

MTG_CARD_Z

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COLLABORATORS

	<i>TITLE :</i> MTG_CARD_Z		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MTG_CARD_Z	1
1.1	Card Rulings & Descriptions - Z	1
1.2	Zelyon Sword	1
1.3	Zhalfirin Crusader	1
1.4	Zombie Master	2
1.5	Zuran Enchanter	2
1.6	Zuran Orb	2
1.7	Zur's Weirding	2

Chapter 1

MTG_CARD_Z

1.1 Card Rulings & Descriptions - Z

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Zelyon Sword

Zhalfirin Crusader

Zombie Master

Zuran Enchanter

Zuran Orb

Zur's Weirding

1.2 Zelyon Sword

Zelyon Sword

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

Card Information

1.3 Zhalfirin Crusader

Zhalfirin Crusader

The damage being redirected is damage done to this card, not damage done by this card. [DeLaney 01/28/97]

Card Information

1.4 Zombie Master

Zombie Master

Does not grant the abilities to itself. [PPG Page 225]

The abilities begin once the Master is in play and immediately cease if it leaves play.

Grants abilities to all Zombies owned by all players. [Snark]

If dying at the same time as some Zombies, the regeneration ability can still be used. Just handle the Zombie deaths before the Zombie Master. [D'Angelo 11/07/96]

The regeneration ability is actually added to the card text of all Zombies. The SwampWalk ability is just granted to them. [Aahz 03/18/97]

Card Information

1.5 Zuran Enchanter

Zuran Enchanter

As errata, it should read "effect" instead of "ability" in the middle sentence. [Encyclopedia Page 103]

Card Information

1.6 Zuran Orb

Zuran Orb

+ Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 11/01/95. Was on the Type II restricted list from 11/01/95 until 01/01/97 when it became banned because Ice Age was no longer Type II legal. Has been banned from Type I.5 tournaments since 11/01/95.

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Ice Age and Ice Age/Alliances tournaments since 05/01/97. Was on the restricted list from 11/01/95 until 05/01/97.

Card Information

1.7 Zur's Weirding

Zur's Weirding

This is a triggered effect that goes off when a draw effect completely resolves. If a spell/effect causes more than one card to be drawn, wait for the effect to resolve completely. If that player has any of those cards still in their hand (which they might not if the effect was a Sylvan Library for example) when the effect finishes resolving, then you can pay to make them discard. [Duelist Magazine #7, Page 100]

You can pay the 2 life on a card that was drawn and then put back into the library or somewhere else, but the Weirding effect will fizzle since it won't find the card in the player's hand. [Duelist Magazine #14, Page 27]

This does not make it as if the player never drew, it is really a discard. If you have a Library of Leng, you can discard to the top of your library. [D'Angelo 07/12/95]

- + Since the controller of Zur's Weirding is always the controller of the effect, it is a forced discard for all player's other than Zur's controller. Thus, other players may use Library of Leng and may trigger Psychic Purge, but the controller of Zur's Weirding may not. [D'Angelo 04/29/97]

Card Information
