998/10/05\]](#)  
 You can choose the same creature more than once (for no additional effect). [\[Urza's FAQ 1998/10/05\]](#)

**Song of Blood:**

Info: Color=Red Type=Sorcery Cost=1R VI(C)  
 Text(VI+errata): Put the top four cards from your library into your graveyard. ; Whenever a creature attacks this turn, it gets +1/+0 until end of turn for each creature card put into your graveyard this way. [\[Oracle 2000/10/24\]](#)  
 If a creature attacks more than once in a turn (due to Relentless Assault), it gets the bonus each time. [\[D'Angelo 1999/09/20\]](#)

**Song of Serenity:**

Info: Color=Green Type=Enchantment Cost=1G EX(U)  
 Text(EX): Enchanted creatures can't attack or block. [\[Oracle 1999/05/01\]](#)

**Songs of the Damned:**

Info: Color=Black Type=Instant Cost=B IA(C)  
 Text(IA+errata): Add {B} to your mana pool for each creature in your graveyard. [\[Oracle 2000/02/01\]](#)  
 A "creature card" is a Creature card or Artifact Creature card. [\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
 Note - This card was of type Interrupt and is now of type Instant. [\[Oracle 2000/02/01\]](#)

**Songstitcher:**

Info: Color=White Type=Creature - Cleric Cost=W US(U)/BR(F1)  
Text(US+errata): 1/1. ; {1}{W}: Prevent all combat damage that would be dealt this turn by target attacking creature with flying.

[Oracle 1999/05/01]

#### Sonic Burst:

Info: Color=Red Type=Instant Cost=1R EX(C)/BD(F1)  
Text(EX+errata): As an additional cost to play ~this~, discard a card at random from your hand. ~this~ deals 4 damage to target creature or player. [Oracle 1999/05/01]

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 1998/06/10]

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 1998/06/15]

You pick the target before you pick the random card to discard.

[bethmo 1999/02/11]

#### Sonic Seizure:

Info: Color=Red Type=Instant Cost=R TO(C)  
Text(TO): As an additional cost to play ~this~, discard a card at random from your hand. ; ~this~ deals 3 damage to target creature or player.

#### Sootfeather Flock:

Info: Color=Black Type=Creature - Bird Cost=4B LE(C)  
Text(LE): 3/2, Flying. ; Morph {3}{B}.  
Note - Also see Morph, Rule A.29.

#### Soothing Balm:

Info: Color=White Type=Instant Cost=1W MM(C)  
Text(MM): Target player gains 5 life.

#### Soothsaying:

Info: Color=Blue Type=Enchantment Cost=U MM(U)  
Text(MM): {3}{U}{U}: Shuffle your library. ; {X}: Look at the top X cards of your library and put them back in any order.

#### Soraya the Falconer:

Info: Color=White Type=Creature - Legend Cost=1WW HL(U1)  
Text(HL+errata): 2/2. ; All Birds get +1/+1. ; {1}{W}: Target Bird gains banding until end of turn. [Oracle 1999/07/23]

Note - Also see Banding, Rule A.8.

Note - Also see Legendary Permanents, Rule K.17.

Note - Before errata, it worked only on Falcons. Now it works for all Birds. [Oracle 1999/07/23]

#### Sorceress Queen:

Info: Color=Black Type=Creature - Sorceress Cost=1BB AN(U3)/R45(R)  
Text(5th+errata): 1/1. ; {Tap}: Target creature other than ~this~ is 0/2 until end of turn. [Oracle 2000/02/01]

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.

Same goes for Angry Mob. [bethmo 1996/01/30]

Note - See Rule K.10 for additional details, and Rule K.10.Ruling.1 in specific.

#### Sorcerous Sight:

Info: Color=Blue Type=Sorcery Cost=U PT(C)  
Text(PT): Look at your opponent's hand. You draw a card. (Draw the card from your deck.)

When played under non-Portal rules, the text should be read as "Look at target opponent's hand. You draw a card." [D'Angelo 2000/07/06]

All tournament formats have banned this card because it only appears in Portal.

**Sorrow's Path:**

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

Text(DK+errata): {Tap}: Choose two target blocking creature an opponent controls. If each of those creatures could block all creatures that the other is blocking, remove both of them from combat. Each one then blocks all creatures the other was blocking. ~this~ deals 2 damage to you and 2 damage to each creature you control. [\[Oracle 2002/03/01\]](#)

The damage is done only when it is tapped for its ability.

[\[D'Angelo 1999/08/01\]](#)

If a creature is removed from being a blocker of a specific creature, the abilities that would trigger because it was declared as a blocker still happen depending on the creature's blocking effect.

[\[D'Angelo 1999/08/01\]](#)

If a creature is added as a blocker to a specific creature, the blocking abilities of that creature do trigger. [\[D'Angelo 1999/08/01\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Sorry:**

Info: Color=Blue Type=Enchantment Cost=UU UG(U)

Text(UG+errata): Whenever a spell is played, if a card with the same name as that spell card is in a graveyard and the controller of that spell didn't say "Sorry" before playing the spell, any other player may say "Sorry". If one does, counter that spell. ; Whenever a player says "Sorry" at any other time, ~this~ deals 2 damage to that player.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

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(U)/5(C)

Text(5th+errata): Whenever an opponent plays a creature spell, ~this~ deals 2 damage to that player unless he or she pays {2}.

[\[Oracle 2000/02/01\]](#)

A creature spell is any Creature or Artifact Creature spell.

[\[D'Angelo 2000/03/03\]](#) Older cards of type Summon are also creature spells.

**Soul Burn:**

Info: Color=Black Type=Sorcery Cost=X2B IA(C)/IN(C)

Text(IN): Spend only black and/or red mana on X. ; ~this~ deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of {B} spent on X, the player's life total before ~this~ deals damage, or the creature's toughness.

Will give 1 life for each black mana used, but not more life than the amount of unprevented damage that is dealt. [\[D'Angelo 2001/02/18\]](#)

Note - Also see X Costs, Rule K.28.

**Soulcatcher:**

Info: Color=White Type=Creature - Bird Soldier Cost=1W OD(U)

Text(OD): 1/1, Flying. ; Whenever a creature with flying is put into a graveyard from play, put a +1/+1 counter on ~this~.

This card is of creature type Bird and of type Soldier.

[\[D'Angelo 2001/10/10\]](#)

**Soulcatchers' Aerie:**

Info: Color=White Type=Enchantment Cost=1W JU(U)

Text(JU): Whenever a Bird is put into your graveyard from play, put a feather counter on ~this~. ; All Birds get +1/+1 for each feather counter on ~this~.

**Soul Channeling:**

Info: Color=Black Type=Enchant Creature Cost=2B MM(C)

Text(MM): Pay 2 life: Regenerate enchanted creature.

**Soul Charmer:**

Info: Color=White Type=Creature - Rebel Cost=2W PY(C)

Text(PY): 2/2. ; Whenever ~this~ deals combat damage to a creature, you



gain 2 life unless that creature's controller pays {2}.

#### **Soul Collector:**

Info: Color=Black Type=Creature - Vampire Cost=3BB SC(R)  
Text(SC): 3/4, Flying. ; Morph {B}{B}{B}. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, return that card to play under your control.

- + **The ability only triggers if this card is face up at the time the creature is put into the graveyard. [Scourge FAQ 2003/05/30]**
- + **Note - Also see Morph, Rule A.29.**

#### **Souldrinker:**

Info: Color=Black Type=Creature - Spirit Cost=3B TE(U)  
Text(TE): 2/2. ; Pay 3 life: Put a +1/+1 counter on ~this~.

#### **Soul Echo:**

Info: Color=White Type=Enchantment Cost=XWW MI(R)  
Text(MI+errata): ~this~ comes into play with 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 remove one echo counter from ~this~ instead. ; You don't lose the game for having 0 or less life.  
**[Oracle 2001/08/24]**

If this card 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 1996/10/03]**

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 1997/01/17]**

If you take damage between the start of the upkeep step and the time in which the upkeep trigger resolves, then Soul Echo will not affect that damage and you will be affected by the damage as normal.  
**[D'Angelo 1999/07/10]**

It does not target the opponent, but you still choose an opponent.  
**[WotC Rules Team 1998/02/01]**

In a multi-player game, you choose a new opponent during each of your upkeeps. **[D'Angelo 1997/12/29]** See Rule M.1.4.

Note - Also see X Costs, Rule K.28.

#### **Soul Exchange:**

Info: Color=Black Type=Sorcery Cost=BB FE(U3)  
Text(FE+errata): As an additional cost to play ~this~, remove a creature you control from the game. ; Return target creature card from your graveyard to play. Put a +2/+2 counter on that creature if the removed creature was a Thrull. **[Oracle 2002/03/01]**

You remove exactly one creature from the game. You cannot remove more than one in an attempt to get a larger effect. **[D'Angelo 1999/06/07]**

A "creature card" is a Creature card or Artifact Creature card.

**[D'Angelo 1999/05/01]** Older cards of type Summon are also Creature cards.

Putting a counter on the creature brought into play is not a targeted effect and so Protection from Black will not prevent it. **[Aahz 1995/01/08]**

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Soul Feast:**

Info: Color=Black Type=Sorcery Cost=3BB UD(U)/ST(U)/7(U)  
Text(UD/7th): Target player loses 4 life and you gain 4 life.

#### **Soulgorger Orgg:**

Info: Color=Red Type=Creature - Nightmare Orgg Cost=3RR JU(U)  
Text(JU): 6/6, Trample. ; When ~this~ comes into play, you lose all but 1 life. ; When ~this~ leaves play, you gain life equal to the life you lost when it came into play.

Note - Also see Trample, Rule A.37.

### Soul Kiss:

Info: Color=Black Type=Enchant Creature Cost=2B IA(C)  
Text(IA+errata): {B}, Pay 1 life: Enchanted creature gets +2/+2 until end of turn. Play this ability no more than three times each turn.  
[\[Oracle 2000/02/01\]](#)

### Soulless One:

Info: Color=Black Type=Creature - Zombie Avatar Cost=3B ON(U)  
Text(ON): \*/\*. ; ~this~'s power and toughness are each equal to the number of Zombies in play plus the number of Zombie cards in all graveyards.  
Note - Also see Creature Power and Toughness, Rule K.10.

### Soul Link:

Info: Color=Multi Type=Enchant Creature Cost=1WB AP(C)  
Text(AP+errata): Whenever enchanted creature deals damage, you gain that much life. ; Whenever enchanted creature is dealt damage, you gain that much life. [\[Oracle 2001/08/24\]](#)  
If the creature damages itself, both abilities trigger. [\[DeLaney 2001/06/17\]](#)

### Soul Net:

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(U)  
Text(6th/7th+errata): Whenever a creature is put into a graveyard from play, you may pay {1}. If you do, you gain 1 life. [\[Oracle 2003/02/01\]](#)  
It cannot be used on creatures which are removed from the game by Disintegrate, Swords to Plowshares, or a similar effect.  
[\[D'Angelo 1994/10/01\]](#)  
If animated so it is a creature, it can be triggered off its own destruction. [\[CompRules 1999/04/23\]](#)

### Soul Rend:

Info: Color=Black Type=Instant Cost=1B MI(U)  
Text(MI+errata): Destroy target creature if it's white. A creature destroyed this way can't be regenerated. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 1999/09/03\]](#)  
Only checks the color of the creature on resolution. [\[D'Angelo 1998/06/10\]](#)  
Note - Also see Cantrips, Rule E.2.

### Soul Scourge:

Info: Color=Black Type=Creature - Nightmare Horror Cost=4B TO(C)  
Text(TO): 3/2, Flying. ; When ~this~ comes into play, target player loses 3 life. ; When ~this~ leaves play, that player gains 3 life.

### Soul Sculptor:

Info: Color=White Type=Creature - Townsfolk Cost=2W US(R)  
Text(US+errata): 1/1. ; {1}{W},{Tap}: Target creature becomes an enchantment and loses all abilities until a player plays a creature spell.  
[\[Oracle 1999/05/01\]](#)  
The creature stops being a creature (or any other permanent type) and is just an enchantment with no abilities. [\[Urza's FAQ 1998/10/05\]](#)  
A creature spell is any "Creature" or "Artifact Creature" spell.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

### Soul Shepherd:

Info: Color=White Type=Creature - Cleric Cost=1W WL(C)  
Text(WL+errata): 2/1. ; {W}, Remove a creature card in your graveyard from the game: You gain 1 life. [\[Oracle 1999/07/01\]](#)

### Soul Shred:

Info: Color=Black Type=Sorcery Cost=3BB PT(C)  
Text(PT): ~this~ deals 3 damage to any one creature that isn't black. You gain 3 life.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "~this~ deals 3 damage to target nonblack creature. You gain 3 life."

[D'Angelo 2000/06/05]

#### Soulshriek:

Info: Color=Black Type=Instant Cost=B MI(C)  
Text(MI): Target creature you control gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard. Sacrifice that creature at end of turn. [Oracle 1999/07/01]

#### Soul Strings:

Info: Color=Black Type=Sorcery Cost=XB PY(C)  
Text(PY): Return two target creature cards from your graveyard to your hand unless any player pays {X}.  
Each player gets the option to pay when this spell resolves.  
[Prophecy FAQ 2000/05/25]  
Note - Also see X Costs, Rule K.28.

#### Soul Warden:

Info: Color=White Type=Creature - Cleric Cost=W EX(C)/BR(F1)  
Text(EX+errata): 1/1. ; Whenever another creature comes into play, gain 1 life. [Oracle 1999/07/21]  
The ability will not trigger on itself coming into play, but it will trigger on any other creature that is put into play at the same time Soul Warden is, or while it is in play. [D'Angelo 1999/08/01]  
Does not trigger on a card in play being changed into a creature.  
[D'Angelo 1999/02/23] See Rule K.5.1.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### Southern Elephant:

Info: Color=Green Type=Creature - Elephant Cost=3G P3(C)/ST(C)  
Text(P3/ST): 3/4.  
All tournament formats have banned this card because it only appears in Portal and Starter.

#### Southern Paladin:

Info: Color=White Type=Creature - Knight Cost=2WW WL(R)/7(R)  
Text(WL/7th): 3/3. ; {W}{W},{Tap}: Destroy target red permanent.

#### Sowing Salt:

Info: Color=Red Type=Sorcery Cost=2RR UD(U)  
Text(UD+errata): Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that land and remove them from the game. That player then shuffles his or her library. [Oracle 2000/02/01]  
Does not remove other cards of the same name from play. Just from the graveyard, hand, and library. [D'Angelo 1999/06/01]  
Note - Also see nonbasic land, Rule K.16.3.  
Note - Cycle with Eradicate, Quash, Scour, and Splinter.

#### Sparkcaster:

Info: Color=Multi Type=Creature - Kavu Cost=2RG PS(U)  
Text(PS): 5/3. ; When ~this~ comes into play, return a red or green creature you control to its owner's hand. ; When ~this~ comes into play, it deals 1 damage to target player.  
It probably won't matter much, but you choose the order in which the two triggered abilities are placed on the stack. [D'Angelo 2001/02/10]  
You choose the creature to return on resolution of the triggered ability.  
This is not targeted. [D'Angelo 2001/04/16]

#### Spark Fiend:

Info: Color=Red Type=Creature - Beast Cost=4R UG(R)  
Text(UG+errata): 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 steps. If you roll any other total, note it. ; At the beginning of 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 steps. On any other roll, there is no effect.

**[D'Angelo 2000/03/09 - unofficial errata]**

All tournament formats have banned cards from Unglued.

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

**Spark Mage:**

Info: Color=Red Type=Creature - Dwarf Wizard Cost=R OD(U)

Text(OD): 1/1. ; Whenever "this" deals combat damage to a player, you may have "this" deal 1 damage to target creature that player controls.

This card is of creature type Dwarf and of type Wizard.

**[D'Angelo 2001/10/10]**

**Sparksmith:**

Info: Color=Red Type=Creature - Goblin Cost=1R ON(C)

Text(ON): 1/1. ; {Tap}: "this" deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

**Spark Spray:**

Info: Color=Red Type=Instant Cost=R SC(C)

Text(SC): "this" deals 1 damage to target creature or player. ; Cycling {R}.

**+ Note - Also see Cycling, Rule A.12.**

**Sparring Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=3 IN(U)

Text(IN): 2/2. ; Whenever "this" becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

**Spatial Binding:**

Info: Color=Multi Type=Enchantment Cost=UB MI(U)

Text(MI+errata): Pay 1 life: Until your next upkeep step, target permanent can't phase out. **[Oracle 1999/11/01]**

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 put into the graveyard 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 1997/01/12]**

**Spatula of the Ages:**

Info: Color=Artifact Type=Artifact Cost=4 UG(U)

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 1998/09/09]**

As always, X is zero if this card's ability is used. Y and Z can be any numbers you choose. **[Barclay 1998/08/13]**

Optional Rule: If used to put a Chicken Egg into play, that egg is immediately "cracked" to create a Giant Chicken. **[Barclay 1998/08/13]**

Optional Rule: This cannot put Sorcery or Instant cards into play. However, it does allow you to play those spells, paying "{4},{Tap},Sacrifice "this":" instead of the regular mana cost.

**[Barclay 1998/08/13]**

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(U)

Text(UL+errata): "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. It's still a land. **[Oracle 2000/10/24]**

The animating ability sets the initial 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 1999/02/03]**

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 1999/02/03]**

See Rule G.37.3.

#### **Specter's Wail:**

Info: Color=Black Type=Sorcery Cost=1B MM(C)  
Text(MM): Target player discards a card at random from his or her hand.

#### **Spectral Bears:**

Info: Color=Green Type=Creature - Bear Cost=1G HL(U3)/AT(F1)  
Text(HL+errata): 3/3. ; Whenever ~this~ attacks, if defending player controls no black cards, it doesn't untap during your next untap step.  
[Oracle 1999/07/23]  
It checks for black cards only at the time you declare attackers. If there are any, it won't trigger. [D'Angelo 1999/08/01] See Rule A.4.14.

#### **Spectral Cloak:**

Info: Color=Blue Type=Enchant Creature Cost=UU LG(U1)  
Text(LG+errata): Enchanted creature can't be the target of spells or abilities as long as it's untapped. [Oracle 1999/09/03]  
Does not destroy enchantments already on the creature. [D'Angelo 2000/03/03]  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Spectral Lynx:**

Info: Color=White Type=Creature - Cat Cost=1W AP(R)  
Text(AP): 2/1, Protection from Green. ; {B}: Regenerate ~this~.  
Note - Also see Protection, Rule A.31.

#### **Spectral Shield:**

Info: Color=Multi Type=Enchant Creature Cost=1WU IA(U)  
Text(IA+errata): Enchanted creature gets +0/+2 and can't be the target of spells. [Oracle 2000/02/01]

#### **Spellbane Centaur:**

Info: Color=Green Type=Creature - Centaur Cost=2G OD(R)  
Text(OD): 3/2. ; Creatures you control can't be the targets of blue spells or abilities from blue sources.

#### **Spell Blast:**

Info: Color=Blue Type=Instant Cost=XU ABUR456(C)/TE(C)  
Text(6th+errata): Counter target spell with converted mana X.  
[Oracle 2000/02/01]  
Note - Also see Converted Mana Cost, Rule K.8.  
Note - Also see X Costs, Rule K.28.  
Note - In Tempest and Fifth Edition (and before) this card was of type Interrupt.

#### **Spellgorger Barbarian:**

Info: Color=Red Type=Creature - Nightmare Barbarian Cost=3R JU(C)  
Text(JU): 3/1. ; When ~this~ comes into play, discard a card at random from your hand. ; When ~this~ leaves play, draw a card.

#### **Spectral Guardian:**

Info: Color=White Type=Creature - Guardian Cost=2WW MI(R)  
Text(MI): 2/3. ; Noncreature artifacts can't be the target of spells or abilities as long as ~this~ is untapped. [Oracle 1999/07/01]

#### **Spectral Sliver:**

Info: Color=Black Type=Creature - Sliver Cost=2B LE(U)  
Text(LE): 2/2. ; All Slivers have "{2}: This creature gets +1/+1 until end of turn."

#### **Spellbook:**

Info: Color=Artifact Type=Artifact Cost=0 EX(U)/7(U)  
Text(7th): You have no maximum hand size.  
If multiple effects modify your hand size limit, apply them in the order they enter play. For example, if both this and Recycle are in play, the most recent in play decides your hand size.  
[D'Angelo 2001/05/21]

**Spelljack:**

Info: Color=Blue Type=Instant Cost=3UUU JU(R)  
Text(JU): Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard. ; As long as it remains removed from the game, you may play it as though it were in your hand without paying its mana cost. If it has X in its mana cost, X is 0.  
If you play an instant or sorcery, it goes to its owner's graveyard when it resolves. [\[Judgment FAQ 2002/05/28\]](#)  
This spell can be used on a spell cast using Flashback.  
[\[Judgment FAQ 2002/05/28\]](#)  
If you use this on an opponent's spell with Buyback, then attempt to Buyback the spell when you play it, the card will not go to your hand. If will go to its owner's graveyard. This is because Buyback only works if the card would go to your graveyard. [\[Jordan 2002/05/27\]](#)

**Spellshock:**

Info: Color=Red Type=Enchantment Cost=2R EX(U)  
Text(EX+errata): Whenever a player plays a spell, ~this~ deals 2 damage to that player. [\[Oracle 1999/05/01\]](#)  
It affects all players, including you. [\[Barclay 1998/06/10\]](#)

**Sphere of Duty:**

Info: Color=White Type=Enchantment Cost=3W OD(U)  
Text(OD): If a green source would deal damage to you, prevent 2 of that damage.

**Sphere of Grace:**

Info: Color=White Type=Enchantment Cost=3W OD(U)  
Text(OD): If a black source would deal damage to you, prevent 2 of that damage.

**Sphere of Law:**

Info: Color=White Type=Enchantment Cost=3W OD(U)  
Text(OD): If a red source would deal damage to you, prevent 2 of that damage.

**Sphere of Reason:**

Info: Color=White Type=Enchantment Cost=3W OD(U)  
Text(OD): If a blue source would deal damage to you, prevent 2 of that damage.

**Sphere of Resistance:**

Info: Color=Artifact Type=Artifact Cost=2 EX(R)  
Text(EX): Spells cost {1} more to play. [\[Oracle 1999/05/01\]](#)  
It affects all players, including you. [\[DeLaney 1998/06/10\]](#)

**Sphere of Truth:**

Info: Color=White Type=Enchantment Cost=3W OD(U)  
Text(OD): If a white source would deal damage to you, prevent 2 of that damage.

**Spider Climb:**

Info: Color=Green Type=Enchant Creature Cost=G VI(C)  
Text(VI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; Enchanted creature gets +0/+3 and may block as though it had flying. [\[Oracle 2000/10/24\]](#)

**Spidersilk Armor:**

Info: Color=Green Type=Enchantment Cost=2G MM(C)  
Text(MM): Creatures you control get +0/+1 and may block as though they had flying.

**Spike Breeder:**

Info: Color=Green Type=Creature - Spike Cost=3G SH(R)  
Text(SH+errata): 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 1/1 green Spike creature token into play. [\[Oracle 1999/05/01\]](#)  
It dies as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)  
Note - Also see Token Creatures, Rule K.25.

#### **Spike Cannibal:**

Info: Color=Black Type=Creature - Spike Cost=1BB EX(U)  
Text(EX+errata): 0/0 ; ~this~ comes into play with a +1/+1 counter on it. ;  
When ~this~ comes into play, move all +1/+1 counters from all creatures onto ~this~. [\[Oracle 1999/07/21\]](#)  
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. [\[Barclay 1998/06/10\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Spike Colony:**

Info: Color=Green Type=Creature - Spike Cost=4G SH(C)/BR(F1)  
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 as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spike Drone:**

Info: Color=Green Type=Creature - Spike Cost=G TE(C)  
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 as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spike Feeder:**

Info: Color=Green Type=Creature - Spike Cost=1GG SH(U)/BR(F1)  
Text(SH+errata): 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~: You gain 2 life. [\[Oracle 1999/05/01\]](#)  
It dies as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spike Hatcher:**

Info: Color=Green Type=Creature - Spike Cost=6G EX(R)  
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 as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spike Rogue:**

Info: Color=Green Type=Creature - Spike Cost=1GG EX(U)  
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 as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any

other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spike Soldier:**

Info: Color=Green Type=Creature - Spike Cost=2GG SH(U)

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 as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spiketail Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3UU PY(U)

Text(PY): 3/3, Flying. ; Sacrifice ~this~: Counter target spell unless its controller pays {3}.

The spell's controller gets the option to pay when this ability resolves. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Spiketail Hatchling:**

Info: Color=Blue Type=Creature - Drake Cost=1U PY(C)

Text(PY): 1/1, Flying. ; Sacrifice ~this~: Counter target spell unless its controller pays {1}.

The spell's controller gets the option to pay when this ability resolves. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Spike Weaver:**

Info: Color=Green Type=Creature - Spike Cost=2GG EX(R)/BR(F1)

Text(EX+errata): 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~: Prevent all combat damage that would be dealt this turn. [\[Oracle 2000/02/01\]](#)

The second ability includes your own creatures as well. [\[Barclay 1998/06/10\]](#)

It dies as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spike Worker:**

Info: Color=Green Type=Creature - Spike Cost=2G SH(C)/BR(F1)

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 as a state based effect just after you remove the last counter when announcing its ability to remove a counter and right before any other spells or abilities can be used. There is no way to sacrifice it or do anything else with it before it dies. [\[D'Angelo 1999/06/01\]](#)

#### **Spinal Embrace:**

Info: Color=Multi Type=Instant Cost=3UUB IN(R)

Text(IN): Play ~this~ only during combat. ; Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.

The sacrifice is mandatory. The last "if you do" only fails if for some reason you could not sacrifice. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see Haste, Rule A.22.

#### **Spinal Graft:**

Info: Color=Black Type=Enchant Creature Cost=1B TE(C)

Text(TE+errata): Enchanted creature gets +3/+3. ; When enchanted creature becomes the target of a spell or ability, destroy enchanted creature. It can't be regenerated. [\[Oracle 1999/05/01\]](#)

#### **Spinal Villain:**

Info: Color=Red Type=Creature - Villain Cost=2R LG(R)

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=Creature - Drake Cost=U SH(C)  
Text(SH+errata): 2/1, Flying. ; At the beginning of your upkeep,  
sacrifice ~this~ unless you pay {U}. [\[Oracle 1999/05/01\]](#)

### Spined Basher:

Info: Color=Black Type=Creature - Zombie Beast Cost=2B ON(C)  
Text(ON): 3/1. ; Morph {2}{B}.  
Note - Also see Morph, Rule A.29.

### Spined Fluke:

Info: Color=Black Type=Creature - Horror Cost=2B US(U)  
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. [\[Urza's FAQ 1998/10/05\]](#) See Rule E.3.  
Note - Also see Comes Into Play Abilities, Rule E.3.

### Spined Sliver:

Info: Color=Multi Type=Creature - Sliver Cost=RG SH(U)  
Text(SH+errata): 2/2. ; Whenever a Sliver becomes blocked, that Sliver  
gets +1/+1 until end of turn for each creature blocking it.  
[\[Oracle 1999/05/01\]](#)  
If two Spined Slivers are in play then each blocked sliver gets +2/+2 for  
each creature blocking it. [\[D'Angelo 1998/10/27\]](#)

### Spined Wurm:

Info: Color=Green Type=Creature - Wurm Cost=4G SH(C)/PT(C)/S2(F1)/7(C)  
Text(SH): 5/4.  
Note - The Portal version had no creature type.

### Spineless Thug:

Info: Color=Black Type=Creature - Mercenary Cost=1B NE(C)/7(C)  
Text(NE/7th): 2/2. ; ~this~ can't block.

### Spinning Darkness:

Info: Color=Black Type=Instant Cost=4BB WL(C)  
Text(WL+errata): You may remove the top three black cards in your graveyard  
from the game rather than pay ~this~'s mana cost. ; ~this~ deals 3 damage  
to target nonblack creature. You gain 3 life. [\[Oracle 2001/06/01\]](#)  
Note - Also see Mana Cost, Rule K.18.

### Spiny Starfish:

Info: Color=Blue Type=Creature - Starfish Cost=2U AL(U2)  
Text(AL+errata): 0/1. ; {U}: Regenerate ~this~. ; At end of turn, if ~this~  
regenerated this turn, put a 0/1 blue Starfish creature token into play  
for each time it regenerated this turn. [\[Oracle 2000/10/24\]](#)  
You only get a token if it actually regenerates. Just using the ability  
won't make a token. [\[DeLaney 1999/08/10\]](#)  
The token is put into play even if this card is not in play at end of turn.  
[\[D'Angelo 1999/08/01\]](#)  
Note - Also see Token Creatures, Rule K.25.

### Spire Owl:

Info: Color=Blue Type=Creature - Bird Cost=1U US(C)  
Text(US+errata): 1/1, Flying. ; When ~this~ comes into play, look at the top  
four cards of your library, then put them back in any order.  
[\[Oracle 1999/05/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

### Spirit Cairn:

Info: Color=White Type=Enchantment Cost=2W JU(U)  
Text(JU): Whenever a player discards a card from his or her hand, you may  
pay {W}. If you do, put a 1/1 white Spirit creature token with flying

into play.

Note - Also see Token Creatures, Rule K.25.

### **Spirit en-Kor:**

Info: Color=White Type=Creature - Spirit Cost=3W SH(C)

Text(SH+errata): 2/2, Flying. ; {0}: The next 1 damage that would be dealt to ~this~ this turn is dealt to target creature you control instead.

[\[Oracle 2000/02/01\]](#)

See Lancers en-Kor for rulings.

### **Spirit Flare:**

Info: Color=White Type=Instant Cost=3W TO(C)

Text(TO): Flashback - {1}{W}, Pay 3 life. ; Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls.

If either target is illegal when the spell resolves, it will do no damage.

[\[Jordan 2002/09/29\]](#)

Note - Also see Flashback, Rule A.20.

### **Spirit Link:**

Info: Color=White Type=Enchant Creature Cost=W LG(U1)/4567(U)

Text(7th): Whenever enchanted creature deals damage, you gain that much 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 Sprites, 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. [\[bethmo 1994/07/08\]](#)

If a creature has more than one Spirit Link on it, they all work.

[\[Aahz 1994/07/15\]](#)

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 Prodigious 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. [\[D'Angelo 1998/02/03\]](#)

You only gain the life when the triggered ability resolves. If you are reduced to zero life before the ability resolves, you will lose before gaining the life. For example, if the creature with Spirit Link on it attacks you dealing 3 damage when you have just 3 life, you will take 3 damage and lose before the triggered ability can resolve.

[\[D'Angelo 2003/05/16\]](#)

### **Spirit Mirror:**

Info: Color=White Type=Enchantment Cost=2WW TE(R)

Text(TE+errata): At the beginning of your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection creature token into play. ;

{0}: Destroy target Reflection. [\[Oracle 1999/05/01\]](#)

It checks if there are any Reflection tokens in play at the beginning of upkeep, and if there are it will not trigger at all. It will check again on resolution and will do nothing if a Reflection is in play at that time.

[\[D'Angelo 1999/06/01\]](#)

Note - Also see Token Creatures, Rule K.25.

### **Spiritmonger:**

Info: Color=Multi Type=Creature - Beast Cost=3BG AP(R)

Text(AP): 6/6. ; Whenever ~this~ deals damage to a creature, put a +1/+1 counter on ~this~. ; {B}: Regenerate ~this~. ; {G}: ~this~ becomes the color of your choice until end of turn.

### **Spirit of Resistance:**

Info: Color=White Type=Enchantment Cost=2W IN(R)

Text(IN): If you control a permanent of each color, prevent all damage that

would be dealt to you.  
A permanent which is of multiple colors counts as each of its colors.  
[\[Invasion FAQ 2000/10/03\]](#)

### Spirit of the Night:

Info: Color=Black Type=Creature - Legend Cost=6BBB MI(R)  
Text(MI+errata): 6/5, Flying, Trample, Haste, Protection from Black. ;  
Whenever ~this~ attacks, it gains first strike until end of combat.

[\[Oracle 2000/02/01\]](#)

Note - This card is referred to by Urborg Panther.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Haste, Rule A.22.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Protection, Rule A.31.  
Note - Also see Trample, Rule A.37.

### Spirit Shackle:

Info: Color=Black Type=Enchant Creature Cost=BB LG(C1)/4(U)  
Text(4th+errata): Whenever enchanted creature becomes tapped, put a -0/-2 counter on it. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Spirit Shield:

Info: Color=Artifact Type=Artifact Cost=3 FE(U1)  
Text(FE+errata): You may choose not to untap ~this~ during your untap step. ; {2},{Tap}: Target creature gets +0/+2 as long as ~this~ remains tapped. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Tap and Hold Abilities, Rule E.11.

### Spiritual Asylum:

Info: Color=White Type=Enchantment Cost=2WW NE(R)  
Text(NE): Creatures and lands you control can't be the target of spells or abilities. ; When a creature you control attacks, sacrifice ~this~.

### Spiritual Focus:

Info: Color=White Type=Enchantment Cost=1W MM(R)  
Text(MM+errata): Whenever a spell or ability an opponent controls causes you to discard a card from your hand, you gain 2 life and you may draw a card.  
[\[Oracle 2002/03/01\]](#)

### Spiritual Guardian:

Info: Color=White Type=Creature - Guardian Cost=3WW PT(R)  
Text(PT): 3/4. ; When ~this~ comes into play from your hand, you gain 4 life.  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, you gain 4 life."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Guardian. [\[D'Angelo 2000/06/05\]](#)

### Spiritualize:

Info: Color=White Type=Instant Cost=2W OD(U)  
Text(OD): Until end of turn, whenever target creature deals damage, you gain that much life. ; Draw a card.

### Spiritual Sanctuary:

Info: Color=White Type=Enchantment Cost=2WW LG(R)  
Text(LG+errata): At the beginning of each player's upkeep, if that player controls a plains, he or she gains 1 life. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

### Spirit Weaver:

Info: Color=White Type=Creature - Wizard Cost=1W IN(U)  
Text(IN): 2/1. ; {2}: Target green or blue creature gets +0/+1 until end of

turn.

### **Spite (Spite/Malice):**

Info: Color=Blue Type=Instant Cost=3U IN(U)  
Text(IN): Counter target noncreature spell.  
Note - See Malice (Spite/Malice) for the second half of this card.  
Note - Also see Split Cards, Rule K.24.

### **Spiteful Bully:**

Info: Color=Black Type=Creature - Mercenary Cost=1B NE(C)  
Text(NE): 3/3. ; At the beginning of your upkeep, ~this~ deals 3 damage to target creature you control.  
It can damage itself. In fact, it has to if it is the only creature you control. [\[Nemesis FAQ 2000/02/07\]](#)

### **Spitfire Handler:**

Info: Color=Red Type=Creature - Goblin Cost=1R ON(U)  
Text(ON): 1/1. ; ~this~ can't block creatures with power greater than ~this~'s power. ; {R}: ~this~ gets +1/+0 until end of turn.

### **Spitting Drake:**

Info: Color=Red Type=Creature - Drake Cost=3R VI(U)/6(U)  
Text(6th+errata): 2/2, Flying. ; {R}: ~this~ gets +1/+0 until end of turn.  
Play this ability no more than once each turn. [\[Oracle 2000/10/24\]](#)  
Note - This card is referred to by Kyscu Drake.

### **Spitting Earth:**

Info: Color=Red Type=Sorcery Cost=1R MI(C)/PT(C)/P2(C)/ST(U)/67(C)  
Text(7th): ~this~ deals damage equal to the number of mountains you control to target creature.

### **Spitting Gourna:**

Info: Color=Green Type=Creature - Beast Cost=3GG ON(C)  
Text(ON): 3/4. ; ~this~ may block as though it had flying. ; Morph {4}{G}.  
Note - Also see Morph, Rule A.29.

### **Spitting Hydra:**

Info: Color=Red Type=Creature - Hydra Cost=3RR SH(R)  
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=Creature - Slug Cost=1GG DK(U2)  
Text(DK+errata): 2/4. ; {1}{G}: ~this~ gains first strike until end of turn. ; Whenever ~this~ blocks or becomes blocked by a creature, if ~this~ doesn't have first strike, that creature gains first strike until end of turn. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see First Strike, Rule A.18.

### **Spitting Spider:**

Info: Color=Green Type=Creature - Spider Cost=3GG PY(U)  
Text(PY): 3/5. ; ~this~ may block as though it had flying. ; Sacrifice a land: ~this~ deals 1 damage to each creature with flying.

### **Splinter:**

Info: Color=Green Type=Sorcery Cost=2GG UD(U)  
Text(UD+errata): Remove target artifact from the game. Search its controller's graveyard, hand, and library for all cards with the same name as that artifact and remove them from the game. That player then shuffles his or her library. [\[Oracle 2000/02/01\]](#)



Does not remove other cards of the same name from play. Just from the graveyard, hand, and library. [\[D'Angelo 1999/06/01\]](#)  
If you manage to turn a basic land (such as a Forest) into an artifact, you can indeed use this effect on that basic land type. [\[D'Angelo 1999/06/01\]](#)  
Note - Cycle with Eradicate, Quash, Scour and Sowing Salt.

### Splintering Wind:

Info: Color=Green Type=Enchantment Cost=2GG AL(R2)  
Text(AL+errata): {2}{G}: "this" deals 1 damage to target creature. Put a 1/1 green Sprite token into play with flying and "Cumulative Upkeep - {G}." ; Whenever a Sprite token leaves play, it deals 1 damage to you and to each creature you control.  
[\[Oracle 2001/08/24\]](#)

Note - Before errata, this card made Splinter tokens. It now makes Sprite tokens. This was done to avoid an unintended interaction with the Splinter sorcery. [\[WotC Rules Team 2001/08/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Token Creatures, Rule K.25.

### Spoils of Evil:

Info: Color=Black Type=Instant Cost=2B IA(R)  
Text(IA+errata): For each artifact or creature card in an opponent's graveyard, add one colorless mana to your mana pool and you gain 1 life.  
[\[Oracle 2000/10/24\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

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. [\[D'Angelo 1995/10/31\]](#)

Note - This card was of type Interrupt and is now of type Instant.

[\[Oracle 2000/02/01\]](#)

### Spoils of Victory:

Info: Color=Green Type=Sorcery Cost=2G P3(U)  
Text(P3): Search your library for a plains, island, swamp, mountain, or forest card and put that land into play. Shuffle your library afterward. You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

All tournament formats have banned this card because it only appears in Portal.

### Spoils of War:

Info: Color=Black Type=Sorcery Cost=BX IA(R)  
Text(IA+errata): X can't be more than the number of artifact and/or creature cards in an opponent's graveyard as you play "this". ; Distribute X +1/+1 counters among any number of target creatures. [\[Oracle 2002/05/20\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.

You cannot use the spell with X greater than the total card count. It must be less than or equal to the total card count. [\[D'Angelo 2002/06/12\]](#)

### Spontaneous Combustion:

Info: Color=Multi Type=Instant Cost=1BR TE(U)  
Text(TE+errata): As an additional cost to play "this", sacrifice a creature. ; "this" deals 3 damage to each creature. [\[Oracle 1999/05/01\]](#)  
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.  
[\[D'Angelo 1997/12/04\]](#)

### Spontaneous Generation:

Info: Color=Green Type=Sorcery Cost=3G MM(R)  
Text(MM): Put a 1/1 green Saproling creature token into play for each card in your hand.

Note - Also see Token Creatures, Rule K.25.

### Spore Cloud:

Info: Color=Green Type=Instant Cost=1GG FE(C3)

Text(FE+errata): Tap all blocking creatures. Prevent all combat damage that would be dealt this turn. Each attacking creature and each blocking creatures doesn't untap during its controller's next untap step.

[Oracle 2002/10/01]

Only taps blockers that have been declared before the spell is cast.

[D'Angelo 1995/05/16]

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 1995/05/16]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Fog Effects, Rule E.6.

### Spore Flower:

Info: Color=Green Type=Creature - Fungus Cost=GG FE(U3)

Text(FE+errata): 0/1. ; At the beginning of your upkeep, put a spore counter on ~this~. ; Remove three spore counters from ~this~: Prevent all combat damage that would be dealt this turn. [Oracle 1999/07/23]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Spore Frog:

Info: Color=Green Type=Creature - Frog Cost=G PY(C)

Text(PY): 1/1. ; Sacrifice ~this~: Prevent all combat damage that would be dealt this turn.

### Sporogenesis:

Info: Color=Green Type=Enchantment Cost=3G US(R)

Text(US+errata): At the beginning of your upkeep, you may put a fungus counter on target nontoken creature. ; Whenever a creature is put into a graveyard from play, put a 1/1 green Saproling creature token into play for each fungus counter on that creature. ; When ~this~ leaves play, remove all fungus counters from all creatures. [Oracle 2003/02/01]

Adding a counter is optional. 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 1998/10/05]

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 1998/10/17]

If one Sporogenesis leaves play, all fungus counters are removed even if other Sporogenesis cards are in play. [DeLaney 1998/10/05]

Note - Also see Token Creatures, Rule K.25.

### Spotted Griffin:

Info: Color=White Type=Creature - Griffin Cost=3W PT(C)

Text(PT): 2/3, Flying.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Griffin. [D'Angelo 2000/06/05]

### Spreading Algae:

Info: Color=Green Type=Enchant Land Cost=G US(U)

Text(US+errata): ~this~ can enchant only a swamp. ; When enchanted land becomes tapped, destroy that land. ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [Oracle 1999/05/01]

The "~this~ may enchant only a swamp" is a targeting restriction (see Rule K.12.6). [D'Angelo 1999/05/01]

### Spreading Plague:

Info: Color=Black Type=Enchantment Cost=4B IN(R)

Text(IN): Whenever a creature comes into play, destroy all other creatures that share a color with it. They can't be regenerated.

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

### Springing Tiger:

Info: Color=Green Type=Creature - Cat Cost=3G OD(C)  
Text(OD): 3/3. ; Threshold - ~this~ gets +2/+2. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

### Spring of Eternal Peace:

Info: Color=Green Type=Sorcery Cost=3GG P3(C)  
Text(P3): You gain 8 life.  
All tournament formats have banned this card because it only appears in Portal.

### Sprouting Vines:

Info: Color=Green Type=Instant Cost=2G SC(C)  
Text(SC): Storm. ; Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

+ **Note - Also see Storm, Rule A.35.**

### Spur Grappler:

Info: Color=Red Type=Creature - Beast Cost=2R PY(C)  
Text(PY): 2/1. ; ~this~ gets +2/+1 as long as you control no untapped lands.

### Spurnmage Advocate:

Info: Color=White Type=Creature - Nomad Cost=W JU(U)  
Text(JU): 1/1. ; {Tap}: Return two target cards in an opponent's graveyard to his or her hand. Destroy target attacking creature.  
You can't play this ability unless a single opponent has at least two cards in their graveyard to target. [\[Judgment FAQ 2002/05/28\]](#)  
The ability is not countered if both cards are missing from the graveyard on resolution and the creature target is there. This makes it possible to have two Spurnmage Advocates both target the same two cards and end up destroying two creatures. [\[D'Angelo 2002/09/19\]](#)

### Spurred Wolverine:

Info: Color=Red Type=Creature - Beast Cost=4R ON(C)  
Text(ON): 3/2. ; Tap two untapped Beasts you control: Target creature gains first strike until end of turn.  
Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.  
[\[Onslaught FAQ 2002/09/24\]](#)  
It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)  
Note - Also see First Strike, Rule A.18.

### Spy Network:

Info: Color=Blue Type=Instant Cost=U ON(C)  
Text(ON): Look at target player's hand, the top card of that player's library, and any face-down creatures he or she controls. Look at the top four cards of your library, then put them back in any order.  
Only you get to look. You cannot show them to others.  
[\[Onslaught FAQ 2002/09/24\]](#)

### Squall:

Info: Color=Green Type=Sorcery Cost=2G ST(C)/MM(C)/7(C)  
Text(MM/7th): ~this~ deals 2 damage to each creature with flying.  
Note - The Starter version of this card has a mana cost of {1}{G}, but it does not override the Mercadian Masques card's cost.

### Squallmonger:

Info: Color=Green Type=Creature - Monger Cost=3G MM(U)  
Text(MM): 3/3. ; {2}: ~this~ deals 1 damage to each creature with flying and each player. Any player may play this ability.

### Squandered Resources:

Info: Color=Multi Type=Enchantment Cost=BG VI(R)  
Text(VI+errata): Sacrifice a land: Add to your mana pool one mana of any

type the sacrificed land could produce. [\[Oracle 1999/07/01\]](#)  
Can sacrifice a land which cannot produce mana, but you don't get any mana from this ability. [\[D'Angelo 1999/07/10\]](#)  
Mirage/Visions/Weatherlight block format tournaments (see Rule D.18.4) have banned this card since 1997/07/01.

#### **Squee, Goblin Nabob:**

Info: Color=Red Type=Creature - Goblin Legend Cost=2R MM(R)  
Text(MM): 1/1. ; At the beginning of your upkeep, if ~this~ is in your graveyard, you may return ~this~ to your hand.

#### **Squee's Embrace:**

Info: Color=Multi Type=Enchant Creature Cost=RW AP(C)  
Text(AP): Enchanted creature gets +2/+2. ; When enchanted creature is put into a graveyard, return that creature card to its owner's hand.

#### **Squee's Revenge:**

Info: Color=Multi Type=Sorcery Cost=1UR AP(U)  
Text(AP): Choose a number. Flip a coin that many times or until you lose a flip, whichever comes first. If you win all the flips, draw two cards for each flip.

#### **Squee's Toy:**

Info: Color=Artifact Type=Artifact Cost=1 TE(C)  
Text(TE+errata): {Tap}: Prevent the next 1 damage that would be dealt to target creature this turn. [\[Oracle 1999/05/01\]](#)

#### **Squeeze:**

Info: Color=Blue Type=Enchantment Cost=3U MM(R)  
Text(MM): Sorcery spells cost {3} more to play.

#### **Squire:**

Info: Color=White Type=Creature - Squire Cost=1W DK(C3)  
Text(DK): 1/2.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Artist's name, Dennis Detwiller, is spelled incorrectly.

#### **Squirming Mass:**

Info: Color=Black Type=Creature - Horror Cost=1B UD(C)  
Text(UD+errata): 1/1, Fear. [\[Oracle 2002/10/01\]](#)  
Note - Also see Fear, Rule A.17.

#### **Squirrel:**

Info: Color=Green Type=Token Cost=None UG(U)  
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. [\[D'Angelo 1998/08/23\]](#)  
Note - See Token Cards, Rule U.2.

#### **Squirrel Farm:**

Info: Color=Green Type=Enchantment Cost=2G UG(R)  
Text(UG+errata): {1}{G}: Choose a card in your hand. Covering the artist's name, reveal the card to target player. If that player can't name the artist, reveal the artist's name and put a 1/1 green Squirrel creature token into play. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
If there is no artist listed on the card, the correct answer is "no artist".  
[\[DeLaney 1998/08/12\]](#)  
You must name the name used on the card, not the artist's real name, in cases where the artist used a pseudonym. [\[QAS 1998/09/09\]](#)  
You cannot choose to have yourself to guess. [\[QAS 1998/09/09\]](#) 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.  
[\[DeLaney 1998/08/12\]](#)  
Optional Rule: The player gets three guesses to name the artist.

**[Barclay 1998/08/13]**

All tournament formats have banned cards from Unglued.

Note - Also see Token Creatures, Rule K.25.

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

**Squirrel Mob:**

Info: Color=Green Type=Creature - Squirrel Cost=1GG OD(R)

Text(OD): 2/2. ; ~this~ gets +1/+1 for each other Squirrel in play.

**Squirrel Nest:**

Info: Color=Green Type=Enchant Land Cost=1GG OD(U)

Text(OD): Enchanted land has "{Tap}: Put a 1/1 green Squirrel creature token into play."

The land receives this ability and not the actual text. Sleight of Mind and Artificial Evolution can be used on this enchantment, but would not change this effect if played on the land. **[Jordan 2003/02/02]**

Note - Also see Token Creatures, Rule K.25.

**Squirrel Wrangler:**

Info: Color=Green Type=Creature - Druid Cost=2GG PY(R)

Text(PY): 2/2. ; {1}{G},Sacrifice a land: Put two 1/1 green Squirrel creature tokens into play. ; {1}{G},Sacrifice a land: All Squirrels get +1/+1 until end of turn.

Only affects Squirrels in play when the ability resolves.

**[DeLaney 2000/05/29]**

Note - Also see Token Creatures, Rule K.25.

**Stabilizer:**

Info: Color=Artifact Type=Artifact Cost=2 SC(R)

Text(SC): Players can't cycle cards.

**+ This affects both Cycling and Landcycling. [Scourge FAQ 2003/05/30]**

**Staff of the Ages:**

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

Text(IA+errata): Creatures with any landwalk abilities may be blocked as though they didn't have those abilities. **[Oracle 2000/02/01]**

It does not remove Landwalk from creatures. It just makes creatures with landwalk blockable as if they did not have the ability.

**[D'Angelo 1995/10/16]**

**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 1999/09/03]**

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

Note - It is of type "Artifact" and not "Mono Artifact". **[Oracle 1998/07/01]**

**Stag Beetle:**

Info: Color=Green Type=Creature - Insect Cost=3GG ON(R)

Text(ON): 0/0. ; ~this~ comes into play with X +1/+1 counters on it, where X is the number of other creatures in play.

The value of X is calculated once when the ability resolves.

**[Onslaught FAQ 2002/09/24]**

**Stalking Assassin:**

Info: Color=Multi Type=Creature - Assassin Cost=1UB IN(R)

Text(IN): 1/1. ; {3}{U},{Tap}: Tap target creature. ; {3}{B},{Tap}: Destroy target tapped creature.

Note - See Icy Manipulator for related rulings.

**Stalking Bloodsucker:**

Info: Color=Black Type=Creature - Vampire Cost=4BB OD(R)

Text(OD): 4/4. Flying. ; {1}{B},Discard a card from your hand: ~this~ gets +2/+2 until end of turn.

**Stalking Stones:**

Info: Color=Land Type=Land Cost=None TE(U)

Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ;  
{6}: ~this~ becomes a 3/3 artifact creature that's still a land. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)  
The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[D'Angelo 2002/06/18\]](#)  
See Rule G.37.3.

#### Stalking Tiger:

Info: Color=Green Type=Creature - Tiger Cost=3G  
MI(C)/PT(C)/P3(C)/6(C)  
Text(6th+errata): 3/3. ; ~this~ can't be blocked by more than one creature.  
[\[Oracle 1999/05/01\]](#)  
Note - The Portal version had no creature type.

#### Stamina:

Info: Color=Green Type=Enchant Creature Cost=2G MM(U)  
Text(MM): Attacking doesn't cause enchanted creature to tap. ;  
Sacrifice ~this~: Regenerate enchanted creature.

#### Stampede:

Info: Color=Green Type=Instant Cost=1GG IA(R)/5(R)  
Text(5th+errata): Attacking creatures get +1/+0 and gain trample until end of turn. [\[Oracle 2000/02/01\]](#)  
Note - Also see Trample, Rule A.37.

#### Stampede Driver:

Info: Color=Green Type=Creature - Spellshaper Cost=G NE(U)  
Text(NE): 1/1. ; {1}{G},{Tap},Discard a card from your hand: Creatures you control get +1/+1 and gain trample until end of turn.  
Note - Also see Trample, Rule A.37.  
Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch, Stronghold Biologist, Stronghold Machinist, and Trickster Mage.

#### Stampeding Wildebeests:

Info: Color=Green Type=Creature - Wildebeest Cost=2GG VI(U)  
Text(VI+errata): 5/4, Trample. ; At the beginning of your upkeep, return a green creature you control to its owner's hand. [\[Oracle 1999/07/01\]](#)  
The upkeep effect is not targeted. So it can affect a creature with Protection from Green, for example. [\[Duelist Magazine #18, Page 29\]](#)  
You choose a creature and return it all during the resolution. This means that if you have two Wildebeests, there is no way to end up returning only one creature. [\[D'Angelo 1999/07/10\]](#)  
Note - Also see Trample, Rule A.37.

#### Stand (Stand/Deliver):

Info: Color=White Type=Instant Cost=W IN(U)  
Text(IN): Prevent the next 2 damage that would be dealt to target creature this turn.  
Note - See Deliver (Stand/Deliver) for the second half of this card.  
Note - Also see Split Cards, Rule K.24.

#### Standard Bearer:

Info: Color=White Type=Creature - Flagbearer Cost=1W AP(C)  
Text(AP+errata): 1/1. ; Whenever a spell or ability an opponent controls is put onto the stack, if that spell or ability could target a Flagbearer in play but doesn't, that opponent changes one of its targets to a Flagbearer. [\[WotC Rules Team 2002/10/01\]](#)  
The requirement to choose a Flagbearer as a target only affects the choice of targets. It does not affect the check made for legal targets when a spell or ability resolves. So having a Flagbearer enter play after targets are chosen will not cause a spell to be countered.  
[\[Barclay 2001/07/09\]](#)

#### Standardize:

Info: Color=Blue Type=Instant Cost=UU ON(R)  
Text(ON): Choose a creature type other than Legend or Wall. Each creature's



type becomes that type until end of turn.  
This spell only affects creatures in play when it resolves.

[\[Onslaught FAQ 2002/09/24\]](#)

#### **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. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Loss of Life, Rule G.21.

#### **Standing Troops:**

Info: Color=White Type=Creature - Soldier Cost=2W EX(C)/67(C)  
Text(6th/7th): 1/4. ; Attacking doesn't cause ~this~ to tap.

#### **Stand or Fall:**

Info: Color=Red Type=Enchantment Cost=3R IN(R)  
Text(IN+errata): At the beginning of your combat phase, separate all creatures defending player controls into two piles. Only creatures in the pile of that player's choice may block this turn.  
[\[Oracle 2003/02/01\]](#)

#### **Standstill:**

Info: Color=Blue Type=Enchantment Cost=1U OD(U)  
Text(OD): When a player plays a spell, sacrifice ~this~. If you do, then each of that player's opponents draws three cards.  
It only works once. If someone plays another spell after it triggers, but before that trigger resolves, then it will trigger again. The first time one of these triggers resolves, it will be sacrificed for the full effect. Any additional triggers on the stack will do nothing when they resolve because you will be unable to sacrifice it additional times.  
[\[Odyssey FAQ 2001/10/04\]](#)

#### **Stangg:**

Info: Color=Multi Type=Creature - Legend Cost=4GR LG(R)/CH(U1)  
Text(CH+errata): 3/4. ; When ~this~ comes into play, if ~this~ is in play, put a 3/4 red and green Stangg-Twin creature token into play. This creature is a Legend. ; When ~this~ leaves play, remove the Stangg-Twin created with it from the game. ; When the Stangg-Twin created with ~this~ leaves play, sacrifice ~this~. [\[Oracle 2001/08/24\]](#)

A Clone (or other copy) of Stangg will not get a twin as it comes into play because the triggered ability's "if" clause will not be true when the trigger resolves. [\[D'Angelo 2002/10/15\]](#)

If Stangg or the Stangg-Twin are phased out or put into Tawnos's Coffin or Oubliette (which phase it out), then the other one will be destroyed. The Stangg-Twin will also be removed from the game if phased out. [\[WotC Rules Team 1994/09/15\]](#) When Stangg phases in, he will not get a new Stangg-Twin, but he will not be destroyed either. This is because Stangg is only destroyed if the Stangg-Twin leaves play while he is in play. If he phases in without a Stangg-Twin, that is okay.  
[\[Aahz 1994/10/21\]](#) [\[D'Angelo 1996/11/11\]](#)

Stangg only notices his own Stangg-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 Stangg-Twin. [\[bethmo 1998/06/25\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

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

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Token Creatures, Rule K.25.

#### **Star Compass:**

Info: Color=Artifact Type=Artifact Cost=2 PS(U)  
Text(PS): ~this~ comes into play tapped. ; {Tap}: Add to your mana pool one mana of any color a basic land you control could produce.

#### **Starke of Rath:**

Info: Color=Red Type=Creature - Legend Cost=1RR TE(R)  
Text(TE+errata): 2/2. ; {Tap}: Destroy target artifact or creature. That

permanent's controller gains control of ~this~. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)

Note - Also see Legendary Permanents, Rule K.17.

#### **Starlight:**

Info: Color=White Type=Sorcery Cost=1W PT(U)/7(U)  
Text(7th): You gain 3 life for each black creature target opponent controls.

#### **Starlight Invoker:**

Info: Color=White Type=Creature - Cleric Mutant Cost=1W LE(C)  
Text(LE): 1/3. ; {7}{W}: You gain 5 life.

#### **Starlit Angel:**

Info: Color=White Type=Creature - Angel Cost=3WW PT(U)  
Text(PT): 3/4, Flying.

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Angel. [\[D'Angelo 2000/06/05\]](#)

#### **Starlit Sanctum:**

Info: Color=Land Type=Land Cost=None ON(U)  
Text(ON): {Tap}: Add {1} to your mana pool. ; {W},{Tap},Sacrifice a Cleric: You gain life equal to that Cleric's toughness. ; {B},{Tap},Sacrifice a Cleric: Target player loses life equal to that Cleric's power.

#### **Starstorm:**

Info: Color=Red Type=Instant Cost=XRR ON(R)  
Text(ON): ~this~ deals X damage to each creature. ; Cycling {3}.

Note - Also see Cycling, Rule A.12.

Note - Also see X Costs, Rule K.28.

#### **Stasis:**

Info: Color=Blue Type=Enchantment Cost=1U ABUR45(R)  
Text(5th+errata): Players skip their untap steps. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {U}. [\[Oracle 2000/02/01\]](#)

Does not prevent cards from being untapped outside the untap step.

[\[bethmo 1994/04/01\]](#)

Since there is no untap step, Phasing in/out (see Rule A.30 and Rule G.27) won't happen. [\[bethmo 1996/10/03\]](#)

#### **Statecraft:**

Info: Color=Blue Type=Enchantment Cost=3U MM(R)  
Text(MM): Prevent all combat damage that would be dealt to and dealt by creatures you control.

#### **Static Orb:**

Info: Color=Artifact Type=Artifact Cost=3 TE(R)/7(R)  
Text(7th): If ~this~ is untapped, players can't untap more than two permanents during their untap steps.

If there are two of these in play, they do not add together. The result is that only two permanents can be untapped.

[\[Seventh Edition FAQ 2001/04/02\]](#)

#### **Staunch Defenders:**

Info: Color=White Type=Creature - Soldier Cost=3WW TE(U)/67(U)  
Text(6th/7th): 3/4. ; When ~this~ comes into play, you gain 4 life.

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

#### **Steadfast Guard:**

Info: Color=White Type=Creature - Rebel Cost=WW MM(C)  
Text(MM): 2/2. ; Attacking doesn't cause ~this~ to tap.

#### **Steadfastness:**

Info: Color=White Type=Sorcery Cost=1W PT(C)/ST(C)  
Text(ST): Creatures you control get +0/+3 until end of turn.

All tournament formats have banned this card because it only appears in

Portal and Starter.

**Steal Artifact:**

Info: Color=Blue    Type=Enchant Artifact    Cost=2UU    ABUR457(U)  
Text(7th): You control enchanted artifact.  
Can be used on artifact creatures. [\[bethmo 1994/04/01\]](#)

**Steal Enchantment:**

Info: Color=Blue    Type=Enchant Enchantment    Cost=UU    TE(U)  
Text(TE+errata): You control enchanted enchantment. [\[Oracle 1999/05/01\]](#)  
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. [\[D'Angelo 1998/01/26\]](#)

**Steal Strength:**

Info: Color=Black    Type=Instant    Cost=1B    PY(C)  
Text(PY): Target creature gets +1/+1 until end of turn. Another target creature gets -1/-1 until end of turn.

**Steam Blast:**

Info: Color=Red    Type=Sorcery    Cost=2R    US(U)/BR(F1)  
Text(US+errata): ~this~ deals 2 damage to each creature and each player.  
[\[Oracle 1999/05/01\]](#)

**Steam Catapult:**

Info: Color=White    Type=Creature - Soldier    Cost=3WW    P2(R)  
Text(P2): 2/3. ; On your turn, before you attack, you may tap ~this~ to destroy any one tapped creature.  
When played under non-Portal rules, the text should be read as "{Tap}: Destroy target tapped creature. Play this ability only during your turn and before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Steamclaw:**

Info: Color=Artifact    Type=Artifact    Cost=2    OD(U)  
Text(OD): {3},{Tap}: Remove target card in a graveyard from the game. ; {1},Sacrifice ~this~: Remove target card in a graveyard from the game.

**Steam Frigate:**

Info: Color=Blue    Type=Creature - Ship    Cost=2U    P2(C)  
Text(P2): 3/3. ; ~this~ can't attack unless the defending player has an island in play.  
When played under non-Portal rules, the text should be read as "~this~ can't attack unless the defending player controls an island."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Steam Vines:**

Info: Color=Red    Type=Enchant Land    Cost=1RR    OD(U)  
Text(OD): When enchanted land becomes tapped, destroy it and ~this~ deals 1 damage to that land's controller. That player moves ~this~ to a land of his or her choice.  
Moving this card to another land does not target the land.  
[\[Odyssey FAQ 2001/10/04\]](#)  
If there are no other lands to move it to, this card goes to the graveyard as would any local enchantment that lost the thing it enchants.  
[\[Odyssey FAQ 2001/10/04\]](#)  
If this card leaves play after it triggers but before it resolves, then the trigger will deal damage and destroy the land, but it will not bring this card back into play. [\[Odyssey FAQ 2001/10/04\]](#)

**Steel Golem:**

Info: Color=Artifact    Type=Artifact Creature - Golem    Cost=3    WL(U)  
Text(WL+errata): 3/4. ; You can't play creature spells. [\[Oracle 1999/07/01\]](#)

Yes, this only affects you. [\[D'Angelo 1997/06/12\]](#)

You can put creatures into play by means other than playing them.

[\[DeLaney 1997/06/12\]](#) For example, token creatures or Animate Dead.

A creature spell is any "Creature" or "Artifact Creature" spell.

[\[D'Angelo 1999/07/10\]](#) Older cards of type "Summon" are also Creature cards.

Note - Before errata this card had no creature type. [\[Oracle 1999/07/01\]](#)

#### **Steel Leaf Paladin:**

Info: Color=Multi Type=Creature - Knight Cost=4GW PS(C)

Text(PS): 4/4, First Strike. ; When ~this~ comes into play, return a green or white creature you control to its owner's hand.

You choose the creature to return on resolution of the triggered ability.

This is not targeted. [\[D'Angelo 2001/04/16\]](#)

Note - Also see First Strike, Rule A.18.

#### **Steely Resolve:**

Info: Color=Green Type=Enchantment Cost=1G ON(R)

Text(ON): As ~this~ comes into play, choose a creature type. ; Creatures of the chosen type can't be the targets of spells or abilities.

#### **Stench of Decay:**

Info: Color=Black Type=Instant Cost=1BB AL(C1)

Text(AL+errata): Nonartifact creatures get -1/-1 until end of turn.

[\[Oracle 1999/07/23\]](#)

#### **Stench of Evil:**

Info: Color=Black Type=Sorcery Cost=2BB IA(U)

Text(IA+errata): Destroy all plains. For each land put into a graveyard this way, ~this~ deals 1 damage to that land's controller unless he or she pays {2}. [\[Oracle 1999/09/03\]](#)

#### **Sterling Grove:**

Info: Color=Multi Type=Enchantment Cost=GW IN(U)

Text(IN): All other enchantments you control can't be the targets of spells or abilities. ; {1}, Sacrifice ~this~: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

You do not have to find an enchantment card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Stern Judge:**

Info: Color=White Type=Creature - Cleric Cost=2W TO(U)

Text(TO): 2/2. ; {Tap}: Each player loses 1 life for each swamp he or she controls.

#### **Stern Marshal:**

Info: Color=White Type=Creature - Soldier Cost=2W PT(R)

Text(PT): 2/2. ; On your turn, before you attack, you may tap ~this~ to give any one creature +2/+2 until the end of the turn.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "{Tap}:

Target creature gets +2/+2 until end of turn. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Soldier. [\[D'Angelo 2000/06/05\]](#)

#### **Stern Proctor:**

Info: Color=Blue Type=Creature - Wizard Cost=UU US(U)

Text(US+errata): 1/2. ; When ~this~ comes into play, return target artifact or enchantment to its owner's hand.

You can play this card if there are no artifacts or enchantments in play.

[\[Urza's FAQ 1998/10/05\]](#)

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 1998/10/05]

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

#### Stifle:

Info: Color=Blue Type=Instant Cost=U SC(R)  
Text(SC): Counter target activated or triggered ability. (Mana abilities can't be countered.)

+ **An activated ability has a "Cost: Effect" format. Look for the colon.**

**A triggered ability starts with "when", "whenever", or "at".**

**[Scourge FAQ 2003/05/30]**

+ **It can target delayed triggered abilities. For example, a card that says "Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play at end of turn." triggers when a player cycles a card and creates a delayed trigger that happens at end of turn. You can choose to target the "at end of turn" trigger when it is placed on the stack at end of turn.**

**[Scourge FAQ 2003/05/30]**

+ **Game actions like the normal card, combat damage, or turning a face-down creature face up cannot be targeted.** **[Scourge FAQ 2003/05/30]**

#### Still Life:

Info: Color=Green Type=Enchantment Cost=1GG OD(U)  
Text(OD): {G}{G}: ~this~ becomes a 4/3 Centaur creature until end of turn. It's still an enchantment.

#### Stinging Barrier:

Info: Color=Blue Type=Creature - Wall Cost=2UU MM(C)  
Text(MM): 0/4. (Walls can't attack.) ; {U},{Tap}: ~this~ deals 1 damage to target creature or player.

Note - Also see Walls, Rule K.27.

#### Stinging Lcid:

Info: Color=Blue Type=Creature - Lcid Cost=1U TE(U)  
Text(TE+errata): 1/1 ; {1}{U},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Whenever enchanted creature becomes tapped, ~this~ deals 2 damage to that creature's controller." and "{U}: End the effect that created this ability."

**[Oracle 2001/08/24]**

Note - Also see Licids, Rule E.8.

#### Stitch Together:

Info: Color=Black Type=Sorcery Cost=BB JU(U)  
Text(JU): Return target creature card from your graveyard to your hand. ; Threshold - Instead return that card from your graveyard to play. (You have threshold if seven or more cards are in your graveyard.)  
Checks Threshold when it starts resolving. You may lose Threshold during resolution, but that won't stop it from resolving.

**[Judgment FAQ 2002/05/28]**

Note - Also see Threshold, Rule A.36.

#### Stoic Champion:

Info: Color=White Type=Creature - Soldier Cost=WW LE(U)  
Text(LE): 2/2. ; Whenever a player cycles a card, ~this~ gets +2/+2 until end of turn.

#### Stolen Grain:

Info: Color=Black Type=Sorcery Cost=4BB P3(U)  
Text(P3): ~this~ deals 5 damage to your opponent. You gain 5 life.  
When played under non-Portal rules, the text should be read as "~this~ deals 5 damage to target opponent. You gain 5 life."

**[D'Angelo 2000/06/05]**

All tournament formats have banned this card because it only appears in Portal.

#### Stone Calendar:

Info: Color=Artifact Type=Artifact Cost=5 DK(U1)  
Text(DK+errata): Spells you play cost {1} less to play. **[Oracle 1999/07/23]**

Does not change the cost of the spell, it just pays part of it for you.

[bethmo 1994/09/22] So the cost is still the full cost for reasons of Spell Blast of other such effects. [D'Angelo 1998/02/03]

Only contributes one colorless mana toward the spell mana 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 1994/08/10]

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 1994/12/06]

You cannot choose not to use the Calendar's bonus. [D'Angelo 1999/03/12]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Stone Catapult:

Info: Color=Black Type=Creature - Soldier Cost=4B P3(R)

Text(P3): 1/2. ; On your turn, before you attack, you may tap ~this~ to destroy any one tapped creature that isn't black.

When played under non-Portal rules, the text should be read as "{Tap}: destroy target nonblack, tapped creature. Play this ability only on your turn before combat." [D'Angelo 2000/06/05]

All tournament formats have banned this card because it only appears in Portal.

### Stone Giant:

Info: Color=Red Type=Creature - Giant Cost=2RR ABUR45(U)

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 1994/06/01]

### Stonehands:

Info: Color=Red Type=Enchant Creature Cost=2R IA(C)

Text(IA+errata): Enchanted creature gets +0/+2. ; {R}: Enchanted creature gets +1/+0 until end of turn. [Oracle 2000/02/01]

### Stone Kavu:

Info: Color=Green Type=Creature - Kavu Cost=4G PS(C)

Text(PS): 3/3. ; {R}: ~this~ gets +1/+0 until end of turn. ; {W}: ~this~ gets +0/+1 until end of turn.

### Stone Rain:

Info: Color=Red Type=Sorcery Cost=2R

ABUR4567(C)/PT(C)/P2(C)/P3(C)/ST(C)/IA(C)/MI(C)/TE(C)/MM(C)

Text(4th/IA/MI/5th/TE/6th/MM/7th): Destroy target land.

### Stone Spirit:

Info: Color=Red Type=Creature - Spirit Cost=4R IA(U)/5(U)

Text(5th+errata): 4/3. ; ~this~ can't be blocked by creatures with flying.

[Oracle 2000/02/01]

### Stone-Throwing Devils:

Info: Color=Black Type=Creature - Devil Cost=B AN(C4)

Text(AN): 1/1, First Strike.

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

Note - Also see First Strike, Rule A.18.

Note - 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 1999/01/31]

### Stone-Tongue Basilisk:

Info: Color=Green Type=Creature - Basilisk Cost=4GGG OD(R)

Text(OD): 4/5. ; Whenever ~this~ deals combat damage to a creature, destroy that creature at end of combat. ; Threshold - All creatures able to block ~this~ do so. (You have threshold as long as seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.



**Stonewood Invoker:**

Info: Color=Green Type=Creature - Elf Mutant Cost=1G LE(C)  
Text(LE): 2/2. ; {7}{G}: ~this~ gets +5/+5 until end of turn.

**Storage Matrix:**

Info: Color=Artifact Type=Artifact Cost=3 UD(R)  
Text(UD+errata): As long as ~this~ is untapped, before each player untaps all permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands. Permanents not of the chosen type don't untap this untap step. [\[Oracle 1999/11/01\]](#)  
Its effect modifies the untap action of each player's normal untap step. The player chooses one of the three permanent types and only untaps those permanents. No other permanents untap during that untap step.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)  
This card's ability does not override effects which prevent a permanent from untapping. [\[bethmo 1999/06/13\]](#)

**Stormbind:**

Info: Color=Multi Type=Enchantment Cost=1RG IA(R)  
Text(IA+errata): {2}, Discard a card at random from your hand: ~this~ deals 2 damage to target creature or player. [\[Oracle 2000/02/01\]](#)  
It is not a forced discard, so it cannot be used with Library of Leng.  
[\[D'Angelo 1998/02/03\]](#)

**Storm Cauldron:**

Info: Color=Artifact Type=Artifact Cost=5 AL(R2)/67(R)  
Text(6th/7th): Each player may play an additional land during each of his or her turns. ; Whenever a land is tapped for mana, return it to its owner's hand.  
If a land is tapped for mana, it is returned to its owner's hand as a triggered ability. [\[Aahz 1996/06/17\]](#)  
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. [\[bethmo 1996/09/30\]](#)

**Storm Crow:**

Info: Color=Blue Type=Creature - Bird Cost=1U AL(C3)/PT(C)/ST(C)/67(C)  
Text(AL/6th/7th): 1/2, Flying.  
Note - The Portal version had no creature type.

**Storm Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=5U AL(U2)  
Text(AL+errata): 3/4, Flying. ; {U}, Remove the top card of your library from the game: Tap target creature with flying. ; {U}, Remove the top card of your library from the game: If the removed card is a snow-covered land, ~this~ gets +1/+1 until end of turn. [\[Oracle 1999/07/23\]](#)

**Storm Front:**

Info: Color=Green Type=Enchantment Cost=G TE(U)  
Text(TE): {G}{G}: Tap target creature with flying.

**Stormscape Apprentice:**

Info: Color=Blue Type=Creature - Wizard Cost=U IN(C)  
Text(IN): 1/1. ; {W},{Tap}: Tap target creature. ; {B},{Tap}: Target player loses 1 life.

**Stormscape Battlemage:**

Info: Color=Blue Type=Creature - Wizard Cost=2U PS(U)  
Text(PS): 2/2. ; Kicker {W} and/or {2}{B}. ; When ~this~ comes into play, if you paid the {W} kicker cost, you gain 3 life. ; When ~this~ comes into play, if you paid the {2}{B} kicker cost, destroy target nonblack creature. That creature can't be regenerated.  
Note - Also see Kicker, Rule A.24.

**Stormscape Familiar:**

Info: Color=Blue Type=Creature - Bird Cost=1U PS(C)  
Text(PS): 1/1, Flying. ; White spells and black spells you play cost {1} less to play.  
If a spell is both white and black, you pay {1} less, not {2} less.  
[\[Planeshift FAQ 2001/01/26\]](#)  
If this card is sacrificed to pay part of a spell's cost, the cost reduction still applies. [\[Jordan 2001/02/12\]](#)  
See Helm of Awakening for rulings.

#### Stormscape Master:

Info: Color=Blue Type=Creature - Wizard Cost=2UU IN(R)  
Text(IN): 2/2. ; {W}{W},{Tap}: Target creature gains protection from the color of your choice until end of turn. ; {B}{B},{Tap}: Target player loses 2 life and you gain 2 life.  
Note - Also see Protection, Rule A.31.

#### Storm Seeker:

Info: Color=Green Type=Instant Cost=3G LG(U1)/CH(U3)  
Text(CH+errata): ~this~ deals X damage to target player, where X is the number of cards in his or her hand. [\[Oracle 1999/09/03\]](#)  
The number of cards in hand is determined on resolution.  
[\[Duelist Magazine #2, Page 9\]](#) So, your opponent may cast spells in their hand before this spell is resolved in order to take less damage.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Storm Shaman:

Info: Color=Red Type=Creature - Cleric Cost=2R AL(C1)/7(U)  
Text(7th): 0/4. ; {R}: ~this~ gets +1/+0 until end of turn.

#### Storm Spirit:

Info: Color=Multi Type=Creature - Spirit Cost=3WUG IA(R)  
Text(IA): 3/3, Flying. ; {Tap}: ~this~ deals 2 damage to target creature.

#### Stormwatch Eagle:

Info: Color=Blue Type=Creature - Bird Cost=3U PY(C)  
Text(PY): 2/1, Flying. ; Sacrifice a land: Return ~this~ to its owner's hand.

#### Storm World:

Info: Color=Red Type=Enchant World Cost=R LG(R)  
Text(LG+errata): At the beginning of each player's upkeep, ~this~ deals X damage to that player, where X is four minus the number of cards in his or her hand. [\[Oracle 2001/08/24\]](#)  
It deals no damage if X is zero or less. [\[D'Angelo 2001/08/31\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Enchant World, Rule K.12.10.

#### Story Circle:

Info: Color=White Type=Enchantment Cost=1WW MM(U)  
Text(MM): As ~this~ comes into play, choose a color. ; {W}: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

#### Strafe:

Info: Color=Red Type=Sorcery Cost=R PS(U)  
Text(PS): ~this~ deals 3 damage to target nonred creature.

#### Strands of Night:

Info: Color=Black Type=Enchantment Cost=2BB WL(U)/67(U)  
Text(6th/7th): {B}{B}, Pay 2 life, Sacrifice a swamp: Return target creature card from your graveyard to play.

#### Stratadon:

Info: Color=Artifact Type=Artifact Creature Cost=10 PS(U)  
Text(PS): 5/5, Trample. ; ~this~ costs {1} less to play for each basic land type among lands you control.  
Yes, the mana cost really is ten (10) mana. [\[D'Angelo 2001/02/10\]](#)

Note - Also see Trample, Rule A.37.

### Strategic Planning:

Info: Color=Blue Type=Sorcery Cost=1U P3(U)  
Text(P3): Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.  
All tournament formats have banned this card because it only appears in Portal.

### Strategy, Schmategy:

Info: Color=Red Type=Sorcery Cost=1R UG(R)  
Text(UG+errata): Roll a six-sided die. 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.  
[\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
Rolling a 1 will not cancel out effects from other dice in cases where a 6 was rolled. [\[QAS 1998/09/09\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

### Straw Golem:

Info: Color=Artifact Type=Artifact Creature - Golem Cost=1 WL(U)  
Text(WL+errata): 2/3. ; When an opponent plays a creature spell, sacrifice ~this~. [\[Oracle 2000/02/01\]](#)  
A creature spell is any "Creature" or "Artifact Creature" spell.  
[\[D'Angelo 2000/03/09\]](#) Older cards of type "Summon" also count.  
Note - This card had no creature type and now is creature type "Golem".  
[\[Oracle 2000/02/01\]](#)

### Straw Soldiers:

Info: Color=Blue Type=Creature - Soldier Cost=1U P3(C)  
Text(P3): 1/3.  
All tournament formats have banned this card because it only appears in Portal.

### Stream of Acid:

Info: Color=Black Type=Sorcery Cost=2BB ST(U)  
Text(ST): Destroy target land or nonblack creature.  
All tournament formats have banned this card because it only appears in Starter.

### Stream of Life:

Info: Color=Green Type=Sorcery Cost=XG ABUR4567(C)  
Text(ABU/RV/4th/5th/6th/7th): Target player gains X life.  
Note - Also see X Costs, Rule K.28.

### Strength of Isolation:

Info: Color=White Type=Enchant Creature Cost=1W TO(U)  
Text(TO): Madness {W}. ; Enchanted creature gets +1/+2 and has protection from black.  
Note - Also see Madness, Rule A.28.  
Note - Also see Protection, Rule A.31.

### Strength of Lunacy:

Info: Color=Black Type=Enchant Creature Cost=1B TO(U)  
Text(TO): Madness {B}. ; Enchanted creature gets +2/+1 and has protection from white.  
Note - Also see Madness, Rule A.28.  
Note - Also see Protection, Rule A.31.

### Strength of Night:

Info: Color=Green Type=Instant Cost=2G AP(C)  
Text(AP): Kicker {B}. ; Creatures you control get +1/+1 until end of turn.  
If you paid the kicker cost, Zombies you control get an additional +2/+2 until end of turn.

Note - Also see Kicker, Rule A.24.

### Strength of Unity:

Info: Color=White Type=Enchant Creature Cost=3W IN(C)  
Text(IN): Enchanted creature gets +1/+1 for each basic land type among lands you control.

### Striped Bears:

Info: Color=Green Type=Creature - Bear Cost=3G WL(C)  
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(U)/AT(F1)  
Text(4th+errata): {Tap}: Add 1 colorless mana to your mana pool. ;  
{Tap},Sacrifice ~this~: Destroy target land. [\[Oracle 1999/09/03\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1998/01/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1996/10/01.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01. It was previously restricted from 1996/10/01 to 1997/01/01.  
Note - The Antiquities card appears in four different versions with different art. Three of the cards were each U1 rarity and one was C1 rarity.

### Stroke of Genius:

Info: Color=Blue Type=Instant Cost=X2U US(R)  
Text(US): Target player draws X cards.  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/01/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/01/01.  
Note - Also see X Costs, Rule K.28.

### Stromgald Cabal:

Info: Color=Black Type=Creature - Knight Cost=1BB IA(R)/56(R)  
Text(6th): 2/2. ; {Tap},Pay 1 life: Counter target white spell.

### Stromgald Spy:

Info: Color=Black Type=Creature - Spy Cost=3B AL(U2)  
Text(AL+errata): 2/4. ; Whenever ~this~ attacks and isn't blocked, you may have defending player play with his or her hand revealed as long as ~this~ remains in play. If you do, ~this~ deals no combat damage this turn.  
[\[Oracle 1999/11/01\]](#)  
Note - Also see Is Not Blocked Ability, Rule E.7.

### Strongarm Tactics:

Info: Color=Black Type=Sorcery Cost=1B ON(R)  
Text(ON): Each player discards a card from his or her hand. Then each player who didn't discard a creature card this way loses 4 life.

### Strongarm Thug:

Info: Color=Black Type=Creature - Mercenary Cost=2B MM(U)  
Text(MM+errata): 1/1. ; When ~this~ comes into play, you may return a target Mercenary card from your graveyard to your hand. [\[Oracle 2000/10/24\]](#)

### Stronghold Assassin:

Info: Color=Black Type=Creature - Assassin Cost=1BB SH(R)/7(R)  
Text(SH/7th): 2/1. ; {Tap},Sacrifice a creature: Destroy target nonblack creature.

### Stronghold Biologist:

Info: Color=Blue Type=Creature - Spellshaper Cost=2U NE(U)  
Text(NE): 1/1. ; {U}{U},{Tap},Discard a card from your hand: Counter target creature spell.  
Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch,

Stampede Driver, Stronghold Machinist, and Trickster Mage.

**Stronghold Discipline:**

Info: Color=Black Type=Sorcery Cost=2BB NE(C)  
Text(NE): Each player loses 1 life for each creature he or she controls.

**Stronghold Gambit:**

Info: Color=Red Type=Sorcery Cost=1R NE(R)  
Text(NE): Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.

Creature cards which are revealed but are not the lowest cost, or any non-creature cards revealed remain in their owners' hands and stop being revealed. [\[Nemesis FAQ 2000/02/07\]](#)

You don't have to choose a creature card, but choosing a non creature does nothing except maybe bluff your opponent. [\[D'Angelo 2000/02/15\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

**Stronghold Machinist:**

Info: Color=Blue Type=Creature - Spellshaper Cost=2U NE(U)  
Text(NE): 1/1. ; {U}{U},{Tap},Discard a card from your hand: Counter target noncreature spell.

Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, and Trickster Mage.

**Stronghold Taskmaster:**

Info: Color=Black Type=Creature - Minion Cost=2BB SH(U)  
Text(SH): 4/3. ; All other black creatures get -1/-1.

**Stronghold Zeppelin:**

Info: Color=Blue Type=Creature - Ship Cost=2UU NE(U)  
Text(NE+errata): 3/3, Flying. ; ~this~ may block only creatures with flying. [\[Oracle 2000/10/24\]](#)

**Stun:**

Info: Color=Red Type=Instant Cost=1R TE(C)/IN(C)  
Text(IN): Target creature can't 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. [\[D'Angelo 1998/01/06\]](#)

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.

[\[D'Angelo 1998/01/06\]](#)

**Stunted Growth:**

Info: Color=Green Type=Sorcery Cost=3GG IA(R)  
Text(IA+errata): Target player chooses three cards from his or her hand and puts them on top of his or her library in any order. [\[Oracle 2000/02/01\]](#)  
This is not a discard effect and will not trigger Psychic Purge.  
[\[D'Angelo 1995/10/06\]](#)

**Stupefying Touch:**

Info: Color=Blue Type=Enchant Creature Cost=1U TO(U)  
Text(TO): When ~this~ comes into play, draw a card. ; Enchanted creature's activated abilities can't be played.

**Stupor:**

Info: Color=Black Type=Sorcery Cost=2B MI(U)/6(U)  
Text(6th+errata): Target opponent discards a card at random from his or her hand, then discards a card from his or her hand. [\[Oracle 2002/03/01\]](#)

**Subdue:**

Info: Color=Green Type=Instant Cost=G LG(C1)

Text(LG+errata): Prevent all combat damage that would be dealt by target creature this turn. That creature gets +0/+X until end of turn, where X is its converted mana cost. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Converted Mana Cost, Rule K.8.

#### **Submerge:**

Info: Color=Blue Type=Instant Cost=4U NE(U)  
Text(NE): If an opponent controls a forest and you control an island, you may play ~this~ without paying its mana cost. ; Put target creature on top of its owner's library.  
Note - Also see Alternate Cost Spells, Rule E.1.  
Note - Cycle with Massacre, Mogg Salvage, Refreshing Rain, and Sivvi's Ruse.

#### **Subterranean Hangar:**

Info: Color=Land Type=Land Cost=None MM(U)  
Text(MM): ~this~ comes into play tapped. ; {Tap}: Put a storage counter on ~this~. ; {Tap}, Remove any number of storage counters from ~this~: Add one black mana to your mana pool for each storage counter removed this way.

#### **Subterranean Spirit:**

Info: Color=Red Type=Creature - Elemental Cost=3RR MI(R)  
Text(MI): 3/3, Protection from Red. ; {Tap}: ~this~ deals 1 damage to each creature without flying.  
Note - Also see Protection, Rule A.31.

#### **Subversion:**

Info: Color=Black Type=Enchantment Cost=3BB UL(R)/BR(F1)  
Text(UL+errata): At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way. [\[Oracle 1999/05/01\]](#)  
This is loss of life, not damage. It cannot be prevented. See Rule G.21.  
[\[Barclay 1999/02/09\]](#)

#### **Su-Chi:**

Info: Color=Artifact Type=Artifact Creature Cost=4 AQ(U3)  
Text(AQ+errata): 4/4 ; When ~this~ is put into a graveyard from play, add four colorless mana to your mana pool. [\[Oracle 1999/09/03\]](#)  
It does not do anything if discarded or countered. [\[D'Angelo 1994/06/01\]](#)  
You cannot choose not to get the 4 mana when Su-Chi is destroyed.  
[\[D'Angelo 1994/06/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Sudden Impact:**

Info: Color=Red Type=Instant Cost=3R TE(U)/7(U)  
Text(7th): ~this~ deals damage equal to the number of cards in target player's hand to that player.

#### **Sudden Strength:**

Info: Color=Green Type=Instant Cost=3G JU(C)  
Text(JU): Target creature gets +3/+3 until end of turn. Draw a card.

#### **Suffering (Pain/Suffering):**

Info: Color=Red Type=Sorcery Cost=3R IN(U)  
Text(IN): Destroy target land.  
Note - See Pain (Pain/Suffering) for the second half of this card.  
Note - Also see Split Cards, Rule K.24.

#### **Suffocating Blast:**

Info: Color=Multi Type=Instant Cost=1UUR AP(R)  
Text(AP): Counter target spell and ~this~ deals 3 damage to target creature.

#### **Suffocation:**

Info: Color=Blue Type=Instant Cost=1U AL(U2)  
Text(AL+errata): ~this~ deals 4 damage to target player who played a red sorcery or instant that dealt damage to you this turn. ; Draw a card at



the beginning of the next turn's upkeep. [\[Oracle 1999/07/23\]](#)  
It means "red sorcery or red instant" not "red sorcery or any instant".

[\[Aahz 1996/06/24\]](#)

Note - Also see Cantrips, Rule E.2.

### **Sulam Djinn:**

Info: Color=Green Type=Creature - Djinn Cost=5G IN(U)

Text(IN): 6/6, Trample. ; ~this~ gets -2/-2 as long as green is the most common color among all permanents or is tied for most common.

Note - Also see Trample, Rule A.37.

### **Suleiman's Legacy:**

Info: Color=Multi Type=Enchantment Cost=RW VI(R)

Text(VI+errata): When ~this~ comes into play, destroy all Djinn and Efreets. They can't be regenerated. ; Whenever a Djinn or Efreets comes into play, destroy it. It can't be regenerated. [\[Oracle 1999/07/01\]](#)

Does nothing to Djinn 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(R)

Text(US+errata): If a red spell would deal damage to a creature or player, it deals that much damage plus 1 instead. [\[Oracle 1999/07/21\]](#)

The ability is a replacement effect (see Rule T.10) which is applied when damage would become dealt. [\[D'Angelo 1999/05/01\]](#)

If the red spell damages more than one target, add 1 to each target.

[\[DeLaney 1998/10/17\]](#)

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.

[\[D'Angelo 1998/11/10\]](#)

### **Sulfuric Vortex:**

Info: Color=Red Type=Enchantment Cost=1RR SC(R)

Text(SC): At the beginning of each player's upkeep, ~this~ deals 2 damage to that player. ; If a player would gain life, that player gains no life instead.

### **Sulfurous Springs:**

Info: Color=Land Type=Land Cost=None IA(R)/567(R)

Text(5th/6th/7th): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {R} to your mana pool. ~this~ deals 1 damage to you.

### **Sulfur Vent:**

Info: Color=Land Type=Land Cost=None IN(C)

Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {B} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {U}{R} to your mana pool.

### **Summer Bloom:**

Info: Color=Green Type=Sorcery Cost=1G VI(U)/PT(R)/ST(R)/6(U)

Text(6th+errata/VI): You may play up to three additional lands this turn.

This spell increases the number of lands you can play in a turn. The land cards are played as you would normally play lands. [\[DeLaney 2002/08/25\]](#)

### **Sunastian Falconer:**

Info: Color=Multi Type=Creature - Legend Cost=3GR LG(U1)

Text(LG+errata): 4/4. ; {Tap}: Add two colorless mana to your mana pool.

[\[Oracle 1999/09/03\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

### **Sun Ce, Young Conqueror:**

Info: Color=Blue Type=Creature - Legend Cost=3UU P3(R)

Text(P3): 3/3, Horsemanship. ; When ~this~ comes into play, you may return any one creature from play to its owner's hand.

When played under non-Portal rules, the text should be read

as "Horsemanship. ; When ~this~ comes into play, you may return target creature to its owner's hand." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

### Sun Clasp:

Info: Color=White Type=Enchant Creature Cost=1W VI(C)/BR(F1)

Text(VI+errata): Enchanted creature gets +1/+3. ; {W}: Return enchanted creature to its owner's hand. [\[Oracle 1999/07/30\]](#)

### Sunder:

Info: Color=Blue Type=Instant Cost=3UU US(R)

Text(US+errata): Return all lands to their owners' hands.

[\[Oracle 1999/05/01\]](#)

Only affects land cards in play. [\[DeLaney 1998/10/05\]](#)

### Sunfire Balm:

Info: Color=White Type=Instant Cost=2W ON(U)

Text(ON): Prevent the next 4 damage that would be dealt to target creature or player this turn. ; Cycling {1}{W}. ; When you cycle ~this~, you may prevent the next 1 damage that would be dealt to target creature or player this turn.

Note - Also see Cycling, Rule A.12.

### Sunglasses of Urza:

Info: Color=Artifact Type=Artifact Cost=3 ABUR4(R)

Text(4th+errata): {W}: Add {R} to your mana pool. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Sungrass Egg:

Info: Color=Artifact Type=Artifact Cost=1 OD(U)

Text(OD): {2},{Tap},Sacrifice ~this~: Add {G}{W} to your mana pool. Draw a card.

### Sungrass Prairie:

Info: Color=Land Type=Land Cost=None OD(R)

Text(OD): {1},{Tap}: Add {G}{W} to your mana pool.

### Sunken City:

Info: Color=Blue Type=Enchantment Cost=UU DK(C3)/4(C)

Text(4th+errata): Blue creatures get +1/+1. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {U}{U}. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Sunken Field:

Info: Color=Blue Type=Enchant Land Cost=1U PY(U)

Text(PY): Enchanted land has "{Tap}: Counter target spell unless its controller pays {1}."

The spell's controller gets the option to pay when the ability resolves.

[\[Prophecy FAQ 2000/05/25\]](#)

### Sunken Hope:

Info: Color=Blue Type=Enchantment Cost=3UU PS(R)

Text(PS): At the beginning of each player's upkeep, that player returns a creature he or she controls to its owner's hand.

### Sun Quan, Lord of Wu:

Info: Color=Blue Type=Creature - Legend Cost=4UU P3(R)

Text(P3): 4/4. ; All your creatures gain horsemanship as long as ~this~ is in play. (This includes ~this~.)

When played under non-Portal rules, the text should be read as "Creatures you control have horsemanship." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

### Sunscape Apprentice:

Info: Color=White Type=Creature - Wizard Cost=W IN(C)  
Text(IN): 1/1. ; {G},{Tap}: Target creature gets +1/+1 until end of turn. ;  
{U},{Tap}: Put target creature you control on top of its owner's library.

### Sunscape Battlemage:

Info: Color=White Type=Creature - Wizard Cost=2W PS(U)  
Text(PS): 2/2. ; Kicker {1}{G} and/or {2}{U}. ; When ~this~ comes into play,  
if you paid the {1}{G} kicker cost, destroy target creature with flying. ;  
When ~this~ comes into play, if you paid the {2}{U} kicker cost, draw two  
cards.

Note - Also see Kicker, Rule A.24.

### Sunscape Familiar:

Info: Color=White Type=Creature - Wall Cost=1W PS(C)  
Text(PS): 0/3. (Walls can't attack.) ; Green spells and blue spells you play  
cost {1} less to play.  
If a spell is both green and blue, you pay {1} less, not {2} less.  
[\[Planeshift FAQ 2001/01/26\]](#)  
If this card is sacrificed to pay part of a spell's cost, the cost reduction  
still applies. [\[Jordan 2001/02/12\]](#)  
See Helm of Awakening for rulings.  
Note - Also see Walls, Rule K.27.

### Sunscape Master:

Info: Color=White Type=Creature - Wizard Cost=2WW IN(R)  
Text(IN): 2/2. ; {G}{G},{Tap}: Creatures you control get +2/+2 until end of  
turn. ; {U}{U},{Tap}: Return target creature to its owner's hand.  
The first ability only affects creatures you control at the time the ability  
resolves. [\[Invasion FAQ 2000/10/03\]](#)

### Sunstone:

Info: Color=Artifact Type=Artifact Cost=3 IA(U)  
Text(IA+errata): {2},Sacrifice a snow-covered land: Prevent all combat  
damage that would be dealt this turn. [\[Oracle 2000/02/01\]](#)

### Sunstrike Legionnaire:

Info: Color=White Type=Creature - Soldier Cost=1W LE(R)  
Text(LE): 1/2. ; ~this~ doesn't untap during your untap step. ; Whenever  
another creature comes into play, untap ~this~. ; {Tap}: Tap target  
creature with converted mana cost {3} or less.

### Suntail Hawk:

Info: Color=White Type=Creature - Bird Cost=W JU(C)  
Text(JU): 1/1, Flying.

### Sunweb:

Info: Color=White Type=Creature - Wall Cost=3W MI(R)/67(R)  
Text(6th/7th): 5/6, Flying. ; (Walls can't attack.) ; ~this~ can't block  
creatures with power 2 or less.  
Note - Also see Walls, Rule K.27.

### Superior Numbers:

Info: Color=Green Type=Sorcery Cost=GG MI(U)  
Text(MI): ~this~ deals to target creature damage equal to the number of  
creatures you control in excess of the number of creatures that creature's  
controller controls. [\[Oracle 1999/07/01\]](#)

### Suppress:

Info: Color=Black Type=Sorcery Cost=2B AP(U)  
Text(AP): Target player removes all cards in his or her hand from the game  
face down. At the end of that player's next turn, that player returns  
those cards to his or her hand.  
If played on the current player, it happens at the end of the current turn.  
The text is meant to mean "that player's next end-of-turn step".

[\[D'Angelo 2002/12/19\]](#)

#### **Supreme Inquisitor:**

Info: Color=Blue Type=Creature - Wizard Lord Cost=3UU ON(R)  
Text(ON): 1/3. ; Tap five untapped Wizards you control: Search target player's library for up to five cards and remove them from the game. Then that player shuffles his or her library.

Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.

[\[Onslaught FAQ 2002/09/24\]](#)

It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)

#### **Suq'Ata Assassin:**

Info: Color=Black Type=Creature - Minion Cost=1BB VI(U)  
Text(VI+errata): 1/1, Fear. ; Whenever ~this~ attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.) [\[Oracle 1999/11/01\]](#)

Note - Also see Fear, Rule A.17.

Note - Also see Poison, Rule E.10.

Note - Before errata, this card was of creature type Assassin.

[\[Oracle 1999/07/01\]](#)

#### **Suq'Ata Firewalker:**

Info: Color=Blue Type=Creature - Wizard Cost=1UU MI(U)  
Text(MI+errata): 0/1. ; ~this~ can't be the target of red spells or abilities from red sources. ; {Tap}: ~this~ deals 1 damage to target creature or player. [\[Oracle 2002/03/01\]](#)

#### **Suq'Ata Lancer:**

Info: Color=Red Type=Creature - Knight Cost=2R VI(C)  
Text(VI+errata): 2/2, Haste, Flanking. [\[Oracle 1999/07/01\]](#)

Note - Also see Flanking, Rule A.19.

Note - Also see Haste, Rule A.22.

#### **Surge of Strength:**

Info: Color=Multi Type=Instant Cost=RG AL(U2)  
Text(AL+errata): As an additional cost to play ~this~, discard a red or green card from your hand. ; Target creature gains trample and gets +X/+0 until end of turn, where X is equal to its converted mana cost.

[\[Oracle 1999/07/23\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

Note - Also see Trample, Rule A.37.

#### **Surprise Deployment:**

Info: Color=White Type=Instant Cost=3W PS(U)  
Text(PS): Play ~this~ only during combat. ; Put a nonwhite creature card from your hand into play. At end of turn, return that creature to your hand. (Return it only if it's in play.)

#### **Survival of the Fittest:**

Info: Color=Green Type=Enchantment Cost=1G EX(R)  
Text(EX+errata): {G}, 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. [\[Oracle 1999/05/01\]](#)

You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Extended tournaments (see Rule D.15) have banned this card since 2001/04/01.

#### **Sustainer of the Realm:**

Info: Color=White Type=Creature - Angel Cost=2WW UL(U)/7(U)  
Text(UL/7th): 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.

[\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Sustaining Spirit:**

Info: Color=White Type=Creature - Guardian Cost=1W AL(R2)

Text(AL+errata): 0/3. ; Cumulative Upkeep - {1}{W}. ; Damage that would reduce your life total to less than 1 reduces it to 1 instead.

[\[Oracle 1999/07/23\]](#)

Does not prevent the damage. The damage was still dealt. It just changes the effect of the unprevented damage. [\[D'Angelo 1999/08/01\]](#)

Does not affect damage if you are already at zero or negative life. You still take it all. [\[Duelist Magazine #12, Page 32\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### **Sustenance:**

Info: Color=Green Type=Enchantment Cost=1G MM(U)

Text(MM): {1}, Sacrifice a land: Target creature gets +1/+1 until end of turn.

### **Sutured Ghoul:**

Info: Color=Black Type=Creature - Zombie Cost=4BBB JU(R)

Text(JU): \*/\*, Trample. ; As ~this~ comes into play, remove any number of creature cards in your graveyard from the game. ; ~this~'s power is equal to the total power of the removed cards and its toughness is equal to their total toughness. (A \* on a card not in play is 0.)

The power and toughness are calculated based on the numbers printed on the cards. [\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Trample, Rule A.37.

### **Svyelunite Priest:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U FE(U3)

Text(FE+errata): 1/1. ; {U}{U},{Tap}: Target creature can't be the target of spells or abilities this turn. Use this ability only during your upkeep.

[\[Oracle 1999/07/23\]](#)

Does not cause enchantments on it to be removed when the ability is activated. An enchantment in play is neither a spell nor an ability.

[\[Duelist Magazine #4, Page 7\]](#)

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.

[\[bethmo 1996/10/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Svyelunite Temple:**

Info: Color=Land Type=Land Cost=None FE(U2)/56(U)/BD(F1)

Text(5th/6th): ~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:**

Info: Color=Land Type=Land Cost=None

ABUR4567(L)/PT(L)/P2(L)/P3(L)/ST(L)/IA(L)/MI(L)/TE(L)/UG(L)/US(L)/MM(L)/IN(L)/AT(L)/BR(L)/BD(L)/OD(L)/ON(L)

Text(7th): {Tap}: Add {B} to your mana pool.

This is a basic land. [\[CompRules 1999/04/23\]](#)

Any land of this type is considered to have the above text, even if the

text does not appear on the card. [\[CompRules 1999/04/23\]](#)

### **Swamp Mosquito:**

Info: Color=Black Type=Creature - Mosquito Cost=1B AL(C3)

Text(AL+errata): 0/1, Flying. ; Whenever ~this~ attacks and isn't blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.) [\[Oracle 2003/02/01\]](#)

Triggers immediately after blocking is declared if at that time no blockers are assigned to it. [\[bethmo 1996/06/28\]](#)

Note - Also see Poison, Rule E.10.

### **Swarm of Rats:**

Info: Color=Black Type=Creature - Rat Cost=1B P2(C)

Text(P2): \*/1. ; ~this~ has power equal to the number of Rat cards you have in play. (This includes both tapped and untapped Rat cards.)

When played under non-Portal rules, the text should be read as "~this~'s

power is equal to the number of Rat cards you control."

[\[D'Angelo 2000/06/05\]](#)

It does not count Rat token creatures. [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Swat:**

Info: Color=Black Type=Instant Cost=1BB UL(C)/ON(C)  
Text(UL/ON): Destroy target creature with power 2 or less. ; Cycling {2}.  
Note - Also see Cycling, Rule A.12.

#### **Sway of Illusion:**

Info: Color=Blue Type=Instant Cost=1U IN(U)  
Text(IN): Any number of target creatures become the color of your choice until end of turn. ; Draw a card.  
You can play this and choose to target zero creatures and effectively just draw a card. [\[DeLaney 2000/09/22\]](#)

#### **Swelter:**

Info: Color=Red Type=Sorcery Cost=3R JU(U)  
Text(JU): ~this~ deals 2 damage to each of two target creatures.  
You can't play this spell unless you have two different legal targets.  
[\[Judgment FAQ 2002/05/28\]](#)

#### **Swirling Sandstorm:**

Info: Color=Red Type=Sorcery Cost=3R JU(C)  
Text(JU): Threshold - ~this~ deals 5 damage to each creature without flying. (You have threshold if seven or more cards are in your graveyard.)  
This card does nothing if you don't have Threshold when it resolves.  
[\[Judgment FAQ 2002/05/28\]](#)  
Note - Also see Threshold, Rule A.36.

#### **Swooping Talon:**

Info: Color=White Type=Creature - Bird Soldier Cost=4WW LE(U)  
Text(LE): 2/6, Flying, Provoke. ; {1}: ~this~ loses flying until end of turn.  
Note - Also see Provoke, Rule A.32.

#### **Sword Dancer:**

Info: Color=White Type=Creature - Rebel Cost=1W PY(U)  
Text(PY): 1/2. ; {W}{W}: Target attacking creature gets -1/-0 until end of turn.

#### **Sword of the Ages:**

Info: Color=Artifact Type=Artifact Cost=6 LG(R)  
Text(LG+Errata): ~this~ comes into play tapped. ; {Tap}, Remove ~this~ and any number of creatures you control from the game: ~this~ deals X damage to target creature or player, where X is the total power of the creatures removed from the game this way. [\[Oracle 1999/09/03\]](#)  
Type 1 tournaments (see Rule D.13) restricted this card from 1994/08/01 to 1996/04/01.  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Sword of the Chosen:**

Info: Color=Artifact Type=Legendary Artifact Cost=2 SH(R)  
Text(SH+errata): {Tap}: Target Legend creature gets +2/+2 until end of turn.  
[\[Oracle 1999/07/21\]](#)  
Note - Also see Legendary Permanents, Rule K.17.

#### **Swords to Plowshares:**

Info: Color=White Type=Instant Cost=W ABUR4(U)/IA(U)/AT(F1)  
Text(4th+errata): Remove target creature from the game. Its controller gains life equal to its power. [\[Oracle 1999/09/03\]](#)  
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. [\[D'Angelo 1994/04/01\]](#)



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. [\[Aahz 1994/06/01\]](#) See Rule G.19.7.

### Sworn Defender:

Info: Color=White Type=Creature - Knight Cost=2WW AL(R2)  
Text(AL+errata): 1/3. ; {1}: ~this~'s power becomes the toughness of target creature blocking or being blocked by ~this~ minus 1 until end of turn, and ~this~'s toughness becomes 1 plus the power of that creature until end of turn. [\[Oracle 1999/07/23\]](#)  
It changes the current power/toughness. So if a Holy Strength (+1/+2) was on it and it blocks a 3/3 creature, it will become 2/4 by playing the ability because the Holy Strength bonus is overridden.  
[\[D'Angelo 1999/08/01\]](#)

### Sylvan Basilisk:

Info: Color=Green Type=Creature - Basilisk Cost=3GG P2(R)/ST(R)  
Text(ST): 2/4. ; When ~this~ becomes blocked, destroy all creatures blocking it. (Destroy the creatures before they deal damage. ~this~ still doesn't deal damage to defending player.)  
All tournament formats have banned this card because it only appears in Portal and Starter.

### Sylvan Hierophant:

Info: Color=Green Type=Creature - Cleric Cost=1G WL(U)  
Text(WL+errata): 1/2. ; When ~this~ is put into a graveyard from play, remove ~this~ from the game, then return a target creature card from your graveyard to your hand. [\[Oracle 1999/07/01\]](#)  
You still put a creature card from your graveyard into your hand even if this card is not in your graveyard when the triggered ability resolves.  
[\[Aahz 1997/06/13\]](#)  
It targets a creature card in the graveyard. This target is selected when putting the triggered ability on the stack.  
[\[WotC Rules Team 1998/07/01\]](#)

### Sylvan Library:

Info: Color=Green Type=Enchantment Cost=1G LG(U1)/45(R)  
Text(5th+errata): At the beginning of your draw step, you may draw two cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.  
[\[Oracle 2000/02/01\]](#)  
Spells and abilities are resolved one at a time, so if you use multiple Sylvan Libraries in one stack, each will resolve in sequence. You do not get to draw all the cards at once then put them all back at once.  
[\[WotC Rules Team 1994/09/15\]](#)  
You always resolve your normal draw before this ability because the normal draw is placed on the stack after this one is. [\[D'Angelo 2001/12/16\]](#)  
You can return zero, one, or two cards. [\[WotC Rules Team 1994/09/15\]](#)  
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.  
[\[D'Angelo 1997/05/21\]](#)  
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. [\[Aahz 1996/10/21\]](#) Abundance can also be used to avoid draws and cause no loss of life. [\[D'Angelo 1998/10/15\]](#)  
If you have drawn cards prior to your draw step, they can be ones chosen to be put back using this effect. [\[D'Angelo 1997/03/21\]](#) For example, a cantrip (see Rule E.3) draw or an instant used during upkeep.  
If you are going to draw cards due to triggered abilities during your draw step, your regular draw resolves first, but you can choose to order the Sylvan Library before or after any other draws (such as from Howling Mine). For example, if you have two Howling Mines, you must do your regular draw first, but then you could do the Library (draw 2

and put 2 back), then your 2 other draws. Or you can do your 2 draws, then the Library (which lets you put back any 2 of the 5 cards you drew, including your regular draw). Or you can do some of the draws before and some after the library. [\[D'Angelo 2002/04/20\]](#)  
This will count as 2 draws for anything that affects "drawn cards".  
[\[D'Angelo 1995/07/11\]](#)

#### **Sylvan Messenger:**

Info: Color=Green Type=Creature - Elf Cost=3G AP(U)  
Text(AP): 2/2, Trample. ; When ~this~ comes into play, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Trample, Rule A.37.

#### **Sylvan Might:**

Info: Color=Green Type=Instant Cost=1G OD(U)  
Text(OD): Flashback {2}{G}{G}. ; Target creature gets +2/+2 and gains trample until end of turn.  
Note - Also see Flashback, Rule A.20.  
Note - Also see Trample, Rule A.37.

#### **Sylvan Paradise:**

Info: Color=Green Type=Instant Cost=G LG(U1)  
Text(LG+errata): Any number of target creatures become green until end of turn. [\[Oracle 1999/09/03\]](#)  
You can choose to target zero creatures. [\[Oracle 1998/07/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Sylvan Safekeeper:**

Info: Color=Green Type=Creature - Wizard Cost=G JU(R)  
Text(JU): 1/1. ; Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.  
Note - This card was designed by Olle Rade after winning the 1997 Duelist Invitational in Hong Kong. He is pictured in the card art.  
[\[Judgment FAQ 2002/05/28\]](#)

#### **Sylvan Tutor:**

Info: Color=Green Type=Sorcery Cost=G PT(R)  
Text(PT): Search your deck for a summon creature and reveal that card to all players. Then shuffle your deck and put the revealed card on top of it.  
You do not have to find a creature card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "Search your library for a creature card and reveal it. Shuffle your library, then put the revealed card back on top of it." [\[D'Angelo 2000/07/06\]](#)

#### **Sylvan Yeti:**

Info: Color=Green Type=Creature - Elemental Cost=2GG P2(R)/ST(R)  
Text(ST): \*/4. ; ~this~'s power is equal to the number of cards in your hand.  
All tournament formats have banned this card because it only appears in Portal and Starter.  
Note - The Portal: Second Age version was creature type Beast.

#### **Symbiosis:**

Info: Color=Green Type=Instant Cost=1G US(C)/BR(F1)  
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.  
[\[DeLaney 1998/10/05\]](#)

#### **Symbiotic Beast:**

Info: Color=Green Type=Creature - Beast Cost=4GG ON(U)  
Text(ON): 4/4. ; When ~this~ is put into a graveyard from play, put four 1/1 green Insect creature tokens into play.

Note - Also see Token Creatures, Rule K.25.

### **Symbiotic Deployment:**

Info: Color=Green Type=Enchantment Cost=2G AP(R)  
Text(AP): Skip your draw step. ; {1}, Tap two untapped creatures you control:  
Draw a card.

### **Symbiotic Elf:**

Info: Color=Green Type=Creature - Elf Cost=3G ON(C)  
Text(ON): 2/2. ; When ~this~ is put into a graveyard from play, put two 1/1  
green Insect creature tokens into play.  
Note - Also see Token Creatures, Rule K.25.

### **Symbiotic Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=5GGG ON(R)  
Text(ON): 7/7. ; When ~this~ is put into a graveyard from play, put  
seven 1/1 green Insect creature tokens into play.  
Note - Also see Token Creatures, Rule K.25.

### **Symbol of Unsummoning:**

Info: Color=Blue Type=Sorcery Cost=2U PT(C)  
Text(PT): Return any one creature to its owner's hand. You draw a card.  
All tournament formats have banned this card because it only appears in  
Portal.  
When played under non-Portal rules, the text should be read as "Return  
target creature to its owner's hand. You draw a card."  
[\[D'Angelo 2000/06/05\]](#)

### **Synapse Sliver:**

Info: Color=Blue Type=Creature - Sliver Cost=4U LE(R)  
Text(LE): 3/3. ; Whenever a Sliver deals combat damage to a player, its  
controller may draw a card.

### **Syncopate:**

Info: Color=Blue Type=Instant Cost=XU OD(C)  
Text(OD): Counter target spell unless its controller pays {X}. If that  
spell is countered this way, remove it from the game instead of putting it  
into its owner's graveyard.  
Note - Also see X Costs, Rule K.28.

### **Syphon Mind:**

Info: Color=Black Type=Sorcery Cost=3B ON(C)  
Text(ON): Each other player discards a card from his or her hand. You draw  
a card for each card discarded this way.

### **Syphon Soul:**

Info: Color=Black Type=Sorcery Cost=2B LG(C2)/6(C)/BR(F1)/ON(C)  
Text(6th/ON): ~this~ deals 2 damage to each other player. You gain life  
equal to the damage dealt this way.  
Extended tournaments (see Rule D.15) banned this card until 1999/06/01 when  
it was reprinted in Sixth Edition.

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### **The Tabernacle at Pendrell Vale:**

Info: Color=Land Type=Legendary Land Cost=None LG(R)  
Text(LG+errata): All creatures have "At the beginning of your upkeep,  
sacrifice this creature unless you pay {1}." [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

### **Tablet of Epityr:**

Info: Color=Artifact Type=Artifact Cost=1 AQ(C4)  
Text(AQ+errata): Whenever an artifact you control is put into a graveyard  
from play, you may pay {1}. If you do, you gain 1 life.  
[\[Oracle 1999/09/03\]](#)  
Can be used on itself. It can trigger on its own death just like an

animated Soul Net can. [\[D'Angelo 1996/10/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - It is of type "Artifact" and not "Poly Artifact". [\[Oracle 1998/07/01\]](#)

#### **Tahngarth's Glare:**

Info: Color=Red    Type=Sorcery    Cost=R    AP(C)  
Text(AP): Look at the top three cards of target opponent's library, then put them back in any order. That player looks at the top three cards of your library, then puts them back in any order.

#### **Tahngarth's Rage:**

Info: Color=Red    Type=Enchant Creature    Cost=R    TE(U)  
Text(TE+errata): Enchanted creature gets +3/+0 as long as it's attacking. Otherwise, it gets -2/-1. [\[Oracle 1999/05/01\]](#)  
The effect does not change its position in the order in which you apply effects when the creature goes from attacking to not attacking or the other way around. For example, a Sengir Vampire who is attacking with Tahngarth's Rage is 7/4 and it would be 2/3 when not attacking. If Blood Lust were played on it while attacking so it was 11/1 (remember that Blood Lust won't lower toughness below 1), at end of combat it would become 6/1 since you still apply the Blood Lust after the -2/-1. [\[D'Angelo 2000/06/07\]](#)

#### **Tahngarth, Talruum Hero:**

Info: Color=Red    Type=Creature - Minotaur Legend    Cost=3RR    PS(R)  
Text(PS): 4/4. ; Attacking doesn't cause ~this~ to tap. ;  
{1}{R},{Tap}: ~this~ deals damage equal to its power to target creature. That creature deals damage equal to its power to ~this~.  
Note - The foil version of the card is available with the normal art and a version is also available with alternate art. There is a star next to the collector's number on the alternate version.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Taiga:**

Info: Color=Land    Type=Land    Cost=None    ABUR(R)  
Text(RV+errata): ~this~ is a mountain and a forest in addition to its land type. [\[Oracle 2000/10/24\]](#)  
The card works as if its text also has "{Tap}: Add {R} to your mana pool. ; {Tap}: Add {G} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

#### **Tainted Aether:**

Info: Color=Black    Type=Enchantment    Cost=2BB    US(R)/7(R)  
Text(US/7th): 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. [\[Urza's FAQ 1998/10/05\]](#)  
If more than one of these is in play, the controller sacrifices a creature for each one of these. [\[D'Angelo 1998/10/08\]](#)  
If the creature changes controllers before this ability resolves, its new controller has to sacrifice something. For example, Gilded Drake. [\[bethmo 1998/11/24\]](#)  
Tainted Aether's controller is the one that controls its triggered ability, but the controller of the creature that came into play chooses what creature they sacrifice during resolution. [\[D'Angelo 1999/07/07\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Tainted Field:**

Info: Color=Land    Type=Land    Cost=None    TO(U)  
Text(TO): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {W} or {B} to your mana pool. Play this ability only if you control a swamp.

#### **Tainted Isle:**

Info: Color=Land    Type=Land    Cost=None    TO(U)  
Text(TO): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {U} or {B} to your mana pool. Play this ability only if you control a swamp.

**Tainted Pact:**

Info: Color=Black Type=Instant Cost=1B OD(R)  
 Text(OD): Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

**Tainted Peak:**

Info: Color=Land Type=Land Cost=None TO(U)  
 Text(TO): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {R} to your mana pool. Play this ability only if you control a swamp.

**Tainted Specter:**

Info: Color=Black Type=Creature - Specter Cost=3B MI(R)  
 Text(MI+errata): 2/2, Flying. ; {1}{B}{B},{Tap}: Target player puts a card from his or her hand into his or her graveyard or on top of his or her library. If the card is put into that player's graveyard, ~this~ deals 1 damage to each creature and each player. Play this ability only any time you could play a sorcery. [\[Oracle 2000/10/24\]](#)  
 When put into the graveyard, this is not a discard. [\[D'Angelo 1999/07/10\]](#)

**Tainted Well:**

Info: Color=Black Type=Enchant Land Cost=2B IN(C)  
 Text(IN): When ~this~ comes into play, draw a card. ; Enchanted land is a swamp.  
 Note - Also see Comes Into Play Abilities, Rule E.3.

**Tainted Wood:**

Info: Color=Land Type=Land Cost=None TO(U)  
 Text(TO): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {B} or {G} to your mana pool. Play this ability only if you control a swamp.

**Takklemaggot:**

Info: Color=Black Type=Enchant Creature Cost=2BB LG(U1)/CH(U3)  
 Text(CH+errata): At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature. ; When enchanted creature is put into a graveyard, enchanted creature's controller returns ~this~ to play from its owner's graveyard. If ~this~ can't enchant a creature, it becomes a global enchantment under that player's control with "At the beginning of your upkeep, ~this~ deals 1 damage to you" instead. [\[Oracle 2001/08/24\]](#)  
 The controller of the creature which is destroyed gets to place Takklemaggot on a creature of their choice (controlled by any player, not just one of their own creatures). If there are no creatures to put it on, then Takklemaggot becomes a simple enchantment. [\[D'Angelo 1994/08/01\]](#)  
 If the creature leaves play without going to the graveyard (via Unsummon or something like that), Takklemaggot is simply destroyed. [\[bethmo 1994/08/23\]](#)  
 Takklemaggot is controlled initially by the player that played it, but each time it goes to the graveyard it returns and is controlled by the player whose creature it was on when it went to the graveyard. [\[DeLaney 2000/05/01\]](#)  
 You choose the new creature and put it on that creature all during the resolution of the triggered ability that has you put it back into play. [\[D'Angelo 2000/03/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Talas Air Ship:**

Info: Color=Blue Type=Creature - Ship Cost=3U P2(C)  
 Text(P2): 3/2, Flying.  
 All tournament formats have banned this card because it only appears in Portal.

**Talas Explorer:**

Info: Color=Blue Type=Creature - Merchant Cost=1U P2(C)  
 Text(P2): 1/1, Flying. ; When ~this~ comes into play from your hand, look at

your opponent's hand.

When played under non-Portal rules, the text should be read as "Flying. ;

When ~this~ comes into play, if you played it from your hand, look at your opponent's hand." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Talas Merchant:**

Info: Color=Blue Type=Creature - Merchant Cost=1U P2(C)

Text(P2): 1/3.

All tournament formats have banned this card because it only appears in Portal.

**Talas Researcher:**

Info: Color=Blue Type=Creature - Wizard Cost=4U P2(R)

Text(P2): 1/1. ; On your turn, before you attack, you may tap ~this~ to draw a card.

When played under non-Portal rules, the text should be read as "{Tap}: You draw a card. Play this ability only during your turn before combat."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Talas Scout:**

Info: Color=Blue Type=Creature - Pirate Cost=1U P2(C)

Text(P2): 1/2, Flying.

All tournament formats have banned this card because it only appears in Portal.

**Talas Warrior:**

Info: Color=Blue Type=Creature - Pirate Cost=1UU P2(R)

Text(P2): 2/2. ; ~this~ can't be blocked.

All tournament formats have banned this card because it only appears in Portal.

**Talon Sliver:**

Info: Color=White Type=Creature - Sliver Cost=1W TE(C)

Text(TE+errata): 1/1. ; All Slivers have first strike.

Note - Also see First Strike, Rule A.18.

**Talruum Champion:**

Info: Color=Red Type=Creature - Minotaur Cost=4R VI(C)

Text(VI+errata): 3/3, First Strike. ; Whenever ~this~ blocks or becomes blocked by a creature, that creature loses first strike until end of turn.

[\[Oracle 1999/07/01\]](#)

If a Root Spider blocks this card, the Root Spider still ends up without first strike. This is because this card's "remove first strike" triggered ability is resolved after the Root Spider's "add first strike" triggered ability. [\[D'Angelo 1999/07/10\]](#)

Note - Also see First Strike, Rule A.18.

**Talruum Minotaur:**

Info: Color=Red Type=Creature - Minotaur Cost=2RR MI(C)/6(C)/BD(F1)

Text(6th): 3/3, Haste.

Note - Also see Haste, Rule A.22.

**Talruum Piper:**

Info: Color=Red Type=Creature - Minotaur Cost=4R VI(U)

Text(VI): 3/3. ; All creatures with flying able to block ~this~ do so.

**Tangle:**

Info: Color=Green Type=Instant Cost=1G IN(U)

Text(IN+errata): Prevent all combat damage that would be dealt this turn. ;

Each attacking creature doesn't untap during its controller's next untap step. [\[Oracle 2002/10/01\]](#)

It identifies the creatures that are not going to untap at the time this spell resolves. [\[D'Angelo 2001/08/15\]](#)



**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 doesn't untap during its controller's untap step if it  
 attacked during its controller's last turn. [\[Oracle 1999/09/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Tangle Wire:**

Info: Color=Artifact Type=Artifact Cost=3 NE(R)  
 Text(NE): Fading 4. ; At the beginning of each player's upkeep, that player  
 taps an untapped artifact, creature, or land he or she controls for each  
 fade counter on ~this~.  
 Note - Also see Fading, Rule A.16.

**Taniwha:**

Info: Color=Blue Type=Creature - Legend Cost=3UU MI(R)  
 Text(MI): 7/7, Phasing, Trample. ; At the beginning of your upkeep, all  
 lands you control phase out.  
 Note - Also see Legendary Permanents, Rule K.17.  
 Note - Also see Phasing, Rule A.30.  
 Note - Also see Trample, Rule A.37.

**Taoist Hermit:**

Info: Color=Green Type=Creature - Mystic Cost=2G P3(U)  
 Text(P3): 2/2. ; Whenever your opponent chooses a creature in play, he or  
 she can't choose ~this~.  
 When played under non-Portal rules, the text should be read as "~this~ can't  
 be chosen by your opponent as the target of a spells or abilities."  
[\[D'Angelo 2000/06/05\]](#)  
 All tournament formats have banned this card because it only appears in  
 Portal.

**Taoist Mystic:**

Info: Color=Green Type=Creature - Mystic Cost=2G P3(R)  
 Text(P3): 2/2. ; ~this~ can't be blocked by creatures with horsemanship.  
 All tournament formats have banned this card because it only appears in  
 Portal.

**Tariff:**

Info: Color=White Type=Sorcery Cost=1W WL(R)/6(R)  
 Text(6th+errata): Each player sacrifices the creature he or she controls  
 with the highest converted mana cost unless he or she pays that creature's  
 mana cost. If two creatures a player controls are tied for highest cost,  
 that player chooses one. [\[Oracle 1999/07/21\]](#)  
 The choice of creatures is made on resolution and not on announcement.  
[\[D'Angelo 1999/05/01\]](#)  
 You can use mana abilities during the resolution of this spell if the player  
 decides to pay the mana cost. [\[D'Angelo 1999/05/01\]](#)  
 You choose whether to pay or not on resolution. If not, then you sacrifice  
 the creature. You can choose to not pay if you control no creatures on  
 resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)  
 Note - Also see Converted Mana Cost, Rule K.8.

**Tarnished Citadel:**

Info: Color=Land Type=Land Cost=None OD(R)  
 Text(OD): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add one  
 mana of any color to your mana pool. ~this~ deals 3 damage to you.

**Tarpan:**

Info: Color=Green Type=Creature - Tarpan Cost=G IA(C)/5(C)  
 Text(5th+errata): 1/1. ; When ~this~ is put into a graveyard from play, you  
 gain 1 life. [\[Oracle 2000/02/01\]](#)

**Tar Pit Warrior:**

Info: Color=Black Type=Creature - Giant Cost=2B VI(C)/BD(F1)  
 Text(VI+errata): 3/4. ; When ~this~ becomes the target of a spell or

ability, sacrifice it. [\[Oracle 2001/08/24\]](#)

You can move an enchantment onto this card using Enchantment Alteration or a similar effect without causing this card to be sacrificed.

[\[D'Angelo 1997/12/15\]](#)

Note - Before errata, this card was of creature type Cyclops.

[\[Oracle 1999/07/01\]](#)

#### **Task Force:**

Info: Color=White Type=Creature - Rebel Cost=2W MM(C)

Text(MM): 1/3. ; Whenever ~this~ becomes the target of a spell or ability, it gets +0/+3 until end of turn.

The +0/+3 bonus is added as a triggered ability upon the playing/announcing of a spell or ability which targets this card.

[\[D'Angelo 1999/11/12\]](#)

#### **Task Mage Assembly:**

Info: Color=Red Type=Enchantment Cost=2R PY(R)

Text(PY): When there are no creatures in play, sacrifice ~this~. ;

{2}: ~this~ deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.

#### **Taste of Paradise:**

Info: Color=Green Type=Sorcery Cost=3G AL(C3)

Text(AL+errata): As an additional cost to play ~this~, you may pay {1}{G} any number of times. ; You gain 3 life plus an additional 3 life for each additional {1}{G} you paid. [\[Oracle 2000/10/24\]](#)

#### **Tattoo Ward:**

Info: Color=White Type=Enchant Creature Cost=2W OD(U)

Text(OD): Enchanted creature gets +1/+1 and has protection from enchantments. This effect doesn't remove ~this~. ; Sacrifice ~this~:

Destroy target enchantment.

The enchanted creature cannot be the target of enchantment spells or abilities of an enchantment. All damage dealt to it by enchantments is prevented. It cannot be enchanted by any enchantment (other than Tattoo Ward). And it cannot be blocked by any enchantment that happens to also be a creature. [\[Odyssey FAQ 2001/10/04\]](#)

Note - Also see Protection, Rule A.31.

#### **Taunt:**

Info: Color=Blue Type=Sorcery Cost=U PT(R)

Text(PT): Choose any one player. On that player's next turn, all his or her creatures that can attack you must do so.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "On target player's next turn, all of his or her creatures must attack if able."

[\[D'Angelo 2000/06/05\]](#)

#### **Taunting Challenge:**

Info: Color=Green Type=Sorcery Cost=1GG P3(R)

Text(P3): Choose any one creature. This turn, all creatures able to block it do so.

When played under non-Portal rules, the text should be read as "All creatures able to block target creature must do so this turn."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Taunting Elf:**

Info: Color=Green Type=Creature - Elf Cost=G UD(C)/ON(C)

Text(UD/ON): 0/1. ; All creatures able to block ~this~ do so.

#### **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 step. ; {3},{Tap}: Target creature phases out. It can't phase in as long

as ~this~ remains tapped. When ~this~ leaves play or becomes untapped, the creature phases in tapped. [\[Oracle 2001/08/24\]](#)

The card in the Coffin is phased out (see Rule G.27), 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). [\[D'Angelo 1996/10/15\]](#)  
[\[D'Angelo 1998/11/25\]](#)

The creature does not have summoning sickness (see Rule G.37) because creatures that phase in don't have summoning sickness (see Rule G.27.8).  
[\[D'Angelo 2000/02/25\]](#)

The creature returns to play tapped. It does not return to play and then tap afterwards. [\[WotC Rules Team 1997/06/01\]](#)

If a creature stops being a creature after it enters the Coffin, it still remains inside. For example, an animated land. [\[Aahz 1994/06/01\]](#)

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.

[\[Oracle 1998/07/01\]](#) See Rule E.11.Ruling.2.

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

Note - Also see Phasing Out and In, Rule G.27.

Note - Also see Tap and Hold Abilities, Rule E.11.

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(U)

Text(4th+errata): {2},{Tap}: Target creature with power 2 or less is unblockable this turn. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

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(U)

Text(5th+errata): You may choose not to untap ~this~ during your untap step. ; {2},{Tap}: Target creature gets +1/+1 as long as ~this~ remains tapped. [\[Oracle 1999/09/03\]](#)

Note - Also see Tap and Hold Abilities, Rule E.11.

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=2G UG(C)

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.

#### **Tectonic Break:**

Info: Color=Red Type=Sorcery Cost=XRR MM(R)

Text(MM): Each player sacrifices X lands.

Note - Also see X Costs, Rule K.28.

#### **Tectonic Instability:**

Info: Color=Red Type=Enchantment Cost=2R IN(R)

Text(IN): Whenever a land comes into play, tap all lands its controller controls.

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

#### **Teeka's Dragon:**

Info: Color=Artifact Type=Artifact Creature - Dragon Cost=9 MI(R)

Text(MI+errata): 5/5, Flying, Trample, Rampage 4. [\[Oracle 1999/07/01\]](#)

This card is a Dragon even when not in play. [\[Aahz 1997/09/28\]](#)

Note - Also see Rampage, Rule A.33.

Note - Also see Trample, Rule A.37.

**Teferi's Care:**

Info: Color=White Type=Enchantment Cost=2W IN(U)

Text(IN): {W}, Sacrifice an enchantment: Destroy target enchantment. ;  
 {3}{U}{U}: Counter target enchantment spell.

**Teferi's Curse:**

Info: Color=Blue Type=Enchant Permanent Cost=1U MI(C)

Text(MI+errata): ~this~ can enchant only an artifact or a creature. ;

Enchanted permanent has phasing. [\[Oracle 1999/07/01\]](#)

Does not count as a "creature enchantment" or "enchant creature" even if played on a creature. [\[Aahz 1997/02/16\]](#)

Note - Also see Phasing, Rule A.30.

**Teferi's Drake:**

Info: Color=Blue Type=Creature - Drake Cost=2U MI(C)

Text(MI): 3/2, Flying, Phasing.

Note - Also see Phasing, Rule A.30.

**Teferi's Honor Guard:**

Info: Color=White Type=Creature - Knight Cost=2W VI(U)

Text(VI+errata): 2/2, Flanking. ; {U}{U}: ~this~ phases out.

[\[Oracle 1998/07/01\]](#)

Note - Also see Flanking, Rule A.19.

Note - Also see Phasing Out and In, Rule G.27.

**Teferi's Imp:**

Info: Color=Blue Type=Creature - Imp Cost=2U MI(R)

Text(MI+errata): 1/1, Flying, Phasing. ; When ~this~ phases out, discard a card from your hand. ; When ~this~ phases in, draw a card.

[\[Oracle 1999/07/01\]](#)

There is no negative effect if you cannot discard when it phases out. You still get to draw a card when it phases in. [\[bethmo 1996/12/08\]](#)

Note - Also see Phasing, Rule A.30.

**Teferi's Isle:**

Info: Color=Land Type=Legendary Land Cost=None MI(R)

Text(MI+errata): Phasing. ; ~this~ comes into play tapped. ; {Tap}: Add {U}{U} to your mana pool. [\[Oracle 1999/09/03\]](#)

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Phasing, Rule A.30.

**Teferi's Moat:**

Info: Color=Multi Type=Enchantment Cost=3WU IN(R)

Text(IN): As ~this~ comes into play, choose a color. ; Creatures of the chosen color without flying can't attack you.

Note - Also see Color, Rule G.3, for rules on choosing a color.

**Teferi's Puzzle Box:**

Info: Color=Artifact Type=Artifact Cost=4 VI(R)/67(R)

Text(7th): At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

You do your normal draw before this ability resolves (see Rule P.7.1).

[\[D'Angelo 2001/05/19\]](#)

If you have more than one of these, each effect triggers separately.

[\[D'Angelo 1999/05/01\]](#)

**Teferi's Realm:**

Info: Color=Blue Type=Enchant World Cost=1UU VI(R)

Text(VI+errata): At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All nontoken permanents of that type phase out. [\[Oracle 2002/10/01\]](#)

Does not affect token permanents, only cards. [\[D'Angelo 1997/01/28\]](#)

Can affect itself if you choose "global enchantments". [\[D'Angelo 1997/09/02\]](#)

Note - Also see Enchant World, Rule K.12.10.

Note - Also see Phasing Out and In, Rule G.27.

**Teferi's Response:**

Info: Color=Blue Type=Instant Cost=1U IN(R)

Text(IN): Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. ; Draw two cards.

Remember that a spell only targets something if it uses the word "target" in its text. For example, Armageddon is not targeted.

[D'Angelo 2000/10/14]

**Teferi's Veil:**

Info: Color=Blue Type=Enchantment Cost=1U WL(U)

Text(WL+errata): Whenever a creature you control attacks, it phases out at end of combat. [Oracle 1999/07/01]

Remember that if there is more than one thing scheduled for the end of combat to use the "active/current player's abilities first in any order they choose, then the other player's abilities in any order they choose" rule for placing the abilities on the stack. 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 1999/07/10]

**Tek:**

Info: Color=Artifact Type=Artifact Creature - Dragon Cost=5 IN(R)

Text(IN): 2/2. ; ~this~ gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

Note - Also see First Strike, Rule A.18.

Note - Also see Trample, Rule A.37.

**Telekinesis:**

Info: Color=Blue Type=Instant Cost=UU LG(R)

Text(LG+errata): Tap target creature. Prevent all combat damage that would be dealt by that creature this turn. It doesn't untap during its controller's next two untap steps. [Oracle 1999/09/03]

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

Note - Also see Fog Effects, Rule E.6.

**Telekinetic Bonds:**

Info: Color=Blue Type=Enchantment Cost=2UUU JU(R)

Text(JU): Whenever a player discards a card from his or her hand, you may pay {1}{U}. If you do, tap or untap target permanent.

**Telepathic Spies:**

Info: Color=Blue Type=Creature - Wizard Cost=2U UD(C)/7(C)

Text(UD/7th): 2/2. ; When ~this~ comes into play, look at target opponent's hand.

**Telepathy:**

Info: Color=Blue Type=Enchantment Cost=U US(U)/7(U)

Text(7th): Your opponents play with their hands revealed.

**Teleport:**

Info: Color=Blue Type=Instant Cost=UUU LG(R)/CH(U1)

Text(CH+errata): Play only during combat before the declare blockers step. ; Target creature is unblockable this turn. [Oracle 2001/08/24]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Telethopter:**

Info: Color=Artifact Type=Artifact Creature Cost=4 TE(U)

Text(TE+errata): 3/1. ; Tap an untapped creature you control: ~this~ gains flying until end of turn. [Oracle 1999/05/01]

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 1997/11/17]

Can tap itself even if it has summoning sickness. [Aahz 1997/11/17] 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.

#### **Telim'Tor:**

Info: Color=Red Type=Creature - Legend Cost=4R MI(R)  
Text(MI+errata): 2/2, Flanking. ; Whenever ~this~ attacks, all attacking creatures with flanking get +1/+1 until end of turn. [\[Oracle 2001/06/01\]](#)  
Note - Also see Flanking, Rule A.19.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Telim'Tor's Darts:**

Info: Color=Artifact Type=Artifact Cost=2 MI(U)  
Text(MI): {2},{Tap}: ~this~ deals 1 damage to target player.

#### **Telim'Tor's Edict:**

Info: Color=Red Type=Instant Cost=R MI(R)  
Text(MI+errata): Remove target permanent you own or control from the game. ; Draw a card at the beginning of the next turn's upkeep.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Cantrips, Rule E.2.

#### **Temper:**

Info: Color=White Type=Instant Cost=X1W SH(U)  
Text(SH+errata): Prevent the next X damage that would be dealt to target creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature. [\[Oracle 1999/05/01\]](#)  
You can make X be larger than the amount of damage, but you only get one counter for each actual point of damage prevented.  
[\[Duelist Magazine #25, Page 31\]](#)  
The +1/+1 counters do show up at the same time as any unprevented damage, which means they are there before you check for lethal damage.  
[\[D'Angelo 1999/02/11\]](#)  
Note - Also see X Costs, Rule K.28.

#### **Tempest Drake:**

Info: Color=Multi Type=Creature - Drake Cost=1UW VI(U)  
Text(VI+errata): 2/2, Flying. ; Attacking doesn't cause ~this~ to tap.  
[\[Oracle 1999/07/01\]](#)

#### **Tempest Efreet:**

Info: Color=Red Type=Creature - Efreet Cost=1RRR LG(R)/4(R)  
Text(4th+errata): 3/3. ; Remove ~this~ from your deck before playing if you're not playing for ante. ; {Tap},Sacrifice ~this~: Target opponent may pay 10 life. If that player doesn't, he or she reveals a card at random from his or her hand. Exchange ownership of the revealed card and ~this~. Put the revealed card into your hand and ~this~ from anywhere into that player's graveyard. [\[Oracle 2002/10/01\]](#)  
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.  
Type 1 tournaments (see Rule D.13) have banned this card since 1994/08/01 since it is only used in games for Ante.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have always banned this card.

#### **Temple Acolyte:**

Info: Color=White Type=Creature - Cleric Cost=1W P2(C)  
Text(P2): 1/3. ; When ~this~ comes into play from your hand, you gain 3 life.  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, you gain 3 life."  
[\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### **Temple Elder:**



Info: Color=White Type=Creature - Cleric Cost=2W P2(U)  
Text(P2): 1/2. ; On your turn, before you attack, you may tap ~this~ to gain 1 life.

When played under non-Portal rules, the text should be read as "{Tap}: You gain 1 life. Play this ability only during your turn before combat."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

### Temple of the False God:

Info: Color=Land Type=Land Cost=None SC(U)

Text(SC): {Tap}: Add {2} to your mana pool. Play this ability only if you control five or more lands.

### Temp of the Damned:

Info: Color=Black Type=Creature - Zombie Cost=2B UG(C)

Text(UG+errata): 3/3. ; As ~this~ comes into play, roll a six-sided die. ~this~ comes into play with a number of funk counters on it equal to the die roll. ; At the beginning of your upkeep, sacrifice ~this~ unless you remove a funk counter from ~this~.

[\[D'Angelo 2000/03/09 - unofficial errata\]](#)

All tournament formats have banned cards from Unglued.

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

### Temporal Adept:

Info: Color=Blue Type=Creature - Wizard Cost=1UU UD(R)/7(R)

Text(UD/7th): 1/1. ; {U}{U}{U},{Tap}: Return target permanent to its owner's hand.

### Temporal Aperture:

Info: Color=Artifact Type=Artifact Cost=2 US(R)

Text(US+errata): {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 mana cost. If the spell has X in its mana cost, X is 0.

[\[Oracle 1999/07/21\]](#)

If your library is shuffled or that card otherwise leaves the top of your library, the effect ends. [\[bethmo 1998/10/12\]](#)

While you do not have to pay the mana cost (see Rule K.18), you do have to pay any other costs described in the text that are paid when playing the card. [\[D'Angelo 1998/10/05\]](#) If the cost in the card text is optional, such as with Buyback, you can optionally pay that cost.

[\[D'Angelo 1999/02/09\]](#)

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.

[\[D'Angelo 1999/02/27\]](#)

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. [\[D'Angelo 1999/04/11\]](#)

### Temporal Distortion:

Info: Color=Blue Type=Enchantment Cost=3UU IN(R)

Text(IN): Whenever a creature or land becomes tapped, put an hourglass counter on it. ; Permanents with an hourglass counter on them don't untap during their controllers' untap steps. ; At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

### Temporal Fissure:

Info: Color=Blue Type=Sorcery Cost=4U SC(C)

Text(SC): Storm. ; Return target permanent to its owner's hand.

**+ Note - Also see Storm, Rule A.35.**

### Temporal Manipulation:

Info: Color=Blue Type=Sorcery Cost=3UU P2(R)

Text(P2): You take an extra turn after this one.

If multiple "extra turn" effects resolve in the same turn, take them in

the reverse of the order that the effects resolved.

[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

All tournament formats have banned this card because it only appears in Portal.

#### **Temporal Spring:**

Info: Color=Multi Type=Sorcery Cost=1GU AP(C)

Text(AP): Put target permanent on top of its owner's library.

#### **Temporary Insanity:**

Info: Color=Red Type=Instant Cost=3R TO(U)

Text(TO): Untap target creature with power less than the number of cards in your graveyard and gain control of it until end of turn. That creature gains haste until end of turn.

Note - Also see Haste, Rule A.22.

#### **Temporary Truce:**

Info: Color=White Type=Sorcery Cost=1W PT(R)

Text(PT): Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. (You choose whether to draw first.)

All tournament formats have banned this card because it only appears in Portal.

#### **Tempting Lcid:**

Info: Color=Green Type=Creature - Lcid Cost=2G SH(U)

Text(SH+errata): 2/2. ; {G},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "All creatures able to block enchanted creature do so." and "{G}: End the effect that created this ability." [\[Oracle 2001/08/24\]](#)

Note - Also see Lcids, Rule E.8.

#### **Tempting Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=1G ON(R)

Text(ON): 5/5. ; When ~this~ comes into play, each opponent may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play.

#### **Tendrils of Agony:**

Info: Color=Black Type=Sorcery Cost=2BB SC(U)

Text(SC): Storm. ; Target player loses 2 life and you gain 2 life.

+ **Note - Also see Storm, Rule A.35.**

#### **Tendrils of Despair:**

Info: Color=Black Type=Sorcery Cost=B WL(C)

Text(WL+errata): As an additional cost to play ~this~, sacrifice a creature. ; Target opponent discards two cards from his or her hand.

[\[Oracle 1999/07/01\]](#)

You cannot sacrifice multiple creatures to get a multiple effect.

[\[D'Angelo 1997/06/12\]](#)

If the player has fewer than 2 cards, they discard whatever they have.

[\[D'Angelo 1997/06/23\]](#)

#### **Tephraform:**

Info: Color=Red Type=Creature - Beast Cost=4R ON(R)

Text(ON): 4/5. ; Whenever a creature deals damage to ~this~, ~this~ deals that much damage to that creature. ; Whenever a spell deals damage to ~this~, ~this~ deals that much damage to that spell's controller.

The second ability triggers even if this card is dealt lethal damage.

[\[Onslaught FAQ 2002/09/24\]](#)

#### **Teremko Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W MI(C)

Text(MI): 2/2, Banding, Flying.

Note - Also see Banding, Rule A.8.

#### **Terminal Moraine:**

Info: Color=Land Type=Land Cost=None PS(U)  
Text(PS): {Tap}: Add one colorless mana to your mana pool. ;  
{2},{Tap},Sacrifice ~this~: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Terminate:**

Info: Color=Multi Type=Instant Cost=BR PS(C)  
Text(PS): Destroy target creature. It can't be regenerated.

#### **Teroh's Faithful:**

Info: Color=White Type=Creature - Cleric Cost=3W TO(C)  
Text(TO): 1/4. ; When ~this~ comes into play, you gain 4 life.

#### **Teroh's Vanguard:**

Info: Color=White Type=Creature - Nomad Cost=3W TO(U)  
Text(TO): 2/3. ; You may play ~this~ any time you could play an instant. ;  
Threshold - When ~this~ comes into play, creatures you control gain protection from black until end of turn. (You have threshold if seven or more cards are in your graveyard.)  
Note - Also see Protection, Rule A.31.  
Note - Also see Threshold, Rule A.36.

#### **Territorial Dispute:**

Info: Color=Red Type=Enchantment Cost=4RR MM(R)  
Text(MM): Players can't play lands. ; At the beginning of your upkeep, sacrifice ~this~ unless you sacrifice a land.  
Does not stop lands from being put into play by a spell or ability. It only stops players from taking the action of playing a land.  
[\[MM FAQ 1999/09/22\]](#)

#### **Terrain Generator:**

Info: Color=Land Type=Land Cost=None NE(U)  
Text(NE): {Tap}: Add one colorless mana to your mana pool. ; {2},{Tap}: Put a basic land card from your hand into play tapped.  
Putting a land into play this way does not count as your one land play for the turn. [\[Nemesis FAQ 2000/02/07\]](#)

#### **Terravore:**

Info: Color=Green Type=Creature - Lhurgoyf Cost=1GG OD(R)  
Text(OD): \*/\*, Trample. ; ~this~'s power and toughness are each equal to the number of land cards in all graveyards.  
Note - Also see Trample, Rule A.37.

#### **Terror:**

Info: Color=Black Type=Instant Cost=1B ABUR456(C)/AT(F1)/BR(F1)/BD(F1)  
Text(6th): Destroy target nonartifact, nonblack creature. It can't be regenerated.  
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 spell is countered.  
[\[D'Angelo 1999/05/01\]](#) See Rule G.39.1 and Rule G.39.4.

#### **Testament of Faith:**

Info: Color=White Type=Enchantment Cost=W OD(U)  
Text(OD): {X}: ~this~ becomes an X/X Wall creature until end of turn. It's still an enchantment. (Walls can't attack.)  
Note - Also see Walls, Rule K.27.  
Note - Also see X Costs, Rule K.28.

#### **Test of Endurance:**

Info: Color=White Type=Enchantment Cost=2WW JU(R)  
Text(JU): At the beginning of your upkeep, if you have 50 or more life, you win the game.  
To win the game, you must have 50 or more life both at the beginning of

upkeep and when it resolves. [\[Judgment FAQ 2002/05/28\]](#)

#### **Tethered Griffin:**

Info: Color=White Type=Creature - Griffin Cost=W UD(R)  
Text(UD): 2/3, Flying. ; When you control no enchantments, sacrifice ~this~.  
Only checks if you control no enchantments at the time it triggers. It does not check again on resolution. So gaining control of an enchantment before then will not save the Griffin. [\[D'Angelo 1999/06/01\]](#)  
The ability will trigger if you don't control an enchantment, even for a brief moment during the resolution of another spell or ability.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)  
Note - Also see state-based triggered abilities, Rule A.4.15 and Rule A.4.16. [\[D'Angelo 1999/08/04\]](#)

#### **Tethered Skirge:**

Info: Color=Black Type=Creature - Imp Cost=2B UL(U)  
Text(UL+errata): 2/2, Flying ; Whenever ~this~ becomes the target of a spell or ability, you lose 1 life. [\[Oracle 1999/05/01\]](#)  
You lose the life before any responses are allowed, so countering the spell won't prevent you from losing the life. [\[Urza's Legacy FAQ 1999/02/03\]](#)

#### **Tetravus:**

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/4(R)  
Text(4th+errata): 1/1, Flying. ; ~this~ comes into play with three +1/+1 counters on it. ; At the beginning of your upkeep, you may remove any number of Tetravites created with ~this~ from the game. For each Tetravite removed this way, put a +1/+1 counter on ~this~. Then you may remove any number of +1/+1 counters from this. For each +1/+1 counter removed this way, put into play a 1/1 Tetravite artifact creature token with flying and with "Tetravite can't be enchanted." [\[Oracle 2001/08/24\]](#)  
Most of the text of this card is one long triggered ability. During resolution of this ability you get to both choose to remove counters and to sacrifice Tetravites. The rest of the text explains what happens based on your choices. [\[Jackson 2001/03/29\]](#)  
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. [\[bethmo 1994/05/01\]](#)  
A token creature gets summoning sickness (see Rule G.37), so it cannot attack on the turn it enters play. [\[D'Angelo 1998/02/03\]](#)  
If the Tetravus is destroyed when the Tetravites are off the card, they are not destroyed, they are just orphaned. [\[bethmo 1994/06/01\]](#)  
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. [\[WotC Rules Team 1998/03/01\]](#)  
Only Tetravites from this specific Tetravus may be sacrificed for the ability. Ones from a different Tetravus can't. [\[D'Angelo 2001/08/31\]](#)  
You can create a Tetravite token from one that was sacrificed this turn and effectively recycle the token. [\[D'Angelo 2001/08/31\]](#)  
A Clone of Tetravus does get the counters since this is done as it comes into play. A Vesuvan Doppelganger only gets tokens if it copies the Tetravus at the time it is played and not as a later doppel effect. [\[WotC Rules Team 1994/07/27\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Token Creatures, Rule K.25.

#### **Tetsuo Umezawa:**

Info: Color=Multi Type=Creature - Legend Cost=RBU LG(R)  
Text(LG+errata): 3/3. ; ~this~ can't be the target of enchant creature spells. ; {U}{B}{B}{R}. {Tap}: Destroy target tapped or blocking creature. [\[Oracle 2001/08/24\]](#)  
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. [\[DeLaney 1997/01/28\]](#)  
This card can be enchanted by moving enchantments onto it. The "can't be targeted" text is different from "can't be enchanted" in that it only applies to enchant creature spells when they are being played.

[\[Delaney 2003/04/11\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

#### **Thalakos Deceiver:**

Info: Color=Blue Type=Creature - Wizard Cost=3U SH(R)

Text(SH+errata): 1/1, Shadow. ; When ~this~ attacks and is not blocked, you may sacrifice it. If you do, gain control of target creature. (You retain control of that creature until it leaves play.) [\[Oracle 2000/10/24\]](#)

Note - Also see Shadow, Rule A.34.

#### **Thalakos Dreamsower:**

Info: Color=Blue Type=Creature - Wizard Cost=2U TE(U)

Text(TE+errata): 1/1, Shadow. ; You may choose not to untap ~this~ during your untap step. ; Whenever ~this~ deals damage to an opponent, tap target creature. That creature doesn't untap during its controller's untap step as long as ~this~ remains tapped. [\[Oracle 1999/05/01\]](#)

Can be used on a creature that is already tapped. [\[D'Angelo 1998/06/05\]](#)

Note - Also see Shadow, Rule A.34.

#### **Thalakos Drifters:**

Info: Color=Blue Type=Creature - Townsfolk Cost=2UU EX(R)

Text(EX+errata): 3/3. ; Discard a card: ~this~ gains shadow until end of turn. [\[Oracle 1999/05/01\]](#)

The reminder text only applies when this card has Shadow.

[\[Barclay 1998/06/10\]](#)

Note - Also see Shadow, Rule A.34.

#### **Thalakos Lowlands:**

Info: Color=Land Type=Land Cost=None TE(U)/BR(F1)

Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {W} or {U} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[D'Angelo 2000/10/24\]](#)

#### **Thalakos Mistfolk:**

Info: Color=Blue Type=Creature - Illusion Cost=2U TE(C)

Text(TE+errata): 2/1, Shadow. ; {U}: Put ~this~ on top of its owner's library. [\[Oracle 1999/05/01\]](#)

Note - Also see Shadow, Rule A.34.

#### **Thalakos Scout:**

Info: Color=Blue Type=Creature - Soldier Cost=2U EX(C)

Text(EX+errata): 2/1, Shadow. ; Discard a card from your hand: Return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

Note - Also see Shadow, Rule A.34.

#### **Thalakos Seer:**

Info: Color=Blue Type=Creature - Wizard Cost=UU TE(C)

Text(TE+errata): 1/1, Shadow. ; When ~this~ leaves play, draw a card.

[\[Oracle 1999/05/01\]](#)

Note - Also see Shadow, Rule A.34.

#### **Thalakos Sentry:**

Info: Color=Blue Type=Creature - Soldier Cost=1U TE(C)

Text(TE): 1/2, Shadow.

Note - Also see Shadow, Rule A.34.

#### **Thallid:**

Info: Color=Green Type=Creature - Fungus Cost=G FE(C4)

Text(FE+errata): 1/1. ; At the beginning of your upkeep, put a spore counter on ~this~. ; Remove three spore counters from ~this~: Put a 1/1 green Saproling creature token into play. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Token Creatures, Rule K.25.

#### **Thallid Devourer:**

Info: Color=Green Type=Creature - Fungus Cost=1GG FE(U3)

Text(FE+errata): 2/2. ; At the beginning of your upkeep, put a spore counter on ~this~. ; Remove three spore counters from ~this~: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: ~this~ gets +1/+2 until end of turn. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Token Creatures, Rule K.25.

#### **Thaumatog:**

Info: Color=Multi Type=Creature - Atog Cost=1GW OD(U)  
Text(OD): 1/2. ; Sacrifice a land: ~this~ gets +1/+1 until end of turn. ;  
Sacrifice an enchantment: ~this~ gets +1/+1 until end of turn.

#### **Thawing Glaciers:**

Info: Color=Land Type=Land Cost=None AL(R2)  
Text(AL+errata): ~this~ comes into play tapped. ; {1},{Tap}: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If it's the end phase, return ~this~ to its owner's hand. Otherwise, return ~this~ to its owner's hand at end of turn.  
[\[Oracle 1999/11/01\]](#)  
The land brought into play does not count toward your one per turn limit because it was put into play by an effect. [\[D'Angelo 1997/03/02\]](#)  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Ice Age and Ice Age/Homelands/Alliances block format tournaments (see Rule D.18.3) have banned this card since 1997/05/01.

#### **Theft of Dreams:**

Info: Color=Blue Type=Sorcery Cost=2U EX(C)/PT(U)/P2(U)  
Text(EX): For each tapped creature target opponent controls, draw a card.

#### **Thelonite Druid:**

Info: Color=Green Type=Creature - Cleric Cost=2G FE(U3)  
Text(FE+errata): 1/1. ; {1}{G},{Tap},Sacrifice a creature: Until end of turn, all forests you control become 2/3 creatures that are still lands.  
[\[Oracle 1999/07/23\]](#)  
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.  
[\[WotC Rules Team 1994/12/15\]](#)  
The land animation ability does not wear off if the land stops being a Forest. It continues until the end of the turn.  
[\[WotC Rules Team 1995/11/10\]](#)  
Can sacrifice the Druid to itself. [\[Duelist Magazine #5, Page 123\]](#)  
Only affects Forests that are in play when the effect resolves.  
[\[Aahz 1995/11/22\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Changing a Permanent's Type, Rule K.5.

#### **Thelonite Monk:**

Info: Color=Green Type=Creature - Cleric Cost=2GG FE(U1)  
Text(FE+errata): 1/2. ; {Tap},Sacrifice a green creature: Target land becomes a forest. (This effect doesn't end at end of turn.)  
[\[Oracle 2001/08/24\]](#)  
Will not add or remove Snow-Covered nature from a land.  
[\[Duelist Magazine #6, Page 132\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Thelon's Chant:**

Info: Color=Green Type=Enchantment Cost=1GG FE(U3)  
Text(FE+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {G}. ; Whenever a player puts a swamp into play, ~this~ deals 3 damage to that player unless he or she puts a -1/-1 counter on a creature he or she controls. [\[Oracle 1999/07/23\]](#)  
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. [\[Aahz 1994/12/25\]](#)  
Damages the player putting the land into play, even if they are not the



controller of the land after it is in play. [\[DeLaney 1999/08/10\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Thelon's Curse:**

Info: Color=Green Type=Enchantment Cost=GG FE(U1)  
Text(FE+errata): Blue creatures do not untap during their controllers' untap steps. ; Blue creatures have "At the beginning of your upkeep, you may pay {U}. If you do, untap this creature." [\[Oracle 2001/08/24\]](#)  
Cannot be used to untap your creatures during your opponent's turn.  
[\[Aahz 1994/12/02\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Thermal Blast:**

Info: Color=Red Type=Instant Cost=4R OD(C)  
Text(OD): ~this~ deals 3 damage to target creature. ; Threshold - ~this~ deals 5 damage to that creature instead. (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

#### **Thermal Glider:**

Info: Color=White Type=Creature - Rebel Cost=2W MM(C)  
Text(MM): 2/1, Flying, Protection from Red.  
Note - Also see Protection, Rule A.31.

#### **Thermokarst:**

Info: Color=Green Type=Sorcery Cost=1GG IA(U)  
Text(IA+errata): Destroy target land. If it's a snow-covered land, you gain 1 life. [\[Oracle 2000/02/01\]](#)

#### **Thicket Basilisk:**

Info: Color=Green Type=Creature - Basilisk Cost=3GG ABUR456(U)  
Text(6th): 2/4. ; Whenever ~this~ blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.  
Creatures can regenerate from the Basilisk's power. [\[D'Angelo 1994/06/01\]](#)  
Protection from Green does not prevent the Basilisk's power because the ability is not a targeted effect. [\[WotC Rules Team 1994/02/07\]](#)  
See Rule G.40.Ruling.1.  
The ability destroys the creature at the end of the combat (see Rule C.6), 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.  
[\[D'Angelo 1995/12/09\]](#)

#### **Thicket Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=3GG IN(R)  
Text(IN): 4/4. ; Kicker {1}{G} (You may pay an additional {1}{G} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, you may reveal cards from the top of your library until you reveal a creature card. If you do, put that card into play and shuffle all other cards revealed this way into your library.  
The "if you do" means "if you choose to reveal cards". You still shuffle if you have no creature card in your library. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.

#### **Thieves' Auction:**

Info: Color=Red Type=Sorcery Cost=4RRR MM(R)  
Text(MM+errata): Set aside all nontoken permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his or her control. Repeat this process until all cards set aside this way have been chosen. (Local enchantments with no permanent to enchant remain removed from the game.)  
[\[Oracle 2000/10/24\]](#)  
In multi-player games, it affects all players and players make choices in turn order. [\[MM FAQ 1999/09/22\]](#)  
If you choose a local enchantment, you can put it on any permanent it can legally enchant. If there is nothing it can legally enchant, it remains

removed from the game... and it can still be chosen by you or another player later in the auction. If there comes a point where only local enchantments with no legal permanent are left, they stay removed from the game permanently. [\[MM FAQ 1999/09/22\]](#)

Triggers from the permanents leaving play and then being put back into play are not put on the stack until the entire effect is done.

[\[D'Angelo 1999/10/16\]](#)

A local enchantment put into play this way does not target the permanent it is placed upon. [\[DeLaney 1999/10/17\]](#)

#### **Thieving Magpie:**

Info: Color=Blue Type=Creature - Bird Cost=2UU UD(U)/7(U)  
Text(7th): 1/3, Flying. ; Whenever ~this~ deals damage to an opponent, you draw a card.

#### **Thing from the Deep:**

Info: Color=Blue Type=Creature - Thing Cost=6UUU PT(R)  
Text(PT): 9/9. ; If ~this~ attacks, destroy one of your islands or destroy ~this~.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ attacks, sacrifice ~this~ unless you sacrifice an island."

[\[D'Angelo 2000/06/05\]](#)

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Thing. [\[D'Angelo 2000/06/05\]](#)

#### **Think Tank:**

Info: Color=Blue Type=Enchantment Cost=2U OD(U)  
Text(OD): At the beginning of your upkeep, look at the top card of your library. You may put that card into your graveyard.

#### **Thirst:**

Info: Color=Blue Type=Enchant Creature Cost=2U MI(C)  
Text(MI+errata): When ~this~ comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {U}.

[\[Oracle 1999/07/01\]](#)

#### **Thopter Squadron:**

Info: Color=Artifact Type=Artifact Creature Cost=5 EX(R)  
Text(EX+errata): 0/0, Flying. ; ~this~ comes into play with three +1/+1 counters on it. ; {1}, Remove a +1/+1 counter from ~this~: Put a 1/1 Thopter artifact creature token with flying into play. Play this ability only any time you could play a sorcery. ; {1}, Sacrifice a Thopter: Put a +1/+1 counter on ~this~. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Thorn Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=5GG UD(R)/ST(R)/7(R)  
Text(7th): 7/7. ; You may have ~this~ deal its combat damage to defending player as though it weren't blocked.

You decide when assigning combat damage. [\[D'Angelo 1999/06/01\]](#)

You assign damage to blockers, or to the player. You cannot split it up.

[\[Urza's Destiny FAQ 1999/05/25\]](#)

You can decide to assign damage to the defending player even if the blocking creature has protection from green or damage preventing effects on it.

[\[D'Angelo 1999/07/28\]](#)

If a creature with banding blocks the Thorn Elemental, the defending player decides whether or not the Thorn Elemental deals damage as normal or to the defending player "as though it weren't blocked". [\[bethmo 1999/09/22\]](#)

#### **Thornscape Apprentice:**

Info: Color=Green Type=Creature - Wizard Cost=G IN(C)  
Text(IN): 1/1. ; {W},{Tap}: Tap target creature. ; {R},{Tap}: Target creature gains first strike until end of turn.

Note - See Icy Manipulator for related rulings.  
Note - Also see First Strike, Rule A.18.

### **Thornscape Battlemage:**

Info: Color=Green Type=Creature - Wizard Cost=2G PS(U)  
Text(PS): 2/2. ; Kicker {R} and/or {W}. ; When ~this~ comes into play, if you paid the {R} kicker cost, ~this~ deals 2 damage to target creature or player. ; When ~this~ comes into play, if you paid the {W} kicker cost, destroy target artifact.  
Note - Also see Kicker, Rule A.24.

### **Thornscape Familiar:**

Info: Color=Green Type=Creature - Insect Cost=1G PS(C)  
Text(PS): 2/1. ; Red spells and white spells you play cost {1} less to play. If a spell is both red and white, you pay {1} less, not {2} less.  
[\[Planeshift FAQ 2001/01/26\]](#)  
If this card is sacrificed to pay part of a spell's cost, the cost reduction still applies. [\[Jordan 2001/02/12\]](#)  
See Helm of Awakening for rulings.

### **Thornscape Master:**

Info: Color=Green Type=Creature - Wizard Cost=2GG IN(R)  
Text(IN): 2/2. ; {R}{R},{Tap}: ~this~ deals 2 damage to target creature. ; {W}{W},{Tap}: Target creature gains protection from the color of your choice until end of turn.  
Note - Also see Protection, Rule A.31.

### **Thorn Thallid:**

Info: Color=Green Type=Creature - Fungus Cost=1GG FE(C4)  
Text(FE+errata): 2/2. ; At the beginning of your upkeep, put a spore counter on ~this~. ; Remove three spore counters from ~this~: ~this~ deals 1 damage to target creature or player. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Thornwind Faeries:**

Info: Color=Blue Type=Creature - Faerie Cost=1UU UL(C)  
Text(UL): 1/1, Flying ; {Tap}: ~this~ deals 1 damage to target creature or player.

### **Thoughtbound Primoc:**

Info: Color=Red Type=Creature - Bird Beast Cost=2R ON(U)  
Text(ON): 2/3, Flying. ; At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of ~this~.

### **Thought Devourer:**

Info: Color=Blue Type=Creature - Beast Cost=2UU OD(R)  
Text(OD): 4/4, Flying. ; Your maximum hand size is reduced by four.

### **Thought Eater:**

Info: Color=Blue Type=Creature - Beast Cost=1U OD(U)  
Text(OD): 2/2, Flying. ; Your maximum hand size is reduced by three.

### **Thoughtlace:**

Info: Color=Blue Type=Instant Cost=U ABUR4(R)  
Text(4th+errata): Target spell or permanent becomes blue. (Mana symbols on that permanent remain unchanged.) [\[Oracle 1999/09/03\]](#)  
See Chaoslace for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - This card was of type Interrupt and is now of type Instant.  
[\[Oracle 1999/09/03\]](#)

### **Thought Lash:**

Info: Color=Blue Type=Enchantment Cost=2UU AL(R2)  
Text(AL+errata): Cumulative Upkeep - Remove the top card of your library from the game. If you don't pay the cumulative upkeep, remove your library from the game. ; Remove the top card of your library from the

game: Prevent the next 1 damage that would be dealt to you this turn.

[\[Oracle 1999/07/23\]](#)

You remove your library in addition to the normal sacrificing of the permanent that you do for cumulative upkeep. [\[D'Angelo 1999/08/01\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

#### Thoughtleech:

Info: Color=Green Type=Enchantment Cost=GG IA(U)/7(U)

Text(7th): Whenever an island an opponent controls becomes tapped, you may gain 1 life.

#### Thought Nibbler:

Info: Color=Blue Type=Creature - Beast Cost=U OD(C)

Text(OD): 1/1, Flying. ; Your maximum hand size is reduced by two.

#### Thran Dynamo:

Info: Color=Artifact Type=Artifact Cost=4 UD(U)

Text(UD): {Tap}: Add three colorless mana to your mana pool.

#### Thran Forge:

Info: Color=Artifact Type=Artifact Cost=3 WL(U)

Text(WL+errata): {2}: Target nonartifact creature becomes an artifact creature and gets +1/+0 until end of turn. [\[Oracle 1999/07/01\]](#)

Both becoming an artifact creature and the +1/+0 expire at end of turn.

[\[D'Angelo 1999/07/10\]](#)

#### Thran Foundry:

Info: Color=Artifact Type=Artifact Cost=1 UD(U)

Text(UD): {1},{Tap},Remove ~this~ from the game: Target player shuffles his or her graveyard into his or her library.

#### Thran Golem:

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 UD(R)

Text(UD+errata): 3/3. ; As long as ~this~ is enchanted, it gets +2/+2 and has flying, first strike, and trample. [\[Oracle 1999/07/21\]](#)

Note - Also see First Strike, Rule A.18.

Note - Also see Trample, Rule A.37.

#### Thran Lens:

Info: Color=Artifact Type=Artifact Cost=2 UL(R)

Text(UL): All permanents are colorless.

Does not prevent a spell or ability from adding color to permanents after this effect is applied. [\[Barclay 1999/02/09\]](#)

Does not make the permanents into artifacts. They are simply without color.

[\[DeLaney 1999/02/10\]](#)

#### Thran Quarry:

Info: Color=Land Type=Land Cost=None US(R)

Text(US+errata): At the end of turn, if you control no creatures, sacrifice ~this~. ; {Tap}: Add one mana of any color to your mana pool.

[\[Oracle 1999/05/01\]](#)

Triggers at the end of every player's turn. [\[D'Angelo 1999/05/01\]](#)

#### Thran Tome:

Info: Color=Artifact Type=Artifact Cost=4 WL(R)

Text(WL+errata): {5},{Tap}: Reveal the top three cards of your library.

An opponent chooses one of those cards. Put that card into your graveyard and draw the rest. [\[Oracle 1999/07/01\]](#)

It does not target the opponent, but you still choose an opponent.

[\[WotC Rules Team 1998/02/01\]](#)

#### Thran Turbine:

Info: Color=Artifact Type=Artifact Cost=1 US(U)

Text(US+errata): At the beginning of your upkeep, you may add up to two colorless mana to your mana pool. You can't spend this mana to play spells. [\[Oracle 1999/09/03\]](#)

The ability is optional. And you can add 0, 1, or 2 mana.

[DeLaney 1998/10/05] You decide how much during resolution.

[D'Angelo 1999/05/01]

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 1998/10/19]

#### Thran War Machine:

Info: Color=Artifact Type=Artifact Creature Cost=4 UL(U)

Text(UL): 4/5. ; Echo ; ~this~ attacks each turn if able.

Note - Also see Echo, Rule A.14.

#### Thran Weaponry:

Info: Color=Artifact Type=Artifact Cost=4 UL(R)

Text(UL+errata): Echo ; You may choose not to untap ~this~ during your untap step. ; {2},{Tap}: All creatures get +2/+2 as long as ~this~ remains tapped. [Oracle 2001/08/24]

Note - Also see Echo, Rule A.14.

#### Thrashing Mudspawn:

Info: Color=Black Type=Creature - Beast Cost=3BB ON(U)

Text(ON): 4/4. ; Whenever ~this~ is dealt damage, you lose that much life. ;

Morph {1}{B}{B}.

Note - Also see Morph, Rule A.29.

#### Thrashing Wumpus:

Info: Color=Black Type=Creature - Beast Cost=3BB MM(R)

Text(MM): 3/3. ; {B}: ~this~ deals 1 damage to each creature and each player.

#### Threaten:

Info: Color=Red Type=Sorcery Cost=2R ON(U)

Text(ON): Untap target creature and gain control of it until end of turn.

That creature gains haste until end of turn.

Note - Also see Haste, Rule A.22.

#### Three Visits:

Info: Color=Green Type=Sorcery Cost=1G P3(C)

Text(P3): Search your library for a forest card and put that forest into play. Shuffle your library afterward.

You do not have to find a forest card if you do not want to. See

Rule Z.6.9. [D'Angelo 2001/07/14]

All tournament formats have banned this card because it only appears in Portal.

#### Three Wishes:

Info: Color=Blue Type=Instant Cost=1UU VI(R)

Text(VI+errata): Remove the top three cards of your library from the game face down. You may look at those cards as long as they remain removed from the game. Until your next upkeep, you may play those cards as though they were in your hand. At the beginning of your next upkeep, put any of those cards not played into your graveyard. [Oracle 2000/02/01]

You can look at the three removed cards at any time. [D'Angelo 1999/07/10]

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.8.4).

[D'Angelo 1999/01/18]

You can only play them before the start of your upkeep. Between the start of your upkeep and putting the extra cards into the graveyard, you cannot play them. [D'Angelo 1999/07/01]

#### Thresher Beast:

Info: Color=Green Type=Creature - Beast Cost=3GG PY(C)

Text(PY): 4/4. ; Whenever ~this~ becomes blocked, defending player sacrifices a land.

#### Thriss, Nantuko Primus:

Info: Color=Green Type=Creature - Insect Druid Legend Cost=5GG JU(R)

Text(JU): 5/5. ; {G},{Tap}: Target creature gets +5/+5 until end of turn.

Note - Also see Legendary Permanents, Rule K.17.

#### Thrive:

Info: Color=Green Type=Sorcery Cost=XG PY(C)  
Text(PY): Put a +1/+1 counter on each of X target creatures.  
It means X different creatures. You can't give more than one +1/+1 counter to a creature with this spell. [\[DeLaney 2000/05/29\]](#)  
Note - Also see X Costs, Rule K.28.

#### Throne of Bone:

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(U)  
Text(6th/7th): Whenever a player plays a black spell, you may pay {1}. If you do, you gain 1 life.

#### Thrull Champion:

Info: Color=Black Type=Creature - Thrull Cost=4B FE(U1)  
Text(FE+errata): 2/2. ; All Thrulls get +1/+1. ; {Tap}: Gain control of target Thrull as long as you control ~this~. [\[Oracle 1999/09/03\]](#)  
Yes, he gives himself the bonus. [\[Aahz 1994/12/02\]](#)  
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.  
[\[Duelist Magazine #4, Page 7\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Thrull Retainer:

Info: Color=Black Type=Enchant Creature Cost=B FE(U3)/5(U)  
Text(5th): Enchanted creature gets +1/+1. ; Sacrifice ~this~: Regenerate enchanted creature.  
When you use the activated ability, this card goes to the graveyard when you announce the ability, but the enchanted creature does not get regenerated until the ability resolves. It has no bonus while the ability is on the stack and this may destroy the creature before the regeneration can take effect. [\[D'Angelo 2003/05/20\]](#)

#### Thrull Surgeon:

Info: Color=Black Type=Creature - Thrull Cost=1B EX(C)  
Text(EX+errata): 1/1 ; {1}{B}, Sacrifice ~this~: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

#### Thrull Wizard:

Info: Color=Black Type=Creature - Thrull Cost=2B FE(U3)  
Text(FE+errata): 1/1. ; {1}{B}: Counter target black spell unless that spell's caster pays an additional {B} or {3}. [\[Oracle 1999/07/23\]](#)  
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. [\[Aahz 1995/01/19\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Thumbscrews:

Info: Color=Artifact Type=Artifact Cost=2 TE(R)  
Text(TE+errata): At the beginning of your upkeep, if you have five or more cards in hand, ~this~ deals 1 damage to target opponent.  
[\[Oracle 1999/05/01\]](#)  
It checks the number of cards in your hand at the beginning of upkeep, and if you have 4 or fewer cards in hand it will not trigger. It checks again when it resolves and will not deal damage unless you still have 5 or more cards in hand. [\[D'Angelo 1999/06/01\]](#)

#### Thunderbolt:

Info: Color=Red Type=Instant Cost=1R WL(C)/BD(F1)  
Text(WL+errata): Choose one - ~this~ deals 3 damage to target player; or ~this~ deals 4 damage to target creature with flying.  
[\[Oracle 1999/07/01\]](#)



The decision to target a flying creature or a player is made on announcement

This decision cannot be changed if the spell is redirected.

[\[bethmo 1997/10/07\]](#) See Rule G.24 on Modal spells.

Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Thunderclap:**

Info: Color=Red Type=Instant Cost=2R MM(C)

Text(MM+errata): You may sacrifice a mountain rather than pay ~this~'s mana cost. ; ~this~ deals 3 damage to target creature. [\[Oracle 2001/06/01\]](#)

#### **Thundercloud Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=5UU SC(U)

Text(SC): 3/4, Flying. ; {3}{U}: Tap all creatures with toughness 2 or less. ; {3}{U}: All other creatures lose flying until end of turn.

#### **Thunder Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=5RR ST(R)

Text(ST): 5/5, Flying. ; When ~this~ comes into play, it deals 3 damage to each creature without flying. (This includes your creatures.)

All tournament formats have banned this card because it only appears in Starter.

#### **Thundering Giant:**

Info: Color=Red Type=Creature - Giant Cost=3RR US(U)/BD(F1)

Text(US+errata): 4/3, Haste. [\[Oracle 1999/05/01\]](#)

Note - Also see Haste, Rule A.22.

#### **Thundering Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=2G PT(R)

Text(PT): 4/4. ; When ~this~ comes into play from your hand, discard a land from your hand or destroy ~this~.

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, if you played it from your hand, sacrifice ~this~ unless you discard a land card from your hand." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Wurm. [\[D'Angelo 2000/06/05\]](#)

#### **Thundermare:**

Info: Color=Red Type=Creature - Thundermare Cost=5R WL(R)/PT(R)

Text(WL+errata): 5/5, Haste. ; When ~this~ comes into play, tap all other creatures. [\[Oracle 1999/07/01\]](#)

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

Note - Also see Haste, Rule A.22.

Note - The Portal version had no creature type.

#### **Thunder of Hooves:**

Info: Color=Red Type=Sorcery Cost=3R ON(U)

Text(ON): ~this~ deals X damage to each creature without flying and each player, where X is the number of Beasts in play.

#### **Thunderscape Apprentice:**

Info: Color=Red Type=Creature - Wizard Cost=R IN(C)

Text(IN): 1/1. ; {B},{Tap}: Target player loses 1 life. ; {G},{Tap}: Target creature gets +1/+1 until end of turn.

#### **Thunderscape Battlemage:**

Info: Color=Red Type=Creature - Wizard Cost=2R PS(U)

Text(PS): 2/2. ; Kicker {1}{B} and/or {G}. ; When ~this~ comes into play, if you paid the {1}{B} kicker cost, target player discards two cards from his or her hand. ; When ~this~ comes into play, if you paid the {G} kicker cost, destroy target enchantment.

Note - Also see Kicker, Rule A.24.

#### **Thunderscape Familiar:**

Info: Color=Red Type=Creature - Kavv Cost=1R PS(C)

Text(PS): 1/1, First Strike. ; Black spells and green spells you play cost {1} less to play.

If a spell is both black and green, you pay {1} less, not {2} less.

[\[Planeshift FAQ 2001/01/26\]](#)

If this card is sacrificed to pay part of a spell's cost, the cost reduction still applies. [\[Jordan 2001/02/12\]](#)

See Helm of Awakening for rulings.

Note - Also see First Strike, Rule A.18.

### Thunderscape Master:

Info: Color=Red Type=Creature - Wizard Cost=2RR IN(R)

Text(IN): 2/2. ; {B}{B},{Tap}: Target player loses 2 life and you gain 2 life. ; {G}{G},{Tap}: Creatures you control get +2/+2 until end of turn.

### Thunder Spirit:

Info: Color=White Type=Creature - Spirit Cost=1WW LG(R)

Text(LG): 2/2, First Strike, Flying.

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

Note - Also see First Strike, Rule A.18.

### Thunder Wall:

Info: Color=Blue Type=Creature - Wall Cost=1UU IA(U)

Text(IA+errata): 0/2, Flying. (Walls can't attack.) ; {U}: ~this~ gets +1/+1 until end of turn. [\[Oracle 2000/02/01\]](#)

Note - Also see Walls, Rule K.27.

### Thwart:

Info: Color=Blue Type=Instant Cost=2UU MM(U)

Text(MM+errata): You may return three islands you control to their owner's hand rather than pay ~this~'s mana cost. ; Counter target spell.

[\[Oracle 2001/06/01\]](#)

### Ticking Gnomes:

Info: Color=Artifact Type=Artifact Creature - Gnome Cost=3 UL(U)

Text(UL): 3/3. ; Echo ; Sacrifice ~this~: ~this~ deals 1 damage to target creature or player.

Note - Also see Echo, Rule A.14.

Note - Before errata this card did not have a creature type.

[\[Oracle 1999/07/21\]](#)

### Tidal Bore:

Info: Color=Blue Type=Instant Cost=1U MM(C)

Text(MM+errata): You may return an island you control to its owner's hand rather than pay ~this~'s mana cost. ; Tap or untap target creature.

[\[Oracle 2001/06/01\]](#)

### Tidal Control:

Info: Color=Blue Type=Enchantment Cost=1UU AL(R2)

Text(AL+errata): Cumulative Upkeep - {2}. ; {2}: Counter target red or green spell. Any player may play this ability. ; Pay 2 life: Counter target red or green spell. Any player may play this ability. [\[Oracle 1999/07/23\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

### Tidal Courier:

Info: Color=Blue Type=Creature - Merfolk Cost=3U AP(U)

Text(AP): 1/2. ; When ~this~ comes into play, reveal the top four cards of your library. Put all Merfolk cards revealed this way into your hand and the rest on the bottom of your library. ; {3}{U}: ~this~ gains flying until end of turn.

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

### Tidal Flats:

Info: Color=Blue Type=Enchantment Cost=U FE(C3)

Text(FE+errata): {U}{U}: For each attacking creature without flying, its controller may pay {1}. If he or she doesn't, creatures you control blocking that creature gain first strike until end of turn.

[\[Oracle 2001/08/24\]](#)

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 1995/02/06]

The payment is made when the Tidal Flats effect resolves.

[D'Angelo 1995/06/27]

First Strike is assigned to your creatures currently blocking non-Flyers when this effect resolves. [WotC Rules Team 1995/09/22]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see First Strike, Rule A.18.

#### **Tidal Influence:**

Info: Color=Blue Type=Enchantment Cost=2U FE(U3)

Text(FE+errata): Play ~this~ only if no permanents named Tidal Influence are in play. ; ~this~ comes into play with a tide counter on it. ; At the beginning of your upkeep, put a tide counter on ~this~. ; As long as there is exactly one tide counter on ~this~, all blue creatures get -2/-0. ; As long as there are exactly three tide counters on ~this~, all blue creatures get +2/+0. ; Whenever there are four tide counters on ~this~, remove all tide counters from it. [Oracle 2002/03/01]

As soon as the number of counters on this card changes, so does the power of blue creatures. [Aahz 1994/12/02]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Tidal Kraken:**

Info: Color=Blue Type=Creature - Monster Cost=5UUU MM(R)

Text(MM): 6/6. ; ~this~ is unblockable.

#### **Tidal Surge:**

Info: Color=Blue Type=Sorcery Cost=1U SH(C)/PT(C)/P2(C)/6(C)

Text(SH/6th): Tap up to three target creatures without flying.

#### **Tidal Visionary:**

Info: Color=Blue Type=Creature - Wizard Cost=U IN(C)

Text(IN): 1/1. ; {Tap}: Target creature becomes the color of your choice until end of turn.

#### **Tidal Warrior:**

Info: Color=Blue Type=Creature - Merfolk Cost=U SH(C)

Text(SH+errata): 1/1. ; {Tap}: Target land becomes an island until end of turn. [Oracle 1999/05/01]

#### **Tidal Wave:**

Info: Color=Blue Type=Instant Cost=2U MI(U)

Text(MI+errata): Put a 5/5 blue Wave Wall creature token into play.

Sacrifice it at end of turn. (Walls can't attack.) [Oracle 2000/10/24]

Note - Also see Token Creatures, Rule K.25.

Note - Also see Walls, Rule K.27.

#### **Tidings:**

Info: Color=Blue Type=Sorcery Cost=3UU ST(U)

Text(ST): Draw four cards.

All tournament formats have banned this card because it only appears in Starter.

#### **Tiger Claws:**

Info: Color=Green Type=Enchant Creature Cost=2G MM(C)

Text(MM): You may play ~this~ any time you could play an instant. ;

Enchanted creature gets +1/+1 and has trample.

Note - Also see Trample, Rule A.37.

#### **Tigereye Cameo:**

Info: Color=Artifact Type=Artifact Cost=3 IN(U)

Text(IN): {Tap}: Add {G} or {W} to your mana pool.

#### **Timberland Ruins:**

Info: Color=Land Type=Land Cost=None OD(C)

Text(OD): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool. ; {Tap},Sacrifice ~this~: Add one mana of any color to your mana pool.

#### **Timberline Ridge:**

Info: Color=Land Type=Land Cost=None IA(R)  
Text(IA+errata): {Tap}: Add {R} or {G} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[Oracle 2000/02/01\]](#)

#### **Timberwatch Elf:**

Info: Color=Green Type=Creature - Elf Cost=2G LE(C)  
Text(LE): 1/2. ; {Tap}: Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

#### **Timber Wolves:**

Info: Color=Green Type=Creature - Wolf Cost=G ABUR4(R)  
Text(4th): 1/1, Banding.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Banding, Rule A.8.

#### **Time and Tide:**

Info: Color=Blue Type=Instant Cost=UU VI(U)  
Text(VI+errata): Simultaneously, all creature cards that are phased out phase in and all creatures with phasing phase out. [\[Oracle 1999/07/01\]](#)  
All creatures that phase in enter play without summoning sickness.  
[\[Duelist Magazine #17, Page 30\]](#)  
Note - Also see Phasing Out and In, Rule G.27.

#### **Time Bomb:**

Info: Color=Artifact Type=Artifact Cost=4 IA(R)/5(R)  
Text(5th+errata): At the beginning of your upkeep, put a time counter on ~this~. ; {1},{Tap},Sacrifice ~this~: ~this~ deals damage to each creature and each player equal to the number of time counters on ~this~.  
[\[Oracle 2000/02/01\]](#)

#### **Time Ebb:**

Info: Color=Blue Type=Sorcery Cost=2U TE(C)/PT(C)/P2(C)/ST(C)/S2(F1)  
Text(TE+errata): Put target creature on top of its owner's library.  
[\[Oracle 1999/05/01\]](#)

#### **Time Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=2U LG(R)/45(R)  
Text(5th+errata): 0/2. ; When ~this~ attacks or blocks, at end of combat, sacrifice it and it deals 5 damage to you. ; {2}{U}{U},{Tap}: Return target nonenchanted permanent to its owner's hand. [\[Oracle 2000/02/01\]](#)  
You both sacrifice it and deal the 5 damage at end of combat.  
[\[D'Angelo 2000/03/03\]](#)  
You still take the 5 damage at end of combat even if it is no longer in play at that time. [\[D'Angelo 2000/03/03\]](#)  
A "nonenchanted permanent" is a permanent with no local enchantments on it.  
[\[D'Angelo 2000/03/03\]](#)

#### **Time Spiral:**

Info: Color=Blue Type=Sorcery Cost=4UU US(R)  
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. [\[DeLaney 1998/10/05\]](#)  
Does not target the lands. [\[DeLaney 1998/10/05\]](#)  
Can be used on already untapped lands (with no effect). [\[DeLaney 1998/10/05\]](#)  
Can be used on another player's lands. [\[DeLaney 1998/10/05\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/04/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/04/01.  
Extended tournaments (see Rule D.15) have banned this card since 1999/07/01.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/04/01.

Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 1999/04/01.

#### **Time Stretch:**

Info: Color=Blue Type=Sorcery Cost=8UU OD(R)

Text(OD): Target player takes two extra turns after this one.

If multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.

[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

#### **Timetwister:**

Info: Color=Blue Type=Sorcery Cost=2U ABU(R)

Text(ABU+errata): Each player shuffles his or her hand and graveyard into his or her library and then draws seven cards. (Then put ~this~ into its owner's graveyard.) [\[Oracle 2001/08/24\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) 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(R)

Text(ABU+errata): ~this~ comes into play tapped. ; ~this~ doesn't untap during your untap step. ; Skip your next turn: Untap ~this~ and put a time counter on it. ; {Tap}, Remove all time counters from ~this~: Take an extra turn after this one. Play this ability only if there's a time counter on ~this~. [\[Oracle 2001/08/24\]](#)

Before the errata, there were a lot of tricks to getting infinite turns.

The errata stops all of them. [\[D'Angelo 1998/02/03\]](#)

You can play the untap ability any time you can play an instant. It causes you to skip your next turn. [\[D'Angelo 2001/08/31\]](#)

If you untap this Vault more than once or untap multiple Vaults, then you will end up skipping multiple turns. In other words, the skipping is saved up until you skip that many turns. [\[D'Angelo 2001/08/31\]](#)

If you try to use the Vault before you skip a turn, then you will end up skipping the newly created turn. [\[D'Angelo 2001/08/31\]](#)

If multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.

[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

Type 1 tournaments (see Rule D.13) banned this card from 1994/03/23 to 1996/04/01. It was made legal again when errata was issued. It was previously on the restricted list from 1994/01/25 to 1994/03/22.

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

Note - Also see Skipping a Phase, Rule G.36.

Note - It is of type "Artifact" and not "Mono Artifact".

[\[Encyclopedia, Page 208\]](#)

#### **Time Walk:**

Info: Color=Blue Type=Sorcery Cost=1U ABU(R)

Text(ABU): Take an extra turn after this one.

If multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.

[\[CompRules 2002/02/20 - 300.6\]](#) See Rule P.2.3.

Type 1 tournaments (see Rule D.13) have restricted this card since 1994/01/25.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) 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(R)/ST(R)

Text(TE): Target player takes an extra turn after this one.

If multiple "extra turn" effects resolve in the same turn, take them in the reverse of the order that the effects resolved.

### Timid Drake:

Info: Color=Blue Type=Creature - Drake Cost=2U WL(U)/MM(U)  
Text(MM): 3/3, Flying. ; Whenever another creature comes into play, return ~this~ to its owner's hand.

Since the unsummoning of this card is a triggered ability on another creature coming into play, it is placed on the stack with in the standard triggered ability order. This means that if your opponent does something like cast Nekrataal, the active player's (their) triggered abilities are placed on the stack before yours and the Drake is a valid target for the Nekrataal triggered ability. But since your ability is placed on the stack last, the Drake will go to your hand instead of being destroyed.

[D'Angelo 1999/07/01]

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

### Timmerian Fiends:

Info: Color=Black Type=Creature - Fiend Cost=1BB HL(U1)  
Text(HL+errata): 1/1. ; Remove ~this~ from your deck before playing if you're not playing for ante. ; {B}{B}{B}, Sacrifice ~this~: The owner of target artifact may ante the top card of his or her library. If that player doesn't, exchange ownership of that artifact and ~this~. Put the artifact card into your graveyard and ~this~ from anywhere into that player's graveyard. This change in ownership is permanent.

[Oracle 2002/10/01]

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.

[D'Angelo 1998/11/16]

Type 1 tournaments (see Rule D.13) have always banned this card since it is only used in games for Ante.

Type 1.5 tournaments (see Rule D.14) have always banned this card.

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

Standard (Type 2) 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=Creature - Legend Cost=2GG UG(R)  
Text(UG): 1/1. ; {4}: Put a creature from your hand into play.

This is not considered to be casting the creature. [Barclay 1998/08/13]

Timmy is allowed to put the BFM into play, even though the BFM's text specifically forbids it. This is an exceptional exception.

[Barclay 1998/08/13]

All tournament formats have banned cards from Unglued.

Note - Also see Legendary Permanents, Rule K.17.

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

### Tinder Farm:

Info: Color=Land Type=Land Cost=None IN(C)  
Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool. ; {Tap}, Sacrifice ~this~: Add {R}{W} to your mana pool.

### Tinder Wall:

Info: Color=Green Type=Creature - Wall Cost=G IA(C)  
Text(IA+errata): 0/3. (Walls can't attack.) ; Sacrifice ~this~: Add {R}{R} to your mana pool. ; {R}, Sacrifice ~this~: ~this~ deals 2 damage to target creature it's blocking. [Oracle 2000/02/01]

Note - Also see Walls, Rule K.27.

### Tinker:

Info: Color=Blue Type=Sorcery Cost=2U UL(U)  
Text(UL+errata): As an additional cost to play ~this~, sacrifice an artifact. ; Search your library for an artifact card and put that card into play. Then shuffle your library. [Oracle 1999/05/01]

Sacrificing an artifact is part of the play cost (see Rule K.20) of this spell. [Barclay 1999/02/09]

You are not forced to play an artifact if you don't want to. You can



look in your library and not choose any card. See Rule Z.6.9.

[\[D'Angelo 2000/12/07\]](#)

You do not have to find an artifact card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

#### **Tin-Wing Chimera:**

Info: Color=Artifact Type=Artifact Creature - Chimera Cost=4 VI(U)

Text(VI+errata): 2/2, Flying. ; Sacrifice ~this~: Put a +2/+2 counter on target Chimera and that Chimera gains flying. (This effect doesn't end at end of turn.) [\[Oracle 2000/10/24\]](#)

#### **Tireless Tribe:**

Info: Color=White Type=Creature - Nomad Cost=W OD(C)

Text(OD): 1/1. ; Discard a card from your hand: ~this~ gets +0/+4 until end of turn.

#### **Titania's Boon:**

Info: Color=Green Type=Sorcery Cost=3G US(U)

Text(US): Put a +1/+1 counter on each creature you control.

#### **Titania's Chosen:**

Info: Color=Green Type=Creature - Elf Cost=2G US(U)

Text(US+errata): 1/1. ; Whenever a player plays a green spell, put a +1/+1 counter on ~this~. [\[Oracle 1999/05/01\]](#)

It gets a counter when the spell is announced. This is before any responses can be announced. It is long before the announced spell resolves.

[\[DeLaney 1998/10/05\]](#)

#### **Titania's Song:**

Info: Color=Green Type=Enchantment Cost=3G AQ(U3)/R45(R)

Text(5th+errata): Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If ~this~ leaves play, this effect continues until end of turn. [\[Oracle 1999/09/03\]](#)

"Counts as..." text is not an ability and is not lost (see Rule G.9.2).

[\[D'Angelo 1998/06/25\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Titanic Bulvox:**

Info: Color=Green Type=Creature - Beast Cost=6GG SC(C)

Text(SC): 7/4, Trample. ; Morph {4}{G}{G}{G}.

+ **Note - Also see Morph, Rule A.29.**

+ **Note - Also see Trample, Rule A.37.**

#### **Tithe:**

Info: Color=White Type=Instant Cost=W VI(R)

Text(VI+errata): Search your library for a plains card. If you control fewer lands than an opponent, you may search your library for an additional plains card. Reveal those cards and put them into your hand.

Then shuffle your library. [\[Oracle 1999/07/01\]](#)

Counts lands on resolution, not on announcement.

[\[Duelist Magazine #17, Page 30\]](#)

You do not have to find a plains card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Can be used to get a non-basic land that "counts as" a plains.

[\[D'Angelo 1998/04/08\]](#)

#### **Tivadar's Crusade:**

Info: Color=White Type=Sorcery Cost=1WW DK(U2)

Text(DK+errata): Destroy all Goblins. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Artist's name, Dennis Detwiller, is spelled incorrectly.

#### **Tobias Andrion:**

Info: Color=Multi Type=Creature - Legend Cost=3UW LG(U1)/CH(C1)  
Text(LG/CH): 4/4.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.

#### **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 and all "bands with other" abilities until end of turn.  
Play this ability only during upkeep. [\[Oracle 2002/10/01\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Tolarian Academy:**

Info: Color=Land Type=Legendary Land Cost=None US(R)  
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 cannot tap the new one for mana before it gets buried as a duplicate Legend.  
[\[D'Angelo 1999/05/01\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1999/01/01.  
Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/01/01.  
Extended tournaments (see Rule D.15) have banned this card since 1999/01/01.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/01/01.  
Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 1999/07/01.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Tolarian Drake:**

Info: Color=Blue Type=Creature - Drake Cost=2U WL(C)  
Text(WL): 2/4, Flying, Phasing.  
Note - Also see Phasing, Rule A.30.

#### **Tolarian Emissary:**

Info: Color=Blue Type=Creature - Wizard Cost=2U IN(U)  
Text(IN): 1/2, Flying. ; Kicker {1}{W} (You may pay an additional {1}{W} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, destroy target enchantment.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.

#### **Tolarian Entrancer:**

Info: Color=Blue Type=Creature - Wizard Cost=1U WL(R)  
Text(WL+errata): 1/1. ; Whenever ~this~ becomes blocked by a creature, gain control of that creature at end of combat. [\[Oracle 1999/07/01\]](#)

#### **Tolarian Serpent:**

Info: Color=Blue Type=Creature - Serpent Cost=5UU WL(R)  
Text(WL+errata): 7/7. ; At the beginning of your upkeep, put the top seven cards of your library into your graveyard. [\[Oracle 1999/07/01\]](#)  
If less than seven cards in the library, move all that are there.  
[\[DeLaney 1997/06/12\]](#)

#### **Tolarian Winds:**

Info: Color=Blue Type=Instant Cost=1U US(C)/BD(F1)/7(C)  
Text(US/7th): 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. [\[Urza's FAQ 1998/10/05\]](#)

#### **Tombfire:**

Info: Color=Black Type=Sorcery Cost=B OD(R)  
Text(OD): Target player removes all cards with flashback in his or her graveyard from the game.

#### **Tombstone Stairwell:**

Info: Color=Black Type=Enchant World Cost=2BB MI(R)

Text(MI+errata): Cumulative Upkeep {1}{B}. ; At the beginning of each upkeep, if ~this~ is in play, each player puts into play a 2/2 black Tombspawn Zombie creature token with haste for each creature card in his or her graveyard. ; At end of turn or when ~this~ leaves play, destroy all Tombspawn Zombie tokens put into play with it. They can't be regenerated.

[Oracle 2001/06/01]

You control the triggered ability, but each player controls the token creature they put into play due to the ability's effect.

[D'Angelo 1999/07/10]

All the tokens are put into play simultaneously. [D'Angelo 1998/11/16]

All tokens are owned by the controller of this card, and when the tokens go to the graveyard, they go to that player's graveyard.

[D'Angelo 1997/11/14]

Both the cumulative upkeep and the triggered ability trigger at the beginning of upkeep, so you can choose what order they resolve.

[D'Angelo 1999/07/10]

The haste ability is an initial ability of the tokens. This ability can be removed by Humility. [D'Angelo 1999/07/10]

Does not put the Zombies into play if this card is not still in play when its ability resolves. [D'Angelo 2001/06/01] (This puts the ruling back to the way it was before 2001/03/07 errata changed it.)

If something changes the names of the tokens, then the "at end of turn" ability will not destroy them. [D'Angelo 2003/01/19]

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Enchant World, Rule K.12.10.

Note - Also see Haste, Rule A.22.

Note - Also see Token Creatures, Rule K.25.

#### **Tonic Peddler:**

Info: Color=White Type=Creature - Spellshaper Cost=1W MM(U)

Text(MM): 1/1. ; {W},{Tap},Discard a card from your hand: Target player gains 3 life.

#### **Tooth and Claw:**

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

Text(TE+errata): Sacrifice two creatures: Put a 3/1 red Carnivore creature token into play. [Oracle 1999/05/01]

Note - Also see Token Creatures, Rule K.25.

#### **Tooth of Ramos:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)

Text(MM): {Tap}: Add one white mana to your mana pool. ; Sacrifice ~this~: Add one white mana to your mana pool.

You can play the sacrifice ability while this card is tapped.

[MM FAQ 1999/09/22]

#### **Topple:**

Info: Color=White Type=Sorcery Cost=2W NE(C)

Text(NE+errata): Remove target creature with the greatest power from the game. If two or more creatures are tied for greatest power, you may target any one of them. [Oracle 2000/10/24]

It can only target a creature with the greatest power. This means you pick such a creature on announcement, and if that creature is not still the one with greatest power on resolution, then this spell is countered since its target is illegal. [Nemesis FAQ 2000/02/07]

If the creature with the greatest power (or all the creatures if there are more than one) are untargetable, you can't cast this spell.

[DeLaney 2000/02/21]

#### **Torch Song:**

Info: Color=Red Type=Enchantment Cost=2R US(U)

Text(US+errata): At the beginning of 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~. [Oracle 1999/05/01]

Adding a counter is optional. If you forget to add one during your upkeep, you cannot back up and add one later. [Urza's Saga Rule Page]

**Tor Giant:**

Info: Color=Red Type=Creature - Giant Cost=3R IA(C)  
 Text(IA): 3/3.

**Tornado:**

Info: Color=Green Type=Enchantment Cost=4G AL(R2)  
 Text(AL+errata): Cumulative Upkeep - {G}. ; {2}{G}, Pay 3 life for each velocity counter on ~this~: Destroy target permanent and put a velocity counter on ~this~. Play this ability only once each turn.

[[Oracle 1999/07/23](#)]

Note - Also see Cumulative Upkeep, Rule A.11.

**Torment:**

Info: Color=Black Type=Enchant Creature Cost=1B SH(C)  
 Text(SH): Enchanted creature gets -3/-0.

**Tormented Angel:**

Info: Color=White Type=Creature - Angel Cost=3W UD(C)  
 Text(UD): 1/5, Flying.

**Tormod's Crypt:**

Info: Color=Artifact Type=Artifact Cost=0 DK(U2)/CH(C2)  
 Text(DK/CH+errata): {Tap}, Sacrifice ~this~: Remove target player's graveyard from the game. [[Oracle 2001/08/24](#)]

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Torrent of Fire:**

Info: Color=Red Type=Sorcery Cost=3RR SC(C)  
 Text(SC): ~this~ deals damage equal to the highest converted mana cost among permanents you control to target creature or player.

**+ Note - Also see *Converted Mana Cost*, Rule K.8.**

**Torrent of Lava:**

Info: Color=Red Type=Sorcery Cost=XRR MI(R)  
 Text(MI+errata): Each player may tap any number of untapped creatures he or she controls. ~this~ deals X damage to each creature without flying not tapped this way. ~this~ deals X-1 damage to each creature without flying tapped this way. [[Oracle 1999/11/01](#)]

Yes, the tap ability does not wear off at end of turn, but this does not really affect anything. [[D'Angelo 1997/02/12](#)]

If X is zero, it deals zero damage (not -1 damage) to non-flying creatures it taps. [[DeLaney 1999/11/17](#)]

Note - Also see X Costs, Rule K.28.

**Torsten Von Ursus:**

Info: Color=Multi Type=Creature - 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.17.

**Torture:**

Info: Color=Black Type=Enchant Creature Cost=B HL(C4)/5(C)  
 Text(5th): {1}{B}: Put a -1/-1 counter on enchanted creature.

**Torture Chamber:**

Info: Color=Artifact Type=Artifact Cost=3 TE(R)  
 Text(TE+errata): At the beginning of your upkeep, put a pain counter on ~this~. ; At the end of your turn, ~this~ deals damage to you equal to the number of pain counters on it. ; {1},{Tap}, Remove all pain counters from ~this~: ~this~ deals to target creature damage equal to the number of pain counters removed this way. [[Oracle 1999/05/01](#)]

**Tortured Existence:**

Info: Color=Black Type=Enchantment Cost=B SH(C)  
 Text(SH+errata): {B}, Discard a creature card from your hand: Return target creature card from your graveyard to your hand. [[Oracle 1999/05/01](#)]

You cannot return the same card you are discarding. This is because you pick the target before paying the costs. [\[D'Angelo 1999/06/01\]](#) See Rule T.4.2.

#### **Tor Wauki:**

Info: Color=Multi Type=Creature - 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. [\[Aahz 1994/06/17\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

#### **Total War:**

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

Text(IA+errata): Whenever a player attacks with one or more creatures, destroy all untapped non-Wall creatures that player controls that didn't attack, except for creatures the player hasn't controlled continuously since the beginning of the turn. [\[Oracle 2000/10/24\]](#)

Destroys creatures as a triggered ability on the declaration of attackers. [\[D'Angelo 2000/03/09\]](#)

#### **Totem Speaker:**

Info: Color=Green Type=Creature - Elf Druid Cost=4G LE(U)

Text(LE): 3/3. ; Whenever a Beast comes into play, you may gain 3 life.

#### **Touch of Brilliance:**

Info: Color=Blue Type=Sorcery Cost=3U PT(C)/P2(C)/ST(C)

Text(PT/P2/ST): Draw two cards.

All tournament formats have banned this card because it only appears in Portal and Starter.

#### **Touch of Darkness:**

Info: Color=Black Type=Instant Cost=B LG(U1)

Text(LG+errata): Any number of target creatures become black until end of turn. [\[Oracle 1999/09/03\]](#)

You can choose to target zero creatures. [\[Oracle 1998/07/01\]](#)

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

#### **Touch of Death:**

Info: Color=Black Type=Sorcery Cost=2B IA(C)/5(C)

Text(5th+errata): ~this~ deals 1 damage to target player. You gain 1 life. ; Draw a card at the beginning of the next turn's upkeep.

[\[Oracle 2000/02/01\]](#)

Note - Also see Cantrips, Rule E.2.

#### **Touch of Invisibility:**

Info: Color=Blue Type=Sorcery Cost=3U OD(C)

Text(OD): Target creature is unblockable this turn. ; Draw a card.

#### **Touch of Vitae:**

Info: Color=Green Type=Instant Cost=2G IA(U)

Text(IA+errata): Target creature gains haste and "{0}: Untap this creature. Play this ability only once." until end of turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)

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 - Also see Haste, Rule A.22.

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(U)

Text(WL+errata): {Tap}: Tap target artifact you don't control.

[\[Oracle 1999/07/01\]](#)

**Tourach's Chant:**

Info: Color=Black Type=Enchantment Cost=1BB FE(U3)

Text(FE+errata): At the beginning of your upkeep, sacrifice ~this~ unless you pay {B}. ; Whenever a player puts a forest into play, ~this~ deals 3 damage to that player unless he or she puts a -1/-1 counter on a creature he or she controls. [\[Oracle 1999/09/03\]](#)

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. [\[Aahz 1994/12/25\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Tourach's Gate:**

Info: Color=Black Type=Enchant Land Cost=1BB FE(U1)

Text(FE+errata): ~this~ can enchant only a land you control. ; Sacrifice a Thrull: Put three time counters on ~this~. ; At the beginning of your upkeep, remove a time counter from ~this~. If there are no time counters on ~this~, sacrifice it. ; Enchanted land has "{Tap}: Attacking creatures you control get +2/-1 until end of turn." [\[Oracle 1999/07/23\]](#)

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. [\[D'Angelo 1996/12/23\]](#)

The sacrifice effect only applies during upkeep, so you can play it and fill it with counters prior to your next upkeep. [\[Aahz 1996/11/08\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Tower Drake:**

Info: Color=Blue Type=Creature - Drake Cost=2U IN(C)

Text(IN): 2/1, Flying. ; {W}: ~this~ gets +0/+1 until end of turn.

**Towering Baloth:**

Info: Color=Green Type=Creature - Beast Cost=6GG ON(U)

Text(ON): 7/6. ; Morph {6}{G}.

Note - Also see Morph, Rule A.29.

**Tower of Coireall:**

Info: Color=Artifact Type=Artifact Cost=2 DK(U2)

Text(DK+errata): {Tap}: Target creature can't be blocked by Walls this turn.

[\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Tower of the Magistrate:**

Info: Color=Land Type=Land Cost=None MM(R)

Text(MM): {Tap}: Add one colorless mana to your mana pool. ;

{1},{Tap}: Target creature gains protection from artifacts until end of turn.

Note - Also see Protection, Rule A.31.

**Town Sentry:**

Info: Color=White Type=Creature - Soldier Cost=2W P2(C)

Text(P2): 2/2. ; If ~this~ blocks, it gets +0/+2 until the end of the turn.

When played under non-Portal rules, the text should be read as

"Whenever ~this~ blocks, it gets +0/+2 until end of turn."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Toxin Sliver:**

Info: Color=Black Type=Creature - Sliver Cost=3B LE(R)

Text(LE): 3/3. ; Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.

**Toxic Stench:**

Info: Color=Black Type=Instant Cost=1B JU(C)

Text(JU): Target nonblack creature gets -1/-1 until end of turn. ;

Threshold - Instead destroy that creature. It can't be regenerated. (You have threshold if seven or more cards are in your graveyard.)

Note - Also see Threshold, Rule A.36.



**Toymaker:**

Info: Color=Artifact Type=Artifact Creature - Spellshaper Cost=2 MM(U)  
Text(MM): 1/1. ; {1},{Tap},Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)  
Note - Also see Converted Mana Cost, Rule K.8.

**Tracker:**

Info: Color=Green Type=Creature - 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~. [\[Oracle 1999/07/23\]](#)  
Giving him First Strike does not affect his ability. [\[bethmo 1994/08/29\]](#)  
The amount of damage done in both directions is determined when the ability resolves. You check the power of each creature on resolution.  
[\[DeLaney 1998/10/20\]](#)  
If Tracker leaves play before his effect resolves, the target creature is still damaged using the power it had right before it left play.  
[\[DeLaney 1998/10/20\]](#)  
If the target creature leaves play before the effect resolves, then the ability is countered. [\[D'Angelo 1999/08/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Trade Caravan:**

Info: Color=White Type=Creature - Caravan Cost=W HL(C4)  
Text(HL+errata): 1/1. ; At the beginning of your upkeep, put a currency counter on ~this~. ; Remove two currency counters from ~this~: Untap target basic land. Play this ability only during an opponent's upkeep.  
[\[Oracle 1999/07/23\]](#)

**Trade Routes:**

Info: Color=Blue Type=Enchantment Cost=1U MM(R)  
Text(MM): {1}: Return target land you control to its owner's hand. ; {1},Discard a land card from your hand: Draw a card.

**Trade Secrets:**

Info: Color=Blue Type=Sorcery Cost=1UU ON(R)  
Text(ON): Target opponent draws two cards, then you draw up to four cards.  
That opponent may repeat this process as many times as he or she chooses.

**Tradewind Rider:**

Info: Color=Blue Type=Creature - Spirit Cost=3U TE(R)  
Text(TE+errata): 1/4, Flying. ; {Tap},Tap two untapped creatures you control: Return target permanent to its owner's hand. [\[Oracle 1999/05/01\]](#)  
It can tap creatures that have summoning sickness. [\[D'Angelo 1997/12/29\]](#)

**Tragic Poet:**

Info: Color=White Type=Creature - Townsfolk Cost=W UL(C)  
Text(UL): 1/1 ; {Tap},Sacrifice ~this~: Return target enchantment card from your graveyard to your hand.

**Trailblazer:**

Info: Color=Green Type=Instant Cost=2GG IA(R)  
Text(IA+errata): Target creature is unblockable this turn.  
[\[Oracle 2000/02/01\]](#)

**Trained Armodon:**

Info: Color=Green Type=Creature - Elephant Cost=1GG TE(C)/67(C)  
Text(TE/6th/7th): 3/3.

**Trained Cheetah:**

Info: Color=Green Type=Creature - Cheetah Cost=2G P3(U)  
Text(P3): 2/2. ; When ~this~ attacks and is blocked, it gets +1/+1 until the end of the turn.  
When played under non-Portal rules, the text should be read as  
"Whenever ~this~ becomes blocked, it gets +1/+1 until end of turn."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Trained Jackal:**

Info: Color=Green Type=Creature - Jackal Cost=G P3(C)  
Text(P3): 1/2.

All tournament formats have banned this card because it only appears in Portal.

**Trained Orgg:**

Info: Color=Red Type=Creature - Beast Cost=6R ST(R)/S2(F1)/7(R)  
Text(ST/S2/7th): 6/6.

**Trained Pronghorn:**

Info: Color=White Type=Creature - Antelope Cost=1W JU(C)  
Text(JU): 1/1. ; Discard a card from your hand: Prevent all damage that would be dealt to ~this~ this turn.

**Transcendence:**

Info: Color=White Type=Enchantment Cost=3WWW TO(R)  
Text(TO): You don't lose the game for having 0 or less life. ; When you have 20 or more life, you lose the game. Whenever you lose life, you gain 2 life for each 1 life you lost. (Damage dealt to you causes you to lose life.)

**Tranquil Domain:**

Info: Color=Green Type=Instant Cost=1G MI(C)  
Text(MI): Destroy all global enchantments.

**Tranquil Grove:**

Info: Color=Green Type=Enchantment Cost=1G WL(R)/6(R)  
Text(WL/6th): {1}{G}{G}: Destroy all other enchantments.

**Tranquility:**

Info: Color=Green Type=Sorcery Cost=2G  
ABUR4567(C)/TE(C)/MM(C)/IN(C)/BR(F1)  
Text(4th/5th/TE/6th/MM/IN/7th): Destroy all enchantments.  
Destroys all cards that read "Enchant xxx" as well as those reading "Enchantment". [\[bethmo 1994/06/01\]](#)

**Tranquil Path:**

Info: Color=Green Type=Sorcery Cost=4G AP(C)  
Text(AP): Destroy all enchantments. Draw a card.

**Tranquil Thicket:**

Info: Color=Land Type=Land Cost=None ON(C)  
Text(ON): ~this~ comes into play tapped. ; {Tap}: Add {G} to your mana pool. ; Cycling {G}.  
Note - Also see Cycling, Rule A.12.

**Transmogrifying Lcid:**

Info: Color=Artifact Type=Artifact Creature - Lcid Cost=3 EX(U)  
Text(EX+errata): 2/2. ; {1},{Tap}: ~this~ loses all abilities, becomes an enchant creature enchanting target creature, and gains "Enchanted creature gets +1/+1 and is an artifact that's still a creature" and "{1}: End the effect that created this ability." [\[Oracle 2001/08/24\]](#)

The enchanted creature gains the artifact status without losing its creature status. It would lose land or enchantment type if it had them. See Rule K.5.1. [\[D'Angelo 2001/08/15\]](#)

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.

[\[WotC Rules Team 1999/03/18\]](#)

Does not change the color of the creature it enchants. [\[D'Angelo 1998/11/24\]](#)  
Note - Also see Lcids, Rule E.8.

**Transmutation:**

Info: Color=Black Type=Instant Cost=1B LG(C1)/CH(C3)  
Text(CH+errata): Switch target creature's power and toughness until end of turn. Effects that would alter that creature's power this turn alter its toughness instead, and vice versa. [\[Oracle 2001/08/24\]](#)  
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. [\[bethmo 1994/06/14\]](#)  
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." [\[WotC Rules Team 1997/07/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Transmute Artifact:

Info: Color=Blue Type=Sorcery Cost=UU AQ(U3)  
Text(AQ+errata): As an additional cost to play ~this~, sacrifice an artifact. ; Search your library for an artifact card. If that card's converted mana cost is less than or equal to the sacrificed artifact, pay it into play. If it's greater, you may pay the cost difference. If you do, put it into play. If you don't, put it into its owner's graveyard. Then shuffle your library. [\[Oracle 2001/08/24\]](#)  
If the chosen artifact costs less than or the same as the sacrificed artifact, you simply put it into play without paying any additional costs. [\[D'Angelo 2000/02/25\]](#)  
The sacrifice of an artifact is part of the play cost of this spell and it is done when announcing the spell. [\[D'Angelo 1999/02/04\]](#)  
You cannot sacrifice more than one artifact to this spell. [\[D'Angelo 1999/02/04\]](#)  
Additional mana spent to cover the differences in mana costs is not part of the mana cost of this spell for Spell Blast or any other reasons. It is spent during spell resolution. [\[D'Angelo 1998/02/03\]](#)  
The one from the library enters play when the spell is resolved, and this does not count as the playing of an artifact (for Citanul Druid or anything else). [\[bethmo 1994/06/01\]](#)  
If your search does not find an artifact, then you do not get the original artifact back. [\[D'Angelo 2001/07/14\]](#)  
You do not have to find an artifact card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### Trap Digger:

Info: Color=White Type=Creature - Soldier Cost=3W SC(R)  
Text(SC): 1/3. ; {2}{W},{Tap}: Put a trap counter on target land you control. ; Sacrifice a land with a trap counter on it: ~this~ deals 3 damage to target attacking creature without flying.

#### Trap Runner:

Info: Color=White Type=Creature - Soldier Cost=2WW MM(U)  
Text(MM+errata): 2/3. ; {Tap}: Target attacking unblocked creature becomes blocked. Play this ability only during the declare blockers step. (This ability works on unblockable creatures.) [\[Oracle 2000/10/24\]](#)  
If the ability is used on a creature with Trample, the damage still comes through. See Rule A.37.4. [\[MM FAQ 1999/09/22\]](#)  
This ability will trigger any creature's "whenever this becomes blocked" ability. [\[DeLaney 1999/10/17\]](#)

#### Traumatize:

Info: Color=Blue Type=Sorcery Cost=3UU OD(R)  
Text(OD): Target player puts the top half of his or her library, rounded down, into his or her graveyard.  
The player can put the cards in their graveyard in any order they choose. [\[Odyssey FAQ 2001/10/04\]](#)

#### Traveler's Cloak:

Info: Color=Blue Type=Enchant Creature Cost=2U IN(C)  
Text(IN): As ~this~ comes into play, choose a land type. ; Enchanted creature has landwalk of the chosen type. ; When ~this~ comes into play,

draw a card.

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. [\[D'Angelo 2000/10/14\]](#)

You cannot restrict the land type based on a characteristic such as color or whether or not it is Snow-Covered. [\[D'Angelo 2000/10/14\]](#)

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

Note - Also see Landwalk, Rule A.27.

### **Traveling Plague:**

Info: Color=Black Type=Enchant Creature Cost=3BB OD(R)

Text(OD): At the beginning of each player's upkeep, put a plague counter on ~this~. ; Enchanted creature gets -1/-1 for each plague counter on ~this~. ; When enchanted creature leaves play, that creature's controller returns ~this~ from its owner's graveyard to play.

A counter is placed on every player's upkeep, not just the controller's upkeep. [\[Odyssey FAQ 2001/10/04\]](#)

When the enchanted creature leaves play, this card is placed into the graveyard as is normal for a local enchantment when it loses what it enchants. The triggered ability returns this card to play with no counters on it. [\[Odyssey FAQ 2001/10/04\]](#)

The controller of the dead creature chooses the new creature.

[\[Odyssey FAQ 2001/10/04\]](#)

The new creature is not targeted by this ability. It is simply enchanted.

The chosen creature must be a legal choice. [\[D'Angelo 2001/10/22\]](#)

### **Treacherous Link:**

Info: Color=Black Type=Enchant Creature Cost=1B UL(U)

Text(UL+errata): All damage that would be dealt to enchanted creature is dealt to its controller instead. [\[Oracle 1999/05/01\]](#)

### **Treacherous Vampire:**

Info: Color=Black Type=Creature - Vampire Cost=4B JU(U)

Text(JU): 4/4, Flying. ; Whenever ~this~ attacks or blocks, sacrifice it unless you remove a card in your graveyard from the game. ;

Threshold - ~this~ gets +2/+2 and has "When ~this~ is put into a graveyard from play, you lose 6 life."

Note - Also see Threshold, Rule A.36.

### **Treacherous Werewolf:**

Info: Color=Black Type=Creature - Minion Wolf Cost=2B JU(C)

Text(JU): 2/2. ; Threshold - ~this~ gets +2/+2 and has "When ~this~ is put into a graveyard from play, you lose 4 life." (You have threshold as long as seven or more cards are in your graveyard.)

The Threshold ability cannot count this card (soon to be in the graveyard) when checking for Threshold. [\[Judgment FAQ 2002/05/28\]](#)

Note - Also see Threshold, Rule A.36.

### **Treachery:**

Info: Color=Blue Type=Enchant Creature Cost=3UU UD(R)

Text(UD+errata): When ~this~ comes into play, if you played it from your hand, untap up to five lands. ; You control enchanted creature.

[\[Oracle 1999/07/21\]](#)

The errata makes it so you only get to 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. [\[DCI Tournament Update 1999/06/01\]](#)

Playing the card using an effect that lets you play something that is not in your hand will not trigger this ability. [\[bethmo 1999/03/05\]](#)

You can untap 0 to 5 lands. [\[D'Angelo 1999/02/13\]](#)

Does not target the lands. [\[D'Angelo 1999/02/13\]](#)

Can be used on already untapped lands (with no effect).

[\[D'Angelo 1999/02/13\]](#)

Can be used on another player's lands. [\[D'Angelo 1999/02/13\]](#)

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

**Treasure Hunter:**

Info: Color=White Type=Creature - Townsfolk Cost=2W EX(U)  
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(U)/7(U)  
Text(EX/7th): {2}{U}{U}: Draw a card.

**Treefolk Healer:**

Info: Color=Green Type=Creature - Treefolk Cost=4G IN(U)  
Text(IN): 2/3. ; {2}{W},{Tap}: Prevent the next 2 damage that would be dealt to target creature or player this turn.

**Treefolk Mystic:**

Info: Color=Green Type=Creature - Treefolk Cost=3G UL(C)  
Text(UL+errata): 2/4 ; Whenever a creature blocks or becomes blocked by ~this~, destroy all enchantments on that creature. [\[Oracle 1999/07/21\]](#)

**Treefolk Seedlings:**

Info: Color=Green Type=Creature - Treefolk Cost=2G US(U)/7(U)  
Text(7th): 2/\* ; ~this~'s toughness is equal to the number of forests you control.  
The toughness is continuously calculated. [\[Urza's FAQ 1998/10/05\]](#)

**Tree Monkey:**

Info: Color=Green Type=Creature - Monkey Cost=G P2(C)  
Text(P2): 1/1. ; ~this~ can block creatures with flying.  
When played under non-Portal rules, the text should be read as "~this~ may block as though it has flying." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Treespring Lorian:**

Info: Color=Green Type=Creature - Beast Cost=5G ON(C)  
Text(ON): 5/4. ; Morph {5}{G}.  
Note - Also see Morph, Rule A.29.

**Treetop Bracers:**

Info: Color=Green Type=Enchant Creature Cost=1G NE(C)  
Text(NE): Enchanted creature gets +1/+1 and can be blocked only by creatures with flying.

**Treetop Defense:**

Info: Color=Green Type=Sorcery Cost=1G PT(R)  
Text(PT): Play ~this~ only after you're attacked, before you declare interceptors. ; This turn, all your creatures can intercept as though they had flying.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as an Instant with text "This turn, all your creatures may block as though they had flying." [\[D'Angelo 2000/06/05\]](#)

**Treetop Rangers:**

Info: Color=Green Type=Creature - Elf Cost=2G US(C)  
Text(US+errata): 2/2. ; ~this~ can't be blocked except by creatures with flying. [\[Oracle 1999/05/01\]](#)  
It can be blocked by a creature that can block as if it had flying.  
[\[D'Angelo 2003/05/20\]](#)

**Treetop Scout:**

Info: Color=Green Type=Creature - Elf Cost=G SC(C)  
Text(SC): 1/1. ; ~this~ can't be blocked except by creatures with flying.

**Treetop Sentinel:**

Info: Color=Blue Type=Creature - Bird Soldier Cost=2UU OD(U)  
Text(OD): 2/3, Flying, Protection from Green.  
This card is of creature type Bird and of type Soldier.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Protection, Rule A.31.

#### **Treetop Village:**

Info: Color=Land Type=Land Cost=None UL(U)  
Text(UL+errata): ~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. It's still a land. [\[Oracle 2000/10/24\]](#)  
The animating ability sets the initial 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. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
The land is subject to summoning sickness if you didn't control its card since the start of your most recent turn. [\[Urza's Legacy FAQ 1999/02/03\]](#)  
See Rule G.37.3.  
Note - Also see Trample, Rule A.37.

#### **Tremble:**

Info: Color=Red Type=Sorcery Cost=1R OD(C)  
Text(OD): Each player sacrifices a land.

#### **Tremor:**

Info: Color=Red Type=Sorcery Cost=R VI(C)/P2(C)/ST(C)/67(C)/MM(C)  
Text(VI/6th/MM/7th): ~this~ deals 1 damage to each creature without flying.

#### **Trenching Steed:**

Info: Color=White Type=Creature - Rebel Cost=3W PY(C)  
Text(PY): 2/3. ; Sacrifice a land: ~this~ gets +0/+3 until end of turn.

#### **Trench Wurm:**

Info: Color=Black Type=Creature - Wurm Cost=3B IN(U)  
Text(IN): 3/3. ; {2}{R},{Tap}: Destroy target nonbasic land.

#### **Treva's Attendant:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=5 IN(U)  
Text(IN): 3/3. ; {1},Sacrifice ~this~: Add {G}{W}{U} to your mana pool.

#### **Treva's Charm:**

Info: Color=Multi Type=Instant Cost=GWU PS(U)  
Text(PS): Choose one - Destroy target enchantment; or remove target attacking creature from the game; or draw a card, then discard a card from your hand.  
Note - Also see Modal Spells and Abilities, Rule G.24.

#### **Treva's Ruins:**

Info: Color=Land Type=Land Cost=None PS(U)  
Text(PS): ~this~ is a Lair in addition to its land type. ; When ~this~ comes into play, sacrifice it unless you return a non-Lair land you control to its owner's hand. ; {Tap}: Add {G}, {W}, or {U} to your mana pool.  
If you don't want to unsummon a land, you can play this card then tap it for mana before the comes into play ability resolves. You may then choose to sacrifice it instead of unsummoning a land. [\[Planeshift FAQ 2001/01/26\]](#)  
This land is of type "Lair" and "Treva's Ruins". It is not a basic land. [\[DeLaney 2001/02/12\]](#)

#### **Treva, the Renewer:**

Info: Color=Multi Type=Creature - Dragon Legend Cost=3GWU IN(R)  
Text(IN): 6/6, Flying. ; Whenever ~this~ deals combat damage to a player, you may pay {2}{W}. If you do, choose a color. You gain 1 life for each permanent of that color.  
You choose the color during resolution. This means your opponent does not get to react after knowing the color you chose. [\[Invasion FAQ 2000/10/03\]](#)  
Note - Also see Color, Rule G.3, for rules on choosing a color.  
Note - Also see Legendary Permanents, Rule K.17.



**Triangle of War:**

Info: Color=Artifact Type=Artifact Cost=1 VI(R)  
Text(VI+errata): {2},Sacrifice ~this~: Choose target creature you control and target creature an opponent controls. Each creature deals damage equal to its power to the other. [\[Oracle 1999/07/01\]](#)  
If either target is illegal when the ability resolves, it will do nothing.  
[\[Jordan 2002/09/29\]](#)

**Triassic Egg:**

Info: Color=Artifact Type=Artifact Cost=4 LG(R)/CH(U1)  
Text(CH+errata): {3},{Tap}: Put an incubation counter on ~this~. ;  
Remove two incubation counters from ~this~,sacrifice ~this~: Put a creature card from your hand or graveyard into play. [\[Oracle 2001/08/24\]](#)  
A "creature card" is a Creature card or Artifact Creature card.  
[\[D'Angelo 1999/05/01\]](#) Older cards of type Summon are also Creature cards.  
You can use the sacrifice ability even if it is tapped.  
[\[D'Angelo 2000/03/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Tribal Flames:**

Info: Color=Red Type=Sorcery Cost=1R IN(C)  
Text(IN): ~this~ deals X damage to target creature or player, where X is the number of basic land types among lands you control.

**Tribal Forcemage:**

Info: Color=Green Type=Creature - Elf Wizard Cost=1G LE(R)  
Text(LE): 1/1. ; Morph {1}{G}. ; When ~this~ is turned face up, creatures of the type of your choice get +2/+2 and gain trample until end of turn.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.  
Note - Also see Trample, Rule A.37.

**Tribal Golem:**

Info: Color=Artifact Type=Artifact Creature - Golem Cost=6 ON(R)  
Text(ON): 4/4. ; ~this~ has trample as long as you control a Beast, haste as long as you control a Goblin, first strike as long as you control a Soldier, flying as long as you control a Wizard, and "{B}":  
Regenerate ~this~" as long as you control a Zombie.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Haste, Rule A.22.  
Note - Also see Trample, Rule A.37.

**Tribal Unity:**

Info: Color=Green Type=Instant Cost=X2G ON(U)  
Text(ON): Creatures of the type of your choice get +X/+X until end of turn.  
Note - Also see X Costs, Rule K.28.

**Trickery Charm:**

Info: Color=Blue Type=Instant Cost=U ON(C)  
Text(ON): Choose one - Target creature gains flying until end of turn; or target creature's type becomes the creature type of your choice until end of turn; or look at the top four cards of your library, then put them back in any order.  
Note - Also see Modal Spells and Abilities, Rule G.24.

**Trickster Mage:**

Info: Color=Blue Type=Creature - Spellshaper Cost=U NE(C)  
Text(NE): 1/1. ; {U},{Tap},Discard a card from your hand: Tap or untap target artifact, creature, or land.  
Note - Cycle with Arc Mage, Avenger en-Dal, Bola Warrior, Divining Witch, Harvest Mage, Netter en-Dal, Plague Witch, Stampede Driver, Stronghold Biologist, and Stronghold Machinist.

**Trip Wire:**

Info: Color=Green Type=Sorcery Cost=2G P3(U)

Text(P3): Destroy any one creature with horsemanship.  
When played under non-Portal rules, the text should be read as "Destroy target creature with horsemanship." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Triskelion:**

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/4(R)  
Text(4th+errata): 1/1. ; ~this~ comes into play with three +1/+1 counters on it. ; Remove a +1/+1 counter from ~this~: ~this~ deals 1 damage to target creature or player. [\[Oracle 1999/09/03\]](#)  
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.  
[\[D'Angelo 1996/11/08\]](#)  
Counters can be used on the turn it enters play because it does not require tapping. [\[bethmo 1994/06/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Trokin High Guard:**

Info: Color=White Type=Creature - Knight Cost=3W P2(C)  
Text(P2): 3/3.  
All tournament formats have banned this card because it only appears in Portal.

**Troll-Horn Cameo:**

Info: Color=Artifact Type=Artifact Cost=3 IN(U)  
Text(IN): {Tap}: Add {R} or {G} to your mana pool.

**Tropical Island:**

Info: Color=Land Type=Land Cost=None ABUR(R)  
Text(RV+errata): ~this~ is an island and a forest in addition to its land type. [\[Oracle 2001/08/24\]](#)  
The card works as if its text also has "{Tap}: Add {G} to your mana pool. ; {Tap}: Add {U} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

**Tropical Storm:**

Info: Color=Green Type=Sorcery Cost=XG MI(U)  
Text(MI+errata): ~this~ deals X damage to each creature with flying and 1 additional damage to each blue creature. [\[Oracle 1999/07/01\]](#)  
Note - Also see X Costs, Rule K.28.

**Troubled Healer:**

Info: Color=White Type=Creature - Cleric Cost=2W PY(C)  
Text(PY): 1/2. ; Sacrifice a land: Prevent the next 2 damage that would be dealt to target creature or player this turn.

**Troublesome Spirit:**

Info: Color=Blue Type=Creature - Spirit Cost=2UU PY(R)  
Text(PY): 3/4, Flying. ; At the end of your turn, tap all lands you control.

**Truce:**

Info: Color=White Type=Instant Cost=2W HL(U1)/5(R)  
Text(HL/5th+errata): Each player may draw up to two cards. For each card less than two a player draws this way, that player gains 2 life.  
[\[Oracle 1999/07/23\]](#)

**True Believer:**

Info: Color=White Type=Creature - Cleric Cost=WW ON(R)  
Text(ON): 2/2. ; You can't be the target of spells or abilities.

**Trumpet Blast:**

Info: Color=Red Type=Instant Cost=2R UD(C)  
Text(UD): Attacking creatures get +2/+0 until end of turn.  
Only affects creatures which are attacking at the time it resolves.  
[\[Urza's Destiny FAQ 1999/05/25\]](#)

**Trumpeting Armodon:**

Info: Color=Green Type=Creature - Elephant Cost=3G TE(U)/BR(F1)  
 Text(TE): 3/3. ; {1}{G}: Target creature blocks ~this~ this turn if able.

**Tsabo's Assassin:**

Info: Color=Black Type=Creature - Assassin Cost=2BB IN(R)  
 Text(IN): 1/1. ; {Tap}: Destroy target creature if it shares a color with the most common color among all permanents or the color tied for most common. A creature destroyed this way can't be regenerated.

**Tsabo's Decree:**

Info: Color=Black Type=Instant Cost=5B IN(R)  
 Text(IN): Choose a creature type. Target player reveals his or her hand and discards all creature cards of that type from it. Then destroy all creatures of that type that player controls. They can't be regenerated.  
 Note - Also see Rule K.11.7 on choosing a creature type.

**Tsabo's Web:**

Info: Color=Artifact Type=Artifact Cost=2 IN(R)  
 Text(IN): When ~this~ comes into play, draw a card. ; Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.  
 It means lands with an activated ability that cannot ever generate mana.

[\[Invasion FAQ 2000/10/03\]](#)

Cycling is considered to be an activated ability, even if it cannot be used in play. [\[Rules Team 2001/05/01\]](#) See Rule A.12.Ruling.3.

Lands with Cycling (such as Drifting Meadow) are affected.

[\[Jordan 2001/01/15\]](#)

Lands such as Barbarian Ring that have a Threshold ability are not considered to have the ability that Threshold grants until threshold is met. In other words, when you have less than 7 cards in the graveyard, the land only has a mana ability and is therefore unaffected by Tsabo's Web. When you have 7 or more cards, the non-mana ability is there. [\[WotC Rules Team 2002/02/01\]](#)

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

**Tsabo Tavoc:**

Info: Color=Multi Type=Creature - Legend Cost=5BR IN(R)  
 Text(IN): 7/4, First Strike, Protection from Legends. ;  
 {B}{B},{Tap}: Destroy target Legend. It can't be regenerated.  
 The protection ability works just like Protection from Color (see Rule A.31) but against the creature type Legend. [\[Invasion FAQ 2000/10/03\]](#) This basically means that this card cannot be blocked by a creature of type Legend and that all damage that would be dealt to it by Legend creatures is prevented. Also, targeted abilities of Legend creatures cannot target this card. The other features of Protection also apply in some rare circumstances. [\[D'Angelo 2000/10/14\]](#)

The destroy ability only works on creatures of type Legend, not on other legendary cards. [\[Invasion FAQ 2000/10/03\]](#)

Note - Also see First Strike, Rule A.18.

Note - Also see Legendary Permanents, Rule K.17.

Note - Also see Protection, Rule A.31.

**Tsunami:**

Info: Color=Green Type=Sorcery Cost=3G ABUR45(U)  
 Text(4th/5th): Destroy all islands.

**Tuknir Deathlock:**

Info: Color=Multi Type=Creature - Legend Cost=GGRR LG(R)  
 Text(LG+errata): 2/2, Flying. ; {R}{G},{Tap}: Target creature gets +2/+2 until end of turn. [\[Oracle 1999/09/03\]](#)

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

Note - Also see Legendary Permanents, Rule K.17.

**Tundra:**

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

Text(RV+errata): "this" is a plains and an island in addition to its land type. [\[Oracle 2001/08/24\]](#)  
The card works as if its text also has "{Tap}: Add {W} to your mana pool. ; {Tap}: Add {U} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

#### **Tundra Kavu:**

Info: Color=Red Type=Creature - Kavu Cost=2R AP(C)  
Text(AP): 2/2. ; {Tap}: Target land becomes a plains or an island until end of turn.

#### **Tundra Wolves:**

Info: Color=White Type=Creature - Wolf Cost=W LG(C2)/456(C)  
Text(LG/4th/5th/6th): 1/1, First Strike.  
Note - Also see First Strike, Rule A.18.

#### **Tunnel:**

Info: Color=Red Type=Instant Cost=R ABUR4(U)  
Text(4th+errata): Destroy target Wall. It can't be regenerated.  
[\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Tunneler Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=6GG JU(U)  
Text(JU): 6/6. ; Discard a card from your hand: Regenerate "this".

#### **Turbulent Dreams:**

Info: Color=Blue Type=Sorcery Cost=UU TO(R)  
Text(TO): As an additional cost to play "this", discard X cards from your hand. ; Return X target nonland permanents to their owners' hands.

#### **Turf Wound:**

Info: Color=Red Type=Instant Cost=2R IN(C)  
Text(IN): Target player can't play land cards this turn. ; Draw a card.  
Stops the player from playing a land, but not from putting a land into play using a spell or ability. [\[Invasion FAQ 2000/10/03\]](#)

#### **Turnabout:**

Info: Color=Blue Type=Instant Cost=2UU US(U)  
Text(US): Tap or untap all artifacts, creatures, or lands target player controls.  
You decide on resolution if you are tapping or untapping, and which kind of permanent you are affecting. [\[D'Angelo 1999/05/01\]](#)

#### **Twiddle:**

Info: Color=Blue Type=Instant Cost=U ABU457(C)  
Text(5th/7th): Tap or untap target artifact, creature, or land.  
The opponent gets a chance to use the card being Twiddled in response to this spell if they so wish and if the card's ability is legal at the time.  
[\[D'Angelo 1994/06/01\]](#)  
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. [\[D'Angelo 1995/03/12\]](#) Similarly, if the card itself triggers on its own tapping, such as City of Brass, the ability will still happen.  
[\[D'Angelo 1995/04/12\]](#)  
The decision to tap or untap is made on resolution. [\[D'Angelo 2000/03/03\]](#)  
This is not a modal spell (see Rule G.38).  
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.  
[\[Duelist Magazine #8, Page 50\]](#)  
Twiddle to tap can target a tapped card (see Rule G.38.3), and Twiddle to untap can target an untapped card (see Rule G.40.3).  
[\[Duelist Magazine #5, Page 23\]](#)  
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 1994/04/01]

**Twigwalker:**

Info: Color=Green Type=Creature - Insect Cost=2G OD(U)  
Text(OD): 2/2. ; {1}{G},Sacrifice ~this~: Two target creatures each  
get +2/+2 until end of turn.

**Twilight's Call:**

Info: Color=Black Type=Sorcery Cost=4BB IN(R)  
Text(IN): You may play ~this~ any time you could play an instant if you  
pay {2} more to play it. ; Each player returns all creature cards from his  
or her graveyard to play.  
All the creature cards come into play simultaneously.

[Invasion FAQ 2000/10/03]

For purposes of ordering any continuous effects of the creatures, the  
current player (not the controller of this spell) decides the ordering  
regardless of which player is putting the creatures into play. See  
Rule G.34.3. [D'Angelo 2003/02/16]

Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

**Twisted Abomination:**

Info: Color=Black Type=Creature - Zombie Mutant Cost=5B SC(C)  
Text(SC): 5/3. ; {B}: Regenerate ~this~. ; Swampcycling {2}.

+ **Note - Also see Landcycling, Rule A.25.**

**Twisted Experiment:**

Info: Color=Black Type=Enchant Creature Cost=1B UD(C)  
Text(UD): Enchanted creature gets +3/-1.

**Twitch:**

Info: Color=Blue Type=Instant Cost=2U TE(C)  
Text(TE): Tap or untap target artifact, creature, or land. ; Draw a card.

**Two-Headed Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=4RR MM(R)  
Text(MM+errata): 4/4, Flying. ; {1}{R}: ~this~ gets +2/+0 until end of  
turn. ; ~this~ can't be blocked except by two or more creatures. ; ~this~  
may block an additional creature. [Oracle 2000/10/24]

**Two-Headed Giant of Foriys:**

Info: Color=Red Type=Creature - Giant Cost=4R ABU(R)  
Text(ABU+errata): 4/4, Trample. ; ~this~ may block two creatures each  
combat. [Oracle 1999/09/03]

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

Note - Also see Trample, Rule A.37.

**Typhoon:**

Info: Color=Green Type=Sorcery Cost=2G LG(R)  
Text(LG+errata): ~this~ deals damage to each opponent equal to the number of  
islands that player controls. [Oracle 1999/09/03]

Number of Islands is counted on resolution and not on announcement.

[D'Angelo 1995/10/05]

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

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**Uktabi Efreet:**

Info: Color=Green Type=Creature - Efreet Cost=2GG WL(C)  
Text(WL): 5/4. ; Cumulative Upkeep - {G}.  
Note - Also see Cumulative Upkeep, Rule A.11.

**Uktabi Faerie:**

Info: Color=Green Type=Creature - Faerie Cost=1G MI(C)  
Text(MI): 1/1, Flying. ; {3}{G},Sacrifice ~this~: Destroy target artifact.

**Uktabi Orangutan:**

Info: Color=Green Type=Creature - Ape Cost=2G VI(U)/6(U)

Text(VI/6th): 2/2. ; When ~this~ comes into play, destroy target artifact.  
Note - Also see Comes Into Play Abilities, Rule E.3.

#### **Uktabi Wildcats:**

Info: Color=Green Type=Creature - Cat Cost=4G MI(R)/67(R)  
Text(6th/7th): \*/\*. ; ~this~'s power and toughness are each equal to the number of forests you control. ; {G}, Sacrifice a forest: Regenerate ~this~.  
Note - In Mirage this card was of creature type Wildcats and in Sixth Edition it was of type Cat Warrior. It is now of type Cat.

#### **The Ultimate Nightmare of Wizards of the Coast(R) Customer Service:**

Info: Color=Red Type=Sorcery Cost=RRXYZ UG(U)  
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.

[\[QAS 1998/09/09\]](#)

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(R)  
Text(US+errata): At the beginning of each player's upkeep, that player returns a permanent he or she controls to its owner's hand unless he or she pays 2 life. [\[Oracle 1999/05/01\]](#)

You choose to pay the life or not pay the life during the resolution of the ability. [\[D'Angelo 1999/05/01\]](#)

If you only have 1 life, you cannot choose the pay 2 life option.

[\[DeLaney 1998/10/05\]](#)

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.

[\[bethmo 1998/11/24\]](#)

#### **Unburden:**

Info: Color=Black Type=Sorcery Cost=1BB SC(C)  
Text(SC): Target player discards two cards. ; Cycling {2}.

**+ Note - Also see *Cycling*, Rule A.12.**

#### **Uncle Istvan:**

Info: Color=Black Type=Creature - Uncle-Istvan Cost=1BBB DK(U2)/4(U)  
Text(4th+errata): 1/3. ; Prevent all damage that would be dealt to ~this~ by creatures. [\[Oracle 1999/07/23\]](#)

Works even on damage from activated abilities of creatures such as the Prodigious Sorcerer ability. [\[Aahz 1994/08/04\]](#)

The creature type is "Uncle-Istvan" which is considered one word.

Before errata, it was two words, "Uncle Istvan". [\[D'Angelo 1999/09/20\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Uncontrolled Infestation:**

Info: Color=Red Type=Enchant Land Cost=1R SC(C)  
Text(SC): ~this~ can enchant only a nonbasic land. ; When enchanted land becomes tapped, destroy it.

**+ It only triggers if the land becomes tapped after this enchantment is on it. Playing it onto a tapped land will not destroy the land until the next time the land is untapped and then tapped again.**

[\[Scourge FAQ 2003/05/30\]](#)

#### **Undead Gladiator:**

Info: Color=Black Type=Creature - Zombie Barbarian Cost=1BB ON(R)  
Text(ON): 3/1. ; {1}{B}, Discard a card from your hand: Return ~this~ from your graveyard to your hand. Play this ability only during your upkeep. ; Cycling {1}{B}.

The ability to return to your hand can only be played while this card is in your graveyard. [\[Onslaught FAQ 2002/09/24\]](#)

Note - Also see Cycling, Rule A.12.



**Undead Warchief:**

Info: Color=Black Type=Creature - Zombie Cost=2BB SC(U)  
Text(SC): 1/1. ; Zombie spells you play cost {1} less to play. ; Zombies you control get +2/+1.

**Underground River:**

Info: Color=Land Type=Land Cost=None IA(R)/567(R)  
Text(5th/6th/7th): {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(R)  
Text(RV+errata): ~this~ is an island and a swamp in addition to its land type. [\[Oracle 2000/10/24\]](#)  
The card works as if its text also has "{Tap}: Add {U} to your mana pool. ;  
{Tap}: Add {B} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)  
See Badlands for rulings.  
Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

**Undergrowth:**

Info: Color=Green Type=Instant Cost=G AL(C1)  
Text(AL+errata): As an additional cost to play ~this~, you may pay {2}{R}. ;  
Prevent all combat damage that would be dealt this turn. If you paid its additional cost, ~this~ doesn't affect red creatures. [\[Oracle 1999/07/23\]](#)  
It means that red creatures still deal damage if you pay the additional cost. [\[D'Angelo 1999/08/01\]](#)

**Undermine:**

Info: Color=Multi Type=Instant Cost=UUB IN(R)  
Text(IN): Counter target spell. Its controller loses 3 life.

**Undertaker:**

Info: Color=Black Type=Creature - Spellshaper Cost=1B MM(C)  
Text(MM): 1/1. ; {B},{Tap},Discard a card from your hand: Return target creature card from your graveyard to your hand.

**Undertow:**

Info: Color=Blue Type=Enchantment Cost=2U LG(U1)  
Text(LG+errata): Creatures with islandwalk may be blocked as though they didn't have islandwalk. [\[Oracle 1999/09/03\]](#)  
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): Whenever an opponent draws a card, ~this~ deals 1 damage to him or her. [\[Oracle 1999/09/03\]](#)  
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. [\[bethmo 1994/06/22\]](#)  
Affects all draws even if you have to put the cards back afterwards. This ruling applies to things like Sylvan Library and Brainstorm. [\[D'Angelo 1995/07/11\]](#)  
In a multi-player game, it affects all opponents. [\[D'Angelo 2000/03/03\]](#)  
If multiple cards are drawn at once, this card triggers once for each card drawn. [\[D'Angelo 2000/03/03\]](#)  
Type 1 tournaments (see Rule D.13) restricted this card from 1994/08/01 until 1999/10/01.  
Type 1.5 tournaments (see Rule D.14) banned this card until 1999/10/01.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) 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(R)  
Text(VI+errata): {Tap}: Add one mana of any color to your mana pool. During the next untap step of ~this~'s controller, as that player untaps his or her permanents, he or she returns ~this~ to its owner's hand.

#### [Oracle 2000/02/01]

Only returns to owner's hand if it is still in play at the beginning of its controller's next untap. [D'Angelo 2000/01/16]

It will return even if some effect prevents you from untapping it. The ability is not replacing the untapping of the land in any way.

#### [DeLaney 2000/01/16]

#### Undo:

Info: Color=Blue Type=Sorcery Cost=1UU VI(C)/P2(U)/ST(U)  
Text(VI+errata): Return two target creatures to their owners' hands.

#### [Oracle 1999/07/30]

The two creatures may have different owners and return to their respective owner's hands. [DeLaney 1997/02/12]

#### Undying Beast:

Info: Color=Black Type=Creature - Beast Cost=3B PT(C)  
Text(PT): 3/2. ; If ~this~ is put into your discard pile from play, put ~this~ on top of your deck.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "When ~this~ is put into a graveyard from play, put ~this~ on top of its owner's library." [D'Angelo 2000/06/05]

Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Beast. [D'Angelo 2000/06/05]

#### Unearth:

Info: Color=Black Type=Sorcery Cost=B UL(C)  
Text(UL+errata): Return target creature card with converted mana cost 3 or less from your graveyard to play. ; Cycling {2}. [Oracle 1999/05/01]

A "creature card" is an Artifact Creature or Creature card.

[D'Angelo 1999/05/01] Older cards of type Summon are also Creature cards.

Note - Also see Cycling, Rule A.12.

Note - Also see Converted Mana Cost, Rule K.8.

#### Unerring Sling:

Info: Color=Artifact Type=Artifact Cost=3 MI(U)  
Text(MI+errata): {3},{Tap}, Tap an untapped creature you control: ~this~ deals damage equal to the tapped creature's power to target attacking or blocking creature with flying. [Oracle 1999/07/01]

#### Unfulfilled Desires:

Info: Color=Multi Type=Enchantment Cost=1UB MI(R)  
Text(MI+errata): {1}, Pay 1 life: Draw a card, then discard a card from you hand. [Oracle 1999/07/01]

#### Unhinge:

Info: Color=Black Type=Sorcery Cost=2B TO(C)  
Text(TO): Target player discards a card from his or her hand. Draw a card.

#### Unholy Citadel:

Info: Color=Land Type=Land Cost=None LG(U2)  
Text(LG+errata): Black Legends you control have "bands with other Legends". [Oracle 2002/03/01]

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

Note - See Adventurers' Guildhouse for rulings.

#### Unholy Grotto:

Info: Color=Land Type=Land Cost=None ON(R)  
Text(ON): {Tap}: Add {1} to your mana pool. ; {B},{Tap}: Put target Zombie card from your graveyard on top of your library.

#### Unholy Strength:

Info: Color=Black Type=Enchant Creature Cost=B ABUR457(C)/AT(F1)  
Text(5th/7th): Enchanted creature gets +2/+1.

Note - The Fourth Edition version of this card has a modified version of the card art used in Limited Edition through Revised Edition. The

red flaming pentagram in the background was removed.

#### Unified Strike:

Info: Color=White Type=Instant Cost=W ON(C)  
Text(ON): Remove target attacking creature from the game if its power is less than or equal to the number of Soldiers in play.

#### Unifying Theory:

Info: Color=Blue Type=Enchantment Cost=1U OD(R)  
Text(OD): Whenever a player plays a spell, that player may pay {2}. If the player does, he or she draws a card.

#### Unlikely Alliance:

Info: Color=White Type=Enchantment Cost=1W AL(U2)  
Text(AL+errata): {1}{W}: Target nonattacking, nonblocking creature gets +0/+2 until end of turn. [\[Oracle 1999/07/23\]](#)  
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. [\[bethmo 1996/06/20\]](#)

#### Unmask:

Info: Color=Black Type=Sorcery Cost=3B MM(R)  
Text(MM+errata): You may remove a black card in your hand from the game rather than pay ~this~'s mana cost. ; Target player reveals his or her hand. Choose a nonland card from it. That player discards that card.  
[\[Oracle 2002/03/01\]](#)

#### Unnatural Hunger:

Info: Color=Black Type=Enchant Creature Cost=3BB MM(R)  
Text(MM): At the beginning of the upkeep of enchanted creature's controller, ~this~ deals to that player damage equal to enchanted creature's power unless he or she sacrifices another creature.

#### Unnatural Selection:

Info: Color=Blue Type=Enchantment Cost=1U AP(R)  
Text(AP): {1}: Choose a creature type other than Wall. Target creature's type becomes that type until end of turn.  
See Rule K.11.7 for rules on choosing a creature type. [\[D'Angelo 2001/06/15\]](#)

#### Unnerve:

Info: Color=Black Type=Sorcery Cost=3B US(C)/BR(F1)  
Text(US+errata): Each opponent discards two cards from his or her hand.  
[\[Oracle 1999/05/01\]](#)  
Players with less than 2 cards discard all they have. [\[DeLaney 1998/10/05\]](#)

#### Unquestioned Authority:

Info: Color=White Type=Enchant Creature Cost=2W JU(U)  
Text(JU): When ~this~ comes into play, draw a card. ; Enchanted creature has protection from creatures.  
Note - Also see Protection, Rule A.31.

#### Unseen Walker:

Info: Color=Green Type=Creature - Dryad Cost=1G MI(U)/6(U)  
Text(MI/6th): 1/1, Forestwalk. ; {1}{G}{G}: Target creature gains forestwalk until end of turn.  
Note - Also see Landwalk, Rule A.27.

#### Unspeakable Symbol:

Info: Color=Black Type=Enchantment Cost=1BB SC(U)  
Text(SC): Pay 3 life: Put a +1/+1 counter on target creature.

#### Unstable Hulk:

Info: Color=Red Type=Creature - Goblin Mutant Cost=1RR LE(R)  
Text(LE): 2/2. ; Morph {3}{R}{R}. ; When ~this~ is turned face up, it gets +6/+6 and gains trample until end of turn. You skip your next turn.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed

or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

Note - Also see Trample, Rule A.37.

#### **Unstable Mutation:**

Info: Color=Blue Type=Enchant Creature Cost=U AN(C5)/R45(C)

Text(5th+errata): Enchanted creature gets +3/+3. ; At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on enchanted creature. [\[Oracle 2003/02/01\]](#)

The -1/-1 counters stay even if the enchantment is removed, and the +3/+3 goes away when the enchantment does. [\[D'Angelo 1994/06/01\]](#)

#### **Unstable Shapeshifter:**

Info: Color=Blue Type=Creature - Shapeshifter Cost=3U TE(R)

Text(TE+errata): 0/1. ; Whenever a creature comes into play, ~this~ becomes a copy of that creature and gains this ability. (This effect doesn't copy counters on the creature.) [\[Oracle 1999/05/01\]](#)

Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.

The gained copy ability is considered an initial ability.

[\[bethmo 1998/04/07\]](#)

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.

[\[Aahz 1997/11/17\]](#)

The copy effect is not targeted. [\[D'Angelo 1998/03/25\]](#)

If a creature enters play that has some characteristic or ability set when it enters play, such as with Dracoplasm's power/toughness, the copy does not get to make that choice. All values are zero and all checks for choices consider the choice not to have been made.

[\[D'Angelo 2001/08/31\]](#)

If the creature has power/toughness that is continuously recalculated, so does this copy of it. [\[D'Angelo 1999/01/26\]](#)

When it changes "shape" to a new creature, any "comes into play" abilities of the creature do not trigger. [\[D'Angelo 2001/07/22\]](#)

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

Note - Also see Copy Cards, Rule E.4.

#### **Unsummon:**

Info: Color=Blue Type=Instant Cost=U ABUR4567(C)

Text(4th/5th/6th/7th): Return target creature to owner's hand.

Unsummon can be used during combat in the steps after attackers or blockers are declared (see Rule C.3 and Rule C.4) to remove an attacker or blocker so that creature does not deal damage. [\[D'Angelo 1994/10/01\]](#)

Unsummon can be used during combat after combat damage is assigned but before combat damage resolves. If this happens, the creature does not receive damage, but the damage it assigned will still become dealt.

[\[D'Angelo 1999/05/01\]](#)

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.

[\[D'Angelo 1994/06/01\]](#)

Unsummoning a token creature removes it from the game. [\[bethmo 1994/10/01\]](#)

See Rule K.25.6.

#### **Untamed Wilds:**

Info: Color=Green Type=Sorcery Cost=2G

LG(U1)/4567(U)/PT(U)/P2(U)/ST(U)

Text(6th/7th): Search your library for a basic land card and put that card into play. Then shuffle your library.

Can get a Snow-Covered land. [\[Duelist Magazine #6, Page 132\]](#)

You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Unworthy Dead:**

Info: Color=Black Type=Creature - Skeleton Cost=1B US(C)

Text(US): 1/1. ; {B}: Regenerate ~this~.

**Unyaro Bee Sting:**

Info: Color=Green Type=Sorcery Cost=3G MI(U)  
 Text(MI): ~this~ deals 2 damage to target creature or player.

**Unyaro Griffin:**

Info: Color=White Type=Creature - Griffin Cost=3W MI(U)/6(U)  
 Text(6th): 2/2, Flying. ; Sacrifice ~this~: Counter target red instant or sorcery spell.  
 Note - In Mirage this could only counter a red spell that was going to assign damage to you or a creature you control.

**Updraft:**

Info: Color=Blue Type=Instant Cost=1U IA(U)/5(C)  
 Text(5th+errata): Target creature gains flying until end of turn. ; Draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)  
 Note - Also see Cantrips, Rule E.2.

**Upheaval:**

Info: Color=Blue Type=Sorcery Cost=4UU OD(R)  
 Text(OD): Return all permanents to their owners' hands.

**Uphill Battle:**

Info: Color=Red Type=Enchantment Cost=2R MM(U)  
 Text(MM): Creatures your opponents play come into play tapped.

**Upwelling:**

Info: Color=Green Type=Enchantment Cost=3G SC(R)  
 Text(SC): Mana pools don't empty at the end of phases or turns. (This effect stops mana burn.)  
**+ *Players can keep mana in their pool indefinitely while this is in play, but once it leaves play, they have until the end of the current phase to use the mana or deal with mana burn.*** [\[Scourge FAQ 2003/05/30\]](#)

**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. [\[Oracle 1999/09/03\]](#)  
 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.17.

**Urborg Drake:**

Info: Color=Multi Type=Creature - Drake Cost=1UB IN(U)  
 Text(IN): 2/3, Flying. ; ~this~ attacks each turn if able.

**Urborg Elf:**

Info: Color=Green Type=Creature - Elf Cost=1G AP(C)  
 Text(AP): 1/1. ; {Tap}: Add {G}, {U}, or {B} to your mana pool.

**Urborg Emissary:**

Info: Color=Black Type=Creature - Wizard Cost=2B IN(U)  
 Text(IN): 3/1. ; Kicker {1}{U} (You may pay an additional {1}{U} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, return target permanent to its owner's hand.  
 Note - Also see Comes Into Play Abilities, Rule E.3.  
 Note - Also see Kicker, Rule A.24.

**Urborg Justice:**

Info: Color=Black Type=Instant Cost=BB WL(R)  
 Text(WL+errata): Target opponent sacrifices a number of creatures equal to the number of creatures put into your graveyard from play this turn.  
[\[Oracle 1999/07/01\]](#)  
 Does not target the creatures. [\[DeLaney 1997/06/12\]](#)  
 The creatures are chosen on resolution, not on announcement.  
[\[bethmo 1997/06/12\]](#)

**Urborg Mindsucker:**

Info: Color=Black Type=Creature - Mindsucker Cost=2B VI(C)  
Text(VI+errata): 2/2. ; {B}, Sacrifice ~this~: Target opponent discards a card at random from his or her hand. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

**Urborg Panther:**

Info: Color=Black Type=Creature - Nightstalker Cost=2B MI(C)  
Text(MI+errata): 2/2. ; {B}, Sacrifice ~this~: Destroy target creature blocking ~this~. ; Sacrifice a creature named Feral Shadow, a creature named Breathstealer, and ~this~: Search your library for a card named Spirit of the Night and put that card into play. Then shuffle your library. [\[Oracle 2003/02/01\]](#)

You do not have to find a Spirit of the Night card if you do not want to.  
See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

Note - Before errata, this card was of creature type Night Stalker with two words. [\[Oracle 1999/07/01\]](#)

Note - This card refers to Feral Shadow.

Note - This card refers to Breathstealer.

Note - This card refers to Spirit of the Night.

**Urborg Phantom:**

Info: Color=Black Type=Creature - Minion Cost=2B IN(C)  
Text(IN): 3/1. ; ~this~ can't block. ; {U}: Prevent all combat damage that would be dealt to and dealt by ~this~ this turn.

**Urborg Shambler:**

Info: Color=Black Type=Creature - Horror Cost=2BB IN(U)  
Text(IN): 4/3. ; All other black creatures get -1/-1.

**Urborg Skeleton:**

Info: Color=Black Type=Creature - Skeleton Cost=B IN(C)  
Text(IN): 0/1. ; Kicker {3} (You may pay an additional {3} as you play this spell.) ; {B}: Regenerate ~this~. ; If you paid the kicker cost, ~this~ comes into play with a +1/+1 counter on it.  
Note - Also see Kicker, Rule A.24.

**Urborg Stalker:**

Info: Color=Black Type=Creature - Undead Cost=3B WL(R)  
Text(WL+errata): 2/4. ; At the beginning of each player's upkeep, if that player controls a nonblack, nonland permanent, ~this~ deals 1 damage to that player. [\[Oracle 1999/07/01\]](#)

**Urborg Uprising:**

Info: Color=Black Type=Sorcery Cost=4B AP(C)  
Text(AP): Return up to two target creature cards from your graveyard to your hand. Draw a card.  
You can choose 0, 1, or 2 targets. [\[Apocalypse FAQ 2001/05/24\]](#)  
You do not get to draw a card if you chose at least one target and all targets are illegal on resolution. [\[Apocalypse FAQ 2001/05/24\]](#)

**Urborg Volcano:**

Info: Color=Land Type=Land Cost=None IN(U)  
Text(IN): ~this~ comes into play tapped. ; {Tap}: Add {B} or {R} to your mana pool.

**Ur-Draco:**

Info: Color=Multi Type=Creature - Legend Cost=3BBUU LG(R)  
Text(LG+errata): 4/4, First Strike. ; Creatures with swampwalk may be blocked as though they didn't have swampwalk. [\[Oracle 1999/09/03\]](#)  
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.  
[\[Aahz 1994/06/17\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Legendary Permanents, Rule K.17.



### Urza's Armor:

Info: Color=Artifact Type=Artifact Cost=6 US(U)  
Text(US+errata): Each time a source would deal damage to you, it deals that much damage minus 1 instead. [\[Oracle 1999/05/01\]](#)  
It is a replacement effect (see Rule T.10) applied when damage would be dealt. [\[D'Angelo 1999/05/01\]](#)  
If a spell or ability damages multiple things, divide up the damage before applying this effect, and give the -1 damage to you only.  
[\[WotC Rules Team 1998/10/18\]](#)

### Urza's Avenger:

Info: Color=Artifact Type=Artifact Creature Cost=6 AQ(U1)/45(R)  
Text(5th+errata): 4/4. ; {0}: ~this~ gets -1/-1 and your choice of banding, flying, first strike, or trample until end of turn. [\[Oracle 2000/02/01\]](#)  
The -1/-1 is not permanent. It lasts until the end of the turn as do the abilities that are granted. [\[Duelist Magazine #2, Page 15\]](#)  
Note - Also see Banding, Rule A.8.  
Note - Also see First Strike, Rule A.18.  
Note - Also see Trample, Rule A.37.

### Urza's Bauble:

Info: Color=Artifact Type=Artifact Cost=0 IA(U)/5(U)  
Text(5th+errata): {Tap}, Sacrifice ~this~: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep. [\[Oracle 2000/02/01\]](#)  
Note - Also see Cantrips, Rule E.2.

### Urza's Blueprints:

Info: Color=Artifact Type=Artifact Cost=6 UL(R)  
Text(UL): Echo ; {Tap}: Draw a card.  
Note - Also see Echo, Rule A.14.

### Urza's Chalice:

Info: Color=Artifact Type=Artifact Cost=1 AQ(C4)  
Text(AQ+errata): Whenever a player plays an artifact spell, you may pay {1}. If you do, you gain 1 life. [\[Oracle 1999/09/03\]](#)  
May not be used on its own playing. It must be in play at the time the artifact is played. [\[D'Angelo 2000/02/25\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - The card is of type "Artifact" and not "Poly Artifact".  
[\[Oracle 1998/07/01\]](#)

### Urza's Contact Lenses:

Info: Color=Artifact Type=Artifact Cost=0 UG(U)  
Text(UG+errata): ~this~ comes into play tapped. ; ~this~ doesn't untap during its controller's untap steps. ; As long as ~this~ is untapped, all players play with their hands revealed. ; Clap your hands twice: Tap or untap ~this~. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
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). [\[Barclay 1998/08/13\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

### Urza's Engine:

Info: Color=Artifact Type=Artifact Creature Cost=5 AL(R6)  
Text(AL+errata): 1/5, Trample. ; {3}: ~this~ gains banding until end of turn. ; {3}: Attacking creatures banded with ~this~ gain trample until end of turn. [\[Oracle 1999/11/01\]](#)  
Note - Also see Banding, Rule A.8.  
Note - Also see Trample, Rule A.37.

### Urza's Filter:

Info: Color=Artifact Type=Artifact Cost=4 IN(R)  
Text(IN): Multicolored spells cost up to {2} less to play.

### Urza's Guilt:

Info: Color=Multi Type=Sorcery Cost=2UB PS(R)  
Text(PS): Each player draws two cards, then discards three cards from his or her hand, then loses 4 life.

#### **Urza's Incubator:**

Info: Color=Artifact Type=Artifact Cost=3 UD(R)  
Text(UD+errata): As ~this~ comes into play, choose a creature type. ; Creature spells of the chosen type cost {2} less to play.

[\[Oracle 1999/07/21\]](#)

You choose a creature type right as it comes into play, before any continuous effects are applied or triggered abilities trigger.

[\[D'Angelo 1999/07/28\]](#)

Multiple Incubators are cumulative. [\[Urza's Destiny FAQ 1999/05/25\]](#)

Note - See Rule K.11.7 on choosing a creature type.

Note - Also see Creature Type, Rule K.11.

#### **Urza's Mine:**

Info: Color=Land Type=Land Cost=None AQ(C6)/CH(C4)/5(C)  
Text(5th+errata): {Tap}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Power Plant and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

[\[Oracle 2002/03/01\]](#)

The last part means "one additional colorless mana" for a total of two.

[\[D'Angelo 2000/02/25\]](#)

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. [\[Duelist Magazine #2, Page 15\]](#)

Note - Also see Urza's Power Plant and Urza's Tower.

Note - The Antiquities card appears in four different versions with different art. Two of the cards were each C1 rarity and two were C2 rarity. The Chronicles card appears with all four pieces of art at C1 rarity.

#### **Urza's Miter:**

Info: Color=Artifact Type=Artifact Cost=3 AQ(U1)  
Text(AQ+errata): Whenever an artifact you control is put into a graveyard from play, if it wasn't sacrificed, you may pay {3}. If you do, draw a card. [\[Oracle 1999/09/03\]](#)

Can be used on itself because it can trigger on its own trip to the graveyard just like an animated Soul Net can. [\[D'Angelo 1996/10/01\]](#)

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

Note - It is of type Artifact, not Poly Artifact. [\[Oracle 1998/07/01\]](#)

#### **Urza's Power Plant:**

Info: Color=Land Type=Land Cost=None AQ(C6)/CH(C4)/5(C)  
Text(5th+errata): {Tap}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

[\[Oracle 2002/03/01\]](#)

The last part means "one additional colorless mana" for a total of two.

[\[D'Angelo 2000/02/25\]](#)

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. [\[Duelist Magazine #2, Page 15\]](#)

Note - Also see Urza's Mine and Urza's Tower.

Note - The Antiquities card appears in four different versions with different art. Two of the cards were each C1 rarity and two were C2 rarity. The Chronicles card appears with all four pieces of art at C1 rarity.

#### **Urza's Rage:**

Info: Color=Red Type=Instant Cost=2R IN(R)  
Text(IN): Kicker {8}{R} (You may pay an additional {8}{R} as you play this spell.) ; ~this~ can't be countered by spells or abilities. ; ~this~ deals 3 damage to target creature or player. If you paid the kicker cost, instead ~this~ deals 10 damage to that creature or player and the damage can't be prevented.

It can be countered by game rules, such as by having all its targets be illegal. Game rules are neither spells or abilities.

### [\[Invasion FAQ 2000/10/03\]](#)

Counterspells can be played that target it, but when they resolve they simply don't counter it since it can't be countered.

### [\[Invasion FAQ 2000/10/03\]](#)

This spell has a self-replacement in it (see Rule T.10.13). This means that if you pay the kicker cost, the 3 damage is replaced with 10 unpreventable damage before any other replacements can be applied. For example, you cannot use Healing Salve to replace the 3 damage before it gets changed. [\[Rules Team 2001/05/01\]](#)

The damage is unpreventable, but it can be affected by replacement effects such as Pariah. [\[Invasion FAQ 2000/10/03\]](#)

You can use spells and abilities that target this spell, such as Misdirection. Those spells and abilities just can't counter it.

### [\[D'Angelo 2000/10/14\]](#)

Note - Also see Kicker, Rule A.24.

### **Urza's Science Fair Project:**

Info: Color=Artifact Type=Artifact Creature Cost=6 UG(U)  
Text(UG+errata): 4/4. ; {2}: Roll a six-sided die for ~this~. 1 - It gets -2/-2 until end of turn. 2 - Prevent all combat damage it would deal this turn. 3 - Attacking doesn't 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.

### [\[D'Angelo 2000/03/09 - unofficial errata\]](#)

The die is rolled on resolution, not announcement. [\[Barclay 1998/08/13\]](#)

All tournament formats have banned cards from Unglued.

Note - Also see First Strike, Rule A.18.

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

### **Urza's Tower:**

Info: Color=Land Type=Land Cost=None AQ(C5)/CH(C4)/5(C)  
Text(5th+errata): {Tap}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Power Plant, add two additional colorless mana to your mana pool. [\[Oracle 2002/03/01\]](#)

The last part means "two additional colorless mana" for a total of three.

### [\[D'Angelo 2000/02/25\]](#)

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. [\[Duelist Magazine #2, Page 15\]](#)

Note - Also see Urza's Mine and Urza's Power Plant.

Note - The Antiquities card appears in four different versions with different art. Three of the cards were each C1 rarity and one was C2 rarity. The Chronicles card appears with all four pieces of art at C1 rarity.

### **Uthden Troll:**

Info: Color=Red Type=Creature - Troll Cost=2R ABUR4(U)/AT(F1)/BR(F1)  
Text(4th+errata): 2/2. ; {R}: Regenerate ~this~. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Utopia Tree:**

Info: Color=Green Type=Creature - Plant Cost=1G IN(R)  
Text(IN): 0/2. ; {Tap}: Add one mana of any color to your mana pool.

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### **Vaevictis Asmadi:**

Info: Color=Multi Type=Creature - Elder Dragon Legend Cost=2BBRRGG  
LG(R)/CH(U1)

Text(CH+errata): 7/7, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {B}{R}{G}. ; {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. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Legendary Permanents, Rule K.17.

### **Valor:**

Info: Color=White Type=Creature - Incarnation Cost=3W JU(U)  
Text(JU): 2/2, First Strike. ; As long as ~this~ is in your graveyard and you control a plains, creatures you control have first strike.  
The "in your graveyard" ability is ordered as if it starts at the time that this card goes to your graveyard. See Rule T.8.15.  
[\[Judgment FAQ 2002/05/28\]](#)  
Note - Also see First Strike, Rule A.18.

#### Valorous Charge:

Info: Color=White Type=Sorcery Cost=1WW PT(U)  
Text(PT): All white creatures get +2/+0 until the end of the turn. (This includes other players' white creatures.)  
All tournament formats have banned this card because it only appears in Portal.

#### Vampire Bats:

Info: Color=Black Type=Creature - Bat Cost=B LG(C2)/45(C)  
Text(4th/5th+errata): 0/1, Flying. ; {B}: ~this~ gets +1/+0 until end of turn. Play this ability no more than twice each turn. [\[Oracle 1999/09/03\]](#)

#### Vampire Hounds:

Info: Color=Black Type=Creature - Hound Cost=2B EX(C)  
Text(EX+errata): 2/2. ; Discard a creature card from your hand: ~this~ gets +2/+2 until end of turn. [\[Oracle 1999/06/01\]](#)

#### Vampiric Dragon:

Info: Color=Multi Type=Creature - Vampire Dragon Cost=6BR OD(R)  
Text(OD): 5/5, Flying. ; Whenever a creature dealt damage by ~this~ this turn is put into a graveyard, put a +1/+1 counter on ~this~. ; {1}{R}: ~this~ deals 1 damage to target creature.  
This card is of creature type Vampire and of type Dragon.  
[\[D'Angelo 2001/10/10\]](#)

#### Vampiric Embrace:

Info: Color=Black Type=Enchant Creature Cost=2BB US(U)  
Text(US+errata): Enchanted creature gets +2/+2 and has flying. ; Whenever a creature dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature. [\[Oracle 1999/05/01\]](#)

#### Vampiric Feast:

Info: Color=Black Type=Sorcery Cost=5BB PT(U)  
Text(PT): ~this~ deals 4 damage to any one creature or player. You gain 4 life.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "~this~ deals 4 damage to target creature or player. You gain 4 life."  
[\[D'Angelo 2000/06/05\]](#)

#### Vampiric Spirit:

Info: Color=Black Type=Creature - Spirit Cost=2BB P2(R)  
Text(P2): 4/3, Flying. ; When ~this~ comes into play from your hand, you lose 4 life. (The person who plays ~this~ loses the life.)  
When played under non-Portal rules, the text should be read as "Flying. ; When ~this~ comes into play, if you played it from your hand, you lose 4 life." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.

#### Vampiric Touch:

Info: Color=Black Type=Sorcery Cost=2B PT(C)  
Text(PT): ~this~ deals 2 damage to your opponent. You gain 2 life.  
All tournament formats have banned this card because it only appears in Portal.  
When played under non-Portal rules, the text should be read as "~this~ deals 2 damage to target opponent. You gain 2 life."  
[\[D'Angelo 2000/06/05\]](#)

**Vampiric Tutor:**

Info: Color=Black Type=Instant Cost=B VI(R)/6(R)  
 Text(6th): Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.  
 The loss of 2 life is part of the resolution of the spell.

[\[D'Angelo 1999/05/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

**Vampirism:**

Info: Color=Black Type=Enchant Creature Cost=1B VI(U)  
 Text(VI+errata): When ~this~ comes into play, draw a card at the beginning of the next turn's upkeep. ; Enchanted creature gets +1/+1 for each other creature you control. ; All other creatures you control get -1/-1.

[\[Oracle 1999/11/01\]](#)

Note - Also see Cantrips, Rule E.2.

**Vanishing:**

Info: Color=Blue Type=Enchant Creature Cost=U VI(C)  
 Text(VI): {U}{U}: Enchanted creature phases out.  
 Note - Also see Phasing Out and In, Rule G.27.

**Vaporous Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=2UU MI(U)  
 Text(MI+errata): 3/4, Flying. ; At the beginning of your upkeep, this phases out unless you pay {U}{U}. [\[Oracle 1999/07/01\]](#)  
 Note - Also see Phasing Out and In, Rule G.27.

**Varchild's Crusader:**

Info: Color=Red Type=Creature - Knight Cost=3R AL(C1)  
 Text(AL+errata): 3/2. ; 0: ~this~ can't be blocked except by Walls this turn. Sacrifice ~this~ at end of turn. [\[Oracle 1999/07/23\]](#)

**Varchild's War-Riders:**

Info: Color=Red Type=Creature - War-Rider Cost=1R AL(R2)  
 Text(AL+errata): 3/4, Trample, Rampage 1. ; Cumulative Upkeep - Put a 1/1 red Survivor creature token into play under an opponent's control.  
[\[Oracle 1999/11/01\]](#)

The token creatures are controlled by your opponent, but they are owned by you. This means you can use a Despot's Scepter on them.

[\[bethmo 1997/01/09\]](#)

In a multiplayer game, you can choose a different opponent each time you deal with the cumulative upkeep. [\[D'Angelo 1997/07/22\]](#)

Note - Also see Cumulative Upkeep, Rule A.11.

Note - Also see Rampage, Rule A.33.

Note - Also see Token Creatures, Rule K.25.

Note - Also see Trample, Rule A.37.

**Vebulid:**

Info: Color=Black Type=Creature - Horror Cost=B US(R)  
 Text(US+errata): 0/0. ; ~this~ comes into play with a +1/+1 counter on it. ; At the beginning of your upkeep, you may put a +1/+1 counter on ~this~. ; When ~this~ attacks or blocks, destroy it at end of combat.

[\[Oracle 1999/05/01\]](#)

Adding a counter is optional. 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(U)/BR(F1)  
 Text(TE+errata): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {G} or {W} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[Oracle 2000/10/24\]](#)

**Veiled Apparition:**

Info: Color=Blue    Type=Enchantment    Cost=1U    US(U)  
Text(US+errata): When an opponent plays a spell, if ~this~ is an enchantment, ~this~ becomes a 3/3 Illusion creature with flying. That creature has "At the beginning of your upkeep, sacrifice ~this~ unless you pay {1}{U}." [\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment. [\[Urza's Saga Rule Page\]](#)  
It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)  
It becomes a creature when the spell is announced, 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. [\[D'Angelo 1999/05/01\]](#)  
You choose whether to pay or not on resolution. If not, then you sacrifice the creature. You can choose to not pay if you do not control the creature on resolution. See Rule E.12.Ruling.3. [\[D'Angelo 1999/06/01\]](#)

#### **Veiled Crocodile:**

Info: Color=Blue    Type=Enchantment    Cost=2U    US(R)  
Text(US+errata): When a player has no cards in hand, if ~this~ is an enchantment, ~this~ becomes a 4/4 Crocodile creature. [\[Oracle 1999/05/01\]](#)  
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. [\[WotC Rules Team 1998/10/18\]](#)

#### **Veiled Sentry:**

Info: Color=Blue    Type=Enchantment    Cost=U    US(U)  
Text(US+errata): When an opponent plays a spell, if ~this~ is an enchantment, ~this~ becomes an Illusion creature with power and toughness each equal to the that spell's converted mana cost. [\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment. [\[Urza's Saga Rule Page\]](#)  
It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)  
If the spell is no longer on the stack when the triggered ability resolves, the converted mana cost of the spell is still remembered. [\[bethmo 1999/09/27\]](#)  
It becomes a creature when the spell is announced, 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. [\[D'Angelo 1999/05/01\]](#)  
Note - Also see Mana Cost, Rule K.18.

#### **Veiled Serpent:**

Info: Color=Blue    Type=Enchantment    Cost=2U    US(C)  
Text(US+errata): When an opponent plays a spell, if ~this~ is an enchantment, ~this~ becomes a 4/4 Serpent creature. It can't attack unless defending player controls an island. ; Cycling {2}. [\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment. [\[Urza's Saga Rule Page\]](#)  
It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)  
It becomes a creature when the spell is announced, 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. [\[D'Angelo 1999/05/01\]](#)  
Note - Also see Cycling, Rule A.12.

#### **Veil of Birds:**

Info: Color=Blue    Type=Enchantment    Cost=U    US(C)  
Text(US+errata): When an opponent plays a spell, if ~this~ is an enchantment, ~this~ becomes a 1/1 Bird creature with flying. [\[Oracle 1999/05/01\]](#)  
When it turns into a creature, it no longer counts as an enchantment. [\[Urza's Saga Rule Page\]](#)  
It changes even if the spell is countered. [\[D'Angelo 1999/05/01\]](#)  
It becomes a creature when the spell is announced, 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.

[\[D'Angelo 1999/05/01\]](#)

#### **Veldrane of Sengir:**

Info: Color=Black Type=Creature - Legend Cost=5BB HL(U1)

Text(HL+errata): 5/5. ; {1}{B}{B}: ~this~ gets -3/-0 and gains forestwalk until end of turn. [\[Oracle 1999/07/23\]](#)

Note - Also see Landwalk, Rule A.27.

Note - Also see Legendary Permanents, Rule K.17.

#### **Veldt:**

Info: Color=Land Type=Land Cost=None IA(R)

Text(IA+errata): {Tap}: Add {G} or {W} to your mana pool. ~this~ doesn't untap during its controller's next untap step. [\[Oracle 2000/02/01\]](#)

#### **Venarian Gold:**

Info: Color=Blue Type=Enchant Creature Cost=XUU LG(C1)

Text(LG+errata): ~this~ comes into play with X sleep counters on it. ; When ~this~ comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step as long if ~this~ has a sleep counter on it. ; At the beginning of the upkeep of enchanted creature's controller, remove a sleep counter from ~this~.

[\[Oracle 2002/10/01\]](#)

Once all the counters are gone, it just sits there as an inert enchantment.

[\[bethmo 1994/06/17\]](#)

If the enchantment is moved with Enchantment Alteration, the number of counters on Venarian Gold does not change. [\[D'Angelo 1998/05/04\]](#)

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

Note - Also see X Costs, Rule K.28.

#### **Vendetta:**

Info: Color=Black Type=Instant Cost=B MM(C)

Text(MM): Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

#### **Venerable Monk:**

Info: Color=White Type=Creature - Cleric Cost=2W

SH(C)/PT(U)/ST(C)/67(C)

Text(6th/7th): 2/2. ; When ~this~ comes into play, you gain 2 life.

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

Note - The Portal version had no creature type.

#### **Vengeance:**

Info: Color=White Type=Sorcery Cost=3W PT(U)/P2(U)/P3(U)/ST(U)/7(U)

Text(ST/7th): Destroy target tapped creature.

#### **Vengeful Dead:**

Info: Color=Black Type=Creature - Zombie Cost=3B SC(C)

Text(SC): 3/2. ; Whenever ~this~ or another Zombie is put into a graveyard from play, each opponent loses 1 life.

#### **Vengeful Dreams:**

Info: Color=White Type=Instant Cost=WW TO(R)

Text(TO): As an additional cost to play ~this~, discard X cards from your hand. ; Remove X target attacking creatures from the game.

#### **Venom:**

Info: Color=Green Type=Enchant Creature Cost=1GG DK(C3)/45(C)

Text(5th+errata): Whenever enchanted creature blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.

[\[Oracle 1999/09/03\]](#)

If this enchantment is moved onto a creature after blockers are declared, creatures blocking the newly enchanted creature are not affected. This is because the ability triggers on at the time blocking occurs.

[\[D'Angelo 1996/12/13\]](#)

**Venomspout Brackus:**

Info: Color=Green Type=Creature - Beast Cost=6G ON(U)  
Text(ON): 5/5. ; {1}{G},{Tap}: ~this~ deals 5 damage to target attacking or blocking creature with flying. ; Morph {3}{G}{G}.

Note - Also see Morph, Rule A.29.

**Venomous Breath:**

Info: Color=Green Type=Instant Cost=3G IA(U)/MM(U)  
Text(MM): At end of combat, destroy all creatures that blocked or were blocked by target creature this turn.  
It affects creatures that had blocked the target when this spell resolves, even if they are no longer blocking the creature. [\[D'Angelo 1999/12/11\]](#)

**Venomous Dragonfly:**

Info: Color=Green Type=Creature - Insect Cost=3G MM(C)  
Text(MM): 1/1, Flying. ; Whenever ~this~ blocks or becomes blocked by a creature, destroy that creature at end of combat.

**Venomous Fangs:**

Info: Color=Green Type=Enchant Creature Cost=2G US(C)  
Text(US+errata): Whenever enchanted creature deals damage to a creature, destroy that creature. [\[Oracle 1999/05/01\]](#)  
If the damaged creature takes both lethal damage and is destroyed by this effect, you have to regenerate the creature twice to keep it alive.  
[\[D'Angelo 2000/06/03\]](#)

**Venomous Vines:**

Info: Color=Green Type=Sorcery Cost=2GG JU(C)  
Text(JU): Destroy target enchanted permanent.

**Ventifact Bottle:**

Info: Color=Artifact Type=Artifact Cost=3 MI(R)  
Text(MI+errata): {1}{X},{Tap}: Put X charge counters on ~this~. Play this ability only any time you could play a sorcery. ; At the beginning of your precombat main phase, if ~this~ has a charge counter on it, tap it and remove all charge counters from it. Then add to your mana pool an amount of colorless mana equal to the number of charge counters removed this way.  
[\[Oracle 2000/02/01\]](#)

**Verdant Field:**

Info: Color=Green Type=Enchant Land Cost=2G PY(U)  
Text(PY): Enchanted land has "{Tap}: Target creature gets +1/+1 until end of turn."

**Verdant Force:**

Info: Color=Green Type=Creature - Elemental Cost=5GGG TE(R)  
Text(TE+errata): 7/7. ; At the beginning of each player's upkeep, put a 1/1 green Saproling creature token into play under your control.  
[\[Oracle 1999/05/01\]](#)  
Verdant Force's controller gets the tokens. [\[D'Angelo 1999/06/01\]](#) That is the controller at the beginning of upkeep. [\[DeLaney 1999/06/13\]](#)  
Note - Also see Token Creatures, Rule K.25.

**Verdant Succession:**

Info: Color=Green Type=Enchantment Cost=4G OD(R)  
Text(OD): Whenever a green nontoken creature is put into a graveyard from play, that creature's controller may search his or her library for a card with the same name as that creature and put it into play. If that player does, he or she then shuffles his or her library.  
You can choose not to find the creature card. [\[D'Angelo 2001/10/10\]](#)

**Verdant Touch:**

Info: Color=Green Type=Sorcery Cost=1G SH(R)  
Text(SH+errata): Buyback {3}. ; Target land becomes a 2/2 creature that's still a land. (This effect doesn't end at end of turn.)  
[\[Oracle 2000/10/24\]](#)  
The land is still a land and retains all its abilities, plus any other

characteristics. [\[Barclay 1998/02/27\]](#)  
Note - Also see Buyback, Rule A.10.

**Verdigris:**

Info: Color=Green Type=Instant Cost=2G TE(U)  
Text(TE): Destroy target artifact.

**Verdeloth the Ancient:**

Info: Color=Green Type=Creature - Treefolk Legend Cost=4GG IN(R)  
Text(IN): 4/7. ; Kicker {X} (You may pay an additional {X} as you play this spell.) ; All other Treefolk and all Saprolings get +1/+1. ;  
When ~this~ comes into play, if you paid the kicker cost, put X 1/1 green Saproling creature tokens into play.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.  
Note - Also see Legendary Permanents, Rule K.17.  
Note - Also see Token Creatures, Rule K.25.

**Verduran Emissary:**

Info: Color=Green Type=Creature - Wizard Cost=2G IN(U)  
Text(IN): 2/3. ; Kicker {1}{R} (You may pay an additional {1}{R} as you play this spell.) ; When ~this~ comes into play, if you paid the kicker cost, destroy target artifact. It can't be regenerated.  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Kicker, Rule A.24.

**Verduran Enchantress:**

Info: Color=Green Type=Creature - Druid Cost=1GG ABUR4567(R)  
Text(6th/7th): 0/2. ; Whenever you play an enchantment spell, you may draw a card.  
The ability is a triggered ability (see Rule A.4). Whenever you announce an enchantment spell, you immediately get the option of drawing a card as part of the triggered ability. [\[D'Angelo 1999/05/01\]](#)  
Does not trigger on the moving of an enchantment from one permanent to another. [\[D'Angelo 1995/07/25\]](#)  
Does trigger on enchantments that are cast as instants.  
[\[Duelist Magazine #16, Page 28\]](#)  
Note - In Fifth Edition (and before) this card was of creature type "Enchantress". In Sixth Edition, it was a "Wizard". Now it is "Druid".

**Vernal Bloom:**

Info: Color=Green Type=Enchantment Cost=3G US(R)/7(R)  
Text(7th): Whenever a forest is tapped for mana, its controller adds {G} to his or her mana pool.  
This is a triggered mana ability. It does not go on the stack.  
[\[D'Angelo 1999/05/01\]](#)

**Vernal Equinox:**

Info: Color=Green Type=Enchantment Cost=3G MM(R)  
Text(MM+errata): Any player may play creature and enchantment cards any time he or she could play an instant. [\[Oracle 2002/05/20\]](#)

**Vertigo:**

Info: Color=Red Type=Instant Cost=R IA(U)/6(U)  
Text(6th+errata): ~this~ deals 2 damage to target creature with flying.  
That creature loses flying until end of turn. [\[Oracle 2000/02/01\]](#)

**Vesuvan Doppelganger:**

Info: Color=Blue Type=Creature - Doppelganger Cost=3UU ABUR(R)  
Text(RV+errata): \*/\* ; As ~this~ comes into play, you may choose a creature in play. If you do, ~this~ comes into play as a copy of that creature except for its color and gains "At the beginning of your upkeep, you may have this creature become a copy of target creature except for its color. If you do, this creature gains this ability". [\[Oracle 2001/08/24\]](#)  
Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.  
The ability is gained as an initial ability. [\[D'Angelo 2000/01/16\]](#)

The Doppelganger of an artifact creature can be Shattered or Disenchanted. [\[D'Angelo 1994/06/01\]](#)

Can switch to the same creature it is currently a copy of.

[\[WotC Rules Team 1998/03/31\]](#)

Damage is not removed when it changes forms. [\[D'Angelo 1995/09/09\]](#)

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.

[\[WotC Rules Team 1998/03/31\]](#) See Rule E.4.10.

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. [\[D'Angelo 1995/12/21\]](#)

And Eye of Singularity will not trigger. [\[Aahz 1997/07/09\]](#) See Rule E.4.8.

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 can still be sacrificed to this Doppelganger/Tetravus.

[\[Jackson 2001/03/29\]](#)

Whenever it changes forms, it does not lose any counters or other gains made as the creature it was copying. [\[WotC Rules Team 1998/03/31\]](#)

When changing forms, any text changes from Magical Hack and Sleight of Mind that exist on the Doppelganger are applied to the new text. This does nothing if the suggested change is inappropriate.

[\[D'Angelo 2001/08/31\]](#)

When changing forms, it does not get any counters that the creature being copied would have received when played, although it would get those counters when played (see Rule E.4.3). [\[WotC Rules Team 1994/02/27\]](#) Thus, a Doppel of a Clockwork Beast would get counters if it copied the Beast when played, 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 has the form change triggered ability twice and can change twice during upkeep. [\[D'Angelo 2000/01/11\]](#)

The Doppelganger is not a targeted creature spell. [\[D'Angelo 2001/08/15\]](#)

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}. [\[WotC Rules Team 1998/03/31\]](#)

When it takes on the characteristics of the other card, it is no longer of creature type Doppelganger. [\[WotC Rules Team 1998/03/31\]](#)

If it is a copy of a Lich and is in creature enchantment form, it will stop being a creature enchantment when it changes form. [\[Aahz 1997/11/16\]](#)

It does copy the mana symbols in the mana 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.

[\[bethmo 1998/07/07\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Veteran Bodyguard:**

Info: Color=White Type=Creature - Bodyguard Cost=3WW ABUR(R)  
Text(RV+errata): 2/5. ; As long as ~this~ is untapped, all damage that would be dealt to you by unblocked creatures is dealt to ~this~ instead.

[\[Oracle 2001/08/24\]](#)

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. [\[bethmo 1994/06/01\]](#)

Damage goes to the Bodyguard as long as he is untapped. This works even if he is blocking. [\[Peterson 1994/11/01\]](#)

Cannot be used against spell or other non-creature attack damage.

**[D'Angelo 1994/06/01]**

Redirected damage retains its color and any other abilities.

**[Snark 1994/02/01]** See Rule G.12.2.

If you have multiple Veteran Bodyguards, you can decide which one receives the redirected damage each time damage would be dealt to you.

**[D'Angelo 2001/08/31]**

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Veteran Brawlers:**

Info: Color=Red Type=Creature - Soldier Cost=1R PY(R)

Text(PY): 4/4. ; ~this~ can't attack if defending player controls an untapped land. ; ~this~ can't block if you control an untapped land.

**Veteran Cavalier:**

Info: Color=White Type=Creature - Knight Cost=WW ST(U)

Text(ST): 2/2. ; Attacking doesn't cause ~this~ to tap.

All tournament formats have banned this card because it only appears in Starter.

**Veteran Explorer:**

Info: Color=Green Type=Creature - Soldier Cost=G WL(U)

Text(WL+errata): 1/1. ; When ~this~ is put into a graveyard from play, each player may search his or her library for up to two basic land cards and put them into play. Then, each player who searched his or her library shuffles it. **[Oracle 2000/02/01]**

**Veteran's Voice:**

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

Text(AL+errata): ~this~ can enchant only a creature you control. ; Enchanted creature has "{Tap}: Target creature other than this creature gets +2/+1 until end of turn." **[Oracle 1999/11/01]**

Is sacrificed if you lose control of the creature.

**[Duelist Magazine #12, Page 32]**

**Vexing Arcanix:**

Info: Color=Artifact Type=Artifact Cost=4 IA(R)

Text(IA+errata): {3},{Tap}: Target player names a card and reveals the top card of his or her library. If it's the named card, the player puts it into his or her hand. Otherwise, the player puts it into his or her graveyard and ~this~ deals 2 damage to him or her. **[Oracle 2001/08/24]**

The target player names a card on resolution. **[D'Angelo 2000/03/09]**

If the player has no cards in their library, the effect does nothing. It does not cause any damage. **[WotC Rules Team 1996/05/08]**

**Vexing Beetle:**

Info: Color=Green Type=Creature - Insect Cost=4G LE(R)

Text(LE): 3/3. ; ~this~ can't be countered. ; ~this~ gets +3/+3 as long as no opponent controls a creature.

**Vhati il-Dal:**

Info: Color=Multi Type=Creature - Legend Cost=2BG TE(R)

Text(TE+errata): 3/3. ; {Tap}: Target creature's power or toughness becomes 1 until end of turn. (Later effects may increase or decrease the creature's power or toughness.) **[Oracle 1999/05/01]**

Note - Also see Legendary Permanents, Rule K.17.

**Viashino Bey:**

Info: Color=Red Type=Creature - Viashino Cost=2RR UL(C)

Text(UL+errata): 4/3 ; If ~this~ attacks, all creatures you control attack if able. **[Oracle 1999/05/01]**

The ability is not a triggered ability. It is a constraint on declaring an attack. **[Barclay 1999/02/09]**

**Viashino Cutthroat:**

Info: Color=Red Type=Creature - Viashino Cost=2RR UL(U)

Text(UL+errata): 5/3, Haste. ; At end of turn, return ~this~ to its owner's hand. **[Oracle 1999/05/01]**

It is returned to its owner's hand at the end of turn only if it is in play.

[\[D'Angelo 1999/03/24\]](#)

Note - Also see Haste, Rule A.22.

#### **Viashino Grappler:**

Info: Color=Red Type=Creature - Viashino Cost=2R IN(C)

Text(IN): 3/1. ; {G}: ~this~ gains trample until end of turn.

Note - Also see Trample, Rule A.37.

#### **Viashino Heretic:**

Info: Color=Red Type=Creature - Viashino Cost=2R UL(U)

Text(UL+errata): 1/3 ; {1}{R},{Tap}: Destroy target artifact. ~this~ deals to that artifact's controller damage equal to the artifact's converted mana cost. [\[Oracle 1999/05/01\]](#)

Note - Also see Converted Mana Cost, Rule K.8.

#### **Viashino Outrider:**

Info: Color=Red Type=Creature - Viashino Cost=2R US(C)

Text(US): 4/3. ; Echo.

Note - Also see Echo, Rule A.14.

#### **Viashino Runner:**

Info: Color=Red Type=Creature - Viashino Cost=3R US(C)

Text(US+errata): 3/2. ; ~this~ can't be blocked except by two or more creatures. [\[Oracle 1999/05/01\]](#)

#### **Viashino Sandstalker:**

Info: Color=Red Type=Creature - Viashino Cost=1RR VI(U)

Text(VI+errata): 4/2, Haste. ; At the end turn, return ~this~ to its owner's hand. [\[Oracle 1999/07/01\]](#)

It is returned to its owner's hand at the end of every turn in which it is in play. [\[D'Angelo 1998/03/26\]](#)

Note - Also see Haste, Rule A.22.

#### **Viashino Sandscout:**

Info: Color=Red Type=Creature - Viashino Cost=1R UL(C)

Text(UL+errata): 2/1, Haste. ; At end of turn, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

It is returned to its owner's hand at the end of turn only if it is in play.

[\[D'Angelo 1999/03/24\]](#)

Note - Also see Haste, Rule A.22.

#### **Viashino Sandswimmer:**

Info: Color=Red Type=Creature - Viashino Cost=2RR US(R)

Text(US+errata): 3/2. ; {R}: Flip a coin. If you win the flip, return ~this~ to its owner's hand. If you lose the flip, sacrifice ~this~. [\[Oracle 1999/05/01\]](#)

#### **Viashino Warrior:**

Info: Color=Red Type=Creature - Viashino Cost=3R MI(C)/6(C)/BD(F1)

Text(MI/6th): 4/2.

#### **Viashino Weaponsmith:**

Info: Color=Red Type=Creature - Viashino Cost=3R US(C)

Text(US+errata): 2/2. ; Whenever ~this~ becomes blocked, it gets +2/+2 until end of turn for each creature blocking it. [\[Oracle 1999/05/01\]](#)

#### **Viashivan Dragon:**

Info: Color=Multi Type=Creature - Dragon Cost=2RRGG VI(R)

Text(VI+errata): 4/4, Flying. ; {R}: ~this~ gets +1/+0 until end of turn. ;

{G}: ~this~ gets +0/+1 until end of turn. [\[Oracle 1998/07/01\]](#)

Note - This card is referred to by Kyscu Drake.

#### **Vibrating Sphere:**

Info: Color=Artifact Type=Artifact Cost=4 IA(R)

Text(IA+errata): Creatures you control get +2/+0 during your turn. ;

Creatures you control get -0/-2 during other players' turns.



**[Oracle 2000/10/24]**

Any creature which is lowered below a toughness of 1 will die at the beginning of the upkeep step, since that is the first time State-Based Effects (see Rule T.11) are checked. **[D'Angelo 2000/03/09]**

**Vicious Hunger:**

Info: Color=Black Type=Sorcery Cost=BB NE(C)  
Text(NE): ~this~ deals 2 damage to target creature. You gain 2 life.

**Vicious Kavv:**

Info: Color=Multi Type=Creature - Kavv Cost=1BR IN(U)  
Text(IN): 2/2. ; Whenever ~this~ attacks, it gets +2/+0 until end of turn.

**Victimize:**

Info: Color=Black Type=Sorcery Cost=2B US(U)  
Text(US+errata): As an additional cost to play ~this~, sacrifice a creature. ; Put two target creature cards from your graveyard into play tapped. **[Oracle 1999/06/30]**

The sacrifice is part of the play cost (see Rule K.20) for this spell.

**[D'Angelo 1999/05/01]**

You cannot bring back the creature you sacrificed because you choose the target creatures before you sacrifice the creature. **[D'Angelo 1999/07/03]**

If one of the target creatures is not there on resolution, the other is still affected. If both creatures are gone, then nothing happens.

**[D'Angelo 1999/05/01]**

This card can be used to put both parts of the B.F.M. into play at once.

**[DeLaney 1998/10/17]**

**Victual Sliver:**

Info: Color=Multi Type=Creature - Sliver Cost=GW SH(U)  
Text(SH+errata): 2/2. ; All Slivers have "{2}, Sacrifice this creature: You gain 4 life." **[Oracle 1999/05/01]**

**Vigilant Drake:**

Info: Color=Blue Type=Creature - Drake Cost=4U UL(C)/BD(F1)/7(C)  
Text(UL/7th): 3/3, Flying. ; {2}{U}: Untap ~this~.

**Vigilant Martyr:**

Info: Color=White Type=Creature - Martyr Cost=W MI(U)  
Text(MI+errata): 1/1. ; Sacrifice ~this~: Regenerate target creature. ; {W}{W},{Tap}, Sacrifice ~this~: Counter target spell that targets an enchantment in play. **[Oracle 1999/07/01]**

**Vigilant Sentry:**

Info: Color=White Type=Creature - Nomad Cost=1WW JU(C)  
Text(JU): 2/2. ; Threshold - ~this~ gets +1/+1 and has "{Tap}: Target attacking or blocking creature gets +3/+3 until end of turn." (You have threshold as long as seven or more cards are in your graveyard.)  
Note - Also see Threshold, Rule A.36.

**Vigorous Charge:**

Info: Color=Green Type=Instant Cost=G IN(C)  
Text(IN): Kicker {W} (You may pay an additional {W} as you play this spell.) ; Target creature gains trample until end of turn. Whenever that creature deals combat damage this turn, if you paid the kicker cost, you gain life equal to that damage.  
Note - Also see Kicker, Rule A.24.  
Note - Also see Trample, Rule A.37.

**Vile Consumption:**

Info: Color=Multi Type=Enchantment Cost=1UB IN(R)  
Text(IN): All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

**Vile Deacon:**

Info: Color=Black Type=Creature - Cleric Cost=2BB LE(C)  
Text(LE): 2/2. ; Whenever ~this~ attacks, it gets +X/+X until end of turn,

where X is the number of Clerics in play.

#### **Vile Requiem:**

Info: Color=Black Type=Enchantment Cost=2BB US(U)

Text(US+errata): At the beginning of 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~.

They can't be regenerated. [\[Oracle 1999/05/01\]](#)

Adding a counter is optional. If you forget to add one during your upkeep, you cannot back up and add one later. [\[Urza's Saga Rule Page\]](#)

#### **Village Elder:**

Info: Color=Green Type=Creature - Druid Cost=G MI(C)/BR(F1)

Text(MI): 1/1. ; {G},{Tap},Sacrifice a forest: Regenerate target creature.

#### **Vindicate:**

Info: Color=Multi Type=Sorcery Cost=1WB AP(R)

Text(AP): Destroy target permanent.

#### **Vine Dryad:**

Info: Color=Green Type=Creature - Dryad Cost=3G MM(R)

Text(MM+errata): 1/3, Forestwalk. ; You may play ~this~ any time you could play an instant. ; You may remove a green card in your hand from the game rather than pay ~this~'s mana cost. [\[Oracle 2001/06/01\]](#)

#### **Vine Trellis:**

Info: Color=Green Type=Creature - Wall Cost=1G MM(C)

Text(MM): 0/4. (Walls can't attack.) ; {Tap}: Add one green mana to your mana pool.

Note - Also see Walls, Rule K.27.

#### **Vintara Elephant:**

Info: Color=Green Type=Creature - Elephant Cost=4G PY(C)

Text(PY): 4/3, Trample. ; {3}: ~this~ loses trample until end of turn. Any player may play this ability.

Note - Also see Trample, Rule A.37.

#### **Vintara Snapper:**

Info: Color=Green Type=Creature - Turtle Cost=GG PY(U)

Text(PY): 2/2. ; ~this~ can't be the target of spells or abilities as long as you control no untapped lands.

#### **Violent Eruption:**

Info: Color=Red Type=Instant Cost=1RRR TO(U)

Text(TO): Madness {1}{R}{R}. ; ~this~ deals 4 damage divided as you choose among any number of target creatures and/or players.

You cannot choose zero targets. You must choose between 1 and 4 targets.

[\[DeLaney 2003/05/19\]](#)

Note - Also see Madness, Rule A.28.

#### **Virtue's Ruin:**

Info: Color=Black Type=Sorcery Cost=2B PT(U)

Text(PT): Destroy all white creatures. (This includes your white creatures.)

All tournament formats have banned this card because it only appears in Portal.

#### **Virtuous Charge:**

Info: Color=White Type=Sorcery Cost=2W P3(C)

Text(P3): All your creatures get +1/+1 until the end of the turn.

When played under non-Portal rules, the text should be read as "Creatures you control get +1/+1 until end of turn." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

#### **Visara the Dreadful:**

Info: Color=Black Type=Creature - Gorgon Legend Cost=3BBB ON(R)

Text(ON): 5/5, Flying. ; {Tap}: Destroy target creature. It can't be

regenerated.

Note - Also see Legendary Permanents, Rule K.17.

#### Viscerid Armor:

Info: Color=Blue Type=Enchant Creature Cost=1U AL(C1)  
Text(AL+errata): Enchanted creature gets +1/+1. ; {1}{U}: Return ~this~ to its owner's hand. [\[Oracle 1999/07/23\]](#)

#### Viscerid Drone:

Info: Color=Blue Type=Creature - Homarid Cost=1U AL(U2)  
Text(AL+errata): 1/2. ; {Tap},Sacrifice a creature and a swamp: Destroy target nonartifact creature. It can't be regenerated. ; {Tap},Sacrifice a creature and a snow-covered swamp: Destroy target creature. It can't be regenerated. [\[Oracle 1999/07/23\]](#)

#### Viseling:

Info: Color=Artifact Type=Artifact Creature Cost=4 NE(U)  
Text(NE): 2/2. ; At the beginning of each opponent's upkeep, ~this~ deals X damage to that player, where X is the number of cards in his or her hand minus four.  
If X is less than zero, no damage is dealt. [\[D'Angelo 2000/02/15\]](#)

#### Vision Charm:

Info: Color=Blue Type=Instant Cost=U VI(C)  
Text(VI+errata): Choose one - Target artifact phases out; or target player puts the top four cards from his or her library into his or her graveyard; or all lands of one type become basic lands of one type of your choice until end of turn. [\[Oracle 2001/08/24\]](#)  
All lands changed are changed to the same type. [\[Visions FAQ 1997/02/16\]](#)  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - Also see Phasing Out and In, Rule G.27.

#### Visions:

Info: Color=White Type=Sorcery Cost=W LG(U1)/4(U)  
Text(4th+errata): Look at the top five cards of target player's library.  
You may then have that player shuffle that library. [\[Oracle 2001/08/24\]](#)  
You cannot rearrange the cards. You put them back in the same order or you shuffle the whole library. [\[bethmo 1994/08/31\]](#)  
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. [\[Duelist Magazine #6, Page 130\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Vitality Charm:

Info: Color=Green Type=Instant Cost=G ON(C)  
Text(ON): Choose one - Put a 1/1 green Insect creature token into play; or target creature gets +1/+1 and gains trample until end of turn; or regenerate target Beast.  
Note - Also see Modal Spells and Abilities, Rule G.24.  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see Trample, Rule A.37.

#### Vitalize:

Info: Color=Green Type=Instant Cost=G WL(C)/6(C)  
Text(WL/6th): Untap all creatures you control.

#### Vitalizing Cascade:

Info: Color=Multi Type=Instant Cost=XGW MI(U)  
Text(MI+errata): You gain X+3 life. [\[Oracle 1999/07/01\]](#)  
Note - Also see X Costs, Rule K.28.

#### Vitalizing Wind:

Info: Color=Green Type=Instant Cost=8G PY(R)  
Text(PY): Creatures you control get +7/+7 until end of turn.  
Only affects creatures you control when the spell resolves.

**Vivify:**

Info: Color=Green Type=Instant Cost=2G OD(U)  
Text(OD): Target land becomes a 3/3 creature until end of turn. It's still a land. ; Draw a card.

**Vizzerdrix:**

Info: Color=Blue Type=Creature - Beast Cost=6U ST(R)/S2(F1)/7(R)  
Text(ST/S2/7th): 6/6.

**Vodalian Hypnotist:**

Info: Color=Blue Type=Creature - Wizard Cost=1U IN(U)  
Text(IN): 1/1. ; {2}{B},{Tap}: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.  
Note - See Rule E.12.Ruling.7 for "any time you could play" rules.

**Vodalian Illusionist:**

Info: Color=Blue Type=Creature - Merfolk Cost=2U WL(U)  
Text(WL): 2/2. ; {U}{U},{Tap}: Target creature phases out.

**Vodalian Knights:**

Info: Color=Blue Type=Creature - Merfolk Cost=1UU FE(U1)  
Text(FE+errata): 2/2, First Strike. ; ~this~ can't attack unless defending player controls an island. ; {U}: ~this~ gains flying until end of turn. ;  
When you control no islands, sacrifice ~this~. [Oracle 2002/03/01]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see First Strike, Rule A.18.

**Vodalian Mage:**

Info: Color=Blue Type=Creature - Merfolk Cost=2U FE(C3)  
Text(FE+errata): 1/1. ; {U},{Tap}: Counter target spell unless its caster pays {1}. [Oracle 1999/07/23]  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Vodalian Merchant:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U IN(C)  
Text(IN): 1/2. ; When ~this~ comes into play, draw a card, then discard a card from your hand.  
Note - Also see Comes Into Play Abilities, Rule E.3.

**Vodalian Mystic:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U AP(U)  
Text(AP): 1/1. ; {Tap}: Target instant or sorcery spell becomes the color of your choice.  
It can target spells of type Instant or Sorcery, and not spells of other types that say they can be played "any time you could play" an instant or sorcery. [Apocalypse FAQ 2001/05/24]

**Vodalian Serpent:**

Info: Color=Blue Type=Creature - Serpent Cost=3U IN(C)  
Text(IN): 2/2. ; Kicker {2} (You may pay an additional {2} as you play this spell.) ; ~this~ can't attack unless defending player controls an island. ; If you paid the kicker cost, ~this~ comes into play with four +1/+1 counters on it.  
Note - Also see Kicker, Rule A.24.

**Vodalian Soldiers:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U FE(C4)/56(C)  
Text(FE/5th/6th): 1/2.

**Vodalian War Machine:**

Info: Color=Blue Type=Creature - Wall Cost=1UU FE(U1)  
Text(FE+errata): 0/4. (Walls can't attack.) ; Tap an untapped Merfolk you control: ~this~ may attack this turn as though it weren't a Wall. ;  
Tap an untapped Merfolk you control: ~this~ gets +2/+1 until end of turn. ; When ~this~ is put in a graveyard, destroy all Merfolk tapped this

turn to pay for its abilities. [\[Oracle 2001/08/24\]](#)  
 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. [\[D'Angelo 1996/12/23\]](#)  
 It cannot override "summoning sickness", so it cannot attack on the turn it is brought into play. [\[WotC Rules Team 1994/12/15\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
 Note - Also see Walls, Rule K.27.

#### **Vodalian Zombie:**

Info: Color=Multi Type=Creature - Merfolk Zombie Cost=UB IN(C)  
 Text(IN): 2/2, Protection from Green.  
 Note - Also see Protection, Rule A.31.

#### **Voice of All:**

Info: Color=White Type=Creature - Angel Cost=2WW PS(U)  
 Text(PS): 2/2, Flying. ; As ~this~ comes into play, choose a color. ~this~ has protection from the chosen color.  
 Note - Also see Protection, Rule A.31.

#### **Voice of Duty:**

Info: Color=White Type=Creature - Angel Cost=3W UD(U)  
 Text(UD): 2/2, Flying, Protection from Green.  
 Note - Also see Protection, Rule A.31.

#### **Voice of Grace:**

Info: Color=White Type=Creature - Angel Cost=3W US(U)  
 Text(US): 2/2, Flying, Protection from Black.  
 Note - Also see Protection, Rule A.31.

#### **Voice of Law:**

Info: Color=White Type=Creature - Angel Cost=3W US(U)  
 Text(US): 2/2, Flying, Protection from Red.  
 Note - Also see Protection, Rule A.31.

#### **Voice of Reason:**

Info: Color=White Type=Creature - Angel Cost=3W UD(U)  
 Text(UD): 2/2, Flying, Protection from Blue.  
 Note - Also see Protection, Rule A.31.

#### **Voice of the Woods:**

Info: Color=Green Type=Creature - Elf Lord Cost=3GG ON(R)  
 Text(ON): 2/2. ; Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.  
 Since the ability does not have the {Tap} symbol, you can use the ability before this creature begins a turn under your control.  
[\[Onslaught FAQ 2002/09/24\]](#)  
 It can tap itself but is not required to do so. [\[D'Angelo 2002/10/15\]](#)  
 Note - Also see Token Creatures, Rule K.25.  
 Note - Also see Trample, Rule A.37.

#### **Voice of Truth:**

Info: Color=White Type=Creature - Angel Cost=3W NE(U)  
 Text(NE): 2/2, Flying, Protection from White.  
 Note - Also see Protection, Rule A.31.

#### **Void:**

Info: Color=Multi Type=Sorcery Cost=3BR IN(R)  
 Text(IN): Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.  
 You can choose zero. Token creatures have a converted mana cost of zero, for example. [\[Invasion FAQ 2000/10/03\]](#)  
 Note - Also see Converted Mana Cost, Rule K.8.

#### **Voidmage Apprentice:**

Info: Color=Blue Type=Creature - Wizard Cost=1U LE(C)  
Text(LE): 1/1. ; Morph {2}{U}{U}. ; When ~this~ is turned face up, counter target spell.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

#### **Voidmage Prodigy:**

Info: Color=Blue Type=Creature - Wizard Cost=UU ON(R)  
Text(ON): 2/1. ; {U}{U},Sacrifice a Wizard: Counter target spell. ; Morph {U}.

Note - Also see Morph, Rule A.29.

#### **Volcanic Dragon:**

Info: Color=Red Type=Creature - Dragon Cost=4RR  
MI(R)/PT(R)/ST(R)/6(R)/AT(F1)  
Text(6th): 4/4, Flying, Haste.

Note - Also see Haste, Rule A.22.

Note - The Portal version had no creature type.

#### **Volcanic Eruption:**

Info: Color=Blue Type=Sorcery Cost=XUUU ABUR4(R)  
Text(4th+errata): Destroy X target mountains. ~this~ deals damage to each creature and player equal to the number of mountains destroyed this way. [\[Oracle 1999/09/03\]](#)

Can be used with X equal to zero. This is useful if no Mountains are in play. [\[bethmo 1994/06/01\]](#)

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 be countered since the targets will be illegal.

[\[WotC Rules Team 1994/02/07\]](#) It may not be countered on multilands that are half mountain and half of the new land type specified.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see X Costs, Rule K.28.

#### **Volcanic Geyser:**

Info: Color=Red Type=Instant Cost=XRR MI(U)/6(U)  
Text(MI/6th): ~this~ deals X damage to target creature or player.

Note - Also see X Costs, Rule K.28.

#### **Volcanic Hammer:**

Info: Color=Red Type=Sorcery Cost=1R PT(C)/P2(C)/ST(C)/7(C)  
Text(ST/7th): ~this~ deals 3 damage to target creature or player.

#### **Volcanic Island:**

Info: Color=Land Type=Land Cost=None BUR(R)  
Text(RV+errata): ~this~ is an island and a mountain in addition to its land type. [\[Oracle 2000/10/24\]](#)

The card works as if its text also has "{Tap}: Add {U} to your mana pool. ; {Tap}: Add {R} to your mana pool." [\[WotC Rules Team 2000/06/06\]](#)

See Badlands for rulings.

Extended tournaments (see Rule D.15) have banned this card since 2002/11/01.

Note - Volcanic Island was not in the Alpha printing of the Limited Edition.

#### **Volcanic Spray:**

Info: Color=Red Type=Sorcery Cost=1R OD(U)  
Text(OD): Flashback {1}{R}. ; ~this~ deals 1 damage to each creature without flying and each player.

Note - Also see Flashback, Rule A.20.

#### **Volcanic Wind:**

Info: Color=Red Type=Sorcery Cost=4RR MM(U)  
Text(MM+errata): ~this~ deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play as you play ~this~. [\[Oracle 1999/11/01\]](#)



The value of X is determined at the time you announce this spell, and you choose the targets and the division of damage among those targets as part of the announcement as well. [\[D'Angelo 1999/11/21\]](#)

If there are no creatures in play when you play this, you do not pick any targets and it deals no damage. [\[D'Angelo 2003/05/19\]](#)

If there is at least one creature in play when you are announcing this, you cannot choose zero targets. You must choose between 1 and X targets. [\[DeLaney 2003/05/19\]](#)

#### **Volcano Imp:**

Info: Color=Black Type=Creature - Imp Cost=3B PS(C)  
Text(PS): 2/2, Flying. ; {1}{R}: ~this~ gains first strike until end of turn.

Note - Also see First Strike, Rule A.18.

#### **Volley of Boulders:**

Info: Color=Red Type=Sorcery Cost=8R OD(R)  
Text(OD): Flashback {R}{R}{R}{R}{R}{R}. ; ~this~ deals 6 damage divided as you choose among any number of target creatures and/or players.  
You cannot choose zero targets. You must choose between 1 and 6 targets. [\[DeLaney 2003/05/19\]](#)

Note - Also see Flashback, Rule A.20.

#### **Volrath's Curse:**

Info: Color=Blue Type=Enchant Creature Cost=1U TE(C)  
Text(TE+errata): Enchanted creature can't attack or block and its activated abilities can't be played. Enchanted creature's controller may sacrifice a permanent to ignore this ability until end of turn ;  
{1}{U}: Return ~this~ to its owner's hand. [\[Oracle 1999/07/21\]](#)  
If the creature this card is on is sacrificed to this card, this card is put into the graveyard before the ability to unsummon it can be used. [\[D'Angelo 1998/12/07\]](#)

#### **Volrath's Dungeon:**

Info: Color=Black Type=Enchantment Cost=2BB EX(R)  
Text(EX+errata): Pay 5 life: Destroy ~this~. Any player may pay this ability but only during his or her turn. ; Discard a card from your hand: Target player puts a card from his or her hand on top of his or her library. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

#### **Volrath's Gardens:**

Info: Color=Green Type=Enchantment Cost=1G SH(R)  
Text(SH+errata): {2}, Tap an untapped creature you control: You gain 2 life. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)

#### **Volrath's Laboratory:**

Info: Color=Artifact Type=Artifact Cost=5 SH(R)  
Text(SH+errata): As ~this~ comes into play, choose a color and creature type. ; {5},{Tap}: Put into play a 2/2 creature token of the chosen color and type. [\[Oracle 1999/05/01\]](#)  
You do have to choose an existing creature type. (Rule K.11.7). [\[D'Angelo 2003/05/16\]](#)  
The token has the same name as the creature type. [\[bethmo 1998/02/27\]](#)  
The token does not have any built-in abilities. For example, choosing creature type Bird does not give the token Flying. [\[D'Angelo 1998/06/16\]](#)  
Note - Also see Creature Type, Rule K.11.  
Note - Also see Token Creatures, Rule K.25.

#### **Volrath's Motion Sensor:**

Info: Color=Black Type=Enchant Player Cost=B UG(U)  
Text(UG+errata): ~this~ can enchant only a hand controlled by an opponent. ; Enchanted player balances ~this~ on the back of that hand. ; When ~this~ falls off the hand, sacrifice ~this~ and that player loses 3 life. [\[D'Angelo 2000/03/09 - unofficial errata\]](#)  
"Enchant Player" cards are local enchantments. [\[Barclay 1998/08/13\]](#)

The hand may be a real hand, or one of cards, but it must be controlled by the opponent. [\[Barclay 1998/08/13\]](#)  
No other part of the player's body may touch the motion sensor - if it does, it is considered to have fallen off. [\[Barclay 1998/08/13\]](#)  
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. [\[Barclay 1998/08/13\]](#)  
Blowing on the card or actively acting upon it in any way to force it off the player is not legal. [\[D'Angelo 1998/10/22\]](#)  
All tournament formats have banned cards from Unglued.  
Note - Also see Unglued rulings, Rule U.1.

### **Volrath's Shapeshifter:**

Info: Color=Blue Type=Creature - Shapeshifter Cost=1UU SH(R)  
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 that has "{2}: discard a card from your hand." ; {2}: Discard a card from your hand. [\[Oracle 2001/08/24\]](#)  
Note - Also see Copy Cards, Rule E.4. There are enough important rules there that they are worth reading first.  
If the top card in your graveyard isn't a creature card (meaning a "Creature" or "Artifact Creature"), then it's just a 0/1 blue creature. [\[D'Angelo 1999/06/01\]](#) Older cards of type Summon are also Creature cards.  
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 the granted ability in addition to those from the card being copied. [\[Barclay 1998/02/27\]](#)  
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.10.5) unless the card also has descriptive text that 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. [\[DeLaney 1998/07/17\]](#) But a Clone, Vesuvan Doppelganger, or Shapeshifter results in a 0 value for the \*. [\[D'Angelo 1999/01/26\]](#)  
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. [\[Barclay 1998/02/27\]](#)  
If the top card in your graveyard is a creature at the time this card comes into play, it comes into play as a copy of that card and will trigger any of its own (or others) comes into play abilities as appropriate. [\[D'Angelo 1999/06/01\]](#) It will not apply any "as comes into play" text on the creature card, however. [\[D'Angelo 2001/08/31\]](#)  
When it changes forms, you do not play any "comes into play" abilities of the cards it copies. [\[D'Angelo 1998/06/05\]](#)  
This card's copy ability is different from other copy abilities. Instead of being a one shot effect, the ability is static and generates a continuous effect. The result is that even though its own effect removes the ability, when the top card of the graveyard changes you get to re-evaluate the continuous effects (see Rule T.8 for details) and the card changes to copy something else. [\[Barclay 2001/09/04\]](#)  
A copy (such as a Clone) of a Volrath's Shapeshifter that is currently copying the top card of the graveyard will not have the shapeshifting ability. [\[Barclay 2001/09/04\]](#) A copy of a Volrath's Shapeshifter that is not currently copying anything will have the copy ability. [\[D'Angelo 2001/09/17\]](#)  
Note - Also see Copy Cards, Rule E.4.

### **Volrath's Stronghold:**

Info: Color=Land Type=Legendary Land Cost=None SH(R)  
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.17.

### **Volrath the Fallen:**

Info: Color=Black Type=Creature - Legend Cost=3BBB NE(R)  
Text(NE): 6/4. ; {1}{B},Discard a creature card from your hand: ~this~

gets +X/+X until end of turn, where X is the discarded card's converted mana cost.

Note - Also see Converted Mana Cost, Rule K.8.

#### **Voltaic Key:**

Info: Color=Artifact Type=Artifact Cost=1 US(U)

Text(US): {1},{Tap}: Untap target artifact.

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 1999/07/01.

#### **Volunteer Militia:**

Info: Color=White Type=Creature - Soldier Cost=W P2(C)/P3(C)

Text(P2/P3): 1/2.

All tournament formats have banned this card because it only appears in Portal.

#### **Volunteer Reserves:**

Info: Color=White Type=Creature - Soldier Cost=1W WL(U)

Text(WL): 2/4, Banding. ; Cumulative Upkeep - {1}.

Note - Also see Banding, Rule A.8.

Note - Also see Cumulative Upkeep, Rule A.11.

#### **Voodoo Doll:**

Info: Color=Artifact Type=Artifact Cost=6 LG(R)/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 damage equal to the number of pin counters on it to you. ; {X}{X},{Tap}: ~this~ deals X damage to target creature or player. X is the number of pin counters on ~this~. [\[Oracle 2002/03/01\]](#)

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. [\[bethmo 1994/06/15\]](#)

If Power Artifact is applied to the Doll, each activation will cost X+X-2 with a minimum cost of {1}. [\[Aahz 1994/07/25\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Voracious Cobra:**

Info: Color=Multi Type=Creature - Snake Cost=2RG IN(U)

Text(IN): 2/2, First Strike. ; Whenever ~this~ deals combat damage to a creature, destroy that creature.

Note - Also see First Strike, Rule A.18.

#### **Vug Lizard:**

Info: Color=Red Type=Creature - Lizard Cost=1RR US(U)

Text(US): 3/4, Mountainwalk. ; Echo.

Note - Also see Echo, Rule A.14.

Note - Also see Landwalk, Rule A.27.

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#### **Waiting in the Weeds:**

Info: Color=Green Type=Sorcery Cost=1GG MI(R)/6(R)

Text(6th+errata): Each player puts a 1/1 green Cat creature token into play for each untapped forest he or she controls. [\[Oracle 1999/06/30\]](#)

Note - Also see Token Creatures, Rule K.25.

#### **Wake of Destruction:**

Info: Color=Red Type=Sorcery Cost=3RRR UD(R)

Text(UD+errata): Destroy target land and all other lands with the same name as that land. [\[Oracle 2002/05/20\]](#)

Only looks at the card name, so it will not destroy cards that "count as" the destroyed land's type. [\[Urza's Destiny FAQ 1999/05/25\]](#)

#### **Wake of Vultures:**

Info: Color=Black Type=Creature - Bird Cost=3B VI(C)  
Text(VI+errata): 3/1, Flying. ; {1}{B}: Sacrifice a creature:  
Regenerate ~this~. [\[Oracle 1998/07/01\]](#)  
Note - Before errata, this card was of creature type Vulture.  
[\[Oracle 1999/07/01\]](#)

#### **Walking Dead:**

Info: Color=Black Type=Creature - Walking-Dead Cost=1B LG(C1)  
Text(LG+errata): 1/1. ; {B}: Regenerate ~this~. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.

#### **Walking Desecration:**

Info: Color=Black Type=Creature - Zombie Cost=2B ON(U)  
Text(ON): 1/1. ; {B},{Tap}: Creatures of the type of your choice attack  
this turn if able.

#### **Walking Dream:**

Info: Color=Blue Type=Creature - Illusion Cost=3U SH(U)  
Text(SH+errata): 3/3. ; ~this~ is unblockable. ; ~this~ doesn't untap during  
your untap step if an opponent controls two or more creatures.  
[\[Oracle 1999/05/01\]](#)

#### **Walking Sponge:**

Info: Color=Blue Type=Creature - Sponge Cost=1U UL(U)  
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.  
[\[Urza's Legacy FAQ 1999/02/03\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Trample, Rule A.37.

#### **Walking Wall:**

Info: Color=Artifact Type=Artifact Creature - Wall Cost=4 IA(U)  
Text(IA+errata): 0/6. (Walls can't attack.) ; {3}: ~this~ gets +3/-1 until  
end of turn and may attack this turn as though it weren't a Wall. Play  
this ability only once each turn. [\[Oracle 2000/02/01\]](#)  
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. [\[Duelist Magazine #7, Page 9\]](#)  
Note - Also see Walls, Rule K.27.

#### **Wall of Air:**

Info: Color=Blue Type=Creature - Wall Cost=1UU ABUR4567(U)  
Text(6th/7th): 1/5, Flying. ; (Walls can't attack.)  
Note - Also see Walls, Rule K.27.

#### **Wall of Blossoms:**

Info: Color=Green Type=Creature - Wall Cost=1G SH(U)  
Text(SH+errata): 0/4. (Walls can't attack.) ; When ~this~ comes into play,  
draw a card. [\[Oracle 1999/05/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Walls, Rule K.27.

#### **Wall of Bone:**

Info: Color=Black Type=Creature - Wall Cost=2B ABUR457(U)  
Text(7th): 1/4. ; (Walls can't attack.) ; {B}: Regenerate ~this~.  
Note - Also see Walls, Rule K.27.

#### **Wall of Brambles:**

Info: Color=Green Type=Creature - Wall Cost=2G ABUR45(U)  
Text(4th/5th+errata): 2/3. (Walls cannot attack.) ; {G}: Regenerate ~this~.  
[\[Oracle 2000/02/01\]](#)  
Note - Also see Walls, Rule K.27.

#### **Wall of Caltrops:**

Info: Color=White Type=Creature - Wall Cost=1W LG(C1)  
Text(LG+errata): 2/1. (Walls can't attack.) ; Whenever ~this~ blocks a

creature, if no non-Wall creatures are blocking that creature, ~this~ gains banding until end of turn. [\[Oracle 2001/08/24\]](#)  
The bonus is gained when the trigger resolves in the declare blockers (see Rule C.4) step of the combat phase if the criterion is met.  
[\[D'Angelo 2000/03/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Banding, Rule A.8.  
Note - Also see Walls, Rule K.27.

#### Wall of Corpses:

Info: Color=Black Type=Creature - Wall Cost=1B MI(C)  
Text(MI+errata): 0/2. (Walls can't attack.) ; {B},Sacrifice ~this~: Destroy target creature ~this~ is blocking. [\[Oracle 1999/07/01\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Deceit:

Info: Color=Blue Type=Creature - Wall Cost=1U LE(U)  
Text(LE): 0/5. (Walls can't attack.) ; Morph {U}. ; {3}: Turn ~this~ face down.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.  
Note - Also see Walls, Rule K.27.

#### Wall of Diffusion:

Info: Color=Red Type=Creature - Wall Cost=1R TE(C)  
Text(TE+errata): 0/5. (Walls can't attack.) ; ~this~ may block as though it had shadow. [\[Oracle 1999/06/30\]](#)  
The player can choose to treat this creature as shadow or non-shadow when declaring blockers, but only one of the two during a single declare blockers step. [\[bethmo 1999/06/13\]](#)  
Note - Also see Shadow, Rule A.34.  
Note - Also see Walls, Rule K.27.

#### Wall of Distortion:

Info: Color=Black Type=Creature - Wall Cost=2BB MM(C)  
Text(MM+errata): 1/3. (Walls can't attack.) ; {2}{B},{Tap}: Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery. [\[Oracle 2000/02/01\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Dust:

Info: Color=Red Type=Creature - Wall Cost=2R LG(U1)/4(U)  
Text(4th+errata): 1/4. (Walls can't attack.) ; Whenever ~this~ blocks a creature, that creature can't attack during its controller's next turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wall of Earth:

Info: Color=Red Type=Creature - Wall Cost=1R LG(C2)  
Text(LG+errata): 0/6. (Walls can't attack.) [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Walls, Rule K.27.

#### Wall of Essence:

Info: Color=White Type=Creature - Wall Cost=1W SH(U)  
Text(SH+errata): 0/4. (Walls can't attack.) ; Whenever ~this~ is dealt combat damage, you gain that much life. [\[Oracle 1999/05/01\]](#)  
Does trigger the life gain when combat damage is redirected to it.  
Redirected combat damage is still combat damage. [\[D'Angelo 1998/10/19\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Fire:

Info: Color=Red Type=Creature - Wall Cost=1RR ABUR4567(U)  
Text(6th/7th): 0/5. ; (Walls can't attack.) ; {R}: ~this~ gets +1/+0 until

end of turn.  
Note - Also see Walls, Rule K.27.

#### Wall of Glare:

Info: Color=White Type=Creature - Wall Cost=1W UD(C)  
Text(UD+errata): 0/5. ; (Walls can't attack.) ; ~this~ may block any number of creatures. [\[Oracle 2002/05/20\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Granite:

Info: Color=Red Type=Creature - Wall Cost=2R PT(U)  
Text(PT): 0/7. ; ~this~ can't attack.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Walls, Rule K.27.  
Note - This card had no creature type. If played with non-Portal cards, it should be played as creature type Wall. [\[D'Angelo 2000/06/05\]](#)

#### Wall of Heat:

Info: Color=Red Type=Creature - Wall Cost=2R LG(C1)/CH(C3)/BR(F1)  
Text(LG/CH+errata): 2/6. (Walls can't attack.) [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wall of Hope:

Info: Color=White Type=Creature - Wall Cost=W LE(C)  
Text(LE): 0/3. (Walls can't attack.) ; Whenever ~this~ is dealt damage, you gain that much life.  
Note - Also see Walls, Rule K.27.

#### Wall of Ice:

Info: Color=Green Type=Creature - Wall Cost=2G ABUR4(U)  
Text(ABU/RV/4th+errata): 0/7. (Walls can't attack.) [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wall of Junk:

Info: Color=Artifact Type=Artifact Creature - Wall Cost=2 US(U)  
Text(US+errata): 0/7. ; (Walls can't attack.) ; Whenever ~this~ blocks, return it to its owner's hand at end of combat. [\[Oracle 1999/05/01\]](#)  
It only returns to owner's hand if it is still in play at end of combat. [\[D'Angelo 1999/11/09\]](#)  
Note - It is of creature type Wall.  
Note - Also see Walls, Rule K.27.

#### Wall of Kelp:

Info: Color=Blue Type=Creature - Wall Cost=UU HL(U1)  
Text(HL+errata): 0/3. ; {U}{U},{Tap}: Put a 0/1 blue Kelp Wall creature token into play. [\[Oracle 2002/10/01\]](#)  
Note - Also see Token Creatures, Rule K.25.  
Note - Also see Walls, Rule K.27.

#### Wall of Lava:

Info: Color=Red Type=Creature - Wall Cost=1RR IA(U)  
Text(IA+errata): 1/3. (Walls can't attack.) ; {R}: ~this~ gets +1/+1 until end of turn. [\[Oracle 2000/02/01\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Light:

Info: Color=White Type=Creature - Wall Cost=2W LG(U1)  
Text(LG+errata): 1/5, Protection from Black. (Walls can't attack.) [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Protection, Rule A.31.  
Note - Also see Walls, Rule K.27.

#### Wall of Mulch:



Info: Color=Green Type=Creature - Wall Cost=1G ON(U)  
Text(ON): 0/4. (Walls can't attack.) ; {G}, Sacrifice a Wall: Draw a card.  
It can be sacrificed for its own ability. [\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Nets:

Info: Color=White Type=Creature - Wall Cost=1WW EX(R)  
Text(EX+errata): 0/7. ; At end of combat, remove from the game all creatures blocked by ~this~. ; When ~this~ leaves play, return to play under their owners' control all creatures removed from the game with ~this~. [\[Oracle 1999/05/01\]](#)  
It only removes creatures from the game if this card is still in play at the end of combat. [\[Barclay 1998/06/10\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Opposition:

Info: Color=Red Type=Creature - Wall Cost=3RR LG(R)/CH(U3)  
Text(LG/CH+errata): 0/6. (Walls can't attack.) ; {1}: ~this~ gets +1/+0 until end of turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wall of Pine Needles:

Info: Color=Green Type=Creature - Wall Cost=3G IA(U)  
Text(IA+errata): 3/3. (Walls can't attack.) ; {G}: Regenerate ~this~. [\[Oracle 2000/02/01\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Putrid Flesh:

Info: Color=Black Type=Creature - Wall Cost=2B LG(U1)  
Text(LG+errata): 2/4, Protection from White. (Walls can't attack.) ; Prevent all damage that would be dealt to ~this~ by enchanted creatures. [\[Oracle 1999/09/03\]](#)  
The term "enchanted creatures" means "creatures with a local enchantment on them". [\[D'Angelo 2000/03/03\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Protection, Rule A.31.  
Note - Also see Walls, Rule K.27.

#### Wall of Razors:

Info: Color=Red Type=Creature - Wall Cost=1R SH(U)  
Text(SH+errata): 4/1, First Strike. (Walls can't attack.) [\[Oracle 1999/05/01\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Walls, Rule K.27.

#### Wall of Resistance:

Info: Color=White Type=Creature - Wall Cost=1W MI(C)  
Text(MI+errata): 0/3, Flying. (Walls can't attack.) ; At end of turn, if ~this~ was dealt damage this turn, put a +0/+1 counter on it. [\[Oracle 1999/07/01\]](#)  
It gets only one counter a turn, not one per point of damage. [\[D'Angelo 1998/06/18\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Roots:

Info: Color=Green Type=Creature - Wall Cost=1G MI(C)  
Text(MI+errata): 0/5. (Walls can't attack.) ; Put a -0/-1 counter on ~this~: Add {G} to your mana pool. Play this ability only once each turn. [\[Oracle 1999/09/03\]](#)  
Note - Also see Walls, Rule K.27.

#### Wall of Shadows:

Info: Color=Black Type=Creature - Wall Cost=1BB LG(C2)/CH(C3)  
Text(CH+errata): 0/1. (Walls can't attack.) ; Prevent all damage that would be dealt to ~this~ by creatures it's blocking. ; ~this~ can't be the target of spells that can target only Walls or of abilities that can target only Walls. [\[Oracle 2002/03/01\]](#)

Can be destroyed by a Battering Ram because combat effects are not targeted. [\[WotC Rules Team 1994/02/07\]](#)

It is not affected by the Golgothian Sylex. [\[D'Angelo 1995/08/16\]](#)

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". [\[bethmo 1999/02/11\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Walls, Rule K.27.

Note - The Chronicles version should have the Legends symbol and not the Antiquities symbol on it. This is errata. [\[Encyclopedia, Page 208\]](#)

#### Wall of Shields:

Info: Color=Artifact Type=Artifact Creature - Wall Cost=3 IA(U)

Text(IA+errata): 0/4, Banding. (Walls can't attack.) [\[Oracle 2000/02/01\]](#)

Note - Also see Banding, Rule A.8.

Note - Also see Walls, Rule K.27.

#### Wall of Souls:

Info: Color=Black Type=Creature - Wall Cost=1B SH(U)

Text(SH+errata): 0/4. (Walls can't attack.) ; Whenever ~this~ is dealt combat damage, it deals that much damage to target opponent.

[\[Oracle 1999/05/01\]](#)

Redirected damage is still combat damage, so it will trigger on combat damage that is redirected to it. [\[D'Angelo 1999/06/17\]](#)

Note - Also see Walls, Rule K.27.

#### Wall of Spears:

Info: Color=Artifact Type=Artifact Creature - Wall Cost=3

AQ(U3)/45(C)/7(U)

Text(7th): 2/3, First Strike. ; (Walls can't attack.)

Note - Also see First Strike, Rule A.18.

Note - Also see Walls, Rule K.27.

#### Wall of Stone:

Info: Color=Red Type=Creature - Wall Cost=1RR ABUR45(U)

Text(ABU/RV/4th/5th+errata): 0/8. (Walls cannot attack.) [\[Oracle 2000/02/01\]](#)

Note - Also see Walls, Rule K.27.

#### Wall of Swords:

Info: Color=White Type=Creature - Wall Cost=3W ABUR4567(U)/PT(U)

Text(6th/7th): 3/5, Flying. ; (Walls can't attack.)

Note - Also see Walls, Rule K.27.

Note - The Portal version had no creature type.

#### Wall of Tears:

Info: Color=Blue Type=Creature - Wall Cost=1U SH(U)

Text(SH+errata): 0/4. (Walls can't attack.) ; Whenever ~this~ blocks a creature, return that creature to its owner's hand at end of combat.

[\[Oracle 1999/05/01\]](#)

Only creatures which live through the combat are returned to their owner's hand. [\[Duelist Magazine #25, Page 31\]](#)

Note - Also see Walls, Rule K.27.

#### Wall of Tombstones:

Info: Color=Black Type=Creature - Wall Cost=1B LG(U1)

Text(LG+errata): 0/1. (Walls can't attack.) ; At the beginning of your upkeep, ~this~'s toughness becomes 1 plus the number of creature cards in your graveyard. (This effect doesn't end at end of turn.)

[\[Oracle 2001/08/24\]](#)

This sets the current power/toughness and not the initial value, so it overrides counters and any older effects. [\[D'Angelo 1999/02/07\]](#)

A "creature card" is a Creature card or Artifact Creature card.

[\[D'Angelo 2000/03/03\]](#) Older cards of type Summon also count.

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

Note - Also see Walls, Rule K.27.

#### Wall of Vapor:

Info: Color=Blue Type=Creature - Wall Cost=3U LG(C2)/CH(C3)  
Text(CH+errata): 0/1. (Walls can't attack.) ; Prevent all damage that would be dealt to ~this~ by creatures it's blocking. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wall of Vipers:

Info: Color=Black Type=Creature - Wall Cost=2B PY(U)  
Text(PY): 2/4. (Walls can't attack.) ; {3}: Destroy ~this~ and target creature it's blocking. Any player may play this ability.

#### Wall of Water:

Info: Color=Blue Type=Creature - Wall Cost=1UU ABUR4(U)  
Text(ABU/4th+errata): 0/5. (Walls can't attack.) ; {U}: ~this~ gets +1/+0 until end of turn. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wall of Wonder:

Info: Color=Blue Type=Creature - Wall Cost=2UU LG(U1)/CH(U3)/7(R)  
Text(7th): 1/5. ; (Walls can't attack.) ; {2}{U}{U}: ~this~ gets +4/-4 until end of turn and may attack this turn as though it weren't a Wall.  
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.

[\[Aahz 1994/06/16\]](#)

Extended tournaments (see Rule D.15) banned this card from 1999/10/01 to 2001/05/01.

Note - Also see Walls, Rule K.27.

#### Wall of Wood:

Info: Color=Green Type=Creature - Wall Cost=G ABUR4(C)  
Text(ABU/RV/4th+errata): 0/3. (Walls can't attack.) [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Walls, Rule K.27.

#### Wallop:

Info: Color=Green Type=Sorcery Cost=1G IN(U)  
Text(IN): Destroy target blue or black creature with flying.

#### Wandering Eye:

Info: Color=Blue Type=Creature - Illusion Cost=2U NE(C)  
Text(NE): 1/3, Flying. ; All players play with their hands revealed.

#### Wandering Mage:

Info: Color=Multi Type=Creature - Cleric Cost=WUB AL(R2)  
Text(AL+errata): 0/3. ; {W}, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn. ; {U}: Prevent the next 1 damage that would be dealt to target Cleric or Wizard this turn. ; {B}, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn. [\[Oracle 1999/07/23\]](#)

#### Wandering Stream:

Info: Color=Green Type=Sorcery Cost=2G IN(C)  
Text(IN): You gain 2 life for each basic land type among lands you control.

#### Wanderlust:

Info: Color=Green Type=Enchant Creature Cost=2G ABUR45(U)  
Text(5th+errata): At the beginning of the upkeep of enchanted creature's controller, ~this~ deals 1 damage to that player. [\[Oracle 2000/02/01\]](#)

#### Wand of Denial:

Info: Color=Artifact Type=Artifact Cost=2 VI(R)/6(R)  
Text(6th): {Tap}: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's

graveyard.

#### **Wand of Ith:**

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)  
Text(DK+errata): {3},{Tap}: Target player reveals a card at random from his or her hand. If it's a land card, that player discards it unless he or she pays 1 life. If it isn't a land card, the player discards it unless he or she pays life equal to its converted mana cost. Play this ability only during your turn. [\[Oracle 2001/08/24\]](#)

Any X in the mana cost of a spell is zero for purposes of the Wand.

[\[Aahz 1994/08/10\]](#)

The card is picked during resolution of this ability. [\[D'Angelo 1995/02/01\]](#)

This gives the player a chance to cast any instant speed spells prior to having a random card selected from their hand.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Converted Mana Cost, Rule K.8.

#### **Wane (Wax/Wane):**

Info: Color=White Type=Instant Cost=W IN(U)  
Text(IN): Destroy target enchantment.

Note - See Wax (Wax/Wane) for the second half of this card.

Note - Also see Split Cards, Rule K.24.

#### **War Barge:**

Info: Color=Artifact Type=Artifact Cost=4 DK(U2)  
Text(DK+errata): {3}: Target creature gains islandwalk until end of turn.

When ~this~ leaves play this turn, destroy that creature. A creature destroyed this way can't be regenerated. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Landwalk, Rule A.27.

#### **Warbreak Trumpeter:**

Info: Color=Red Type=Creature - Goblin Cost=R LE(U)  
Text(LE): 1/1. ; Morph {X}{X}{R}. ; When ~this~ is turned face up, put X 1/1 red Goblin creature tokens into play.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

The X in the ability has the same value as the X paid in the Morph ability.

This is pretty easy to derive since there is no other source of X.

[\[DeLaney 2003/03/19\]](#)

Note - Also see Morph, Rule A.29.

Note - Also see Token Creatures, Rule K.25.

Note - Also see X Costs, Rule K.28.

#### **War Cadence:**

Info: Color=Red Type=Enchantment Cost=2R MM(U)  
Text(MM+errata): {X}{R}: Creatures can't block this turn unless their controller pays X for each blocking creature he or she controls. (This cost is paid as blockers are declared.) [\[Oracle 1999/11/01\]](#)

The ability only applies to blocks declared after it resolves. It will not add costs to any blockers already announced. [\[DeLaney 1999/10/17\]](#)

You can choose X=0. This doesn't have an effect most of the time, but it does mean that creatures cannot block unless the controller chooses to pay the cost (a cost of zero is not automatically paid). You can use this to make your creatures unable to block a Lured attacker.

[\[D'Angelo 1999/10/17\]](#)

#### **War Chariot:**

Info: Color=Artifact Type=Artifact Cost=3 IA(U)  
Text(IA): {3},{Tap}: Target creature gains trample until end of turn.

Note - Also see Trample, Rule A.37.

#### **War Dance:**

Info: Color=Green Type=Enchantment Cost=G US(U)  
Text(US+errata): At the beginning of 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~.

[\[Oracle 1999/05/01\]](#)

Adding a counter is optional. 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:**

Info: Color=White Type=Enchant Creature Cost=WW MI(C)

Text(MI+errata): You may play ~this~ any time you could play an instant. If it was played any time a sorcery couldn't have been played, sacrifice it at end of turn. ; As ~this~ comes into play, choose a color. ; Enchanted creature gains protection from the chosen color. This effect doesn't remove ~this~. [\[Oracle 2000/10/24\]](#)

Note - Also see Protection, Rule A.31.

#### **Ward Sliver:**

Info: Color=White Type=Creature - Sliver Cost=4W LE(U)

Text(LE): 2/2. ; As ~this~ comes into play, choose a color. ; All Slivers have protection from the chosen color.

Note - Also see Protection, Rule A.31.

#### **War Elephant:**

Info: Color=White Type=Creature - Elephant Cost=3W AN(C4)/CH(C3)

Text(CH): 2/2, Banding, Trample.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Banding, Rule A.8.

Note - Also see Trample, Rule A.37.

Note - The Arabian Nights card comes in two versions. One has a smaller, darker mana circle (C3 rarity), and the other has a normal mana circle (C1 rarity).

#### **War Mammoth:**

Info: Color=Green Type=Creature - Mammoth Cost=3G ABUR45(C)

Text(ABU/RV/4th/5th): 3/3, Trample.

Note - Also see Trample, Rule A.37.

#### **Warmonger:**

Info: Color=Red Type=Creature - Monger Cost=3R MM(U)

Text(MM): 3/3. ; {2}: ~this~ deals 1 damage to each creature without flying and each player. Any player may play this ability.

#### **Warmth:**

Info: Color=White Type=Enchantment Cost=1W TE(U)/6(U)

Text(6th+errata): Whenever an opponent plays a red spell, you gain 2 life.

[\[Oracle 1999/05/01\]](#)

It triggers on all opposing players. [\[D'Angelo 1999/05/01\]](#)

#### **Warning:**

Info: Color=White Type=Instant Cost=W IA(C)

Text(IA+errata): Prevent all combat damage that would be dealt by target attacking creature this turn. [\[Oracle 2000/02/01\]](#)

#### **Warp Artifact:**

Info: Color=Black Type=Enchant Artifact Cost=BB ABUR45(R)

Text(5th+errata): At the beginning of the upkeep of enchanted artifact's controller, ~this~ deals 1 damage to that player. [\[Oracle 2000/02/01\]](#)

#### **Warpath:**

Info: Color=Red Type=Instant Cost=3R MM(U)

Text(MM): ~this~ deals 3 damage to each blocking creature and each blocked creature.

#### **Warped Devotion:**

Info: Color=Black Type=Enchantment Cost=2B PS(U)

Text(PS): Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.

This card can trigger on itself being returned to a player's hand.

[\[D'Angelo 2002/10/15\]](#)

**Warped Researcher:**

Info: Color=Blue Type=Creature - Wizard Mutant Cost=4U LE(U)

Text(LE): 3/4. ; Whenever a player cycles a card, ~this~ gains flying until end of turn and can't be the target of spells or abilities this turn.

On your turn, an opponent can cycle a card that has a cycling triggered ability (such as Gempalm Incinerator) and target this card with that ability. This works on your turn because your triggered abilities go on the stack first, so your opponent's ability will resolve before yours.

This situation is reversed on your opponent's turn.

[\[Legions FAQ 2003/01/23\]](#)

**Warping Wurm:**

Info: Color=Multi Type=Creature - Wurm Cost=2GU MI(R)

Text(MI+errata): 1/1, Phasing. ; At the beginning of your upkeep, pay may pay {2}{G}{U}. If you don't, ~this~ phases out. ; When ~this~ phases in, put a +1/+1 counter on it. [\[Oracle 1999/07/01\]](#)

Note - Also see Phasing, Rule A.30.

Note - Also see Phasing Out and In, Rule G.27.

**Warrior Angel:**

Info: Color=White Type=Creature - Angel Cost=4WW SH(R)

Text(SH+errata): 3/4, Flying. ; Whenever ~this~ deals damage, you gain that much life. [\[Oracle 1999/05/01\]](#)

**Warrior en-Kor:**

Info: Color=White Type=Creature - Knight Cost=WW SH(U)

Text(SH+errata): 2/2. ; {0}: The next 1 damage that would be dealt to ~this~ this turn is dealt to target creature you control instead.

[\[Oracle 2000/02/01\]](#)

See Lancers en-Kor for rulings.

**Warrior's Charge:**

Info: Color=White Type=Sorcery Cost=2W PT(C)

Text(PT): All your creatures get +1/+1 until the end of the turn.

All tournament formats have banned this card because it only appears in Portal.

When played under non-Portal rules, the text should be read as "Creatures you control get +1/+1 until end of turn." [\[D'Angelo 2000/06/05\]](#)

**Warrior's Honor:**

Info: Color=White Type=Instant Cost=2W VI(C)/6(C)/AT(F1)

Text(6th): Creatures you control get +1/+1 until end of turn.

Note - The Anthologies version of the card has a mana cost of {1}{W} instead of {2}{W}. This is an error.

**Warrior's Oath:**

Info: Color=Red Type=Sorcery Cost=RR P3(R)

Text(P3): Take another turn after this one. At the end of that turn, you lose the game. (You don't lose if you've already won.)

All tournament formats have banned this card because it only appears in Portal.

**Warrior's Stand:**

Info: Color=White Type=Sorcery Cost=1W P2(U)/P3(U)

Text(P2): Play ~this~ only after you're attacked, before you declare blockers. ; All your creatures get +2/+2 until the end of the turn.

When played under non-Portal rules, the text should be read as an Instant that reads "Play ~this~ only during an opponent's declare attackers step if a creature is attacking you. ; Creatures you control get +2/+2 until end of turn." [\[D'Angelo 2000/07/29\]](#)

All tournament formats have banned this card because it only appears in Portal.

**War Tax:**

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

Text(MM+errata): {X}{U}: Creatures can't attack this turn unless their



controller pays {X} for each attacking creature. (This cost is paid as attackers are declared.) [\[Oracle 1999/11/01\]](#)  
The ability only applies to attackers declared after it resolves. It will not add costs to any attackers already announced. [\[DeLaney 1999/10/17\]](#)  
You can choose X=0. This doesn't have an effect most of the time, but it does mean that creatures cannot attack unless the controller chooses to pay the cost (a cost of zero is not automatically paid). You can use this to make your Juggernaut unable to attack. [\[DeLaney 1999/10/17\]](#)

**Warthog:**

Info: Color=Green Type=Creature - Warthog Cost=1GG VI(C)/6(U)  
Text(VI/6th): 3/2, Swampwalk.  
Note - Also see Landwalk, Rule A.27.

**Wash Out:**

Info: Color=Blue Type=Sorcery Cost=3U IN(U)  
Text(IN): Return all permanents of the color of your choice to their owners' hands.

**Waste Away:**

Info: Color=Black Type=Instant Cost=4B TO(C)  
Text(TO): As an additional cost to play ~this~, discard a card from your hand. ; Target creature gets -5/-5 until end of turn.

**Wasteland:**

Info: Color=Land Type=Land Cost=None TE(U)  
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(U)  
Text(TE+errata): 1/2. ; ~this~ blocks each turn if able. ; Whenever a creature attacks you, if ~this~ is untapped, that creature gets -1/-0 until end of turn. [\[Oracle 2001/08/24\]](#)  
The triggered ability checks if Watchdog is untapped when it triggers. If not, it won't go on the stack. It checks again when it resolves, and if it is tapped, it will not give the creature -1/-0. [\[D'Angelo 1999/06/01\]](#)

**Water Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=3UU ABUR4(U)/ST(U)  
Text(ABU/RV/4th): 5/4.  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Waterfront Bouncer:**

Info: Color=Blue Type=Creature - Spellshaper Cost=1U MM(C)  
Text(MM): 1/1. ; {U},{Tap},Discard a card from your hand: Return target creature to its owner's hand.

**Waterspout Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=2UU VI(U)  
Text(VI+errata): 4/4, Flying. ; At the beginning of your upkeep, sacrifice ~this~ unless you return an untapped island you control to its owner's hand. [\[Oracle 1999/07/01\]](#)  
You choose a land to return and return it during resolution of the upkeep triggered ability. This means if you have two Waterspout Djinnns, they must each return different Islands. [\[D'Angelo 1999/07/10\]](#)

**Waterspout Elemental:**

Info: Color=Blue Type=Creature - Elemental Cost=3UU PS(R)  
Text(PS): 3/4, Flying. ; Kicker {U}. ; When ~this~ comes into play, if you paid the kicker cost, return all other creatures to their owners' hands and you skip your next turn.  
It affects your creatures as well as your opponent's.  
[\[Planeshift FAQ 2001/01/26\]](#)  
Note - Also see Kicker, Rule A.24.

**Water Wurm:**

Info: Color=Blue Type=Creature - Wurm Cost=U DK(C3)  
Text(DK+errata): 1/1. ; ~this~ gets +0/+1 as long as an opponent controls an island. [\[Oracle 1999/07/23\]](#)  
Only gets the bonus once even if more than one opponent has an Island in play. [\[Aahz 1994/12/25\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### Wave Elemental:

Info: Color=Blue Type=Creature - Elemental Cost=2UU MI(U)  
Text(MI): 2/3. ; {U},{Tap},Sacrifice ~this~: Tap up to three target creatures without flying.

#### Wave of Indifference:

Info: Color=Red Type=Sorcery Cost=XR ON(C)  
Text(ON): X target creatures can't block this turn.  
Note - Also see X Costs, Rule K.28.

#### Wave of Reckoning:

Info: Color=White Type=Sorcery Cost=4W MM(R)  
Text(MM): Each creature deals to itself damage equal to its power.

#### Wave of Terror:

Info: Color=Black Type=Enchantment Cost=2B WL(R)  
Text(WL+errata): Cumulative Upkeep - {1} ; At the beginning of your draw step, destroy each creature with converted mana cost equal to ~this~'s last paid cumulative upkeep. They can't be regenerated.  
[\[Oracle 1999/07/01\]](#)  
Will not kill zero cost creatures. [\[bethmo 1997/06/12\]](#)  
Only kills creatures with an exact cost of N, not N or less (where N is the last paid cumulative upkeep). [\[bethmo 1997/06/12\]](#)  
Note - Also see Converted Mana Cost, Rule K.8.  
Note - Also see Cumulative Upkeep, Rule A.11.

#### Wax (Wax/Wane):

Info: Color=Green Type=Instant Cost=G IN(U)  
Text(IN): Target creature gets +2/+2 until end of turn.  
Note - See Wane (Wax/Wane) for the second half of this card.  
Note - Also see Split Cards, Rule K.24.

#### Wayfaring Giant:

Info: Color=White Type=Creature - Giant Cost=5W IN(U)  
Text(IN): 1/3. ; ~this~ gets +1/+1 for each basic land type among lands you control.

#### Waylay:

Info: Color=White Type=Instant Cost=2W US(U)  
Text(US+errata): Play ~this~ only during combat. ; Put three 2/2 white Knight creature tokens into play. Remove them from the game at end of turn. [\[Oracle 2000/10/24\]](#)  
The three tokens do have summoning sickness. This means they cannot attack unless you have an effect that allows them to ignore summoning sickness.  
[\[D'Angelo 1998/11/20\]](#)  
Before the errata, you could play this card during a player's End of Turn step and let the tokens live through the following turn. It can now only be played during combat. [\[D'Angelo 1999/07/29\]](#)  
Note - Also see Token Creatures, Rule K.25.

#### Wayward Angel:

Info: Color=White Type=Creature - Angel Horror Cost=4WW OD(R)  
Text(OD): 4/4, Flying. ; Attacking doesn't cause ~this~ to tap. ; Threshold - ~this~ gets +3/+3, is black, has trample, and has "At the beginning of your upkeep, sacrifice a creature". (You have threshold as long as seven or more cards are in your graveyard.)  
When you have Threshold, this card is black. It is not white and black.  
[\[Odyssey FAQ 2001/10/04\]](#)  
This card is of creature type Angel and of type Horror.  
[\[D'Angelo 2001/10/10\]](#)

Note - Also see Threshold, Rule A.36.

Note - Also see Trample, Rule A.37.

### Wayward Soul:

Info: Color=Blue Type=Creature - Spirit Cost=2UU EX(C)/BD(F1)

Text(EX): 3/2, Flying. ; {U}: Put ~this~ on top of owner's library.

### Weakness:

Info: Color=Black Type=Enchant Creature Cost=B ABUR45(C)/BR(F1)

Text(5th): Enchanted creature gets -2/-1.

### Weakstone:

Info: Color=Artifact Type=Artifact Cost=4 AQ(U3)

Text(AQ+errata): Whenever a creature attacks, it gets -1/-0 until end of combat. [\[Oracle 2001/08/24\]](#)

The -1/-0 applies to attacking creatures from all players. [\[Aahz 1994/06/01\]](#)

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

Note - The card is of type "Artifact" and not "Continuous Artifact".

[\[Oracle 1998/07/01\]](#)

### Weathered Wayfarer:

Info: Color=White Type=Creature - Nomad Cleric Cost=W ON(R)

Text(ON): 1/1. ; {W},{Tap}: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library. Play this ability only if an opponent controls more lands than you.

### Weatherseed Elf:

Info: Color=Green Type=Creature - Elf Cost=G UL(C)

Text(UL): 1/1 ; {Tap}: Target creature gains forestwalk until end of turn.

Note - Also see Landwalk, Rule A.27.

### Weatherseed Faeries:

Info: Color=Blue Type=Creature - Faerie Cost=2U UL(C)

Text(UL): 2/1, Flying, Protection from Red.

Note - Also see Protection, Rule A.31.

### Weatherseed Treefolk:

Info: Color=Green Type=Creature - Treefolk Cost=2GGG UL(R)

Text(UL+errata): 5/3, Trample ; When ~this~ is put into a graveyard from play, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)

Note - Also see Trample, Rule A.37.

### Weaver of Lies:

Info: Color=Blue Type=Creature - Beast Cost=5UU LE(R)

Text(LE): 4/4. ; Morph {4}{U}. ; When ~this~ is turned face up, turn any number of target creatures with morph other than ~this~ face down.

The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [\[Legions FAQ 2003/01/23\]](#)

Note - Also see Morph, Rule A.29.

### Web:

Info: Color=Green Type=Enchant Creature Cost=G ABUR4(R)

Text(4th+errata): Enchanted creature gets +0/+2 and may block as though it had flying. [\[Oracle 1999/09/03\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### Web of Inertia:

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

Text(JU): At the beginning of each opponent's combat phase, that player may remove a card in his or her graveyard from the game. If the player doesn't, creatures he or she controls can't attack you this turn.

### Wei Ambush Force:

Info: Color=Black Type=Creature - Soldier Cost=1B P3(C)

Text(P3): 1/1. ; When ~this~ attacks, it gets +2/+0 until the end of the turn.

All tournament formats have banned this card because it only appears in Portal.

**Wei Assassins:**

Info: Color=Black Type=Creature - Soldier Cost=3BB P3(U)  
Text(P3): 3/2. ; When ~this~ comes into play, your opponent chooses one of his or her creatures. Destroy that creature. (Ignore this effect if your opponent has no creatures in play.)  
When played under non-Portal rules, the text should be read as "When ~this~ comes into play, target opponent chooses target creature he or she controls. Destroy that creature." [\[D'Angelo 2000/07/06\]](#)  
All tournament formats have banned this card because it only appears in Portal.

**Wei Elite Companions:**

Info: Color=Black Type=Creature - Soldier Cost=4B P3(U)  
Text(P3): 3/3, Horsemanship.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

**Wei Infantry:**

Info: Color=Black Type=Creature - Soldier Cost=1B P3(C)  
Text(P3): 2/1.  
All tournament formats have banned this card because it only appears in Portal.

**Wei Night Raiders:**

Info: Color=Black Type=Creature - Soldier Cost=2BB P3(U)  
Text(P3): 2/2, Horsemanship. ; When ~this~ successfully damages your opponent, he or she chooses and discards a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)  
When played under non-Portal rules, the text should be read as "Horsemanship. ; Whenever ~this~ deals damage to an opponent, that player discards a card from his or her hand." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

**Weird Harvest:**

Info: Color=Green Type=Sorcery Cost=XGG ON(R)  
Text(ON): Each player may search his or her library for up to X creature cards, reveal those cards, and put them into his or her hand. Then each player who searched his or her library this way shuffles it.  
Note - Also see X Costs, Rule K.28.

**Wei Scout:**

Info: Color=Black Type=Creature - Soldier Cost=1B P3(C)  
Text(P3): 1/1, Horsemanship.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

**Wei Strike Force:**

Info: Color=Black Type=Creature - Soldier Cost=2B P3(C)  
Text(P3): 2/1, Horsemanship.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.

**Welkin Hawk:**

Info: Color=White Type=Creature - Bird Cost=1W EX(C)  
Text(EX+errata): 1/1, Flying ; When ~this~ is put into any graveyard from play, you may search your library for a card named Welkin Hawk, reveal that card to all players, and put it into your hand. Then shuffle your library. [\[Oracle 2001/08/24\]](#)  
You do not have to find a Welkin Hawk card if you do not want to.

See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

#### **Well-Laid Plans:**

Info: Color=Blue Type=Enchantment Cost=2U IN(R)  
Text(IN): Prevent all damage that would be dealt to a creature by another creature if they share a color.

#### **Well of Discovery:**

Info: Color=Artifact Type=Artifact Cost=6 PY(R)  
Text(PY): At the end of your turn, if you control no untapped lands, draw a card.  
The "if" condition is tested before putting any triggers on the stack, and it is tested again on resolution. If you have a Troublesome Spirit which taps all your lands during the end of turn step, it will do this after the if condition failed, and it won't back up time and put this trigger onto the stack. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Well of Knowledge:**

Info: Color=Artifact Type=Artifact Cost=3 WL(R)  
Text(WL+errata): {2}: Draw a card. Any player may play this ability but only during his or her draw step. [\[Oracle 1999/07/01\]](#)  
Each player may use this ability as many times as they choose during their turn's draw step. [\[D'Angelo 1999/07/10\]](#)

#### **Well of Life:**

Info: Color=Artifact Type=Artifact Cost=4 PY(U)  
Text(PY): At the end of your turn, if you control no untapped lands, you gain 2 life.  
The "if" condition is tested before putting any triggers on the stack, and it is tested again on resolution. If you have a Troublesome Spirit which taps all your lands during the end of turn step, it will do this after the if condition failed, and it won't back up time and put this trigger onto the stack. [\[Prophecy FAQ 2000/05/25\]](#)

#### **Wellspring:**

Info: Color=Multi Type=Enchant Land Cost=1GW MI(R)  
Text(MI+errata): When ~this~ comes into play, gain control of enchanted land until end of turn. ; At the beginning of your upkeep, untap enchanted land. You gain control of enchanted land until end of turn.  
[\[Oracle 1999/07/01\]](#)  
If the land is animated, it has summoning sickness when you gain control of it. [\[D'Angelo 1999/07/10\]](#)  
If Wellspring leaves play, the control effect still lasts until end of turn. [\[D'Angelo 1999/07/10\]](#)

#### **Wellwisher:**

Info: Color=Green Type=Creature - Elf Cost=1G ON(C)  
Text(ON): 1/1. ; {Tap}: You gain 1 life for each Elf in play.

#### **Werebear:**

Info: Color=Green Type=Creature - Druid Bear Cost=1G OD(C)  
Text(OD): 1/1. ; {Tap}: Add {G} to your mana pool. ; Threshold - ~this~ gets +3/+3. (You have threshold as long as seven or more cards are in your graveyard.)  
This card is of creature type Druid and of type Bear.  
[\[D'Angelo 2001/10/10\]](#)  
Note - Also see Threshold, Rule A.36.

#### **Western Paladin:**

Info: Color=Black Type=Creature - Knight Cost=2BB US(R)/7(R)  
Text(US/7th): 3/3. ; {B}{B},{Tap}: Destroy target white creature.

#### **Whalebone Glider:**

Info: Color=Artifact Type=Artifact Cost=2 IA(U)  
Text(IA+errata): {2},{Tap}: Target creature with power 3 or less gains flying until end of turn. [\[Oracle 2000/02/01\]](#)

**Wheel and Deal:**

Info: Color=Blue Type=Instant Cost=3U ON(R)  
Text(ON): Any number of target opponents each discards his or her hand and draws seven cards. ; Draw a card.  
You can choose to target zero opponents. [\[Onslaught 2002/09/24\]](#)  
You cannot target yourself. [\[Onslaught 2002/09/24\]](#)

**Wheel of Fortune:**

Info: Color=Red Type=Sorcery Cost=2R ABUR(R)  
Text(RV+errata): Each player discards his or her hand and draws seven cards.  
[\[Oracle 1999/09/03\]](#)  
Type 1 tournaments (see Rule D.13) have restricted this card since 1994/03/23.  
Type 1.5 tournaments (see Rule D.14) have always banned this card.  
Extended tournaments (see Rule D.15) have always banned this card.  
Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1995/05/02 when it left the environment. It was previously restricted from 1994/03/23 to 1995/05/02.

**Wheel of Torture:**

Info: Color=Artifact Type=Artifact Cost=3 UL(R)  
Text(UL+errata): At the beginning of each opponent's upkeep, ~this~ deals 1 damage to that player for each card fewer than three in his or her hand.  
[\[Oracle 2002/10/01\]](#)  
The number of cards is counted during resolution. [\[D'Angelo 1999/05/01\]](#)

**Whetstone:**

Info: Color=Artifact Type=Artifact Cost=3 US(R)  
Text(US+errata): {3}: Each player puts the top two cards from his or her library into his or her graveyard. [\[Oracle 2001/08/24\]](#)  
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.  
[\[D'Angelo 1998/10/15\]](#)  
It is not a draw effect so it will not cause a player with less than 2 cards in their library to lose. [\[D'Angelo 1998/10/15\]](#)  
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.  
[\[D'Angelo 1998/10/15\]](#)

**Whim of Volrath:**

Info: Color=Blue Type=Instant Cost=U TE(R)  
Text(TE+errata): 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. (For example, you may change "nonred creature" to "nongreen creature" or "plainswalk" to "swampwalk".)  
[\[Oracle 1999/07/21\]](#)  
Note - Also see Text Changing, Rule E.13.  
Note - Also see Buyback, Rule A.10.

**Whipcorder:**

Info: Color=White Type=Creature - Soldier Rebel Cost=WW ON(U)  
Text(ON): 2/2. ; {W},{Tap}: Tap target creature. ; Morph {W}.  
Note - Also see Morph, Rule A.29.

**Whipgrass Entangler:**

Info: Color=White Type=Creature - Cleric Cost=2W LE(C)  
Text(LE): 1/3. ; {1}{W}: Until end of turn, target creature gains "This creature can't attack or block unless its controller pays {1} for each Cleric in play. (This cost is paid as attackers or blockers are declared)"  
If you use this ability on the same creature more than once, the cost is cumulative. [\[Legions FAQ 2003/01/23\]](#)

**Whipkeeper:**

Info: Color=Red Type=Creature - Dwarf Cost=2RR OD(U)  
Text(OD): 1/1. ; {Tap}: ~this~ deals damage to target creature equal to the damage already dealt to it this turn.  
This counts all damage that was dealt during the turn. This does not



include any damage that was prevented. [\[WotC Rules Team 2002/02/01\]](#)  
If the creature regenerated during the turn, and thereby had all damage on it removed, the damage before it regenerated was still dealt that turn and will be counted. [\[WotC Rules Team 2002/02/01\]](#)

#### **Whippoorwill:**

Info: Color=Green Type=Creature - Whippoorwill Cost=G DK(U2)  
Text(DK+errata): 1/1. ; {G}{G},{Tap}: Target creature can't be regenerated this turn. Damage that would be dealt to that creature this turn can't be prevented or dealt instead to another creature or player. When the creature is put into a graveyard this turn, remove the creature from game. [\[Oracle 2002/03/01\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Whip Sergeant:**

Info: Color=Red Type=Creature - Soldier Cost=2R PY(U)  
Text(PY): 2/1. ; {R}: Target creature gains haste until end of turn.  
Note - Also see Haste, Rule A.22.

#### **Whip Silk:**

Info: Color=Green Type=Enchant Creature Cost=G IN(C)  
Text(IN): Enchanted creature may block as though it had flying. ;  
{G}: Return ~this~ to its owner's hand.

#### **Whipstitched Zombie:**

Info: Color=Black Type=Creature - Zombie Cost=1B PY(C)  
Text(PY): 2/2. ; At the beginning of your upkeep, sacrifice ~this~ unless you pay {B}.

#### **Whiptail Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=6G PT(U)/ST(U)  
Text(PT/ST): 8/5.  
All tournament formats have banned this card because it only appears in Portal and Starter.  
Note - The Portal version had no creature type.

#### **Whiptongue Frog:**

Info: Color=Blue Type=Creature - Frog Cost=2U EX(C)  
Text(EX): 1/3. ; {U}: ~this~ gains flying until end of turn.

#### **Whip Vine:**

Info: Color=Green Type=Creature - Wall Cost=2G AL(C1)  
Text(AL+errata): 1/4. (Walls can't attack.) ; ~this~ may block as though it had flying. ; You may choose not to untap ~this~ during your untap step. ; {Tap}: Tap target creature with flying blocked by ~this~. As long as ~this~ remains tapped, that creature doesn't untap during its controller's untap step. [\[Oracle 2001/05/02\]](#)  
Note - Also see Walls, Rule K.27.

#### **Whirling Catapult:**

Info: Color=Artifact Type=Artifact Cost=4 AL(R6)  
Text(AL+errata): {2}, Remove the top two cards of your library from the game: ~this~ deals 1 damage to each creature with flying and each player. [\[Oracle 1999/07/23\]](#)

#### **Whirling Dervish:**

Info: Color=Green Type=Creature - Dervish Cost=GG LG(U1)/45(U)  
Text(5th+errata): 1/1, Protection from Black. ; At end of turn, if ~this~ dealt damage to an opponent this turn, put a +1/+1 counter on it. [\[Oracle 2000/02/01\]](#)  
If it damages the opponent multiple times in a turn, it gets only one +1/+1 counter at end of turn. [\[D'Angelo 2001/06/22\]](#)  
Note - Also see Protection, Rule A.31.

#### **Whirlpool Drake:**

Info: Color=Blue Type=Creature - Drake Cost=3U AP(U)  
Text(AP): 2/2, Flying. ; When ~this~ comes into play, shuffle the cards from

your hand into your library, then draw that many cards. ; When ~this~ is put into a graveyard from play, shuffle the cards from your hand into your library, then draw that many cards.

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

#### **Whirlpool Rider:**

Info: Color=Blue Type=Creature - Merfolk Cost=1U AP(C)

Text(AP): 1/1. ; When ~this~ comes into play, shuffle the cards from your hand into your library, then draw that many cards.

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

#### **Whirlpool Warrior:**

Info: Color=Blue Type=Creature - Merfolk Cost=2U AP(R)

Text(AP): 2/2. ; When ~this~ comes into play, shuffle the cards from your hand into your library, then draw that many cards. ; {R},Sacrifice ~this~:

Each player shuffles the cards from his or her hand into his or her library, then draws that many cards.

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

#### **Whirlwind:**

Info: Color=Green Type=Sorcery Cost=2GG US(R)/ST(R)

Text(US): Destroy all creatures with flying.

#### **Whispering Shade:**

Info: Color=Black Type=Creature - Shade Cost=3B OD(C)

Text(OD): 1/1, Swampwalk. ; {B}: ~this~ gets +1/+1 until end of turn

Note - Also see Landwalk, Rule A.27.

#### **Whispers of the Muse:**

Info: Color=Blue Type=Instant Cost=U TE(U)

Text(TE): Buyback {5}. ; Draw a card.

Note - Also see Buyback, Rule A.10.

#### **White Knight:**

Info: Color=White Type=Creature - Knight Cost=WW ABUR45(U)/AT(F1)/LE(U)

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

Note - Also see First Strike, Rule A.18.

Note - Also see Protection, Rule A.31.

#### **White Mana Battery:**

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

Text(4th+errata): {2},{Tap}: Put a charge counter on ~this~. ; {Tap},Remove any number of charge counters from ~this~: Add {W} to your mana pool, then add an additional {W} to your mana pool for each charge counter removed this way. [\[Oracle 2001/08/24\]](#)

See Black Mana Battery for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Whiteout:**

Info: Color=Green Type=Instant Cost=1G IA(U)

Text(IA+errata): All creatures lose flying until end of turn. ; Sacrifice a snow-covered land: Return ~this~ from your graveyard to your hand. Play this ability only if ~this~ is in your graveyard. [\[Oracle 2002/03/01\]](#)

#### **White Scarab:**

Info: Color=White Type=Enchant Creature Cost=W IA(U)

Text(IA+errata): Enchanted creature can't be blocked by white creatures. ;

Enchanted creature gets +2/+2 as long as an opponent controls a white permanent. [\[Oracle 2000/10/24\]](#)

#### **White Ward:**

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

Text(4th+errata): Enchanted creature gains protection from white. This effect doesn't remove ~this~. [\[Oracle 2001/08/24\]](#)

See Black Ward for rulings.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Protection, Rule A.31.

**Wicked Pact:**

Info: Color=Black Type=Sorcery Cost=1BB PT(R)/ST(R)

Text(ST): Destroy two target nonblack creatures. You lose 5 life. (You can't play this card unless you can choose two creatures in play.)

All tournament formats have banned this card because it only appears in Portal and Starter.

**Wicked Reward:**

Info: Color=Black Type=Instant Cost=1B VI(C)

Text(VI+errata): As an additional cost to play ~this~, sacrifice a creature. ; Target creature gets +4/+2 until end of turn.

[\[Oracle 1999/07/01\]](#)

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. [\[D'Angelo 1997/01/28\]](#)

**Wielding the Green Dragon:**

Info: Color=Green Type=Sorcery Cost=1G P3(C)

Text(P3): Any one creature gets +4/+4 until the end of the turn.

When played under non-Portal rules, the text should be read as "Target creature gets +4/+4 until end of turn." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Wiitigo:**

Info: Color=Green Type=Creature - Wiitigo Cost=3GGG IA(R)

Text(IA+errata): 0/0. ; ~this~ comes into play with six +1/+1 counters on it. ; At the beginning of your upkeep, put a +1/+1 counter on ~this~ if it has blocked or been blocked since your last upkeep. Otherwise, remove a +1/+1 counter from it. [\[Oracle 2000/02/01\]](#)

Any +1/+1 counter from any source can be used with his ability.

[\[D'Angelo 1997/11/25\]](#)

**Wild Aesthir:**

Info: Color=White Type=Creature - Bird Cost=2W AL(C3)

Text(AL+errata): 1/1, Flying, First Strike. ; {W}{W}: ~this~ gets +2/+0 until end of turn. Play this ability no more than once each turn.

[\[Oracle 1999/07/23\]](#)

Note - Also see First Strike, Rule A.18.

Note - Before errata, this card was of creature type Aesthir.

[\[Oracle 1999/07/23\]](#)

**Wild Colos:**

Info: Color=Red Type=Creature - Beast Cost=2R UD(C)

Text(UD): 2/2, Haste.

Note - Also see Haste, Rule A.22.

**Wild Dogs:**

Info: Color=Green Type=Creature - Hound Cost=G US(C)

Text(US+errata): 2/1. ; At the beginning of your upkeep, if a player has more life than any other, that player gains control of ~this~. ;

Cycling {2}. [\[Oracle 1999/05/01\]](#)

Note - Also see Cycling, Rule A.12.

**Wild Elephant:**

Info: Color=Green Type=Creature - Elephant Cost=3G MI(C)

Text(MI): 3/3, Trample.

Note - Also see Trample, Rule A.37.

**Wildfire:**

Info: Color=Red Type=Sorcery Cost=4RR P2(R)/US(R)/7(R)

Text(7th): Each player sacrifices four lands. ~this~ deals 4 damage to each creature.

**Wildfire Emissary:**

Info: Color=Red Type=Creature - Efreet Cost=3R MI(U)/BR(F1)

Text(MI+errata): 2/4, Protection from White. ; {1}{R}: ~this~ gets +1/+0 until end of turn. [\[Oracle 1999/07/01\]](#)  
Note - Also see Protection, Rule A.31.

**Wild Griffin:**

Info: Color=White Type=Creature - Griffin Cost=2W P2(C)/ST(C)/S2(F1)  
Text(P2/ST/S2): 2/2, Flying.  
All tournament formats have banned this card because it only appears in Portal and Starter.

**Wild Growth:**

Info: Color=Green Type=Enchant Land Cost=G IA(C)/ABUR4567(C)/BD(F1)  
Text(5th/7th): Whenever enchanted land is tapped for mana, its controller adds {G} to his or her mana pool.  
The additional mana is not an ability of the land and is not something the land can produce for purposes of Fellwar Stone, Reflecting Pool, and similar cards. [\[DeLaney 1999/07/21\]](#)  
The additional {G} is not a valid choice for Mana Flare and similar cards. This mana is produced by a triggered ability. [\[DeLaney 1999/08/10\]](#)

**Wild Jhovall:**

Info: Color=Red Type=Creature - Cat Cost=3R MM(C)  
Text(MM): 3/3.

**Wild Mammoth:**

Info: Color=Green Type=Creature - Elephant Cost=2G NE(U)  
Text(NE): 3/4. ; At the beginning of your upkeep, if a player controls more creatures than any other, that player gains control of ~this~.

**Wild Might:**

Info: Color=Green Type=Instant Cost=1G PY(C)  
Text(PY): Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays {2}.  
Each player gets the option to pay when the spell resolves.  
[\[Prophecy FAQ 2000/05/25\]](#)

**Wild Mongrel:**

Info: Color=Green Type=Creature - Hound Cost=1G OD(C)  
Text(OD): 2/2. ; Discard a card from your hand: ~this~ gets +1/+1 and becomes the color of your choice until end of turn.

**Wild Ox:**

Info: Color=Green Type=Creature - Ox Cost=3G P2(U)/ST(U)  
Text(P2/ST): 3/3, Swampwalk.  
All tournament formats have banned this card because it only appears in Portal and Starter.  
Note - Also see Landwalk, Rule A.27.

**Wild Research:**

Info: Color=Red Type=Enchantment Cost=2R AP(R)  
Text(AP): {1}{W}: Search your library for an enchantment card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library. ; {1}{U}: Search your library for an instant card and reveal that card. Put it into your hand, then discard a card at random from your hand. Then shuffle your library.  
You do not have to find an enchantment or instant card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

**Wild Wurm:**

Info: Color=Red Type=Creature - Wurm Cost=3R TE(U)  
Text(TE+errata): 5/4. ; When ~this~ comes into play, flip a coin. If you lose the flip, return ~this~ to its owner's hand. [\[Oracle 1999/05/01\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.

**Willbender:**

Info: Color=Blue Type=Creature - Wizard Cost=1U LE(U)  
Text(LE): 1/2. ; Morph {1}{U}. ; When ~this~ is turned face up, change the

target of target spell or ability with a single target.  
The trigger occurs when you use the Morph ability to turn the card face up,  
or when an effect turns it face up. It will not trigger on being revealed  
or on leaving play. [\[Legions FAQ 2003/01/23\]](#)  
Note - Also see Morph, Rule A.29.

#### **Will-O'-The-Wisp:**

Info: Color=Black Type=Creature - Will-o'-The-Wisp Cost=B ABUR4(R)  
Text(4th+errata): 0/1, Flying. ; {B}: Regenerate ~this~. [\[Oracle 1999/09/03\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

#### **Willow Dryad:**

Info: Color=Green Type=Creature - Dryad Cost=G PT(C)  
Text(PT): 1/1, Forestwalk.  
All tournament formats have banned this card because it only appears in  
Portal.  
Note - Also see Landwalk, Rule A.27.  
Note - This card had no creature type. If played with non-Portal cards,  
it should be played as creature type Dryad. [\[D'Angelo 2000/06/05\]](#)

#### **Willow Elf:**

Info: Color=Green Type=Creature - Elf Cost=G ST(S1)/S2(F1)  
Text(ST/S2): 1/1.  
All tournament formats have banned this card because it only appears in  
Starter.

#### **Willow Faerie:**

Info: Color=Green Type=Creature - Faerie Cost=1G HL(C4)  
Text(HL): 1/2, Flying.

#### **Willow Priestess:**

Info: Color=Green Type=Creature - Faerie Cost=2GG HL(U1)  
Text(HL+errata): 2/2. ; {Tap}: Put a Faerie card from your hand into play. ;  
{2}{G}: Target green creature gains protection from black until end of  
turn. [\[Oracle 1999/07/23\]](#)  
Note - Also see Protection, Rule A.31.

#### **Willow Satyr:**

Info: Color=Green Type=Creature - Satyr Cost=2GG LG(R)  
Text(LG+errata): 1/1. ; You may choose not to untap ~this~ during your untap  
step. ; {Tap}: Gain control of target Legend as long as you control ~this~  
and ~this~ remains tapped. [\[Oracle 2001/08/24\]](#)  
Extended tournaments (see Rule D.15) have always banned this card.  
Note - Also see Tap and Hold Abilities, Rule E.11.

#### **Windborn Muse:**

Info: Color=White Type=Creature - Spirit Cost=3W LE(R)  
Text(LE): 2/3, Flying. ; Creatures can't attack you unless their controller  
pays {2} for each creature attacking you. (This cost is paid as attackers  
are declared)  
If you have more than one of these in play, the cost is cumulative.  
[\[Legions FAQ 2003/01/23\]](#)

#### **Wind Dancer:**

Info: Color=Blue Type=Creature - Faerie Cost=1U TE(U)/7(U)  
Text(TE/7th): 1/1, Flying. ; {Tap}: Target creature gains flying until end  
of turn.

#### **Wind Drake:**

Info: Color=Blue Type=Creature - Drake Cost=2U  
TE(C)/PT(C)/ST(C)/67(C)/BR(F1)  
Text(TE/6th/7th): 2/2, Flying.  
Note - The Portal version had no creature type.

#### **Windfall:**

Info: Color=Blue Type=Sorcery Cost=2U US(U)/BR(F1)  
Text(US+errata): Each player discards his or her hand, then draws cards

equal to the greatest number a player discarded this way.

[\[Oracle 1999/05/01\]](#)

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/01/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/01/01.

Extended tournaments (see Rule D.15) have banned this card since 1999/01/01.

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1999/01/01.

Urza Block Constructed tournaments (see Rule D.18.6) have banned this card since 1999/04/01.

#### **Winding Canyons:**

Info: Color=Land    Type=Land    Cost=None    WL(R)

Text(WL+errata): {Tap}: Add one colorless mana to your mana pool. ;

{2},{Tap}: Until end of turn, you may play creature cards at any time you could play an instant. [\[Oracle 1999/07/01\]](#)

#### **Winding Wurm:**

Info: Color=Green    Type=Creature - Wurm    Cost=4G    US(C)

Text(US): 6/6. ; Echo.

Note - Also see Echo, Rule A.14.

#### **Windreaper Falcon:**

Info: Color=Multi    Type=Creature - Bird    Cost=1RG    MI(U)

Text(MI): 1/1, Flying, Protection from Blue.

Note - Also see Protection, Rule A.31.

Note - Before errata, this card was of creature type Falcon.

[\[Oracle 1999/07/01\]](#)

#### **Wind Sail:**

Info: Color=Blue    Type=Sorcery    Cost=1U    P2(C)/ST(U)

Text(ST): One or two target creatures gain flying until end of turn.

All tournament formats have banned this card because it only appears in Starter.

#### **Windseeker Centaur:**

Info: Color=Red    Type=Creature - Centaur    Cost=1RR    PR(WW)

Text(PR+errata): 2/2. ; Attacking doesn't cause "this" to tap.

[\[Oracle 2000/05/10\]](#)

#### **Windscout:**

Info: Color=Blue    Type=Creature - Ship    Cost=3U    PY(U)

Text(PY): 3/3, Flying. ; Whenever "this" attacks or blocks, return it to its owner's hand at end of combat.

#### **Wind Shear:**

Info: Color=Green    Type=Instant    Cost=2G    VI(U)

Text(VI+errata): Attacking creatures with flying get -2/-2 and lose flying until end of turn. [\[Oracle 1999/07/01\]](#)

The -2/-2 and loss of Flying both last until end of turn. The -2/-2 is not permanent. [\[D'Angelo 1997/01/28\]](#)

#### **Winds of Change:**

Info: Color=Red    Type=Sorcery    Cost=R    LG(U1)/45(R)/PT(R)

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 played. In other words, if you start with 7 cards, cast Winds of Change, and then cast 5 other instants in the same stack, then you will get 1 new card and not 6 or 7.

[\[Aahz 1994/09/06\]](#)

#### **Winds of Rath:**

Info: Color=White    Type=Sorcery    Cost=3WW    TE(R)

Text(TE+errata): Destroy all creatures that aren't enchanted. They can't be regenerated. [\[Oracle 1999/05/01\]](#)

A creature is enchanted if it has a local enchantment on it.



**Wind Spirit:**

Info: Color=Blue Type=Creature - Spirit Cost=4U IA(U)/56(U)  
Text(6th+errata): 3/2, Flying. ; ~this~ can't be blocked except by two or more creatures. [Oracle 2002/05/20]

**Windswept Heath:**

Info: Color=Land Type=Land Cost=None ON(R)  
Text(ON): {Tap}, Pay 1 life, Sacrifice ~this~: Search your library for a forest or plains card and put it into play. Then shuffle your library.

**Wirecat:**

Info: Color=Artifact Type=Artifact Creature Cost=4 US(U)  
Text(US+errata): 4/3. ; ~this~ can't attack or block if an enchantment is in play. [Oracle 1999/05/01]

**Wirewood Channeler:**

Info: Color=Green Type=Creature - Elf Cost=3G LE(U)  
Text(LE): 2/2. ; {Tap}: Add X mana of any one color to your mana pool, where X is the number of Elves in play.

**Wirewood Hivemaster:**

Info: Color=Green Type=Creature - Elf Cost=1G LE(U)  
Text(LE): 1/1. ; Whenever another nontoken Elf comes into play, you may put a 1/1 green Insect creature token into play.  
Note - Also see Token Creatures, Rule K.25.

**Wingbeat Warrior:**

Info: Color=White Type=Creature - Bird Soldier Cost=2W LE(C)  
Text(LE): 2/1, Flying. ; Morph {2}{W}. ; When ~this~ is turned face up, target creature gains first strike until end of turn.  
The trigger occurs when you use the Morph ability to turn the card face up, or when an effect turns it face up. It will not trigger on being revealed or on leaving play. [Legions FAQ 2003/01/23]  
Note - Also see First Strike, Rule A.18.  
Note - Also see Morph, Rule A.29.

**Wing Shards:**

Info: Color=White Type=Instant Cost=1WW SC(U)  
Text(SC): Storm. ; Target player sacrifices an attacking creature.  
**+ Note - Also see Storm, Rule A.35.**

**Winged Sliver:**

Info: Color=Blue Type=Creature - Sliver Cost=1U TE(C)  
Text(TE+errata): 1/1. ; All Slivers have flying. [Oracle 1999/05/01]

**Wing Snare:**

Info: Color=Green Type=Sorcery Cost=2G UL(U)/7(U)  
Text(UL/7th): Destroy target creature with flying.

**Wings of Aesthir:**

Info: Color=Multi Type=Enchant Creature Cost=WU IA(U)  
Text(IA+errata): Enchanted creature gets +1/+0 and has flying and first strike. [Oracle 2000/02/01]  
Note - Also see First Strike, Rule A.18.

**Wings of Hope:**

Info: Color=Multi Type=Enchant Creature Cost=WU IN(C)  
Text(IN): Enchanted creature gets +1/+3 and has flying.

**Wing Storm:**

Info: Color=Green Type=Sorcery Cost=2G PY(U)  
Text(PY+errata): ~this~ deals damage to each player equal to twice the number of creatures with flying that player controls. [Oracle 2002/03/01]

**Winnow:**

Info: Color=White Type=Instant Cost=1W IN(R)  
Text(IN): Destroy target nonland permanent if another permanent with the same name is in play. ; Draw a card.

#### Winter Blast:

Info: Color=Green Type=Sorcery Cost=XG LG(R)/45(U)  
Text(5th+errata): Tap X target creatures. ~this~ deals 2 damage to each of those creatures with flying. [\[Oracle 2001/08/24\]](#)  
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.  
[\[D'Angelo 1995/10/05\]](#)  
Cannot target the same thing more than once. [\[D'Angelo 1998/02/03\]](#)  
Note - Also see X Costs, Rule K.28.

#### Wintermoon Mesa:

Info: Color=Land Type=Land Cost=None PY(R)  
Text(PY): ~this~ comes into play tapped. ; {Tap}: Add one colorless mana to your mana pool. ; {2},{Tap}: Sacrifice ~this~: Tap two target lands.

#### Winter Orb:

Info: Color=Artifact Type=Artifact Cost=2 ABUR45(R)  
Text(5th+errata): As long as ~this~ is untapped, players can't untap more than one land during their untap steps. [\[Oracle 2000/02/01\]](#)  
Lands animated by Living Lands or Kormus Bell are affected by this spell. [\[D'Angelo 1994/06/01\]](#)

#### Winter's Chill:

Info: Color=Blue Type=Instant Cost=XU IA(R)  
Text(IA+errata): Play ~this~ only during combat before the declare blockers step. ; X can't be greater than the number of snow-covered lands you control. ; Destroy X target attacking creatures at end of combat. For each attacking creature, its controller may pay {1} or {2} to prevent this effect. If that player pays only {1} for that creature, prevent all combat damage that would be dealt to and dealt by that creature this turn. [\[Oracle 2000/02/01\]](#)  
The payments are made when the spell resolves. 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 deal and receive damage but it will be destroyed at end of combat.  
[\[D'Angelo 2000/03/09\]](#)  
Note - Also see X Costs, Rule K.28.

#### Winter's Grasp:

Info: Color=Green Type=Sorcery Cost=1GG TE(U)/PT(U)  
Text(TE): Destroy target land.

#### Winter's Night:

Info: Color=Multi Type=Enchant World Cost=WRG AL(R2)  
Text(AL+errata): Whenever a snow-covered land is tapped for mana, its controller adds one mana of that type to his or her mana pool. That land doesn't untap during its controller's next untap step. [\[Oracle 2000/10/24\]](#)  
Note - Also see Enchant World, Rule K.12.10.

#### Winter Sky:

Info: Color=Red Type=Sorcery Cost=R HL(U1)  
Text(HL+errata): Flip a coin. If you win the flip, ~this~ deals 1 damage to each creature and player. If you lose the flip, each player draws a card. [\[Oracle 1999/07/23\]](#)

#### Wipe Clean:

Info: Color=White Type=Instant Cost=1W SC(C)  
Text(SC): Remove target enchantment from the game. ; Cycling {3}.

**+ Note - Also see Cycling, Rule A.12.**

#### Wirewood Elf:

Info: Color=Green Type=Creature - Elf Cost=1G ON(C)

Text(ON): 1/2. ; {Tap}: Add {G} to your mana pool.

**Wirewood Guardian:**

Info: Color=Green Type=Creature - Elf Mutant Cost=5GG SC(C)  
Text(SC): 6/6. ; Forestcycling {2}.

+ **Note - Also see Landcycling, Rule A.25.**

**Wirewood Herald:**

Info: Color=Green Type=Creature - Elf Cost=1G ON(C)  
Text(ON): 1/1. ; When ~this~ is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

**Wirewood Lodge:**

Info: Color=Land Type=Land Cost=None ON(U)  
Text(ON): {Tap}: Add {1} to your mana pool. ; {G},{Tap}: Untap target Elf.

**Wirewood Pride:**

Info: Color=Green Type=Instant Cost=G ON(C)  
Text(ON): Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

**Wirewood Savage:**

Info: Color=Green Type=Creature - Elf Cost=2G ON(C)  
Text(ON): 2/2. ; Whenever a Beast comes into play, you may draw a card.

**Wirewood Symbiote:**

Info: Color=Green Type=Creature - Insect Cost=G SC(U)  
Text(SC): 1/1. ; Return an Elf you control to its owner's hand: Untap target creature. Play this ability only once each turn.

**Wishmonger:**

Info: Color=White Type=Creature - Monger Cost=3W MM(U)  
Text(MM): 3/3. ; {2}: Target creature gains protection from the color of its controller's choice until end of turn. Any player may play this ability.  
Note - Also see Protection, Rule A.31.

**Witch Engine:**

Info: Color=Black Type=Creature - Horror Cost=5B US(R)  
Text(US+errata): 4/4, Swampwalk. ; {Tap}: Add {B}{B}{B}{B} to your mana pool. Target opponent gains control of ~this~. Play this ability only any time you could play an instant. [\[Oracle 2001/05/02\]](#)  
The ability is a mana ability but can only be played when an instant is legal. [\[D'Angelo 2001/05/19\]](#)  
Note - Also see Landwalk, Rule A.27.

**Witch Hunter:**

Info: Color=White Type=Creature - Hunter Cost=2WW DK(U1)/CH(U3)  
Text(CH+errata): 1/1. ; {Tap}: ~this~ deals 1 damage to target player. ; {1}{W}{W},{Tap}: Return target creature an opponent controls to its owner's hand. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Withdraw:**

Info: Color=Blue Type=Instant Cost=UU PY(C)  
Text(PY): Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays {1}.  
The creature's controller gets the option to pay when the spell resolves. [\[Prophecy FAQ 2000/05/25\]](#)  
The two creatures may have different controllers. [\[DeLaney 2000/05/29\]](#)  
Must target two different creatures. [\[DeLaney 2000/06/20\]](#)  
You choose on announcement which creature is the one that can be paid to prevent the effect. The payment itself is made on resolution (if at all). [\[DeLaney 2000/06/20\]](#)

**Withered Wretch:**

Info: Color=Black Type=Creature - Zombie Cleric Cost=BB LE(U)

Text(LE): 2/2. ; {1}: Remove target card in a graveyard from the game.

### Withering Boon:

Info: Color=Black Type=Instant Cost=1B MI(U)

Text(MI+errata): Counter target creature spell. You lose 3 life.

[\[Oracle 1999/07/01\]](#)

A creature spell is any Creature or Artifact Creature spell. Older cards of type Summon are also creature spells. [\[D'Angelo 1999/07/10\]](#)

Note - Before errata, this card was of type Interrupt. [\[Oracle 1999/07/01\]](#)

### Withering Gaze:

Info: Color=Blue Type=Sorcery Cost=2U PT(U)

Text(PT): Look at your opponent's hand. For each forest and green card there, you draw a card. (You draw from your deck.)

When played under non-Portal rules, the text should be read as "Look at target opponent's hand. You draw a card for each forest and green card in that player's hand. [\[D'Angelo 2000/07/06\]](#)

All tournament formats have banned this card because it only appears in Portal.

### Withering Hex:

Info: Color=Black Type=Enchant Creature Cost=B ON(U)

Text(ON): Whenever a player cycles a card, put a plague counter on ~this~. ; Enchanted creature gets -1/-1 for each plague counter on ~this~.

### Withering Wisps:

Info: Color=Black Type=Enchantment Cost=1BB IA(U)

Text(IA+errata): At end of turn, if no creatures are in play, sacrifice ~this~. ; {B}: ~this~ deals 1 damage to each creature and each player. Spend no more {B} this way each turn than the number of snow-covered swamps you control. [\[Oracle 2000/10/24\]](#)

### Wizard Mentor:

Info: Color=Blue Type=Creature - Wizard Cost=2U US(C)

Text(US+errata): 2/2. ; {Tap}: Return ~this~ and target creature you control to their owner's hand. [\[Oracle 1999/05/01\]](#)

Can target itself. [\[DeLaney 1998/10/05\]](#)

### Wizards' School:

Info: Color=Land Type=Land Cost=None HL(U3)

Text(HL+errata): {Tap}: Add one colorless mana to your mana pool. ; {1},{Tap}: Add {U} to your mana pool. ; {2},{Tap}: Add {W} or {B} to your mana pool. [\[Oracle 1999/07/23\]](#)

### Wolf Pack:

Info: Color=Green Type=Creature - Wolf Cost=6GG P3(R)

Text(P3): 7/6. ; When ~this~ attacks and is blocked, you may have it deal its damage to the defending player instead of to the creatures blocking it.

When played under non-Portal rules, the text should be read as "~this~ may deal its combat damage to defending player as though it weren't blocked."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

### Wolverine Pack:

Info: Color=Green Type=Creature - Wolverine-Pack Cost=2GG LG(C2)/5(U)

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

Note - The creature type was "Wolverine Pack" and it is now the hyphenated "Wolverine-Pack". [\[Oracle 2000/10/24\]](#)

Note - Also see Rampage, Rule A.33.

### Wonder:

Info: Color=Blue Type=Creature - Incarnation Cost=3U JU(U)

Text(JU): 2/2, Flying. ; As long as ~this~ is in your graveyard and you control an island, creatures you control have flying.

The "in your graveyard" ability is ordered as if it starts at the time that

this card goes to your graveyard. See Rule T.8.15.

[\[Judgment FAQ 2002/05/28\]](#)

#### **Woodcloaker:**

Info: Color=Green Type=Creature - Elf Cost=5G SC(C)  
Text(SC): 3/3. ; Morph {2}{G}{G}. ; When ~this~ is turned face up, target creature gains trample until end of turn.

+ **Note - Also see Morph, Rule A.29.**

+ **Note - Also see Trample, Rule A.37.**

#### **Wooded Foothills:**

Info: Color=Land Type=Land Cost=None ON(R)  
Text(ON): {Tap}, Pay 1 life, Sacrifice ~this~: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

#### **Wood Elemental:**

Info: Color=Green Type=Creature - Elemental Cost=3G LG(R)  
Text(LG+errata): 0/0. ; As ~this~ comes into play, sacrifice any number of untapped forests. ~this~ comes into play with a +1/+1 counter for each forest sacrificed this way. [\[Oracle 2002/03/01\]](#)

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.28.3. [\[D'Angelo 1999/02/11\]](#)

A Vesuvan Doppelganger switching forms to a Wood Elemental will not require a sacrifice. [\[Aahz 1995/07/05\]](#)

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

#### **Wood Elves:**

Info: Color=Green Type=Creature - Elf Cost=2G EX(C)/PT(R)/ST(U)/7(C)  
Text(7th): 1/1 ; When ~this~ comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

You do not have to find a forest card if you do not want to. See

Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)

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

Note - The Portal version had no creature type.

#### **Wooden Sphere:**

Info: Color=Artifact Type=Artifact Cost=1 ABUR4567(U)  
Text(6th/7th): Whenever a player plays a green spell, you may pay {1}. If you do, you gain 1 life.

#### **Woodripper:**

Info: Color=Green Type=Creature - Beast Cost=3GG NE(U)  
Text(NE): 4/6, Fading 3. ; {1}, Remove a fade counter from ~this~: Destroy target artifact.

Note - Also see Fading, Rule A.16.

#### **Wood Sage:**

Info: Color=Multi Type=Creature - Druid Cost=UG TE(R)  
Text(TE+errata): 1/1. ; {Tap}: Name a creature card. Reveal the top four cards of your library. Put any of them that are the named card into your hand and the rest into your graveyard. [\[Oracle 1999/05/01\]](#)

#### **Woolly Mammoths:**

Info: Color=Green Type=Creature - Mammoth Cost=1GG IA(C)  
Text(IA+errata): 3/2. ; ~this~ has trample as long as you control a snow-covered land. [\[Oracle 2000/02/01\]](#)

Note - Also see Trample, Rule A.37.

#### **Woolly Spider:**

Info: Color=Green Type=Creature - Spider Cost=1GG IA(C)/AT(F1)/BD(F1)  
Text(IA+errata): 2/3. ; ~this~ may block as though it had flying. ; Whenever ~this~ blocks a creature with flying, ~this~ gets +0/+2 until end of turn. [\[Oracle 2000/02/01\]](#)

#### **Word of Binding:**

Info: Color=Black Type=Sorcery Cost=XBB DK(C3)/4(C)

Text(4th): Tap X target creatures.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see X Costs, Rule K.28.

### Word of Blasting:

Info: Color=Red Type=Instant Cost=1R IA(U)/5(U)/MM(U)

Text(MM): Destroy target Wall. It can't be regenerated. ~this~ deals damage equal to that Wall's converted mana cost to the Wall's controller.

Note - Also see Converted Mana Cost, Rule K.8.

### Word of Command:

Info: Color=Black Type=Instant Cost=BB ABU(R)

Text(ABU+errata): Look at target opponent's hand and choose a card from it.

That player plays that card with his or her own mana, but you make all decisions it calls for. The player is required only to use mana from his or her mana pool and mana that can be drawn from lands.

[\[Oracle 1999/09/03\]](#)

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 mana cost have X decided by the caster of Word of Command. [\[WotC Rules Team 1994/01/24\]](#) The decisions apply to ones made on announcement and ones made on resolution. [\[D'Angelo 1995/04/11\]](#)

Since this spell is an instant, your opponent gets a chance to respond to it as normal. Once this spell resolves, you look at your opponent's hand and choose a spell or land. [\[D'Angelo 1999/10/29\]](#) Note that it is common practice to respond to Word of Command by using up any spells or mana you have prior to letting it resolve.

When this spell finishes resolving, the next time the targeted player gets priority, they play the spell and you make the choices made on announcement. [\[Gray 1999/10/27\]](#)

Your opponent cannot counter the Word of Command after they let you look at his hand, but they can attempt to counter the spell you force them to play. [\[WotC rules team 1994/01/24\]](#)

You must order your opponent to play a spell or play a land if it is possible to do so. [\[D'Angelo 1994/10/01\]](#)

The spell which is played is considered as being played by the player targeted by Word of Command and not by the caster of Word of Command. [\[Arab FAQ 1994/01/05\]](#)

You can make them play anything that they could legally play if the spell stack was empty. So a sorcery spell can be played if it is their main phase, and so on. Since they do get to play the spell as if the spell stack were empty, it is possible to make them play a sorcery when the spell stack is not actually empty. [\[Gray 1999/10/27\]](#)

The spell being cast by Word of Command's effect can be responded to as normal once it is on the stack. [\[D'Angelo 1999/10/29\]](#)

You do get to choose which lands get tapped. [\[bethmo 1994/06/01\]](#) 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'). [\[Aahz 1994/08/01\]](#) You can make them choose an optional mana generating ability of the land that is tapped, such as making them sacrifice a Dwarven Ruins. [\[WotC Rules Team 1994/12/15\]](#)

You may Command your opponent to play a land (if they have not already done so this turn). [\[Aahz 1994/06/01\]](#)

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.

[\[D'Angelo 1995/04/11\]](#) 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.

[\[D'Angelo 1997/03/26\]](#)

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.8.4).

[\[D'Angelo 1999/01/18\]](#)

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

#### **Woodland Druid:**

Info: Color=Green    Type=Creature - Druid    Cost=G    OD(C)  
Text(OD): 1/2.

#### **Word of Undoing:**

Info: Color=Blue    Type=Instant    Cost=U    IA(C)  
Text(IA+errata): Return target creature and white enchantments you own enchanting that creature to their owners' hands. [\[Oracle 2000/02/01\]](#)

#### **Words of War:**

Info: Color=Red    Type=Enchantment    Cost=2R    ON(R)  
Text(ON): {1}: The next time you would draw a card this turn, ~this~ deals 2 damage to target creature or player instead.  
If multiple Words have been used prior to drawing a card, then you can choose which one to apply (and use up) each time you draw a card.  
[\[Onslaught FAQ 2002/09/24\]](#)

#### **Words of Waste:**

Info: Color=Black    Type=Enchantment    Cost=2B    ON(R)  
Text(ON): {1}: The next time you would draw a card this turn, each opponent discards a card from his or her hand instead.  
If multiple Words have been used prior to drawing a card, then you can choose which one to apply (and use up) each time you draw a card.  
[\[Onslaught FAQ 2002/09/24\]](#)

#### **Words of Wilding:**

Info: Color=Green    Type=Enchantment    Cost=2G    ON(R)  
Text(ON): {1}: The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead.  
If multiple Words have been used prior to drawing a card, then you can choose which one to apply (and use up) each time you draw a card.  
[\[Onslaught FAQ 2002/09/24\]](#)  
Note - Also see Token Creatures, Rule K.25.

#### **Words of Wind:**

Info: Color=Blue    Type=Enchantment    Cost=2U    ON(R)  
Text(ON): {1}: The next time you would draw a card this turn, each player returns a permanent he or she controls to its owner's hand instead.  
If multiple Words have been used prior to drawing a card, then you can choose which one to apply (and use up) each time you draw a card.  
[\[Onslaught FAQ 2002/09/24\]](#)

#### **Words of Wisdom:**

Info: Color=Blue    Type=Instant    Cost=1U    OD(C)  
Text(OD): You draw two cards, then each other player draws a card.

#### **Words of Worship:**

Info: Color=White    Type=Enchantment    Cost=2W    ON(R)  
Text(ON): {1}: The next time you would draw a card this turn, you gain 5 life instead.  
If multiple Words have been used prior to drawing a card, then you can choose which one to apply (and use up) each time you draw a card.  
[\[Onslaught FAQ 2002/09/24\]](#)

#### **Workhorse:**

Info: Color=Artifact    Type=Artifact Creature    Cost=6    EX(R)  
Text(EX+errata): 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. [\[Oracle 1999/05/01\]](#)

**Worldgorger Dragon:**

Info: Color=Red Type=Creature - Nightmare Dragon Cost=3RRR JU(R)

Text(JU): 7/7, Flying, Trample. ; When ~this~ comes into play, remove all other permanents you control from the game. ; When ~this~ leaves play, return the removed cards to play under their owners' control.

If a local enchantment is removed this way, you can place it on any legal permanent when it returns. It doesn't have to go back to the same place.

[D'Angelo 2002/06/18] It cannot be placed on a permanent that is coming into play at the same time. [Jordan 2002/06/18]

It is possible for the Dragon to leave play before its "comes into play" trigger resolves. If this happens, then the "leaves play" trigger will have nothing to return and the "comes into play" trigger's effects will be irreversible. [D'Angelo 2002/10/15]

Note - Also see Trample, Rule A.37.

**Worldly Counsel:**

Info: Color=Blue Type=Instant Cost=1U IN(C)

Text(IN): Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

You choose the order on the bottom of your library.

[Invasion FAQ 2000/10/03]

**Worldly Tutor:**

Info: Color=Green Type=Instant Cost=G MI(U)/6(U)

Text(6th+errata): Search your library for a creature card and reveal that card. Shuffle your library, then put the revealed card back on top of it.

[Oracle 2000/02/01]

You do not have to find a creature card if you do not want to. See

Rule Z.6.9. [D'Angelo 2001/07/14]

**Wormfang Behemoth:**

Info: Color=Blue Type=Creature - Nightmare Beast Cost=3UU JU(R)

Text(JU): 5/5. ; When ~this~ comes into play, remove all cards in your hand from the game. ; When ~this~ leaves play, return the removed cards to their owner's hand.

**Wormfang Crab:**

Info: Color=Blue Type=Creature - Nightmare Crab Cost=3U JU(U)

Text(JU+errata): 3/6. ; ~this~ is unblockable. ; When ~this~ comes into play, an opponent chooses a permanent you control other than ~this~ and removes it from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control. [Judgment FAQ 2002/05/28]

**Wormfang Drake:**

Info: Color=Blue Type=Creature - Nightmare Drake Cost=2U JU(C)

Text(JU): 3/4, Flying. ; When ~this~ comes into play, sacrifice it unless you remove a creature you control other than ~this~ from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control.

**Wormfang Manta:**

Info: Color=Blue Type=Creature - Nightmare Beast Cost=5UU JU(R)

Text(JU): 6/1, Flying. ; When ~this~ comes into play, you skip your next turn. ; When ~this~ leaves play, you take an extra turn after this one.

**Wormfang Newt:**

Info: Color=Blue Type=Creature - Nightmare Beast Cost=1U JU(C)

Text(JU): 2/2. ; When ~this~ comes into play, remove a land you control from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control.

**Wormfang Turtle:**

Info: Color=Blue Type=Creature - Nightmare Beast Cost=2U JU(U)

Text(JU): 2/4. ; When ~this~ comes into play, remove a land you control from the game. ; When ~this~ leaves play, return the removed card to play under its owner's control.

### **Worms of the Earth:**

Info: Color=Black Type=Enchantment Cost=2BBB DK(U1)

Text(DK+errata): Players can't play lands. ; If a land would come into play, instead it doesn't. ; At the beginning of each player's upkeep, any player may sacrifice two lands or pay 5 life. If a player does either, sacrifice ~this~. [\[Oracle 2001/08/24\]](#)

A land which is somehow put in an Oubliette or Tawnos's Coffin or which phases out will remain phased out since it cannot return to play. It will try again during the next turn. [\[D'Angelo 2002/01/11\]](#)

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. [\[WotC Rules Team 1995/06/15\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

### **Wormwood Treefolk:**

Info: Color=Green Type=Creature - Treefolk Cost=3GG DK(U1)

Text(DK+errata): 4/4. ; {G}{G}: ~this~ gains forestwalk until end of turn and deals 2 damage to you. ; {B}{B}: ~this~ gains swampwalk until end of turn and deals 2 damage to you. [\[Oracle 1999/07/23\]](#)

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

Note - Also see Landwalk, Rule A.27.

### **Worn Powerstone:**

Info: Color=Artifact Type=Artifact Cost=3 US(U)

Text(US+errata): ~this~ comes into play tapped. ; {Tap}: Add two colorless mana to your mana pool. [\[Oracle 1999/05/01\]](#)

### **Worry Beads:**

Info: Color=Artifact Type=Artifact Cost=3 MM(R)

Text(MM+errata): At the beginning of each player's upkeep, that player puts the top card from his or her library into his or her graveyard.

[\[Oracle 2001/08/24\]](#)

### **Worship:**

Info: Color=White Type=Enchantment Cost=3W US(R)/7(R)

Text(7th): If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

If this effect is applied when you lose life due to unprevented damage.

All the damage got dealt (for purposes of triggers), but the player's life total is not reduced by the full amount of the damage.

[\[WotC Rules Team 1998/10/18\]](#)

It reduces your life total to 1, not the damage to 1. [\[D'Angelo 1999/01/23\]](#)

### **Worthy Cause:**

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

Text(TE+errata): Buyback {2}. ; Sacrifice a creature. You gain life equal to the sacrificed creature's toughness. [\[Oracle 1999/05/01\]](#)

The sacrifice is done on resolution. [\[D'Angelo 1999/06/01\]](#)

Note - Also see Buyback, Rule A.10.

### **Wrath of God:**

Info: Color=White Type=Sorcery Cost=2WW ABUR4567(R)/PT(R)/BR(F1)

Text(6th/7th): Destroy all creatures. They can't be regenerated.

Creatures with Protection from White cannot avoid this spell's effects.

Destruction by means of Wrath of God is not targeted. [\[bethmo 1994/06/01\]](#)

### **Wrath of Marit Lage:**

Info: Color=Blue Type=Enchantment Cost=3UU IA(R)

Text(IA+errata): Red creatures don't untap during their controllers' untap steps. ; When ~this~ comes into play, tap all red creatures.

[\[Oracle 2000/02/01\]](#)

**The Wretched:**

Info: Color=Black Type=Creature - Wretched Cost=3BB LG(R)/CH(U1)/5(R)

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

If The Wretched blocks and regenerates, it is removed from combat (see Rule C.1.6), so The Wretched will not be blocking anything at the end of combat. This means there will be no creatures blocking it when the triggered ability resolves and so the ability does nothing.

[\[D'Angelo 1999/04/25\]](#)

**Wretched Anurid:**

Info: Color=Black Type=Creature - Zombie Beast Cost=1B ON(C)

Text(ON): 3/3. ; Whenever another creature comes into play, you lose 1 life.

**Wu Admiral:**

Info: Color=Blue Type=Creature - Soldier Cost=4U P3(U)

Text(P3): 3/3. ; As long as your opponent has an island in play, ~this~ gets +1/+1.

When played under non-Portal rules, the text should be read as "~this~ gets +1/+1 as long as an opponent controls an island."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Wu Elite Cavalry:**

Info: Color=Blue Type=Creature - Soldier Cost=3U P3(C)

Text(P3): 2/3, Horsemanship.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

**Wu Infantry:**

Info: Color=Blue Type=Creature - Soldier Cost=1U P3(C)

Text(P3): 2/1.

All tournament formats have banned this card because it only appears in Portal.

**Wu Light Cavalry:**

Info: Color=Blue Type=Creature - Soldier Cost=1U P3(C)

Text(P3): 1/2, Horsemanship.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

**Wu Longbowman:**

Info: Color=Blue Type=Creature - Soldier Cost=2U P3(U)

Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to have it deal 1 damage to any one creature or player.

When played under non-Portal rules, the text should be read as

"{Tap}: ~this~ deals 1 damage to target creature or player. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

**Wu Scout:**

Info: Color=Blue Type=Creature - Soldier Cost=1U P3(C)

Text(P3): 1/1, Horsemanship. ; When ~this~ comes into play, look at your opponent's hand.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

**Wu Spy:**

Info: Color=Blue Type=Creature - Soldier Cost=1U P3(U)

Text(P3): 1/1. ; When ~this~ comes into play, look at the top two cards of any player's library. Put one of them back on the top of that player's library and the other in his or her graveyard.

When played under non-Portal rules, the text should be read as "When ~this~ comes into play, look at the top two cards of target player's library and choose one. Put the chosen card into his or her graveyard."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

### **Wu Warship:**

Info: Color=Blue Type=Creature - Ship Cost=2U P3(C)

Text(P3): 3/3. ; ~this~ can't attack unless the defending player has an island in play.

When played under non-Portal rules, the text should be read as "~this~ can't attack unless the defending player controls an island."

[\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

### **Wyluli Wolf:**

Info: Color=Green Type=Creature - Wolf Cost=1G AN(C5)/56(R)

Text(5th/6th): 1/1. ; {Tap}: Target creature gets +1/+1 until end of turn.

Note - The Arabian Nights card comes in two versions. One has a smaller, darker mana circle (C4 rarity), and the other has a normal mana circle (C1 rarity).

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### **Xanthic Statue:**

Info: Color=Artifact Type=Artifact Cost=8 WL(R)

Text(WL+errata): {5}: Until end of turn, ~this~ becomes an 8/8 artifact creature with trample. [\[Oracle 1999/07/01\]](#)

Note - Also see Trample, Rule A.37.

### **Xantid Swarm:**

Info: Color=Green Type=Creature - Insect Cost=G SC(R)

Text(SC): 0/1, Flying. ; Whenever ~this~ attacks, defending player can't play spells this turn.

### **Xenic Poltergeist:**

Info: Color=Black Type=Creature - Poltergeist Cost=1BB AQ(U3)/45(R)

Text(5th+errata): 1/1. ; {Tap}: Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost. [\[Oracle 1999/09/03\]](#)

Wears off at the beginning of the upkeep, not during upkeep.

[\[bethmo 1994/06/01\]](#)

Note - Also see Changing a Permanent's Type, Rule K.5.

Note - Also see Converted Mana Cost, Rule K.8.

### **Xiahou Dun, the One-Eyed:**

Info: Color=Black Type=Creature - Legend Cost=2BB P3(R)

Text(P3): 3/2, Horsemanship. ; On your turn, before you attack, you may put ~this~ into your graveyard to return a black card from your graveyard to your hand.

When played under non-Portal rules, the text should be read as "Horsemanship. ; Sacrifice ~this~: Return target black card from your graveyard to your hand. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

Note - Also see Legendary Permanents, Rule K.17.

### **Xira Arien:**

Info: Color=Multi Type=Creature - Legend Cost=GRB LG(R)/CH(U1)

Text(CH): 1/2, Flying. ; {B}{R}{G},{Tap}: Target player draws a card.

Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Xun Yu, Wei Advisor:**

Info: Color=Black Type=Creature - Legend Cost=1BB P3(R)  
Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to give one of your creatures +2/+0 until the end of the turn.  
When played under non-Portal rules, the text should be read as "{Tap}: Target creature you control gets +2/+0 until end of turn. Play this ability only during your turn before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

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#### **Yare:**

Info: Color=White Type=Instant Cost=2W MI(R)  
Text(MI+errata): Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to two additional creatures this turn. [\[Oracle 2000/10/24\]](#)

#### **Yavimaya Ancients:**

Info: Color=Green Type=Creature - Treefolk Cost=3GG AL(C1)  
Text(AL+errata): 2/7. ; {G}: ~this~ gets +1/-2 until end of turn.  
[\[Oracle 1999/07/23\]](#)

#### **Yavimaya Ants:**

Info: Color=Green Type=Creature - Swarm Cost=2GG AL(U2)  
Text(AL+errata): 5/1, Trample, Haste. ; Cumulative Upkeep - {G}{G}.  
[\[Oracle 1999/07/23\]](#)  
Note - Also see Cumulative Upkeep, Rule A.11.  
Note - Also see Haste, Rule A.22.  
Note - Also see Trample, Rule A.37.

#### **Yavimaya Barbarian:**

Info: Color=Multi Type=Creature - Barbarian Elf Cost=RG IN(C)  
Text(IN): 2/2, Protection from Blue.  
Note - Also see Protection, Rule A.31.

#### **Yavimaya Coast:**

Info: Color=Land Type=Land Cost=None AP(R)  
Text(AP): {Tap}: Add one colorless mana to your mana pool. ; {Tap}: Add {G} or {U} to your mana pool. ~this~ deals 1 damage to you.

#### **Yavimaya Elder:**

Info: Color=Green Type=Creature - Druid Cost=1GG UD(C)  
Text(UD): 2/1. ; When ~this~ is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library. ;  
{2}, Sacrifice ~this~: Draw a card.  
Searching for lands is optional. If you forget, you cannot go back later even if it is something you usually do. [\[D'Angelo 1999/06/01\]](#)

#### **Yavimaya Enchantress:**

Info: Color=Green Type=Creature - Druid Cost=2G UD(U)/7(U)  
Text(UD/7th): 2/2. ; ~this~ gets +1/+1 for each enchantment in play.  
This counts "Enchantment" and "Enchant <something>" cards.  
[\[D'Angelo 1999/05/01\]](#)

#### **Yavimaya Gnats:**

Info: Color=Green Type=Creature - Insect Cost=2G IA(U)  
Text(IA+errata): 0/1, Flying. ; {G}: Regenerate ~this~. [\[Oracle 2000/02/01\]](#)

#### **Yavimaya Granger:**

Info: Color=Green Type=Creature - Elf Cost=2G UL(C)  
Text(UL+errata): 2/2. ; Echo ; When ~this~ comes into play, you may search



your library for a basic land card and put that card into play tapped. If you do, shuffle your library. [\[Oracle 2003/02/01\]](#)  
You do not have to find a basic land card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Comes Into Play Abilities, Rule E.3.  
Note - Also see Echo, Rule A.14.

#### **Yavimaya Hollow:**

Info: Color=Land Type=Legendary Land Cost=None UD(R)  
Text(UD): {Tap}: Add one colorless mana to your mana pool. ;  
{G},{Tap}: Regenerate target creature.  
Note - Also see Legendary Permanents, Rule K.17.

#### **Yavimaya Kavv:**

Info: Color=Multi Type=Creature - Kavv Cost=2RG IN(U)  
Text(IN): \*/\*. ; ~this~'s power is equal to the number of red creatures in play. ; ~this~'s toughness is equal to the number of green creatures in play.

#### **Yavimaya Scion:**

Info: Color=Green Type=Creature - Treefolk Cost=4G UL(C)  
Text(UL): 4/4, Protection from Artifacts.  
It will not reduce colorless damage to zero which is not from an artifact.  
[\[Barclay 1999/02/09\]](#)  
Note - Also see Protection, Rule A.31.

#### **Yavimaya's Embrace:**

Info: Color=Multi Type=Enchant Creature Cost=5GUU AP(R)  
Text(AP): You control enchanted creature. ; Enchanted creature gets +2/+2 and has trample.  
Note - Also see Trample, Rule A.37.

#### **Yavimaya Wurm:**

Info: Color=Green Type=Creature - Wurm Cost=4GG UL(C)/BD(F1)  
Text(UL): 6/4, Trample.  
Note - Also see Trample, Rule A.37.

#### **Yawgmoth Demon:**

Info: Color=Black Type=Creature - Demon Cost=4BB AQ(U1)/CH(U1)  
Text(CH+errata): 6/6, Flying, First Strike. ; At the beginning of your upkeep, unless you sacrifice an artifact, tap ~this~ and it deals 2 damage to you. [\[Oracle 1999/09/03\]](#)  
The sacrificing of an artifact is not mandatory. You can choose not to sacrifice an artifact but will pay the consequences. [\[Aahz 1994/11/02\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see First Strike, Rule A.18.

#### **Yawgmoth's Agenda:**

Info: Color=Black Type=Enchantment Cost=3BB IN(R)  
Text(IN): Play no more than one spell each turn. ; You may play cards in your graveyard as though they were in your hand. ; If a card would be put into your graveyard from anywhere, remove it from the game instead.  
The cards in your graveyard are not considered to be in your hand for any reason other than for playing them. For example, you can't discard them. [\[Invasion FAQ 2000/10/03\]](#)  
You do count spells that were played this turn before this card enters play. [\[DeLaney 2000/10/18\]](#) (The Invasion FAQ is not correct on this point.)  
It will remove itself from the game if it is going to the graveyard from play. [\[D'Angelo 2001/01/13\]](#)  
If you play a card that becomes a permanent, then the card will enter play as normal. If you play a card that does not become a permanent, then it will go to the stack and then upon resolution it will go to the graveyard... and instead be removed from the game. [\[D'Angelo 2001/04/16\]](#)  
Note - Also see Yawgmoth's Will.

#### **Yawgmoth's Bargain:**

Info: Color=Black Type=Enchantment Cost=4BB UD(R)

Text(UD): Skip your draw step. ; Pay 1 life: Draw a card.

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

Extended tournaments (see Rule D.15) have banned this card since 1999/08/01.

Note - Also see Skipping a Phase or Step, Rule G.36.

#### **Yawgmoth's Edict:**

Info: Color=Black Type=Enchantment Cost=1B US(U)/7(U)

Text(7th): Whenever an opponent plays a white spell, that player loses 1 life and you gain 1 life.

The ability triggers when the spell is announced. This is before any responses can be announced. It is long before the announced spell resolves. [\[DeLaney 1998/10/05\]](#) 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.21.2.

[\[DeLaney 1998/10/05\]](#)

#### **Yawgmoth's Will:**

Info: Color=Black Type=Sorcery Cost=2B US(R)

Text(US+errata): Until end of turn, you may play cards in your graveyard as though they were in your hand. ; If a card would be put into your graveyard this turn, remove that card from the game instead.

[\[Oracle 1999/07/21\]](#)

If you play a Buyback spell (see Rule A.10), then there will be two effects trying to replace where the card goes. You get to choose if the Buyback returns the card to your hand or the card gets removed from the game.

[\[bethmo 1998/10/12\]](#)

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.8.4).

[\[D'Angelo 1999/01/18\]](#)

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. [\[DeLaney 1998/10/15\]](#)

If you play a card using Yawgmoth's Will and something triggers only when "played from your hand", that something will not trigger.

[\[bethmo 1999/03/05\]](#) Such things trigger based on where the card came from.

It does not look back in time. It only removes cards from the game that go to the graveyard after it is cast. [\[D'Angelo 1998/11/04\]](#)

The second ability is a replacement ability (see Rule T.10). It applies to both costs and effects. [\[WotC Rules Team 1998/11/03\]](#) There is no infinite loop mana generation with Dark Ritual. [\[D'Angelo 1998/11/04\]](#)

It will remove itself from the game since it goes to the graveyard after its effect starts. [\[D'Angelo 1998/11/04\]](#)

Note - Also see Yawgmoth's Agenda.

Type 1 tournaments (see Rule D.13) have restricted this card since 1999/10/01.

Type 1.5 tournaments (see Rule D.14) have banned this card since 1999/10/01.

Extended tournaments (See Rule D.15) have banned this card since 1999/10/01.

#### **Ydwen Efreet:**

Info: Color=Red Type=Creature - Efreet Cost=RRR AN(U2)

Text(AN+errata): 3/6. ; Whenever you're attacked, flip a coin. If you lose the flip, ~this~ can't block this turn. [\[Oracle 1999/09/03\]](#)

The ability triggers during the declare attackers step (see Rule C.3) and may prevent the Efreet from being used as a blocker. [\[D'Angelo 2000/02/15\]](#)

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

#### **Yellow Scarves Cavalry:**

Info: Color=Red Type=Creature - Soldier Cost=1R P3(C)

Text(P3): 1/1, Horsemanship. ; ~this~ can't block.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Horsemanship, Rule A.23.

**Yellow Scarves General:**

Info: Color=Red Type=Creature - Soldier Cost=3R P3(R)  
 Text(P3): 2/2, Horsemanship. ; ~this~ can't block.  
 All tournament formats have banned this card because it only appears in Portal.  
 Note - Also see Horsemanship, Rule A.23.

**Yellow Scarves Troops:**

Info: Color=Red Type=Creature - Soldier Cost=1R P3(C)  
 Text(P3): 2/2. ; ~this~ can't block.  
 All tournament formats have banned this card because it only appears in Portal.  
 Note - Also see Horsemanship, Rule A.23.

**Yotian Soldier:**

Info: Color=Artifact Type=Artifact Creature Cost=3 AQ(C4)/4(C)  
 Text(4th+errata): 1/4. ; Attacking doesn't cause ~this~ to tap.  
[\[Oracle 1999/09/03\]](#)  
 Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.

**Young Wei Recruits:**

Info: Color=Black Type=Creature - Soldier Cost=1B P3(C)  
 Text(P3): 2/2. ; ~this~ can't block.  
 All tournament formats have banned this card because it only appears in Portal.

**Youthful Knight:**

Info: Color=White Type=Creature - Knight Cost=1W SH(C)/AT(F1)  
 Text(SH): 2/1, First Strike.  
 Note - Also see First Strike, Rule A.18.

**Yuan Shao, the Indecisive:**

Info: Color=Red Type=Creature - Legend Cost=4R P3(R)  
 Text(P3): 2/3, Horsemanship. ; Each of your creatures can't be blocked by more than one creature each turn as long as ~this~ is in play.  
 When played under non-Portal rules, the text should be read as  
 "Horsemanship. ; Creatures you control can't be blocked by more than one creature." [\[D'Angelo 2000/06/05\]](#)  
 All tournament formats have banned this card because it only appears in Portal.  
 Note - Also see Horsemanship, Rule A.23.  
 Note - Also see Legendary Permanents, Rule K.17.

**Yuan Shao's Infantry:**

Info: Color=Red Type=Creature - Soldier Cost=3R P3(U)  
 Text(P3): 2/2. ; Whenever ~this~ attacks and no other creatures do, ~this~ can't be blocked.  
 All tournament formats have banned this card because it only appears in Portal.

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**Zanam Djinn:**

Info: Color=Blue Type=Creature - Djinn Cost=5U IN(U)  
 Text(IN): 5/6, Flying. ; ~this~ gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

**Zap:**

Info: Color=Red Type=Instant Cost=2R IN(C)  
 Text(IN): ~this~ deals 1 damage to target creature or player. ; Draw a card.

**Zealots en-Dal:**

Info: Color=White Type=Creature - Soldier Cost=3W EX(U)  
 Text(EX+errata): 2/4. ; At the beginning of your upkeep, if all nonland permanents you control are white, you gain 1 life. [\[Oracle 1999/05/01\]](#)

**Zealous Inquisitor:**

Info: Color=White Type=Creature - Cleric Cost=2W SC(C)  
Text(SC): 2/2. ; {1}{W}: The next 1 damage that would be dealt to ~this~ this turn is dealt to target creature instead.

#### **Zebra Unicorn:**

Info: Color=Multi Type=Creature - Unicorn Cost=2GW MI(U)  
Text(MI+errata): 2/2. ; Whenever ~this~ deals damage, you gain that much life. [\[Oracle 1999/07/01\]](#)

#### **Zelyon Sword:**

Info: Color=Artifact Type=Artifact Cost=3 FE(U1)  
Text(FE+errata): You may choose not to untap ~this~ during your untap step. ; {3},{Tap}: Target creature gets +2/+0 as long as ~this~ remains tapped. [\[Oracle 1999/07/23\]](#)  
Extended tournaments (see Rule D.15) have banned this card since 1999/10/01.  
Note - Also see Tap and Hold Abilities, Rule E.11.

#### **Zephid:**

Info: Color=Blue Type=Creature - Illusion Cost=4UU US(R)  
Text(US+errata): 3/4, Flying. ; ~this~ can't be the target of spells or abilities. [\[Oracle 1999/05/01\]](#)

#### **Zephid's Embrace:**

Info: Color=Blue Type=Enchant Creature Cost=2UU US(U)  
Text(US+errata): Enchanted creature gets +2/+2 and has flying. It cannot be the target of spells or abilities. [\[Oracle 1999/05/01\]](#)

#### **Zephyr Falcon:**

Info: Color=Blue Type=Creature - Bird Cost=1U LG(C2)/45(C)  
Text(LG/4th/5th+errata): 1/1, Flying. ; Attacking doesn't cause ~this~ to tap. [\[Oracle 1999/09/03\]](#)  
Note - The creature type was Falcon and is now Bird. [\[Oracle 2000/02/01\]](#)

#### **Zerapa Minotaur:**

Info: Color=Red Type=Creature - Minotaur Cost=2RR PY(C)  
Text(PY): 3/3, First Strike. ; {2}: ~this~ loses first strike until end of turn. Any player may play this ability.  
Note - Also see First Strike, Rule A.18.

#### **Zhalfirin Commander:**

Info: Color=White Type=Creature - Knight Cost=2W MI(U)  
Text(MI): 2/2, Flanking. ; {1}{W}{W}: Target Knight gets +1/+1 until end of turn.  
Note - Also see Flanking, Rule A.19.

#### **Zhalfirin Crusader:**

Info: Color=White Type=Creature - Knight Cost=1WW VI(R)  
Text(VI+errata): 2/2, Flanking. ; {1}{W}: The next 1 damage that would be dealt to ~this~ this turn is dealt to target creature or player instead.  
[\[Oracle 1999/07/01\]](#)  
Note - Also see Flanking, Rule A.19.

#### **Zhalfirin Knight:**

Info: Color=White Type=Creature - Knight Cost=2W MI(C)  
Text(MI+errata): 2/2, Flanking. ; {W}{W}: ~this~ gains first strike until end of turn. [\[Oracle 1999/07/01\]](#)  
Note - Also see First Strike, Rule A.18.  
Note - Also see Flanking, Rule A.19.

#### **Zhang Fei, Fierce Warrior:**

Info: Color=White Type=Creature - Legend Cost=4WW P3(R)  
Text(P3): 4/4, Horsemanship. ; Attacking doesn't cause ~this~ to tap.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.  
Note - Also see Legendary Permanents, Rule K.17.

**Zhang He, Wei General:**

Info: Color=Black Type=Creature - Legend Cost=3BB P3(R)  
Text(P3): 4/2, Horsemanship. ; When ~this~ attacks, all your other creatures get +1/+0 until the end of the turn.  
When played under non-Portal rules, the text should be read as "Horsemanship. ; Whenever ~this~ attacks, all other creatures you control get +1/+0 until end of turn." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.  
Note - Also see Legendary Permanents, Rule K.17.

**Zhang Liao, Hero of Hefei:**

Info: Color=Black Type=Creature - Legend Cost=4BB P3(R)  
Text(P3): 3/3. ; When ~this~ successfully damages your opponent, he or she chooses and discard a card from his or her hand. (Ignore this effect if your opponent doesn't have any cards.)  
When played under non-Portal rules, the text should be read as "Whenever ~this~ deals damage to an opponent, that player discards a card from his or her hand." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

**Zhao Zilong, Tiger General:**

Info: Color=White Type=Creature - Legend Cost=3WW P3(R)  
Text(P3): 3/3, Horsemanship. ; When ~this~ blocks, it gets +1/+1 until the end of the turn.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Horsemanship, Rule A.23.  
Note - Also see Legendary Permanents, Rule K.17.

**Zhou Yu, Chief Commander:**

Info: Color=Blue Type=Creature - Legend Cost=5UU P3(R)  
Text(P3): 8/8. ; ~this~ can't attack unless your opponent has an island in play.  
When played under non-Portal rules, the text should be read as "~this~ can't attack unless the defending player controls an island." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

**Zhuge Jin, Wu Strategist:**

Info: Color=Blue Type=Creature - Legend Cost=1UU P3(R)  
Text(P3): 1/1. ; On your turn, before you attack, you may tap ~this~ to make any one creature unblockable this turn.  
When played under non-Portal rules, the text should be read as "{Tap}: target creature is unblockable this turn. Play this ability only on your turn before combat." [\[D'Angelo 2000/06/05\]](#)  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Legendary Permanents, Rule K.17.

**Zirilan of the Claw:**

Info: Color=Red Type=Creature - Legend Cost=3RR MI(R)  
Text(MI+errata): 3/4 ; {1}{R}{R},{Tap}: Search your library for a Dragon card and put that card into play. Then shuffle your library. That Dragon gains haste until end of turn. At end of turn, remove it from the game. [\[Oracle 1999/07/01\]](#)  
If the Dragon is brought into play and then phases out, the "At end of turn remove it from the game" will be forgotten. [\[D'Angelo 1998/10/30\]](#)  
You do not have to find a Dragon card if you do not want to. See Rule Z.6.9. [\[D'Angelo 2001/07/14\]](#)  
Note - Also see Haste, Rule A.22.

**Zodiac Dog:**

Info: Color=Red    Type=Creature - Dog    Cost=2R    P3(C)

Text(P3): 2/2, Mountainwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Dragon:**

Info: Color=Red    Type=Creature - Dragon    Cost=7RR    P3(R)

Text(P3): 8/8. ; If ~this~ is put into your graveyard, you may return ~this~ to your hand.

When played under non-Portal rules, the text should be read as "When ~this~ goes to a graveyard from play, you may return ~this~ to its owner's hand." [D'Angelo 2000/06/05]

All tournament formats have banned this card because it only appears in Portal.

**Zodiac Goat:**

Info: Color=Red    Type=Creature - Goat    Cost=R    P3(C)

Text(P3): 1/1, Mountainwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Horse:**

Info: Color=Green    Type=Creature - Horse    Cost=3G    P3(U)

Text(P3): 3/3, Islandwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Monkey:**

Info: Color=Green    Type=Creature - Monkey    Cost=1G    P3(C)

Text(P3): 2/1, Forestwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Ox:**

Info: Color=Green    Type=Creature - Ox    Cost=3G    P3(U)

Text(P3): 3/3, Swampwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Pig:**

Info: Color=Black    Type=Creature - Pig    Cost=3B    P3(U)

Text(P3): 3/3, Swampwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Rabbit:**

Info: Color=Green    Type=Creature - Rabbit    Cost=G    P3(C)

Text(P3): 1/1, Forestwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Rat:**

Info: Color=Black    Type=Creature - Rat    Cost=B    P3(C)

Text(P3): 1/1, Swampwalk.

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Landwalk, Rule A.27.

**Zodiac Rooster:**



Info: Color=Green Type=Creature - Rooster Cost=1G P3(C)  
Text(P3): 2/1, Plainswalk.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Landwalk, Rule A.27.

**Zodiac Snake:**

Info: Color=Black Type=Creature - Snake Cost=2B P3(C)  
Text(P3): 2/2, Swampwalk.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Landwalk, Rule A.27.

**Zodiac Tiger:**

Info: Color=Green Type=Creature - Tiger Cost=2GG P3(U)  
Text(P3): 3/4, Forestwalk.  
All tournament formats have banned this card because it only appears in Portal.  
Note - Also see Landwalk, Rule A.27.

**Zombie:**

Info: Color=Black Type=Token Cost=None UG(U)  
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. [\[D'Angelo 1998/08/23\]](#)  
Note - See Token Cards, Rule U.2.

**Zombie Assassin:**

Info: Color=Black Type=Creature - Zombie Assassin Cost=4B OD(C)  
Text(OD): 3/2. ; {Tap}, Remove two cards in your graveyard and ~this~ from the game: Destroy target nonblack creature. It can't be regenerated.  
This card is of creature type Zombie and of type Assassin.  
[\[D'Angelo 2001/10/10\]](#)

**Zombie Boa:**

Info: Color=Black Type=Creature - Zombie Snake Cost=4B AP(C)  
Text(AP): 3/3. ; {1}{B}: Choose a color. Whenever ~this~ becomes blocked by a creature of that color this turn, destroy that creature. Play this ability only any time you could play a sorcery.

**Zombie Brute:**

Info: Color=Black Type=Creature - Zombie Cost=6B LE(U)  
Text(LE): 5/4, Trample. ; Amplify 1.  
Note - Also see Amplify, Rule A.7.  
Note - Also see Trample, Rule A.37.

**Zombie Cannibal:**

Info: Color=Black Type=Creature - Zombie Cost=B OD(C)  
Text(OD): 1/1. ; Whenever ~this~ deals combat damage to a player, you may remove target card in that player's graveyard from the game.

**Zombie Cutthroat:**

Info: Color=Black Type=Creature - Zombie Cost=3BB SC(C)  
Text(SC): 3/4. ; Morph - Pay 5 life.  
**+ Note - Also see Morph, Rule A.29.**

**Zombie Infestation:**

Info: Color=Black Type=Enchantment Cost=1B OD(U)  
Text(OD): Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.  
Note - Also see Token Creatures, Rule K.25.

**Zombie Master:**

Info: Color=Black Type=Creature - Lord Cost=1BB ABUR456(R)  
Text(6th): 2/3. ; All Zombies gain "{B}: Regenerate this creature" and

swampwalk.

Does not grant the abilities to itself. [\[PPG Page 225\]](#)

The regeneration ability is actually added to the card text of all Zombies.

The Swampwalk ability is just granted to them. [\[Aahz 1997/03/18\]](#)

Note - Also see Landwalk, Rule A.27.

### **Zombie Mob:**

Info: Color=Black Type=Creature - Zombie Cost=2BB MI(U)

Text(MI+errata): 2/0. ; ~this~ comes into play with a +1/+1 counter for each creature card in your graveyard. ; When ~this~ comes into play, remove all creature cards in your graveyard from the game. [\[Oracle 1999/07/01\]](#)

A creature card is any Creature or Artifact Creature card. Older cards of type Summon are also creature cards. [\[D'Angelo 1999/07/10\]](#)

### **Zombie Scavengers:**

Info: Color=Black Type=Creature - Zombie Cost=2B WL(C)

Text(WL+errata): 3/1. ; Remove the top creature card in your graveyard from the game: Regenerate ~this~. [\[Oracle 1998/07/01\]](#)

### **Zombie Trailblazer:**

Info: Color=Black Type=Creature - Zombie Cost=BBB TO(U)

Text(TO): 2/2. ; Tap an untapped Zombie you control: Target land becomes a swamp until end of turn. ; Tap an untapped Zombie you control: Target creature gains swampwalk until end of turn.

Note - Also see Landwalk, Rule A.27.

### **Zombify:**

Info: Color=Black Type=Sorcery Cost=3B OD(U)

Text(OD): Return target creature card from your graveyard to play.

### **Zoologist:**

Info: Color=Green Type=Creature - Druid Cost=3G OD(R)

Text(OD): 1/2. ; {3}{G},{Tap}: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

### **Zuberi, Golden Feather:**

Info: Color=White Type=Creature - Griffin Legend Cost=4W MI(R)

Text(MI+errata): 3/3, Flying. ; All other Griffins get +1/+1.

[\[Oracle 1999/07/01\]](#)

Note - Also see Legendary Permanents, Rule K.17.

### **Zuo Ci, the Mocking Sage:**

Info: Color=Green Type=Creature - Legend Cost=1GG P3(R)

Text(P3): 1/2. ; ~this~ can't be blocked by creatures with horsemanship. ; Whenever your opponent chooses a creature in play, he or she can't choose ~this~.

When played under non-Portal rules, the text should be read as "~this~ can't be blocked by creatures with horsemanship. ; ~this~ can't be chosen by your opponent as the target of spells or abilities." [\[D'Angelo 2000/06/05\]](#)

All tournament formats have banned this card because it only appears in Portal.

Note - Also see Legendary Permanents, Rule K.17.

### **Zuran Enchanter:**

Info: Color=Blue Type=Creature - Wizard Cost=1U IA(C)

Text(IA+errata): 1/1. ; {2}{B},{Tap}: Target player discards a card from his or her hand. Play this ability only during your turn. [\[Oracle 2000/02/01\]](#)

### **Zuran Orb:**

Info: Color=Artifact Type=Artifact Cost=0 IA(U)

Text(IA+errata): Sacrifice a land: You gain 2 life. [\[Oracle 2000/02/01\]](#)

Type 1 tournaments (see Rule D.13) restricted this card from 1995/11/01 through 1997/10/01. It is currently unrestricted.

Type 1.5 tournaments (see Rule D.14) banned this card until 1999/04/01.

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

Standard (Type 2) tournaments (see Rule D.16) have banned this card since 1997/01/01 when it left the environment. It was previously restricted

from 1995/11/01 to 1997/01/01, and banned from 1997/07/01 through 1997/11/01 when Ice Age temporarily became legal again.  
Ice Age and Ice Age/Homelands/Alliances block tournaments have banned this card since 1997/05/01. It was previously restricted from 1995/11/01 through 1997/05/01.

### **Zuran Spellcaster:**

Info: Color=Blue Type=Creature - Wizard Cost=2U IA(C)  
Text(IA): 1/1. ; {Tap}: ~this~ deals 1 damage to target creature or player.

### **Zur's Weiriding:**

Info: Color=Blue Type=Enchantment Cost=3U IA(R)/56(R)  
Text(6th+errata): Players play with their hands revealed. ; If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player draws the card.

[\[Oracle 2000/02/01\]](#)

This is continuous replacement effect that modifies a draw.

[\[D'Angelo 1999/05/01\]](#)

If a spell or ability causes more than one card to be drawn, draw the cards one at a time and deal with this replacement before drawing the next card. [\[D'Angelo 1999/05/01\]](#)

If someone pays the cost, then the card was never drawn or discarded. It just gets put into the graveyard directly from the library.

[\[D'Angelo 1999/05/01\]](#) Gaea's Blessing can trigger from this.

[\[D'Angelo 2000/07/24\]](#)

### **Acknowledgments and Disclaimers**

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While this work is not officially issued by Wizards of the Coast, it is the official collected rulings from official sanctioned representatives of and publications by Wizards of the Coast.

The expansion sets in this file are indicated by the following code letters:

A = Limited Edition (Alpha).

B = Limited Edition (Beta).

U = Unlimited Edition.

R = Revised Edition.

4 = Fourth Edition.

5 = Fifth Edition.

6 = Sixth Edition.

7 = Seventh Edition.

AL= Alliances.

AN= Arabian Nights.

AP= Apocalypse.

AQ= Antiquities.

AT= Anthologies.

BD= Beatdown.

BR= Battle Royale.

CH= Chronicles.

DK= The Dark.

EX= Exodus.

FE= Fallen Empires.

HL= Homelands.

IA= Ice Age.

IN= Invasion.

JU= Judgment.

LE= Legions.

LG= Legends.

MI= Mirage.

MM= Mercadian Masques.

NE= Nemesis.

OD= Odyssey.

ON= Onslaught.

P2= Portal: Second Age.

P3= Portal: Three Kingdoms.

PR= Promotional (AR=Arena novel, DC=DragonCon and Duelist Magazine,

FS=Final Sacrifice novel, SC=Shattered Chains novel,  
WW=Whispering Woods novel).

PS= Planeshift.

PT= Portal.

PY= Prophecy.

S2= Starter 2000 (deck and sampler pack).

SH= Stronghold.

ST= Starter.

TE= Tempest.

TO= Torment.

UD= Urza's Destiny.

UG= Unglued.

UL= Urza's Legacy.

US= Urza's Saga.

VI= Visions.

WL= Weatherlight.

Rarity levels are shown as follows: R= Rare, U= Uncommon, C= Common, L= Land, F= Fixed in a preconstructed deck. Any number after the letter indicates how often the card appears in the printing process. An "R2" occurs twice as often as an "R1", for example. Note that on some older expansions, the rarity schemes were complex and those complexities are not described here. You can find descriptions of the various products and their rarity schemes at "<http://www.crystalkeep.com/magic>".

This summary is collected from rulings made by officials and network representatives of Wizards of the Coast, along with a number of unofficial rulings also collected from the net. Whenever a source for a ruling is known, the name of that person is listed with the ruling.

"Aahz" is Tom Wylie, the former Magic Rules Manager.

"Barclay" is Paul Barclay, a previous MTG-L mailing list NetRep.

"bethmo" is Beth Moursund, the Rules Manager at Wizards of the Coast, and former MTG-L mailing list NetRep.

"CompRules" marks rules from the Sixth Edition Comprehensive Rules.

"D'Angelo" is Stephen D'Angelo, the Rules Summary network representative, and former MTG-L mailing list NetRep.

"DeLaney" is David DeLaney, the network representative for the "rec.games.trading-cards.magic.rules" newsgroup.

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