

# **MTG\_CARD\_C**

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<b>COLLABORATORS</b>
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NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>MTG_CARD_C</b>	<b>1</b>
1.1	Card Rulings & Descriptions - C	1
1.2	Call to Arms	4
1.3	Camel	4
1.4	Camouflage	5
1.5	Candelabra of Tawnos	5
1.6	Caribou Range	5
1.7	Carnivorous Plant	6
1.8	Castle	6
1.9	Catacomb Dragon	6
1.10	Cathedral of Serra	6
1.11	Cave People	7
1.12	Caverns of Despair	7
1.13	Celestial Dawn	7
1.14	Celestial Prism	8
1.15	Chain Lightning	9
1.16	Chains of Mephistopheles	9
1.17	Chain Stasis	10
1.18	Channel	11
1.19	Chaos Lord	11
1.20	Chaos Moon	12
1.21	Chaos Orb	12
1.22	Chaoslace	13
1.23	Chariot of the Sun	13
1.24	Chimeric Sphere	14
1.25	Choking Vines	14
1.26	Chronatog	14
1.27	Chromium	15
1.28	Chub Toad	15
1.29	Circle of Protection: Black	15

---

---

1.30 Circle of Protection: Blue . . . . .	15
1.31 Circle of Protection: Green . . . . .	16
1.32 Circle of Protection: Red . . . . .	16
1.33 Circle of Protection: White . . . . .	16
1.34 Citanul Druid . . . . .	16
1.35 City in a Bottle . . . . .	17
1.36 City of Brass . . . . .	17
1.37 City of Shadows . . . . .	18
1.38 City of Solitude . . . . .	18
1.39 Clairvoyance . . . . .	18
1.40 Cleansing . . . . .	19
1.41 Clergy of the Holy Nimbus . . . . .	19
1.42 Cloak of Confusion . . . . .	19
1.43 Clockwork Avian . . . . .	20
1.44 Clockwork Beast . . . . .	20
1.45 Clone . . . . .	21
1.46 Coal Golem . . . . .	22
1.47 Cockatrice . . . . .	22
1.48 Cocoon . . . . .	22
1.49 Cold Snap . . . . .	23
1.50 Cold Storage . . . . .	23
1.51 Colossus of Sardia . . . . .	23
1.52 Conch Horn . . . . .	23
1.53 Concordant Crossroads . . . . .	23
1.54 Cone of Flame . . . . .	24
1.55 Consecrate Land . . . . .	24
1.56 Conservator . . . . .	25
1.57 Consuming Ferocity . . . . .	25
1.58 Contagion . . . . .	25
1.59 Contract from Below . . . . .	26
1.60 Control Magic . . . . .	26
1.61 Conversion . . . . .	26
1.62 Copper Tablet . . . . .	27
1.63 Copy Artifact . . . . .	27
1.64 Coral Helm . . . . .	28
1.65 Coral Reef . . . . .	28
1.66 Corrosion . . . . .	28
1.67 Cosmic Horror . . . . .	29
1.68 Creature Bond . . . . .	29

---

---

1.69	Crimson Kobolds	29
1.70	Crimson Manticore	30
1.71	Crookshank Kobolds	30
1.72	Crown of the Ages	30
1.73	Crumble	30
1.74	Crypt Cobra	31
1.75	Crystal Rod	31
1.76	Cuombajj Witches	31
1.77	Cursed Rack	31
1.78	Cursed Totem	32
1.79	Cycle of Life	32
1.80	Cyclone	33
1.81	Cyclopean Mummy	33
1.82	Cyclopean Tomb	33

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# Chapter 1

## MTG\_CARD\_C

### 1.1 Card Rulings & Descriptions - C

- - \* - \* - C - \* - \* - -

Call to Arms

Camel

Camouflage

Candelabra of Tawnos

Caribou Range

Carnivorous Plant

Castle

Catacomb Dragon

Cathedral of Serra

Cave People

Caverns of Despair

Celestial Dawn

Celestial Prism

Chain Lightning

Chain Stasis

Chains of Mephistopheles

Channel

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Chaos Lord  
Chaos Moon  
Chaos Orb  
Chaoslace  
Chariot of the Sun  
Chimeric Sphere  
Choking Vines  
Chronatog  
Chromium  
Chub Toad  
COP: Black  
COP: Blue  
COP: Green  
COP: Red  
COP: White  
Citanul Druid  
City in a Bottle  
City of Brass  
City of Shadows  
City of Solitude  
Clairvoyance  
Cleansing  
Clergy of the Holy Nimbus  
Cloak of Confusion  
Clockwork Avian  
Clockwork Beast  
Clone  
Coal Golem  
Cockatrice

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Cocoon

Cold Snap

Cold Storage

Colossus of Sardia

Conch Horn

Concordant Crossroads

Cone of Flame

Consecrate Land

Conservator

Consuming Ferocity

Contagion

Contract from Below

Control Magic

Conversion

Copper Tablet

Copy Artifact

Coral Helm

Coral Reef

Corrosion

Cosmic Horror

Creature Bond

Crimson Kobolds

Crimson Manticore

Crookshank Kobolds

Crown of the Ages

Crumble

Crypt Cobra

Crystal Rod

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Cuombajj Witches  
Cursed Rack  
Cursed Totem  
Cycle of Life  
Cyclone  
Cyclopean Mummy  
Cyclopean Tomb

## 1.2 Call to Arms

Call to Arms

As errata, it should read "Choose a color. As long as target opponent controls more cards in play of that color than any other color, all white creatures get +1/+1. If at any time that opponent does not control more cards in play of that color than any other color, bury Call to Arms."  
[Encyclopedia Page 208]

Cannot choose "colorless" as a color. [Aahz 06/08/95]

Only buried if opponent controls less or exactly the same number of cards of the chosen color than of any other single color. Thus, if you chose red and they had 5 red cards, 4 blue ones, and 3 white ones, it would not be buried. [WotC Rules Team 07/19/95]

Only counts cards in play. [Duelist Magazine #10, Page 44]

+ Colorless cards are effectively ignored by this card's ability.  
[D'Angelo 06/23/97]

Card Information

## 1.3 Camel

Camel

Does offer Desert protection to itself when alone.  
[WotC Rules Team 11/16/94]

Includes damage from animated Deserts in combat. [D'Angelo 11/07/96]

Reduces damage to zero much like Protection from Color does.  
[D'Angelo 11/07/96]

Card Information

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## 1.4 Camouflage

Camouflage

Can be cast when you have no creatures in play or no attacking creatures since it does not say it needs to be played during an attack. [bethmo]  
If so, it does nothing.

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

Card Information

## 1.5 Candelabra of Tawnos

Candelabra of Tawnos

As errata, it should read "{X},{Tap}: Untap X separate lands." The card type is "Artifact" and not "Mono Artifact". [Encyclopedia Page 130]

Note that this is not mana source (or even interrupt) speed. It is an instant speed fast effect and it will resolve along with other effects in this spell stack in last-in first-out order like all instants. The lands untap during resolution. [bethmo]

You may untap your opponent's lands if desired. [Aahz 05/03/94] This can be useful if Power Surge is in play.

Can target an untapped land. [Duelist Magazine #5, Page 22]

+ Was on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments from 05/02/94 until 10/01/97. Has always been banned in Classic-Restricted (Type I.5) tournaments.

Card Information

## 1.6 Caribou Range

Caribou Range

As errata, it should read "Choose target land you control. ..."  
[Encyclopedia Page 75]

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

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

It is buried if you lose control of the target land.  
[Mirage Page 22]

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Card Information

## 1.7 Carnivorous Plant

Carnivorous Plant

It is a wall even though the name does not have "Wall" in it. The card is of type "Summon Wall". [Duelist Magazine #3, Page 6]

Card Information

## 1.8 Castle

Castle

Note that attackers do not get the benefits of Castle. Even though the Serra Angel does not tap when attacking it does not get the benefits during the attack, but if it does not die in the attack it gets back the benefit afterwards (since it will no longer be "attacking"). [bethmo]

Tapping a creature removes the +2 toughness from the creature and may kill it if it has already taken damage.

Card Information

## 1.9 Catacomb Dragon

Catacomb Dragon

The halving of power is done as a triggered ability upon declaration of blockers. This halving is not applied to any additional power modification done after that. [Duelist Magazine #16, Page 28]

If the power of the creature is recalculated (which only happens if the base power changes or a power-changing effect which was in effect before the Catacomb Dragon's effect ends), you redo the halving of the power. This ability is not like the errata on Berserk or Singing Tree which just do a fixed change as determined on resolution. [Aahz 11/08/96] For example, if a 2/2 creature with Unholy Strength on it to make it 4/3 blocks the Dragon, it becomes 2/3. If the Unholy Strength is destroyed, the halving effect is reapplied to the 2/2 creature to make it 1/2.

Card Information

## 1.10 Cathedral of Serra

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Cathedral of Serra

See Adventurers' Guildhouse for rulings.

Card Information

## 1.11 Cave People

Cave People

As errata, it should read "If Cave People attacks, it gets +1/-2 until end of turn. ..." [Encyclopedia Page 22]

Card Information

## 1.12 Caverns of Despair

Caverns of Despair

If you have more than two creatures which are required to attack, you can pick which two do so. For example, if you had 3 Juggernauts in play, only two of your choice will attack. There is no penalty for these creatures not attacking unless the penalty is assigned from outside with effects such as Siren's Call and Nettling Imp. [bethmo 07/02/94]

Even though you have a choice, if a creature is forced to attack or defend, it must do so before (or at the same time) you choose any creatures which were not forced. For example, if you had a Juggernaut and 2 other creatures, you cannot declare the two creatures. You must declare the Juggernaut and can declare one other. Same goes for blocking under the effects of Lure. [WotC Rules Team 09/15/94]

Card Information

## 1.13 Celestial Dawn

Celestial Dawn

As errata, the ability changes all colored mana symbols and not just ones in costs. [Duelist Magazine #15, Page 28]

Affects only cards you own and permanents you control. Does not affect mana symbols on cards you do not own and which that are not in play as permanents you control. Therefore, a card Grinning Totem grabs is not affected. [bethmo 10/16/96]

It has three effects. First, it changes all your lands into Plains. This can be overridden to change the land type by an effect that enters play after Celestial Dawn. Second, it changes all mana symbols on your cards

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to white mana symbols. Third, it changes the color of all non-land permanents you control to white. This effect means that even if you Phantasmal Terrain one of your lands to a Mountain, it'll be a Mountain making white mana. Effects that override what color mana a land produces, such as Naked Singularity or Hall of Gemstone can override both effects. [bethmo 11/05/96]

It does affect text 'spliced' into other cards. For example, Zombie Master adds the text "B: Regenerate." to zombies. If you opponent had the Zombie Master and you had zombies and Celestial Dawn, your zombies would get "W: Regenerate.". [Aahz 12/02/96]

This card affects the color of spells being cast by changing the color requirements in the casting cost. Thus, all your spells with a colored casting cost are cast as white spells. If an interrupt such as Deathlace changes the color of the spell, the spell will be changed to the appropriate color. [Aahz 03/18/97]

When a card is in play, its "basic color definition" normally determines its color. This definition is defined as "the color(s) of the mana in the card's casting cost". Thus, when Celestial Dawn is in play, all your non-land cards with colored mana costs are white. When it leaves play, the effect ends and all cards revert to their normal colors. This is true even if the cards were cast using white mana while Celestial Dawn was in play. [Aahz 03/18/97]

The effect to turn all your non-land cards (including artifacts) white is a continuous effect that will override the color as set prior to Celestial Dawn's effect. Thus, a Deathlace on casting of a spell or prior to Celestial Dawn entering play will be overridden by Celestial Dawn's effect. [Aahz 03/18/97]

A color change effect which enters play after Celestial Dawn can override the color changing effect of Celestial Dawn. [D'Angelo 03/18/97]

Gloom really gives a player with this card a bad time.

If an effect like Vampire Bats or Dragon Whelp is used while the mana symbols are one color and then they change because this card enters or leaves play, then the previous expenditures are not counted toward the modified limit. For example, if you spent BB on a Vampire Bats, and then this card entered play, you could spend WW on it. [WotC Rules Team 06/01/97]

+ Does not affect color words written out instead of being written using the mana symbol. [D'Angelo 08/27/97]

+ Does not change the type of lands which are not in play. Lands out of play are what they say they are, and any "comes into play" effects of playing them still happen. [D'Angelo 08/27/97]

Card Information

## 1.14 Celestial Prism

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Celestial Prism

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

Card Information

## 1.15 Chain Lightning

Chain Lightning

The chaining effects (after the first one) are not considered "spells" and cannot be countered. Only the original spell can be countered. [Aahz 06/15/95]

You can only chain to another target if at least one damage is not prevented on the current target. [bethmo 06/15/94] This is because it is in the nature of the damage that during damage resolution a new target can be picked.

Each time Chain Lightning deals damage it is considered to be a different packet of damage. [Aahz 06/16/94]

Once the Chain Lightning is resolved, a series of damage prevention steps is entered. Only spells allowed during damage prevention can be used until the Chain is done. This means no casting of Giant Growth or other non-prevention spells. [Aahz 06/16/94]

Paying to make Chain Lightning continue is done during Step B of damage prevention. See Damage Prevention in the General Rulings for more information.

Your opponent is counted as the one choosing any targets they choose (just like you count for your own choices) for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

Card Information

## 1.16 Chains of Mephistopheles

Chains of Mephistopheles

If you cast a spell to draw extra cards (such as Ancestral Recall or Wheel of Fortune) at some time outside the draw phase, this affects all the cards drawn. During the draw phase, the first card drawn is not affected. [bethmo 06/15/94]

Only affects the drawing of cards. It does not affect spells like Demonic Tutor, Millstone, or Petra Sphinx which affect the library but do not say "draw" a card. [bethmo 06/22/94]

Each player is exempted from one draw each turn, so your opponent can use

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a Jayemdae Tome or other effect to draw during your turn's draw phase without being affected. [Aahz 10/17/94] Basically this says that the text "does not apply to the first card drawn by a player" should be read as "each player".

- + If X cards are drawn as the resolution of a single spell/ability, then the player first discards X cards then draws X cards. If they cannot discard X cards, they discard as many as they can and then move one card from their library to the graveyard for each card they could not discard. They then draw as many cards as they successfully discarded. [Aahz 06/25/97] If this interacts with the first draw during the draw phase, only X minus 1 cards need to be discarded because the first card being drawn is immune to this effect. [Aahz 06/25/97]

The effect is cumulative. If you have two of these out, each of them will modify on each draw (after the first one if during the draw phase), and will cause the player to discard or to "mill" a card from their library. As they resolve in order, the player must discard if possible. Once the player fails to discard and instead "mills" a card, all further effects of additional Chains of Mephistopheles will not do anything. This is because the "mill" also replaces the draw effect and the player is no longer drawing a card. [WotC Rules Team 12/03/96] You handle them in order. Each one makes you discard first and then continue or else mill a card and lose the draw.

Brainstorm is considered to be 3 cards drawn even though 2 are put back. [D'Angelo 01/13/96]

This is a specialized ability that can happen during the middle of the resolution of another effect. The requirement to discard just prior to drawing is the text that causes the overriding of the normal rules. [D'Angelo 08/19/96]

- + Cards which are drawn as a cost are not affected by this card because replacement abilities cannot be used on costs. If a card is drawn as a cost and is the first card drawn during the draw phase, then the "first card drawn" is used up. [Aahz 06/25/97]

Card Information

## 1.17 Chain Stasis

Chain Stasis

The decision to tap or untap is made on announcement (of the spell or of each triggered use) before target is selected. This decision cannot be changed if the spell is Forked or redirected. [WotC Rules Team 09/22/95] See Modal Effects in the General Rulings for more information.

You do get to choose a different tap or untap each time it is used during a chain.

You can choose the same creature over and over if you want. You are not forced to pick a different one each time. Note that this is different than Fireball since you are picking the targets one at a time and not

all at once. [Duelist Magazine #9, Page 60]

Each time Chain Stasis resolves, it causes a new triggered effect which can be used by the controller of the target. [D'Angelo 10/25/95] You may use mana sources between resolving each trigger. See the Triggered Effects entry in the Spell and Effect Timing section of the General Rulings for more information.

Card Information

## 1.18 Channel

Channel

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

This is not damage, it is loss of life. It cannot be prevented by any spell or effect. [Mirage Page 53]

The amount of life converted into mana is not a decision as part of the casting of Channel. [WotC Rules Team] You first cast Channel then you can convert life to mana for the rest of the turn. You do not convert it during casting.

You cannot convert life points you don't have. In other words, you cannot Channel yourself below zero life. [D'Angelo 08/10/95]

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

+ Has been on the Duelist Convocation banned list (not allowed in decks) for Classic (Type I) and Standard (Type II) tournaments since 11/01/95. It was on the Convocation restricted list (only 1 per deck) for tournaments from 03/23/94 to 11/01/95. Now banned in Standard (Type II) since it is no longer in the base set. Has always been banned in Classic-Restricted (Type I.5) and Extended tournaments.

Card Information

## 1.19 Chaos Lord

Chaos Lord

As errata, it should read "First Strike. Chaos Lord can attack the first turn it comes into play on a side, except the turn it first comes into play. During each player's upkeep, count the number of permanents. If that number is even, target opponent gains control of Chaos Lord." [Encyclopedia Page 208]

The Lord's changing of controllers is a new effect each upkeep so it will take precedence over any other control effects. This means that using Control Magic on a Chaos Lord won't guarantee that you keep it. [WotC Rules Team 07/19/95]



You announce during upkeep the handling of the "counting" as an instant speed effect. He counts the permanents during the resolution of the effect and not on announcement. [Aahz 07/12/95]

Card Information

## 1.20 Chaos Moon

Chaos Moon

You announce during upkeep the handling of the "counting" as an instant speed effect. Chaos Moon counts the permanents during the resolution of the effect and not on announcement. [Aahz 07/12/95]

Card Information

## 1.21 Chaos Orb

Chaos Orb

As errata, it should read "(1), (Tap): Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is buried with no effect. When Chaos Orb lands, any cards in play it touches are destroyed, and Chaos Orb is buried. Ignore this effect if Chaos Orb is not in play when the effect resolves." It is an "Artifact" and not a "Mono Artifact". [Encyclopedia Page 208] [Duelist Magazine #15, Page 28]

You can arrange your cards any time before the Orb is put into play, but not after. [Snark] In general, you should not stack cards or put them in places where your opponent cannot read the names of all of them or count them. This is recommended good gaming practice. [Aahz 12/03/94]

You cannot interfere in any physical way with the playing of this card. [PPG Page 221]

It must flip 360 degrees (that's what "flip entirely" means). [FAQ]  
And this flip must be in the air and not in your hand.

"Cards it touches" refers to cards it touches once it stops moving. [Snark]

If the Orb does not touch a card because a pente stone or other token is between them, the Orb counts as not touching the card. [bethmo] Same goes if there are cards stacked up. If the card is not touched, it is not destroyed. Note that only counters and tokens placed in play because of the game count for this. "Tapping" stones and any other markers you have in play should be taken out of the way before using the Orb. [Aahz 02/09/95]

If you have sleeves on cards, they count as the cards. [bethmo]

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Can only affect cards that are in play. Cards that are in the game but not in play (such as the Library and Graveyard) or cards that are held out of play by such effects as Oubliette and Tawnos's Coffin cannot be affected.

The Chaos Orb is a "Do A to do B" effect where A is removing the Orb from play and B is flipping it then putting it into the graveyard. If the Orb is not in play when the effect resolves, nothing happens. Once the Orb has been flipped, it is put into the graveyard and this may not be prevented. [Duelist Magazine #6, Page 131]

This is a not a targeted effect. Creatures with Artifact Ward or other means of preventing being targeted by artifacts are destroyed by the Orb. [bethmo]

Even if your hand is face up on the table due to an effect like Revelation, cards in the hand are not considered "in play" and will not be affected by the Orb. [Aahz 04/17/95]

Ripping the Chaos Orb into confetti and then scattering it (as each piece flops 360 degrees) across your opponent's cards was ruled legal at one time, but it was suggested that this strategy not be allowed in the final round of a tournament. [bethmo] This ruling is mostly humorous in value. You are very unlikely to get WotC or a NetRep to back this one, but I'm listing it because it is funny. Also, note that if you remove a card from your deck during a tournament then you are disqualified. You cannot remove or shred one of your opponent's cards.

Has been on the Duelist Convocation banned list (not allowed in decks) for Type I tournaments since 11/01/95. It was on the Convocation restricted list (only 1 per deck) for Type I tournaments from 08/01/94 to 11/01/95. It has always been banned from Type II and Type I.5 tournaments.

Card Information

## 1.22 Chaoslace

Chaoslace

As errata play the spell 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 Limited, Unlimited, and Revised Edition versions only can target cards or spells while the Fourth Edition one can target any permanent (including tokens) or spells. [Duelist Magazine #5, Page 10]

Card Information

## 1.23 Chariot of the Sun

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Chariot of the Sun

The entire effect lasts until end of turn, not just the toughness reduction.  
[bethmo 01/22/97]

Card Information

## 1.24 Chimeric Sphere

Chimeric Sphere

You can change forms after blockers are assigned. A common strategy might be to make it a 2/1 Flyer and attack. After no blockers are declared (or even after blockers are declared), change it to a 3/2 creature and do more damage. [D'Angelo 06/12/97]

Card Information

## 1.25 Choking Vines

Choking Vines

- + Remember that a creature with Trample which is blocked but has no actual creatures blocking it to which it can assign damage, deals its damage to the defending player. This makes this spell not very effective against Trample creatures. [D'Angelo 06/12/97]
- + Will make any creatures it targets become blocked, even if the creature had blocking restrictions on it. For example, you can make an IslandWalk creature become blocked even if the defending player has Islands. This is because evasion abilities only prevent creatures from being assigned to block them. [D'Angelo 06/20/97]

Card Information

## 1.26 Chronatog

Chronatog

If used to skip an extra turn gained by Final Fortune, you don't lose the game from the Final Fortune's restriction. [DeLaney 02/02/97]

Can only use the ability once each turn for each Chronatog.  
[Visions FAQ 02/16/97]

Card Information

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## 1.27 Chromium

Chromium

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

The generic mana circle around the "2" in "Rampage: 2" is a misprint. Ignore it. [Aahz 06/15/94]

Card Information

## 1.28 Chub Toad

Chub Toad

As errata, it should read "If Chub Toad blocks or is blocked, it gets +2/+2 until end of turn." [Encyclopedia Page 76] The blocks part was missing from the Encyclopedia. [Aahz 01/14/97]

Card Information

## 1.29 Circle of Protection: Black

Circle of Protection: Black

See

Circle of Protection: Blue  
for rulings.

Was not in the Alpha printing of the Limited Edition.

Card Information

## 1.30 Circle of Protection: Blue

Circle of Protection: Blue

Can only be used during a damage prevention step in which there is damage to target with this prevention effect. [Duelist Magazine #7, Page 36]

Can be used more than once on the same damage if you want to sink extra mana into it, but all of this mana has to be spent in the same spell stack. Once one of the effects resolves and prevents the damage all the rest will fail and do nothing. [Duelist Magazine #7, Page 36]

+ Can be used multiple times each turn for damage from the same source or for damage from different sources. [D'Angelo 10/10/97]

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Card Information

### 1.31 Circle of Protection: Green

Circle of Protection: Green

See

Circle of Protection: Blue  
for rulings.

Card Information

### 1.32 Circle of Protection: Red

Circle of Protection: Red

See

Circle of Protection: Blue  
for rulings.

Card Information

### 1.33 Circle of Protection: White

Circle of Protection: White

See

Circle of Protection: Blue  
for rulings.

Card Information

### 1.34 Citanul Druid

Citanul Druid

As errata, it should read "Whenever target opponent successfully casts an artifact spell, put a +1/+1 counter on Citanul Druid."  
[Encyclopedia Page 131]

In multiplayer games 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

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player leaves play. [Duelist Magazine #4, Page 64]

Card Information

## 1.35 City in a Bottle

City in a Bottle

As errata, it should read "All cards from Arabian Nights must be destroyed, except for City in a Bottle...". The card type is "Artifact" and not "Continuous Artifact". [Encyclopedia Page 123]

Removes all Arabian Nights cards from play and prevents any player from casting any more of them until the City is removed. [Duelist Magazine #2, Page 15]

If creatures are regenerated, they are immediately destroyed again, so it is not worth doing. [Duelist Magazine #2, Page 15]

If tapped by some means, this card does not function in any way. Once untapped, all Arabian Nights cards are removed from play and no further spells can be cast. [Duelist Magazine #2, Page 15] The rule book says that continuous artifacts do not function when tapped. This card does not override any rules.

Oubliette does not save a creature from being destroyed. In one moment, the creature is freed, and the next it is destroyed. This is faster than an interrupt. [Arab FAQ 01/05/94]

Arabian Nights tokens or counters are not removed. [bethmo]

Only affects cards with the Arabian Nights scimitar symbol on them. It does not affect Gathering cards which came from the Arabian Nights expansion. [bethmo 06/04/94]

It does affect cards from Chronicles with the scimitar symbol. [Duelist Magazine #7, Page 98]

Card Information

## 1.36 City of Brass

City of Brass

Damage is done if the card is tapped by Twiddle or Icy Manipulator because the text on the card specifically detects the card becoming tapped. [Arab FAQ 01/05/94] It is a triggered effect and not one you pay for.

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

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Card Information

### 1.37 City of Shadows

City of Shadows

As errata, it should read "(Tap), Remove a creature you control from the game: Put a counter on City of Shadows. ..." [Encyclopedia Page 167]

The counters do not go away when it is used. [bethmo 08/15/94]

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 it has zero counters on it. [WotC Rules Team 12/15/94]

Card Information

### 1.38 City of Solitude

City of Solitude

As errata, it should read "Each player may play spells and abilities requiring activation costs only during his or her turn."  
[Duelist Magazine #17, Page 25]

+ Mana source spells/abilities are never prevented by an spell or effect, so this spell does not affect them. You can always tap lands for mana.  
[WotC Rules Team 10/06/97] (REVERSAL)

Does not stop continuous effects from working. [bethmo 02/05/97]

Does not stop triggered abilities, specialized abilities, and phase abilities which are mandatory. For example, Underworld Dreams, Howling Mine and Khabal Ghoul. Does stop activated ones such as Soul Net.  
[WotC Rules Team 03/14/97]

Phase costs (like upkeep costs) which happen on an opponent's turn are still dealt with as normal. [Duelist Magazine #17, Page 28]

Can affect abilities of cards that are not in play because it prevents players from announcing those abilities. [DeLaney 02/19/97]

In some places (Germany in particular), the errata was mistakenly given out to make the card only affect non-tapping activation costs. The above errata is correct. [D'Angelo 03/17/97]

Card Information

### 1.39 Clairvoyance

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## Clairvoyance

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

## 1.40 Cleansing

### Cleansing

Consecrate Land will prevent this effect. [Duelist Magazine #3, Page 6]

Card Information

## 1.41 Clergy of the Holy Nimbus

### Clergy of the Holy Nimbus

As errata, it should read "When Clergy of the Holy Nimbus are destroyed or take lethal damage, choose an opponent; unless that opponent pays (1), Clergy are regenerated." [Encyclopedia Page 143]

If the Clergy are reduced to below one toughness (by such as Weakness), then they get stuck in a permanent loop of dying, going toward the graveyard, and then regenerating. The net effect is that until the effect is removed or until your opponent spends one mana to let them die, they remain in play in a tapped state. [Duelist Magazine #2, Page 7] They do untap briefly during the Untap phase like normal, but then become tapped immediately thereafter. [Aahz 01/30/96]

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

Card Information

## 1.42 Cloak of Confusion

### Cloak of Confusion

See the Is Not Blocked entry in the General Rulings for more information.

The Fifth Edition version can be played on any creature, while the Ice Age version could only be played on a creature you controlled and would even bury itself if you lost control of the creature.

[Duelist Magazine #18, Page 28]

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The Fifth Edition version's ability has an activation cost and is played as an instant by the enchantment's controller. The Ice Age version was played as a triggered effect at the end of blocking declaration and the choice was made by the creature's controller. [D'Angelo 04/07/97]

As errata to the Ice Age version, it should say "effect" instead of "ability". [Encyclopedia Page 76]

Card Information

## 1.43 Clockwork Avian

Clockwork Avian

See

Clockwork Beast  
for rulings.

The Fourth Edition version uses an activation cost to replace counters while the Antiquities version just had it as an ability.  
[Duelist Magazine #5, Page 10]

Card Information

## 1.44 Clockwork Beast

Clockwork Beast

The effect of losing a counter at the end of combat is activated when it attacks or is assigned to block a creature. [WotC Rules Team 09/22/95]  
See the Blocking entry in the General Rulings for more information.

The counter is not removed until the end of the combat.  
[Duelist Magazine #3, Page 22] The Fourth Edition card says this clearly.

Can attack or block even if it has no counters. [Aahz 05/15/95]

Loses a counter even if it is affected by Fog or a Fog-like effect which prevents it from dealing damage. [WotC Rules Team 04/26/95]

If the effect to add counters is used when there are already 7 counters on it or when the number of counters to be added would cause it to exceed 7 counters, any counters over 7 are simply not added. [D'Angelo 02/09/97]

Resurrection, Animate Dead, copy cards, and other ways to bring one of these into play makes it come into play with all its counters. Note that Animate Dead also applies a -1 to power. [WotC Rules Team 02/07/94]

The Fourth Edition version uses an activation cost to replace counters while the Limited, Unlimited and Revised Edition versions just had it as an ability. [Duelist Magazine #5, Page 10]

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Card Information

## 1.45 Clone

Clone

There are a lot of rulings dealing with copy cards in the "Copy Cards" entry in the General Rulings. Go read those first.

+ As errata, it should read "When Clone comes into play, it acquires all characteristics, including color, of target creature. Clone retains..." [Encyclopedia Page 52] This errata is a bit flawed. It should say "Clone comes into play with all the characteristics, including ...". The above text erroneously looks like a triggered effect. [DeLaney 07/11/97]

Animating a dead Clone gets all the Clone's abilities but it mimics at -1 power. [WotC Rules Team 02/07/94]

The Clone of an artifact creature can be Shattered or Disenchanted because it is an artifact creature too. [Aahz]

Can be used to copy a base Doppelganger. You get a Doppelganger which is always blue, and the Clone is mimicking the same creature the Doppelganger was until the next upkeep. [PPG Page 223]

The Clone is the same color as the creature it copies. It is no longer blue (even if the card looks blue) unless the creature it copied was blue too. [bethmo]

The decision of what to Clone is part of the casting decisions. [bethmo]

This spell is targeted, so a creature with Protection from Blue cannot be Cloned. [WotC Rules Team]

The Clone is targeted and checks its target when declared and when resolving. If the target is not valid when the spell resolves, then the Clone fizzles. [WotC Rules Team 02/09/95]

The Clone is not treated as a Summon Clone card in addition to the type of its target. [Duelist Magazine #10, Page 43]

If it is copying an artifact creature, it is not considered to be a summon card and cannot be copied with Dance of Many. [Duelist Magazine #10, Page 43]

The Limited and Unlimited Edition cards said "all normal characteristics" instead of "all characteristics". In either case, this means that you treat the Clone as having the exact same text on it as the original card had. This includes name, casting cost, power/toughness, etc. It does not gain any benefits the original creature may have had temporarily through instants like Giant Growth or through Enchantments. [bethmo]

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Card Information

## 1.46 Coal Golem

Coal Golem

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

Card Information

## 1.47 Cockatrice

Cockatrice

As errata, it should read "Whenever Cockatrice blocks or is blocked by a non-Wall creature, destroy that creature at end of combat."  
[Encyclopedia Page 23]

See Thicket Basilisk for rulings.

Card Information

## 1.48 Cocoon

Cocoon

As errata, it should read "Play only on a creature you control. When Cocoon comes into play, put three change counters on it and tap enchanted creature. If there are any..." [Encyclopedia Page 61] The counters go on the enchantment.

As errata to the Legends version, it is buried (not destroyed) when done.  
[WotC Rules Team 10/03/96]

Can be used on a tapped creature. [Duelist Magazine #5, Page 22]

If you also have Instill Energy on the creature, it may be untapped without affecting the Cocoon. [Aahz 06/24/94]

After the last counter is removed, the creature gains its bonus during the next upkeep. This will usually be your opponent's upkeep.  
[Duelist Magazine #2, Page 7] It does not get the counter if it is removed from that creature before you use it during the upkeep following the last counter being removed. [Duelist Magazine #11, Page 57]

If the enchantment is moved with Enchantment Alteration, the number of counters is set to 3 and not just increased by 3.  
[WotC Rules Team 09/22/95]

Card Information

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## 1.49 Cold Snap

Cold Snap

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

Card Information

## 1.50 Cold Storage

Cold Storage

+ If this card leaves play, the cards on it stay out of play.  
[bethmo 10/09/97]

Card Information

## 1.51 Colossus of Sardia

Colossus of Sardia

The Fourth Edition card has its untap cost as an activation cost and is therefore affected by Power Artifact and other such effects. The Antiquities version was not an activation cost and did not get the benefit. [Duelist Magazine #5, Page 10]

Card Information

## 1.52 Conch Horn

Conch Horn

As errata, it should read "(1), (Tap), Sacrifice Conch Horn: Draw two cards, then..." [Encyclopedia Page 179]

Card Information

## 1.53 Concordant Crossroads

Concordant Crossroads

As errata, it should read "Creatures are unaffected by summoning sickness."  
[Encyclopedia Page 61]

Card Information

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## 1.54 Cone of Flame

Cone of Flame

+ Cannot be cast unless you have 3 different targets. [D'Angelo 06/23/97]

Card Information

## 1.55 Consecrate Land

Consecrate Land

The errata in Duelist Magazine #7, Page 99 and the Magic Official Encyclopedia Page 56 has been removed. There is no errata to this card. [WotC Rules Team 12/03/96]

Burial and sacrifice cannot be prevented by this card. [Mirage Page 11]

Not paying upkeep costs on a land is considered to have the land as the source of the destroy effect regardless of the source of the upkeep effect. In other words, if an outside source imposes an upkeep cost on a land, the land is still considered to be destroying itself. [Duelist Magazine #7, Page 99] Cumulative upkeep is just a kind of upkeep.

Does prevent enchantment spells (but not the effects of enchantments) from even targeting the land. [Duelist Magazine #7, Page 99] Indirect effect by enchantments such as Conversion, Living Lands, Kormus Bell, and Mana Flare are not prevented and the land can still be targeted by Gaea's Liege, Cyclopean Tomb, and other non-enchantment effects. [Snark]

The land can be targeted by land destroying spells and the spell will resolve successfully, but the destroy effect will be prevented from happening. [Duelist Magazine #5, Page 22]

Does not prevent "remove from game" effects which do not destroy the card. This includes Swords to Plowshares (if the land is animated) or Dust to Dust (if the land is an artifact as well). [Aahz 12/21/94]

Does not prevent a land from sending itself to the graveyard, as the Strip Mine can do. Cards which send themselves to the graveyard are considered to be sacrifices. [bethmo 05/18/94] Disintegrate is also not prevented since the creature never goes to the graveyard. [WotC Rules Team 09/15/94]

If it ever takes enough damage to be killed, it simply does not go to the graveyard or die. It does not 'regenerate', damage on it is not removed, and it does not become tapped. [Aahz 01/14/97] This is a small change from the ancient ruling that said it was similar to regeneration.

When in combat, an animated land is not removed from combat due to taking lethal damage during First Strike damage dealing and will still deal damage during the non-First Strike damage dealing. This is because lethal damage does not kill the land. [Aahz 06/16/97]

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This power works similarly for immunity to the Basilisk ability, Fireball, and anything else that would kill it. [bethmo]

Disintegrate can cause it to be removed from the game, because the land is still damaged by the Disintegrate and Disintegrate only requires fatal damage to be on the land in order to remove it from the game. [WotC Rules Team 09/22/95] Of course this only applies if the land is animated and it only applies to the Fourth Edition Disintegrate. The other versions require the land to die first which cannot happen.

Note that Trample damage beyond the Land's toughness would still come through to the player. [Aahz]

The Assembly Worker formed from Mishra's Factory follows all the rules for any other living land with Consecrate Land on it.

Consecrate Land will not remove itself. It prevents other Enchantments.

Card Information

## 1.56 Conservator

Conservator

Can prevent zero, one or two points of damage to the player.  
[WotC Rules Team] But there must be a packet of damage to target  
[Mirage Page 44]

The Limited, Unlimited and Revised Edition versions of this card should be read as "prevents up to 2 damage to any player". This is official errata to the card. [Duelist Magazine #2, Page 68] Note that the Fourth Edition version only prevents damage to you.

Remember that loss of life cannot be prevented.

Card Information

## 1.57 Consuming Ferocity

Consuming Ferocity

If you manage to get it above 3 counters without having it be around at the end of upkeep when it has exactly 3 counters, it will continue to grow and won't be killed. [Aahz 09/30/96] Phasing it out during the upkeep in which it has 3 counters is one way to do this.

Card Information

## 1.58 Contagion

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Contagion

See Pitch Spells in the General Rulings for more information.

Card Information

## 1.59 Contract from Below

Contract from Below

The artist's name, Shuler was misspelled on the Limited and Unlimited Edition versions of this card.

+ Has been on the Duelists' Convocation banned list (not allowed in a deck) for Classic (Type I) and Standard (Type II) since 01/25/94 because it is only used in games for Ante. Has always been banned from Classic-Restricted (Type I.5) and Extended tournaments.

Card Information

## 1.60 Control Magic

Control Magic

As errata to the Revised card, the first sentence should read "You control target creature until Control Magic is removed or game ends".

[Duelist Magazine #4, Page 131] The Fourth Edition version is worded differently but means the same thing. It just says "Gain control of target creature" and this effect (like all enchantments) wears off if it leaves play or the game ends.

Takes control of a creature, but enchantments on the creature do not change controller.

Note that the controlled creature cannot be tapped or used for an attack until you begin a turn with the creature in play. [Mirage Page 14]

Control Magic is buried if its target ever stops being a creature.

The last sentence refers to the creature being destroyed and not the enchantment. [D'Angelo 03/14/95]

The word "discarded" should read "until enchantment is removed".  
[WotC Rules Team]

Card Information

## 1.61 Conversion

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## Conversion

As errata, it should read "All mountains become basic plains. During your upkeep, pay (W)(W) or bury Conversion." [Encyclopedia Page 24] The word "basic" isn't necessary under the current rules. [D'Angelo 04/07/97]

Once in play, Mountains produce white mana and this white mana is acceptable for paying the upkeep cost.

Mountains are not protected by the Consecrate Land enchantment. [Snark]

Affects only the Mountain half of a Revised Edition multiland. The other half of the multiland remains unchanged. It changes the entire land for Limited/Unlimited Edition multilands. [WotC Rules Team 09/15/94]

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

The Conversion effect will take place at the speed of a continuous effect. There is no chance to tap a just-played mountain for red mana before it becomes a plains. [D'Angelo 12/10/96]

## Card Information

### 1.62 Copper Tablet

#### Copper Tablet

As errata, the card type is "Artifact" and not "Continuous Artifact".  
[Encyclopedia Page 56]

## Card Information

### 1.63 Copy Artifact

#### Copy Artifact

There are many rules covered in the Copy Cards entry in the General Rulings. Go read those first.

As errata, it should read "This enchantment acts as a duplicate of target artifact; it is ..." [Encyclopedia Page 52]

The copy of the artifact is not still blue. It copies the color of the thing it is copying. [Duelist Magazine #14, Page 26]

The copy is both an artifact and an enchantment, so it is an artifact-enchantment. [Card Text] Can be affected by anything which affects either type of permanent.

The decision of what to copy is part of the casting decisions. [bethmo]

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This spell is targeted and checks its target on declaration and on resolution. If the target becomes invalid before the spell resolves then it fizzles. [WotC Rules Team 02/09/95]

+ Was on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments from 03/23/94 until 10/01/97. Was on the Standard (Type II) restricted list until 05/02/95 when it became banned because it is not in the current edition of The Gathering. Has always been banned from Classic-Restricted (Type I.5) tournamnets.

Card Information

## 1.64 Coral Helm

Coral Helm

The cards are discarded from your hand during announcement and as a cost. It is not a forced discard, so it cannot be used with Library of Leng. [Duelist Magazine #11, Page 56] This is true of both the Fourth Edition and Antiquities versions.

Card Information

## 1.65 Coral Reef

Coral Reef

The removal of the counter in the second ability is a cost done on announcement along with the payment of one blue mana. The rest of the effect is a "Do A to do B" effect where A is tapping a blue creature you control and B is giving any creature a +0/+1 counter. [D'Angelo 10/23/95]

The blue creature that is tapped cannot be the one that gets the counter. You cannot target the same creature with different parts of the same effect. [Aahz 06/13/96]

Card Information

## 1.66 Corrosion

Corrosion

Does not destroy anything until its upkeep effect is resolved. So the turn after you cast it, all 0-cost and 1-cost artifacts are buried. [bethmo 01/28/97] In other words, the burial is part of the upkeep effect and is not a continuous effect or part of the counters.

When it leaves play, it removes all rust counters from all instances of Corrosion and not just ones from itself. [Aahz 01/29/97]

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In multiplayer games, can choose a different target player each time the ability is used. [DeLaney 02/02/97]

Card Information

## 1.67 Cosmic Horror

Cosmic Horror

As errata, it should read "First strike. During your upkeep, pay (3) (B) (B) (B) or bury Cosmic Horror and Cosmic Horror deals 7 damage to you." [Encyclopedia Page 24]

Card Information

## 1.68 Creature Bond

Creature Bond

You do not lose life if Swords to Plowshares is used on the creature. Swords to Plowshares causes the card to leave the game, not to be destroyed. [Snark]

Creatures "discarded from play" to the graveyard still cause damage because "discarded" means the same as "destroyed". [WotC Rules Team] This means that City in a Bottle and other effects which cause discarding do trigger this spell.

Card Information

## 1.69 Crimson Kobolds

Crimson Kobolds

As errata, it should read "This card is considered a red card. [Encyclopedia Page 143]

The casting cost is not a mistake.

The text on the card explaining the color can be affected with Sleight of Mind. [WotC Rules Team 12/03/96] (REVERSAL) Changing this wording affects the base color of the card much like changing the mana symbols on a card would do. [D'Angelo 12/04/96] It used to be explanatory text and was not Sleightable.

Is considered to be red card even while in your hand. [WotC Rules Team 05/08/96] Or anywhere outside of play.

Card Information

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## 1.70 Crimson Manticore

Crimson Manticore

Does damage at the speed of an instant and may kill the creature before combat damage dealing. [Aahz 06/17/94]

Card Information

## 1.71 Crookshank Kobolds

Crookshank Kobolds

As errata, it should read "This card is considered a red card."  
[Encyclopedia Page 143]

See

Crimson Kobolds  
for rulings.

Card Information

## 1.72 Crown of the Ages

Crown of the Ages

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

Can move any enchantment on a creature to another valid creature target. Mostly this refers to enchant creature cards, but enchant artifact cards on an artifact creature or enchant land cards on a land creature could also be moved to legal targets. [D'Angelo 06/23/95]

Only targets the enchantment and not either creature. [Aahz 07/09/95]  
This means it can move enchantments onto a creature which cannot normally be targeted by spells and effects if the enchantment is legal on that target.

Card Information

## 1.73 Crumble

Crumble

If the target artifact becomes illegal before resolution, the player does not gain any life. [Duelist Magazine #5, Page 23]

Card Information

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## 1.74 Crypt Cobra

Crypt Cobra

The effect is not an optional "Is Not Blocked" effect. It is triggered at the end of blocker declaration and gives a poison counter to the defender if the Cobra is not blocked. [bethmo 12/03/96]

Card Information

## 1.75 Crystal Rod

Crystal Rod

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

Card Information

## 1.76 Cuombajj Witches

Cuombajj Witches

The Witches deal the damage, not the players (as the wording may lead you to believe). [Aahz 05/23/95]

Both targets are chosen on announcement, but you choose your target before the opponent chooses. [WotC Rules Team 08/17/95]

Your opponent 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]

If either target becomes invalid, the other one is still affected. [Aahz 05/23/95]

In multiplayer games you can choose a different opposing player each time it is used. [Duelist Magazine #4, Page 64] You also don't have to choose the same player that you targeted with the effect (or whose creature you targeted).

The Arabian Nights version does not target the opponent and gives the opponent the chance to not choose a target if they don't want to. The Chronicles version does target the opponent and requires them to choose. [Duelist Magazine #7, Page 101]

Card Information

## 1.77 Cursed Rack

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## Cursed Rack

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 is considered a new effect that makes a player discard down to 4 cards as a phase effect in addition to the normal discard down to 7 cards phase effect in the discard phase. It is a forced discard. This effect always gets dealt with prior to the normal discard. [D'Angelo 02/12/97]

If the Limited or Unlimited Edition Library of Leng is also in play, you must still discard down to four cards, but you may discard to the top of your library. The Revised and Fourth Edition Library of Leng skips the discard phase entirely and thereby avoids the effects of this artifact.

Card Information

## 1.78 Cursed Totem

### Cursed Totem

Affects anything with an activation cost, which is anything written as "Cost: effect". No colon and it's not an activation cost.

[bethmo 09/19/96] It can still be a cost, but not an activation cost. Remember this is only creature abilities and not abilities of enchantments which are on creatures. [bethmo 09/19/96]

Does not prevent creature cards which are not in play from having their abilities used. For example, Elvish Spirit Guide and Ashen Ghoul. This is because they are not "creatures", they are "creature cards" when they are not in play. [Duelist Magazine #19, Page 30]

+ Does not prevent creature abilities which are played as mana sources, because nothing can prevent mana sources from being played. [WotC Rules Team 10/06/97] So Llanowar Elves' ability can be played.

Card Information

## 1.79 Cycle of Life

### Cycle of Life

Only works on summoned creatures, not ones that entered play by other means. [bethmo 12/03/96]

Card Information

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## 1.80 Cyclone

Cyclone

As errata to the Arabian Nights version of this card, the word "discarded" should read "destroyed". [Duelist Magazine #4, Page 136]

The Chronicles version adds the counter at the beginning of upkeep while the Arabian Nights version adds the counter just before you deal with the upkeep. [Duelist Magazine #7, Page 101]

This is not a targeted effect.

Card Information

## 1.81 Cyclopean Mummy

Cyclopean Mummy

The Mummy does go to the graveyard and trigger effects (such as Soul Net) which watch for something going to the graveyard. It then leaves the game. [bethmo 06/22/94]

It does not leave the game if it goes to the graveyard from someplace other than "in play". This includes discarding from your hand or if the spell is countered. [bethmo 06/27/94]

Card Information

## 1.82 Cyclopean Tomb

Cyclopean Tomb

As errata, it should read "(2), (Tap): Turn any one non-swamp land into swamp during upkeep. Mark the changed lands with counters. If Cyclopean Tomb leaves play, remove one counter of your choice each upkeep, returning that land to its original nature". It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 56] [Duelist Magazine #3, Page 79] Changed "token" to "counter". [D'Angelo 01/28/97]

The lands so changed are not considered "Enchanted" and so Consecrate Land will not protect them. [Snark]

Cannot change Swamps (or multilands which are part Swamp) into Swamps. [Card Text]

Can be used to change any non-swamp land (not just basic lands) into a swamp. [bethmo]

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

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Will not add or remove Snow-Covered nature from a land.

[Duelist Magazine #6, Page 132]

If by any chance more than one counter is on the same land, you can remove older ones before newer ones. For example Mountain changed to Swamp by the Tomb, then someone Phantasmal Terrains the land to Island, then you Swamp it again. Removing the newest counter reverts the land to an Island. Removing the oldest one leaves the newer one in effect.

[bethmo 05/09/94]

No casting cost was listed in the Alpha printing of the Limited Edition.

This was corrected in the Beta printing to show a cost of 4 generic mana. [Duelist Magazine #2, Page 68]

Card Information

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