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Ancestral Recall

Cast Cost: U

Color: Blue

Type: Instant

Target player draws three cards.

Berserk

Cast Cost: Q

Color: Green

Type: Instant

Target creature's power doubles and it gains trample ability until end of turn. If target creature attacks this turn, it is destroyed at the end of the turn.

Wizards of the Coast Rulings:

- Berserk calculates the creature's power at time of resolution, and gives the creature that much power until end of turn. This means that it will lower the power of a creature with negative power.
- The creature may be sacrificed before the end of turn; it is not considered "on its way to the graveyard" until the destruction effect has been applied.
- The permanent is destroyed at end of turn even if it stops being a creature before then.

Black Lotus

Cast Cost: 0

Color: None

Type: Artifact

T : Sacrifice Black Lotus to add three mana of any one color to your mana pool. Play this ability as an interrupt.

Braingeyser

Cast Cost: XUU

Color: Blue

Type: Sorcery

Target player draws X cards.

Copy Artifact

Cast Cost: 1U

Color: Blue

Type: Enchantment

Choose target artifact that came into play as an artifact. Copy Artifact acquires all permanent characteristics, except color, of that artifact and counts additionally as an enchantment.

Wizards of the Coast Rulings:

- The copy of the artifact is still blue. The copy is both an artifact and an enchantment, so it is a blue artifact-enchantment.
- It can be tapped like an artifact and is the only exception to the rule that enchantments are never tapped.
- The decision of what to copy is part of the casting decisions.
- This spell is targeted and checks its target on declaration and on resolution. If the target becomes invalid before the spell resolves, then it fizzles.

Demonic Tutor

Cast Cost: 1b

Color: Black

Type: Sorcery

Search your library for a card and put that card into your hand. Shuffle your library afterwards.

Wizards of the Coast Rulings:

- This spell is not targeted in any way.

Forcefield

Cast Cost: 3

Color: None

Type: Artifact

1 : Prevent all but 1 damage dealt to you in combat by an unblocked attacking creature

Wizards of the Coast Rulings:

- The ability targets damage dealt to you by an unblocked creature, and prevents all but 1 of that damage. It cannot be used to reduce damage that tramples over a blocker, as the attacker is blocked in this case.
- An “unblocked creature” is an attacking creature that had nothing assigned to block it, or anything it was banded with. Only combat damage can be prevented by Forcefield; for example, it cannot help against a Brothers of Fire who happens to be attacking.
- If an attacking creature’s blockers are killed, or otherwise removed, it is still considered blocked, so Forcefield cannot be used (this would only apply to an attacker with trample). If a creature’s only blockers are canceled with False Orders, the creature becomes unblocked.

Fork

Cast Cost: rr
Color: Red
Type: Interrupt

Choose target instant or sorcery spell. Fork acquires all characteristics of that spell, except color and targets. Choose any targets of the spell normally.

Wizards of the Coast Rulings:

- As errata, this spell should read as “Fork becomes a copy of target spell, acquiring all characteristics, except color, of that spell. Once the spell is copied, choose its new target(s); the copied spell has the same number of targets as the original.” Note that if you change the color of the Fork from red that the resulting spell will not be red. 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. 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.
- 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 Drain Life, Soul Burn, etc. 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. 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. Once a Fork is completed, the new copy is placed on the top of the current stack. The copy will resolve before the original. The copy isn't put onto the stack until after the original is either countered or becomes successfully cast. The Fork becomes the spell and will not go to the graveyard until the copy resolves.

Mox Emerald

Cast Cost: 0

Color: None

Type: Artifact

T: Add g to your mana pool. Play this ability as an interrupt.

Mox Jet

Cast Cost: 0

Color: None

Type: Artifact

T: Add b to your mana pool. Play this ability as an interrupt.

Mox Pearl

Cast Cost: 0

Color: None

Type: Artifact

T: Add W to your mana pool Play this ability as an interrupt.

Mox Ruby

Cast Cost: 0

Color: None

Type: Artifact

T: Add r to your mana pool. Play this ability as an interrupt.

Mox Sapphire

Cast Cost: 0

Color: None

Type: Artifact

T: Add U to your mana pool. Play this ability as an interrupt.

Regrowth

Cast Cost: 1g

Color: Green

Type: Sorcery

Put target card from your graveyard into your hand.

Wizards of the Coast Rulings:

- May be Deflected to another card in your graveyard.

Sol Ring

Cast Cost: 1

Color: None

Type: Artifact

T: Add 2 to your mana pool. Play this ability as an interrupt.

Time Vault

Cast Cost: 2
Color: None
Type: Artifact

Comes into play tapped.

Time Vault does not untap as normal.

If Time Vault is tapped at the beginning of your turn and does not have a turn counter on it, you may skip your turn to untap Time Vault and put a turn counter on it.

T: Remove the turn counter from Time Vault to take an additional turn immediately before the next normal turn.

Wizards of the Coast Rulings:

- As your turn begins (and before your untap phase begins), you decide whether or not to skip that turn. You may only skip the turn if Time vault is tapped and does not have a time counter on it. Skipping the turn untaps Time Vault, and adds a time counter to it.
- Once you skipped your turn, you may not play fast effects again until the upkeep phase of the following turn.
- You cannot untap multiple Time Vaults by skipping the same turn.
- Time Vault expects to have a time counter while untapped, and not to have one while tapped. If an effect such as Twiddle arbitrarily taps or untaps the Vault, this effect renders it useless until the situation is corrected.
- If more than one “gain a turn” effect resolves during a turn, the extra turns are taken in the order in which the effect resolves.

Time Walk

Cast Cost: 1U

Color: Blue

Type: Sorcery

Take an additional turn immediately before the next normal turn.

Wizards of the Coast Rulings:

- If more than one “gain a turn” effect resolves during a turn, the extra turns are taken in the order in which the effect resolves.

Timetwister

Cast Cost: 2U
Color: Blue
Type: Sorcery

Each player shuffles his or her hand, library, and graveyard together and then draws seven cards. Timetwister becomes the first card in your graveyard.

Wheel of Fortune

Cast Cost: 2r
Color: Red
Type: Sorcery

Each player discards his or her hand and then draws seven cards.

Wizards of the Coast Rulings:

- This is considered a forced discard, so effects such as Library of Leng and Psychic Purge apply.

Ali from Cairo

Cast Cost: 2rr

Color: Red

Type: Summon Ali from Cairo

Power/Toughness: 0/1

Any damage that would reduce your life total to less than 1 instead reduces it to 1.

Wizards of the Coast Rulings:

- His ability is applied to damage you take as damage prevention begins. You may not choose to use damage prevention effects on the damage before his ability kicks in.

Library of Alexandria

Cast Cost: 0

Color: None

Type: Land

T: Add 1 to your mana pool.

T: Draw a card. Use this ability only if you have exactly seven cards in your hand.

Wizards of the Coast Rulings:

- Having seven cards in your hand is a requirement of playing the ability. When the effect resolves, you draw a card regardless of how many cards you have in hand at that time.
- You may use the Library after your discard phase to have eight cards going into your opponent's turn.

Candelabra of Tawnos

Cast Cost: 1

Color: None

Type: Artifact

X, T: Untap X target lands.

Mishra's Workshop

Cast Cost: 0

Color: None

Type: Land

T: Add 3 to your mana pool. Use this mana only to play artifact spells.

Wizards of the Coast Rulings:

- The mana produced by the Workshop can only be used to pay the costs of playing an artifact, including any costs listed in its card text as well as its casting cost. It cannot pay for penalties such as Power Sink or Nether Void.

Djinn of the Bottle

Cast Cost: n/a
Color: None
Type: Token

Flying

Counts as an artifact creature

Spawn of Azar

Cast Cost: n/a

Color: Black

Type: Token

Power/Toughness: 1/1

Tetravite

Cast Cost: n/a

Color: None

Type: Token

Power/Toughness: 1/1

Flying

Counts as an artifact creature. Tetravite cannot have enchancements played on it.

Call from the Grave

Cast Cost: 1bb

Color: Black

Type: Sorcery

Choose a creature from any graveyard at random and put it directly into play under your control. This creature is treated as though it were just summoned. Call from the Grave deals you an amount of damage equal to the creature's casting cost.

Prismatic Dragon

Cast Cost: 2WW

Color: White

Type: Summon Dragon

Power/Toughness: 2/3

Flying.

During controller's upkeep, Prismatic Dragon's color randomly changes to one of the five basic colors.

2: Prismatic Dragon's color randomly changes to one of the five basic colors.

Knights of the Rainbow Vale

Cast Cost: WW

Color: White

Type: Summon Knights

Power/Toughness: 2/1

When Knights of the Rainbow Vale comes into play, choose a color at random. Knights of the Rainbow Vale gain protection from that color.

1: Knights gain first strike until end of turn.

WW: Knights gain +0/+0, +1/+0, or +2/+0 chosen at random until end of turn

Pandora's Box

Cast Cost: 5

Color: None

Type: Artifact

3, T: Choose a Summon card from all players' decks at random. Put one or two token creatures of the chosen type into play and treat each as though an exact copy of that Summon card were just summoned. If two token creatures are put into play both players gain control of one. If one token creature is put into play, its controller is chosen at random. Treat each token creature as if it is owned by the player who starts with control of it.

Whimsy

Cast Cost: XU

Color: Blue

Type: Sorcery

Choose and generate X fast effects from the Whimsy Effects list. If there are no valid targets for a chosen fast effect, that fast effect fizzles. When Whimsy resolves, each of the chosen fast effects resolves in order. No other spells or effects may be used after Whimsy has begun to resolve, but before it is finished.

Faerie Dragon

Cast Cost: 2gg

Color: Green

Type: Summon Dragon

Power/Toughness: 1/3

Flying.

1gg: A random fast effect is chosen from the Faerie Dragon Effect list and applied to random target creature.

Goblin Polka Band

Cast Cost: rr

Color: Red

Type: Summon Goblin

Power/Toughness: 1/1

2, T: Choose X target creatures at random, where X is the number of r you pay in addition to the activation cost. These creatures become tapped. A Goblin tapped in this way does not untap during its controller's next untap phase.

Power Struggle

Cast Cost: 2UUU

Color: Blue

Type: Enchantment

During each player's upkeep, choose at random a target land, Artifact, or creature controlled by that player and a permanent of the same type controlled by an opponent of that player. Exchange control of these permanents. If one of the players does not control a permanent of one of the types being exchanged, don't exchange that type of card.

Aswan Jaguar

Cast Cost: 1gg

Color: Green

Type: Summon Jaguar

Power/Toughness: 2/2

When Aswan Jaguar comes into play, choose a non-artifact creature type at random from target opponent's deck. ggT: Bury target creature of the type chosen when Aswan Jaguar came into play.

Orcish Catapult

Cast Cost: X rr

Color: Red

Type: Instant

Choose X target creatures at random. The same creature may be chosen more than once. Put a -0/-1 counter on each target creature for each time it was chosen.

Gem Bazaar

Cast Cost: 0

Color: Random

Type: Land

Choose a color of mana for Gem Bazaar at random when it enters play.

T: Add 1 mana of the color last chosen for Gem Bazaar to your mana pool and choose another color of mana for Gem Bazaar at random.

Necropolis of Azaar

Cast Cost: 2bb

Color: Black

Type: Enchantment

Whenever a non-black creature is put into the graveyard from play, put a corpse counter on Necropolis of Azaar.

5: Remove a corpse counter from Necropolis of Azaar to put a Spawn of Azaar token into play. Treat this token as a black creature with swampwalk with power and toughness each chosen at random between 1 and 3.

Air Elemental

Cast Cost: 3UU

Color: Blue

Type: Summon Elemental

Power/Toughness: 4/4

Flying

Animate Artifact

Cast Cost: 3U

Color: Blue

Type: Enchant Artifact

Enchanted artifact is an artifact creature with power and toughness each equal to its casting cost; that artifact retains all its original abilities. Animate Artifact does not affect artifact creatures.

Wizards of the Coast Rulings:

- Remember that summoning sickness is based on whether you have had control of permanent since the start of your turn, not whether the permanent has been a creature for all of that time. Thus, if you animate an artifact that started your turn under your control, it will not be sick.
- Can be played on artifact creatures and simply has no effect.
- Remember that a 0-cost artifact is likely to have 0 toughness when animated, in which case it will die due to lethal damage. Effects such as Castle can save it, however.

Animate Dead

Cast Cost: 1b

Color: Black

Type: Enchant Creature

Play on a creature card in any graveyard.

Put enchanted creature directly into play under your control with -1/-0. Treat this creature as though it were just cast. If Animate Dead is removed, put the creature into its owner's graveyard.

Wizards of the Coast Rulings:

- Targets a Summon or Artifact Creature card in the graveyard.
- When played, it can only target a creature card in the graveyard. While in play, it can only target creatures that are being maintained in play by Animate Dead or Dance of the Dead.
- This means that effects such as Enchantment Alteration can move it onto creatures maintained in play by these enchantments. The old target of Animate Dead is buried; the new target comes under your control with the -1/-0 penalty.
- This is considered a creature enchantment, so interacts with effects such as Rabid Wombat's ability.
- Can be played on a creature card that can't normally be targeted by black spells, or by enchantments, such as a White Knight. However, once the creature is in play, any ability that causes it to be an invalid target Animate Dead will cause the enchantment to fall off.
- If Animate Dead is removed, the creature is simply put into the graveyard without a damage prevention step, even if there is another Animate Dead (or similar enchantment) on the creature. Effects such as Soul Net will trigger normally.

Animate Wall

Cast Cost: W

Color: White

Type: Enchant Wall

Play on a wall.

Enchanted wall can attack

Wizards of the Coast Rulings:

- Remember that summoning sickness is based on whether you have had control of a permanent since the start of your turn, not whether the permanent has been a creature for all of that time. Thus, if you animate a wall that started your turn under your control, it will not be sick.

Ankh of Mishra

Cast Cost: 2

Color: None

Type: Artifact

Whenever a player puts a land into play, Ankh of Mishra deals 2 damage to that player.

Armageddon

Cast Cost: 3W

Color: White

Type: Sorcery

Destroy all lands.

Aspect of Wolf

Cast Cost: 1g

Color: Green

Type: Enchant Creature

Enchanted creature gets +*/+*, where * is equal to half the number of forests you control, rounding down for power and up for toughness.

Bad Moon

Cast Cost: 1b

Color: Black

Type: Enchantment

All black creatures get +1/+1.

Balance

Cast Cost: 1W

Color: White

Type: Sorcery

Each player sacrifices the minimum number of lands necessary to equalize the number of lands each all player controls. Each player then equalizes cards in hand in the same way, by discarding them. Each player then equalizes creatures in the same way, by sacrificing....

Wizards of the Coast Rulings:

- Creatures and lands lost due to Balance are considered to be sacrificed. This just means that they cannot be prevented from entering the graveyard; the caster of Balance would lose creatures or lands as Balance resolved, not as it was played.
- All lands are sacrificed at once, then all cards are discarded at once, then all creatures are sacrificed at once.
- Contrary to some very old rulings, this is not a targeted effect, so abilities such as protection have no impact on the results.
- Animated lands are countered during the last and the first parts of the effect.

Benalish Hero

Cast Cost: W

Color: White

Type: Summon Hero

Power/Toughness: 1/1

Banding

Birds of Paradise

Cast Cost: G

Color: Green

Type: Summon Mana Birds

Power/Toughness: 0/1

Flying

T: Add one mana of any color to your mana pool. Play this ability as an interrupt.

Black Knight

Cast Cost: bb

Color: Black

Type: Summon Knight

Power/Toughness: 2/2

Protection from white.

First Strike

Black Vise

Cast Cost: 1

Color: None

Type: Artifact

At the end of target opponent's upkeep, Black Vise deals 1 damage to that player for each card in his or her hand in excess of four.

Wizards of the Coast Rulings:

- Changing control of a Vise does not change who its target is. Thus, if you steal a Vise that has been played on you, you will still take damage from the Vise, as appropriate.
- In multiplayer variants, the Vise may be Deflected to any of the caster's opponent's. If the target of the Vise leaves the game, the Vise becomes useless; it does not change targets.
- Black Vise may never be Deflected to the caster herself, even in a normal game.

Black Ward

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from black. The protection granted by Black Ward does not destroy Black Ward.

Blessing

Cast Cost: WW

Color: White

Type: Enchant Creature

W: Enchanted creature gets +1/+1 until end of turn.

Blue Elemental Blast

Cast Cost: U

Color: Blue

Type: Interrupt

Counter target red spell or destroy target red permanent.

Wizards of the Coast Rulings:

- This is a modal spell that is played either to counter a spell or destroy a permanent. Thus, it may not be Deflected from one type of target to another.
- You must choose a target that is red. You cannot choose a target that does not count as red, even if you plan on using interrupts to make the target legal once Blue Elemental Blast has been played.

Blue Ward

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from blue. The protection granted by Blue Ward does not destroy Blue Ward.

Bog Wraith

Cast Cost: 3b

Color: Black

Type: Summon Wraith

Power/Toughness: 3/3

Swampwalk

Burrowing

Cast Cost: 1

Color: Red

Type: Enchant Creature

Enchanted creature gains mountainwalk.

Castle

Cast Cost: 3W

Color: White

Type: Enchantment

All untapped creatures you control get +0/+2 when not attacking.

Celestial Prism

Cast Cost: 3

Color: None

Type: Artifact

2,T: Add one mana of any color to your mana pool. Play this ability as an interrupt.

Channel

Cast Cost: GG

Color: Green

Type: Sorcery

Until end of turn, you have the ability to pay 1 life to add one colorless mana to your mana pool. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- You do not decide how much life to spend on this effect when you play Channel. It simply gives you the ability to spend life on mana for the rest of the turn.
- You cannot spend more life than you have; thus, you cannot take advantage of this ability if you are below 1 life.

Chaoslace

Cast Cost: r
Color: Red
Type: Interrupt

Target permanent or spell becomes red. Costs to cast, tap, maintain, or use a special ability of that spell or permanent remain unchanged.

Circle of Protection: Black

Cast Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from one black source. Further damage from that source is treated normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, and only if there is appropriate damage to prevent. However, you may use the Circle on the same damage more than once.

Circle of Protection: Blue

Cast Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from one blue source. Further damage from that source is treated normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, and only if there is appropriate damage to prevent. However, you may use the Circle on the same damage more than once.

Circle of Protection: Green

Cast Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from one green source. Further damage from that source is treated normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, and only if there is appropriate damage to prevent. However, you may use the Circle on the same damage more than once.

Circle of Protection: Red

Cast Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from one red source. Further damage from that source is treated normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, and only if there is appropriate damage to prevent. However, you may use the Circle on the same damage more than once.

Circle of Protection: White

Cast Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from one white source. Further damage from that source is treated normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, and only if there is appropriate damage to prevent. However, you may use the Circle on the same damage more than once.

Clockwork Beast

Cast Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 0/4

When Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast attacked or blocked, remove one of these counters.

X,T: Put X +1/+0 counters back on Clockwork Beast. You may have no more than seven of these counters on Clockwork beast. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Loses a counter at the end of any combat in which it is assigned to attack or block. Whether it remains in combat, or deals its damage, is irrelevant.
- It can only lose one counter each combat, even if it manages to both attack and block.
- Its rewinding ability has an activation cost, and may be countered normally.

Cockatrice

Cast Cost: 3gg

Color: Green

Type: Summon Cockatrice

Power/Toughness: 2/4

Flying

Whenever a non-wall creature blocks or is blocked by Cockatrice, destroy that creature at the end of combat.

Conservator

Cast Cost: 4

Color: None

Type: Artifact

3, T: Prevent up to 2 damage to you.

Control Magic

Cast Cost: 2UU

Color: Blue

Type: Enchant Creature

Gain control of enchanted creature.

Wizards of the Coast Rulings:

- You lose control of the creature as soon as Control Magic is removed.
- Remember that the creature will have summoning sickness when you gain control of it.

Conversion

Cast Cost: 2WW

Color: White

Type: Enchantment

During your upkeep, pay WW or bury Conversion. All mountains are basic plains.

Counterspell

Cast Cost: UU

Color: Blue

Type: Interrupt

Counter target spell.

Craw Wurm

Cast Cost: 4gg

Color: Green

Type: Summon Wurm

Power/Toughness: 6/4

Creature Bond

Cast Cost: 1U

Color: Blue

Type: Enchant Creature

If enchanted creature is put into the graveyard, Creature Bond deals an amount of damage equal to that creature's toughness to the creature's controller.

Crusade

Cast Cost: WW

Color: White

Type: Enchantment

All white creatures get +1/+1.

Crystal Rod

Cast Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only once for each successfully cast blue spell. Use this ability either when that spell is successfully cast or later in the turn.

Cursed Land

Cast Cost: 2bb

Color: Black

Type: Enchant Land

During enchanted land's controller's upkeep, Cursed Land deals 1 damage to that player.

Dark Ritual

Cast Cost: b

Color: Black

Type: Interrupt

Add bbb to your mana pool.

Death Ward

Cast Cost: W

Color: White

Type: Instant

Regenerate target creature.

Deathgrip

Cast Cost: bb

Color: Black

Type: Enchantment

bb: Counter target green spell. Play this ability as an interrupt.

Deathlace

Cast Cost: b

Color: Black

Type: Interrupt

Target permanent or spell becomes black. Costs to cast, tap, maintain or use a special ability of that spell or permanent remain unchanged.

Dingus Egg

Cast Cost: 4

Color: None

Type: Artifact

Whenever a land is put into the graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Wizards of the Coast Rulings:

- If more than one land is put into the graveyard at the same time, Dingus Egg deals damage once for each such land. Thus, Circle of Protection: Artifacts would have to be powered once for each land in order to prevent all of the damage.
- If Dingus Egg is put into the graveyard at the same time as the lands, it still deals its damage.

Disenchant

Cast Cost: 1W

Color: White

Type: Instant

Destroy target Artifact or enchantment.

Disintegrate

Cast Cost: XR

Color: Red

Type: Sorcery

Disintegrate deals X damage to target creature or player. That creature cannot Regenerate until end of turn. If the creature is dealt lethal damage this turn, remove it from the game.

Wizards of the Coast Rulings:

- The target creature will be removed from the game if it receives lethal damage at any point during the turn, even if Disintegrate itself does not deal any damage to the creature (for example, if the X is 0). If the creature is removed from the game in this way, it is not put into the graveyard first, as is normal for a creature that receives lethal damage.
- The creature is also flatly prohibited from regenerating this turn, even if Disintegrate deals no damage to the creature. This includes being unable to regenerate from being destroyed.

Disrupting Scepter

Cast Cost: 3

Color: None

Type: Artifact

3,T: Target player chooses and discards a card. Use this ability only during your turn.

Wizards of the Coast Rulings:

- The card to be discarded is not chosen until the effect resolves, even if you target yourself with it.

Dragon Whelp

Cast Cost: 2rr

Color: Red

Type: Summon Dragon

Power/Toughness: 2/3

Flying

r: +1/+0 until end of turn.

If you spend more than rrr in this way during one turn, destroy Dragon Whelp at end of turn.

Drain Life

Cast Cost: 1b

Color: Black

Type: Sorcery

Drain Life deals 1 damage to a single target creature or player for each b you pay in addition to the casting cost. For each 1 damage Drain Life deals, gain 1 life.

Wizards of the Coast Rulings:

- As with any special cost, you decide how much b to spend on dealing damage as you play the spell, and spend the mana at that time. You cannot change your mind later, and deal more or less damage than you originally decided to deal.

Drain Power

Cast Cost: UU

Color: Blue

Type: Sorcery

Target player draws all available mana from his or her lands. Then put all mana in that player's mana pool into yours.

Wizards of the Coast Rulings:

- Remember that the target player can respond normally with fast effects, and thus use his mana before you can steal it.
- Drain Power will draw as much mana as possible out of the target's lands, so if a land has more than one mana-producing ability, whichever one produces the most mana is used. If there is a tie for this, the target player chooses which ability is used. For example, Havenwood Battleground would have to produce two mana, but the target could choose which type of mana a Veldt produced.
- Note that the target player can simply tap all of his lands for mana before Drain Power resolves, and thus have complete control over the amount and nature of the mana that is stolen.
- Lands that do not produce mana are ignored by this effect.

Drudge Skeletons

Cast Cost: 1b

Color: Black

Type: Summon Skeletons

Power/Toughness: 1/1

b: Regenerate

Dwarven Warriors

Cast Cost: 2r

Color: Red

Type: Summon Dwarves

Power/Toughness: 1/1

T: Target creature with power 2 or less cannot be blocked this turn.

Wizards of the Coast Rulings:

- Remember that making a creature unblockable once it has already been blocked accomplishes nothing.

Earth Elemental

Cast Cost: 3rr

Color: Red

Type: Summon Elemental

Power/Toughness: 4/5

Earthquake

Cast Cost: X^R

Color: Red

Type: Sorcery

Earthquake deals X damage to each creature without Flying and each player.

Elvish Archers

Cast Cost: 1g

Color: Green

Type: Summon Elves

Power/Toughness: 2/1

First Strike

Evil Presence

Cast Cost: b

Color: Black

Type: Enchant Land

Enchanted land is a basic swamp.

Fear

Cast Cost: bb

Color: Black

Type: Enchant Creature

Enchanted creature cannot be blocked except by artifact creatures or black creatures.

Feedback

Cast Cost: 2U

Color: Blue

Type: Enchant Enchantment

During enchanted enchantment's controller's upkeep, Feedback deals 1 damage to that player.

Fire Elemental

Cast Cost: 3rr

Color: Red

Type: Summon Elemental

Power/Toughness: 5/4

Fireball

Cast Cost: XR

Color: Red

Type: Sorcery

Fireball deals X damage, divided evenly, rounded down, among any number of target creatures and/or players. Pay an additional 1 for each target beyond the first.

Wizards of the Coast Rulings:

- Remember that you cannot target something twice when you play a spell, so if you split the Fireball, you must choose a different target each time.
- The mana spent to choose additional targets is not part of the casting cost.

Firebreathing

Cast Cost: 1

Color: Red

Type: Enchant Creature

1: Enchanted creature gets +1/+0 until end of turn.

Flashfires

Cast Cost: 3r

Color: Red

Type: Sorcery

Destroy all plains.

Flight

Cast Cost: U

Color: Blue

Type: Enchant Creature

Enchanted creature gains Flying.

Fog

Cast Cost: G

Color: Green

Type: Instant

Creatures deal no damage in combat this turn.

Force of Nature

Cast Cost: 2 ggggg

Color: Green

Type: Summon Force

Power/Toughness: 8/8

Trample

During your upkeep, pay ggggg or Force of Nature deals 8 damage to you.

Wizards of the Coast Rulings:

- You are not required to pay the upkeep cost. If you do not, the damage can be prevented, redirected, etc. normally.

Forest

Cast Cost: 0

Color: Green

Type: Land

T: Add g to your mana pool.

Frozen Shade

Cast Cost: 2b

Color: Black

Type: Summon Shade

Power/Toughness: 0/1

b: +1/+1 until end of turn.

Fungusaur

Cast Cost: 3g

Color: Green

Type: Summon Fungusaur

Power/Toughness: 2/2

At the end of any turn in which Fungusaur is dealt damage, put a +1/+1 counter on it.

Wizards of the Coast Rulings:

- If the Fungusaur suffers damage and then regenerates, it still gets its counter, and it was damaged but not put into the graveyard.

Gaea's Liege

Cast Cost: 3ggg

Color: Green

Type: Summon Gaea's Liege

Power/Toughness: */*

Gaea's Liege has power and toughness each equal to the number of forests you control. When Gaea's Liege is attacking, these are each equal to the number of forests defending player controls.

T: Target land becomes a basic forest until Gaea's Liege leaves play.

Wizards of the Coast Rulings:

- Remember that damage accumulates over a turn. Thus, Gaea's Liege might survive damage suffered during an attack, but then die due to lethal damage after combat, if the defending player controlled more forests than you.
- Its ability is not an enchantment, so effects such as Consecrate Land do not apply to it. Also, if a land it has targeted is animated and then given protection from green, this does not end the effect.
- Each Gaea's Liege tracks the lands that it has changed, independent of any other Lieges in play. If a Liege leaves play, only the effects that that Liege has generated will end. However, there is nothing preventing multiple Lieges, or even the same Liege, from affecting a land more than once.

Giant Growth

Cast Cost: G

Color: Green

Type: Instant

Target creature gets +3/+3 until end of turn.

Giant Spider

Cast Cost: 3g

Color: Green

Type: Summon Spider

Power/Toughness: 2/4

Giant Spider can block creatures with Flying.

Glasses of Urza

Cast Cost: 1

Color: None

Type: Artifact

T: Look at target player's hand.

Gloom

Cast Cost: 2b

Color: Black

Type: Enchantment

White spells cost an additional 3 to play.

White enchantments with activation costs require an additional 3 to use.

Wizards of the Coast Rulings:

- While Gloom requires a toll to play a white spell or the ability of a white enchantment, it does not increase the casting cost of the spell, or the activation cost of the enchantment.
- For example, Spell Blasting a Disenchant costs 2UU even if Gloom is in play, and an effect reducing the activation cost of your enchantments couldn't reduce the mana payment required by Gloom.
- You only pay the Gloom cost once each time you play an enchantment's ability, even if you pay its activation cost more than once.
- The effect only applies to the activation costs of enchantments, not other costs such as upkeep costs.

Goblin Balloon Brigade

Cast Cost: 1

Color: Red

Type: Summon Goblins

Power/Toughness: 1/1

1: Flying until end of turn.

Wizards of the Coast Rulings:

- Playing the Brigade's ability only gives flying to the Brigade itself.
- You can play its ability even if it already has flying.

Goblin King

Cast Cost: 1rr

Color: Red

Type: Summon Lord

Power/Toughness: 2/2

All goblins gain mountainwalk and get +1/+1.

Wizards of the Coast Rulings:

- Its ability only helps Goblins. Despite its name, Goblin King does not count as a Goblin, so does not help itself (or other Goblin Kings).
- Its ability helps all Goblins, not just yours.

Grey Ogre

Cast Cost: 2r

Color: Red

Type: Summon Ogre

Power/Toughness: 2/2

Green Ward

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from green.

The protection granted by Green Ward does not destroy Green Ward.

Grizzly Bears

Cast Cost: 1g

Color: Green

Type: Summon Bears

Power/Toughness: 2/2

Healing Salve

Cast Cost: W
Color: White
Type: Instant

Target player gains 3 life, or prevent up to 3 damage to any creature or player.

Wizards of the Coast Rulings:

- Healing Salve is a “modal” spell. In its first mode, it gives 3 life to a target player. It may only be played in this way outside of damage prevention. When played in this mode, it may be Deflected from one player to another.
- In its second mode, it prevents up to 3 damage to a single creature or player. It may only be played in this way during damage prevention. You may spread the damage prevention between more than one source of damage; for example, you may prevent the damage from three Scryb Sprites with a single Healing Salve. If it is used to prevent damage from a single source (i.e., a single packet of damage), then it has only one target, and may be Deflected to the damage from another source.

Helm of Chatzuk

Cast Cost: 1

Color: None

Type: Artifact

1, T: Target creature gains banding until end of turn.

Wizards of the Coast Rulings:

- The ability is targeted, even under its old wordings.

Hill Giant

Cast Cost: 3r

Color: Red

Type: Summon Giant

Power/Toughness: 3/3

Holy Armor

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gets +0/+2.

W: Enchanted creature gets +0/+1 until end of turn.

Holy Strength

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gets +1/+2

Howl from Beyond

Cast Cost: xb
Color: Black
Type: Instant

Target creature gets +X/+0 until end of turn.

Howling Mine

Cast Cost: 2

Color: None

Type: Artifact

During each player's draw phase , he or she draws one card.

Wizards of the Coast Rulings:

- Drawing a card due to Howling Mine's effect is an instant that is played during the draw phase. It may be responded to normally.

Hurloon Minotaur

Cast Cost: 1rr

Color: Red

Type: Summon Minotaur

Power/Toughness: 2/3

Hurricane

Cast Cost: XG

Color: Green

Type: Sorcery

Hurricane deals X damage to each creature with Flying and each player.

Wizards of the Coast Rulings:

- Deals damage to each creature that has flying when Hurricane resolves, whether or not those creatures had flying (or were even in play) when Hurricane was played.

Hypnotic Specter

Cast Cost: 1bb

Color: Black

Type: Summon Specter

Power/Toughness: 2/2

Flying

If Hypnotic Specter damages an opponent, that player discards a card at random.

Wizards of the Coast Rulings:

- Discarding the card is a side effect of the damage, so is based on successfully dealing damage to you.
- Eliminating the damage retroactively won't recover the card that was discarded.

Instill Energy

Cast Cost: G

Color: Green

Type: Enchant Creature

Enchanted creature can attack the turn it comes into play on your side.

Q: Untap enchanted creature. Use this ability only during your turn and only once each turn.

Wizards of the Coast Rulings:

- The ability is played as an instant, not as an interrupt, so cannot be used during the casting of a spell or ability. Remember that it is the controller of the enchantment, not of the creature, who chooses when to play the ability.
- The ability can be played even if the creature cannot untap as normal.
- It only allows a creature to ignore summoning sickness for purposes of attacking. It does not allow the creature to ignore other restrictions, such as being a wall. It is still unable to use its abilities with T in the activation cost.

Iron Star

Cast Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only once for each successfully cast red spell. Use this ability either when that spell is successfully cast or later in the turn.

Ironclaw Orcs

Cast Cost: 1r

Color: Red

Type: Summon Orcs

Power/Toughness: 2/2

Ironclaw Orcs cannot be assigned to block any creature with power 2 or greater.

Ironroot Treefolk

Cast Cost: 4g

Color: Green

Type: Summon Treefolk

Power/Toughness: 3/5

Island

Cast Cost: 0

Color: None

Type: Land

T: Add U to your mana pool.

Island Sanctuary

Cast Cost: 1W

Color: White

Type: Enchantment

During your draw phase, you may decline to draw one card. If you do so, then until your next turn only creatures with Flying or islandwalk can attack you.

Wizards of the Coast Rulings:

- Each Sanctuary allows you to skip a single card during your draw phase. If you want to skip more than one card, you must have more than one Sanctuary in play.
- You can defer using the Sanctuary as long as you want, but must use it during your draw phase, and only instead of drawing a card.
- Once you have skipped a draw to pay for the effect, the effect will last for the stated duration, even if the sanctuary is removed later.

Ivory Cup

Cast Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only once for each successfully cast white spell. Use this ability either when that spell is successfully cast or later in the turn.

Jade Monolith

Cast Cost: 4

Color: None

Type: Artifact

1: Redirect to yourself all damage done to any creature.

Wizards of the Coast Rulings:

- You must use this ability during the damage prevention step resulting from the damage to be redirected, or not at all. You cannot use it retroactively.

Jayemdae Tome

Cast Cost: 4

Color: None

Type: Artifact

4, T: Draw a card.

Jump

Cast Cost: [U](#)

Color: [Blue](#)

Type: [Instant](#)

Target [creature](#) gains [Flying](#) until end of turn.

Wizards of the Coast Rulings:

- Remember that evasion abilities such as flying are only applicable while defense is chosen, so using Jump afterwards changes nothing about which creatures are blocking which.

Karma

Cast Cost: 2WW

Color: White

Type: Enchantment

During each player's upkeep, Karma deals 1 damage to that player for each swamp he or she controls.

Wizards of the Coast Rulings:

- During each player's upkeep, if that player controls any swamps, Karma will deal one packet of damage to him, for an amount equal to the number of swamps he controls.
- The player's swamps are not counted until the upkeep effect resolves.

Keldon Warlord

Cast Cost: 2rr

Color: Red

Type: Summon Lord

Power/Toughness: */*

Keldon Warlord has power and toughness each equal to the number of non-wall creatures you control.

Kormus Bell

Cast Cost: 4

Color: None

Type: Artifact

All swamps become 1/1 creatures. The swamps still count as lands.

Wizards of the Coast Rulings:

- Note that this effect does not change the color of the swamps that it animates.
- The ability applies to all swamps, regardless of who controls them.
- The lands still count as lands, as well as creatures. This means they get double-counted for Balance, and for Smoke and Winter Orb.

Ley Druid

Cast Cost: 2g

Color: Green

Type: Summon Cleric

Power/Toughness: 1/1

T: Untap target land. Play this ability as an interrupt.

Library of Leng

Cast Cost: 1

Color: None

Type: Artifact

Skip your discard phase. Whenever you are forced to discard a card, you may discard it to the top of your library instead of your graveyard. You may look at that card before choosing where to discard it.

Wizards of the Coast Rulings:

- Effects which require you to discard during their resolution are considered to force you to discard, even if you played the effect. For example, using Sindbad or Wheel of Fortune is considered a forced discard.
- Effects which require you to discard as part of the cost of playing them do not force you to discard, the card cannot be discarded to the top of your library. This includes Land's Edge, Stormbind, etc.
- When you do take advantage of the effect, you are still discarding, just to your library rather than your graveyard. So if you're forced to discard Psychic Purge, your opponent loses 5 life, even if you discard the Purge to your library.
- Because you skip your discard phase entirely, Library of Leng neutralizes Cursed Rack.
- You cannot skip a phase in progress. So if Library of Leng is tapped when your discard phase begins, and then untaps during the phase, this has effect on the discard phase of that turn.
- Grants 1 life for each and every forest that becomes tapped, regardless of why a forest becomes tapped. If more than one forest becomes tapped at the same time, you still gain 1 life for each forest that became tapped.
- This spell targets a single player when played. It may be Deflected while it is being cast, but once the enchantment is in play, its target does not change.

Lifeforce

Cast Cost: gg

Color: Green

Type: Enchantment

gg: Counter target black spell. Play this ability as an interrupt.

Lifelace

Cast Cost: G

Color: Green

Type: Interrupt

Target permanent or spell becomes green. Costs to cast, tap, maintain, or use a special ability of that spell or permanent remain unchanged.

Lifetap

Cast Cost: [UU](#)

Color: [Blue](#)

Type: [Enchantment](#)

Whenever a [forest controlled](#) by target opponent becomes [tapped](#), gain 1 life.

Wizards of the Coast Rulings:

- Grants 1 life for each and every forest that becomes tapped, regardless of why a forest becomes tapped. If more than one forest becomes tapped at the same time, you still gain 1 life for each forest that becomes tapped.
- This spell targets a single player when played. It may be Deflected while it is being cast, but once the enchantment is in play, its target does not change.

Lightening Bolt

Cast Cost: 1
Color: Red
Type: Instant

Lightening Bolt deals 3 damage to target creature or player.

Living Artifact

Cast Cost: G

Color: Green

Type: Enchant Artifact

For each 1 damage dealt to you, Put a vitality counter on Living Artifact.

Q: Remove a vitality counter from Living Artifact to gain 1 life. Use this ability only during your upkeep and only once each turn.

Wizards of the Coast Rulings:

- The counters are placed on the enchantment, not on the artifact. If two Living Artifacts are played on the same artifact, they cannot share their counters. Living Artifact only gains counters for damage that is successfully dealt to you.
- If the enchantment is moved by an effect such as Enchantment Alteration, all of the counters are lost.
- Living Artifact will function normally if you don't control the enchanted artifact.

Living Lands

Cast Cost: 3g

Color: Green

Type: Enchantment

All forests become 1/1 creatures. The forests still count as lands.

Llanowar Elves

Cast Cost: g

Color: Green

Type: Summon Elves

Power/Toughness: 1/1

I: Add g to your mana pool. Play this ability as an interrupt.

Lord of Atlantis

Cast Cost: UU

Color: Blue

Type: Summon Lord

Power/Toughness: 2/2

All Merfolk gain islandwalk and get +1/+1.

Lord of the Pit

Cast Cost: 4bbb

Color: Black

Type: Summon Demon

Power/Toughness: 7/7

Flying

Trample

During your upkeep, sacrifice a creature other than Lord of the Pit. If you cannot, Lord of the Pit deals 7 damage to you.

Wizards of the Coast Rulings:

- If you have any other creatures in play at the time you pay Lord of the Pit's upkeep cost, you must sacrifice one of them. If you cannot, Lord of the Pit deals 7 damage to you. This is normal black damage which may be prevented normally.
- You can sacrifice one Lord of the Pit to another, but cannot sacrifice two Lords of the Pit to each other.

Lure

Cast Cost: 1gg

Color: Green

Type: Enchant Creature

All creatures able to block enchanted creature do so. If a creature is forced to block more attackers than allowed, defending player assigns that creature to block as many of these attackers as allowed.

Wizards of the Coast Rulings:

- Lure simply forces all creatures capable of blocking the Lured creature to do so. It does not require the defending player to make his creatures capable of neutralizing any evasion abilities the attacker might have. For example, if the attacker has flying, the defending player is not required to power up his Goblin Balloon Brigade.
- Creatures that cannot be assigned to block the Lured attacker may be assigned to block normally.

Magical Hack

Cast Cost: U

Color: Blue

Type: Interrupt

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.”

Wizards of the Coast Rulings:

- Edits all occurrences of the basic land word that appear on the card. It can only change occurrences in the text box, and cannot change proper names.
- You are not required to choose a change that can be made. For example, you can target a spell or permanent with no basic land types in its text. However, you cannot edit text to and from the same basic land type.
- There are only five basic land types: plains, island, swamp, mountain, and forest. This spell cannot add or delete the word “snow-covered.”

Mahamoti Djinn

Cast Cost: 4UU

Color: Blue

Type: Summon Djinn

Power/Toughness: 5/6

Flying

Mana Flare

Cast Cost: 2r

Color: Red

Type: Enchantment

Whenever a land is tapped for mana, it produces one additional mana of the same type.

Wizards of the Coast Rulings:

- The enchantment only causes lands to produce additional mana when they are tapped for mana, not when they are tapped for other reasons.
- The effects triggers when the land is tapped for mana, but the additional mana is not produced until the land's effect resolves. Thus, interrupting the tapping of the land to Blast the enchantment will not cancel the additional mana.
- If a land has more than one mana-producing ability, the “appropriate mana” is based on the ability that was actually used.
- If the ability that was used produces mana of more than one type, you can choose which type of mana is produced by Mana Flare. If there is more than one Mana Flare in play, you make a separate choice for each Mana Flare.

Mana Short

Cast Cost: 2U

Color: Blue

Type: Instant

Tap all lands target player controls. That player's mana pool empties.

Wizards of the Coast Rulings:

- Remember that this spell is an instant, so may be responded to normally with fast effects. The target's lands and mana pool aren't affected until Mana Short resolves.
- Thus, Mana Short does not prevent your opponent from using his mana. It just forces him to do so now, or not at all.
- Also, it can do nothing about mana that has already been spent.
- All of the target's lands are tapped, even those which do not produce mana.

Mana Vault

Cast Cost: 1

Color: None

Type: Artifact

Does not untap during your untap phase. If Mana Vault is tapped at the end of your upkeep, it deals 1 damage to you.

4: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep.

T: Add 3 to your mana pool. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- Mana Vault's ability to untap itself works while it is tapped, but may only be played during upkeep. If played, it untaps the Mana Vault at end of upkeep.
- The ability to untap it has an activation cost, so works in all ways like an activated effect.
- It deals 1 damage to you at the end of your upkeep if it is tapped at that time. Whether it was ever untapped during upkeep is unimportant.

Manabarbs

Cast Cost: 3r

Color: Red

Type: Enchantment

Whenever a land is tapped for mana, Manabarbs deals 1 damage to that land's controller.

Wizards of the Coast Rulings:

- Deals damage separately for each land that is tapped for mana. Thus, you would have to power a Circle of Protection: Red once for each land tapped for mana in order to prevent all of the damage.
- However, because all of the damage is from the same source, Reverse Damage will scoop up all the damage Manabarbs has dealt to you this turn.

Meekstone

Cast Cost: 1

Color: None

Type: Artifact

No creature with power 3 or greater untaps during its controller's untap phase.

Merfolk of the Pearl Trident

Cast Cost: U

Color: Blue

Type: Summon Merfolk

Power/Toughness: 1/1

Mesa Pegasus

Cast Cost: 1W

Color: White

Type: Summon Pegasus

Power/Toughness: 1/1

Flying

Banding

Mind Twist

Cast Cost: xb

Color: Black

Type: Sorcery

Target player discards X cards at random. If that player does not have enough cards, the player discards his or her entire hand.

Wizards of the Coast Rulings:

- Because Mind Twist targets any player, it may be Deflected to its caster.

Mons Goblin Raiders

Cast Cost: 1

Color: Red

Type: Summon Goblins

Power/Toughness: 1/1

Mountain

Cast Cost: 0

Color: None

Type: Land

T: Add r to your mana pool.

Nether Shadow

Cast Cost: bb

Color: Black

Type: Summon Shadow

Power/Toughness: 1/1

At the end of your upkeep, if Nether Shadow is in your graveyard with at least three creatures above it, you may put it into play.

Nether Shadow ignores summoning sickness.

Wizards of the Coast Rulings:

- The Shadow returns to play at the end of your upkeep, if appropriate, at no cost. If more than one Shadow is eligible to return to play, they enter play one at a time.

Nevinyrral's Disk

Cast Cost: 4

Color: None

Type: Artifact

Comes into play tapped.

1, T: Destroy all artifacts, creatures, and enchantments.

Wizards of the Coast Rulings:

- A creature destroyed by this effect may be regenerated by enchantments played on it, unless doing so requires sacrificing the enchantment, which would also be on its way to the graveyard. So Regeneration's ability may be used, but Thrull Retainer's may not.
- The Disk destroys itself during resolution, not as a cost. However, it is destroying itself, for purposes of Guardian Beast, Consecrate land, and Pyramids.

Nightmare

Cast Cost: 5b

Color: Black

Type: Summon Nightmare

Power/Toughness: */*

Flying

Nightmare has power and toughness each equal to the number of swamps you control.

Wizards of the Coast Rulings:

- If you have no swamps, the Nightmare dies due to having 0 toughness, unless another effect (e.g. Bad Moon) keeps its toughness above 1. During the resulting damage prevention step, you may Hack the Nightmare to depend on a land type other than swamps. If this results in it having non-lethal damage at the end of damage prevention, it does not die.

Northern Paladin

Cast Cost: 2WW

Color: White

Type: Summon Paladin

Power/Toughness: 3/3

WW, T: Destroy target black permanent.

Obsianus Golem

Cast Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 4/6

Orcish Artillery

Cast Cost: 1rr

Color: Red

Type: Summon Orcs

Power/Toughness: 1/3

T: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Wizards of the Coast Rulings:

- You do not take the 3 damage if the effect fizzles. Preventing the damage to you does not cancel the damage dealt to its target.

Orcish Oriflamme

Cast Cost: 3r

Color: Red

Type: Enchantment

All attacking creatures you control get +1/+0.

Paralyze

Cast Cost: b

Color: Black

Type: Enchant Creature

When Paralyze comes into play, tap enchanted creature. That creature does not untap during controller's untap phase. That player may pay an additional 4 during his or her upkeep to untap the creature.

Wizards of the Coast Rulings:

- The creature's controller may pay to untap it more than once per turn.
- The creature becomes tapped when Paralyze comes into play, not before. Being tapped does not make a creature an illegal target for Paralyze.
- Remember that all untap costs are cumulative, so you would pay 8 to untap a doubly Paralyzed creature.

Pearled Unicorn

Cast Cost: 2W

Color: White

Type: Summon Unicorn

Power/Toughness: 2/2

Personal Incarnation

Cast Cost: 3WWW

Color: White

Type: Summon Avatar

Power/Toughness: 6/6

Owner may redirect to self any amount of damage dealt to Personal Incarnation. If Personal Incarnation is put into the graveyard from play, its owner loses half of his or her life, round up.

Wizards of the Coast Rulings:

- When Personal Incarnation is put into the graveyard from play, you lose half your life. This is loss of life, so may not be prevented, redirected, etc. If your life total is negative, it does not change.
- Remember that it is the owner of the Incarnation who loses life, not its controller, even if the Incarnation was put into play by someone other than its owner (e.g., revived by Animate Dead).
- If an effect that deals damage triggers off the death of the Incarnation (e.g., it was enchanted with Creature Bond), you lose half your life before suffering the damage, as the damage is delayed until all triggered effects have resolved.
- If two of your Incarnations die, you lose half your life, then half of what's left.

Pestilence

Cast Cost: 2bb

Color: Black

Type: Enchantment

At the end of any turn, if there are no creatures in play, bury Pestilence.

b: Pestilence deals 1 damage to each creature and player.

Wizards of the Coast Rulings:

- The damage will smack into creatures from protection from black, but will be reduced to 0 by the protection. The same is true of any appropriate effects that reduce damage dealt to a creature or player.
- Because the ability has an activation cost, you may pay any amount of black mana when you play the ability to deal that much damage as a single effect. For example, if you play the ability in this way, you need spend only 1 on a Circle of Protection: Black to prevent that damage dealt to you.
- Alternatively, you can play the ability more than once, spending only b at a time, to force a player to spend more than 1 to prevent all damage with a Circle.
- At the end of each turn, Pestilence goes away, even if there is an effect scheduled to produce a creature, such as the generation of a Rukh. Remember that the active player chooses the order of “at end of turn” effects, so may choose to let the Pestilence go away before the new creature(s) appear.
- An Assembly Worker will keep Pestilence in play, as it does not deanimate until Pestilence has checked for the existence of creatures.

Phantasmal Forces

Cast Cost: 3U

Color: Blue

Type: Summon Phantasm

Power/Toughness: 4/1

Flying

During your upkeep, pay U or bury Phantasmal Forces.

Phantasmal Terrain

Cast Cost: UU

Color: Blue

Type: Enchant Land

Enchanted land becomes any basic land type of your choice.

Wizards of the Coast Rulings:

- You may only choose one of the five basic land types: plains, island, swamp, mountain, and forest. You choose the land type as you play the enchantment, not once it comes into play.
- Remember that changing a land's type only changes its name, its card type, and its text box. Characteristics such as its color and expansion symbol (or lack thereof) are not affected.
- This effect will override previous effects, and be overridden by later effects, normally.

Phantom Monster

Cast Cost: 3U

Color: Blue

Type: Summon Phantasm

Power/Toughness: 3/3

Flying

Pirate Ship

Cast Cost: 4U

Color: Blue

Type: Summon Ship

Power/Toughness: 4/3

Pirate Ship cannot attack if defending player controls no islands. If at any time you control no islands, bury Pirate Ship.

T: Pirate Ship deals 1 damage to target creature or player.

Plague Rats

Cast Cost: 2b

Color: Black

Type: Summon Rats

Power/Toughness: */*

Plague Rats has power and toughness each equal to the total number of Plague Rats in play.

Wizards of the Coast Rulings:

- The power and toughness of the Plague rats are each equal to the total number of cards named Plague Rats in play, regardless of who controls them. Other types of rats do not count, but copies of Plague Rats do.

Plains

Cast Cost: 0

Color: None

Type: Land

T: Add W to your mana pool.

Power Leak

Cast Cost: 1U

Color: Blue

Type: Enchant Enchantment

During enchanted enchantment's controller's upkeep , Power Leak deals 2 damage to him or her. For each 1 damage dealt to that player, he or she may pay 1 to prevent that damage.

Power Sink

Cast Cost: XU

Color: Blue

Type: Interrupt

Counter target spell unless that spell's caster pays an additional X. That player draws and pays all available mana from lands and mana pool until X is paid; he or she may draw and pay mana from other sources if desired.

Wizards of the Coast Rulings:

- You are only required to use up your lands, and any mana that is already in your pool, in an attempt to pay off the Power Sink's effect. You may use other mana sources to pay it off, but are not required to.
- Remember that the spell's controller can play interrupts before Power Sink resolves, thus use his mana before he is forced to spend it.
- Power Sink will draw as much mana as possible out of the target's lands, so if a land has more than one mana-producing ability, whichever one produces the most mana is used. If there is a tie for this, the spell's controller chooses which ability is used. For example, Havenwood Battleground would have to produce two mana.
- Note that the spell's controller can simply tap all of his lands for mana before Power Sink resolves, and thus have complete control over the amount of mana that is produced.
- Lands that do not produce mana are ignored by the effect. Lands whose mana cannot be used to pay for Power Sink (e.g., Mishra's Workshop) are also ignored.

Power Surge

Cast Cost: rr

Color: Red

Type: Enchantment

During each player's upkeep, Power Surge deals 1 damage to that player for each untapped land he or she controlled at the beginning of the turn.

Wizards of the Coast Rulings:

- The number of untapped lands is counted at the start of your turn, before your untap phase.
- The damage is not dealt until upkeep, and is dealt in a single packet. Thus, spending 1 on a Circle of Protection: Red will be sufficient to stop all of the damage.

Prodigal Sorcerer

Cast Cost: 2U

Color: Blue

Type: Summon Sorcerer

Power/Toughness: 1/1

T: Prodigal Sorcerer deals 1 damage to target creature or player.

Psychic Venom

Cast Cost: 1U

Color: Blue

Type: Enchant Land

Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Wizards of the Coast Rulings:

- The enchantment triggers when the land becomes tapped for any reason.

Purelace

Cast Cost: W

Color: White

Type: Interrupt

Target permanent or spell becomes white. Costs to cast, tap, maintain, or use a special ability of that spell or permanent remain unchanged.

Raise Dead

Cast Cost: b

Color: Black

Type: Sorcery

Put target creature from your graveyard into your hand.

Red Elemental Blast

Cast Cost: 1
Color: Red
Type: Interrupt

Counter target blue spell or destroy target blue permanent.

Wizards of the Coast Rulings:

- This is a modal spell that is played either to counter a spell or destroy a permanent. Thus, it may not be Deflected from one type of target to another.
- You must choose a target that is blue. You cannot choose a target that does not count as blue, even if you plan on using interrupts to make the target legal once Red Elemental Blast has been played.

Red Ward

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from red. The protection granted by Red Ward does not destroy Red Ward.

Regeneration

Cast Cost: 1g

Color: Green

Type: Enchant Creature

g: Regenerate enchanted creature.

Reverse Damage

Cast Cost: 1WW

Color: White

Type: Instant

All damage dealt to you from one source this turn is retroactively added to your life total instead of subtracted from it. Further damage from that source is treated normally.

Wizards of the Coast Rulings:

- This may be played during the step in which the damage is dealt, or later in the turn. If you play it later in the turn, any side effects of the damage are not undone.
- If a source dealt damage to you at different times over the turn, you still total all of the damage from that source and reverse it.
- Only unprevented damage is reversed, and reversing the damage prevents it. So Reverse Damage does not stack usefully against the same source.
- Mana burn is considered damage, with the mana pool being the source of the damage, so you may Reverse all of the mana burn you have taken this turn. However, the mana that burned you cannot pay for Reverse Damage.

Righteousness

Cast Cost: W

Color: White

Type: Instant

Target blocking creature gets +7/+7 until end of turn.

Wizards of the Coast Rulings:

- Can only target blocking creatures, so can only be played after defense is chosen and before damage dealing.

Rod of Ruin

Cast Cost: 4

Color: None

Type: Artifact

3, T: Rod of Ruin deals 1 damage to target creature or player.

Royal Assassin

Cast Cost: 1bb

Color: Black

Type: Summon Assassin

Power/Toughness: 1/1

T: Destroy target tapped creature.

Wizards of the Coast Rulings:

- If the creature is untapped before the effect resolves, the effect fizzles.
- The Assassin cannot target himself since he is untapped at the time at which you choose the target.

Samite Healer

Cast Cost: 1W

Color: White

Type: Summon Cleric

Power/Toughness: 1/1

I: Prevent 1 damage to any creature or player.

Savannah Lions

Cast Cost: W

Color: White

Type: Summon Lions

Power/Toughness: 2/1

Scathe Zombies

Cast Cost: 2b

Color: Black

Type: Summon Zombies

Power/Toughness: 2/2

Scavenging Ghoul

Cast Cost: 3b

Color: Black

Type: Summon Ghoul

Power/Toughness: 2/2

At the end of any turn, put a corpse counter on Scavenging Ghoul for each creature put into the graveyard from play this turn.

0: Remove a corpse counter from Scavenging Ghoul to Regenerate it.

Wizards of the Coast Rulings:

- As with other Ghouls, it will get counters for creatures that were put into the graveyard before the Ghoul came into play, but only for creatures that died that turn.
- The Ghoul may regenerate itself whether it is being destroyed due to an effect, or due to lethal damage.

Scryb Sprites

Cast Cost: G

Color: Green

Type: Summon Faeries

Power/Toughness: 1/1

Flying

Sea Serpent

Cast Cost: 5U

Color: Blue

Type: Summon Serpent

Power/Toughness: 5/5

Sea Serpent cannot attack if defending player controls no islands. If at any time you control no islands, bury Sea Serpent.

Wizards of the Coast Rulings:

- If at any time you control no islands, Sea Serpent is buried. This will lead to a damage prevention step, but Hacking the Serpent to a land type you do have available will not save the Serpent in and of itself. You would also have to prevent the burial somehow.

Sengir Vampire

Cast Cost: 3bb

Color: Black

Type: Summon Vampire

Power/Toughness: 4/4

Flying

Whenever a creature is put into the graveyard the same turn Sengir Vampire damaged it, put a +1/+1 counter on Sengir vampire.

Wizards of the Coast Rulings:

- If it successfully deals damage to a creature, it will get a counter if that permanent is put into the graveyard during that turn, even if the permanent is no longer a creature by the time it is put into the graveyard.

Serra Angel

Cast Cost: 3WW

Color: White

Type: Summon Angel

Power/Toughness: 4/4

Flying

Attacking does not cause Serra Angel to tap.

Shanodin Dryads

Cast Cost: G

Color: Green

Type: Summon Nymphs

Power/Toughness: 1/1

Forestwalk

Shatter

Cast Cost: 1r

Color: Red

Type: Instant

Destroy target Artifact.

Shivan Dragon

Cast Cost: 4 \overline{rr}

Color: Red

Type: Summon Dragon

Power/Toughness: 5/5

Flying

\overline{r} : +1/+0 until end of turn.

Simulacrum

Cast Cost: 1b
Color: Black
Type: Instant

All damage dealt to you this turn is retroactively dealt to target creature you control instead of subtracted from your life total. Further damage is treated normally.

Wizards of the Coast Rulings:

- This spell just redirects damage, so the color, source, and so forth of the damage is maintained. Thus, if red damage is redirected onto a Repentant Blacksmith, the Blacksmith's protection reduces the damage to 0.
- Because the damage is redirected, any side effect of the damage follows it around unless Simulacrum is being used retroactively.
- This spell only has one target: one of your creatures. It may be Deflected to another one of your creatures. Because it does not target damage, it may be used retroactively even if you have not suffered any damage this turn.
- You may target a creature that is already suffering lethal damage.

Siren's Call

Cast Cost: U
Color: Blue
Type: Instant

Play only during target opponent's turn before his or her attack. All non-wall creatures that can attack must attack this turn. At end of turn, destroy all of these creatures that did not attack. Siren's Call does not affect creatures brought under opponent's control this turn.

Wizards of the Coast Rulings:

- Only the creatures the target controls during resolution of Siren's Call are forced to attack. Walls and creatures with summoning sickness are ignored by the effect.
- May not be Deflected, since it targets the player whose turn it is.

Sleight of Mind

Cast Cost: U

Color: Blue

Type: Interrupt

Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change “non-green creature” to “non-red creature.” Sleight of Mind cannot change mana symbols.

Wizards of the Coast Rulings:

- Edits all occurrences of the color word that appear on the card. It can only change occurrences in the text box, and cannot change proper names.
- You are not required to choose a change that can be made. For example, you can target a spell or permanent with no color words in its text. However, you cannot edit text to and from the same color word.
- There are only five color words: white, blue, black, red, and green. You cannot edit text to or from another word, not even “colorless.”
- You cannot usefully Sleight a card’s definition of its own color. This applies to cards such as Dark Heart of the Wood and the various Kobolds.

Smoke

Cast Cost: rr

Color: Red

Type: Enchantment

No more than one creature untaps during each player's untap phase.

Wizards of the Coast Rulings:

- Animated lands are subject to both Smoke and Winter Orb, so allowing one to untap will use up your “one creature” and your “one land.”
- You can only choose a creature that can untap, and that creature must untap. For example, you cannot choose your untapped Rubina Soulsinger, and then decline to tap her after all. If all of your creatures are prohibited from untapping, or untap at your option, you may decline to untap none of them.

Soul Net

Cast Cost: 1

Color: None

Type: Artifact

1: Gain 1 life . Use this ability only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.

Wizards of the Coast Rulings:

- Each time a creature is put into the graveyard from play, you may spend 1 (and only 1) to gain 1 life. You must do so as soon as the effect triggers, or not at all.
- If the Soul Net is animated, it cannot trigger on its own death, as it is in the graveyard by the time you would pay the mana.
- Because the effect is triggered, it may not be countered.

Spell Blast

Cast Cost: XU

Color: Blue

Type: Interrupt

Counter target spell with casting_cost equal to X.

Stasis

Cast Cost: 1U

Color: Blue

Type: Enchantment

Each player skips his or her untap phase . During your upkeep, pay U or bury Stasis.

Steal Artifact

Cast Cost: 2UU

Color: Blue

Type: Enchant Artifact

Gain control of enchanted artifact.

Wizards of the Coast Rulings:

- You lose control of the artifact as soon as Steal Artifact is removed.
- Remember that the artifact will have summoning sickness when you gain control of it.

Stone Giant

Cast Cost: 2rr

Color: Red

Type: Summon Giant

Power/Toughness: 3/4

T: Target creature you control, which must have a toughness less than Stone Giant's power, gains Flying until end of turn. Destroy that creature at end of turn.

Wizards of the Coast Rulings:

- Yes, the Giant can target itself with its ability if you can adjust its power and toughness properly. This is very unlikely to be useful.

Stone Rain

Cast Cost: 2r

Color: Red

Type: Sorcery

Destroy target land.

Stream of Life

Cast Cost: XG

Color: Green

Type: Sorcery

Target player gains X life.

Sunglasses of Urza

Cast Cost: 3

Color: None

Type: Artifact

You may use white mana in your mana pool as either white or red mana.

Swamp

Cast Cost: 0

Color: Black

Type: Land

T: Add b to you mana pool.

Swords to Plowshares

Cast Cost: W
Color: White
Type: Instant

Remove target creature from the game. The creature's controller gains life equal to its power.

Wizards of the Coast Rulings:

- The creature leaves the game directly, without entering the graveyard first.
- Remember that a creature whose power is less than 0 is treated as having 0 power for all purposes except modifying its power, so you won't take any damage if a negative power creature is Plowed. But you don't gain life, either.

Terror

Cast Cost: 1b
Color: Black
Type: Instant

Bury target non-black, non-Artifact creature.

The Hive

Cast Cost: 5

Color: None

Type: Artifact

5, T: Put a Wasp Token into play. Treat this token as a 1/1 artifact creature with Flying.

Thicket Basilisk

Cast Cost: 3gg

Color: Green

Type: Summon Basilisk

Power/Toughness: 2/4

Whenever a non-wall creature blocks or is blocked by Thicket Basilisk, destroy that non-wall creature at the end of combat.

Wizards of the Coast Rulings:

- The Basilisk's effect triggers whenever it blocks a creature, or a creature blocks it. That creature is scheduled to be destroyed at end of combat.
- The ability triggers on creatures blocking each other for any reason. For example, if the Basilisk is assigned to block a member of a band, it blocks everything in the band, so all of those creatures are scheduled to be destroyed. Walls never trigger the ability.
- The effect is not targeted, so abilities such as protection from green will not let a creature avoid the effect.
- The Basilisk's effect merely destroys the creatures that block or are blocked by it, so they may regenerate normally.
- Regenerating a creature during combat does not stop the Basilisk effect from applying to it at end of combat.

Thoughtlace

Cast Cost: U

Color: Blue

Type: Interrupt

Target permanent or spell becomes blue. Costs to cast, tap, maintain, or use a special ability of that spell or permanent remain unchanged.

Throne of Bone

Cast Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only once for each successfully cast black spell. Use this ability either when the spell is successfully cast or later in the turn.

Timber Wolves

Cast Cost: G

Color: Green

Type: Summon Wolves

Power/Toughness: 1/1

Banding

Tranquility

Cast Cost: 2g

Color: Green

Type: Sorcery

Destroy all enchantments.

Tsunami

Cast Cost: 3g
Color: Green
Type: Sorcery

Destroy all islands.

Tunnel

Cast Cost: r
Color: Red
Type: Instant

Bury target wall.

Twiddle

Cast Cost: [U](#)

Color: [Blue](#)

Type: [Instant](#)

[Tap or untap](#) target [Artifact](#), [creature](#), or [land](#)

Wizards of the Coast Rulings:

- Twiddle does not prevent the target's [controller](#) from using the target. It does force him to use the target now, or not at all.
- Cards which simply trigger on the target becoming tapped (or untapped) trigger normally.
- This is a modal spell that is played either to tap its target, or to untap its target; it does not simply toggle the target when it resolves. It can be Deflected from one type of permanent to another, but this will not change whether the target is to be tapped or untapped.

Unholy Strength

Cast Cost: b

Color: Black

Type: Enchant Creature

Enchanted creature gets +2/+1.

Unsummon

Cast Cost: U

Color: Blue

Type: Instant

Return target creature to owner's hand.

Wizards of the Coast Rulings:

- Unsummon cannot be played during damage prevention. Even though it happens to let a creature avoid damage, it is not a damage prevention effect.

Uthden Troll

Cast Cost: 2r

Color: Red

Type: Summon Troll

Power/Toughness: 2/2

r: Regenerate

Verduran Enchantress

Cast Cost: 1gg

Color: Green

Type: Summon Enchantress

Power/Toughness: 0/2

Q: Draw a card . Use this ability only when you successfully cast an enchantment and only once for each enchantment cast.

Wizards of the Coast Rulings:

- You may only play the ability once, and only pay the cost (of 0) once, for each enchantment you successfully cast. Thus, a given Enchantress only allows you to draw one card for each enchantment.
- The ability triggers on the enchantment being successfully cast.
- The ability will not trigger on an enchantment being moved from one target to another.

Volcanic Eruption

Cast Cost: X UUU

Color: Blue

Type: Sorcery

Destroy X target mountains.

Volcanic Eruption deals 1 damage to each creature and player for each mountain put into the graveyard in this way.

Wall of Air

Cast Cost: 1UU

Color: Blue

Type: Summon Wall

Power/Toughness: 1/5

Flying

Wall of Bone

Cast Cost: 2b

Color: Black

Type: Summon Wall

Power/Toughness: 1/4

b: Regenerate

Wall of Brambles

Cast Cost: 2g

Color: Green

Type: Summon Wall

Power/Toughness: 2/3

g: Regenerate

Wall of Fire

Cast Cost: 1rr

Color: Red

Type: Summon Wall

Power/Toughness: 0/5

r: +1/+0 until end of turn.

Wall of Ice

Cast Cost: 2g

Color: Green

Type: Summon Wall

Power/Toughness: 0/7

Wall of Stone

Cast Cost: 1rr

Color: Red

Type: Summon Wall

Power/Toughness: 0/8

Wall of Swords

Cast Cost: 3W

Color: White

Type: Summon Wall

Power/Toughness: 3/5

Flying

Wall of Water

Cast Cost: 1UU

Color: Blue

Type: Summon Wall

Power/Toughness: 0/5

U: +1/+0 until end of turn.

Wall of Wood

Cast Cost: 9

Color: Green

Type: Summon Wall

Power/Toughness: 0/3

Wanderlust

Cast Cost: 2g

Color: Green

Type: Enchant Creature

During enchanted creature's controller's upkeep, Wanderlust deals 1 damage to that player.

War Mammoth

Cast Cost: 3g

Color: Green

Type: Summon Mammoth

Power/Toughness: 3/3

Trample

Warp Artifact

Cast Cost: bb

Color: Black

Type: Enchant Artifact

During enchanted artifact's controller's upkeep, Warp Artifact deals 1 damage to that player.

Water Elemental

Cast Cost: 3UU

Color: Blue

Type: Summon Elemental

Power/Toughness: 5/4

Weakness

Cast Cost: b

Color: Black

Type: Enchant Creature

Enchanted creature gets -2/-1.

Web

Cast Cost: G

Color: Green

Type: Enchant Creature

Enchanted creature gets +0/+2 and can block creatures with Flying.

White Knight

Cast Cost: WW

Color: White

Type: Summon Knight

Power/Toughness: 2/2

Protection from black.

First Strike.

White Ward

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from white. The protection granted by White Ward does not destroy White Ward.

Wild Growth

Cast Cost: Q

Color: Green

Type: Enchant Land

Whenever enchanted land is tapped for mana, it produces Q in addition to its normal mana.

Wizards of the Coast Rulings:

- The ability triggers when the land is tapped for mana, but does not produce the mana until the land's effect resolves.

Will-O'-The-Wisp

Cast Cost: b

Color: Black

Type: Summon Will-O'-The-Wisp

Power/Toughness: 0/1

Flying

b: Regenerate

Winter Orb

Cast Cost: 2

Color: None

Type: Artifact

No more than one land untaps during each player's untap phase.

Wooden Sphere

Cast Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only once for each successfully cast green spell. Use this ability either when that spell is successfully cast or later in the turn.

Wrath of God

Cast Cost: 2WW

Color: White

Type: Sorcery

Bury all creatures.

Wizards of the Coast Rulings:

- This effect is not targeted, and does not deal damage, so protection from white will not save a creature.

Zombie Master

Cast Cost: 1bb

Color: Black

Type: Summon Lord

Power/Toughness: 2/3

All zombies gain swampwalk and “b: Regenerate”.

Wizards of the Coast Rulings:

- He is not a Zombie, so does not grant his abilities to himself.
- The controller of each Zombie has control over the Zombie's regenerating ability.

Angry Mob

Cast Cost: 2WW

Color: White

Type: Summon Mob

Power/Toughness: 2+*/2+*

Trample

During your turn, Angry Mob has power and toughness each equal to 2 plus the total number of swamps all opponents control. Otherwise, Angry Mob has power and toughness of 2/2.

Ashes to Ashes

Cast Cost: 1bb

Color: Black

Type: Sorcery

Remove two target non-Artifact creatures from the game. Ashes to Ashes deals 5 damage to you.

Wizards of the Coast Rulings:

- If it fizzles against one target, it affects the other target normally, and you take the full 5 points of damage. If it fizzles against both targets, you take no damage.

Ball Lightning

Cast Cost: rrr

Color: Red

Type: Summon Ball Lightning

Power/Toughness: 6/1

Trample

Ball Lightning ignores summoning_sickness. At the end of any turn, bury Ball Lightning.

Wizards of the Coast Rulings:

- Ball Lightning is buried at the end of every turn.

Apprentice Wizard

Cast Cost: 1UU

Color: Blue

Type: Summon Wizard

Power/Toughness: 0/1

U, T: Add 3 to your mana pool. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- Permanents which produce mana do not initiate a spell chain. This production of mana happens at faster than interrupt speed and may not be responded to or interrupted.

Brainwash

Cast Cost: W

Color: White

Type: Enchant Creature

Enchanted creature cannot attack this turn unless its controller pays an additional 3 when attack is announced.

Brothers of Fire

Cast Cost: 1rr

Color: Red

Type: Summon Brothers

Power/Toughness: 2/2

1rr: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you.

Carnivorous Plant

Cast Cost: 3g

Color: Green

Type: Summon Wall

Power/Toughness: 4/5

Cave People

Cast Cost: 1rr

Color: Red

Type: Summon Cave People

Power/Toughness: 1/4

If Cave People attacks, it gets +1/-2 until end of turn.

1rr, T: Target creature gains mountainwalk until end of turn.

Erosion

Cast Cost: UUU

Color: Blue

Type: Enchant Land

During enchanted land's controller's upkeep, destroy that land. That player may pay 1 or 1 life to counter this effect.

Fellwar Stone

Cast Cost: 2

Color: None

Type: Artifact

T: Add one mana of any type any opponent's lands can produce to your mana pool. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- It can produce one point of any type of mana your opponent's lands can produce. If your opponent controls no land, you cannot use Fellwar Stone at all. Any special restrictions on how the mana may be spent will be copied faithfully by the Stone.
- If a land produces more than one type of mana, you can choose any of those types. For example, a City of Brass allows you to produce mana of any color.

Fissure

Cast Cost: 3rr

Color: Red

Type: Instant

Bury target creature or land

Wizards of the Coast Rulings:

- This spell does one thing (bury its target), and targets either a land or a creature, so may be Deflected from one type of permanent to the other.

Ghost Ship

Cast Cost: 2UU

Color: Blue

Type: Summon Ship

Power/Toughness: 2/4

Flying

UUU : Regenerate.

Bog Imp

Cast Cost: 1b

Color: Black

Type: Summon Imp

Power/Toughness: 1/1

Flying

Inferno

Cast Cost: 5rr

Color: Red

Type: Instant

Inferno deals 6 damage to each creature and player.

Land Leeches

Cast Cost: 1gg

Color: Green

Type: Summon Leeches

Power/Toughness: 2/2

First Strike

Leviathan

Cast Cost: 5UUUUU

Color: Blue

Type: Summon Leviathan

Power/Toughness: 10/10

Trample

Comes into play tapped and does not untap during your untap phase.

Leviathan cannot attack this turn unless you sacrifice two islands when your attack is announced.

0:

Mana Clash

Cast Cost: 1
Color: Red
Type: Sorcery

You and target opponent each flip a coin. Mana clash deals 1 damage to each player whose coin comes up tails. If either player's coin came up tails, repeat this effect.

Wizards of the Coast Rulings:

- Each point of damage is dealt separately, so you would have to power up a Circle of protection: Red multiple times to prevent all of the damage.
- This spell has a single target, namely an opponent. It does not target you, even though it affects you.

Mind Bomb

Cast Cost: [U](#)

Color: Blue

Type: [Sorcery](#)

Mind Bomb deals 3 [damage](#) to each player. For each 1 damage Mind Bomb deals to a player, that player may choose and discard a card to prevent that damage.

Wizards of the Coast Rulings:

- Cards discarded to Mind Bomb are considered to be voluntary, so effects such as [Library of Leng](#) do not apply.
- However, [Psychic Purge](#) will trigger normally if you discard it to your opponent's Mind Bomb, as Psychic Purge does not care whether the discard is forced.

Morale

Cast Cost: 1WW

Color: White

Type: Instant

All attacking creatures get +1/+1 until end of turn.

Sister of the Flame

Cast Cost: 1rr

Color: Red

Type: Summon Sisters

Power/Toughness: 2/2

T: Add r to your mana pool. Play this ability as an interrupt.

Sunken City

Cast Cost: UU

Color: Blue

Type: Enchantment

All blue creatures get +1/+1.

During your upkeep, pay UU or bury Sunken City.

Marsh Gas

Cast Cost: b

Color: Black

Type: Instant

All creatures get -2/-0 until end of turn.

Murk Dwellers

Cast Cost: 3b

Color: Black

Type: Summon Murk Dwellers

Power/Toughness: 2/2

If Murk Dwellers attacks and is not blocked, it gets +2/+0 until end of combat.

Diabolic Machine

Cast Cost: 7

Color: None

Type: Artifact Creature

Power/Toughness: 4/4

3: Regenerate

Uncle Istvan

Cast Cost: 1bbb

Color: Black

Type: Summon Uncle Istvan

Power/Toughness: 1/3

All damage dealt to Uncle Istvan by creatures is reduced to 0.

Wizards of the Coast Rulings:

- All damage dealt to Uncle Istvan by creatures, not just combat damage, is reduced to 0.

Venom

Cast Cost: 1gg

Color: Green

Type: Enchant Creature

Whenever a non-wall creature blocks or is blocked by enchanted creature, destroy that non-wall creature at the end of combat.

Wizards of the Coast Rulings:

- The ability only triggers when defense is chosen, or during the resolution of an effect such as General Jarkeld's. For example, moving Venom around with Enchantment Alteration after defense is chosen does not trigger the effect.

Word of Binding

Cast Cost: xbb

Color: Black

Type: Sorcery

Tap X target creatures.

Aladdin's Lamp

Cast Cost: 10

Color: None

Type: Artifact

X, T: Draw X cards and choose one of them. Shuffle the other cards together and put them on the bottom of your library. X cannot be 0. Use this ability instead of drawing a card.

Wizards of the Coast Rulings:

- This ability is used during the resolution of an effect that allows you to draw one or more cards. Thus it breaks the rule against playing spells or abilities during the resolution of an effect. This also means it is used before any effects that trigger on the cards being drawn (such as Zur's Weiriding) have a chance to take effect.
- When you play the ability, you "spend" one card draw, as well as the X cost. As is usual for payments, the card draw cannot be "spent" on other effects as well.
- However, you are drawing X cards when the effect resolves, and these card draws may be spent on other effects, such as Island Sanctuary. If you spend all but one of the X card draws, you keep the last card and don't put any back.

Ali Baba

Cast Cost: 1

Color: Red

Type: Summon Ali Baba

Power/Toughness: 1/1

1: Tap target Wall.

Aladdin's Ring

Cast Cost: 8

Color: None

Type: Artifact

8, I: Aladdin's Ring deals 4 damage to target creature or player.

Bird Maiden

Cast Cost: 2r

Color: Red

Type: Summon Bird Maiden

Power/Toughness: 1/2

Flying

Bottle of Suleiman

Cast Cost: 4

Color: None

Type: Artifact

1: Sacrifice Bottle of Suleiman. Flip a coin; target opponent calls heads or tails while it is in the air. If the flip ends up in your favor put a Djinn Token into play. Treat this token as a 5/5 artifact creature with Flying. Otherwise, Bottle of Suleiman deals 5 damage to you.

Wizards of the Coast Rulings:

- The Djinn created by Bottle of Suleiman does not have the *Arabian Nights* symbol and therefore is not susceptible to City in a Bottle.
- As with any such effect, the coin is flipped when the effect resolves, not when it is played.

Desert Twister

Cast Cost: 4gg

Color: Green

Type: Sorcery

Destroy target permanent.

Ebony Horse

Cast Cost: 3

Color: None

Type: Artifact

2, T: Untap target attacking creature you control. That creature neither receives nor deals damage during combat this turn.

El-Hajjaj

Cast Cost: 1bb

Color: Black

Type: Summon El Hajjaj

Power/Toughness: 1/1

For each 1 damage El-Hajjaj deals, gain 1 life. You cannot gain more life in this way than the toughness of the creature or the total life of the player that El-Hajjaj damages.

Erg Raiders

Cast Cost: 1b

Color: Black

Type: Summon Raiders

Power/Toughness: 2/3

At the end of your turn, if Erg raiders did not attack this turn, it deals 2 damage to you. Ignore this effect if Erg Raiders has summoning sickness.

Wizards of the Coast Rulings:

- They damage you at the end of your turn if you did not attack with them that turn. Why you didn't attack with them is unimportant, unless they were sick at the time.

Eye for an Eye

Cast Cost: WW

Color: White

Type: Instant

Cast only when a creature, spell, or effect deals damage to you. Eye for an Eye deals an equal amount of damage to the controller of that creature, spell or effect. If another spell or effect reduces the amount of damage dealt to you, it does not reduce the damage dealt by Eye for an Eye.

Wizards of the Coast Rulings:

- Deals damage based on the amount of damage the creature, spell, or effect assigned to you. Preventing the damage does not reduce the damage dealt by Eye for an Eye.
- It is to be played during the damage prevention step resulting from the original damage, rather than later in the turn.
- It targets the packet of damage that was chosen, so may be Deflected to another packet of damage that is dealing damage to the caster.

Flying Carpet

Cast Cost: 4

Color: None

Type: Artifact

2, T: Target creature gains Flying until end of turn. If that creature is put into the graveyard before end of turn, destroy Flying Carpet.

Wizards of the Coast Rulings:

- Once the effect has resolved, if the creature is put into the graveyard before end of turn, Flying Carpet is destroyed.

Giant Tortoise

Cast Cost: 1U

Color: Blue

Type: Summon Tortoise

Power/Toughness: 1/1

As long as Giant Tortoise is untapped, it gets +0/+3.

Hurr Jackal

Cast Cost: r

Color: Red

Type: Summon Jackal

Power/Toughness: 1/1

T: Target creature cannot Regenerate this turn.

Wizards of the Coast Rulings:

- This ability is played as an instant. It is not played during damage prevention.

Island Fish Jasconius

Cast Cost: 4UUU

Color: Blue

Type: Summon Island Fish

Power/Toughness: 6/8

Does not untap during your untap phase.

Island Fish Jasconius cannot attack if defending player controls no islands. If at any time you control no islands, bury Island Fish Jasconius.

UUU : Untap Island Fish. Use this ability only during your upkeep.

Jandor's Saddlebags

Cast Cost: 2

Color: None

Type: Artifact

3, T: Untap target creature.

Junun Efreet

Cast Cost: 1bb

Color: Black

Type: Summon Efreet

Power/Toughness: 3/3

Flying

During your upkeep, pay bb or bury Junun Efreet.

Magnetic Mountain

Cast Cost: 1rr

Color: Red

Type: Enchantment

Blue creatures do not untap during their controller's untap phase. During his or her upkeep, a player may pay an additional 4 to untap a blue creature he or she controls.

Naf's Asp

Cast Cost: 9

Color: Green

Type: Summon Asp

Power/Toughness: 1/1

Whenever Naf's Asp damages a player, it deals an additional 1 damage to that player during his or her next draw phase. The player may pay 1 before that phase to prevent this effect.

Wizards of the Coast Rulings:

- The delayed damage is a triggered effect that goes off whenever Naf's Asp damages anyone for any reason. It is not restricted to triggering on combat damage.
- Therefore, if a player does not pay to prevent the delayed damage, the effect triggers again, and the player will take more damage during his next draw phase.
- The mana to cancel the delayed damage may be paid as an instant at any time between the effect being triggered, and the beginning of the player's next draw phase. For example, it may be paid during the upkeep phase preceding that draw phase.

Oasis

Cast Cost: 0

Color: None

Type: Land

T: Prevent 1 damage to any creature.

Piety

Cast Cost: 2W

Color: White

Type: Instant

All blocking creatures gain +0/+3 until end of turn.

Sandstorm

Cast Cost: Q

Color: Green

Type: Instant

Sandstorm deals 1 damage to each attacking creature s.

Wizards of the Coast Rulings:

- This spell can be played at any time, but will have no effect if there are no attacking creatures when it resolves.
- Creatures killed by this spell do not survive to deal their combat damage.

Sindbad

Cast Cost: 1U

Color: Blue

Type: Summon Sindbad

Power/Toughness: 1/1

T: Draw a card and reveal it to all players. If that card is not a land, discard it.

Wizards of the Coast Rulings:

- Discarding the card you just drew is considered a forced discard, even though you chose to play Sindbad's ability, so Library of Leng and so forth apply.

Sorceress Queen

Cast Cost: 1bb

Color: Black

Type: Summon Sorceress

Power/Toughness: 1/1

T: Target creature other than Sorceress Queen becomes 0/2 until end of turn.

Wizards of the Coast Rulings:

- Only changes the base power and toughness of the creature. Any modifications to its power and toughness are assessed normally. For example, if the Queen targets a creature enchanted with Unholy Strength, the creature becomes a total of 2/3.
- Note that this will actually help creatures such as Frozen Shade or Rock Hydra.
- A Sorceress Queen may not target itself, but may target other Sorceress Queens.
- This effect will override calculated power and toughness such as that of Nightmare or Keldon Warlord. When the Queen's effect wears off, the creature returns to its normal power and toughness calculation.

Unstable Mutation

Cast Cost: U

Color: Blue

Type: Enchant Creature

Enchanted creature gets +3/+3. During each of its controller's upkeeps, put a -1/-1 counter on the creature.

Amulet of Kroog

Cast Cost: 2

Color: None

Type: Artifact

2, I: Prevent 1 damage to any creature or player.

Wizards of the Coast Rulings:

- Targets damage, but not the source or the victim of the damage.

Armageddon Clock

Cast Cost: 6

Color: None

Type: Artifact

During your upkeep, put one doom counter on Armageddon clock. At the end of your upkeep, Armageddon clock deals X damage to each player, where X is equal to the number of doom counters on Armageddon Clock.

During any upkeep, any player may pay 4 to remove a doom counter from Armageddon Clock.

Wizards of the Coast Rulings:

- The counters may be removed by any player during anyone's upkeep. That is, players other than the active player may pay to remove the counters.
- During the controller's upkeep, counters may be removed before and after the counter for that turn is added.
- The ability to remove a counter has a cost, but not an activation cost.

Ashnod's Battlegear

Cast Cost: 2

Color: None

Type: Artifact

You may choose not to untap Ashnod's Battle Gear during your untap phase.

2T: Target creature you control gets +2/-2 as long as Ashnod's Battle Gear remains tapped.

Wizards of the Coast Rulings:

- The effect ends if Ashnod's Battle Gear leaves play.
- If the Battle Gear is used, but untaps or leaves play before the effect resolves, the effect will end as soon as it takes effect. The creature cannot die from this since it would not be checked for lethal damage until the batch finished resolving.

Battering Ram

Cast Cost: 2

Color: None

Type: Artifact Creature

Power/Toughness: 1/1

Banding when attacking.

Whenever a wall blocks Battering Ram, destroy that creature at the end of combat.

Wizards of the Coast Rulings:

- Battering Ram destroys any wall that blocks it. Whether the wall was assigned to block it is unimportant. The destruction of the wall is delayed until the end of combat, but will occur whether or not Battering Ram remains in play until then.

Bronze Tablet

Cast Cost: 6

Color: None

Type: Artifact

Comes into play tapped.

Remove Bronze Tablet from your deck before playing if not playing for ante

4, T: Remove from the game Bronze Tablet and target card in play opponent owns. You become owner of...

Wizards of the Coast Rulings:

- Note that, due to errata, the ability can only target cards in play.
- Because the 10 life is paid, the opponent may not prevent the effect if he has less than 10 life during resolution. However, he can concede the game before the effect resolves.
- If the effect fizzles, the ownership of Bronze Tablet does not change; it simply remains in play.
- If a copy of Bronze tablet (for example, Copy Artifact) is used, it is the copy that is given to your opponent, not the original Tablet.
- You do not have to be the owner of the Tablet in order to use it. For example, you can steal your opponent's Tablet, and then use it on him "giving" him ownership of a card he already owns. (However, your opponent is likely to respond to the use of the effect that would steal the tablet by using it.)

Circle of Protection: Artifacts

Cast Cost: 1W

Color: White

Type: Enchantment

2: Prevent all damage against you from one Artifact source. Further damage from that source is treated normally.

Clay Statue

Cast Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: 3/1

2: Regenerate

Clockwork Avian

Cast Cost: 5

Color: None

Type: Artifact Creature

Power/Toughness: 0/4

Flying

When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian attacked or blocked, remove one of these counters.

X, T: Put X +1/+0 counters back on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Loses a counter at the end of any combat in which it is assigned to attack or block. Whether it remains in combat, or deals its damage, is irrelevant.
- It can only lose one counter each combat, even if it manages to both attack and block.
- Its rewinding ability has an activation cost, and may be countered normally.

Colossus of Sardia

Cast Cost: 9

Color: None

Type: Artifact Creature

Power/Toughness: 9/9

Trample

Does not untap during your untap phase.

9: Untap Colossus of Sardia. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Because the untap cost has an activation cost, it may be reduced by Power Artifact, and can be paid more than once each turn.

Coral Helm

Cast Cost: 3

Color: None

Type: Artifact

3: Discard a card at random to give target creature +2/+2 until end of turn.

Wizards of the Coast Rulings:

- The cost of playing the ability includes the discard.

Crumble

Cast Cost: Q

Color: Green

Type: Instant

Bury target Artifact. That artifact's controller gains life equal to the artifact's casting cost.

Cursed Rack

Cast Cost: 4

Color: None

Type: Artifact

During his or her discard phase, target opponent chooses and discards all but four cards.

Wizards of the Coast Rulings:

- Changing control of a Cursed Rack does not change who its target is. Thus, if you steal a Cursed Rack that has been played on you, you are still the one who discards as appropriate.
- In multiplayer variants, Cursed Rack may be Deflected to any of the caster's opponents. If the target of the Cursed Rack leaves the game, the Cursed Rack becomes useless; it does not change targets.
- Cursed Rack may never be Deflected to the caster herself, even in a normal game.
- If the target of Cursed Rack controls a Library of Leng, the lack of a discard phase neutralizes the Cursed Rack.

Detonate

Cast Cost: X^r

Color: Red

Type: Sorcery

Bury target Artifact with casting cost equal to x. Detonate deals X damage to that artifact's controller.

Wizards of the Coast Rulings:

- As the card text says, it is Detonate, not the artifact, that deals the X damage.
- Once the value for X is chosen, Detonate can only target artifacts with exactly that casting cost. For example, if the X is chosen to be 4, that Detonate can only target artifacts of casting cost 4, and can only be Deflected onto artifacts of casting cost 4.

Dragon Engine

Cast Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 1/3

2: +1/+0 until end of turn.

Energy Flux

Cast Cost: 2U

Color: Blue

Type: Enchantment

All artifacts in play gain “During your upkeep, pay an additional 2 or bury this artifact.”

Wizards of the Coast Rulings:

- Each artifact in play has an upkeep cost, which will prevent the artifact from being used until paid or refused, as normal.

Grapeshot Catapult

Cast Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: 2/3

T: Grapeshot Catapult deals 1 damage to target creature with Flying.

Hurkyl's Recall

Cast Cost: 1U

Color: Blue

Type: Instant

Return all artifacts in play owned by target player to his or her hand.

Wizards of the Coast Rulings:

- All artifacts owned by the target player are returned to his hand, regardless of who controls them.

Ivory tower

Cast Cost: 1

Color: None

Type: Artifact

At the beginning of your upkeep phase, gain 1 life for each card in your hand in excess of four.

Wizards of the Coast Rulings:

- Because you choose the order in which your “beginning of upkeep” effects occur, you can draw cards from cantrips you have cast before gaining life from the Tower.

Millstone

Cast Cost: 2

Color: None

Type: Artifact

2,I: Put top two cards of target player's library into that player's graveyard.

Wizards of the Coast Rulings:

- This effect does not cause its target to discard; it simply moves cards into the target's graveyard.
- Can be used on a player whose library contains fewer than two cards. Any card that might be there is put into the graveyard.
- This effect cannot cause a player to lose directly, if the library doesn't have two cards in it. Players only lose when they have to draw a card and can't, not as soon as they run out of cards.

Mishra's Factory

Cast Cost: 0

Color: None

Type: Land

T: Add one colorless mana to your mana pool.

1: Mishra's factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker still counts as a land.

T: Target Assembly Worker gets +1/+1 until end of turn.

Wizards of the Coast Rulings:

- While the land is an Assembly Worker, it may still be tapped for mana or to give a target Assembly Worker +1/+1, but you may not pay to make it an Assembly Worker again.
- When the Assembly Worker deanimates at end of turn, any Enchant Creatures and Enchant Artifacts on it are buried, as it is an illegal target for them while just a land.
- The Assembly Worker is bound by summoning sickness normally.
- Remember that lands all have a casting cost of 0. This is true of Assembly Worker, even though an activation cost is paid to animate the land.
- You may sink any amount of mana into animating the factory.
- Remember that once effects resolve, they do not check to make sure their target remains legal, except for Enchant Blahs. Thus, any effect that targeted the Assembly Worker as a creature or as an artifact will remain in effect when the Worker deanimates at end of turn. The effect will last for its stated duration, affecting the permanent to the best of its ability.
- If an Assembly Worker is changed into another land type, it will remain a 2/2 artifact creature until end of turn, in addition to counting as the new land type.

Mishra's War Machine

Cast Cost: 7

Color: None

Type: Artifact Creature

Power/Toughness: 5/5

Banding

During your upkeep, choose and discard a card, or Mishra's War machine becomes tapped and deals 3 damage to you.

Onulet

Cast Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 2/2

If Onulet is put into the graveyard from play, gain 2 life.

Ornithopter

Cast Cost: 0

Color: None

Type: Artifact Creature

Power/Toughness: 0/2

Flying

Primal Clay

Cast Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: */*

When Primal Clay comes into play, choose whether to make it a 1/6 Wall, a 2/2 creature with Flying, or a 3/3 creature.

Wizards of the Coast Rulings:

- You choose the form when Primal Clay comes into play, not when you first play it.
- Copies of a Primal Clay must choose the same form as the original Primal Clay.

Shapeshifter

Cast Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: */*

When Shapeshifter comes into play, choose Shapeshifter's power from 0 to 7. During your upkeep, you may choose its power from 0 to 7. Shapeshifter's toughness is equal to 7 minus its power.

Wizards of the Coast Rulings:

- It can only change its power and toughness once each turn. It only changes its base power and toughness; any modifiers to these stats (such as counters) are applied normally to the numbers you choose.

Strip Mine

Cast Cost: 0

Color: None

Type: Land

T: Add one colorless mana to your mana pool.

T: Sacrifice Strip Mine to destroy target land.

Wizards of the Coast Rulings:

- You tap and sacrifice Strip Mine to destroy a land, so may not use this ability while Strip Mine is tapped. Using this ability is an instant, since it does not produce mana, and does not say otherwise.
- The sacrifice of the Strip Mine will trigger effects such as Dingus Egg normally.

Tawnos' Wand

Cast Cost: 4

Color: None

Type: Artifact

2, I: Target creature with power 2 or less cannot be blocked this turn.

Tawnos's Weaponry

Cast Cost: 2

Color: None

Type: Artifact

You may choose not to untap Tawnos's Weaponry during your untap phase.

2, T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Wizards of the Coast Rulings:

- The effect ends if Tawnos's Weaponry leaves play.
- If Tawnos's Weaponry's ability is played, but the Weaponry leaves play or becomes untapped before the effect resolves, then the effect ends as soon as it begins.

Tetravus

Cast Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 1/1

Flying

When Tetravus comes into play, put three +1/+1 counters on it.

During your upkeep, you may move each of these counters on or off of Tetravus, regardless of who controls them. Counters that are removed become Tetravite Tokens. Treat these tokens as 1/1 artifact creatures with Flying. These creatures cannot have enchantments played on them and do not share any enchantments on Tetravus.

Wizards of the Coast Rulings:

- While the counters are in play as creatures, they follow all the normal rules for token creatures.
- The Tetravites will enter play with summoning sickness. They come into play untapped, whether the Tetravus is tapped or not. Kismet and so forth will apply to them normally, however.
- The Tetravus has the ability to move its counters onto or off of it; the Tetravites have no control over this. Thus, you can absorb a Tetravite that is controlled by another player. However, each Tetravite can only be moved onto or off of Tetravus during a given upkeep, not both. Absorbing a Tetravite erases any changes made to it (such as giving it a color).
- If the Tetravus leaves play, any Tetravites it has in play will remain in play, but cannot be absorbed into any Tetravus.
- Enchantments cannot be played on the Tetravites, but will otherwise interact with them normally. For example, the Tetravites still benefit from Orcish Oriflamme.

The Rack

Cast Cost: 1

Color: None

Type: Artifact

At the end of target opponent's upkeep, The Rack deals that player 1 damage for each card in his or her hand fewer than three.

Wizards of the Coast Rulings:

- Targets a player when played. The spell may be Deflected while it is being cast, but once The Rack is in play, its target may not be changed.

Titania's Song

Cast Cost: 3g

Color: Green

Type: Enchantment

Each non-creature Artifact loses all its abilities and becomes an artifact creature with toughness and power each equal to its casting cost. If Titania's Song leaves play, its effect continues until the beginning of the next turn.

Wizards of the Coast Rulings:

- Treats all artifacts as having an empty text box. Standard abilities, upkeep costs, and so on are all erased by the effect.

Triskelion

Cast Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 1/1

When Triskelion comes into play, put three +1/+1 counters on it.

0: Remove one of these counters from Triskelion to have Triskelion deal 1 damage to target creature or player.

Wizards of the Coast Rulings:

- Because the ability to deal damage does not include T in the cost, you may use the ability while Triskelion is tapped, or has summoning sickness.
- It can only trade in for damage the counters it started play with, not counters added to it by other effects.

Urza's Avenger

Cast Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 4/4

Q: Urza's Avenger gets -1/-1 until end of turn and gains your choice of Flying, banding, First Strike, or trample until end of turn.

Wall of Spears

Cast Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 2/3

First Strike,

Wall of Spears counts as a Wall.

Xenic Poltergeist

Cast Cost: 1bb

Color: Black

Type: Summon Poltergeist

Power/Toughness: 1/1

T: Until your next upkeep, target non-creature Artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all of its original abilities.

Wizards of the Coast Rulings:

- The animated artifact may attack if it does not have summoning sickness, i.e., if you have had continuous control of it since your most recent start of turn.
- The effect ends at the beginning of upkeep, not during upkeep.

Yotian Soldiers

Cast Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 1/4

Attacking does not cause Yotian Soldier to tap.

Abomination

Cast Cost: 3bb

Color: Black

Type: Summon Abomination

Power/Toughness: 2/6

Whenever a green or white creature blocks or is blocked by Abomination, destroy that creature at the end of combat.

Wizards of the Coast Rulings:

- The act of assigning Abomination to block a green or white creature, or assigning such a creature to block it, marks the creature for destruction. The destruction of the creature is delayed until end of combat, but will occur whether or not Abomination remains in play until then.
- Indirect blocks, such as being assigned to block a creature banded with Abomination, will not trigger the destruction.
- Changing the color of a creature after Abomination's ability has been triggered will not save that creature from destruction.
- The creature is destroyed after damage dealing. If it had regenerated earlier in the combat, it would have to regenerate again to survive.

Alabaster Potion

Cast Cost: XWW

Color: White

Type: Instant

Target player gains X life, or prevent X damage to any creature or player.

Wizards of the Coast Rulings:

- Alabaster Potion is a “modal” spell. In its first mode, it gives X life to a target player. It may only be played in this way outside of damage prevention. When played in this mode, it may be Deflected from one player to another.
- In its second mode, it prevents up to X damage to a single creature or player. It may only be played in this way during damage prevention. You may spread the damage prevention between more than one source of damage; for example, you may prevent the damage from three Scryb Sprites with a single Alabaster Potion. If it is used to prevent damage from a single source (i.e., a single pack of damage), then it has only one target, and may be Deflected to the damage from another source.

Amrou Kithkin

Cast Cost: WW

Color: White

Type: Summon Kithkin

Power/Toughness: 1/1

Creatures with power 3 or greater cannot be assigned to block Amrou Kithkin.

Backfire

Cast Cost: U

Color: Blue

Type: Enchant Creature

For each 1 damage enchanted creature deals to you, Backfire deals 1damage to that creature's controller.

Black Mana Battery

Cast Cost: 4

Color: None

Type: Artifact

2, T: Put one charge counter on Black mana Battery.

T: Add b to your mana pool. Remove any number of charge counters from Black Mana Battery to add an amount of b to your mana pool equal to the number of counters removed. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- Produces $X+1$ points of black mana, where X is the number of counters you remove as you tap it. Thus, you can always get at least b out of it, even if you haven't been adding counters to it.

Blight

Cast Cost: bb

Color: Black

Type: Enchant Land

If enchanted land becomes tapped, destroy it at end of turn.

Blood Lust

Cast Cost: 1r

Color: Red

Type: Instant

Target creature gets +4/-4 until end of turn. If this reduces creature's toughness to less than 1, the creature's toughness becomes 1.

Wizards of the Coast Rulings:

- Targets a single creature.
- If the creature's toughness is already below 1 when Blood Lust resolves, the creature gets another -4 toughness; its toughness is not raised to 1.

Blue Mana Battery

Cast Cost: 4

Color: None

Type: Artifact

2,T: Put one charge Counter on Blue mana Battery.

T: Add U to your mana pool. You may also add U for each counter Mana Battery currently has. Each U generated in this manner removes one counter.

Wizards of the Coast Rulings:

- Produces X+1 points of blue mana, where X is the number of counters you remove as you tap it. Thus, you can always get at least U out of it, even if you haven't been adding counters to it.

Carrion Ants

Cast Cost: 2bb

Color: Black

Type: Summon Ants

Power/Toughness: 0/1

1: +1/+1 until end of turn.

Cosmic Horror

Cast Cost: 3bbb

Color: Black

Type: Summon Horror

Power/Toughness: 7/7

First Strike

During your upkeep, pay 3bbb or Cosmic Horror is buried and deals 7 damage to you.

Crimson Manticore

Cast Cost: 2rr

Color: Red

Type: Summon Manticore

Power/Toughness: 2/2

Flying

r,T: Crimson Manticore deals 1 damage to target attacking or blocking creature.

Cyclopean Mummy

Cast Cost: 1b

Color: Black

Type: Summon Mummy

Power/Toughness: 2/1

If Cyclopean Mummy is put into the graveyard from play, remove Cyclopean Mummy from the game.

Divine Transformation

Cast Cost: 2WW

Color: White

Type: Enchant Creature

Enchanted creature gets +3/+3.

Durkwood Boars

Cast Cost: 4g

Color: Green

Type: Summon Boars

Power/Toughness: 4/4

Elder Land Wurm

Cast Cost: 4WWW

Color: White

Type: Summon Wurm

Power/Toughness: 5/5

Trample

Elder Land Wurm cannot attack until assigned as a blocker.

Elven Riders

Cast Cost: 3gg

Color: Green

Type: Summon Elves

Power/Toughness: 3/3

Elven Riders cannot be blocked except by creatures with Flying or walls.

Energy Tap

Cast Cost: U

Color: Blue

Type: Sorcery

Tap target untapped creature you control. Add an amount of colorless mana equal to that creature's casting cost to your mana pool.

Eternal Warrior

Cast Cost: r

Color: Red

Type: Enchant Creature

Attacking does not cause enchanted creature to tap.

Fortified Area

Cast Cost: 1WW

Color: White

Type: Enchantment

All Walls you control gain banding and get +1/+0.

Gaseous Form

Cast Cost: 2U

Color: Blue

Type: Enchant Creature

Enchanted creature neither deals nor receives damage in combat.

Wizards of the Coast Rulings:

- This effect is essentially a permanent Fog, which is limited to the enchanted creature.

Giant Strength

Cast Cost: rr

Color: Red

Type: Enchant Creature

Enchanted creature gets +2/+2.

Greed

Cast Cost: 3b

Color: Black

Type: Enchantment

b: Pay 2 life to draw a card.

Green Mana Battery

Cast Cost: 4

Color: None

Type: Artifact

2,T: Put a charge Counter on Green mana Battery.

T: Add g to your mana pool. Remove any number of charge counters from Green Mana Battery to add an amount of g to your mana pool equal to the number of counters removed. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- Produces $X+1$ points of green mana, where X is the number of counters you remove as you tap it. Thus, you can always get at least g out of it, even if you haven't been adding counters to it.

Immolation

Cast Cost: 1

Color: Red

Type: Enchant Creature

Enchanted creature gets +2/-2.

Killer Bees

Cast Cost: 1gg

Color: Green

Type: Summon Bees

Power/Toughness: 0/1

Flying

Q: +1/+1 until end of turn.

Kismet

Cast Cost: 3W

Color: White

Type: Enchantment

All of target player's creatures, land, and artifacts come into play tapped.

Wizards of the Coast Rulings:

- Affects all artifacts, creatures, and lands that its target puts into play, regardless of how they come into play.
- Permanents enter play tapped, rather than coming into play normally and then becoming tapped. Thus, they will not trigger effects that trigger on something becoming tapped.
- Targets a player when cast, so may be deflected. Once it comes into play, its target may not be changed.

Land Tax

Cast Cost: W

Color: White

Type: Enchantment

0: Search your library for up to three basic land cards. Reveal those cards to all players and put them into your hand. Shuffle your library afterwards. Use this ability only if an opponent controls more lands than you. Use this ability only during your...

Wizards of the Coast Rulings:

- This ability is an instant that is played during upkeep. Having fewer lands than your opponent is a condition for playing the effect, and that's all; land totals are not checked again when the effect resolves.
- Remember that, because the ability is played as an instant, you may respond to other effects by using Land Tax. For example, you can sacrifice some lands to Zuran Orb, and then respond to that by using Land Tax before your opponent can do anything, such as using his Zuran Orb.
- The snow-covered lands from Ice Age are considered basic lands, so Land Tax may pull them out of your library.

Lost Soul

Cast Cost: 1bb

Color: Black

Type: Summon Lost Soul

Power/Toughness: 2/1

Swampwalk

Osai Vultures

Cast Cost: 1W

Color: White

Type: Summon Vultures

Power/Toughness: 1/1

Flying

At the end of any turn in which a creature is put into the graveyard from play, put a carrion counter on Vultures.

Q: Remove two carrion counters from Osai Vultures to give it +1/+1 until end of turn.

Wizards of the Coast Rulings:

- The Vultures can only get one counter per turn, regardless of how many creatures were put into the graveyard that turn.
- The Vultures will get counters if creatures were put into the graveyard before Vultures came into play, but only if creatures died that turn.

Pit Scorpion

Cast Cost: 2b

Color: Black

Type: Summon Scorpion

Power/Toughness: 1/1

If Pit Scorpion damages a player, he or she gets a poison counter. If a player has ten or more poison counters, he or she loses the game.

Wizards of the Coast Rulings:

- Giving a player poison is a side effect of successfully dealing damage to that player. Preventing the damage neutralizes the side effect, as normal.

Pradesh Gypsies

Cast Cost: 2g

Color: Green

Type: Summon Gypsies

Power/Toughness: 1/1

1g,T: Target creature gets -2/-0 until end of turn.

Psionic Entity

Cast Cost: 4U

Color: Blue

Type: Summon Entity

Power/Toughness: 2/2

T: Psionic Entity deals 2 damage to target creature or player and 3 damage to itself.

Pyrotechnics

Cast Cost: 4r

Color: Red

Type: Sorcery

Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players.

Wizards of the Coast Rulings:

- You cannot assign 0 damage, or fractional damage, to a given target.
- You can only target a given creature or player once, regardless of how much damage is assigned to that target.

Radjan Spirit

Cast Cost: 3g

Color: Green

Type: Summon Spirit

Power/Toughness: 3/2

T: Target creature loses Flying until end of turn.

Wizards of the Coast Rulings:

- Can target a creature without flying, and will add a “loses flying” effect to the creature, which will typically be meaningless. However, it gives you some padding if the creature already had a “loses flying” effect applied to it.

Rebirth

Cast Cost: 3ggg

Color: Green

Type: Sorcery

Remove Rebirth from your deck before playing if not playing for ante. Each player may ante an additional card from the top of his or her library to set his or her life total to 20.

Red Mana Battery

Cast Cost: 4

Color: None

Type: Artifact

2,T: Put a charge counter on Red Mana Battery.

T: Add 1 to your mana pool. Remove any number of charge counters from Red Mana battery to add an amount of 1 to your mana pool equal to the number of counters removed. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- Produces X+1 points of red mana, where X is the number of counters you remove as you tap it. Thus, you can always get at least 1 out of it, even if you haven't been adding counters to it.

Relic Bind

Cast Cost:

Color: Red

Type: Enchant Artifact

Play on an artifact you do not control. Whenever enchanted artifact becomes tapped, target player gains 1 life, or Relic Bind deals 1 damage to target player.

Wizards of the Coast Rulings:

- If you gain control of the enchanted artifact, Relic Bind is buried immediately.
- Each time Relic Bind triggers, you decide whether Relic Bind will give a player a life, or damage a player. You also choose a player each time.

Seeker

Cast Cost: 2WW

Color: White

Type: Enchant Creature

Enchanted creature cannot be blocked except by white creatures or Artifact creatures.

Segovian Leviathan

Cast Cost: 4U

Color: Blue

Type: Summon Leviathan

Power/Toughness: 3/3

Islandwalk

Spirit Link

Cast Cost: W

Color: White

Type: Enchant Creature

For each 1 damage enchanted creature deals, gain 1 life. You may gain more life than the toughness of the creature or the total life of the player the enchanted creature damages.

Wizards of the Coast Rulings:

- You gain life equal to the amount of damage successfully dealt by the enchanted creature. The life gain is not limited by the toughness or life total of whatever the creature damages. Any sort of damage will result in life for you, not just combat damage.
- Gaining life is a function of the Spirit Link, not an ability granted to the creature. If you have multiple Spirit Links on the same creature, each of them will give you life when that creature deals damage. You are the one who gains the life, even if you do not control the creature.
- Remember that protection from a color prevents all damage of the appropriate color, which will stop you from gaining life from Spirit Link.
- You only gain the life if Spirit Link is in play at the end of the appropriate damage prevention step.

Spirit Shackle

Cast Cost: bb

Color: Black

Type: Enchant Creature

Whenever enchanted creature becomes tapped, put a -0/-2 counter on it.

Sylvan Library

Cast Cost: 1g

Color: Green

Type: Enchantment

O: Draw two cards; then choose any two cards in your hand drawn this turn. For each of these cards, pay 4 life or put that card on top of your library. Use this ability only during your draw phase and only once per turn.

Wizards of the Coast Rulings:

- Sylvan Library does not modify your normal draw for the turn. Each Sylvan Library has an ability that allows you to draw two cards, and then put two cards back and/or pay life.
- Each Library's ability is played separately. If two Libraries are used in succession, the first effect to resolve does so fully before the next one begins. In other words, you are drawing two cards, putting two cards back, and then drawing the two cards you just put back. Using multiple Libraries is usually only useful if you pay life to keep cards during the first resolution.
- The effect counts as drawing cards, but effects that trigger on drawing cards wait until the Library effect fully resolves before going off. Any such effects that applies to the card you have drawn (e.g., Zur's Weirding) only apply to card you drew during that resolution and kept in your hand.

Tempest Efreet

Cast Cost: 1rrr

Color: Red

Type: Summon Efreet

Power/Toughness: 3/3

Remove Tempest Efreet from your deck before playing if not playing for ante.

T: Bury Tempest Efreet in target opponent's graveyard to choose a card at random from that player's hand and put it into yours. This change in ownership is permanent.

The Brute

Cast Cost: 1r

Color: Red

Type: Enchant Creature

Enchanted creature gets +1/+0.

rrr: Regenerate enchanted creature.

Time Elemental

Cast Cost: 2U

Color: Blue

Type: Summon Elemental

Power/Toughness: 0/2

2UU, T: Return target permanent with no enchantments played on it to owner's hand. If Time Elemental blocks or attacks, it deals 5 damage to its you, and bury Time Elemental at end of combat.

Wizards of the Coast Rulings:

- If the Elemental is assigned as an attacker or blocker, it deals its 5 damage after the “choose attack” or “choose defense” step, but is not destroyed until end of combat. The Time Elemental is considered to destroy itself at end of combat.

Tundra Wolves

Cast Cost: W

Color: White

Type: Summon Wolves

Power/Toughness: 1/1

First Strike

Untamed Wilds

Cast Cost: 2g

Color: Green

Type: Sorcery

Search your library for a basic land card and put it into play. Shuffle your library afterwards.

Wizards of the Coast Rulings:

- You can search for a Snow-Covered Forest, or any of the other Snow-Covered lands, as they count as basic lands. You cannot search for multilands.

Vampire Bats

Cast Cost: b

Color: Black

Type: Summon Bats

Power/Toughness: 0/1

Flying

b: +1/+0 until end of turn. You cannot spend more than bb in this way each turn.

Visions

Cast Cost: W

Color: White

Type: Sorcery

Look at the top five cards of any library. You may then shuffle that player's library.

Wizards of the Coast Rulings:

- This effect is not considered to be drawing cards.

Wall of Dust

Cast Cost: 2r

Color: Red

Type: Summon Wall

Power/Toughness: 1/4

If a creature is blocked by Wall of Dust, that creature may not attack during its controller's next turn.

Wizards of the Coast Rulings:

- A creature is prevented from attacking on its current controller's next turn if it is blocked by Wall of Dust for any reason. For example, it will be prevented from attacking if Wall of Dust is assigned to block a creature the attacker is banded with.

Whirling Dervish

Cast Cost: gg

Color: Green

Type: Summon Dervish

Power/Toughness: 1/1

Protection from black.

At the end of any turn in which Whirling Dervish damaged any opponent, put a +1/+1 counter on it.

White Mana Battery

Cast Cost: 4

Color: None

Type: Artifact

2,T: Put a charge counter on White Mana Battery.

T: Add W to your mana pool. Remove any number of charge counters from White Mana Battery to add an amount of W to your mana pool equal to the number of counters removed. Play this ability as an interrupt.

Wizards of the Coast Rulings:

- Produces $X+1$ points of white mana, where X is the number of counters you remove as you tap it. Thus, you can always get at least W out of it, even if you haven't been adding counters to it.

Winds of Change

Cast Cost: r
Color: Red
Type: Sorcery

All players shuffle their hands into their libraries. Each player draws as many cards as that player shuffled into his or her library.

Wizards of the Coast Rulings:

- Each player draws the same number of cards that he or she shuffled into the library. This is the number of cards he or she held as resolution began.

Winter Blast

Cast Cost: XG

Color: Green

Type: Sorcery

Tap X target creatures. Winter Blast deals 2 damage to each of those target creatures with Flying.

Wizards of the Coast Rulings:

- This spell may target creatures that are already tapped. It will deal 2 damage to such creatures if they have flying.
- Whether a creature has flying is checked when Winter Blast resolves, not when it is played.

Zephyr Falcon

Cast Cost: 1U

Color: Blue

Type: Summon Falcon

Power/Toughness: 1/1

Flying

Attacking does not cause Zephyr Falcon to tap.

Giant Wasp

Cast Cost: n/a

Color: None

Type: Token

Power/Toughness: 1/1

Flying

Brass Man

Cast Cost: 1

Color: None

Type: Artifact Creature

Power/Toughness: 1/3

Does not untap during your untap phase.

1: Untap Brass Man. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Because the untap cost now has an activation cost, it may be untapped more than once during a given untap phase.

Dancing Scimitar

Cast Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: 1/5

Flying

Flood

Cast Cost: U

Color: Blue

Type: Enchantment

UU : Tap target creature without Flying.

Goblin Rock Sled

Cast Cost: 1r

Color: Red

Type: Summon Rock Sled

Power/Toughness: 3/1

Trample

Goblin Rock Sled does not untap during your untap phase if it attacked during your last turn. Goblin Rock Sled cannot attack if defending player controls no mountains.

Wizards of the Coast Rulings:

- This is a Rock Sled, not a Goblin, so Goblin King and so forth don't apply to it.

Marsh Viper

Cast Cost: 3g

Color: Green

Type: Summon Viper

Power/Toughness: 1/2

If Marsh Viper damages a player, he or she gets 2 poison counters. If a player has ten or more poison counters, he or she loses the game.

Wizards of the Coast Rulings:

- Giving a player poison is a side effect of successfully dealing damage to that player. Preventing the damage neutralizes the side effect, as normal.

Pikemen

Cast Cost: 1W

Color: White

Type: Summon Pikemen

Power/Toughness: 1/1

Banding

First Strike

Rag Man

Cast Cost: 2bb

Color: Black

Type: Summon Rag Man

Power/Toughness: 2/1

bbb, T: Look at target opponent's hand. If that player has any creature cards in hand, he or she discards one of them at random. Use this ability only during your turn.

Card Types

There are two basic types of cards: spells and lands.

Lands are easy to spot: they say “Land” in between the picture and the text box. Lands are the most common kind of card in Magic, since they usually provide the mana, the magical energy, for all your spells. During a duel, you can lay out one land per turn, and you may use the land for mana as soon as it is in play. To get mana from a land, you have to tap that land. When you tap a land, you get a point of mana to add to your mana pool. You can then use this mana to cast spells.

Now that you’ve identified the land cards, everything else is a spell. Notice that none of them actually say “spell” on them; that’s because there are six different types of spells and it’s important to know which type you’re casting. Spells are labeled by type as instant, interrupt, sorcery, enchantment (or enchant *something*), artifact or summon something. Casting a spell always involves playing a card from your hand. Special abilities of cards already in play are not spells and cannot be affected by things that affect spells. Some spells bring a permanent into play; these cards are considered spells while being cast and become creatures, artifacts or enchantments only if the spell manages to resolve successfully.

Lands

Lands are the most common kind of card in Magic, since they usually provide the mana, the magical energy, for all your spells. You can lay out one land per turn, and you may use the land for mana as soon as it is in play. To get mana from a land, you have to tap that land. When you tap one of your lands, one point of mana is added to your mana pool. You can then use this mana to cast spells.

There are five different types of basic lands, each of which produces mana of a different color:

Swamps produce **b**

Islands produce **U**

Forests produce **g**

Mountains produce **r**

Plains produce **W**

There are a few special types of land which don't give you mana. For example, Oasis is a land that you can tap to prevent a point of damage to a creature, but it doesn't give you any mana. Always read the card if you're not sure; if a card can be tapped for mana, it will say so. If it doesn't say so, then it can't.

You only get mana from a land when you intentionally tap the land for mana. If some spell happens to tap one of your lands, the land doesn't generate any mana. Also, the land can only produce mana at the time you tap it; if something forces the land to stay tapped, then the land can't generate any more mana.

Playing a land is not a fast effect, so it cannot be done in response to anything nor can it be responded to. If a land has a special ability that does not require an activation cost at all, then that ability is always "on," even when the land is tapped.

Using Land: You can put one land into play during the main phase of your turn. If you have a land in your hand, click on it to put it into play. You can also double-click, but the effect is the same.

Once a land is in play, you can tap it for mana at any time. Simply place the mouse pointer over the land you want to tap and click. You can also right click, then select **Tap for Mana** from the mini-menu that opens.

To use effects other than providing mana, right click on the land card. From the mini-menu, choose whichever effect you want to use. It's as simple as that. If the effect is a targeted one (damage prevention, for example, which targets points of damage), you also need to choose a target. When you're prompted, click on any valid target--a card, a damage marker, or whatever.

Spells

There are six different types of spells and it's important to know which type you're casting. Spells are labeled as instants, interrupts, sorceries, enchantments, artifacts and summons. The main differences between these various types of spells are as follows:

- **Instants and interrupts** (both of which are considered fast effects) are one-time effects that go to the graveyard as soon as they are cast. You can cast fast effects during your opponent's turn.
- **Sorceries** are also one-time effects that go to the graveyard as soon as they are cast. You can cast sorceries only during your own turn.
- **Enchantments** (including enchant worlds), **artifacts and summons** (creatures) are permanent spells that remain in play when cast. Once a permanent is in play, you don't have to pay the casting cost again. The permanent will remain in play until it is destroyed. You can cast permanents only during your turn.

Casting a spell always involves playing a card from your hand. Special abilities of cards already in play are not spells and cannot be affected by things that affect spells. Some spells bring a permanent into play; these cards are considered spells while being cast and become creatures, artifacts or enchantments only if the spell manages to resolve successfully.

Casting Spells: By now you know that "casting a spell" means putting any non-land card into play from your hand (and only from your hand; putting cards into play from other places, like the graveyard, is not considered casting a spell). Any card you can cast is highlighted. Click on it to cast it. You're prompted to provide mana to pay the casting cost. At this point, you can draw from your mana pool, directly from land, or from any other source you have. Any **X** cost is defined by the amount of mana you tap now.

Alternatively, you can double-click on a card in your hand to "auto-cast" it. The casting cost is taken from your available mana sources automatically. If there is an **X** in the cost, all of your available mana is funneled into the spell. This can be very convenient, but it takes away your control over what mana is used for the spell. If you want to reserve a particular amount or color of mana for future use, auto-casting is not a good idea.

If the spell is a targeted one, you need to choose a target (or targets). When you're prompted, click on any valid target card, damage marker or whatever. If you want to target your opponent, click on her life register instead.

If there are any other decisions to make with regard to the spell (the power and toughness of a Shapeshifter, for example), you must make these when you cast it. Once you've finished defining the spell, it is "being cast," and a spell chain begins.

Instants

An instant is the most common type of fast effect spell. The card for an instant spell is placed in your graveyard as soon as the spell is resolved. You can cast fast effects during your turn and during your opponent's turn.

The primary use for fast effects, though not the only one, is to "respond to" other spells and actions. For example, say your opponent in a duel casts a big Fireball at one of your creatures. Her Fireball will do enough damage to kill the creature, unless you do something about it. Since the Fireball is a spell, you can respond to it with fast effects (thus adding to the spell chain that started with the Fireball). You could cast the instant Giant Growth on the creature, making it powerful enough to survive the damage from the Fireball. Of course, your opponent could, in turn, use fast effects of her own.

You can use instants to respond to spells, but you can't use them to interrupt spells. The difference is significant.

Interrupts

An interrupt is a special type of fast effect. Interrupts are the only effects that can be used while another spell is in the process of being cast, so only an interrupt can target a spell or counter another spell. Unlike other fast effects, an interrupt is always resolved immediately after it is announced (unless it is itself interrupted or the caster of the original spell interferes by interrupting his or her own spell before allowing the other player's interrupt to resolve).

For example, if your opponent starts to cast a Sengir Vampire (a powerful creature that you don't want around), you might be able to cast the interrupt Counterspell. The Counterspell would cause her spell to fail, thus preventing the Sengir Vampire from ever coming into play. You can also use interrupts to interrupt other interrupts, so she might then Counterspell your Counterspell (and so on).

Sceries

A sorcery is a one-time spell, like an Instant or an interrupt, but it is not a fast effect.

Like an instant, a sorcery spell is placed into the graveyard immediately after it is resolved. Sorceries, however, may only be cast during your own turn, during the main phase, and may not be cast during an attack or as a reaction to another spell.

Enchantments

Any card that has the word 'Enchantment' or 'Enchant' as the first word in its type is considered an enchantment. Every enchantment is a permanent. Enchantments affect other things in play, and most of them can only be cast if there is a legal target for them. For example, Holy Strength is an "Enchant Creature" type, and therefore must be cast on a creature. The exceptions are cards that say simply "Enchantment" or "Enchant World" as their type. These two types affect the duel as a whole, and they do not require targets.

Unlike many other cards, enchantments never tap. Even if an enchantment is on a tapped creature, it's always "on."

Enchant World cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play while another is already in play, the one already in play is buried.

Artifacts and Artifact Creatures

An artifact is a magically created device or non-living creature with magical powers. All artifact cards have the word 'artifact' somewhere in their type. These generally require generic mana to cast. Artifacts are permanents, so they stay in play once they've been successfully cast, just like enchancements. You can cast artifact spells only during your turn. Artifacts don't usually need to have targets.

Most artifacts have special effects. Some of these are "always on" (continuous), and some are activated only when you want them to be and when you pay the activation cost for that effect. If a non-creature artifact becomes tapped for any reason, the continuous effects cease. Also, you can't use the other effects until it becomes untapped even if its activation cost does not include T. Most artifacts' effects that require an activation cost can be used immediately after casting (unlike creatures).

An artifact which is also a creature (has power and toughness) is called an artifact creature. Artifact creatures are cast like artifacts, not summoned like creatures. They are, however, subject to "summoning sickness" like summoned creatures. Unlike other artifacts, artifact creatures do not stop working when they become tapped; their continuous effects remain active, and you may still use their effects with activation costs that do not include t. Artifact creatures are affected by spells and effects that target or affect either creatures or artifacts since they're both.

Summons

A summon spell calls a magical creature into play. It's a permanent, so the creature stays around until your opponent (or you) figures out how to get rid of it. You can cast summon spells only during your turn.

All creatures have two numbers separated by a slash in the lower right corner of the card. The first of these numbers indicates the creature's power, the amount of damage this creature deals in combat. The second number represents the creature's toughness, or the amount of damage the creature can absorb before it dies.

For summon spells, everything after the word 'summon' is the creature type. Other types of spells don't have this extra sub-type. The reason creatures have types is that some cards affect all creatures of a particular type; for example, the Goblin King gives all Goblins a bonus. The type is the *only* thing that matters for these effects.

A creature cannot attack during the turn it is brought into play. This is called "summoning sickness". Once the creature has begun a turn in your control, it is no longer sick.

Phases

Dueling players take turns, and each player's turn is divided into six smaller parts called *phases*. You might not always have something to do during a given phase, but that phase still happens. The phases always take place in the same order:

1. Untap
2. Upkeep
3. Draw
4. Main
5. Discard
6. Cleanup

Each of these phases happens every turn, even if you don't have anything to do during that phase, and every player can use fast effects in each of phases 2-6. There is no time "between phases" for things to happen; all actions and effects take place during one or another of the phases.

Untap Phase



Your turn starts with your untap phase. Any of your cards that were tapped become untapped. (That is, of course, unless some card is preventing them from untapping.) If it's not your turn, your cards do not untap.

One important thing to remember is that untapping takes place instantaneously. There is not opportunity to do anything, not even cast interrupts. Also, for the purpose of the rules, all of the cards are considered to untap at exactly the same time.

In some cases, you will have to decide which cards to untap. You must make this decision at the very beginning of the untap phase, before anything is untapped. Some enchantments, like Paralyze, prevent a card from untapping normally. Instead, you will have an opportunity to untap the card in some other way. In the case of Paralyze, by paying 4 colorless mana during the next phase, upkeep.

Untap is the only time that cards untap by themselves, but there are plenty of spells and effects that tap and untap cards at other times.

Upkeep Phase



Usually referred to as simply “upkeep,” the second part of each turn is the upkeep phase. Some cards require you to perform a particular action during this phase. Such cards will say what this action is and what the consequences are if you don’t do it. If you don’t have such a card in play, then you don’t have to do anything during this phase.

If there are multiple cards in play which tell you to do something during upkeep, the player whose turn it is gets to choose in what order to do those things.

During upkeep, both players are allowed to use fast effects--Instants, Interrupts, and effects listed on cards in play. You can’t use sorceries during upkeep. If a permanent has an upkeep cost, you cannot activate any of that card’s effects until you’ve paid the upkeep cost. This does not apply to continuous effects, but only those with an activation cost.

Draw Phase



The third phase of a turn is the draw phase. You draw one card from the top of your library. If you don't have any cards left to draw, you lose.

One clarification-you don't lose as soon as your library empties. You lose if and when you are required to draw a card from your library and have no card in your library left to draw. So, if you just drew your last card, you'll lose during your next draw phase unless you do something about it.

The player who goes first in any duel does not draw during her first draw phase. This is called the "play or draw" rule. You either play first or draw first, not both.

Some cards will tell you to do things during the draw phase. If there are multiple cards in play that do so, the player whose turn it is gets to choose in what order to do them.

Both before and after the draw, both players are allowed to use fast effects. You can't use sorceries during the draw phase.

Main Phase

During the main phase of your turn, you can:

- Cast spells
- Put one land into play
- Make one attack

You can do these in any order. The “cast spells” part of the main phase of your turn is the only time you can cast sorceries and permanents (creatures, artifacts, and enchantments). You can cast them before and after you put a land into play and before and after your attack. You cannot cast them during your attack.

The main phase is split into three parts:



Main Pre-Combat is everything that happens before the attack. During this “sub-phase” you can put one land into play and cast all the spells you wish. (As long as you have enough mana to pay for them, you can cast all the spells in your hand if you want to.)



Combat is the part of the phase that can get the most complicated. This is when you send some of your creatures over to attack the other player, and she uses her creatures to block yours and defend herself. In the mean time, you can both use fast effects. You don't have to attack if you don't want to.



Main Post-Combat is everything that happens after the attack. If you didn't put a land into play before the attack, you can do so now. Just like in pre-combat, you can also cast all the spells you can afford.

Both players may use all the fast effects they want to during the main phase.

Discard Phase



The discard phase comes immediately after the main phase. If your hand has more than seven cards in it at the end of your main phase, you must discard back down to seven during the discard phase. You can't discard if you have seven or fewer cards. (The cards in your graveyard, or discard pile, will always remain face up.)

You can look through either graveyard any time you wish. That's why your graveyard is required to be face up. Some spells even let you pull cards out of the graveyard--if one of these cards says "your graveyard," that's just what it means; if it says "the graveyard" it means both.

Some cards tell you to do things during the discard phase, and if there are several of these cards, the player whose turn it is gets to choose what order to do them in.

Both players can use fast effects during the discard phase, but only before you discard, not after.

Cleanup Phase



This phase should really be called the “Heal Creatures and Clean Up Temporary Effects Phase,” but it just doesn’t sound as good. At the end of the turn, all surviving creatures instantly heal any damage they have taken. This applies to creatures on both sides; every critter heals back to full capacity at the end of each turn. No player can use fast effects during this phase.

In addition, all effects that last “until end of turn” wear off at the same time as the creatures heal. One thing must be clarified. All of the “until end of turn” effects wear off simultaneously with each other *and* with damage, so a creature that is only alive at end of turn due to an effect Giant Growth, for example will survive; it won’t find its toughness dropping just before the damage goes away.

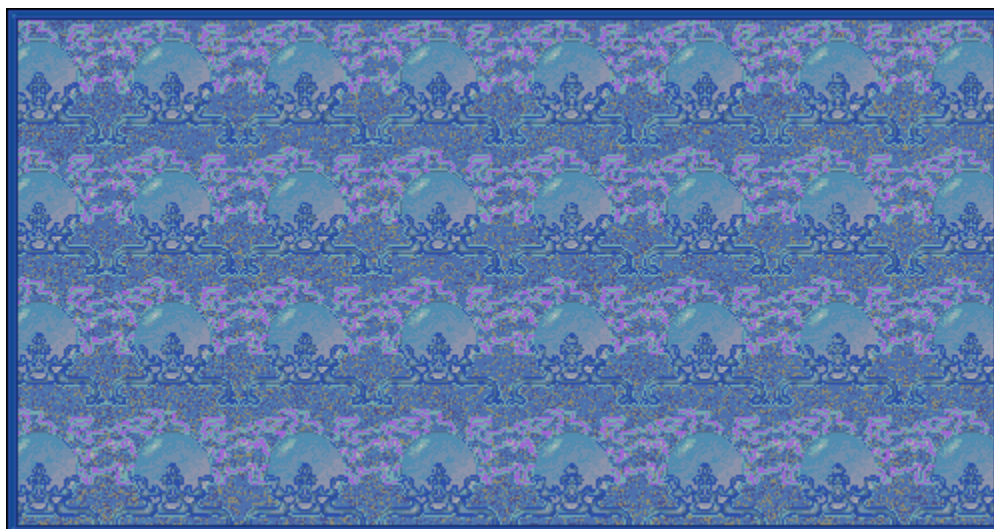
This phase is instantaneous, like untap, so neither player can use fast effects. When the cleanup phase is over, so is the turn, and the next player’s turn begins immediately. There is absolutely no time “between turns.”

Parts of the Duel Screen



1. [Territory](#)
2. [Hands](#)
3. [Phase Bar](#)
4. [Graveyard](#)
5. [Showcase](#)
6. [Life Register](#)
7. [Library](#)
8. [Mana Pool](#)

Territory



The largest areas of the dueling table are your territory and your opponent's territory. The lower territory is yours, the upper belongs to your adversary. These areas contain all of the cards in play.

When you right click on either territory, a mini-menu pops open. Depending on the situation, one or more of these options is available:

- **Arrange Cards** straightens up the cards in play in the territory where you right-clicked. This has no effect on the duel, it just makes things neater.
- **Cancel** is a convenient way to cancel a spell or effect.
- **Concede** announces to your opponent that you're giving up, accepting a loss rather than continuing the duel. You must confirm this decision.
- **Done** signals that you're finished with the current phase or spell. However, this option does not simply move you on to the next phase. Rather, it tells the referee that you do not intend any action until (1) you reach a phase that has a Stop on it, (2) an action or decision is required, or (3) you are able to use a fast effect. (Note that "able to" means you have fast effect handy and you have the mana available to use that effect.) You can also use the **Done** or **Cancel** button on the Situation Bar for the same effect.
- **Duel Options** opens the **Dueling Options** window, which allows you (within limits) to customize the look of the **Dueling Table**.
- **Go to** ends the current phase and moves you on to the next one.
- **Help** opens the **Dueling Help** window. This functions exactly like you expect Windows Help to.
- **Minimize** shrinks the Magic: the Gathering window so that you can temporarily pursue other Windows functions.
- **Show ID Tags** toggles the display of each card's unique ID code. This can be useful when you need to determine exactly which of several otherwise identical cards is the target of a specific spell or effect.
- **Show Invisible Effects** toggles the appearance of those effect cards (the temporary yellow cards that pop up all the time) that are not normally displayed.

Every card in play or in your hand has one or more uses. Right-clicking on a card also opens a mini-menu. Every possible use for that card in the current situation is listed. The most common options are:

- **Bring to Front** puts the card where you can see it better. You can also right-click and hold to bring the card to the front for as long as you hold the mouse button.
- **Cast** selects a card from your hand to attempt to put into play.
- **Draw** takes the card from your library into your hand.
- **Help** opens the **Dueling Help** window. This functions exactly like any Windows Help.
- **Original Type** shows you what this card was when it was cast, before any spells and effects changed it.
- **Place Land** puts a land card into play from your hand.
- **Show ID Tag** toggles the display of each card's unique ID code.

- **Show Invisible Effects** toggles the appearance of those effect cards (the temporary yellow cards that pop up all the time) that are not normally displayed.
- **Tap for Mana** taps a mana source for whatever mana it can provide.
- **Tap Lock** marks a land to be ignorednot tapped for manawhen you auto-cast any spell or effect. The only way to tap a locked land is manually, by clicking on it.
- **Use Fast Effect** activates whatever effect the card is capable of producing. If there is more than one possibility, you are prompted to select the effect you intend.
- **View** displays the card in the **Showcase**. (When you're using the **Advanced Layout**, this opens a temporary **Showcase** in which to display the card.

Note that most cards have a primary usefor instance, you are most likely to use a basic land to generate mana. This function is always listed first in the mini-menu that opens when you right-click on that card. In most instances, you can simply click on the card to activate that primary function.

Hands



A small window floating over your territory contains representations of the cards in your hand. Only the title bar of your opponent's hand is visible; this is to keep you aware of how many cards are in that hand. If a card allows you to see the cards in your opponent's hand, the window opens to display them. Both of these windows are movable. To move a hand window, click and drag on the bar at the top of the window.

At any given time, some, all, or none of the cards in your hand might be useable. Just for starters, you must have enough mana available, it should be the right phase, and often there needs to be a legal target in play. When all the necessary conditions are met, a card in your hand is useable, and therefore will be highlighted as such.

Click on any highlighted card in your hand to begin casting that spell or, in the case of land, to put it into play. Once you've selected a spell to cast, you must draw enough mana—from your mana pool, land in play, or other mana-producing cards—to power the spell.

- Remember, for cards with **X** in the casting cost, you must determine the value of X at casting time. If you double-click to “auto-cast” an X spell, all of the mana you have available in your pool and from land sources will be put into that spell.

In many situations, it matters quite a bit which of your mana is used and which remains available. If you are not in one of those situations, however and don't care to manage your mana, you can “auto-cast” a spell by double-clicking on it. This is a convenient shortcut, but keep in mind that you momentarily give up control over which of your mana is used.

Phase Bar



The Phase Bar, which runs from top to bottom of the screen, just to the left of the territories, is the central control for the progress of the duel. Though there are other ways to move through the phases of your turn, the phase bar is probably the most convenient.

First and foremost, the current phase is always highlighted. The top half of the bar represents the phases in your opponent's turn, while the lower half represents your turn. For novice players especially, this can help guide you as to what actions are and are not possible at a given time.

You can move forward to any phase by clicking on the icon for that phase. This is a little less simple than it might sound. Whenever you want to, you can click on any phase on either side of the bar. This instructs the computer acting as referee that you do not intend to do *anything* until the phase you clicked on. The duel blithely skips through all the intervening phases, then stops. There are a few exceptions, of course.

- If there are any required actions to perform during a specific phase (dealing with upkeep effects, for example), movement through the phases will stop at that phase until you do what is necessary.
- If your opponent does something that requires or permits a response (casts a spell, uses a fast effect, declares an attack, or whatever), movement through phases stops so that you have a chance to respond.
- If you have placed a **Stop** on a phase, progress pauses at that phase.

When the duel pauses to take care of something like this, your original "destination" phase is forgotten. The situation has changed, and your intentions probably have, also.

Now, you might ask, what is a **Stop**? That's another function of the **Phase Bar**. You can right-click on any phase and select **Mark** from the mini-menu to put a **Stop** on that phase. This is a lasting instruction that you do not want the duel to pass that phase until you have had a chance to do something. Specifically, that phase does not end until you tell it to manually; it cannot pass automatically.

Graveyard

Next to each library is an area for discarded cards—a graveyard. Each player has a graveyard, and taken together, these comprise “the graveyard.” When a card is discarded or removed from play, as when a creature is killed, it goes to the graveyard. Cards which are removed from the game entirely do not go into the graveyard.

You can click and hold on any graveyard to view its contents. You can’t rearrange or remove the cards in any graveyard unless a card specifically instructs you to do so.

You can also right-click on either graveyard to see a reminder of what cards you and your opponent have put up as ante or view cards removed from play or out of the game.

Showcase

To the left of the **Phase Bar**, in the center, is a big card. As in some other screens, this is the **Showcase**. Whenever the mouse cursor pauses long enough over a card in play, in a visible hand, or even in a graveyard, that card is displayed here. Cards drawn into your hand are displayed when you draw them.

If the whole text of a card does not fit into the text area of the **Showcase**, you can fix that. Right-click on the text area, then click on the **Expand** toggle. This causes the text area to grow, when necessary, to display the entire card text. If the expanded box becomes annoying, you can always toggle **Expand** off again.

Note that the **Showcase** always displays the original card text. Any changes made to a card after it was put into play—modifications to the power, toughness, color, or what have you—are noted on the representation of the card in play, not here. The **Showcase** is a display only; it has no other function.

If you're using the **Advanced** layout, the **Showcase** only appears when you call it, and is otherwise absent. Note that it will normally disappear in a few seconds, but the **Showcase** will not leave the screen if you place the mouse cursor over it. Clicking on it, however, makes it disappear.

Life Registers

These simply note how many life points each player has at the moment. Whenever one (or both) of these is zero or less at the end of a phase or at the end of combat, the duel is over.

You can click on either register to flip it over and see the character behind the number-yourself or your opponent.

Poison counters, if a player has accumulated any, are displayed here.

You can right-click on either life register and select **Flip to Face** if you'd rather see your opponent's face.

Library

Immediately above and below the Showcase are two piles of face-down cards. These are the dueling decks, each of which is now considered to be a player's Library. Whenever you draw a card, you draw from the library on your side. The number of cards left in your library is represented--inexactly, as in real life. If you must know, you can right-click on a library to find out the exact number of cards left in it.

When there are no cards in a library, that player cannot draw and will likely lose during his or her next draw phase.

You cannot manipulate your library unless a card specifically instructs you to do so.

Mana Pool



Any mana that has been generated but not yet used is represented here. (Note that, technically, all mana passes through the pool as it is generated and used. Normally, however, this is neither visible nor significant.)

When you choose to cast a spell or use an effect that has a mana cost, you may choose which of your mana to use and in what way. If there is mana in your pool that you wish to use, click on the area next to the appropriate color button to apply that mana one point at a time. To use all of a particular color, double click in the area representing that color.

Parts of the Card



1. Name of Card
2. Cast Cost
3. Art
4. Border
5. Card Type
6. Artist
7. Power
8. Toughness

Art

While the artwork on the **Magic: the Gathering** cards is beautiful, it is important to remember that the card's name, art, flavor text, and artist's name don't influence what a card actually does. For example, if you look at the picture on a Frozen Shade card, it looks as if the creature is floating. This may fool you into thinking that a Frozen Shade can fly, but since the text box doesn't include the word 'Flying', the Shade isn't considered a flying creature.

Border

The border of a spell serves as an easy visual reminder of the color of the spell. A spell's color is technically defined as the color of the mana required to cast it, not counting the generic mana. The Hurloon Minotaur requires red mana, so it is a red spell when cast and a red creature while in play. The border helps you remember its color. Colorless spells (and land cards, which are colorless) will normally have a grey or brown border. Some spells change the color of other cards. (During a duel, a card's *current* color is always indicated by its border.)

Cast Cost

This is the cost, in mana, that you must pay to cast a spell. When a card refers to the casting cost of another spell, it means the total amount of mana needed to cast the spell, regardless of color. Thus, for the purposes of such a card, a spell costing 2 green plus 2 colorless mana has a casting cost of four. If the spell in question is an **X**spell not in the process of being cast, then **X** is zero. If such a spell is in the process of being cast, **X** equals the actual number of mana points spent as **X**. Token creatures are considered to have a casting cost of zero.

Power

A creature's power is the amount of damage it deals in combat. It is the first of the two numbers written in the lower right corner of the creature card.

If a spell or effect reduces a creature's power to zero or less, that creature deals no damage. Furthermore, a creature with zero or less power is treated as having a power of zero for all purposes except raising the power back up again, for which the actual negative number is used. Also, if a card says to give a creature a specific power (rather than modifying its existing power), then treat the creature as though the first number in the lower right hand corner of the card (the "base power") were actually changed. Any enchancements on that creature, including those already in play, would then build from this starting point.

Toughness

A creature's toughness is the amount of damage it can take before it is destroyed. It is the second of the two numbers written in the lower right corner of the creature card. If a creature's toughness is reduced to zero or less, the creature dies.

Note that damage prevention effects can only prevent damage; they cannot prevent effects that reduce a creature's basic toughness. You don't check whether a creature's toughness has been reduced to zero or less until after all effects in a batch have been resolved; it's possible for a creature to survive if its toughness is first lowered and then raised by two different spells in the same batch.

Also, if a card says to give a creature a specific toughness (rather than to modify its existing toughness), then treat the creature as though the second number in the lower right corner of the card (the "base toughness") were actually changed. Any enchancements on the creature, including those already in play, would then build from this starting point.

Activation Cost

Many permanents have fast effects listed on the card in the form *[cost]:[effect]*. Everything before the colon is the activation cost for the effect described after the colon. Some of these effects have other costs, which are paid at the same time as, but are not part of, the activation cost. For example, Strip Mine has the effect “Sacrifice Strip Mine to destroy target land.” The total activation cost for this effect is tapping the Strip Mine; the sacrifice is an additional cost that is part of the effect itself.

Card Effect

Anything in the card text that is not in italics describes either an ability (such as Trample, Flying, or Protection) or an effect. Effects are things that that card can “do” once it is in play. Effects come in two types: continuous effects, which do not have an activation cost, and fast effects, which do.

Once a permanent is in play, any continuous effects of that card are active all the time. The single exception is the continuous effects of artifacts. When an artifact is tapped, its continuous effects cease. This does not apply to artifact creatures, of course.

As for the non-continuous effects, you can use those any time the rules allow. Simply place the mouse pointer over the card you want to use and right-click (or click, for the primary effect). A mini-menu opens, with all the possible effects listed. (Listed effects which are not at present possible or allowed are greyed out.) Choose whichever effect you want to use. As with the casting cost of a spell, you’re prompted to pay all of the activation costs of the effect immediately. If tapping the card is part of this cost, the card becomes tapped. Any x cost is defined by the amount of mana you tap now.

If the effect is a targeted one (like the Prodigal Sorcerer’s damage), you also need to choose a target. When you’re prompted, click on any valid target: a card, a damage marker, or whatever. If your opponent is a valid target, her Life Register flips over. To target your opponent, click on the face instead of a card.

If there are any other decisions to make regarding the effect (a color choice, for instance), you must make these when you activate the effect. Once you’ve defined the effect, its spell chain begins.

Once the spell chain that the effect begins is resolved, then and only then does the effect take effect.

Abilities

Many creatures have one of the following special abilities listed as the first thing in the text box of the creature card. Some creatures will have more than one special ability, although most have only one:



Regeneration

First Strike

Flying

Trample

Landwalk

Banding

Protection

Banding



Banding is a special ability some creatures have that allows them to form a group with another creature (or other creatures) while attacking or defending and to distribute damage differently when doing either.

When attacking, you can form a band of attacking creatures out of any number of creatures that have banding; you can even include one creature that doesn't have banding. You must declare which creatures you want to band when you declare your attack; attacking bands can't form or disband after your opponent declares blockers. When your banded group of creatures attacks, your opponent's creatures have to block this band as one or let it through as one. If a defending creature blocks any of the banded creatures, then it blocks them all. Any damage this defending creature deals gets distributed among the creatures in your attacking band as you desire. Banding doesn't allow creatures in a band to "share" any other special abilities.

When defending, if even one creature in a defending group has banding (during damage dealing), then the controller of the defending group gets to decide how the damage from the attacker blocked by the group gets distributed among the creatures in that group. For example, you can block one really big attacker with four creatures. If even one of your defenders has banding, you get to decide how the attacking creature's damage gets assigned. Remember, though, that only creatures that could legally block the attacking creature on their own can band together to block the attacker.

First Strike



During the attack, a creature with first strike deals all its damage before receiving any. If it deals enough damage to destroy the opposing creature, it doesn't take any damage since the other creature dies before getting a chance to strike. For example, if a White Knight (2/2, first strike) blocked a normal 4/1 creature, the 4/1 creature would take 2 damage and die before it was able to deal its 4 damage to the Knight. First strike isn't a guarantee of survival, though; if the Knight tried to block a Giant Spider (2/4), the Knight would deal its 2 damage first, but that wouldn't be enough to kill the Spider. The Spider would then deal its 2 points to the Knight and the Knight would die.

Creatures killed by the first strike damage do not get to deal damage, but any special effects caused by their attack or block will still happen.

If two creatures with first strike oppose each other, they deal their damage simultaneously but before anybody else. Giving a creature that already has first strike an extra first strike enchantment doesn't make it any faster.

Flying



Only creatures with flying can block other creatures with flying. If you attack your opponent with a creature that can fly, and none of her creatures can fly, your creature gets through unblocked no matter how many nasty creatures she has. Even better, any untapped flier you have can still block her non-fliers when it's her turn to attack.

Landwalk



Some creatures have a special stealth ability that is commonly called landwalk, although the cards don't actually say "landwalk." Instead, they say "swampwalk," "forestwalk," "islandwalk," or the like. Creatures with a particular landwalk can't be blocked if the opponent has a land of that type in play.

For example, Shanodin Dryads are 1/1 forestwalking creatures. If you have Dryads in play, your opponent has a forest in play, and you decide to attack with your Dryads, your opponent can't block them. Even if your opponent has Dryads or other forestwalkers in play, they can't block your Dryads either.

Protection



Creatures with “protection from” a particular color are mostly invisible to cards of that color. A creature with protection from a particular color of magic cannot be blocked by creatures of that color or targeted by spells, enchantments, or effects of that color, and all damage done to it by sources of that color is reduced to zero whether targeted or not. Additionally, giving a creature protection from a given color (with a Ward, for example) destroys any enchantments of that color already on the creature. Protection is not immunity; the creature is still vulnerable to non-targeted non-damage-dealing effects. For example, Wrath of God (a white spell which buries all creatures) will bury a creature with Protection from White. Protection cannot prevent a creature from being sacrificed.

Regeneration



Some creatures have the ability to regenerate, usually with an activation cost. If such a creature takes enough damage to send it to the graveyard, you can pay the activation cost for its regeneration ability and prevent it from dying. Keep in mind that this ability doesn't allow regenerating creatures to come back from the dead; if you don't pay for the regeneration, the creature goes to the graveyard and stays there like any other creature.

For example, Drudge Skeletons is a black 1/1 creature with the ability “**b**: Regenerate.” If your Skeletons take lethal damage, no matter how much, you can save them from going to the graveyard if you pay **b**. If they are killed again the same turn, you may spend another **b** to regenerate them again. If you don't pay this cost, they go to the graveyard and stay dead.

When a creature is regenerated, it returns to life tapped and fully healed. All of the creature's enchantments remain. Creatures killed while they are tapped can still be regenerated. But if a creature gets hit with a card that says it buries or sacrifices the creature, the creature can't regenerate and goes directly to the graveyard. You can't regenerate a creature that is removed from the game either; such a creature must be set aside and returned to its owner only when the game is over.

If a creature regenerates during combat but before the damage resolution step, then it doesn't deal or receive any damage.

Trample



Normally, an attacking creature which is blocked cannot damage the defending player. A creature with the trample ability gets around this limitation by dealing a special type of damage in combat, called trample damage. If a blocking creature has taken damage greater than its toughness, any excess unprevented damage will “spill over” from the creature to its controller at the end of damage prevention, even if the creature that was damaged regenerated. If a single creature receives both normal damage and trample damage at the same time, apply the trample damage last. Since the excess damage isn’t redirected until the creature goes to the graveyard or regenerates, you can’t take the spill over damage yourself then save the creature by preventing one damage to it. Trample only functions when the creature is attacking, not when its blocking.

Mana

The Colors of Mana and Magic:

Corresponding to the five types of basic land are the five different colors of spells, each of which has a particular character. There are also “colorless” and multicolored spells.

B Black magic’s power comes from the swamps and bogs; it thrives on death and decay. Many wizards shun black magic’s self-destructive nature even as they long for its ruthlessness. Black’s traditional foils are green and white.

U Blue magic flows from the islands and thrives on mental energy. Other wizards fear the blue magicians’ ability with artifice and illusion, as well as their mastery of the elemental forces of air and water. Blue’s traditional foils are red and green.

G Green magic gets its life from the lush fecundity of the forest. Like nature itself, green magic can bring both soothing serenity and thunderous destruction. Green’s traditional foils are blue and black.

R Red magic feeds on the vast energy boiling deep in the heart of the mountains. Masters of earth and fire, red magicians specialize in the violence of chaos and combat. Red’s traditional foils are blue and white.

W White magic draws its vitality from the untouched, open plains. Though white magicians focus on spells of healing and protection, they also devote plenty of time to the chivalrous acts of war. White’s traditional foils are black and red.

1 “Colorless” or “Grey” mana is mana with no color and can only be used for the “generic” portion of a spell’s cast cost.

Deck Builder

One of the most intriguing parts of the **Magic: the Gathering** experience is deck design. Using the **Deck Builder**, you can construct as many decks as you care to, with few limits.

Off to the left the giant card is the **Showcase**. Whatever card the mouse cursor is hovering over is displayed here. Since no other part of the screen shows complete cards, you need this if you want to read the information on any card. If the card text is not all visible, right-click on the text area, then click on the **Show Full Card Text** toggle. The box now expands when necessary to display the whole text. Click the toggle again to turn the expansion off.

The largest area of the screen contains the deck you're working on. Cards are represented in miniature. Place the mouse cursor over any card to see it in detail in the **Showcase**. If you decide to remove a card from the deck, just double-click on it or drag it from this area into the **Inventory** area (described momentarily). You can also right-click anywhere in this area to open a mini-menu. There are normally several options on this.

- **Clear Deck** wipes the current deck from the **Deck Builder**. This only affects the deck you're working on; it does *not* affect any deck files.
- **Consolidate Duplicate Cards** toggles whether multiple copies of the same card are displayed separately or grouped together. If they're together, a tiny number on the single representative card notes how many copies of that card are actually in your deck.
- **Exit** closes the **Deck Builder** and returns you the **Main** menu (or Windows).
- **Load New Deck** allows you to open an existing deck to examine and modify. (Note: If you load and change one of the creature decks used in the full game, you must save your version of the deck under a new name.) Once you load a deck, any deck you have cleared previously can no longer be restored.
- **Restore Deck** brings back the last deck you cleared. If you've loaded or created another deck since clearing the one you're trying to restore, you're prompted to save the current deck before the cleared one is restored. This option is only available if you have cleared a deck during your current **Deck Builder** session *and* have not loaded an existing deck since then.
- **Save Deck** stores the current deck, exactly as it stands, in a file for future use. When you're prompted for the file name, remember that the file must be a legal DOS file name (only eight characters before the period, please) and must have a **.dck** extension to be recognized by **Magic: the Gathering** as a valid deck file.
- **Sort Deck** rearranges the cards in order by color, putting like cards together. Lands are always at the beginning.

At the top left corner of the screen is the **Deck Header** box. The title of your deck is displayed here. Of course, if you haven't given the deck a title, it's just called "New Deck" pretty dull. Right-click on the box when you want to change that.

In the dialog box that opens, you can enter lots of information about yourself and your deck. All of this info is stored in the same file as the deck itself. Why so much detail? When you have a library of hundreds of decks you've designed, it helps you remember which deck is which. Plus, if you give your friends copies of a deck you've made, they can load it into their **Magic: the Gathering** and duel with it. By including all the extra info, you can reserve credit (or blame) for the success (or failure) of your design.

Some Buttons

Near the bottom of the deck area are three buttons. Clicking on the first gives you a rundown of quite a few useful statistics about the deck you've put together.

The second button is the same as right-clicking on the Deck Header box. Use it to name your deck and enter any identifying information you wish to include.

The third button is the way out. When you're done here, click that button or use the **Done** option on the mini-menu to leave.

Filters

Between the **Inventory** and **Deck** areas are four sets of **Filter** buttons. These determine which cards are displayed in the inventory. Every one of these buttons is a toggle switch; when the button is depressed, it is *on*, and the cards that correspond to that filter are displayed. When the button is up, it's *off*, and cards represented by that button are eliminated (temporarily, of course) from those shown. To depress or release one of these buttons, just click on it.

You can also right-click on some of the filter buttons to open a mini-menu of options. These represent sub-groups of that filter. For example, the *Artifacts* filter includes two sub-filters, **All Creatures** and **All Non-Creatures**. These sub-filters allow you to further specify which cards you're really interested in seeing.

The rightmost set of **Filter** buttons correspond to the various sets of cards available. These are based on the various basic and expansion card sets released by Wizards of the Coast over time.

Fourth Edition, currently the standard of play, is the fourth version of the basic card set.

Astral, a card set created specifically for the MicroProse version of Magic: the Gathering, reflects the unusual nature of the plane of Shandalar.

Restricted includes all of the special, valuable cards from other sets that appear in Shandalar as treasures.

As there are no subsets of these card sets, none of the *Set Filter* buttons has a right-click mini-menu associated with it.

The buttons with mana symbols are the *Color Filters*. These include the five colors of magic. When you click on any one of these filters, it toggles display of the corresponding color of card in the inventory. Thus, for example, if the buttons for black and green were down, but all the others up, only black and green cards would appear.

You'll notice that there's no Color Filter for colorless cards. In order to see land, artifacts, and any other cards which have no color, you must use the next group of filters.

The fourth group of buttons includes all of the *Type Filters*. Each of these represents one of the types of cards: creatures, instants, and so on. So if you had already depressed the buttons for black and green, for example, and you then made sure that only the *Creatures* filter was active, the **Inventory** area would contain only black and green creatures, and no other cards. There's one exception to this. The first two buttons are *Land* and *Artifacts*. Each of these represents one of the two major types of colorless cards. Unlike the others, these filters are not necessarily modified by whatever Color Filters are turned on.

The **Land** filter adds in all mana-producing cards (mana sources). This filter has three mutually exclusive options.

Land and Mana is the default; this filters in all land and all other cards capable of producing mana.

Which lands are displayed is not affected by the Color Filters or Other Filters, but the same is not true for other mana sources.

Land Only displays only land cards.

Mana Only filters out the land and leaves all other cards capable of producing mana.



Artifacts makes sure that artifacts are included in the inventory. The *Artifacts* filter has two options, both of which are independent toggles. That is, you can turn either one on or off without affecting the status of the other.

All Creatures determines whether artifact creatures are shown in the inventory. Note that the display of artifact creatures is not affected by Color Filters, but it is subject to some of the Other Filters.

All Non-Creatures sets whether artifacts that are not creatures appear in the display. Which artifacts are shown is not affected by anything except the Set Filters.

The default setting has both of these options turned on: all artifacts are displayed.

Creatures displays any card with a power and toughness, plus all those that can become creatures as the result of a built-in effect (the land *Mishra's Workshop*, for example). This filter has four options.

Summon determines whether the standard creature cards of type "Summon X" are shown.

Token controls the display of cards representing token creatures. Generally, token creatures are created through the effects of other cards. The cards are shown for information only; you cannot add a token creature to a deck (but you *can* add the card that creates it).

Artifact toggles whether artifact creatures are included in the inventory.

Summon from List allows you to choose exactly which creatures are in the inventory; you can select by creature name and also by sub-type: all Bats, all Goblins, all Zombies, and so forth. When you click on this option, a list window opens. As a fail-safe feature, this powerful filter does not become active unless you click the **Enable Filter** checkbox.

Initially, all the creatures and creature sub-types are selected. You can use the **Clear All** button to de-select everything and start from scratch. If you change your mind, you can use **Select All** to return the list to its original, fully selected state. To switch a listing from selected to de-selected or vice versa, click

on it. You can use the up and down arrow keys and the scroll bar to move through the list. When you're satisfied with your selections, click on the **Done** button. Only those creatures and types you left selected are filtered into the inventory.

Enchantments adds to the list any enchantment that passes the other active filters. This filter has six options, all related to targeting.

Enchantment filters those enchantments which target other enchantment/enchant types.

Land determines whether enchant land cards are shown.

Creature controls the appearance of enchant creature cards in the inventory.

Artifact toggles the inclusion of enchantments that target artifact/enchant artifact cards.

Enchant turns on and off the display of global (non-targeted) enchantments.

Instants controls whether or not instants are available in the inventory. This filter has no sub-filters.

Interrupts filters interrupts into or out of the inventory display. There are no sub-filters for interrupts.

Sorceries controls the appearance of sorceries in the inventory. This filter has no sub-filters.

The final group of buttons collects a few additional filters that the designers have found useful.

Casting Cost allows you to focus the inventory according to the amount of mana it takes to get a card into play.

Greater than limits the displayed cards to those with a casting cost larger than the number you choose.

Less than prunes the inventory by excluding those cards that do not have a casting cost lower than the limit you select.

Equal to prevents the appearance of any card with a casting cost other than the one you pick.

X Cost shows only those cards with **X** in the casting cost.

Power gives you a method of ranking creatures according to attack strength and working with only those you wish to see. This filter has three mutually exclusive options.

Greater than cuts the displayed creatures down to only those with a power larger than the number you choose.

Less than limits the inventory by including only those creatures with a power lower than the one you select.

Equal to shows only those creatures with the power you pick.

Toughness, like *Power*, lets you work with only the creatures you want, based solely on their defensive damage-absorbing capability. It, too, has three mutually exclusive options.

Greater than includes in the display only creatures with a toughness larger than you choose.

Less than allows only creatures with a toughness lower than the limit you select into the inventory.

Equal to puts into the inventory only creatures with exactly the toughness you pick.

Ability lets you filter for only those cards that have, can have, or can bestow particular special abilities. These include all the usual creature abilities, plus a few other interesting characteristics. The ability filters are not exclusive, so you can turn them on and off in any combination you wish. Note that the first two filters modify the effects of the others.

Native means that the ability is an integral part of the card's makeup; it simply has the ability. This toggle determines whether those cards are displayed.

Gives refers to those cards which can bestow an ability as an effect, regardless of whether it can be bestowed on the card itself, on another card, or both. This switch controls whether or not these cards are displayed.

Flying filters cards that have, can have, or can give flying.

First Strike toggles the display of cards that have, can have, or can bestow first strike.

Trample adds or eliminates cards that have, can have, or can give the trample ability.

Regeneration controls whether cards that have, can have, or can impart the ability to regenerate are shown.

Banding filters cards that have, can have, or can give the ability to band with other creatures.

Protection controls the appearance of cards that have, can have, or can confer protection from a particular color or characteristic.

Landwalk toggles display of cards that have, can have, or can give any of the various landwalk abilities.

Poison is not exactly an ability. This filter adds or eliminates cards that have, can have, or can grant the effect that a creature gives one or more poison counters to a player it damages.

Rampage determines whether or not cards that have, can have, or can give the rampage ability are displayed.

Web is not an ability in the strict sense. Rather, this refers to capacity of some non-flying creatures to block flying creatures. This is similar to the effect of the enchantment *Web*, thus the name. This filter controls the appearance of cards that have, can have, or can give this capability.

Stoning is also not strictly an ability. Some creatures destroy any creature they block or that blocks them. This damage effect is referred to as “stoning” after the Cockatrice and Basilisk’s mythical power. This filter toggles the display of cards that have, can have, or can give this destructive ability.

Free Action describes the capacity some creatures have to attack without becoming tapped. This switch determines whether or not cards that have, can have, or can give this capability are displayed in the inventory.

Quick Draw is shorthand for the special immunity some creatures have to summoning sickness. This filter toggles the display of cards that have, can have, or can give the ability to attack or use effects with

in the activation cost during the turn in which they are summoned.

Rarity is important to a card collector, and it can also be significant when building decks. If you decide to work with cards based on the frequency with which they appear (or are trying to locate a card you know the rarity but not the name of), this filter is for you. The three options follow established conventions for determining the rarity of a card.

Common lets you filter for the least rare cards. Though easy to find, common cards are no less useful or powerful for their abundance.

Uncommon determines whether those cards that appear less frequently are displayed in the inventory. Though these are less plentiful than common cards, they’re still relatively easy to acquire, especially in Shandalar.

Rare controls the display of those cards that are most difficult to find. These are often, though not necessarily, the most interesting or powerful cards. Some rare cards are straightforward in their effects, while many take some expertise to use effectively.

Artist is included because there are deck builders to whom aesthetics is a concern and rightly so. If you wish to view and work with cards based on the artist, this filter allows you to do so. When you turn this filter on, a list window opens.

Initially, all the artists are selected. You can use the **Clear All** button to de-select everyone and start from scratch. If you change your mind, you can use **Select All** to return the list to its original, fully selected state. To switch an artist’s name from selected to de-selected or vice versa, click on it. You can use the up and down arrow keys and the scroll bar to move through the list. When you’re satisfied with your selections, click on the **Done** button. Only the work of those artists you left selected are filtered into the inventory.

All Cards Inventory

Along the bottom of the screen, in the **Inventory** area, is every card you can put into a deck every **Magic: the Gathering** card included in the game! At the bottom of the **Inventory** area is a scroll bar you can use to move through your inventory or you can type in the first few letters of the name of any card you want to see. To move a card from the inventory into your deck, simply double-click on it or drag it there with the mouse, then release.

Astral Set

This is a set of Magic cards based on spells and creatures native to the plane of Shandalar. These cards were developed specifically for MICROPROSE'S rendition of **Magic: the Gathering**. They are as follows:

Call from the Grave

Prismatic Dragon

Knights of the Rainbow Vale

Pandora's Box

Whimsy

Faerie Dragon

Goblin Polka Band

Power Struggle

Aswan Jaguar

Orcish Catapult

Gem Bazaar

Necropolis of Azar

Attack

The attack is one possible action you can take during your main phase. You only get one attack per turn, and you attack your opponent with your creatures. No permanent spells may be cast during the attack. The complete attack sequence is as follows:

1. Announce your attack. This is your opponent's last chance to use pre-attack effects.
1. Declare and tap your attacking creatures.
2. Either player may use fast effects.
3. Your opponent declares blocking. Blocking doesn't make creatures tap, but tapped creatures can't block.
4. Either player may use fast effects. If a fast effect removes or taps a blocking creature at this point, the attacking creature is still blocked. A tapped blocker deals no damage but still receives damage from the attacker it blocked.
5. Assign damage. Players may use only interrupts or damage prevention fast effects; no other kind of fast effects are allowed.
6. Creatures that take lethal damage and aren't regenerated go to the graveyard. Any effects that happen when a creature goes to the graveyard are triggered.
1. Any effects that happen "at the end of combat" take place.

For an explanation of how to engage in combat, [click here](#).

Bury

A card that is buried must be sent to the graveyard without possibility of regeneration.

Controller

Usually, the controller of a spell is the player who cast that spell. Sometimes, though, a spell or effect can give you temporary control over your opponent's card. If you take control of a card this way, you just take control of the card itself; you don't get control of any enchancements already on the card. If a card says "you" on it, it means the card's controller; if it meant the card's owner, it would specify "owner." A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the game is over, whichever comes first.

Counter (Noun and Verb)

Counter (n) A counter is a marker used as a reminder on certain cards. Counters are NOT tokens. Example of a counter would be the poison counters generated by Marsh Viper.

Counter (v) Countering a spell or effect means preventing that spell or effect from being cast. Countered spells go to the graveyard; the caster of the countered spell still has to pay the casting cost. A countered spell isn't successfully cast.

Creature

A creature is a monster or other ally called into aid the wizard in a duel. Creatures are usually brought into play by a summon spell. Note that some spells affect creatures and others affect spells- a “summon creature” card is a spell while being cast, and it becomes a creature only after it has been successfully cast and resolved. If a creature has a power that is a continuous effect, the effect functions as long as the creature remains in play, even if the creature becomes tapped. Cards in the graveyard or in your hand are not creatures; if a spell refers to a “creature” in the graveyard or in your hand, this is shorthand for “a summon or artifact creature card.”

Damage

Wounds and magically caused injuries are recorded as damage. Creatures usually do damage when they attack, and many different spells cause damage. Each point of damage done to a player results in a loss of one life unless the damage is prevented or redirected. Any time that a creature has damage equal to or exceeding its toughness, it is considered to have taken lethal damage and goes to the graveyard unless saved. Some spells and effects say to destroy, bury, remove from the game, or sacrifice a creature; these are not considered damage.

Damage Dealing

During an attack, the point at which the creatures damage each other and (possibly) the defending player is called damage dealing. Before any of the creatures deal damage, players have a chance to use fast effects to destroy or neutralize them. Normally each creature deals damage equal to its power. Blocking creatures only damage the creatures they blocked. Attacking creatures that were blocked only damage their blockers; if all their blockers are gone, they just attack empty air and do no damage. Unblocked attacking creatures are the only ones that can damage a player (the trample ability is an exception). Any creature that regenerates during a combat before the damage dealing starts is unable to deal or receive damage during this step.

If a blocker is tapped then that blocker will not deal damage to the creature it blocks in this step. The tapped blocker can still be damaged or destroyed by the creature it blocked, which still deals its damage. Attacking usually requires tapping the attacking creature, so attacking creatures deal damage whether they are tapped or not. If a creature was somehow removed from the combat before the damage dealing step, then that creature is no longer an attacking or blocking creature, so it cannot deal or receive damage from the combat. Any spell that removes a creature from play removes it from the combat. Also, if a creature changes controllers during combat, it is removed from the combat.

Enchant World

Enchant World cards are a special type of enchantment. They follow all the rules for normal enchantments plus one additional rule: Only one Enchant World enchantment can be in play at any time. If a second Enchant World card is brought into play, the first one is immediately buried.

Fast Effect

Interrupts, instants, and non-continuous effects of permanents are called fast effects. Unless otherwise specified on the card, you can use fast effects during the Upkeep, Draw, Main and Discard phases of any player's turn. Non-interrupt fast effects can be cast in reaction to other non-interrupt spells and other non-interrupt fast effects, forming a "batch." Once all players have said they are done with fast effects, everything in the batch resolves in the "last in, first out" order, with all damage resolved at the very end of the batch. No new effects may be used when you're in the middle of resolving a batch, unless they are triggered by something that happens in that batch, such as a creature's destruction.

Fizzle

If, for whatever reason, a spell fails, that spell is said to have “fizzled.”

Usually, unforeseen fast effects cause a spell to fizzle a target is removed from play, for example, or protected from the spell somehow. When a spell fizzles, the card goes to your graveyard as if it had been countered, and the mana you spent is gone.

If you change your mind in mid-cast and decide not to use a spell, you can cancel it. The spell goes back into your hand as if nothing had happened, but the mana in your mana pool is still there (since drawing mana from a mana source is a separate action from the casting of the fizzled spell). If this mana is not used before the end of the phase, it will cause mana burn.

Owner

The owner of a spell is the player who cast that spell. A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the duel is over, whichever comes first. In a duel, cards change owners only through ante or the effects of a few special cards.

Permanent

All artifacts, lands, creatures and enchancements in play are permanents, as are any tokens representing permanents. Spells that will become permanents aren't considered permanents until successfully cast. Specifically, a spell that targets a permanent cannot target a spell that will become a permanent; it must wait until the first spell has resolved and created the permanent before it can target it.

Remove from the Game

When a spell or effect removes a card from the game, that card isn't put into the graveyard. Instead, it is set aside until the game is over. Spells and effects that affect the graveyard can't affect this card. Because the card doesn't go to the graveyard, none of the special graveyard effects occur.

Spell Chain

A spell chain is the spell being cast, plus any interrupt spells or effects used to counter or modify it, plus any spells used to counter or modify *those* spells, and so on until both players have had enough. Your spell is not considered successfully cast until all this mess is resolved. Here's how it works:

- 1) First, you do everything that's necessary to cast the spell, targeting and all. If neither you nor your opponent is capable of doing anything to affect or interrupt the spell, that's it; the spell is successfully cast. Otherwise, if one or both of you have response options, the **Spell Chain** window opens. The spell is in progress and any cards it will affect directly (targets) are displayed.
- 1) You have the first shot at adding to the chain. This is your *only* opportunity to use interrupts (whether spells or card effects) that target the original spell directly. Once you either use or decline this chance, you limit yourself to using interrupts that target other interrupts in this spell chain both yours and your opponent's for the rest of this chain. (Remember also that only those interrupts that target spells are viable for targeting the spell being cast, since that card is not yet a permanent of any type.) If you do use any interrupts, they are added to the window. If you choose not to, click the **Done** button (or use the mini-menu).
- 1) If you use an interrupt, that interrupt is added to the chain. Once again, you and then your opponent have a chance to use interrupts that target this interrupt. As long as at least one of you chooses to use an interrupt, the chain goes on to another step and continues to grow. Both players always have an opportunity (though not necessarily the resources) to respond to any action the other player takes. Remember, though, that as long as any interrupts remain unresolved, neither you nor your opponent are permitted to target the original spell with anything. You can only target the latest spell or effect in the process of being cast.
- 1) If you chose not to interrupt your own spell in the first place, or once your interrupt and all the attendant interruptions have been resolved, your opponent has her chance to use an interrupt that targets the original spell. If she does so, her interrupt and its chain of interruptions are tracked in the **Spell Chain** window.
- 1) If both of you have declined this opportunity, or once both interrupts and any interruptions to them have all been resolved, that's the end of the chain and the original spell is either countered or successfully cast.

After the spell chain resolves and if the card successfully enters play, any continuous or triggered effects caused by the card being in play happen. This includes paying any additional (non-casting) costs of putting the card into play (sacrificing a creature is a likely example).

Next, a new spell chain begins, made up of any instant spells or fast effects used or cast in response to the original spell (plus any interrupts to those). There are less restrictions on the targeting of instants. Essentially, players take turns casting instants in response to each other's instants. When both decide that no more instants are forthcoming, the chain of instants resolves last-to-first the last instant takes effect first, then you work backward through the chain.

Summoning Sickness

A creature of yours may not attack or use any special ability whose activation cost includes a **t** symbol unless the card or token was in play under your control at the beginning of your turn. This should be interpreted as meaning “continuously under your control since your last untap phase.” This inability is usually called summoning sickness. Creatures suffering from summoning sickness can be used to defend and can also use abilities that don’t have **t** in their costs. Finally, only creatures suffer from summoning sickness; non-creature artifacts and lands may be used immediately after being brought into play.

Tap

Tapping a card means turning it sideways. This indicates to you and your opponent that the card's effects have been temporarily used up. Don't worry, your cards will untap at the beginning of your next turn, during your untap phase. The symbol **t** (tap) on a card indicates that if you use that card to generate a particular effect, then you have to tap it (turn it sideways). The particular effect that card generates is listed right after the **t** symbol.

When you get mana from a land, you have to tap that land.

Target

A target is the specific card, token, or player at which a spell is aimed. Some spells require one or more targets; you can't cast such spells if there are no valid targets in play. Usually, the type of target required will be obvious; an "Enchant Land" card must be played on a land, for example. Spells that affect a whole class of cards, such as all creatures in play, don't require a target and can therefore be cast at any time. If a spell targets a permanent, that spell can't be cast until the spell for the permanent is successfully cast. If a spell is aimed at a single target and that target is removed from play or becomes invalid before the spell resolves, that spell fizzles and has no effect. If a spell is aimed at multiple targets and one or more of those targets is removed or becomes invalid before the spell resolves, that spell still affects any of its original targets that are still valid and in play. If a target becomes invalid and then becomes valid again before the spell resolves, the spell will not fizzle. Creature combat -attacking and blocking-isn't considered a targeted effect.

Token

Occasionally, a card will ask you to use a token to represent a permanent, such as a creature. These tokens are permanents, and are affected by spells and effects that affect the appropriate type of permanent, but they are not considered cards. If any effect (including damage) takes a token out of play, it is removed from the game. You cannot return a token to your hand or otherwise maintain it out of play. A token may be sent to the graveyard, but it cannot stay there. If a token is sent to the graveyard, it is removed from play immediately after it reaches there. This will trigger effects that depend on something going to the graveyard, but not those that depend on it remaining there. Tokens are NOT counters.

Wall

Any card labeled Summon Wall counts as a wall, no matter what the name of the card is—for example, Carnivorous Plant is a wall, though “wall” does not appear in its name. Walls are creatures and follow all the same rules as any other creature with one exception: unless it otherwise specifies, a wall may not attack. Even a wall with power greater than zero, like the Carnivorous Plant, may not attack—but it can deal damage to any creature it blocks. Just like any other defender, a wall can normally only block one attacking creature at a time. Finally, remember that walls can be affected by any spells that affect creatures, even if this seems illogical or silly. For example, you can get rid of a Wall of Stone by casting Terror on it.

Inflatable Creatures

Some creatures have an activation cost that lets you increase their power and/or toughness. For example, the Frozen Shade (0/1) has the following special ability: “**b**: +1/+1 until end of turn.” This means that for every **b** you spend, the Shade gets +1/+1, but this bonus wears off at the end of the turn. You can spend as much black mana as you like to increase the Shade’s power and toughness each turn. Some players call these creatures “inflatable” because you can pump them up. This ability can be used even when the creature is tapped.

Block

Creatures cannot directly attack other creatures, so a creature can only attempt to attack the opposing player. When that happens, the defending player can block with his or her own creatures. Attacking creatures that are opposed by defending creatures in this fashion are blocked and the defending creature is called a blocking creature. Once an attacking creature is blocked, it stays blocked, no matter what happens to the blocker. Casting a spell which would have made the block illegal or giving the attacking creature an evasion ability will not “unblock” it; you should do those things before the block is declared. Only creatures can block; Circles of Protection, for example, prevent damage but do not block.

Sacrifice

Certain cards require you to sacrifice a permanent in play, usually as part of the cost of generating a particular effect. You can only sacrifice a permanent you control, and you can't sacrifice a permanent that is already on its way to the graveyard. Sacrificed permanents get buried immediately; they can't Regenerate. Since a sacrifice is a cost, it happens instantaneously as soon as you declare it; it can't be prevented by other effects. Even if the permanent requiring the sacrifice is countered or destroyed, the sacrifice still takes place. It is legal to sacrifice a creature represented by a token. A sacrifice isn't a targeted effect.

When the need arises to sacrifice something, you are notified. To select and sacrifice a permanent. Move the mouse pointer over an appropriate card and click on it.

Destroy

A permanent that is destroyed is sent to the graveyard but may be saved by regeneration or by effects that prevent destruction. When a spell or effect destroys a creature, it ignores the creature's toughness entirely; destruction is not the same as damage and cannot be prevented by damage prevention effects.

Combat

At least part of the point in having creatures in play is so that you can have them engage in combat.

Declaring Your Attack



Once you've clicked on the combat icon on the **Phase Bar**, your next step is declaring your attack. At this point, the **Combat Bar** takes the place of the **Phase Bar**. This functions exactly as the **Phase Bar** does, except that it marks (and controls) your progress through the sub-phases that take place during an attack.

Those of your creatures which are able to attack are highlighted. Just click on any of your available creatures to add it to the line-up. (If you click on a creature that is not capable of attacking at the time, nothing happens.) As soon as you add the first creature to the attack, the **Combat** window opens. Your attackers line up on your side, and the space on the other side is reserved for (potential) blockers. If you select a banding creature for the attack, you can choose to have it band with another attacker, rather than attacking on its own. You're prompted to decide this.

If you wish to band the creature with another, click on the attacker with which the creature you're ordering around is to band. Otherwise, click the **Done** button. (To skip the option and have the creature not band, you can also double-click.)

Note that some cards might force your creatures to attack; in this case, those creatures are highlighted, and you must add them to the **Combat** window.

Satisfied with the line-up? Use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click a sub-phase on the **Combat Bar**. Now, your creatures become "attacking creatures" and can be the targets of the appropriate fast effects.

Between the attacking player declaring attackers and the defending player assigning blockers, there's a chance for both players to use fast effects. There's no difference between the way you cast and use these fast effects and any other fast effects.

Assigning Blocking

Just because you, as defending player, have creatures with which to block doesn't mean you must use them. After your opponent has finalized and announced her attacking line-up, you are allowed to declare your blocking strategy, even if you have none.

All the attacking creatures are shown in the **Combat** window. To make one of your creatures a blocker, click on it. Next, click on the attacker you want your blocker to block. It's as easy as that. One thing to remember is that you can block an attacking creature with as many of your creatures as you like.

Note that some cards might force your creatures to block; in this case, those creature are highlighted and you must put them into the **Combat** window, sometimes blocking predetermined creatures.

When you're finished, use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click on the **Combat Bar** to signal that you're done. Now, your creatures become "blocking creatures" and can be the targets of the appropriate fast effects.

Between the end of the assignment of blockers and the beginning of resolution, there's a chance for both players to use fast effects. There's no difference between the way you cast and use these fast effects and any other fast effects.

Resolution of Combat

When all the fast effects are done, the combat is resolved. If combat damage is done to any creature or player, there is an opportunity to use damage prevention effects. Afterward, creatures that still have lethal damage go to the graveyard, triggering any graveyard effects. Combat ends with the resolution, and the Main Post-Combat sub-phase begins.

Cards to be included

There are several cards mentioned in the Wizards of the Coast rulings that are not in the initial PC version of **Magic: the Gathering**, e.g. Deflection. These cards are representative of later expansions and will be included in future expansions of the computer game.

You will take one point of damage for each "left over" point of mana you are unable to spend during your turn.

