MTG_CARD_I

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1.2 Icatian Moneychanger

Icatian Moneychanger

A copy (Clone, Doppelganger, etc) of a Moneychanger only causes a player
  to take damage and the Moneychanger to get counters when the copy card
  itself is cast. A later Doppelganger change to a Moneychanger results in
  zero counters and zero damage. [Aahz 11/16/94]

Yes, the damage is preventable and it does not reduce the number of
  counters. [Aahz 12/01/94]

Card Information

1.3   Icatian Store

Icatian Store

  See Bottomless Vault for rulings.

  Card Information

1.4   Icatian Town

Icatian Town

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

  Card Information

1.5   Iceberg

Iceberg

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

  Card Information

1.6   Ice Cauldron

Ice Cauldron

  As errata, it should read "If Ice Cauldron leave play, bury all cards stored
    on it. (X),(Tap): Put a charge counter on Ice Cauldron, and put a spell
    card from you hand face up on Ice Cauldron. Note the type of mana used
    to pay this activation cost. Use this ability only if there are no
    charge counters on Ice Cauldron. You may play that spell as though it
    were a card in your hand. (Tap): Remove the charge counter from Ice
    Cauldron to add mana of the type and amount lase used to put a charge
    counter on Ice Cauldron to your mana pool. This mana is usable only to
    cast the spell on top of Ice Cauldron." [Encyclopedia Page 209]

The effect puts a card from your hand onto the Cauldron. This means that
  cards which are not actually in your hand, such as ones on an Elkin
  Bottle, cannot be played onto the Ice Cauldron.
  [Duelist Magazine #11, Page 57]

The card on the Cauldron is not "in play". [Aahz 06/08/95] It is in the
  "set aside" zone.

The mana put in the Cauldron can only be used to cast the given spell, but
  you can add additional mana to a spell. [D'Angelo 06/08/95] This means
  you can pay part of the cost on one turn and the rest of it on the next
  turn.

The mana cannot be used to pay for penalty costs from things like Gloom.
  [Duelist Magazine #9, Page 61]

The mana can be used for additional costs outlined in the spell, such as
  the black mana for Drain Life. [Duelist Magazine #9, Page 61]

Tapping the Cauldron for the mana is not an interrupt (or a mana source).
  It is an instant. So you don't get the mana back until the entire stack
  resolves. You can then use this mana on the spell during the following
  spell stack. [Duelist Magazine #7, Page 9]

X can be zero. This places a zero mana counter on the Cauldron.
  [Duelist Magazine #7, Page 9]

You do not have to use any mana from the Cauldron when casting the spell
  if you don't want to. You don't even have to tap the Cauldron and draw
  the mana, you can just cast the spell. [D'Angelo 06/12/95]

You can cast the spell at any time as if it were in your hand. The
  Cauldron does not have to be untapped for you to do this. You can cast
  it as a result of the original effect and not as a continuous effect of
  the Cauldron. [Duelist Magazine #7, Page 9]

You can only cast the spell when you could legally cast it normally. So no
  casting a Sorcery on your opponent's turn. [Duelist Magazine #7, Page 9]

When you cast the spell and it resolves, it either becomes a permanent or
  goes to the graveyard just like normal. It does not stay on the
  Cauldron. [D'Angelo 08/01/95]

If the Cauldron leaves your control, the spell stays on it. The controller
  of the Cauldron is the only one that can tap to get the mana out of it.
  The player who put the spell on the Cauldron is the only one that can
  cast the spell on the Cauldron and they can do so even if they are not
  in control of the Cauldron. [Duelist Magazine #7, Page 9]

It is possible to have more than one spell on the Cauldron. You can tap
  the Cauldron to remove the charge counter and whatever mana is on it but
  leave the spell there. Later, you can tap it and put in mana and a
  charge counter to add another spell. [Duelist Magazine #7, Page 9]

If multiple spells are on the Cauldron, any one of them can be cast. The
  language of "the spell on top of the Ice Cauldron" means "any spell on

top of the Ice Cauldron". [Duelist Magazine #7, Page 9]

If multiple spells are on the Cauldron, the mana can only be used for the
   spell that was put on the Cauldron along with the charge counter.
   [Aahz 06/29/95]

Since tapping the Cauldron is an instant speed effect, it is possible for
   the Cauldron to be destroyed by a Disenchant in the same spell stack.
   The result is that you get the mana during the spell stack resolution,
   but the Cauldron (and any spells on it) are gone! You're gonna take
   mana burn. [bethmo 06/22/95] Note that if the spell on the Cauldron
   is a fast effect, you can still use mana from other sources to quickly
   get the spell on the Cauldron off. You still get mana burn but won't
   lose the spell.

If the act of putting the spell on the Cauldron is countered, you do not
   lose the spell since the spell would go on the Cauldron during resolution.
   [Duelist Magazine #7, Page 9]

If the Cauldron leaves play before the "put a spell under it" effect
   resolves, the card stays in your hand. [Aahz 11/25/96]

You cannot store mana that is to be used for a special purpose into the
   Cauldron, such as Mishra's Workshop. [Aahz 07/04/95]

If you use mana from a Soldevi Machinist to charge the Cauldron, you cannot
   use the mana to cast anything and so it's just mana burn waiting to
   happen. This is because the Ice Cauldron remembers everything about how
   the mana can be used and generates mana with the same restrictions.
   [Duelist Magazine #10, Page 44]

Power Artifact will reduce the cost of placing a charge counter on it by 2,
   but the Cauldron will count only mana spent on it and will not store
   extra mana because of the Power Artifact's effect. Thus, if you spent
   RR2 by declaring an RR4 cost, you get RR2 later and not RR4.
   [WotC Rules Team 09/22/95]

Power Artifact will force a minimum expenditure of 1 on the Cauldron.
   [WotC Rules Team 09/22/95]

Card Information

1.7 Ice Floe

Ice Floe

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

Can be used on an already tapped attacker. [Duelist Magazine #7, Page 8]

A creature on the Ice Floe will not be freed even if it gains Flying later.
   It is only freed when the Floe untaps or leaves play. [D'Angelo 07/05/95]

The attacking creature is not removed from the attack and still deals
   damage as normal. [Duelist Magazine #7, Page 8]

Cannot be used on a creature before it is declared to be attacking since
  it only targets attacking creatures. By the time the creature is
  attacking, it is too late to stop it from continuing forward and dealing
  damage. [D'Angelo 08/22/95]

Does not prevent a creature from untapping during upkeep or during any time
  other than the untap phase. [bethmo 07/24/95]

Card Information

1.8 Icequake

Icequake

  The snow-covered nature of the land is checked only on resolution.
    [Aahz 06/13/96]

  Card Information

1.9 Icy Manipulator

Icy Manipulator

  Opponent gets a chance to use the card being Manipulated during the same
    batch if they so wish (if such would be legal). The "no effect" text on
    the Limited and Unlimited Edition versions of this card can be easily
    misread. It means that your tapping has no effect, not that your opponent
    cannot respond by using the card to some effect (if that would be a legal
    action). There is no difference of any sort in the play or use of the
    various versions of the Icy Manipulator!

  Note that any cards which might trigger off a card becoming tapped still
    trigger. Thus, a Psychic Venom on a land that becomes tapped will
    cause 2 damage. [D'Angelo 03/12/95] Similarly, if the card itself
    triggers on its own tapping, such as City of Brass or Sorrow's Path, the
    effect will still happen. The "no effect" text on the Icy only means
    that this tapping will not activate the card. [D'Angelo 04/12/95]

  Can target a tapped card, but tapping a tapped card does nothing useful.
    [Duelist Magazine #5, Page 23] And it will not trigger "if the card
    becomes tapped" effects.

  The text was changed between the Alpha and Beta printings of the Limited
    Edition to include the "no effect" statement.

  Was on the Duelists' Convocation restricted list (only 1 per deck)
    for Type I tournaments from 01/25/94 to 03/23/94. It was removed once
    Antiquities made it easier to destroy artifacts.

  Card Information

1.10   Icy Prison

Icy Prison

  As errata, it should read "During your upkeep, bury Icy Prison. Any player
   may pay {3} to prevent this." This card explicitly breaks the rules
   about burial being unpreventable. [WotC Rules Team 10/03/96]

  Enchantments on the creature are destroyed and counters on creatures removed
   when the creature is sent to the Prison. [Aahz 06/30/95]

  This card's effect is a phase effect for the upkeep phase. [Aahz 12/20/96]

  Card Information

1.11   Ifh-Biff Efreet

Ifh-Biff Efreet

  You can pay the Efreet more than once a turn, even more than once in a
   given spell stack. [Arab FAQ 01/05/94]

  Each payment counts as a separate use and therefore a separate packet of
   damage. [bethmo] It is not an activation cost.

  The Efreet does indeed damage itself (unless it is no longer flying).
   [Chris Page]

  Card Information

1.12   Illicit Auction

Illicit Auction

  This is a life loss and not a life payment so you can bid more life than you
   have. [bethmo 11/27/96]

  Card Information

1.13   Illusionary Mask

Illusionary Mask

  See the Face Down Cards entry in the General Rulings for more information.

  As errata, it is of type "Artifact" and not "Poly Artifact".
   [Encyclopedia Page 57]

  This card does not affect in any way the original spell casting cost

(amounts or colors). It just allows you to spend X additional mana of
   any color to disguise what the real cost was. [Card Text]

X can be zero.

If the Mask is destroyed, the creatures still remain face-down until one
   of the conditions of turning it over are met. [bethmo]

Only usable on summoned creatures, not on artifact creatures or animated
   lands. [bethmo] Similarly, it can't be used for Resurrected or
   Animated creatures.

The true casting cost of the spell can be masked. If your opponent wants
   to Spell Blast the creature, they need to guess at the casting cost of
   the creature exactly. Overspending or underspending on Spell Blast will
   cause it to fizzle. [Aahz 06/24/94]

This effect is played as a specialized effect. [D'Angelo 10/01/96]

If Power Artifact is placed on it, the minimum Mask use cost is 1.

Card Information

1.14 Illusionary Presence

Illusionary Presence

Can give a basic land landwalk, a specific type of snow-covered landwalk,
   legendary landwalk (all legendary lands), or a specific non-basic landwalk
   (like Maze of Ith-Walk). You cannot choose all snow-covered lands or
   all non-snow-covered lands. [Duelist Magazine #7, Page 99]

Card Information

1.15 Illusionary Terrain

Illusionary Terrain

As errata, it should read as "Cumuative Upkeep: (2). All lands of one basic
   land type become basic lands of a different type of your choice".
   [Encyclopedia Page 85]
The errata makes the card work on lands which "count as" a basic land type,
   such as the multilands which say "counts as a forest".
   [Duelist Magazine #11, Page 56]

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

Card Information

1.16   Implements of Sacrifice

Implements of Sacrifice

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

  Card Information

1.17   Imprison

Imprison

  As errata, it should read "...becomes tapped. Bury Imprison if mana is not
    paid." [Encyclopedia Page 150]

  This is a really weird specialized effect that gets used before attempting
    to attack, block or tap. Otherwise the action is prevented and never
    even gets announced. [Aahz 10/28/96] If something is not announced, then
    you are considered to not have paid any of its announce costs, so if you
    did pay them, take them back.

  You do not pay twice when it taps to attack.

  There is a typo on this card. The gray circle for the generic mana
    cost accidentally appears one line above the "1" it should be behind it.

  Card Information

1.18   Impulse

Impulse

  As errata, do not shuffle the library after putting the card on the bottom.
    [Visions FAQ 02/16/97]

  This is not a "draw". [Aahz 01/29/97]

  Card Information

1.19   Incinerate

Incinerate

  The errata in Duelist Magazine #6, Page 22 and the Magic Official
    Encyclopedia, Page 85 has been removed. There is no errata to this card.
    [WotC Rules Team 12/03/96]

  The "cannot regenerate" ability works only if some damage to the creature is
    not prevented. It is a side effect of damaging the creature.

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    [D'Angelo 11/08/96]
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  Card Information

1.20 Indestructible Aura

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Indestructible Aura
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  Despite the name, this card only prevents damage and not destroy effects.
    [bethmo 08/30/94]

  Card Information

1.21 Infernal Contract

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Infernal Contract
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+ If you are at zero or less life, "half your life" is zero and so you may
    cast it without paying any life. [D'Angelo 04/23/97]

  Card Information

1.22 Infernal Darkness

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Infernal Darkness
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  All affected lands produce just one black mana regardless of how many it
    might normally generate. [Duelist Magazine #6, Page 131] So a storage
    land produces one black even if you remove zero or three counters.

  Will remove restrictions on how mana generated by the land is used.
    [Duelist Magazine #6, Page 131] For example, the black mana from a
    Mishra's Workshop can be used for any purpose.

  Card Information

1.23 Infernal Denizen

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Infernal Denizen
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  You must sacrifice the Swamps if you can. You cannot choose not to pay
    if you have them. [Aahz 06/22/95]

  You should always have one creature for your opponent to take (i.e the
    Denizen). If by chance you have no creature for your opponent to take,
    then they don't get one. Remember that taking a creature is optional so
    your opponent is not forced to take the Denizen. [D'Angelo 08/02/95]

Your opponent is counted as the one choosing the target for things like
  Autumn Willow that care who is targeting rather than what is targeting
  it. [Aahz 10/24/95]

Card Information

1.24   Infernal Harvest

Infernal Harvest

The return of X of your Swamps to your hand is part of the casting cost and
  is paid on announcement. You do not have a choice to pay this cost zero
  times or more than one time in order to multiply the effect.
  [D'Angelo 01/28/97]

You can use X as being zero. [bethmo 02/25/97]

Card Information

1.25   Infernal Medusa

Infernal Medusa

As errata, it should read "Whenever Infernal Medusa blocks or is blocked by
  a non-wall creature, destroy that creature at end of combat."
  [Encyclopedia Page 150]

A non-wall creature blocking or any creature blocked by this card gets a
  "destroy at end of combat" effect on it when it is assigned as a blocker
  or this card is assigned to block it. The effect is also added to a
  creature which becomes a blocker by any means, including being part of a
  band which is blocked or by being moved into blocking or being blocked by
  an effect such as General Jarkeld. This effect stays even if the creature
  is removed from the blocking situation by an effect like General Jarkeld.
  [WotC Rules Team 09/22/95]

Card Information

1.26   Infinite Authority

Infinite Authority

As errata, it should read "Whenever enchanted creature blocks or is blocked
  by a creature with toughness 3 or less, destroy that creature at end of
  combat. At the end of..." [Encyclopedia Page 150]

There is a typo on this card. "creaeture" should be "creature".

A creature of toughness 3 or less blocking or blocked this card gets a

"destroy at end of combat" effect on it when it is assigned as a blocker
or this card is assigned to block it. The effect is also added to a
creature which becomes a blocker by any means, including being part of a
band which is blocked or by being moved into blocking or being blocked by
an effect such as General Jarkeld. This effect stays even if the creature
is removed from the blocking situation by an effect like General Jarkeld.
[WotC Rules Team 09/22/95]

All creatures with Infinite Authority gain a +1/+1 counter when a creature
is destroyed by an Infinite Authority in play.
[Duelist Magazine #2, Page 8]

Card Information

1.27   Infinite Hourglass

Infinite Hourglass

Each player may announce use of the counter removal effect once during each
upkeep. [D'Angelo 04/07/97]

The controller of Infinite Hourglass is considered the controller of the
counter removal effect even though other players may announce it.
[D'Angelo 04/07/97]

Card Information

1.28   Infuse

Infuse

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

Card Information

1.29   Initiates of the Ebon Hand

Initiates of the Ebon Hand

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

Mana which "changes color" as it goes through the Hand forgets its original
source because the old mana gets used up and new mana gets generated.
[Aahz 01/24/95]

Card Information

1.30   Inquisition

Inquisition

  The "look" and "do damage" steps are separate, so it is possible to play
    mana sources between them. [Aahz 12/07/96]

  Card Information

1.31   Insidious Bookworms

Insidious Bookworms

  Each Bookworm can only be used once when it goes to the graveyard.
    [Duelist Magazine #12, Page 32]

  Card Information

1.32   Instill Energy

Instill Energy

  Remember that Instill Energy is an instant speed effect, so it will not
    resolve (untap the creature) until the spell stack resolves. This means
    the creature cannot be tapped, untapped, and then tapped again all in
    the same spell stack. It may be tapped for some effect, and then
    untapped by the Instill Energy on one spell stack. [bethmo]

  Any enchantments (or other effects) which are on the creature that would
    cause it to not be untapped (or have a cost to be untapped) during
    untap phase do not in any way hinder or imply a cost to use the
    ability to untap once during the turn. [bethmo]

  If cast on a creature the same turn it is summoned, the creature may
    attack that turn. [Card Text] It may not be tapped for special
    abilities because the card does not say that it can. [bethmo]

  If played on an opponent's creature, the creature will be untapped during
    the controller of the creature's untap phase (unless prevented) and can
    be untapped during the controller of the enchantment's turn. [bethmo]

  Note that even though the card says "summoned", it applies to any way you
    can get a creature into play on your side. [Aahz 03/30/95]

  If there is something preventing the creature from attacking at all,
    Instill Energy will not override it. Thus, Walls are normally prevented,
    Sea Serpent cannot attack unless your opponent has Islands, and so on.
    [D'Angelo 05/26/95]

  The Limited/Unlimited Edition does not give the creature the ability to
    untap during untap if the creature is otherwise prevented from doing so.
    The related text is just a reminder. [D'Angelo 11/08/96]

Card Information

1.33   In the Eye of Chaos

In the Eye of Chaos

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

Does not trigger on mana sources. [D'Angelo 11/08/96]

Card Information

1.34   Invoke Prejudice

Invoke Prejudice

As errata, it should read "If target opponent plays a Summon spell that does
    not match..." [Encyclopedia Page 150]

If you have no creatures in play then by definition your opponent's summon
    spell cannot be of the same color as a creature you have in play.   In
    this case they will always have to pay the extra mana. [bethmo 06/29/94]

Note that artifact creatures are not "summoned" and therefore are not
    affected by this spell. [Aahz 06/27/94]

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

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

Only checks the colors of your creatures at announcement (read the word
    "casts" as "announces").   If your creatures change after that (even as
    an interrupt), it will not cause this effect to trigger.
    [D'Angelo 10/06/95]

Card Information

1.35   Irini Sengir

Irini Sengir

The extra mana is not considered part of the casting cost.   A Spell Blast
    would still only requires the original casting cost as X in order to
    counter the spell. [Duelist Magazine #9, Page 36]

Card Information

1.36   Iron Star

Iron Star

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

  Card Information

1.37   Island Fish Jasconius

Island Fish Jasconius

  As errata, the Arabian Nights and Revised Edition versions of this card
    should say "Does not untap during your untap phase". [Aahz 12/08/94]
    And it should say "defending player" instead of "opponent".
    [Duelist Magazine #4, Page 64] And it should be buried (not destroyed)
    if you have no Islands. [WotC Rules Team 10/03/96]

  Card Information

1.38   Island of Wak-Wak

Island of Wak-Wak

  As errata, it should read "(Tap): Target creature with flying gets -X/-0
    until end of turn, where X is equal to that creature's power."
    [Encyclopedia Page 125]

  This is not considered an Island and cannot be used as a target or an
    enabler for spells which require Islands. [Arab FAQ 01/05/94]

  Changes creature's current power to zero but does not prevent raising it
    after Wak-Wak has been used on it. [Arab FAQ 01/05/94]

  Card Information

1.39   Island Sanctuary

Island Sanctuary

  Only skip drawing one of your cards on a given turn to get the Sanctuary.
    [bethmo 05/30/94] If Howling Mine is in play, you only get to forego one
    of the draws, and you can look at the first card before deciding
    to skip the second. [Aahz 12/13/94]

Declining a draw should be thought of as a payment. Declining one draw
  cannot be used to activate more than one Sanctuary (or other effect).
  If you have multiple Sanctuaries, you need to decline a draw for each
  one you want to use. [D'Angelo 09/27/95]

Does not count as an Island for any spell which expects Islands.
  [bethmo]

Once activated, the effect will continue until your next turn even if this
  card leaves play. [D'Angelo 10/27/95]

This is a phase effect. It may be used on only one draw during each draw
  phase. [D'Angelo 11/07/96]

The Alpha printing of the Limited Edition version of this card only
  prevented damage from creatures that are not flying or IslandWalking.
  All other printings prevent such creatures from even being used to
  attack. The distinction is subtle, but with the non-Alpha versions you
  can use the Nettling Imp or Siren's Call to kill off creatures since
  they cannot attack you. [bethmo]

The Fifth Edition version has an activation cost, while previous versions
  did not. [D'Angelo 04/11/97]

Card Information

1.40   Ivory Cup

Ivory Cup

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

  Card Information

1.41   Ivory Gargoyle

Ivory Gargoyle

  See Phase Skipping in the General Rulings for more information.

  If more than one of these dies in a turn, the loss of draw phases adds up.
    You do not get to skip just one draw phase to pay off more than one
    Gargoyle death. [WotC Rules Team 07/29/96]

  A Clone or Doppelganger of this card which leaves play does get returned to
    play at the end of the turn just like a normal Gargoyle would. This is
    because it was a Gargoyle when it left play and the effect triggered.
    If there are no creatures in play to copy at the time it enters play,
    the effect of returning to play fizzles. [Aahz 05/21/96]

  If a player other than the owner controls it at the time it goes to the

graveyard, then that controller is the one who loses a draw phase, not the
owner. [Duelist Magazine #12, Page 32]

The effect that brings it back into play is considered controlled by the
player who controlled the Gargoyle when it went to the graveyard.
Therefore, the Gargoyle is considered to be put into play by the
controller at the time it died, even though it gets put into play under
the control of the Gargoyle's owner. [Aahz 06/18/96] This matters only
if someone steals the Gargoyle and has an effect which triggers when they
bring a creature into play.

If it goes to the graveyard after you are done dealing with your "at end of
turn" effects in the Cleanup phase, it will not come back into play. But,
if it goes during your "at end of turn" effect handling, it will return.
[WotC Rules Team 10/03/96] This reverses a ruling in Duelist Magazine #12
on Page 26. (See General Rulings on the Cleanup phase) This means it
is possible to get an infinite loop if Vibrating Sphere is in play. In
this case, just bury the Gargoyle and lose all the rest of your draw
phases in the game. Then continue. [WotC Rules Team 10/03/96]

Card Information

1.42   Ivory Guardians

Ivory Guardians

Because the card says it gives +1/+1 to all Guardians if opponent has red
cards in play, this bonus also applies to the Guardian Beast (from
Arabian Nights) and other cards which say Summon Guardian. Not
intentional, but true. [Aahz 06/24/94]

Only gets the bonus once even if more than one other player has red cards.
[D'Angelo 04/14/95]

Card Information

1.43   Ivory Tower

Ivory Tower

The Fourth Edition version of this card gives life at the beginning of
upkeep. The Antiquities and Revised Edition versions of this card let
you choose a time during upkeep to get the benefit.
[Duelist Magazine #5, Page 11]

Amount of life is determined when effect is resolved and not when it is
announced. [D'Angelo 10/05/95]

+ Has been on the Duelists' Convocation restricted list (only 1 per deck)
for Type I tournaments since 05/02/94. Was on the banned list (none
allowed in a deck) for Type II tournaments from 01/01/97 to 04/24/97 and
is now banned because it is not in the base set. Was previously on the

Type II restricted list. Was always banned from Type I.5 tournaments.

Card Information