

MTG_CARD_P

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Chapter 1

MTG_CARD_P

1.1 Card Rulings & Descriptions - P

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Panic

Paralyze

Part Water

Pendelhaven

Pentagram of the Ages

Personal Incarnation

Pestilence

Pestilence Rats

Petra Sphinx

Phantasmal Forces

Phantasmal Terrain

Phyrexian Gremlins

Piety

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1.2 Panic

Panic:

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

1.3 Paralyze

Paralyze:

Note that enchantment is permanent. It does not leave once it is paid. This is a common mistake.

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]

May be paid more than once a turn if you have enough mana. [Duelist Magazine #5, Page 123]

If two Paralyzes are on a creature, 8 mana must be spent to untap it. [Snark]

It is not mandatory that you pay the mana cost. It is optional, but must be paid in order to untap.

The creature becomes tapped when Paralyze is resolved, not when it is declared. [Aahz 07/29/94]

Paralyze can be used on creatures which are already tapped.

The Limited and Unlimited versions of this card said to pay the mana during the untap phase. This is not valid under the Fourth Edition rules and so it should be paid during the upkeep phase, just like the Revised and Fourth Edition versions of the card state. [PPG Page 113]

Card Information

1.4 Part Water

Part Water:

The "UXX" casting cost is not a misprint. It means to spend one blue plus two times X colorless to cast the spell. [Duelist Magazine #2, Page 7]

Card Information

1.5 Pendelhaven

Pendelhaven:

Checks the current power/toughness of the creature and not the text printed on the bottom corner of the card. If the creature is enchanted or otherwise enhanced to not be 1/1 anymore, you cannot use this card on the creature. [D'Angelo 02/03/95]

The creature is checked to see if it is 1/1 when you declare the effect and when it is resolved, so if the creature's total power/toughness is changed from 1/1 to something else between declaration and resolution, then it fizzles. [bethmo 06/22/94]

Card Information

1.6 Pentagram of the Ages

Pentagram of the Ages:

Does not remove all damage done this turn from the source, just all damage from that source which is being handled in the current damage prevention step. [Aahz 07/09/95]

1.7 Personal Incarnation

Personal Incarnation:

Card should be read as "If Personal Incarnation goes to the graveyard from play...". This is official errata to the card. [Duelist Magazine #4, Page 133]

The loss of life caused when the Incarnation dies cannot be prevented by any spell or effect. It is not damage, and it is not prevented by the Conservator, Circle of Protection, Reverse Damage or anything else. [PPG Page 113]

You do not lose life if Swords to Plowshares is used on it since it does not go to the graveyard. [Snark]

If the Incarnation has Creature Bond on it when it dies, the loss of life because of the Incarnation happens before the damage from the Creature Bond. [Duelist Magazine #6, Page 131] This is because the loss of life is immediate (and unpreventable) and the damage causes a damage prevention step.

If two Incarnations die at once, you lose half of your life, then half of what is left. [WotC Rules Team]

Note that the owner of the Incarnation loses life when it is destroyed, not the controller. So if you control your opponent's Incarnation you can let it die to make them lose life. [bethmo 09/09/94]

If you have less than zero life when the Incarnation dies, treat it as if you had zero life. [Aahz 05/30/95]

Card Information

1.8 Pestilence

Pestilence:

There are a number of rulings on the use of this card. See the Activation Cost entry in the General Rulings for more information.

It is not targeted, so it will damage creatures with Protection from Black, but note that Protection from Color immediately reduces all damage of that color to zero, so the damage goes away and does not hurt the creature. [Page 39]

It is legal to power it up with more than one black mana for a single lump of more than one damage or for sequential attacks of 1 damage each because it says "B:Effect". [bethmo]

Each activation is considered a new packet of damage. An activation can be for 1 or more points of damage. [WotC Rules Team]

It goes away at the end of turn if no creatures are in play, even if a new creature (such as a Rukh) comes into existence at the end of turn also. [Snark] Note that the current player can choose the order to process "at end of turn" effects and can choose to resolve the Rukh coming into play before the Pestilence and save it. [Aahz 07/05/95]

It can stay in play if there is a creature which stops being a creature at the end of the turn, such as Mishra's Factory. This is because Pestilence checks for creatures prior to fast effects wearing off. [D'Angelo 02/06/95]

As errata to the Limited, Unlimited and Revised Edition versions of this card, the word "discarded" should be read as "destroyed". [Duelist Magazine #4, Page 133]

Applies to all players and their creatures in multiplayer games. [Duelist Magazine #4, Page 64]

Card Information

1.9 Pestilence Rats

Pestilence Rats:

Does not count itself for determining power. It only counts `_other_ Rats`. [Card Text]

1.10 Petra Sphinx

Petra Sphinx:

The turning over of a card for the Sphinx does not count as "drawing" a card for purposes of Underworld Dreams or any other effect which looks at cards drawn. [Aahz 06/22/94]

You will not lose the game if there are no cards in your library when the Sphinx is used on you. It simply does not work. [Aahz 06/22/94]

Card Information

1.11 Phantasmal Forces

Phantasmal Forces:

Paying the upkeep is optional, but if you do not pay it the Forces are placed in the graveyard. [Aahz]

The Alpha printing version of this card had a 'U' where the blue mana symbol is on all further printings.

Card Information

1.12 Phantasmal Terrain

Phantasmal Terrain:

Only the basic land types can be declared. Multilands are not basic types nor are the expansion set lands. [bethmo]

Multilands and expansion set land cards are valid targets for the spell. [bethmo]

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. [Page 60]

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

This change lasts until another spell or effect overrides it, or until the enchantment is removed. [bethmo 05/03/94] This works just like all other enchantments.

Card Information

1.13 Phyrexian Gremlins

Phyrexian Gremlins:

Only prevents artifact from untapping during untap phase. Ones that untap during upkeep are not inhibited. [Aahz]

Can target a tapped artifact. [Duelist Magazine #5, Page 22]

The target artifact cannot untap if the Gremlins start the untap phase tapped, even if it is your artifact and you plan on untapping the Gremlins. [Aahz 06/06/94]

If the Gremlins somehow become an artifact and then tap themselves, they can never be untapped during the untap phase. They must be untapped by an external effect. [Aahz 06/06/94]

Effect does not end if the target stops being valid. For example, if it stops being an artifact. [WotC Rules Team 02/09/95]

Card Information

1.14 Piety

Piety:

Only affects creatures that are currently declared as blockers. It does not affect non-blocking creatures. [Aahz 06/06/94]

Card Information

1.15 Pikemen

Pikemen:

Artist's name is spelled incorrectly.

Card Information

1.16 Pirate Ship

Pirate Ship:

As errata to the Limited, Unlimited and Revised Edition versions of this card, it should say "defending player" instead of "opponent". [Duelist Magazine #4, Page 64]

The Fourth Edition version is buried if you have no Islands. The Limited, Unlimited and Revised Edition versions were destroyed. [Duelist Magazine #5, Page 11]

Card Information

1.17 Pit Scorpion

Pit Scorpion:

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

The Fourth Edition version will give a poison counter to its controller if its damage gets redirected there, while the Legends version could only give one to an opponent. [Duelist Magazine #5, Page 11]

Card Information

1.18 Plague Rats

Plague Rats:

"Plague Rats in play" means Plague Rats in play by any and all players.

Only counts cards that are "Plague Rats" and not all cards that are "Summon Rats".

Card Information

1.19 Planar Gate

Planar Gate:

Only reduces the colorless mana portion of a spell's cost. If the spell does not accept colorless mana or accepts less than 2, you get a reduced or null effect from this card. [bethmo 06/15/94]

Only works for its controller, not all players. [bethmo 06/15/94]

Only works on Summon spells. It does not work for Artifact Creatures. [Aahz 06/16/94]

Although the apparent cost is reduced, the "casting cost" of the spell for reasons of Spell Blast or such is still the full amount. [bethmo 06/18/94]
Just think of the Gate as contributing 2 to the cost, not reducing it.

Multiple Gates do add up. Two will contribute up to 4 toward the cost, and so on. [bethmo 06/29/94]

Card Information

1.20 Plateau

Plateau:

See Badlands for rulings.

Card Information

1.21 Portent

Portent:

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

This is not a draw effect and will not cause a player to lose if they have less than 3 cards in their library. It will work and allows you to look at and reorder or shuffle whatever remaining cards there might be.

[Duelist Magazine #6, Page 130]

1.22 Power Artifact

Power Artifact:

Can be cast on artifacts with no or zero activation costs, but this has no effect on them. It does not increase the cost to one. [bethmo]

For artifacts with an X use cost (such as the Candelabra of Tawnos or Ice Cauldron) this reduces the amount spent by 2 to a minimum of 1. [WotC Rules Team 09/22/95] If you choose X to be zero, you have to still pay 1. Power Artifact lets you pay the greater of 1 or X-2.

[Aahz 09/29/95]

Only affects colorless activation costs. Colored 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.

Is considered to alter the activation cost on the card it modifies. Thus, each activation (even if it is multiply pumped) costs the new reduced cost. [Aahz 03/03/95]

Does not affect untap costs which are not specified as activation costs. [bethmo] This includes the Basalt Monolith and the Antiquities version of Colossus of Sardia.

Card Information

1.23 Powerleech

Powerleech:

Gives one life whenever an artifact is activated or tapped for any other reason(including attacking). If tapping is part of the cost of activation, only one life is given. [bethmo 05/03/94]

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

Card Information

1.24 Power Sink

Power Sink:

Only lands and mana pool must be expended. Artifacts and other mana sources need not be used to counter this spell. [bethmo]

Special lands which provide no mana need not be tapped in an attempt to pay the Sink. [WotC Rules Team 09/15/94]

If a land has different amounts of mana that can be drawn, the maximum will be drawn from the land. This may cause the land to sacrifice itself (in the case of some lands) or to remove counters in the case of other lands. [D'Angelo 02/15/95] Note that such lands can be tapped by your opponent at interrupt speeds for the lesser amount of mana prior to Power Sink resolving. If this happens, all you get is what is in their pool.

If the land provides mana only for specific purposes (like Mishra's Workshop), it does not contribute to the X mana you have to pay unless that purpose is being filled. In the Mishra's Workshop case this would be only if you are casting an artifact. [WotC Rules Team 09/30/94] The land isn't even tapped. [Aahz 01/16/96]

Does not increase the casting cost of the spell. It just requires a separate expenditure in order for it to succeed. [bethmo 05/05/94]

Card Information

1.25 Power Surge

Power Surge:

Does damage during upkeep, but damage amount depends on number of untapped lands at the start of your turn. [PPG Page 113]

Is considered one source of red damage and damage comes in one packet. [bethmo]

Affects all players during multiplayer games.

The Limited and Unlimited Edition should be treated as saying "During a player's upkeep Power Surge does that player 1 damage for each land that player controls that was untapped at the beginning of the turn prior to the untap phase." [Duelist Magazine #3, Page 79] This really means at the beginning of untap. There is no "prior to untap".

Card Information

1.26 Pox

Pox:

Creatures with Protection from Black are not ignored by Pox. This is not considered a targeted effect so they are both counted and valid choices for being destroyed. [D'Angelo 02/01/96]

1.27 Preacher

Preacher:

Opponent may only choose valid creature targets. A creature with Protection from White is not valid. [bethmo 09/09/94]

Both you and your opponent choose targets on announcement.
[WotC Rules Team 08/17/95] The effect fizzles if target creature is not still valid on resolution. [Duelist Magazine #5, Page 123]

Can choose not to untap even if it is not still controlling a creature.
[WotC Rules Team 12/15/94]

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

Card Information

1.28 Presence of the Master

Presence of the Master:

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

Card Information

1.29 Priest of Yawgmoth

Priest of Yawgmoth:

As errata to the card, the text should read "Tap: Sacrifice an artifact you own. Add an amount of black mana equal to that artifact's casting cost to your mana pool. Play this ability as an interrupt."
[Duelist Magazine #4, Page 138]

The "place in the graveyard" statement is actually a "sacrifice" and is a cost which cannot be prevented. [Duelist Magazine #2, Page 14]

Can sacrifice any artifact you own regardless of who controls it. The card text overrides the normal rule that you can only sacrifice things you control. [D'Angelo 05/12/95]

Card Information

1.30 Primal Clay

Primal Clay:

Form is chosen on resolution and not on announcement.
[Duelist Magazine #5, Page 11] This is a REVERSAL.

Clones and Doppelgangers of this card may not choose a different form than the original. [bethmo]

Ignore the second sentence on the Antiquities version. It is just a reminder that other spells can change the power/toughness and abilities of the creature. [bethmo]

As errata to the Antiquities and Revised Edition versions of this card, it should say "When you bring Primal Clay into play" and not "When you cast Primal Clay" in order to cover other ways to bring the creature into play. [Aahz 07/29/94]

Card Information

1.31 Primordial Ooze

Primordial Ooze:

As errata to the Chronicles version of the card, it becomes tapped even if the damage is prevented. [Duelist Magazine #7, Page 101]

The Chronicles version gets a counter at the beginning of upkeep and the Legends version does at the end of upkeep. [Duelist Magazine #7, Page 101]

Card Information

1.32 Prismatic Ward

Prismatic Ward:

Cannot choose colorless or artifact. [D'Angelo 07/11/95]

This card has the old white mana symbol on it instead of the new one

introduced for Fourth Edition and Ice Age.

1.33 Prodigal Sorcerer

Prodigal Sorcerer:

As always a "target" includes any creature or player.

Card Information

1.34 Prophecy

Prophecy:

The shuffling and drawing of a card next upkeep happens even if the card is not a land. [Aahz 10/25/95]

1.35 Psionic Entity

Psionic Entity:

The artist is actually Justin Hampton. [Duelist Magazine #2, Page 7]

Card Information

1.36 Psychic Allergy

Psychic Allergy:

Does not count token creatures because the card says it counts "cards".
[Aahz 01/24/95]

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

Card Information

1.37 Psychic Purge

Psychic Purge:

As errata, it should read "Psychic Purge does 1 damage to any target. If a spell or effect controlled by an opponent causes you to discard Psychic

Purge, show Psychic Purge to all players before discarding it. That opponent loses 5 life. Effects that prevent or redirect damage may not be used to counter this loss of life." [WotC Rules Team 09/22/95]

The loss of life cannot be prevented by any means. It is not damage.
[bethmo 06/15/94]

Not triggered by effects which cause the hand to be reshuffled into the library like Winds of Change, but is triggered by effects which say to discard entire hand such as Wheel of Fortune. [Aahz 06/16/94]

Not triggered by voluntary discard effects like Land's Edge.
[D'Angelo 10/11/95]

Is triggered by Cursed Rack which forces you to discard during discard phase. Note that you can choose to do the normal "discard down to 7" after resolving the Cursed Rack during your discard phase. This means that if you had 9 cards in your hand and 5 of them were Purges that you could discard all 5 Purges. [Aahz 06/23/94]

Is triggered even if the discard goes to the top of your library because of the Library of Leng. [WotC Rules Team 05/10/95]

It is not triggered if Psychic Purge is countered and thereby sent to the graveyard. [Duelist Magazine #2, Page 9]

As errata, it should be read as saying "any opponent".
[Duelist Magazine #4, Page 64]

Card Information

1.38 Psychic Venom

Psychic Venom:

Whenever the land is tapped for any reason (including by Twiddle or Icy Manipulator), damage is done. [bethmo]

Card Information

1.39 Puppet Master

Puppet Master:

Can pay UUU to reclaim the Puppet Master even if the creature leaves play by means of Unsummon or other effect which would normally destroy this enchantment. [Duelist Magazine #2, Page 9]

The cost must be paid immediately upon the sending of the card to the graveyard. You cannot wait until later. [WotC Rules Team 09/15/94]

The Chronicles version has an activation cost and the Legends version does

not. [Duelist Magazine #7, Page 101]

Card Information

1.40 Purelace

Purelace:

See Chaoslace for rulings.

Card Information

1.41 Pyknite

Pyknite:

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

You draw a card next upkeep when casting a Clone or Doppelganger of this card. [Duelist Magazine #6, Page 132] You do not draw one when changing the Doppelganger form to a Pyknite. [Aahz 06/13/95]

1.42 Pyramids

Pyramids:

As errata, Pyramids cannot prevent an effect from destroying a land if the land itself is the source of the effect. [Duelist Magazine #7, Page 99]

Not paying upkeep costs on a land is considered to have the land as the source of the destroy effect regardless of the source of the upkeep effect. In other words, if an outside source imposes an upkeep cost on a land, the land is still considered to be destroying itself. [Duelist Magazine #7, Page 99] Cumulative upkeep is just a kind of upkeep for this purpose.

When used on a land animated by Living Lands (or similar effect), this effectively prevents the land from being killed by causing the land to regenerate without causing it to be tapped like a normal regeneration does. [WotC Rules Team 02/07/94]

Cannot be used on a land which destroys itself (such as Strip Mine) because such lands are sacrificing themselves. [Aahz]

Does not prevent cards which read "place in graveyard" rather than "destroy" because this is also a sacrifice. [bethmo]

Card Information

1.43 Pyroblast

Pyroblast:

You can target any spell or permanent, it need not be blue. It just does not do anything unless the color matches. [D'Angelo 06/09/95]

You can use Sleight of Mind after announcing this spell to change the color word and make it do something on resolution. [D'Angelo 06/09/95]

The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [WotC Rules Team 09/22/95]

1.44 Pyrotechnics

Pyrotechnics:

No, you cannot do fractional points of damage. [Duelist Magazine #2, Page 9]

You cannot choose to do zero damage to a target. [WotC Rules Team 07/19/95]

You can assign damage to multiple targets and are not forced to assign the same amount of damage to each target (like you are with Fireball).
[D'Angelo 03/07/95]

No matter how much you assign to a target, it is only targeted once, and so damage arrives in one packet per target regardless of the amount of damage assigned to that target. [D'Angelo 03/02/95]

Card Information
