

# **MTG\_CARD\_E**

Tom de Ruyter

<b>COLLABORATORS</b>
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## Chapter 1

# MTG\_CARD\_E

### 1.1 Card Rulings & Descriptions - E

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Earthbind

Earthlink

Earthlore

Earthquake

Eater of the Dead

Ebon Praetor

Ebon Stronghold

Ebony Horse

Ekundu Cyclops

Elder Druid

Elder Land Wurm

Electric Eel

El-Hajjaj

Elkin Bottle

Elves of Deep Shadow

Elvish Archers

Elvish Farmer

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Elvish Healer  
Elvish Scout  
Elvish Spirit Guide  
Emberwilde Djinn  
Enchantment Alteration  
Enduring Renewal  
Energy Arc  
Energy Flux  
Energy Tap  
Energy Vortex  
Enervate  
Enlightened Tutor  
Equinox  
Equipoise  
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Erhnam Djinn  
Erosion  
Ersatz Gnomes  
Essence Flare  
Eternal Flame  
Ether Well  
Eureka  
Evaporate  
Evil Eye of Orms-By-Gore  
Evil Presence  
Eye for an Eye  
Eye of Singularity

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## 1.2 Earthbind

Earthbind

As errata, it should read "When Earthbind comes into play, it deals 2 damage to enchanted creature if that creature has flying. Enchanted creature loses flying." [Encyclopedia Page 52]

The two damage happens only once.

If Flight is cast on an Earthbound creature, it gains flying again. In general, if two enchantments contradict each other, the most recently cast wins. [Mirage Page 29]

The damage is done after it enters play and not as part of the casting of the spell. It is something the permanent does while in play. This means the damage is not subject to Justice. [Aahz 01/03/96]

The Limited and Unlimited Editions of this card were only castable on flying creatures. The Revised Edition card can be cast on any creature but has no effect on non-flying creatures. Note that the Limited and Unlimited versions of this spell do not remove themselves once the creature is not flying.

Card Information

## 1.3 Earthlink

Earthlink

Triggers even if the creature doesn't stay in the graveyard because of Enduring Renewal or some other triggered effect. [bethmo 01/19/96]

Card Information

## 1.4 Earthlore

Earthlore

As errata, the first sentence should read "Choose target land you control." [Encyclopedia Page 78]

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

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

It is buried if you lose control of the target land. [WotC Rules Team 06/15/95]

Card Information

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## 1.5 Earthquake

Earthquake

This is not a targeted spell, so it may be cast when there are no creatures in play. [bethmo]

Whether or not a creature is not Flying is only checked on resolution. [D'Angelo 10/05/95]

Card Information

## 1.6 Eater of the Dead

Eater of the Dead

As errata, it should read "Remove a creature card in any graveyard from the game: Untap Eater of the Dead. Use this ability only while Eater of the Dead is tapped." [Encyclopedia Page 168]

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

The card in the graveyard is removed from the game during announcement and as a cost.

It untaps during the resolution of its effect. This makes it possible to empty a graveyard of creatures by using this effect repeatedly in one batch of spells. [Duelist Magazine #13, Page 27]

It still untaps as normal during untap unless otherwise prevented. The ability is not inhibited by other effects that prevent normal untapping such as Meekstone, Paralyze, Smoke, etc. [Aahz 08/10/94]

Card Information

## 1.7 Ebon Praetor

Ebon Praetor

You can sacrifice a creature to remove a counter even if it has no counters. [Aahz 12/07/96]

Card Information

## 1.8 Ebon Stronghold

Ebon Stronghold

See Dwarven Ruins for rulings.

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Card Information

## 1.9 Ebony Horse

Ebony Horse

The Arabian Nights and Revised Edition versions of this card made the creature treated as if it never attacked. The creature is not considered to have attacked for purposes of "attack or die" effects like Siren's Call. [WotC Rules Team 12/15/94]

With the Arabian version, the Clockwork Beast did not last until the end of combat so it does not lose a counter. [bethmo 08/08/94]

The Fourth Edition version of this card only untaps the creature and makes it neither take nor deal damage. It is still attacking, however. [Duelist Magazine #5, Page 10]

Card Information

## 1.10 Ekundu Cyclops

Ekundu Cyclops

It must be declared in the first group of attackers you declare. You cannot declare some attackers, then declare this one in a second attacker declaration step. [Aahz 01/14/97]

Card Information

## 1.11 Elder Druid

Elder Druid

The decision to tap or untap is made on announcement before target is selected. [D'Angelo 10/04/95] See Modal Effects in the general rulings for more information.

The choice of target gives free range of lands, creatures and artifacts. You do not lock in on one type as a casting decision. [D'Angelo 10/04/95]

Card Information

## 1.12 Elder Land Wurm

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Elder Land Wurm

It becomes free to attack once it has been assigned as a blocker once.  
[WotC Rules Team 09/22/95]

Since it cannot attack until it has blocked at least once, it can be effectively killed by a Nettling Imp or Siren's Call effect before then. [Aahz 06/24/94]

Card Information

## 1.13 Electric Eel

Electric Eel

As errata, it should read "(R) (R): +2/+0 until end of turn and Electric Eel does..." [Encyclopedia Page 168]

Card Information

## 1.14 El-Hajjaj

El-Hajjaj

The Arabian and Revised Edition versions give you life for the total amount of unprevented damage inflicted regardless of the toughness of the target. For example, if an El-Hajjaj with Unholy Strength is blocked by a 1/1 Goblin, you get 3 life, but if a Samite Healer prevents one point, you get 2 life. The Fourth Edition version only gives you life up to a maximum of the creature's toughness or player's life total.  
[Duelist Magazine #5, Page 10]

Card Information

## 1.15 Elkin Bottle

Elkin Bottle

This is not considered to be drawing a card. [Aahz 06/12/95]

If the Bottle leaves play or your control, the spell remains waiting until used or until your next upkeep. [Aahz 06/13/96] The card is in the "set aside" zone. See Zones in the General Rulings for more information.

The card is not part of your hand in any way. You cannot be forced to discard it due to a discard from hand effect. When you play it, it is played following rules as if it were being played from your hand (e.g. a Sorcery is played as such and is not played as an instant).  
[Duelist Magazine #11, Page 56]

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You cannot play a card from the Elkin Bottle onto an Ice Cauldron.  
[Duelist Magazine #11, Page 57] (See the Ice Cauldron for more info)

Word of Command cannot be used to force a player to play a spell off the Bottle. [Aahz 12/18/95]

You can get a creature card onto the Bottle when Enduring Renewal is in play. [D'Angelo 12/04/95]

The card is removed at the beginning of upkeep (not during or at the end) if it isn't played. [Duelist Magazine #10, Page 44]

The Fifth Edition version gives you until the beginning of the next turn while the Ice Age version gave you until the beginning of the next turn's upkeep. [D'Angelo 04/11/97]

Card Information

## 1.16 Elves of Deep Shadow

Elves of Deep Shadow

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

Card Information

## 1.17 Elvish Archers

Elvish Archers

The Alpha printing version of this card was a 1/2 creature. All further printings were corrected to make it a 2/1 creature.

Card Information

## 1.18 Elvish Farmer

Elvish Farmer

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

Card Information

## 1.19 Elvish Healer

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### Elvish Healer

You choose on announcement whether you are preventing 2 damage to a green creature or are preventing 1 damage to something else. [Aahz 06/13/96]  
See Modal Effects in the General Rulings for more information.

If you choose to prevent 2 damage to a green creature and it is not green on resolution, the effect fizzles. Similarly, if you choose to prevent 1 damage to a non-green creature and it is green on resolution, the effect fizzles. [Aahz 11/15/96]

Card Information

## 1.20 Elvish Scout

### Elvish Scout

Can prevent damage from being dealt but does not prevent special abilities like the Basilisk stoning. [Aahz 12/02/94]

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

Card Information

## 1.21 Elvish Spirit Guide

### Elvish Spirit Guide

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

Card Information

## 1.22 Emberwilde Djinn

### Emberwilde Djinn

Comes to your side with summoning sickness when you pay for him. You need to start a turn with him in play in order to attack with him.  
[Duelist Magazine #16, Page 30]

Card Information

## 1.23 Enchantment Alteration

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## Enchantment Alteration

See the Moving Enchantments entry in the General Rulings for more information.

Cannot move an enchantment to an illegal target. [Card Text]

Only targets the enchantment and not either of the things the enchantment may be on. [Aahz 07/09/95]

You can move a Blue Ward since it offers protection to the creature and not to itself. [bethmo 09/14/94]

If it is Deflected, you cannot change the choice of destination. You can only change the enchantment which will be moved to that destination. [D'Angelo 10/31/95] And you can change it to an enchantment which would be illegal to move to the destination. In which case the enchantment is not moved. [Aahz 03/17/97] (REVERSAL)

Card Information

## 1.24 Enduring Renewal

### Enduring Renewal

Token creatures are removed from the game (as a continuous effect) if they leave play, so this effect will not let you get them in your hand. [D'Angelo 06/08/95]

The creature discarding effect is a triggered effect and as such will not do anything until after the draw effect completely resolves. Thus, if you play Brainstorm, you can draw a creature and put it back onto the library before the triggered effect happens... and thereby not have to discard it at this time. [Duelist Magazine #11, Page 57]

You can use Resurrection or Safe Haven to get creatures into play. [D'Angelo 06/14/95] This is because the creatures come to your hand in some way that is not considered a "draw". Enduring Renewal only affects creatures that are "drawn".

If you Animate Dead a creature and then the Animate is removed, the creature goes to your hand. [D'Angelo 06/14/95]

If the creature is only a creature due to an effect, it still comes to your hand. [Duelist Magazine #7, Page 9] This includes Mishra's Factory, Titania's Song and any other way to animate a card.

Card Information

## 1.25 Energy Arc

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Energy Arc

Can be used on untapped creatures as well. They won't deal damage either.  
[D'Angelo 07/10/96] The trick is that it says to untap any number of target creatures and the other part of the effect works even if the card is already untapped.

Can be used outside of an attack and on any player's creatures.  
[D'Angelo 11/11/96]

Card Information

## 1.26 Energy Flux

Energy Flux

As errata, it should read "All artifacts gain; During your upkeep, pay an additional (2) or bury this artifact." [Encyclopedia Page 27] It gives the artifact an upkeep cost.

There is an upkeep cost imposed on the artifacts. They cannot have their abilities used until this upkeep is dealt with. See the Upkeep entry in the Turn Order section of the General Rulings for more information.

Under the old rules, it was possible to use a mana source after not paying the upkeep but before it was buried. This is no longer true.

The Fourth Edition version differed from the Antiquities and Revised Edition versions in that it implied a destroy at once effect with a cost to prevent destruction rather than an upkeep cost. Errata has been issued to make all the cards act alike.

Card Information

## 1.27 Energy Tap

Energy Tap

As errata, it should read "Tap target untapped creature you control. Add an amount of colorless mana equal to that creature's casting cost to your mana pool." [Encyclopedia Page 27]

Card Information

## 1.28 Energy Vortex

Energy Vortex

Does a flat 3 damage, not 3 damage per counter. [bethmo 09/27/96]

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Card Information

## 1.29 Enervate

Enervate

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

The Fifth Edition version has you draw a card at the beginning of the next turn while the Ice Age version has you draw at the beginning of the next turn's upkeep. [D'Angelo 04/11/97]

Card Information

## 1.30 Enlightened Tutor

Enlightened Tutor

The shuffle and put the card on top is a single action. If Field of Dreams was in play, the second card down on the library is not revealed. [Aahz 12/07/96]

Card Information

## 1.31 Equinox

Equinox

As errata, it should read "Play on a land you control. (0): Tap enchanted land to counter target spell that will send one or more lands you control to the graveyard. Play this ability as an interrupt."  
[Encyclopedia Page 209] The book erroneously says "(1): Tap..."  
[D'Angelo 12/18/96]

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

Can be used to counter any spell which would result in the destruction of one or more of your lands. For example a Shatter cast on an Assembly Worker or even a Lightning Bolt at an animated land.  
[WotC Rules Team 06/15/95]

Cannot be used to counter non-spell effects such as Demonic Hordes or others which destroy lands. [bethmo 06/14/94]

Cannot be used to counter a spell like Demonic Hordes which creates a possibility of a land being destroyed at a later time. [bethmo 06/15/94]

Cannot be used to counter a spell which would indirectly cause destruction of one of your lands. For example, casting Resurrection on a Mold

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Demon or casting Terror on a creature while Earthlink is in play.  
[Aahz 11/21/95]

Cannot be used to counter a spell which has a random chance of destroying a land, such as Falling Star or Chaos Orb. [Aahz 04/16/96]

Cannot be used to counter a spell which requires sacrificing when it enters play such as Mold Daemon or Wood Elemental. [Aahz 11/07/96]  
Or ones that requires sacrificing as part of the casting cost.  
[Aahz 12/17/94]

Balance can be countered only if you have more lands than someone else in play when Equinox is announced and resolved. [Aahz 11/11/95]

Does not stop the sending of the land from play into its owner's hand.  
[Aahz 06/16/94] Or to anyplace other than the graveyard.

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

It is buried if you lose control of the target land.  
[WotC Rules Team 06/15/95]

Card Information

## 1.32 Equipoise

Equipoise

You choose which targets to phase out. [Visions FAQ 02/16/97]

The number of excess lands, artifact and creatures is not counted until resolution. This also means that the targets to be phased out are not chosen until resolution of the effect either. [DeLaney 01/28/97] This is because you do not know on announcement which ones will be excess at the time of resolution.

In multiplayer games, can choose a different target player each turn. You can even choose yourself. [Visions FAQ 02/16/97]

Card Information

## 1.33 Erg Raiders

Erg Raiders

As errata, the effect goes off at end of turn, and only if this card is still in play at that time. [WotC Rules Team 10/03/96]

If tapped and unable to attack, they still do 2 damage to the controller of this card. [Snark]

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The text about not damaging you only applies to its ability. It can still damage you for other reasons. [Aahz 12/07/96]

The Arabian Nights version of this card has two versions, one with a small dark circle behind the "1" in the casting cost (rarity C3) and one with a normal mana circle behind the cost (rarity C1).

Card Information

### 1.34 Erhnam Djinn

Erhnam Djinn

You cannot choose to use the "give ForestWalk" effect when there are no legal targets. The rule is that you can end upkeep without dealing with it if there are no legal targets at that time, but if there is a legal target at that time then you must deal with it. [Duelist Magazine #7, Page 98]

If you have more than one Djinn, you can have all of them target the same creature with their ability. This is because you can give a creature an ability more than once. [D'Angelo 12/10/96]

In multiplayer games you can choose a different player's creature each time it is used. [Duelist Magazine #4, Page 64] You are forced to pick a creature that some opponent controls if there is at least one creature in play that is a legal target. [Aahz 06/13/96]

Card Information

### 1.35 Erosion

Erosion

The payment is an upkeep cost managed by the enchantment and is not considered to be on the land itself. This means that you can use the abilities of the land prior to paying the upkeep cost. [Duelist Magazine #11, Page 56]

Card Information

### 1.36 Ersatz Gnomes

Ersatz Gnomes

If used on a spell which becomes a permanent when cast, the permanent enters play colorless and remains colorless. Remember that the permanent is not an artifact just because it is colorless. [bethmo 11/05/96]

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Card Information

### 1.37 Essence Flare

Essence Flare

It's effect is not an upkeep cost, it's just an upkeep effect.  
[Aahz 02/12/96]

Card Information

### 1.38 Eternal Flame

Eternal Flame

As errata, it should read "Eternal Flame deals to target opponent an amount of damage equal to..." [Encyclopdia Page 168]

Targets one opposing player. [Duelist Magazine #4, Page 64]

Card Information

### 1.39 Ether Well

Ether Well

The choice of where to put the creature is made on resolution when the color is discovered. [bethmo 09/17/96]

Card Information

### 1.40 Eureka

Eureka

As errata, it should read "All players may take any permanent in their hand and put it directly into play, until no one wants to play any more permanents. No other spells or effects of any kind may be used while Eureka is in effect. IF a spell has an X is its casting cost, X is 0."  
[Encyclopedia Page 209]

The cards played during Eureka all enter play one at a time. This means that if two of the same Legend are put into play as the result of this spell that the second one is buried, not both of them. [Aahz 06/22/94]

You keep putting cards out until both/all players say they are done. It is not just until one player says they are done. You alternate simply to

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stop one player from putting out too many cards in a row when the other player wants to play some. Another way to think of this is to go around the table. Each player may play a card or pass. Eureka ends once an entire pass around the table is made where everyone passes.

[Duelist Magazine #2, Page 8]

The cards are just put into play. They are not cast, and so they cannot be countered, will not trigger "gain 1 life when" or other effects (such as the Verduran Enchantress) that can only be used when a spell is cast.

[Aahz 09/02/94] Similarly, they can be played on creatures, like Autumn Willow, that cannot be targeted by spells and effects... since these are considered to be neither at the time. [bethmo 02/23/96]

Any effects that trigger due to these cards coming into play do not actually resolve until after the entire Eureka effect is done resolving.

[Aahz 10/25/95]

Continuous effects of cards put into play happen immediately.

[Aahz 12/18/95] For example, Kismet.

If a Clone tries to enter play when there are no creatures in play, it stays where it is because it has no legal target. [Aahz 10/28/96]

Card Information

## 1.41 Evaporate

Evaporate

A creature which is both blue and white only takes one damage.

[WotC Rules Team 11/10/95] The card just creates a list of affected creatures and the list cannot have a single creature more than once.

Card Information

## 1.42 Evil Eye of Orms-By-Gore

Evil Eye of Orms-By-Gore

Will prevent Akron Legionnaires from attacking. [Aahz 10/21/94]

Card Information

## 1.43 Evil Presence

Evil Presence

A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced too. [Mirage Page 58]

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

Card Information

## 1.44 Eye for an Eye

Eye for an Eye

Cannot be used on effects that cause loss of life. This includes Shahrazad, Channel, and death of a Personal Incarnation. It can only be used on damage. [bethmo]

Since it does allow you to reduce damage, you may use a Circle of Protection or other form of damage prevention to reduce the damage and still do full damage to your opponent. [bethmo]

Can be used during damage prevention even though it is not a damage prevention or redirection effect. It's an exception. [Aahz 06/12/95]  
It is used during and not at the end of damage prevention. [Aahz 10/07/96]

Can only be used during a damage prevention in which the player is damaged. It cannot be used retroactively like Reverse Damage and Simulacrum can. [Aahz 06/06/94]

Does white damage to your opponent.

Is not targeted, so it cannot be Deflected. [WotC Rules Team 10/03/96] This reverses an entry in Duelist Magazine #11, Page 57.

Cannot be used if there is no "packet" of damage for it to check against.  
[D'Angelo 11/08/96]

The Arabian Nights version was not usable on damage from non-creature permanents.

Card Information

## 1.45 Eye of Singularity

Eye of Singularity

Since phasing in does not cause comes-into-play effects to trigger, it is possible to phase in a card which is already in play and not trigger this effect. [bethmo 02/05/97]

If a duplicate Legend is cast while this is in play, both Legends are buried. One from the duplicate Legend rule and the other from this card.  
[Visions FAQ 02/16/97]

Card Information

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