MTG_CARD_B

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1.2 Backdraft

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Backdraft
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  This is not used during damage prevention.  It is used later in the turn
     to affect a spell which happened earlier that turn. [Aahz 11/08/96]
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Can be used even if the spell does no damage. [bethmo 07/01/94]

Can be used on a spell that fizzled or on one that has not resolved, and
  thereby do zero damage. [bethmo 11/27/96]

Card Information

1.3 Badlands

Badlands

The Revised Edition multilands differ from the Limited and Unlimited
  Edition ones in that they say that if "one land type is altered, the
  other is unaffected". This applies only to spells like Conversion
  which alter a land type. It does not mean that Phantasmal Terrain or
  any other spell which changes a land card to a different type only
  changes half of a multiland. [PPG Page 223]

Card Information

1.4 Balance

Balance

As errata, it should read "Each player sacrifices enough lands to equalize
  the number of lands all players control. The player who controls the
  fewest lands cannot sacrifice any in this way. All players then discard
  cards in hand and sacrifice creatures in play to equalize them in the
  same way." [Encyclopedia Page 20]

The way this works, is that you look at the table and find the smallest
  number of lands and balance those first. Then you balance to the smallest
  number of cards in hand. Finally, you balance number of creatures.
  [Card Text]

All cards sacrificed at one time go to the graveyard simulatenously. All
  cards discarded go to the graveyard simultaneously. As always, you pick
  the order they end up in the graveyard.

Creatures with Protection from White are not ignored by Balance. This
  is not considered a targeted ability so they are both counted and valid
  choices for being sacrificed. [Aahz 12/02/94]

Consecrate Land and Pyramids do not protect a land from being sacrificed,
  and Balance is considered to be a sacrificing effect. [Aahz 01/07/95]

Animated lands are considered both as lands and as creatures. Just
  remove whatever you have to in order to achieve "balance". And yes,
  this does mean that they get double-counted :-(This double counting
  may result in you having less land (since creatures are balanced last).

Applies to all players in multiplayer games. [Duelist Magazine #4, Page 64]

+ Has been on the Duelists' Convocation restricted list (only one allowed in
    a deck) for Classic (Type I) tournaments since 04/19/95. Was on the
    Standard (Type II) banned list from 01/01/97 to 04/2/97 when it became
    banned because it was no longer in the base set. It was previously on the
    Standard (Type II) restricted list from 04/19/95 to 01/01/97. Has been
    banned from Classic-Restricted (Type I.5) tournaments since 04/19/96. Has
    always been banned from Extended tournaments.

    Card Information

1.5   Balduvian Horde

Balduvian Horde

  The discard is not considered forced. It is considered a phase cost to
    be paid during the phase it enters play. You may not use Library of Leng
    on the discarded card. [Duelist Magazine #16, Page 25] (REVERSAL)

  You discard a card no matter how you bring him into play.
    See the Comes Into Play Effects entry in the General Rulings
    for more information.

    Card Information

1.6   Balduvian Trading Post

Balduvian Trading Post

  Mana Flare will let you make an extra Red or Colorless mana of your choice.
    [Aahz 05/21/96]

  You have the choice when it enters play to sacrifice the land or let this
    card be buried. You may not use the mana source speed ability between the
    time when it enters play and before it gets buried because the sacrifice
    or burial is considered a phase cost. [WotC Rules Team 12/03/96]
    (REVERSAL) See Comes Into Play Effects in the General Rulings for more
    information.

    Card Information

1.7   Ball Lightning

Ball Lightning

  As errata to the The Dark card, it should read "Bury Ball Lightning at end
    of any turn." [Duelist Magazine #4, Page 138] The creature is buried at
    the end of any turn in which it is in play.

Card Information

1.8 Barbarian Guides

Barbarian Guides

  Can give Snow-Covered landwalk for basic or non-basic types, but it must
    be for a specific type. Examples include, MountainWalk, Maze of Ith-Walk,
    and Tolaria-Walk. Entire classes of landwalk are not supported.
    [Duelist Magazine #7, Page 99] Legendary Landwalk, Black Landwalk, and
    so on are not usable.

  Card Information

1.9 Barbed Sextant

Barbed Sextant

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

  As errata, the Ice Age version of 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]   This makes it identical to the Fifth
    Edition version.

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

  You draw a card on the turn after you use the ability. [Aahz 06/08/95]

  Card Information

1.10   Barishi

Barishi

  You still shuffle the creatures cards into the library even if this card
    is not in your graveyard when the triggered effect resolves.
    [Aahz 06/13/97]

  Card Information

1.11   Barreling Attack

Barreling Attack

  As errata, it should read "for each creature blocking it" instead of "for
    each creature that blocks it". The effect is not permanent and it only

        counts creatures blocking it on resolution of this spell.
        [WotC Rules Team 10/03/96]

    Card Information

1.12   Barl's Cage

Barl's Cage

    Does not prevent a creature from untapping during upkeep phase. It just
        stops the "normal" untap during the untap phase. [Aahz 12/02/94]

    Affects the next untap of that creature for whoever controls it at that
        time. In other words, the effect does not remember the current
        controller. [bethmo 11/27/96]

    Card Information

1.13   Baron Sengir

Baron Sengir

    Vampire Bats are not Vampires, they are Bats, so they cannot be regenerated.
        [Aahz 10/25/95]

+ The Baron is not a Vampire. [D'Angelo 09/02/97]

    Card Information

1.14   Bartel Runeaxe

Bartel Runeaxe

    As errata, it should read "Bartel Runeaxe cannot be the target of creature
        enchantments. Attacking does not cause Bartel Runeaxe to tap."
        [Encyclopedia Page 141]

    The errata gets rid of the word "spells", so the "cannot be targeted" effect
        applies to any way to target him with an enchantment, including casting an
        enchantment spell and all ways to move enchantments onto him.
        [WotC Rules Team 05/26/96] Note that this makes Bartel's ability very
        different from other cards, such as Deadly Insect, which cannot be
        targeted by spells or effects.

    Cannot be targeted by enchant creature spells while in play, and will
        remove one if you somehow get one there. [Duelist Magazine #6, Page 131]

    Animate Dead, Dance of the Dead, and Necromancy become creature enchantments
        and thus are removed by Bartel's ability. [D'Angelo 06/14/97]

Can be targeted by abilities of enchantments.
  [Duelist Magazine #12, Page 26]

Is only immune to Enchant Creature enchantments. Enchant Permanent and
  other local enchantments which are somehow enabled to target him are not
  affected by his ability. [DeLaney 01/28/97]

Card Information

1.15   Basal Thrull

Basal Thrull

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

  Card Information

1.16   Basalt Golem

Basalt Golem

  The token creature is put into play as a triggered ability on blocking
    being declared. It does not wait until the end of combat to enter play.
    [D'Angelo 03/13/97]

  Card Information

1.17   Basalt Monolith

Basalt Monolith

  As errata, it should read "(Tap): Add 3 colorless mana to your mana pool.
    This mana may not be used to pay for any Basalt Monolith's untap ability.
    Does not untap as normal during untap phase; you may spend (3) at any
    other time to have Basalt Monolith untap at the end of the phase.
    Drawing mana from this artifact is played as a mana source."
    [Encyclopedia Page 208] [Mirage Page 2]

  The untapping of a Monolith is not an activation cost. [D'Angelo 02/01/95]

  Text on this card was changed between the Alpha and Beta printings of the
    Limited Edition.

  Card Information

1.18   Battering Ram

Battering Ram

  As errata, the effect should read "Whenever a Battering Ram is blocked by a
    wall, destroy the wall at end of combat." The entry in the Magic Official
    Encyclopedia on Page 20 has the words all mangled.

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

  Before the errata, the Fourth Edition version of this card destroys the
    walls at end of combat while the Antiquities version destroys the walls
    during normal damage dealing. [Duelist Magazine #5, Page 10]

  Card Information

1.19   Bayou

             Bayou

  See

             Badlands
              for rulings.

  Card Information

1.20   Bazaar of Baghdad

Bazaar of Baghdad

  As errata, it should read "(Tap): Draw 2 cards; then choose and discard
    three cards from your hand." [Encyclopedia Page 123]

  This is all one effect. You draw 2 and return 3 cards all in the effect's
    resolution. Only mana sources may be used between the drawing and the
    returning of cards. [D'Angelo 11/07/96]

  This will count as 2 draws but anything that affects "drawn cards" can only
    affect ones still in your hand when the effect is completely resolved.
    [D'Angelo 07/11/95]

  You can use the Library of Leng ability to put the discarded cards back
    on top of your library. [Aahz 07/25/94]

  Card Information

1.21   Bazaar of Wonders

Bazaar of Wonders

  Because it only looks in play and in the graveyard, you can cast several of
    the same spell in the same batch of effects. This is because a spell
    which has been announced but has not yet resolved is in "limbo" and is
    not checked. [bethmo 11/06/96]

  The Bazaar of Wonders only looks at a spell just after the spell is
    announced, so if a card of the same name goes to the graveyard after
    announcement but before that spell resolves, the spell will not be
    countered. [bethmo 11/07/96] If a spell of the same name goes to the
    graveyard during announcement (discarding as a cost for example), then the
    spell will be countered. [Aahz 01/17/97]

  Cannot counter mana sources since mana sources resolve completely before a
    trigger like this is deal with. [D'Angelo 11/11/96]

  Card Information

1.22   Benalish Missionary

Benalish Missionary

  Works even if the creature is "blocked" by an effect rather than actual
    creatures. [DeLaney 06/12/97]

  Card Information

1.23   Berserk

Berserk

  As errata, it should read "Until end of turn, target creature gains trample
    and +X/+0, where X is the creature's power. If it attacks..."
    [Encyclopedia Page 56] This makes it a one time bonus and not something
    that recalculates.

  The creature can regenerate from dying due to attacking under Berserk.

  The creature only dies if it attacks, not if it defends.

  If the card stops being a creature before the end of the turn, it is
    still destroyed. This happens with Jade Statue, and can happen with
    other animated cards. [WotC Rules Team 02/09/95]

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

Card Information

1.24   Bestial Fury

Bestial Fury

  The ability kicks in at the end of declaration of blocking if the creature
    has any blockers at that time. How the blocker blocked the creature does
    not matter. [bethmo 06/28/96]

  Card Information

1.25   Betrothed of Fire

Betrothed of Fire

  If this card is on a creature you do not control, you may not use the
    ability to sacrifice the creature. This is because you cannot sacrifice
    something you do not control. [D'Angelo 06/16/97]

  Card Information

1.26   Birds of Paradise

Birds of Paradise

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

  Text changed between Alpha and Beta printings to explicitly say "one mana
    of any color" instead of just "one mana".

  Card Information

1.27   Black Lotus

Black Lotus

  As errata, it should read "(Tap): Sacrifice Black Lotus to add three mana
    of any single color to your mana pool. Play this ability as a mana
    source." It is of type "Artifact" not "Mono Artifact".
    [Encyclopedia Page 208] [Mirage Page 2]

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

  Card Information

1.28   Black Mana Battery

Black Mana Battery

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

  You may not remove mana counters from the Battery except at the time when
    you tap it for the one other mana. The effect is pretty much that you
    tap for X+1 mana where X is the number of counters removed.
    [Duelist Magazine #2, Page 8] X can be zero. [D'Angelo 02/03/95]

  Can be tapped even if it has no counters. [D'Angelo 05/12/95]

  Cannot be affected by Rust since this is a Mana Source effect and cannot
    be interrupted. [D'Angelo 11/14/96]

  Card Information

1.29   Black Vise

Black Vise

  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]

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

  If you take control of a Vise that targets you, you continue to take damage
    from it. The "target opponent" check is only made when it is cast and is
    not checked by the effect again after it is in play. [D'Angelo 01/07/96]

  The Fourth Edition version does damage at the end of upkeep. The Limited,
    Unlimited and Revised Edition versions do damage at a time of your choice
    during upkeep. [Duelist Magazine #5, Page 10]

  Was on the Duelists' Convocation banned list (none allowed in a deck) for
    Type II tournaments from 01/01/97 to 04/24/97 when it became banned
    because it is no longer in the base set. Previously, it had been on the
    restricted list (only 1 per deck) for Type II tournaments from 02/01/96
    to 01/01/97. It was on the restricted list for Type I tournaments from
    02/01/96 to 04/01/96 and is back on the restricted list as of 07/01/97.
    Has been banned from Type I.5 tournaments since 02/01/96.

  Card Information

1.30   Black Ward

Black Ward

Cannot cause itself to be removed. This is considered errata to the
  Limited, Unlimited and Revised Edition versions of this card.
  [Duelist Magazine #3, Page 79] The Fourth Edition card is correctly
  worded.

  Card Information

1.31   Blanket of Night

Blanket of Night

  The land can now be tapped for black mana in addition to any other abilities
    it already has. [Visions FAQ 02/16/97]

  This affect is applied after the base type of the land is applied, so using
    a Phantasmal Terrain to change a land's type will not erase the Swamp
    effect. [WotC Rules Team 03/14/97] (REVERSAL)

  The lands now get the name "Swamp" in addition to their current name.
    [DeLaney 02/02/97]

  Whether the land is a basic land or not is unchanged by this effect.
    [Aahz 02/16/97]

  If this effect is applied to a Snow-Covered land, the land is now a
    Snow-Covered Swamp and not just a regular Swamp. [bethmo 03/23/97]

  Card Information

1.32   Blaze of Glory

Blaze of Glory

  As errata, it should read "Until end of turn, target blocking creature can
    and must block all creatures it can legally block." [Encyclopedia Page 56]

  The text "controller of target creature may distribute damage among
    attackers as desired" is a restatement of the combat rules and does not
    override the attacker's right to distribute damage when attacking with
    a banded group. [bethmo]

  Does not allow a tapped creature to block, or allow a creature to block
    any creatures it would not normally be able to block. If a Goblin War
    Drums is in effect and no other creature chooses to block, then this
    creature could not block. [WotC Rules Team 12/15/94]

  A "defending" creature should be read as a "a creature controlled by the
    defending player" creature under the current rules. [Aahz 07/05/95]

  Card Information

1.33   Blazing Effigy

Blazing Effigy

  If it dies and there are no creatures in play to target, then the effect
    does nothing. [Aahz 05/16/95]

  The controller when it dies gets to use the effect. [D'Angelo 08/09/95]

  The damage happens as a triggered effect of the Effigy going to the
    graveyard. This damage is resolved immediately in a damage prevention
    step. [D'Angelo 10/01/96]

  Card Information

1.34   Blessed Wine

Blessed Wine

  As errata, the Ice Age version of 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]   This makes it identical to the Fifth
    Edition version.

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

  Card Information

1.35   Blessing

Blessing

  As errata, the Revised Edition version should have "until end of turn"
    added to the ability. [WotC Rules Team 09/22/95]

  Card Information

1.36   Blood Lust

Blood Lust

  The text "target creatures gain..." should say "target creature gains" since
    (as the next sentence shows) the spell only targets one creature.
    [Duelist Magazine #2, Page 7]

  The +4/-4 is applied when the spell resolves and will not lower the
    toughness below 1. So, if a 1/1 creature has Blood Lust cast on it, it
    becomes a 5/1 creature. Later spells to modify toughness modify from
    this base, so a Giant Growth would make it an 8/4 creature.

    [WotC Rules Team 02/09/95]

  If the toughness was below one before Blood Lust took effect, it will not
    raise the toughness up to one. It just applies a -4, so a creature which
    was 2/-2 when Blood Lust resolves becomes 6/-6.
    [Duelist Magazine #7, Page 100] I don't think a zero or less toughness is
    possible under the current rules, so this may be a moot ruling.

  Card Information

1.37   Blood Moon

Blood Moon

  Does affect multilands and all other special lands.
    [Duelist Magazine #3, Page 6]

  Does not affect snow-covered basic lands. [Duelist Magazine #6, Page 132]

  It immediately changes a non-basic land entering play into a Mountain,
    but it does so only after effects that trigger on the original entering
    play trigger. The triggered effects resolve after it becomes a Mountain.
    For example, if a land is played which requires a sacrifice when it enters
    play, you must do the sacrifice at that time. [Bethmo 07/10/96]

  Card Information

1.38   Blood of the Martyr

Blood of the Martyr

  The Chronicles version forces you to redirect all the damage to you or to
    redirect none of it. The Dark version lets you do partial redirections.
    [Duelist Magazine #7, Page 100]

  This is not a damage prevention effect so it cannot be used during damage
    prevention. It is used before damage prevention in order to allow its
    use later in the turn. [Aahz 07/23/96]

  Card Information

1.39   Bloodrock Cyclops

Bloodrock Cyclops

  No penalty if it cannot attack. [DeLaney 06/12/97]

  Card Information

1.40   Blossoming Wreath

Blossoming Wreath

  Creatures are counted on resolution. [DeLaney 06/12/97]

  Card Information

1.41   Blue Elemental Blast

Blue Elemental Blast

  As errata, play the effect as an instant when targeting a permanent and as
    an interrupt when targeting a spell. [Mirage Page 4] The spell is still
    an "interrupt" and not an "instant" for effects that affect certain
    spell types. [Aahz 09/19/96]

  The decision to counter a spell or destroy a permanent is a decision made
    on announcement before a target of the proper type is selected. If the
    spell is redirected, this mode cannot be changed, so only targets of
    the selected type are valid. [Duelist Magazine #8, Page 50] See the
    Modal Effects entry in the General Rulings.

  The Limited, Unlimited, and Revised Edition versions only can target blue
    cards or spells while the Fourth Edition on can target any blue
    permanent (including tokens) or spells. [Duelist Magazine #5, Page 10]

  Card Information

1.42   Blue Mana Battery

                Blue Mana Battery

  See
                Black Mana Battery
                 for rulings.

  Card Information

1.43   Blue Ward

                Blue Ward

  See
                Black Ward
                 for rulings.

  Card Information

1.44   Bogardan Firefiend

Bogardan Firefiend

  You must pick a target creature, even if you are the only player with
    creatures in play. [D'Angelo 06/12/97]

  Card Information

1.45   Bogardan Phoenix

Bogardan Phoenix

  When it dies, it comes back under the control of the player who controlled
    it when it died. This is because they control the return to play effect.
    [Aahz 01/29/97]

  Card Information

1.46   Bog Rats

Bog Rats

  No, these do not affect Plague Rat totals. [Aahz 08/09/94]

  Card Information

1.47   Bone Harvest

Bone Harvest

  You have to show the creatures you put on yop of your library, along with
    the order you put them there. [Duelist Magazine #16, Page 28]

  Card Information

1.48   Bone Mask

Bone Mask

  If you do not have enough cards in your library, the damage is still
    prevented and all the cards in your library are removed.
    [D'Angelo 01/22/97]

  Card Information

1.49   Bone Shaman

Bone Shaman

  The errata issued in Duelist Magazine #6, Page 22 and Magic Official
    Encyclopedia Page 75 has been removed. There is no longer errata to this
    card. [WotC Rules Team 12/03/96]

  The text "Any creature damaged by Bone Shaman this turn cannot regenerate
    until end of turn" means that the creature cannot use any regeneration
    ability or effect during this turn. You cannot and do not just wait
    until the end of the turn with the creature partly dead and then use
    regeneration. [D'Angelo 06/14/95]

  Since "at end of turn" happens after "until end of turn" effects wear off,
    the creature could regenerate from a "destroy at end of turn" effect.
    [D'Angelo 10/01/96]

  The "cannot regenerate" ability works only if some damage to the creature is
    not prevented. It is a side effect of damaging the creature.
    [D'Angelo 01/21/97] Based on Incinerate ruling on similar effect.

  Card Information

1.50   Book of Rass

Book of Rass

  You cannot spend yourself to below zero life. You cannot spend life you
    don't have. [Duelist Magazine #9, Page 35]

  Card Information

1.51   Boris Devilboon

Boris Devilboon

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

  Card Information

1.52   Bosium Strip

Bosium Strip

  The part of the effect which removes the spell card from the game is a
    triggered ability which triggers on the playing (announcing) of the spell.
    This means the spell gets removed before interrupts or responses can be
    announced. It also means that the remove from the game trigger is dealt

with along with other normal triggers. This makes it possible for an
effect such as Bazaar of Wonders to be dealt with first and to have the
spell countered before the remove from game effect and to have the
remove from game effect fizzle. [Aahz 08/04/97]

Note that even though the spell being cast no longer has a physcial card
associated with it, it is still a valid spell and can be countered, and
so on. [Aahz 06/14/97]

Cards which remove cards from the graveyard as a cost can affect themselves
when cast using Bosium Strip. For example, Spinning Darkness will remove
itself as a cost before the Strip effect removes it. [Aahz 06/24/97]

+ Once activated, you can cast as many spells as you want from the graveyard
during that turn (which meet the criteria). [D'Angelo 10/13/97]

Card Information

1.53   Bottle of Suleiman

Bottle of Suleiman

As errata, it should read "(1): Sacrifice Bottle of Suleiman to Flip a coin;
target opponent calls heads or tails while coin is in the air. If the
flip ends up in opponent's favor, Bottle of Suleiman deals 5 damage to
you. Otherwise, put a Djinn token into play. Treat this token as a 5/5
artifact creature with flying." [Encyclopedia Page 208]

The Djinn is an artifact creature. [Card Text]

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

The coin is flipped on resolution and not on declaration of the effect.
[Aahz 12/21/94]

It cannot be used to attack in the turn in which it is "created" by
paying the artifact's cost. It comes into play with summoning sickness
like any creature does.

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

The Arabian version of the card required tapping to use it. [Aahz 07/29/94]

Card Information

1.54   Bottomless Vault

Bottomless Vault

Gets a counter if it is tapped when the mandatory untap phase effect

resolves during the untap phase. Since mana sources are allowed during
untap, you can tap the land for zero mana prior to doing the untap phase
effect and then choose not to untap it all during this phase.
[Aahz 09/18/96] The counter itself gets added during resolution of the
untap effect. [Aahz 12/14/96]

Does not get a counter if Stasis in in play, but does get one if you don't
untap it due to Winter Orb. [WotC Rules Team 11/16/94] This is because
Stasis causes the untap phase to be skipped and thereby no chance to get a
counter, and Winter Orb just makes the choice of keeping it tapped easier.

Can be tapped for zero mana. [Peterson 12/19/94]

It is considered "tapped for mana" for purposes of Mana Flare and Wild
Growth even if you choose to take zero mana from it.
[WotC Rules Team 12/15/94]

Mana Short will not draw any of the counters out of the land. It just taps
the land. [Aahz 12/06/94]

Power Sink and Drain Power both draw mana from lands if they are untapped
and will draw from the counters on the land... but if you want, you can
interrupt either of these spells to tap the land for zero mana and then
it won't be drained. [Aahz 12/06/94] In friendly play, you can assume
you are smart enough to defeat this and just assume it taps for zero,
but watch out for picky people in tournament play.

It taps for mana at Mana Source speed. [Mirage Page 2]

Enters play tapped even if an immediate effect like Blood Moon immediately
changes it to something else. [WotC Rules Team 12/15/94]

Counters are not lost if the land is changed to another land type. They
wait around for the land to change back. [Aahz 03/06/95]

Card Information

1.55   Bounty of the Hunt

Bounty of the Hunt

See Pitch Spells in the General Rulings for more information.

If a creature phases out before the end of turn, it avoids having the
counters removed. [bethmo 09/27/96]

Card Information

1.56   Braingeyser

Braingeyser

+ Has been on the Duelists' Convocation restricted list (only 1 per deck)
   for Classic (Type I) tournaments since 01/25/94. It has been banned from
   Standard (Type II) tournaments since 05/02/95 since it is not in the
   current edition. Has always been banned from
   Classic-Restricted (Type I.5) and Extended tournaments.

   Card Information

1.57 Brainstorm

Brainstorm

   This is all one effect. You draw 3 and return 2 cards all in one
     resolution. Only mana sources may be used between the two.
     [D'Angelo 11/07/96]

   This will count as 3 draws but anything that affects "drawn cards" can only
     affect ones still in your hand when the effect is completely resolved.
     [D'Angelo 07/11/95]

   Card Information

1.58 Brainwash

Brainwash

   This effect is paid for during the Declare Attackers step of the attack
     phase. This is a specialized effect. [Aahz 01/27/95]

   If paid once, the creature is not prevented from attacking for the rest of
     the turn, even if additional attacks can be declared. [Aahz 02/16/97]

   Card Information

1.59 Brass Man

Brass Man

   The Fourth Edition version has the untapping listed as an activation cost
     while the Arabian Nights and Revised Edition versions had it as an
     ability. [Duelist Magazine #5, Page 10]

   Card Information

1.60 Breathstealer's Crypt

Breathstealer's Crypt

  The revelation and side effect are both dealt with as a triggered effect.
    If the card is not still in your hand when the trigger is dealt with,
    then it will not be revealed. [Aahz 02/16/97]

  Card Information

1.61 Breeding Pit

Breeding Pit

  Must actually be in play at the end of turn in order for you to get a
    Thrull. The getting of the Thrull is not part of paying the upkeep, it
    is part of having the card in play. [D'Angelo 04/12/95]

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

  Card Information

1.62 Brine Hag

Brine Hag

  Effect is permanent. [bethmo 06/16/94]

  The effect works on a creature even if the damage was redirected from
    another target to the Hag. [WotC Rules Team 09/15/94]

  This effect changes the base power/toughness of the creature. It does not
    negate any enchantments or other effects on that creature.
    [D'Angelo 11/11/96]

  Card Information

1.63 Brine Shaman

Brine Shaman

  As errata, the second ability should read "(1)(U)(U): Sacrifice a creature
    to counter target summon spell. Play this ability as an interrupt".
    [Encyclopedia Page 75]

  Card Information

1.64 Broken Visage

Broken Visage

  The Shadow token creature gets a fixed power/toughness equal to the
    power/toughness of the target creature when Broken Visage resolves. This
    includes the effects of any enchantments or other effects on the target
    creature. The Shadow token never gets a variable power/toughness.
    [D'Angelo 10/29/95]

  The token creature comes into play under your control regardless of who
    controlled the target creature. [Duelist Magazine #9, Page 36]

  Card Information

1.65   Bronze Horse

Bronze Horse

  The damage is reduced to zero at the start of damage prevention.
    [Aahz 11/08/96]

  The various versions of this card all behave the same. [Aahz 11/08/96]

  Card Information

1.66   Bronze Tablet

Bronze Tablet

  As errata, it should read "Comes into play tapped. {4},{Tap}: Remove Bronze
    Tablet and target card in play that you do not own from the game. You
    become the owner of that card, and that card's owner becomes the owner of
    Bronze Tablet. That player may prevent this exchange by paying 10 life;
    if he or she does so, bury Bronze Tablet. Effects that prevent or
    redirect damage cannot be used to counter this loss of life. Remove
    Bronze Tablet from your deck before playing if not playing for ante."
    [Encyclopedia Page 208] [Mirage Page 4] [Duelist Magazine #15, Page 28]
    Note that it is not played as an interrupt any more.

  Only cards in play can be targeted. Not just any one your opponent owns.
    [Duelist Magazine #5, Page 10]

  Cannot choose to lose 10 life if you have less than 10 life, but you may
    choose to give up the game immediately. This has roughly the same
    effect.

  The loss of life cannot be prevented by any spell or effect, including
    the Conservator. [bethmo]

  If the card being targeted by the Bronze Tablet is removed before Tablet
    takes effect, then the Tablet fails to work and remains tapped.

    If using a Copy Artifact of the Tablet, you must trade the Copy Artifact
      card to your opponent just like you would have traded the Tablet.
      [bethmo]

    You can take control of your opponent's Tablet and in the trade you only
      have to give them back their Tablet. [Duelist Magazine #2, Page 15]

+ Has been on the Duelists' Convocation banned list (not allowed in a deck)
      for Classic (Type I), Standard (Type II), and
      Classic-Restricted (Type I.5) tournaments since 05/02/94 because it
      is only used in games for Ante. Now banned in Standard (Type II) because
      it is not in the base set. Has always been banned from Extended
      tournaments.

    Card Information

1.67 Brood of Cockroaches

Brood of Cockroaches

    As errata, you lose life instead of paying life. [Visions FAQ 02/16/97]
    Should say that it returns itself to "owner's hand" not "your hand".
      [WotC Rules Team 03/14/97]

    The loss of life is not optional. [bethmo 01/28/97]

    You can go below zero life. (This is a REVERSAL based on the errata)

    The life loss and the return to hand both happen at end of turn as a
      single effect. It is not two separate effects with the life loss at
      the time of death. [Visions FAQ 02/16/97]

    Card Information

1.68 Brown Ouphe

Brown Ouphe

    As errata, it should read "(1)(G),(Tap): Counter target artifact effect
      requiring an activation cost. Play this ability as an interrupt."
      [Encyclopedia Page 75]

    Only counters an effect generated by a single activation of the artifact.
      [WotC Rules Team 06/15/95]

    Attacking is not an activation and cannot be countered. [D'Angelo 07/24/95]

    Card Information

1.69 Browse

Browse

  If used with less than 5 cards in your library, you put one in your hand and
    remove the others from the game. This is not an immediate loss of the
    game. [Bethmo 07/16/96]

  Card Information

1.70   Buried Alive

Buried Alive

  You can choose zero creatures. [DeLaney 06/12/97]

  Card Information

1.71   Burnt Offering

Burnt Offering

  As errata, play the spell as a mana source. [Mirage Page 2] The spell is
    actually errata'd to be a "Mana Source" and not an "Interrupt".
    [WotC Rules Team 10/03/96]

  Card Information