

MTG_CARD_J

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COLLABORATORS

	<i>TITLE :</i> MTG_CARD_J	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY	Tom de Ruyter	April 17, 2022
<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

MTG_CARD_J

1.1 Card Rulings & Descriptions - J

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Jabari`s Banner

Jacques le Vert

Jade Monolith

Jade Statue

Jandor`s Ring

Jayemdae Tome

Jester`s Cap

Jester`s Mask

Jeweled Amulet

Jeweled Bird

Jihad

Johan

Johtull Wurm

Joven`s Ferrets

Jovial Evil

Juggernaut

Jump

Juju Bubble

Jungle Patrol

Juniper Order Druid

Junun Efreet

Justice

Juxtapose

1.2 Jabari's Banner

Jabari's Banner

+ 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]

Card Information

1.3 Jade Monolith

Jade Monolith

It is used during damage prevention for damage. It is not used retroactively. [D'Angelo 05/31/95]

Card Information

1.4 Jacques le Vert

Jacques le Vert

Does indeed give the +0/+2 bonus to itself since it is green as well as other colors. [Duelist Magazine #2, Page 7]

Card Information

1.5 Jade Monolith

Jade Monolith

It is used during damage prevention for damage. It is not used

retroactively. [D'Angelo 05/31/95]

Card Information

1.6 Jade Statue

Jade Statue

See the Animated Lands and Artifacts section in the General Rulings for more information.

As errata, it should read "(2): Jade Statue is a 3/6 artifact creature until end of combat. Use this ability only when choosing attack or defense." [Encyclopedia Page 57] It should more correctly read "...when declaring attackers or blockers". [D'Angelo 03/17/97]

It can only be a creature during attack phases and therefore it is difficult to get creature enchantments placed on it. [PPG Page 223]

Paying mana to use it for defense does not tap it. [bethmo]

It is legal to power it up even if it is already a creature. This will set its power and toughness to 3/6. [Aahz 06/13/96]

It cannot be used for attack the turn in which it enters play on your side. [WotC Rules Team] The Pocket Player's Guide FAQ incorrectly says that you can. Ignore it. [Duelists' Supplement, 5/94]

The statue is destroyed at the end of the turn if it attacks when Berserked. [Snark] Similarly for any other effect which kills it at the end of the turn, even though it is not a creature then. [bethmo]

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] While animated, it can have enchantments placed on it. Once the Animate Artifact is removed, all Enchant Creatures will be removed because they no longer apply.

The effect can be paid for during the Declare Attackers or Declare Defenders steps of the attack phase. This is one of the few effects which can do this. [WotC Rules Team 06/15/95]

Card Information

1.7 Jandor's Ring

Jandor's Ring

When used with Howling Mine, Ancestral Recall, etc. you must draw one card at a time and decide with each card if you want to use the Ring. You do not draw all the cards then decide to use the Ring on one of them. [Snark]

This is not a triggered ability. It is a specialized ability used just after your draw. It can be used during the resolution of an effect. [Aahz 10/25/95] This means that it happens before triggered abilities like Zur's Weirding. [Aahz 03/02/96]

Card Information

1.8 Jayemdae Tome

Jayemdae Tome

In the Limited and Unlimited Edition, the term "Mono Artifact" was used to indicate that tapping was part of the use cost.

Card Information

1.9 Jester's Cap

Jester's Cap

If the player has less than 3 cards in their library, just remove all the cards that are there. [D'Angelo 05/13/97]

Card Information

1.10 Jester's Mask

Jester's Mask

The player's hand and library are mixed together, so that any cards from their hand which are not left in their hand get shuffled back into the library. [DeLaney 03/03/97]

Card Information

1.11 Jeweled Amulet

Jeweled Amulet

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

Card Information

1.12 Jeweled Bird

Jeweled Bird

Yes, it does intend for you to make the Bird into your ante. Your old ante goes to your graveyard, and you get to draw a new card to replace the bird.

Note that 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]

The Arabian Nights version has an activation cost because it is a Mono Artifact and as such has errata to have "Tap:" as a cost.

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Type I and Type II tournaments since 01/25/94 because it is only used in games for Ante. Now banned in Type II because it is no longer in the base set. Has always been banned from Type I.5 tournaments.

Card Information

1.13 Jihad

Jihad

As errata, it should read "Choose a color. As long as target opponent has cards of this color in play, all white creature gain +2/+1. Jihad must be buried immediately if at any time opponent has no cards of this color in play." [Encyclopedia Page 209]

Only the basic colors can be used. [Arab FAQ 01/05/94] Note that lands and artifacts have no color.

You choose one opposing player on casting and it only looks at that one player for the color of their cards. If that player leaves play, they will have no cards of the appropriate color in play so Jihad will be destroyed. [Duelist Magazine #4, Page 64]

Card Information

1.14 Johan

Johan

The text "any of your creatures" means as many as you want.
[Duelist Magazine #2, Page 8]

Because you can declare attackers in waves, you can declare Johan last and thereby get all your other attackers to attack without tapping.
[D'Angelo 11/08/96]

Card Information

1.15 Johtull Wurm

Johtull Wurm

As errata, it should read "For each creature assigned to block Johtull Wurm beyond the first, Johtull Wurm gets -2/-1 until end of turn."
[Encyclopedia Page 86]

Card Information

1.16 Joven's Ferrets

Joven's Ferrets

As errata, it should read "If declared as an attacker, Joven's Ferrets gets +0/+2 until end of turn. Whenever Joven's Ferrets is blocked by a creature, tap that creature at end of combat and the creature does not untap during its controller's next untap phase." [Encyclopedia Page 201]
The Encyclopedia entry mistakenly said "block" instead of "is blocked by".
[D'Angelo 01/22/97]

Card Information

1.17 Jovial Evil

Jovial Evil

As errata, it should read "Jovial Evil deals 2 damage to target player for each white creature he or she controls." [Encyclopedia Page 151]

Card Information

1.18 Juggernaut

Juggernaut

See the Must Attack entry in the General Rulings for more information.

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]

There is no penalty if for some reason the Juggernaut cannot attack, but if it can attack you must do so. [bethmo 08/05/94]

Card Information

1.19 Juju Bubble

Juju Bubble

The text "play a card" means to play a land or to announce any kind of spell. [bethmo 02/25/97] The spell does not have to be successfully cast.

It does not matter if it is played from your hand or from something like Elkin Bottle. [D'Angelo 02/18/97]

Does not care if you use an ability which puts something into play. [DeLaney 02/02/97]

Card Information

1.20 Jump

Jump

Cannot be used after a blocker is assigned in order to avoid being blocked. See the Attack Phase Rules and Rulings section of the General Rulings for more information.

Card Information

1.21 Jungle Patrol

Jungle Patrol

Sacrificing wood tokens is an ability of this card and not of the tokens themselves. You cannot sacrifice them if this card is no longer in play. [bethmo 12/03/96]

Card Information

1.22 Juniper Order Druid

Juniper Order Druid

As errata, the effect is played as an instant. [Mirage Page 4]
[Encyclopedia Page 87]

Card Information

1.23 Junun Efreet

Junun Efreet

The Arabian Nights version has errata to be buried (not destroyed) if the upkeep is not paid. [WotC Rules Team 10/03/96]

Card Information

1.24 Justice

Justice

As errata, it should read "During your upkeep, pay (W) (W) or bury Justice. ...". [Encyclopedia Page 87]

The damage done by Justice is done immediately after any red spell which does damage resolves or creature deals damage. The damage is handled in the same damage prevention step as the damage from the original spell. [Aahz 07/25/95]

Remember that Justice only works on red spell and creature sources. It does not do anything for non-creature permanents, so using Chaoslace on Justice will not cause an infinite loop. [Duelist Magazine #7, Page 9]

If a single source does damage to multiple targets at once, Justice will add up all the damage done and deal damage to the source's controller in one packet (not multiple packets). [Duelist Magazine #7, Page 100]

Card Information

1.25 Juxtapose

Juxtapose

The choices of what to exchange are made on resolution. They are not made on announcement. [bethmo 12/07/96]

Must trade creatures and artifacts if possible, but can trade just one kind or neither kind if none are available to trade. [Aahz 06/16/94]

Spell can choose creatures with Protection from Blue when making the choice of highest cost creatures. [Aahz 10/24/95]

Does not target either creature. [Aahz 10/24/95]

Card Information
