

MTG_CARD_A

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Chapter 1

MTG_CARD_A

1.1 Card Rulings & Descriptions - A

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Abbey Matron

Abeyance

Abjure

Abomination

Abu Ja'far

Abyssal Gatekeeper

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Agility
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Amulet of Kroog
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Angry Mob
Angus Mackenzie
Animate Artifact
Animate Dead
Ankh of Mishra
Anti-Magic Aura
Anvil of Bogarden
Apathy
Apocalypse Chime

Apprentice Wizard
Arboria
Arcades Sabboth
Arcane Denial
Arcum's Sleigh
Arcum's Weathervane
Arcum's Whistle
Arena
Arena of the Ancients
Arenson's Aura
Argivian Archaeologist
Argivian Blacksmith
Armageddon
Armageddon Clock
Armor of Thorns
Artifact Possession
Artifact Ward
Ashnod's Altar
Ashnod's Battle Gear
Ashnod's Cylix
Ashnod's Transmogrator
Aspect of Wolf
Astrolabe
Atog
Aurochs
Autumn Willow
Avizoa
Avoid Fate
Axelrod Gunnarson

Ayesha Tanaka

Aysen Bureaucrats

The Abyss

1.2 Abbey Matron

Abbey Matron

The ability is typically used in response to a damaging effect such as a Lightning Bolt. It can also be used after declaring this card as a blocker but before damage dealing. This makes it a 1/6 creature but because it is tapped it will not deal damage but can still receive it.

The ability can only be used on herself. It cannot be used on other creatures.

Card Information

1.3 Abeyance

Abeyance

It only affects player's right to announce things. It does not affect anything which was already announced but has not yet resolved.

[D'Angelo 06/30/97] In other words, Abeyance cannot be used to counter a spell or ability. [Duelist Magazine #19, Page 34]

The player can respond to the casting of this spell by playing instant or interrupt spells and abilities. But after this spell resolves, they cannot announce any more this turn. [D'Angelo 06/12/97]

+ Never prevents mana source abilities from being played.

[WotC Rules Team 10/06/97] REVERSAL. This means that you can tap lands for mana and play abilities of cards like Llanowar Elves which are played as mana sources.

Prohibits even abilities of permanents which are played as instants, interrupts or sorceries that do not have an activation cost.

[Aahz 06/13/97]

Abeyance affects spells based on the spell's type and not on whether they are played as that type. So, it does not prohibit spells/abilities that say "is played as an instant" or "can be played whenever you could play an instant" if the spell/ability's type is not otherwise prevented.

For example, an enchantment that could be played as an instant is legal under Abeyance (assuming you have a way to get mana).

[WotC Rules Team 10/06/97] Similarly, a Summon spell played via Winding Canyons is legal. [Aahz 09/09/97]

- + Does not prohibit phase costs, phase abilities, untap costs (which don't have an activation cost), the ability to declare an attack, triggered and specialized abilities (which don't have an activation cost), and summoning, enchantments or artifacts. [D'Angelo 08/12/97] Also does not prohibit damage prevention abilities which do not have activation costs. [bethmo 10/09/97]
- + Does not prohibit the abilities of cards which are not in play. For example, the Ashen Ghoul's ability can be played while it is in your graveyard. [WotC Rules Team 10/06/97]

Card Information

1.4 Abjure

Abjure

You cannot sacrifice multiple permanents to get a multiple effect.
[D'Angelo 06/12/97]

Card Information

1.5 Abomination

Abomination

As errata, it should read "Whenever a green or white creature blocks or is blocked by Abomination, destroy that creature at end of combat."
[Encyclopedia Page 18]

A "destroy at end of combat" effect is placed on a green or white creature 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 other 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]

The color of the blocking/blocked creature is checked only at declaration of the block. If the creature is indeed green or white at that time, it will be destroyed at the end of the combat even if it changes color before the combat ends. [WotC Rules Team 07/27/94]

Card Information

1.6 Abu Ja'far

Abu Ja'far

As errata, it should read "If Abu Ja'far is put into the graveyard during combat, bury all creatures that are blocking or blocked by Abu Ja'far."
[Encyclopedia Page 59]

Protection from White will not keep a creature from being destroyed by Abu's power because combat abilities are not considered to be targeted.

If Abu is killed, all creatures currently blocking or blocked by Abu are buried. If he is killed prior to damage dealing, then those creatures are immediately buried as well. Note that if the blockers are switched with an effect like General Jarkeld, whichever blockers are currently assigned when Abu goes to the graveyard are affected.
[Duelist Magazine #8, Page 47]

Card Information

1.7 The Abyss

The Abyss

This is a targeted effect. The Abyss targets one creature each upkeep. For this reason, it ignores creatures with Protection from Black.
[Aahz 07/13/94]

If the target becomes invalid after being chosen but before resolution, you do not have to choose another target. [Duelist Magazine #16, Page 25] (REVERSAL) See the Phase Effects and Phase Abilities entry in the General Rulings for more information.

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

A player cannot choose to use the destroy creature effect when there are no targets. The rule is that a player can end upkeep without dealing with it if there are no targets at that time, but if there is a target at that time then you must deal with it. [Mirage Page 43]

Card Information

1.8 Abyssal Gatekeeper

Abyssal Gatekeeper

+ If another creature goes to the graveyard at the same time as this card, you cannot choose that creature as the one to be buried by the Gatekeeper's triggered ability. This is because you finish putting all the dying creatures into the graveyard before dealing with the Gatekeeper's triggered ability, and therefore those other creatures going

to the graveyard with it are not legal targets.
[Duelist Magazine #19, Page 34]

+ The "bury a creature" ability is not targeted. It can affect creatures with protection from black. [D'Angelo 08/27/97]

Card Information

1.9 Abyssal Hunter

Abyssal Hunter

+ The ability can be used on an already tapped creature. [bethmo 10/14/97]

Card Information

1.10 Abyssal Specter

Abyssal Specter

As errata, change "ability" to "effect". [Encyclopedia Page 72]

Card Information

1.11 Acidic Dagger

Acidic Dagger

As errata, it should say to bury Acidic Dagger if the target creature leaves play this turn. [WotC Rules Team 12/03/96]

If used on a creature with First Strike, the Dagger effect will destroy the blocked/blocking creature at the end of first strike damage resolution, so if the other creature did not have First Strike, it may never get to go at all. [bethmo 10/27/96]

Does not affect the creature if all damage is prevented or redirected.

Card Information

1.12 Active Volcano

Active Volcano

See Modal Effects in the General Rulings Summary for more information.

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

Card Information

1.13 Adarkar Unicorn

Adarkar Unicorn

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

Card Information

1.14 Adun Oakenshield

Adun Oakenshield

As errata, it should read "(G)(R)(B), (Tap): Select one target creature from your graveyard and place it in your hand." [Encyclopedia Page 139]

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

Card Information

1.15 Adventurers' Guildhouse

Adventurers' Guildhouse

The ability works even if it is tapped. Only non-creature artifacts are disabled when tapped. Nothing else is. [bethmo 06/20/94]

Card Information

1.16 AErathi Berserker

AErathi Berserker

There is a typographical error in the title of the card so that the "AE" does not appear. [Duelist Magazine #2, Page 7]

Card Information

1.17 Aether Flash

AEther Flash

- + Remember that once a creature comes into play, you won't have time to play abilities as instants before AEther Flash's effect resolves, so typically wouldn't be able to use the creature's abilities before AEther Flash killed it. Of course, abilities played as mana sources, triggered abilities, and so on can be played as appropriate. [Aahz 09/05/97]
- + Similarly, you cannot spells and abilities from other sources unless they are also mana sources, which makes it hard to sacrifice or use the creature before it dies. [Duelist Magazine #19, Page 34]
- + This is not a targeted effect, so it deals damage to Deadly Insects and other creatures that cannot be targeted by spells and abilities. [D'Angelo 09/02/97]

Card Information

1.18 AEther Storm

AEther Storm

AEther Storm:

Only affects summon spells and not artifact creatures. [D'Angelo 11/25/95]

- + Does not affect other ways to get creatures into play, such as Flash. [bethmo 11/27/96] Or Animate Dead. [bethmo 10/07/97]

Summon spells cannot even be announced while this is in play. Duelist Magazine #9, Page 60 mistakenly implies that this card counters summon spells as they are announced.

The option to destroy it by paying 4 life is a normal instant speed ability. This means that if it is removed from play (with Boomerang for example) prior to the effect resolving, then you paid 4 life but the effect fails. [D'Angelo 04/22/96]

Card Information

1.19 Afiya Grove

Afiya Grove

If there are any creatures in play, even if they are just your opponent's, you must put a +1/+1 on one of them. If there are no creatures in play, then no counter is removed from this card. [bethmo 12/13/96]

Card Information

1.20 Agent of Stromgald

Agent of Stromgald

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

Card Information

1.21 Agility

Agility

If played on a creature which already has Flanking, its effect is cumulative. [Duelist Magazine #16, Page 30] See Flanking in the General Rulings for more information.

Card Information

1.22 Aisling Leprechaun

Aisling Leprechaun

As errata, it should read "Whenever Aisling Leprechaun blocks or is blocked by a creature, that creature becomes green." [Encyclopedia Page 139]

Creatures change color the moment the block is declared.
[Duelist Magazine #2, Page 7]

A creature blocking or blocked by this card is changed to green when it is assigned as a blocker or this card is assigned to block it. A creature is also changed if it is blocked or 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. The effect is not removed if the creature is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95] This happens as a triggered effect.

A Leprechaun with Protection from Green can be blocked by a creature (since it is not green at that time) but will not take damage from the creature (since it is green at the time of damage dealing).
[Duelist Magazine #2, Page 7]

The change to green does not wear off even if the Leprechaun leaves play.
[Aahz 06/16/94]

Card Information

1.23 Akron Legionnaire

Akron Legionnaire

If you have two or more Legionnaires, they can all attack.

Will prevent Evil Eyes of Orms-By-Gore from attacking. [Aahz 10/21/94]
Unless they are artifacts for some reason.

Card Information

1.24 Aladdin

Aladdin

He can hold onto more than one artifact at a time. He need not drop one in order to pick up another. Note that you must pay and tap the card for each use, however. [Arab FAQ 01/05/94]

Any artifact can be taken. This includes artifact creatures which are represented by tokens (e.g. Wasps, Djinn from Bottle of Suleiman).

Aladdin loses control of artifacts if it leaves play for any reason. [bethmo 05/09/94]

Aladdin does not lose control if the target becomes invalid. If the target stops being an artifact, he keeps control. He only checks the validity of the target on declaration and resolution of his effect. [WotC Rules Team 02/09/95]

The Arabian Nights version can only target an artifact controlled by another player. It also lets you keep control of artifacts if you lose control of Aladdin. Your opponent can use the Aladdin to take them back but you don't automatically lose them. The Chronicles version has the ability as an activation cost, can target any artifact (including your own) but loses control of the artifact if you lose control of Aladdin. [Duelist Magazine #7, Page 100]

Card Information

1.25 Aladdin's Lamp

Aladdin's Lamp

As errata to the Arabian and Revised Edition versions of this card, add the text "X cannot be zero." [Duelist Magazine #4, Page 136]

This is a specialized effect. It is used during the resolution of a draw effect to modify one of the draws. [Aahz 11/11/95]
See Specialized Abilities in the general rulings for more information.

Whenever you are to draw a card, you may use this effect. If the effect succeeds, then you do not draw that card, you instead draw as dictated

by the Lamp. [D'Angelo 11/11/96]

This can be used any time you draw a card from the library. This includes Sindbad, Ancestral Recall, and several other spells. It affects only one of the cards drawn this way, though. [bethmo]

The Arabian Nights version had 2 casting cost circles with "5" and "5" in them to indicate "10" because they could not fit it into one circle. This is not a typo. [Arab FAQ 01/05/94]

If you have more than one Lamp, you can use a second one on a card being drawn from the first one. [Aahz 07/05/95]

This card modifies a draw and happens prior to any triggered effects that would happen because of the draw, such as Zur's Weirding. [Aahz 03/02/96] Triggers happen at the end of resolution, while this is used during.

If the effect is countered, you do not get the draw because giving up the draw was a cost for the effect. [Aahz 01/14/97]

The cards are actually drawn and put into your hand before they are put back. [Aahz 12/07/96]

You may use mana sources between drawing and putting cards back (as per the mana source rules), so it's possible to use an Elvish Spirit Guide that you drew and to not have to put it back. [Aahz 12/07/96]

This is a replacement effect, so the original draw that was modified is considered to not have happened. [D'Angelo 05/19/97]

Card Information

1.26 Alchor's Tomb

Alchor's Tomb

The change is permanent. Whenever something says to use counters to mark an effect and does not specify how to remove them, consider the effect permanent. [bethmo 06/21/94]

Card Information

1.27 Aleatory

Aleatory

You pick the target on announcement and flip the coin on resolution. [Duelist Magazine #16, Page 28]

Card Information

1.28 Ali Baba

Ali Baba

May be used to tap more than one wall per turn if you have enough mana.
[Arab FAQ 01/05/94]

May tap walls even when Ali Baba is tapped. [Arab FAQ 01/05/94] May be used on the turn summoned. This is because creature abilities which do not require tapping can be used at any time.

Card Information

1.29 Ali from Cairo

Ali from Cairo

This card does indeed make you immune to damage that would take you below 1 life point (which is almost immunity to death). You can still be affected by things which reduce your life without doing damage.
[Arab FAQ 01/05/94]

The protection ability is applied at the end of the first step of damage prevention and happens automatically. This is not a fast effect which can be used at any time during damage prevention.
[WotC Rules Team 06/15/95]

It does not prevent direct loss of life from spells like Lich, Channel, etc.
[bethmo]

Even works when he is tapped. [Arab FAQ 01/05/94]

The protection ability works up until Ali enters the graveyard, so if he dies during a damage prevention step, damage in that same step is prevented, but damage that occurs after he goes to the graveyard (i.e. Creature Bond) is not prevented. [bethmo]

Prevents just enough damage at the end of the damage prevention step to prevent you from going below 1 life. You choose which damage points are prevented, so you can choose to prevent Hypnotic Specter damage and leave some other damage. [Duelist Magazine #12, Page 26]

Does not affect damage if you are already at zero or negative life. You still take it all. [WotC Rules Team 06/27/96]

Was on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments from 01/25/94 to 04/01/96.

Card Information

1.30 All Hallow's Eve

All Hallow's Eve

As errata, the card type is "Enchantment" and not "Sorcery".
[Encyclopedia Page 140]

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

Creatures enter play in the order in which they are put into play. So if one player puts a Legend into play, their opponent's Legend of the same name will be buried immediately after it is put into play and before the next creature is brought into play. [Aahz 06/28/94]

Continuous effects of creatures entering play take immediate effect, but triggered effects (such as "when it comes into play" effects) wait until this spell is done resolving and are dealt with in one group.
[D'Angelo 11/07/96]

Each creature is only looked at once by All Hallow's Eve. If a creature fails to enter play or goes to the graveyard during its resolution, it does not get looked at again. [D'Angelo 10/01/96]

Since the creatures enter play during upkeep, their upkeep costs (if any) need to be paid. [Aahz 06/15/94]

A Clone or Doppelganger must choose a creature in play to copy. If there is no such creature, then it cannot leave the graveyard. [bethmo 06/16/94]

If a creature, such as a Clone, fails to be able to enter play when chosen (i.e. no other creature to Clone), then it stays in the graveyard and may not be chosen again by this All Hallow's Eve. [WotC Rules Team 09/15/95]

Once all the counters are gone, it just sits there as an inert enchantment.
[bethmo 06/17/94]

Since you can do your upkeep actions in any order, it is legal to sacrifice creatures using some spell or effect prior to removing the final counter from All Hallow's Eve. [Aahz 07/27/94]

This is not a targeted spell, and in any case the creatures in the graveyard do not get to use Protection from Color abilities. [Aahz 11/30/94]

Card Information

1.31 Amulet of Kroog

Amulet of Kroog

The Antiquities version does not target the player or creature in addition to the damage. The word "target" was used at that time to mean "creature or player", not that it was targeting such. [D'Angelo 11/07/96]

Card Information

1.32 Amulet of Quoz

Amulet of Quoz

- + As errata, it should read "Remove Amulet of Quoz from your deck before playing if you are not playing for ante. {Tap}: Sacrifice Amulet of Quoz to flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that opponent loses the game. Otherwise, you lose the game. Use this ability only during your upkeep. The opponent may ante an additional card to counter this effect."
[Encyclopedia Page 208] Fixed the cost/effect relationship.
[D'Angelo 09/12/97]
- + Has always been on the Duelists' Convocation banned list (not allowed in a deck) for Classic (Type I), Standard (Type II), Classic-Restricted (Type I.5), and Extended tournaments because it is only used in games for Ante. Now banned in Standard (Type II) since Ice Age is no longer legal.

Card Information

1.33 Anaba Bodyguard

Anaba Bodyguard

This is not a Minotaur and cannot be brought into play with Didgeridoo.
[Duelist Magazine #9, Page 36]

Card Information

1.34 Ancestral Recall

Ancestral Recall

As errata, it should read "Target player draws three cards."
[Encyclopedia Page 56]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type II tournaments since it is not in the current edition. Has always been banned from Type I.5 tournaments.

Card Information

1.35 Angelic Renewal

Angelic Renewal

If an animated land or artifact goes to the graveyard, you can still use

this card's ability to pull the land or artifact back into play.
[Aahz 06/16/97]

This card's ability cannot save token creatures. The tokens are removed from the game before this can trigger. [Aahz 06/16/97]

Card Information

1.36 Angelic Voices

Angelic Voices

You get the bonus if all of your creatures are white or artifact even if they also have other colors or qualities. So, if your only creature is a Lord Magnus (a white and green Legend), you would get the bonus. So would a red artifact creature. [Aahz 07/13/94]

Card Information

1.37 Angry Mob

Angry Mob

Counts up Swamps controlled by all of your opponents. [Aahz 12/25/94]

Card Information

1.38 Angus Mackenzie

Angus Mackenzie

As errata, it should read "{W}{U}{G}, {Tap}: Creatures deal no combat damage during this turn." [Encyclopedia Page 140]

Card Information

1.39 Animate Artifact

Animate Artifact

See the Animated Lands and Artifacts section in the General Rulings for more information.

Artifact becomes an Artifact-Creature. It follows all the rules of creatures while still being an artifact.

Animated artifacts are subject to the effects of summoning sickness.

[Mirage Page 14] Remember that all permanents get summoning sickness, but that only creatures are affected by it. So whether or not you can use the animated artifact right away depends on whether or not it has summoning sickness. It will not have summoning sickness if it has been in play on your side (creature or not) since the beginning of your most recent turn.

The Limited and Unlimited Edition cards cannot be cast on artifact-creatures. The Revised one can be cast on them but has no effect. [Card Text] Note that the Limited/Unlimited Edition card does not cause itself to be removed from play once the creature is Animated. [Aahz]

The Limited and Unlimited Edition cards say that it destroys zero-cost artifacts. This was meant to restate the obvious, a zero toughness creature dies, but the card text did not account for things like Castle which give +2 toughness when untapped. So, the artifact is not destroyed just because its casting cost was zero, it is destroyed when its toughness reaches zero. [Snark]

Card Information

1.40 Animate Dead

Animate Dead

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

Enters play as a global enchantment and then becomes an Enchant Creature as a triggered effect upon entering play. It follows all the rules for Enchant Creature cards from then on. [WotC Rules Team 03/14/97] (Borrowed from Necromancy rulings)

The bringing of the creature into play and then putting Animate Dead on it is all done as one triggered ability. [bethmo 02/25/97] (Borrowed from Necromancy rulings)

As a local enchantment, its only legal target is the one chosen when it entered play, thus there is no other legal target to move it to with Enchantment Alteration. [WotC Rules Team 03/14/97] (Borrowed from Necromancy rulings)

In general, an animated creature comes out as if it was just cast. Any X in the casting cost is zero. So animating a Rock Hydra gives you a hydra with zero heads. [Mirage Page 31]

You can Animate a creature which was discarded from a hand and therefore was never in play.

Animate Dead becomes a creature enchantment and thus counts for abilities that interact with creature enchantments, such as Rabid Wombat's. [Aahz 06/06/97]

Animated creature cannot attack until it begins its controller's turn in play. [Mirage Page 14]

Animating a dead Clone gets all the Clone's abilities but it mimics at -1 power. [Snark]

This is a targeted effect. Note that cards in the graveyard do not have Protection from Color abilities, but it may fizzle because the target is removed before the effect resolves. [WotC Rules Team 05/10/95]

When Animate Dead leaves play, the creature it is on is buried. [WotC Rules Team 05/10/95]

The caster of Animate Dead is not considered the "caster" of the creature that is brought back into play. [Duelist Magazine #5, Page 123]

If the creature phases out without the Animate Dead because Animate Dead has been affected by Spatial Binding, the Animate Dead is buried but the creature is not. The creature will phase in perfectly normal since the Animate Dead ability did not bury it. [Aahz 02/16/97]

The Fifth Edition version is no longer an Enchant Dead Creature card like the previous versions were. [D'Angelo 04/11/97]

Card Information

1.41 Ankh of Mishra

Ankh of Mishra

Lands phasing in will not trigger this card. [Mirage Page 2]

Triggers on any land coming into play, which includes effects which put lands into play. [D'Angelo 05/22/97]

The Fourth Edition version triggered only when a player put a land into play, while the Fifth Edition version triggers on any way of making a land come into play. [D'Angelo 05/22/97]

Card Information

1.42 Anti-Magic Aura

Anti-Magic Aura

Will not prevent use of interrupts (even if they are played at instant speed) or non-targeted spells/abilities. This includes spells like Red Elemental Blast, Pestilence, and Wrath of God. [Duelist Magazine #2, Page 7]

Prevents both spells of type Instant or Sorcery and abilities that are played as an instant or sorcery. Does not prevent spells of type Interrupt that are being played as an instant. [Duelist Magazine #18, Page 28]

Will not prevent use of abilities of cards in play. Only prevents spells of type Instant, Sorcery, or Enchantment from targeting the creature.
[D'Angelo 04/19/95]

Card Information

1.43 Anvil of Bogarden

Anvil of Bogardan

+ If the draw is skipped due to a replacement effect like Island Sanctuary or such, the discard is not skipped. [bethmo 09/13/97]

Card Information

1.44 An-Zerrin Ruins

An-Zerrin Ruins

See the Creature Type entry in the General Rulings for more information.

Cannot choose something such as Artifact Creature or Land Creature which are not creature types. [Duelist Magazine #9, Page 36]

Card Information

1.45 Apathy

Apathy

+ The untap cost is cumulative with other untap costs even though it does not say "additional". It can be paid more than once like other untap costs. [WotC Rules Team 07/03/97]

The discard to untap is a payment and is not forced. [bethmo 06/12/97]

Card Information

1.46 Apocalypse Chime

Apocalypse Chime

Changing a land's type will not remove the expansion symbol on it, so this still affects Homelands lands which have been changed to another type by a spell like Phantasmal Terrain. [Aahz 10/23/95]

Card Information

1.47 Apprentice Wizard

Apprentice Wizard

As errata, it should read "(U), (Tap): Add three colorless mana to your mana pool as a mana source." [Encyclopedia Page 19] [Mirage Page 2]

Card Information

1.48 Arboria

Arboria

If a Nether Shadow enters play during your upkeep, it will invalidate the protection of Arboria. [WotC Rules Team 09/15/94]

Removing Arboria from play will not cancel its benefit. If currently in effect, the effect will end normally. [Aahz 10/21/94]

You can put tokens into play without ending this effect. For example, Tombstone Stairwell. [D'Angelo 03/26/97]

Card Information

1.49 Arcades Sabboth

Arcades Sabboth

As errata, it is of type "Summon Legend" and not "Summon Elder Dragon Legend". [Encyclopedia Page 60]

Does give himself a bonus. [Duelist Magazine #2, Page 7]

Card Information

1.50 Arcane Denial

Arcane Denial

As errata, it should read "Counter target spell. That spell's caster may draw up to two cards at the beginning of the turn. Draw a card at the beginning of the next turn." [Aahz 06/06/97] It is no longer at the beginning of the next upkeep.

The player does not choose how many cards to draw until the appropriate upkeep. [Duelist Magazine #13, Page 26] They choose how many before drawing the first one. [D'Angelo 11/11/96]

Card Information

1.51 Arcum's Sleigh

Arcum's Sleigh

As errata, it should read "(2), (Tap): Attacking this turn does not cause target creature to tap. Ignore this effect if defending player controls no snow-covered lands." [Encyclopedia Page 72] This errata is needed since you use the effect before attacking and at that time there is no defending player.

Card Information

1.52 Arcum's Weathervane

Arcum's Weathervane

See the Snow-Covered Lands entry in the General Rulings for more information.

Gives an "is Snow-Covered" or "removes Snow-Covered" counter to a land. [D'Angelo 06/08/95] It is possible to have Snow-Covered non-basic lands. This card cannot give Snow-Covered to a non-basic land, so it takes some tricks to make it happen.

Cannot be used on a multiland to add Snow-Coveredness even if it "counts as a" normal land. You can use it on any land to remove Snow-Coveredness. [Duelist Magazine #6, Page 132]

Card Information

1.53 Arcum's Whistle

Arcum's Whistle

As errata, it should read "Target non-Wall creature must attack this turn...". [Encyclopedia Page 73]

The mana payment for this is made just after the effect is announced and prior to other interrupts even being allowed. [Duelist Magazine #9, Page 60]

Card Information

1.54 Arena

Arena

Either or both creatures can be tapped and it still works. [bethmo 08/24/95]

Walls can fight in the Arena. [Aahz 12/02/94]

Attack abilities like the Basilisk's do not take effect. [Peterson 11/15/94]

Creatures are chosen when the effect is used, but they don't become tapped until the effect resolves. [Aahz 12/21/94]

The power of the creatures when the effect resolves is used to determine how much damage is done. [Aahz 03/07/95]

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

Card Information

1.55 Arena of the Ancients

Arena of the Ancients

Only taps Legends which are in play before the Arena is put into play. Legends which enter play later are not tapped immediately, but when they are tapped they are prevented from untapping by the Arena. [Aahz 06/14/94]

Does not affect Legendary Lands. [Aahz 06/14/94] Or any other Legendary cards.

Card Information

1.56 Arenson's Aura

Arenson's Aura

As errata, the second ability should read "(3) (U) (U): Counter target enchantment spell. Play this ability as an interrupt."
[Encyclopedia Page 73]

Counters an enchantment spell as it is being cast. It does not counter the effect of an enchantment. [Aahz 06/13/95]

Card Information

1.57 Argivian Archaeologist

Argivian Archaeologist

As errata, it should read "(W) (W), (Tap): Bring one target artifact from your graveyard to your hand." [Encyclopedia Page 129]

Card Information

1.58 Argivian Blacksmith

Argivian Blacksmith

As errata, it should read "(Tap): Prevent up to 2 damage to an artifact creature." [Encyclopedia Page 129]

Card Information

1.59 Armageddon

Armageddon

The destruction can be prevented normally, such as with Consecrated Land, Pyramids, or regeneration if the land is animated. [Aahz]

Card Information

1.60 Armor of Thorns

Armor of Thorns

+ See Play as a... in the General Rulings for more information.

Card Information

1.61 Armageddon Clock

Armageddon Clock

During your upkeep, add a counter. Also, allow people to remove a counter, either before or after adding the counter. And finally, deal the damage from the clock at the end of upkeep. [Duelist Magazine #2, Page 15]

During each player's upkeep, all players are entitled to remove one counter each using the phase effect. [Aahz 11/08/96]

While other players can play the counter removal effect, the controller of the Clock is considered to be the controller of those effects. [D'Angelo 03/26/97]

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

Card Information

1.62 Artifact Possession

Artifact Possession

It does damage whenever the target artifact's activation cost is paid, or when it becomes tapped for any other reason. It does not do double damage if the activation cost requires tapping. [Aahz 06/06/94]

Note that there are no continuous artifacts any more. That text does not apply to just any artifact without an activation cost. [Aahz 10/02/96]
It only applies to cards that say "Continuous Artifact" as their type.

Card Information

1.63 Artifact Ward

Artifact Ward

Note that this is not exactly like Protection from Color abilities. It does not prevent artifacts from targeting the creature, it just prevents the effects of such targeting, damage from artifacts, and being blocked by artifacts. [Card Text]

Does not protect against non-damaging or non-targeted artifacts such as Nevinyrral's Disk. [bethmo]

Card Information

1.64 Ashes to Ashes

Ashes to Ashes

Since this is "removal from game", it does not count as destruction and is therefore not preventable by regeneration. [Aahz 09/01/94]

Must have 2 targets at time of casting in order to be declared.
[Duelist Magazine #3, Page 6]

If one target is removed or becomes invalid after declaration, the other target is still affected. [bethmo 09/15/94] You take the damage if at least one target is destroyed. [D'Angelo 05/17/95]

Card Information

1.65 Ashnod's Altar

Ashnod's Altar

As errata, play this ability as a mana source. [Mirage Page 2]

Card Information

1.66 Ashnod's Battle Gear

Ashnod's Battle Gear

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

Card Information

1.67 Ashnod's Cylix

Ashnod's Cylix

If the player has less than 3 cards in their graveyard, look at as many as they have, put one back and remove the others.

[Duelist Magazine #12, Page 32]

Card Information

1.68 Ashnod's Transmogrant

Ashnod's Transmogrant

+ The counter only gives the +1/+1. The artifactness is a permanent change not associated with the counter. [Aahz 08/22/97] (REVERSAL) This reverses old errata and interpretations based on the Antiquities text.

As errata to the Antiquities version of this card, add the text "The +1/+1 and artifact status are represented by a counter".

[Duelist Magazine #4, Page 137] This is meant to show that the change is permanent.

The counter on the Fourth Edition version also carries the artifact nature of the effect (although this isn't clear). The artifact nature will not be copied by a Clone since it is inherent in the counter and not an interrupt effect like a xxxxlace. [D'Angelo 01/13/96]

Taps when being used, so it does trigger effects like Powerleech. [Aahz]

The counter converts permanents to have Artifact nature. It works even if the card stops being a creature, but the +1/+1 bonus only applies when it is a creature. [Duelist Magazine #5, Page 123]

The Chronicles version has an activation cost and the Antiquities version does not. [Duelist Magazine #7, Page 100]

Card Information

1.69 Aspect of Wolf

Aspect of Wolf

The bonus is recalculated every time the number of Forests you have in play changes. It is not a one-time bonus. [bethmo] It is a continuous effect.

The "you" on the card means the controller of the enchantment and not the controller of the creature. The enchantment controller's forests are used to figure the bonus. [D'Angelo 06/09/95]

Card Information

1.70 Astrolabe

Astrolabe

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

As errata, this card should have you draw a card at the beginning of the next turn, not the next turn's upkeep. [Duelist Magazine #18, Page 28]

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

Card Information

1.71 Atog

Atog

As errata, it should read "(0): Sacrifice an artifact to give Atog +2/+2 until end of turn." [Encyclopedia Page 51]

Cannot use the ability unless you have an artifact to sacrifice. It is part of the cost. [Aahz]

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

Card Information

1.72 Aurochs

Aurochs

The bonus expires at the end of the attack, and not at the end of the turn. [Aahz 06/10/95]

Card Information

1.73 Autumn Willow

Autumn Willow

Does not cause enchantments on it to be removed when the ability is activated. An enchantment in play is neither a spell or an effect. [Duelist Magazine #9, Page 37]

This card cares about who is targeting it rather than who controls the spell/ability that is targeting it. So if a card you control lets the opponent choose the target (Preacher for example), the opponent is considered to be the one targeting it. [Duelist Magazine #9, Page 61]

Can be countered. The ability does not work until it enters play. [D'Angelo 11/15/95]

The ability which allows a player to target this card with spells/abilities overrides all effects which prevent such from happening. Thus, you can use the ability to get around Dense Foliage because this effect will be newer. [Aahz 06/16/97]

Card Information

1.74 Avizoa

Avizoa

You skip the next untap phase that you are not skipping for any other reason. In other words, the skips save up until you skip as many as required. [Aahz 06/16/97]

Card Information

1.75 Avoid Fate

Avoid Fate

Whether the target is an interrupt or enchantment is not set on announcement. [D'Angelo 10/04/95] See Modal Effects in the General Rulings for more information

Can be used to counter interrupts which are played at instant speed. [D'Angelo 11/07/96]

Card Information

1.76 Axelrod Gunnarson

Axelrod Gunnarson

The Chronicles version only triggers the ability if Axelrod is the one that kills the creature. The Legends version triggers even if the creature is killed later in the turn. [Duelist Magazine #7, Page 100]

Card Information

1.77 Ayesha Tanaka

Ayesha Tanaka

The payment to prevent countering is treated as a triggered effect of using the ability. The controller of the artifact pays when the triggered effect resolves if they want to prevent the countering. [bethmo 12/03/96]

The Chronicles version has the artifact's controller pay to prevent countering. The Legends version has the effect's controller pay to prevent countering. [Duelist Magazine #7, Page 100] This only matters if the artifact's controller changes and this is very rare during an interrupt step but it is possible.

Card Information

1.78 Aysen Bureaucrats

Aysen Bureaucrats

Checks the power of the creature on announcement and on resolution.
[Duelist Magazine #9, Page 37]

Card Information
