

# **MTG\_CARD\_I**

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## Chapter 1

# MTG\_CARD\_I

### 1.1 Card Rulings & Descriptions - I

- - \* - \* - I - \* - \* - -

Icatian Moneychanger

Icatian Store

Icatian Town

Iceberg

Ice Cauldron

Ice Floe

Icequake

Icy Manipulator

Icy Prison

Ifh-Biff Efreet

Illicit Auction

Illusionary Mask

Illusionary Presence

Illusionary Terrain

Implements of Sacrifice

Imprison

Impulse

Incinerate  
Indestructible Aura  
Infernal Contract  
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Inquisition  
Insidious Bookworms  
Instill Energy  
In the Eye of Chaos  
Invoke Prejudice  
Irimi Sengir  
Iron Star  
Island Fish Jasconius  
Island of Wak-Wak  
Island Sanctuary  
Ivory Cup  
Ivory Gargoyle  
Ivory Guardians  
Ivory Tower

## 1.2 Icatian Moneychanger

Icatian Moneychanger

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A copy (Clone, Doppelganger, etc) of a Moneychanger only causes a player to take damage and the Moneychanger to get counters when the copy card itself is cast. A later Doppelganger change to a Moneychanger results in zero counters and zero damage. [Aahz 11/16/94]

Yes, the damage is preventable and it does not reduce the number of counters. [Aahz 12/01/94]

Card Information

### 1.3 Icatian Store

Icatian Store

See Bottomless Vault for rulings.

Card Information

### 1.4 Icatian Town

Icatian Town

See the Token Creatures entry in the General Rulings for more information.

Card Information

### 1.5 Iceberg

Iceberg

As errata, play the mana gaining effect as a mana source. [Mirage Page 2]

Card Information

### 1.6 Ice Cauldron

Ice Cauldron

As errata, it should read "If Ice Cauldron leave play, bury all cards stored on it. (X), (Tap): Put a charge counter on Ice Cauldron, and put a spell card from you hand face up on Ice Cauldron. Note the type of mana used to pay this activation cost. Use this ability only if there are no charge counters on Ice Cauldron. You may play that spell as though it were a card in your hand. (Tap): Remove the charge counter from Ice Cauldron to add mana of the type and amount lase used to put a charge counter on Ice Cauldron to your mana pool. This mana is usable only to cast the spell on top of Ice Cauldron." [Encyclopedia Page 209]

The effect puts a card from your hand onto the Cauldron. This means that cards which are not actually in your hand, such as ones on an Elkin Bottle, cannot be played onto the Ice Cauldron. [Duelist Magazine #11, Page 57]

The card on the Cauldron is not "in play". [Aahz 06/08/95] It is in the "set aside" zone.

The mana put in the Cauldron can only be used to cast the given spell, but you can add additional mana to a spell. [D'Angelo 06/08/95] This means you can pay part of the cost on one turn and the rest of it on the next turn.

The mana cannot be used to pay for penalty costs from things like Gloom. [Duelist Magazine #9, Page 61]

The mana can be used for additional costs outlined in the spell, such as the black mana for Drain Life. [Duelist Magazine #9, Page 61]

Tapping the Cauldron for the mana is not an interrupt (or a mana source). It is an instant. So you don't get the mana back until the entire stack resolves. You can then use this mana on the spell during the following spell stack. [Duelist Magazine #7, Page 9]

X can be zero. This places a zero mana counter on the Cauldron. [Duelist Magazine #7, Page 9]

You do not have to use any mana from the Cauldron when casting the spell if you don't want to. You don't even have to tap the Cauldron and draw the mana, you can just cast the spell. [D'Angelo 06/12/95]

You can cast the spell at any time as if it were in your hand. The Cauldron does not have to be untapped for you to do this. You can cast it as a result of the original effect and not as a continuous effect of the Cauldron. [Duelist Magazine #7, Page 9]

You can only cast the spell when you could legally cast it normally. So no casting a Sorcery on your opponent's turn. [Duelist Magazine #7, Page 9]

When you cast the spell and it resolves, it either becomes a permanent or goes to the graveyard just like normal. It does not stay on the Cauldron. [D'Angelo 08/01/95]

If the Cauldron leaves your control, the spell stays on it. 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 on the Cauldron is the only one that can cast the spell on the Cauldron 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 on 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 on the Cauldron, any one of them can be cast. The language of "the spell on top of the Ice Cauldron" means "any spell on

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top of the Ice Cauldron". [Duelist Magazine #7, Page 9]

If multiple spells are on the Cauldron, the mana can only be used for the spell that was put on the Cauldron along with the charge counter.  
[Aahz 06/29/95]

Since tapping the Cauldron is an instant speed effect, it is possible for the Cauldron to be destroyed by a Disenchant in the same spell stack. The result is that you get the mana during the spell stack resolution, but the Cauldron (and any spells on it) are gone! You're gonna take mana burn. [bethmo 06/22/95] Note that if the spell on the Cauldron is a fast effect, you can still use mana from other sources to quickly get the spell on the Cauldron off. You still get mana burn but won't lose the spell.

If the act of putting the spell on the Cauldron is countered, you do not lose the spell since the spell would go on the Cauldron during resolution.  
[Duelist Magazine #7, Page 9]

If the Cauldron leaves play before the "put a spell under it" effect resolves, the card stays in your hand. [Aahz 11/25/96]

You cannot store mana that is to be used for a special purpose into the Cauldron, such as Mishra's Workshop. [Aahz 07/04/95]

If you use mana from a Soldevi Machinist to charge the Cauldron, you cannot use the mana to cast anything and so it's just mana burn waiting to happen. This is because the Ice Cauldron remembers everything about how the mana can be used and generates mana with the same restrictions.  
[Duelist Magazine #10, Page 44]

Power Artifact will reduce the cost of placing a charge counter on it by 2, but the Cauldron will count only mana spent on it and will not store extra mana because of the Power Artifact's effect. Thus, if you spent RR2 by declaring an RR4 cost, you get RR2 later and not RR4.  
[WotC Rules Team 09/22/95]

Power Artifact will force a minimum expenditure of 1 on the Cauldron.  
[WotC Rules Team 09/22/95]

Card Information

## 1.7 Ice Floe

Ice Floe

See the Tap and Hold Effects entry in the General Rulings.

Can be used on an already tapped attacker. [Duelist Magazine #7, Page 8]

A creature on the Ice Floe will not be freed even if it gains Flying later. It is only freed when the Floe untaps or leaves play. [D'Angelo 07/05/95]

The attacking creature is not removed from the attack and still deals damage as normal. [Duelist Magazine #7, Page 8]

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Cannot be used on a creature before it is declared to be attacking since it only targets attacking creatures. By the time the creature is attacking, it is too late to stop it from continuing forward and dealing damage. [D'Angelo 08/22/95]

Does not prevent a creature from untapping during upkeep or during any time other than the untap phase. [bethmo 07/24/95]

Card Information

## 1.8 Icequake

Icequake

The snow-covered nature of the land is checked only on resolution.  
[Aahz 06/13/96]

Card Information

## 1.9 Icy Manipulator

Icy Manipulator

Opponent gets a chance to use the card being Manipulated during the same batch if they so wish (if such would be legal). The "no effect" text on the Limited and Unlimited Edition versions of this card can be easily misread. It means that your tapping has no effect, not that your opponent cannot respond by using the card to some effect (if that would be a legal action). There is no difference of any sort in the play or use of the various versions of the Icy Manipulator!

Note that any cards which might trigger off a card becoming tapped still trigger. Thus, a Psychic Venom on a land that becomes tapped will cause 2 damage. [D'Angelo 03/12/95] Similarly, if the card itself triggers on its own tapping, such as City of Brass or Sorrow's Path, the effect will still happen. The "no effect" text on the Icy only means that this tapping will not activate the card. [D'Angelo 04/12/95]

Can target a tapped card, but tapping a tapped card does nothing useful. [Duelist Magazine #5, Page 23] And it will not trigger "if the card becomes tapped" effects.

The text was changed between the Alpha and Beta printings of the Limited Edition to include the "no effect" statement.

Was on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments from 01/25/94 to 03/23/94. It was removed once Antiquities made it easier to destroy artifacts.

Card Information

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## 1.10 Icy Prison

Icy Prison

As errata, it should read "During your upkeep, bury Icy Prison. Any player may pay {3} to prevent this." This card explicitly breaks the rules about burial being unpreventable. [WotC Rules Team 10/03/96]

Enchantments on the creature are destroyed and counters on creatures removed when the creature is sent to the Prison. [Aahz 06/30/95]

This card's effect is a phase effect for the upkeep phase. [Aahz 12/20/96]

Card Information

## 1.11 Ifh-Biff Efreet

Ifh-Biff Efreet

You can pay the Efreet more than once a turn, even more than once in a given spell stack. [Arab FAQ 01/05/94]

Each payment counts as a separate use and therefore a separate packet of damage. [bethmo] It is not an activation cost.

The Efreet does indeed damage itself (unless it is no longer flying). [Chris Page]

Card Information

## 1.12 Illicit Auction

Illicit Auction

This is a life loss and not a life payment so you can bid more life than you have. [bethmo 11/27/96]

Card Information

## 1.13 Illusionary Mask

Illusionary Mask

See the Face Down Cards entry in the General Rulings for more information.

As errata, it is of type "Artifact" and not "Poly Artifact". [Encyclopedia Page 57]

This card does not affect in any way the original spell casting cost

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(amounts or colors). It just allows you to spend X additional mana of any color to disguise what the real cost was. [Card Text]

X can be zero.

If the Mask is destroyed, the creatures still remain face-down until one of the conditions of turning it over are met. [bethmo]

Only usable on summoned creatures, not on artifact creatures or animated lands. [bethmo] Similarly, it can't be used for Resurrected or Animated creatures.

The true casting cost of the spell can be masked. If your opponent wants to Spell Blast the creature, they need to guess at the casting cost of the creature exactly. Overspending or underspending on Spell Blast will cause it to fizzle. [Aahz 06/24/94]

This effect is played as a specialized effect. [D'Angelo 10/01/96]

If Power Artifact is placed on it, the minimum Mask use cost is 1.

Card Information

## 1.14 Illusionary Presence

Illusionary Presence

Can give a basic land landwalk, a specific type of snow-covered landwalk, legendary landwalk (all legendary lands), or a specific non-basic landwalk (like Maze of Ith-Walk). You cannot choose all snow-covered lands or all non-snow-covered lands. [Duelist Magazine #7, Page 99]

Card Information

## 1.15 Illusionary Terrain

Illusionary Terrain

As errata, it should read as "Cumulative Upkeep: (2). All lands of one basic land type become basic lands of a different type of your choice". [Encyclopedia Page 85]

The errata makes the card work on lands which "count as" a basic land type, such as the multilands which say "counts as a forest". [Duelist Magazine #11, Page 56]

Will not add or remove Snow-Covered nature from a land. [Duelist Magazine #6, Page 132]

Card Information

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## 1.16 Implements of Sacrifice

Implements of Sacrifice

As errata, play the effect as a mana source. [Mirage Page 2]

Card Information

## 1.17 Imprison

Imprison

As errata, it should read "...becomes tapped. Bury Imprison if mana is not paid." [Encyclopedia Page 150]

This is a really weird specialized effect that gets used before attempting to attack, block or tap. Otherwise the action is prevented and never even gets announced. [Aahz 10/28/96] If something is not announced, then you are considered to not have paid any of its announce costs, so if you did pay them, take them back.

You do not pay twice when it taps to attack.

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.

Card Information

## 1.18 Impulse

Impulse

As errata, do not shuffle the library after putting the card on the bottom. [Visions FAQ 02/16/97]

This is not a "draw". [Aahz 01/29/97]

Card Information

## 1.19 Incinerate

Incinerate

The errata in Duelist Magazine #6, Page 22 and the Magic Official Encyclopedia, Page 85 has been removed. There is no errata to this card. [WotC Rules Team 12/03/96]

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

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[D'Angelo 11/08/96]

Card Information

## 1.20 Indestructible Aura

Indestructible Aura

Despite the name, this card only prevents damage and not destroy effects.  
[bethmo 08/30/94]

Card Information

## 1.21 Infernal Contract

Infernal Contract

If you are at zero or less life, "half your life" is zero and so you may cast it without paying any life. [D'Angelo 04/23/97]

Card Information

## 1.22 Infernal Darkness

Infernal Darkness

All affected lands produce just one black mana regardless of how many it might normally generate. [Duelist Magazine #6, Page 131] So a storage land produces one black even if you remove zero or three counters.

Will remove restrictions on how mana generated by the land is used.  
[Duelist Magazine #6, Page 131] For example, the black mana from a Mishra's Workshop can be used for any purpose.

Card Information

## 1.23 Infernal Denizen

Infernal Denizen

You must sacrifice the Swamps if you can. You cannot choose not to pay if you have them. [Aahz 06/22/95]

You should always have one creature for your opponent to take (i.e the Denizen). If by chance you have no creature for your opponent to take, then they don't get one. Remember that taking a creature is optional so your opponent is not forced to take the Denizen. [D'Angelo 08/02/95]

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Your opponent is counted as the one choosing the target for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

Card Information

## 1.24 Infernal Harvest

Infernal Harvest

The return of X of your Swamps to your hand is part of the casting cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [D'Angelo 01/28/97]

You can use X as being zero. [bethmo 02/25/97]

Card Information

## 1.25 Infernal Medusa

Infernal Medusa

As errata, it should read "Whenever Infernal Medusa blocks or is blocked by a non-wall creature, destroy that creature at end of combat." [Encyclopedia Page 150]

A non-wall creature blocking or blocked by this card gets a "destroy at end of combat" effect on it when it is assigned as a blocker or this card is assigned to block it. The effect is also added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an ability such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an ability like General Jarkeld. [WotC Rules Team 09/22/95]

Card Information

## 1.26 Infinite Authority

Infinite Authority

As errata, it should read "Whenever enchanted creature blocks or is blocked by a creature with toughness 3 or less, destroy that creature at end of combat. At the end of..." [Encyclopedia Page 150]

There is a typo on this card. "creaature" should be "creature".

A creature of toughness 3 or less blocking or blocked this card gets a

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"destroy at end of combat" effect on it when it is assigned as a blocker or this card is assigned to block it. The effect is also added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. This effect stays even if the creature is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

All creatures with Infinite Authority gain a +1/+1 counter when a creature is destroyed by an Infinite Authority in play. [Duelist Magazine #2, Page 8]

Card Information

## 1.27 Infinite Hourglass

Infinite Hourglass

Each player may announce use of the counter removal effect once during each upkeep. [D'Angelo 04/07/97]

The controller of Infinite Hourglass is considered the controller of the counter removal effect even though other players may announce it. [D'Angelo 04/07/97]

Card Information

## 1.28 Infuse

Infuse

As errata, this card should have you draw a card at the beginning of the next turn, not the next turn's upkeep. [Duelist Magazine #18, Page 28]

See the Cantrip entry in the General Rulings for more information.

Card Information

## 1.29 Initiates of the Ebon Hand

Initiates of the Ebon Hand

As errata, play the effect as a mana source. [Mirage Page 2]

Mana which "changes color" as it goes through the Hand forgets its original source because the old mana gets used up and new mana gets generated. [Aahz 01/24/95]

Card Information

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## 1.30 Inquisition

Inquisition

The "look" and "do damage" steps are separate, so it is possible to play mana sources between them. [Aahz 12/07/96]

Card Information

## 1.31 Insidious Bookworms

Insidious Bookworms

Each Bookworm can only be used once when it goes to the graveyard. [Duelist Magazine #12, Page 32]

Card Information

## 1.32 Instill Energy

Instill Energy

Remember that Instill Energy is an instant speed effect, so it will not resolve (untap the creature) until the spell stack resolves. This means the creature cannot be tapped, untapped, and then tapped again all in the same spell stack. It may be tapped for some effect, and then untapped by the Instill Energy on one spell stack. [bethmo]

Any enchantments (or other effects) which are on the creature that would cause it to not be untapped (or have a cost to be untapped) during untap phase do not in any way hinder or imply a cost to use the ability to untap once during the turn. [bethmo]

If cast on a creature the same turn it is summoned, the creature may attack that turn. [Card Text] It may not be tapped for special abilities because the card does not say that it can. [bethmo]

If played on an opponent's creature, the creature will be untapped during the controller of the creature's untap phase (unless prevented) and can be untapped during the controller of the enchantment's turn. [bethmo]

Note that even though the card says "summoned", it applies to any way you can get a creature into play on your side. [Aahz 03/30/95]

If there is something preventing the creature from attacking at all, Instill Energy will not override it. Thus, Walls are normally prevented, Sea Serpent cannot attack unless your opponent has Islands, and so on. [D'Angelo 05/26/95]

The Limited/Unlimited Edition does not give the creature the ability to untap during untap if the creature is otherwise prevented from doing so. The related text is just a reminder. [D'Angelo 11/08/96]

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Card Information

### 1.33 In the Eye of Chaos

In the Eye of Chaos

This effect triggers when the spell is announced and and is dealt with prior to allowing interrupts to the spell. [WotC Rules Team 11/10/95]

Does not trigger on mana sources. [D'Angelo 11/08/96]

Card Information

### 1.34 Invoke Prejudice

Invoke Prejudice

As errata, it should read "If target opponent plays a Summon spell that does not match..." [Encyclopedia Page 150]

If you have no creatures in play then by definition your opponent's summon spell cannot be of the same color as a creature you have in play. In this case they will always have to pay the extra mana. [bethmo 06/29/94]

Note that artifact creatures are not "summoned" and therefore are not affected by this spell. [Aahz 06/27/94]

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play. [Duelist Magazine #4, Page 64]

This effect triggers when the spell is announced and prior to allowing interrupts to it. [WotC Rules Team 11/10/95]

Only checks the colors of your creatures at announcement (read the word "casts" as "announces"). If your creatures change after that (even as an interrupt), it will not cause this effect to trigger. [D'Angelo 10/06/95]

Card Information

### 1.35 Irini Sengir

Irini Sengir

The extra mana is not considered part of the casting cost. A Spell Blast would still only requires the original casting cost as X in order to counter the spell. [Duelist Magazine #9, Page 36]

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Card Information

### 1.36 Iron Star

Iron Star

See the Lucky Charms entry in the General Rulings for related rulings.

Card Information

### 1.37 Island Fish Jasconius

Island Fish Jasconius

As errata, the Arabian Nights and Revised Edition versions of this card should say "Does not untap during your untap phase". [Aahz 12/08/94]  
And it should say "defending player" instead of "opponent".  
[Duelist Magazine #4, Page 64] And it should be buried (not destroyed) if you have no Islands. [WotC Rules Team 10/03/96]

Card Information

### 1.38 Island of Wak-Wak

Island of Wak-Wak

As errata, it should read "(Tap): Target creature with flying gets -X/-0 until end of turn, where X is equal to that creature's power."  
[Encyclopedia Page 125]

This is not considered an Island and cannot be used as a target or an enabler for spells which require Islands. [Arab FAQ 01/05/94]

Changes creature's current power to zero but does not prevent raising it after Wak-Wak has been used on it. [Arab FAQ 01/05/94]

Card Information

### 1.39 Island Sanctuary

Island Sanctuary

Only skip drawing one of your cards on a given turn to get the Sanctuary.  
[bethmo 05/30/94] If Howling Mine is in play, you only get to forego one of the draws, and you can look at the first card before deciding to skip the second. [Aahz 12/13/94]

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Declining a draw should be thought of as a payment. Declining one draw cannot be used to activate more than one Sanctuary (or other effect). If you have multiple Sanctuaries, you need to decline a draw for each one you want to use. [D'Angelo 09/27/95]

Does not count as an Island for any spell which expects Islands.  
[bethmo]

Once activated, the effect will continue until your next turn even if this card leaves play. [D'Angelo 10/27/95]

This is a phase effect. It may be used on only one draw during each draw phase. [D'Angelo 11/07/96]

The Alpha printing of the Limited Edition version of this card only prevented damage from creatures that are not flying or IslandWalking. All other printings prevent such creatures from even being used to attack. The distinction is subtle, but with the non-Alpha versions you can use the Nettling Imp or Siren's Call to kill off creatures since they cannot attack you. [bethmo]

The Fifth Edition version has an activation cost, while previous versions did not. [D'Angelo 04/11/97]

Card Information

## 1.40 Ivory Cup

Ivory Cup

See the Lucky Charms entry in the General Rulings for related rulings.

Card Information

## 1.41 Ivory Gargoyle

Ivory Gargoyle

See Phase Skipping in the General Rulings for more information.

If more than one of these dies in a turn, the loss of draw phases adds up. You do not get to skip just one draw phase to pay off more than one Gargoyle death. [WotC Rules Team 07/29/96]

A Clone or Doppelganger of this card which leaves play does get returned to play at the end of the turn just like a normal Gargoyle would. This is because it was a Gargoyle when it left play and the effect triggered. If there are no creatures in play to copy at the time it enters play, the effect of returning to play fizzles. [Aahz 05/21/96]

If a player other than the owner controls it at the time it goes to the

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graveyard, then that controller is the one who loses a draw phase, not the owner. [Duelist Magazine #12, Page 32]

The effect that brings it back into play is considered controlled by the player who controlled the Gargoyle when it went to the graveyard. Therefore, the Gargoyle is considered to be put into play by the controller at the time it died, even though it gets put into play under the control of the Gargoyle's owner. [Aahz 06/18/96] This matters only if someone steals the Gargoyle and has an effect which triggers when they bring a creature into play.

If it goes to the graveyard after you are done dealing with your "at end of turn" effects in the Cleanup phase, it will not come back into play. But, if it goes during your "at end of turn" effect handling, it will return. [WotC Rules Team 10/03/96] This reverses a ruling in Duelist Magazine #12 on Page 26. (See General Rulings on the Cleanup phase) This means it is possible to get an infinite loop if Vibrating Sphere is in play. In this case, just bury the Gargoyle and lose all the rest of your draw phases in the game. Then continue. [WotC Rules Team 10/03/96]

Card Information

## 1.42 Ivory Guardians

Ivory Guardians

Because the card says it gives +1/+1 to all Guardians if opponent has red cards in play, this bonus also applies to the Guardian Beast (from Arabian Nights) and other cards which say Summon Guardian. Not intentional, but true. [Aahz 06/24/94]

Only gets the bonus once even if more than one other player has red cards. [D'Angelo 04/14/95]

Card Information

## 1.43 Ivory Tower

Ivory Tower

The Fourth Edition version of this card gives life at the beginning of upkeep. The Antiquities and Revised Edition versions of this card let you choose a time during upkeep to get the benefit. [Duelist Magazine #5, Page 11]

Amount of life is determined when effect is resolved and not when it is announced. [D'Angelo 10/05/95]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 05/02/94. Was on the banned list (none allowed in a deck) for Type II tournaments from 01/01/97 to 04/24/97 and is now banned because it is not in the base set. Was previously on the

Type II restricted list. Was always banned from Type I.5 tournaments.

Card Information

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