

MTG_CARD_T

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Chapter 1

MTG_CARD_T

1.1 Card Rulings & Descriptions - T

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Tabernacle at Pendrell Vale

Tablet of Epityr

Taiga

Takklemaggot

Tangle Kelp

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Tawnos's Coffin

Tawnos's Wand

Tawnos's Weaponry

Teferi's Curse

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Tidal Flats

Tidal Influence

Time and Tide

Time Elemental

Timetwister

Time Vault

Time Walk

Timid Drake

Timmerian Fiends

Tinder Wall

Titania's Song

Tithe

Tivadar's Crusade

Torrent of Lava
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Total War
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Touch of Vitae
Tourach's Chant
Tourach's Gate
Tracker
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Transmute Artifact
Triangle of War
Triassic Egg
Triskelion
Tropical Island
Tundra
Twiddle
Two-Headed Giant of Foriys
Typhoon

1.2 The Tabernacle at Pendrell Vale

The Tabernacle at Pendrell Vale

The upkeep cost is not mandatory. [Aahz 06/15/94]

Card Information

1.3 Tablet of Epityr

Tablet of Epityr

As errata, it is of type "Artifact" and not "Poly Artifact".
[Encyclopedia Page 135]

Only works when an artifact goes to the graveyard from play, not from a player's hand. At that time, the card is not an artifact. [bethmo]

Can be used on itself. It can trigger on its own death just like an animated Soul Net can. [D'Angelo 10/01/96]

Card Information

1.4 Taiga

Taiga

See Badlands for rulings.

Card Information

1.5 Takklemaggot

Takklemaggot

This spell is cast on a creature. On the upkeep of the player controlling the creature, the creature gets a -0/-1 counter. When the creature is destroyed (by the counters or any other means), the controller of the creature gets to place Takklemaggot on a creature of their choice. If there are no creatures to put it on, then Takklemaggot becomes a simple enchantment. [Card Text]

If the creature leaves play without going to the graveyard (via Unsummon or something like that), Takklemaggot is simply destroyed.
[bethmo 08/23/94]

Note that Takklemaggot is always "controlled" in the game sense by the player who cast it, even though decisions are being made by the player whose creature is affected. [Aahz 07/06/94]

Moving Takklemaggot is not considered to be a spell or effect, so it can be moved onto creatures which cannot be targeted by spells and effects (such as Autumn Willow). [Duelist Magazine #10, Page 44]
See the Moving Enchantments entry in the General Rulings.

Does not treat itself as "just cast" when it moves to a new location.

If the new target becomes illegal before this card gets there, then this card is buried. [bethmo 02/03/97] This can happen if a mana source speed effect sacrifices the target.

If it becomes a global enchantment during upkeep or before, it will apply the "do 1 damage" effect starting that turn. [Aahz 02/16/97]

It moves to its controller's territory when it becomes a global enchantment and then damages the appropriate player from there.
[WotC Rules Team 03/14/97]

Card Information

1.6 Tangle Kelp

Tangle Kelp

As errata, it should read "...last turn. When Tangle Kelp comes into play, tap enchanted creature." [Encyclopedia Page 174]

Card Information

1.7 Tariff

Tariff

+ Since the choice involves comparing cards in play, the choice of creatures is made on resolution and not on announcement. [Aahz 09/09/97]

Card Information

1.8 Tawnos's Coffin

Tawnos's Coffin

As errata, it should read "(3), (Tap): Select...". It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 135]

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

The card in the Coffin acts as if it were phased out, with the exception that it will not come back into play at the beginning of untap like other phased out cards will. The rulings as to what happens when the creature leaves or re-enters play, apply, however. [D'Angelo 10/15/96] See the rulings on "Phasing" in the General Rulings for more information.

Tawnos's Coffin differs from normal phasing in, in that the creature enters play with summoning sickness. [Aahz 11/07/96] If a creature enters the Coffin, then exits it during the same turn, it is still subject to summoning sickness. [WotC Rules Team 04/12/95]

If a creature enters the Coffin after an effect targets it, then exits before that effect resolves, then the creature is still "locked onto" by

the targeted effect. [Duelist Magazine #9, Page 61]

The creature returns to play tapped. It does not return to play and then tap afterwards. [WotC Rules Team 06/01/97] (REVERSAL)

The creature in the Coffin may not be selected (and returned to play) by the Ring of Ma'ruf artifact since the card is "out of play" and not "out of the game". [WotC Rules Team 11/10/95]

If a creature stops being a creature after it enters the Coffin, it still remains inside. Examples include a Living Land or an Assembly Worker. [Aahz]

Card Information

1.9 Tawnos's Wand

Tawnos's Wand

The second sentence should read "after the Wand is used" instead of "after defense is chosen". Remember that it will check the target on resolution to make sure it is valid.

The Antiquities version of this card made the creature blockable only by artifact creatures. The Fourth Edition version makes the creature totally unblockable. [Duelist Magazine #5, Page 11]

Card Information

1.10 Tawnos's Weaponry

Tawnos's Weaponry

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

There is a variant of the Antiquities version of this card on which the generic mana circle is missing behind the activation cost.

Card Information

1.11 Teferi's Curse

Teferi's Curse

Does not count as a "creature enchantment" even if played on a creature. [Aahz 02/16/97]

Card Information

1.12 Teferi's Imp

Teferi's Imp

There is no negative effect if you cannot discard when it phases out. You still get to draw a card when it phases in. [bethmo 12/08/96]

Card Information

1.13 Teferi's Puzzle Box

Teferi's Puzzle Box

Can be used before or after your normal draw. [Visions FAQ 02/16/97]

If you have more than one of these, each effect is used in sequence. [Visions FAQ 02/16/97]

Card Information

1.14 Teferi's Realm

Teferi's Realm

Does not affect token permanents, only cards. [D'Angelo 01/28/97]

Card Information

1.15 Teferi's Veil

Teferi's Veil

+ Remember that if there is more than one thing scheduled for the end of combat to use the "active/current player's effects first in any order they choose, then the other player's effects in any order they choose" rule. For example if a Fog Elemental attacks and you control a Teferi's Veil, you get to choose which of the "phase out" or "bury" effects happens first (and the other one fails to happen). If your opponent controls the Veil, then the Fog Elemental's effect must happen first. [D'Angelo 08/25/97]

Card Information

1.16 Telekinesis

Telekinesis

See the Fog Effects entry in the General Rulings for more information.

Card Information

1.17 Tempest Efreet

Tempest Efreet

As errata, play the effect as an instant. [Mirage Page 4]

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

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Type I tournaments since 08/01/94 because it is only used in games for Ante. Has always been on the Type II banned list and is now banned because it is not in the base set. Has always been banned from Type I.5 tournaments.

Card Information

1.18 Tendrils of Despair

Tendrils of Despair

You cannot sacrifice multiple creatures to get a multiple effect.
[D'Angelo 06/12/97]

+ If the player has fewer than 2 cards, they discard whatever they have.
[D'Angelo 06/23/97]

Card Information

1.19 Terror

Terror

As errata, the Limited, Unlimited and Revised versions of this card should read "Bury target non-black, non-artifact creature." [Aahz 09/05/95]

As with all targeted effects, the requirements for targeting are checked when declaring the effect and when resolving it. So, if the creature is becomes a black or artifact creature after this spell is declared and before it is resolved, then the effect fizzles.

Card Information

1.20 Tetravus

Tetravus

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

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]

A token creature cannot attack on the turn it enters play. [Mirage Page 14]

If the Tetravus is destroyed when the Flyers are off the card, they are not destroyed, they are just orphaned. [bethmo]

Tokens can only be moved back to the same Tetravus they came from. [Duelist Magazine #2, Page 15] Remember that a card that goes to the graveyard or hand and then comes back to play is not considered to be the same creature even if it is the same card. Phasing out then back in, it is still the same creature. [D'Angelo 11/11/96]

Moving a counter on or off the Tetravus is a phase effect. You can move as many as you want during upkeep, but each can only be moved once. [D'Angelo 11/07/96]

Orcish Oriflamme and other non-targeted effects can enhance the token creatures. [bethmo]

A Clone of Tetravus does get the counters since this is done at casting time. A Doppelganger only gets tokens if it copies the Tetravus at casting time and not as a later doppel effect. [WotC Rules Team 07/27/94]

If your opponent controls some of the token creatures, you can still merge them back into the Tetravus and effectively get them back. [WotC Rules Team 10/12/94]

Merging them back in erases all changes and effects of any sort affecting the token creature. [WotC Rules Team 10/12/94]

Tetravite token creatures always come into existence untapped regardless of the tap state of the Tetravus. [D'Angelo 08/03/95] But they are subject to any other effects which might change this. For example, Kismet will make them enter play tapped. [D'Angelo 01/22/96]

The "no enchantments" effect is part of the Tetravites so it persists after the Tetravus leaves play. [D'Angelo 10/01/96]

Card Information

1.21 Tetsuo Umezawa

Tetsuo Umezawa

As errata, it should read "... Tetsuo cannot be the target of creature

enchantments." [Encyclopedia Page 161]

Is only immune to Enchant Creature enchantments. Enchant Permanent and other local enchantments which are somehow enabled to target him are not affected by his ability. [DeLaney 01/28/97]

Card Information

1.22 Thallid

Thallid

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

Card Information

1.23 Thallid Devourer

Thallid Devourer

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

Card Information

1.24 Thawing Glaciers

Thawing Glaciers

The land brought into play does not count toward your one per turn limit because it was put into play by an effect. [D'Angelo 03/02/97]

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Ice Age and Ice Age/Alliances tournaments since 05/01/97. [Tourney Update 04/01/97]

Card Information

1.25 Thelonite Druid

Thelonite Druid

The most recent land animating ability takes precedence, so if the Druid were used to make your Bayous into 2/3 creatures and then a Kormus Bell were put into play, they would become 1/1 instead. [WotC Rules Team 12/15/94]

The 2/3 creature effect does not wear off if the land stops being a Forest.

It continues until the end of the turn. [WotC Rules Team 11/10/95]

Can sacrifice the Druid to itself. [Duelist Magazine #5, Page 123]

Only affects Forests that are in play when the effect resolves.
[Aahz 11/22/95]

Card Information

1.26 Thelonite Monk

Thelonite Monk

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

Card Information

1.27 Thelon's Chant

Thelon's Chant

Only checks the type of the land as the land is played. If the land gets changed afterward (even by a continuous effect like Blood Moon), the Chant causes no additional effect. [Aahz 12/25/94]

Card Information

1.28 Thelon's Curse

Thelon's Curse

Cannot be used to untap your creatures during your opponent's turn.
[Aahz 12/02/94]

Card Information

1.29 Thicket Basilisk

Thicket Basilisk

As errata, it should read "Whenever a Thicket Basilisk blocks or is blocked by a non-Wall creature, destroy that creature at end of combat."
[Encyclopedia Page 45]

Creatures can regenerate from the Basilisk's power.

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

[WotC Rules Team 09/22/95]

Protection from Green does not prevent the Basilisk's power because it is not a targeted effect. [WotC Rules Team 02/07/94]

With the errata, all versions destroy the creature at the end of the combat, and they will never affect walls. Before the errata, the Limited, Unlimited, and Revised Editions destroyed the creature during the normal damage dealing step (first strike on the Basilisk does not affect when it destroys the creature), and they also could destroy an attacking wall.

[D'Angelo 12/09/96]

The Limited and Unlimited versions of Fog do not prevent the Basilisk's power from working. The Revised version does prevent it. See Fog for more information.

Card Information

1.30 Thoughtlace

Thoughtlace

See Chaoslace for rulings.

Card Information

1.31 Three Wishes

Three Wishes

You can look at the face down cards whenever you want.

[Visions FAQ 02/16/97]

It says to "bury" the cards. Even though you do not normally bury cards from the "set aside" zone, there is no harm in this text.

[D'Angelo 02/14/97]

Card Information

1.32 Throne of Bone

Throne of Bone

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

Card Information

1.33 Thrull Champion

Thrull Champion

Yes, he gives himself the bonus. [Aahz 12/02/94]

Yes, he can be used to steal another Thrull Champion.
[Duelist Magazine #4, Page 7]

Does not lose control of Thrulls when he becomes untapped, so he can take control of more than one by taking one each turn.
[Duelist Magazine #4, Page 7]

Card Information

1.34 Thrull Wizard

Thrull Wizard

You can use this ability multiple times on one spell to force your opponent to use more than one mana to prevent the spell from being countered. You can even use this ability, let them pay, then use this ability repeatedly. [Aahz 01/19/95]

Card Information

1.35 Tidal Flats

Tidal Flats

Can be used more than once in a turn. Each time, the opponent can pay to prevent giving first strike to a creature, but this payment only stops the current activation and not future activations of Tidal Flats.
[D'Angelo 02/06/95]

The payment is made when the Tidal Flats effect resolves.
[D'Angelo 06/27/95]

First Strike is assigned to your creatures currently blocking non-Flyers when this effect resolves. So, if the blocking assignments change before resolution (with General Jarkeld for instance) you might get a different effect than you expected. [WotC Rules Team 09/22/95]

Card Information

1.36 Tidal Influence

Tidal Influence

As errata, it should read "...them all. You may not put Tidal Influence into play if there is another Tidal Influence in play."

[Encyclopedia Page 191]

As soon as the number of counters on this card changes, so do the ratings of all blue creatures. [Aahz 12/02/94]

You can put multiples of these into play due to Eureka because they are not being "cast". [WotC Rules Team 04/26/95]

Card Information

1.37 Time and Tide

Time and Tide

As errata, it should say "creature cards that are phased out" and not "creatures that are phased out". [WotC Rules Team 03/14/97]

All creatures that phase in enter play without summoning sickness.

[Visions FAQ 02/16/97]

Card Information

1.38 Time Elemental

Time Elemental

As errata, it should read "... If Time Elemental attacks or blocks, it deals 5 damage to you, and bury it at end of combat."

[Encyclopedia Page 45]

This card is given a "bury at end of combat" effect at the end of the Declare Attackers or Declare Blockers step of the attack in which it is assigned as an attacker or blocker. [WotC Rules Team 09/22/95]

The 5 damage is done to you when it is assigned as an attacker or blocker. This damage does not wait until the end of the combat to happen.

The bury effect is still at the end of combat.

[Duelist Magazine #10, Page 44]

The self-burial and damage are not considered blocking abilities which are prevented by Revised Edition Fog. [Aahz 03/07/95]

The Fifth Edition version says to bury it instead of destroy it as the Legends and Fourth Edition versions said. But the old versions had errata to be a bury anyway, so there's no change in how it is played.

[D'Angelo 04/11/97]

Card Information

1.39 Timetwister

Timetwister

As errata, it should read "...they are; all other players must do the same."
[Encyclopedia Page 58] Applies to all players in multiplayer games.

The sentence "Set Timetwister aside in a new graveyard pile" is just reminder text and has no effect. The spell goes to the graveyard as normal once it finishes resolving. [Aahz 12/16/96]

It should be read as if it said "...into a new library, and then draw a new hand...". The drawing is a separate action from the shuffling.
[Aahz 12/16/96] Mana sources can be used in between the two steps.

First, all players shuffle in turn order. Then the caster draws 7 cards, then each other player draws their cards in turn. [Aahz 12/16/96]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.40 Time Vault

Time Vault

As errata, it should read "Comes into play tapped. Does not untap as normal. If Time Vault is tapped at the beginning of your turn and does not have a time counter, you may skip your turn to untap Time Vault and put a time counter on it. (Tap): Remove the time counter from Time Vault to take an additional turn immediately before the next normal turn."
It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 208]

See Phase Skipping in the General Rulings for more information.

You use the untap effect right as your turn would begin and skip your turn instead of proceeding to the untap phase. [Aahz 03/04/96] You cannot decide to skip your turn during another player's turn.

Before the errata, there were a lot of tricks to getting infinite turns. The errata stops all of them.

If you have multiple Time Vaults, you must skip a turn for each one you wish to untap, not one turn to untap them all. [bethmo]

If multiple "extra turn" effects resolve in the same turn, take them in the order that the effects resolved. [Aahz 12/02/94] This is because they

get inserted before your next "normal" turn and so they will not be inserted before an "extra" turn (which is considered to not be "normal").
[Aahz 03/08/96]

Was on the Duelists' Convocation banned list (not allowed in a deck) for Type I tournaments from 03/23/94 to 04/01/96 because it is easy to abuse. It was removed when the errata was issued. It was on the restricted list (only one per deck) for Type I from 01/25/94 to 03/22/94.

Card Information

1.41 Time Walk

Time Walk

If multiple "extra turn" effects resolve in the same turn, take them in the order that the effects resolved. [Aahz 12/02/94]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.42 Timid Drake

Timid Drake

Since the unsummoning of this card is a triggered effect on another creature coming into play, it is dealt with in the standard triggered effect order. This means that if your opponent does something like cast Nekkaraal, the active player's (their) triggered effects are dealt with before yours and the Drake is a valid target for the Nekkaraal triggered effect.
[D'Angelo 06/13/97]

Card Information

1.43 Timmerian Fiends

Timmerian Fiends

Has always been on the Duelists' Convocation banned list (not allowed in a deck) for Type I, Type II, and Type I.5 tournaments because it is only used in games for Ante. Now banned in Type II since Homelands is no longer legal.

Card Information

1.44 Tinder Wall

Tinder Wall

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

The ability to do 2 damage is used when it is blocking, not as it blocks or after combat. [Aahz 11/08/95]

Card Information

1.45 Titania's Song

Titania's Song

As errata, it should read "... If Titania's Song leaves play, this effect continues until end of turn." [Encyclopedia Page 45]

This spell effectively cancels out all the text in the textbox of the card. All abilities are lost. [bethmo 09/22/94]

Is not prevented by Guardian Beast. [bethmo]

Card Information

1.46 Tithe

Tithe

Counts lands on resolution, not on announcement. [Visions FAQ 02/16/97]

Card Information

1.47 Tivadar's Crusade

Tivadar's Crusade

Artist's name, Dennis Detwiler, is spelled incorrectly.

Card Information

1.48 Tolarian Serpent

Tolarian Serpent

If less than seven cards in the library, move all that are there. [DeLaney 06/12/97]

Card Information

1.49 Tombstone Stairwell

Tombstone Stairwell

As errata, each player puts the tokens into play under their control, not under the control of this card's controller. [WotC Rules Team 03/14/97]

One effect is generated during upkeep which affects both players. The active player puts their tokens into play first. [WotC Rules Team 03/14/97]

All tokens are owned by the controller of this card, and when they die go to that player's graveyard. [bethmo 02/05/97]

Card Information

1.50 Tor Wauki

Tor Wauki

Does damage immediately and may kill the creature before damage dealing. [Aahz 06/17/94]

Card Information

1.51 Torrent of Lava

Torrent of Lava

Yes, the tap ability does not wear off at end of turn, but this does not really affect anything. [D'Angelo 02/12/97]

Card Information

1.52 Total War

Total War

Destroys creatures at the end of the Declare Attackers step. [Aahz 06/08/95]

Creatures which start your turn on your side, leave your side and then return will be destroyed by this effect since you cannot attack with them and they are not exempted from the effect. [Aahz 06/08/95]

Card Information

1.53 Touch of Death

Touch of Death

As errata, the Ice Age version of 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

1.54 Touch of Vitae

Touch of Vitae

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.

You cannot attack when it is not your turn or at any other illegal time. [Duelist Magazine #7, Page 9] It only overrides Summoning Sickness. It does not override any other rules. [bethmo 06/24/96]

The creature's controller (and not necessarily the caster of this spell) decides whether and when to untap the creature that turn.

[Duelist Magazine #7, Page 99]

Card Information

1.55 Tourach's Chant

Tourach's Chant

Only checks the type of the land as the land is played. If the land gets changed afterward (even by a continuous effect like Blood Moon), the Chant causes no additional effect. [Aahz 12/25/94]

Card Information

1.56 Tourach's Gate

Tourach's Gate

As errata, it should read "Play on a land you control. Sacrifice a Thrull to put 3 time counters on Tourach's Gate. During your upkeep, remove a time counter from Tourach's Gate. Bury Tourach's Gate when the last time counter is removed. (0): Tap enchanted land to give all your attacking

creatures +2/-1 until end of turn." [Encyclopedia Page 209]

See the Enchant Land entry in the General Rulings for more information.

The land is tapped during announcement and as a cost.

[Duelist Magazine #11, Page 56] The effect cannot be announced if the land is not in an untapped state. [D'Angelo 12/23/96]

Sacrificing a Thrull is an instant speed effect with no other costs.

[Duelist Magazine #5, Page 123] Treat it as if it said "0: Sacrifice a Thrull to put 3 counters on Tourach's Gate" but remember that it is not an activation cost. This is just an equivalent wording to help it make sense. The effect is valid whenever fast effects are.

The bury effect only applies during upkeep, so you can play it and fill it with counters prior to your next upkeep. [Aahz 11/08/96]

Card Information

1.57 Tracker

Tracker

Giving him First Strike does not affect his ability. [bethmo 08/29/94]

The amount of damage he does is fixed when the effect is announced. The amount of damage the target does back is decided when the effect is resolved. [Aahz 03/07/95]

If Tracker leaves play before his effect resolves, the target creature is still damaged. [D'Angelo 05/23/95]

If the target creature leaves play before the effect resolves, then the whole effect fizzles. [D'Angelo 05/25/95]

Card Information

1.58 Tranquility

Tranquility

As errata to the Limited, Unlimited and Revised Edition versions of this card, the word "discarded" should be read as "destroyed". [PPG Page 113]

Destroys all cards that read "Enchant xxx" as well as those reading "Enchantment". [bethmo]

Card Information

1.59 Transmutation

Transmutation

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 fast effects before this takes effect. [bethmo 06/14/94]

+ Any additional words on cards which modify the power/toughness are also reversed. For example, Blood Lust acts as if it read "Target creature gets -4/+4 until end of turn. If this reduces that creature's power to less than 1, the creature's power is 1." [WotC Rules Team 07/03/97]

Card Information

1.60 Transmute Artifact

Transmute Artifact

As errata, it should read "Sacrifice an artifact to search through your library for one artifact and immediately place it into play. If the new artifact has a casting cost greater than that of the sacrificed one, you must pay the difference or Transmute Artifact fails and the new artifact is buried. Shuffle your library after playing this card."
[Encyclopedia Page 209] Minor consistency corrections. [D'Angelo 12/16/96]

Additional mana spent to cover the differences in casting costs is not part of the casting cost of this spell for Spell Blast or any other reasons. It is spent during spell resolution. [bethmo] If it is not spent, the spell fails and the sacrificed artifact is left in the graveyard.

Picking an artifact from your library is part of the resolution. [bethmo]

The one from the library enters play when the spell is resolved, and this does not count as the casting of an artifact. It will not trigger events Citanul Druid can react to. [bethmo]

If the artifact brought into play has an ability that can be played as a mana source, it can be used to pay part or all of the difference in casting costs. [D'Angelo 11/07/96]

Card Information

1.61 Triangle of War

Triangle of War

Does nothing useful if either target becomes illegal before resolution.
[Visions FAQ 02/16/97]

Card Information

1.62 Triassic Egg

Triassic Egg

See Creature in the Graveyard in the General Rulings for more information.

The sacrifice of the egg is part of the effect, so you can sacrifice it at the same time you put on the second counter. [WotC Rules Team 09/15/94]

Can hatch as soon as it has two counters on it and is untapped. This can be on the same turn you added the second counter or on your opponent's turn as long as it is untapped. [Aahz 06/28/94]

Can only hatch one creature no matter how many counters are on it. [bethmo 06/20/94]

Card Information

1.63 Triskelion

Triskelion

It is legal to attack (or defend) with the Triskelion and then if it survives the attack you can use some of the +1/+1 counters to do damage to a creature after the attack. [bethmo]

Counters are removed one at a time, so as soon as you remove one that causes its toughness to drop to the amount of damage it has, it is destroyed. [D'Angelo 11/08/96]

Can still use its ability even when tapped because this is a creature ability.

The text "any time" on the Antiquities version of the card means "any time fast effects are legal" [Aahz 07/05/95]

Counters can be used on the turn it enters play because it does not require tapping. [bethmo]

Can only use the counters which it gets when cast as part of the ability. +1/+1 counters gained by other means cannot be used. [D'Angelo 07/07/95]

The Fourth Edition version has an activation cost to remove a counter while the Antiquities version just had an ability. [Duelist Magazine #5, Page 11]

Card Information

1.64 Tropical Island

Tropical Island

See Badlands for rulings.

Card Information

1.65 Tundra

Tundra

See Badlands for rulings.

Card Information

1.66 Twiddle

Twiddle

Tapping an artifact (which is not also a creature or a land) deactivates it.
[Mirage Page 12]

Opponent gets a chance to use the card being Twiddled during the same batch if they so wish and if the effect is legal at the time.

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. [D'Angelo 04/12/95]

The decision to tap or untap is made on announcement before target is selected. This decision cannot be changed if the spell is Forked or redirected. [Duelist Magazine #8, Page 50] See Modal Effects in the general rulings for more information.

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 and Twiddle to untap can target an untapped card. [Duelist Magazine #5, Page 23]

Note that 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]

The Unlimited Edition version of this card has an extra statement about "no effects are generated by the target card". This statement does not make the target unusable, it is just a reminder that tapping a card with an effect (rather than tapping as part of a cost) does not activate any abilities on the card.

The text was changed between the Alpha and Beta printings of the Limited

Edition to add the "no effect" statement.

Card Information

1.67 Two-Headed Giant of Foriys

Two-Headed Giant of Foriys

As errata, it should read "Trample. May block two attacking creatures."
[Encyclopedia Page 58]

Card Information

1.68 Typhoon

Typhoon

Number of Islands is counted on resolution and not on announcement.
[D'Angelo 10/05/95]

Card Information
