

MTG_CARD_F

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REVISION HISTORY

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Chapter 1

MTG_CARD_F

1.1 Card Rulings & Descriptions - F

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The Fallen

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Funeral March
Fungosaur
Fungus Elemental
Fylgja
Fyndhorn Druid
Fyndhorn Elder
Fyndhorn Elves

1.2 The Fallen

The Fallen

Will not damage the controller, only opponents of the controller. So, if you managed to take control of someone else's The Fallen after being damaged by it, you will not be damaged. [Aahz 02/08/95] Unlike Black Vice which targets only when it is cast, this card actually chooses players each upkeep and will not choose an illegal player.

The effect is not cumulative. If a player is hit more than once, they still only take one damage from The Fallen each turn.

This card is not targeted and so it cannot be redirected. [Aahz 08/15/95]

It stops damaging players and forgets which players it damaged when it leaves play. [Duelist Magazine #9, Page 35]

If put into an Oubliette or Tawnos's Coffin it will not forget which players it damaged. [Duelist Magazine #11, Page 57] Same for phasing out.

Card Information

1.3 Fallen Angel

Fallen Angel

You can sacrifice as many creatures as you want to the Angel at any time that fast effects are allowed. [Aahz 06/14/94] One sacrifice per activation.

Can sacrifice itself. [Duelist Magazine #5, Page 123]

The Chronicles version is done as an activation cost and the Legends version is not. But both versions sacrifice the creature as a cost. [D'Angelo 06/28/96]

Card Information

1.4 Fallen Askari

Fallen Askari

Cannot be given the ability to block by something like Web or Spider Climb. Those abilities do not remove the general inability to block. [Visions FAQ 02/16/97]

Card Information

1.5 Falling Star

Falling Star

It must flip like a coin and not like a frisbee. [Aahz 06/16/94]

Only cards touched when it stops moving are affected. Not ones touched while it is moving. [Aahz 06/16/94]

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

Card Information

1.6 False Demise

False Demise

Since False Demise's effect follows the standard timing rules for triggered effects, if both players have False Demise on the same creature, then the player whose turn it is when the creature goes to the graveyard will get it. The other False Demise effect will fizzle.

[Duelist Magazine #12, Page 32]

Token creatures are removed from the game prior to False Demise's triggered effect resolving. [Duelist Magazine #12, Page 32] The continuous effect of removing tokens is "faster" than triggered effects.

Card Information

1.7 False Orders

False Orders

As errata, it should read "...legally make. Play at the end of the 'choose defense' step of combat." [Encyclopedia Page 57] It is used after all blocker assignments are made but before any effects due to assignment of blockers take place. This is considered a change to the blocking assignment. [Duelist Magazine #8, Page 47]

"defending creature" should be read as "a creature the defending player controls." [D'Angelo 08/11/95]

Can only give legal orders to a creature. If your opponent could not make the choice on their own, False Orders cannot make them do it. [bethmo]

You cannot use this spell to make a creature not block a Lured creature because that is not a legal action. [bethmo]

You cannot use this spell to add a creature to block or to remove a creature from blocking when Goblin War Drums is in effect, unless the resulting block is still legal. [Aahz 01/27/95]

If a creature is removed from being a blocker of a given attacker, any effects on the creatures that would have happened because it was declared as a blocker do not happen. [Duelist Magazine #8, Page 47]

If a creature is added as a blocker to a given attacker, any effects on the creatures that would happen due to this, do happen. [Duelist Magazine #8, Page 47]

- + Since this is used after triggered abilities from attacking or blocking, you cannot use it on a creature which is removed from play (such as a creature that phased out when it blocked a Dream Fighter) since that creature is not in play to target with this spell. [bethmo 08/26/97]

Card Information

1.8 Farmstead

Farmstead

As errata, it should read "(W) (W): Enchanted land's controller gains 1 life. Use this ability only during your upkeep and only once each turn."
[Encyclopedia Page 53]

Note that the controller of the enchantment is the only one that can pay the cost, but the controller of the land is the one that gets the life point. [WotC Rules Team 10/12/94]

It is used on the controller of Farmstead's upkeep and not the controller of the land's upkeep unless they are the same person.
[WotC Rules Team 06/15/95]

Card Information

1.9 Farrelite Priest

Farrelite Priest

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

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

Card Information

1.10 Farrel's Mantle

Farrel's Mantle

As errata, it should read "...enchants. If it does do, it deals no damage to defending player this turn." [Encyclopedia Page 181]

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

This enchantment gives the creature the ability to deal damage, and therefore the damage is considered to come from the creature and not from the enchantment. [Aahz 12/02/94] Creatures like Sengir Vampire that get credit for damaging a creature get credit when using the Mantle.
[D'Angelo 01/18/95]

The creature's controller (not the enchantment's controller) gets to use the ability. If put on an opponent's creature, you don't make decisions about it. [WotC Rules Team 12/15/94]

A creature can use the abilities of two Mantles. [D'Angelo 10/01/96]

Card Information

1.11 Farrel's Zealot

Farrel's Zealot

As errata, is should read "...creature. If you do so, it deals no damage to defending player this turn." [Encyclopedia Page 181]

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

In a multiplayer game, the target creature does not need to be one of the ones controlled by the player you actually attacked.

Card Information

1.12 Fastbond

Fastbond

You can only play land cards when it would otherwise be legal to play a land. This means only on your turn during your main phase. [WotC Rules Team 09/15/94]

Playing a land is not a fast effect, so they must be played out one at a time. Only the restriction to one land per turn was removed. Lands are still played the same way they normally are. [Aahz 12/21/94]

You take damage whether you play a land using Fastbond's effect or using any other effect like Gaea's Touch or Eureka. [bethmo 09/20/94]

Also, the extra lands that Storm Cauldron allows. [bethmo 06/20/96]

Land put into play by Thawing Glaciers or a similar effect will not cause you damage. [Aahz 11/15/96] In these case you do not 'play' the land.

If you have two in play, you take 2 damage per land played. [bethmo 04/11/96]

+ Has been on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) and Classic-Restricted (Type I.5) tournaments since 10/01/96. Has always been banned (none allowed in a deck) from Extended tournaments.

Card Information

1.13 Fasting

Fasting

See Phase Skipping in the General Rulings.

As errata, it is buried (not destroyed) when you draw a card or when it has 5 counters on it. [WotC Rules Team 10/03/96]

This effect requires a payment of skipping your draw phase. You cannot use multiple effects that require such a payment, so you cannot use two Fastings in the same turn. [WotC Rules Team 10/18/95]

Can only be used during upkeep. You cannot use it during your draw phase to skip the rest of it. [WotC Rules Team 10/18/95] Can be used at any time during upkeep. [Aahz 01/16/96]

Note that using this spell causes you to skip your draw phase entirely, so it cannot be used in combination with draw phase effects like Island Sanctuary or Howling Mine. [bethmo 08/10/94]

It can be used with Necropotence since this is used before the draw phase and Necropotence happens right as the draw phase would start. [WotC Rules Team 07/29/96]

Card Information

1.14 Fatal Blow

Fatal Blow

+ This card works if the creature was successfully damaged at any point during the turn, even if it regenerated. [Aahz 07/03/97]

Card Information

1.15 Fatal Lore

Fatal Lore

You pick the up to two target creatures before the opponent chooses which of the two effects will happen. [Duelist Magazine #12, Page 32]
See Modal Effects in the General Rulings for more information.

Card Information

1.16 Feint

Feint

As errata, it should read "Until end of turn, all creatures blocking target attacking creature become tapped. Target attacking creature and all creatures blocking it deal no damage during combat until end of turn."
[Encyclopedia Page 209]

See the Fog Effects entry in the General Rulings for more information.

Card Information

1.17 Feldon's Cane

Feldon's Cane

As errata, it should read "{Tap}, Remove Feldon's Cane from the game: Shuffle your graveyard into your library." [Encyclopedia Page 62]

- + Was on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments from 05/02/94 until 10/01/97. Was on the restricted list for Standard (Type II) tournaments from 05/02/94 through 04/01/96. Has always been banned from Classic-Restricted (Type I.5) tournaments.

Card Information

1.18 Fellwar Stone

Fellwar Stone

As errata, it should read "(T): Add one mana to your mana pool. This mana may be of any type that any land any opponent controls can produce. Play this ability as a mana source." [Encyclopedia Page 28] [Mirage Page 2]

Cannot be tapped for mana if opponent has no mana producing lands. [bethmo 09/26/94]

The generated mana is of the color the land would produce if tapped for mana after applying any effects on that land (such as Phantasmal Terrain or Reality Twist). [Aahz 07/11/95]

It only produces one mana even if the land can produce more than one. [D'Angelo 08/02/95]

Can generate any of the colors the land can produce, even if the land is one of the Homelands lands which has a cost in addition to tapping in order to generate that mana. [Duelist Magazine #9, Page 37]

Works even if the opponent's lands are tapped. It only checks what kinds of mana can be produced, not if the abilities that produce them are usable right now. [D'Angelo 10/31/96]

The Dark version of this card can only generate colored mana. It cannot generate colorless mana if an opponent controls a land that generates colorless mana. [Duelist Magazine #5, Page 10] Does not carry any restrictions on the use of the mana that the original land might have had. [Aahz 08/01/95]

The Fourth Edition version of the card can generate colorless mana if the opponent has a land that does so. [Duelist Magazine #5, Page 10] The generated mana has any restrictions that the land's mana would have had. For example, if they have a Mishra's Workshop you could generate colorless mana only usable for casting artifacts. [Aahz 08/01/95]

Card Information

1.19 Festival

Festival

As errata, it should read "Target opponent cannot declare an attack this turn. Play during that opponent's upkeep phase." [Encyclopedia Page 169]

+ You cannot play Siren's Call or any other spell/ability that can only be played prior to an attack when this spell is in effect, because the player cannot attack at all. You can play instant speed effects such as the Nettling Imp and such before this spell resolves. [Aahz 06/16/97] (REVERSAL) It used to be legal to play such spells. Now you need to use Siren's call or whatever before resolving Festival.

Cannot be retargeted since it can only be played during its target's upkeep. [Aahz 07/06/95]

Prohibits all attacks that turn, not just one attack. [DeLaney 01/28/97]

Card Information

1.20 Field of Dreams

Field of Dreams

If you get to draw more than one card from the library at a time (such as with Brainstorm), players do not get to see anything other than the top card before the draw and the top card after you are done drawing. [Aahz 06/16/97] (REVERSAL) Multi-draws used to be treated as a series of single draws so all the cards could be seen.

Card Information

1.21 Fiery Justice

Fiery Justice

Cannot choose to do fractional or zero damage to a target. [WotC Rules Team 07/19/95]

Card Information

1.22 Final Fortune

Final Fortune

If you end up skipping the extra turn that is gained, you do not lose the game. For example, you can feed the extra turn to untap a Time Vault. [WotC Rules Team 10/03/96] The turn is not "saved" by the Time Vault, so when you use the Vault, that turn does not have the Final Fortune disadvantage. [bethmo 12/10/96]

If more than one of these (or Time Walks) are used in a single turn, the extra turns happen in the order in which the spells resolve. [bethmo 11/05/96]

Card Information

1.23 Fireball

Fireball

If split for multiple targets, each target can receive only one of the splits. You may not multiply target something. [bethmo]

If the damage to creatures is redirected to the player (via Jade Monolith or other effect), the "packets" from the fireball can all be prevented with one use of a Circle of Protection. The trick is that all packets from one use of a spell/effect can be prevented at once. [WotC Rules Team 10/03/96]

The mana spent for extra targets is not part of the casting cost for Spell Blast or other reasons. [Peterson 10/14/94]

As always "a target" means any creature or player.

Card Information

1.24 Fire Sprites

Fire Sprites

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

Card Information

1.25 Firestorm

Firestorm

+ Cannot be cast for a value of X more than the number of legal (different) targets. [Duelist Magazine #19, Page 34] You cannot target the same thing more than once. [Fifth Rulebook, Page 37]

Card Information

1.26 Firestorm Phoenix

Firestorm Phoenix

As errata, it should read "Flying. If Firestorm Phoenix is placed in the graveyard from play, return it to owner's hand. It may not be summoned again until owner's next turn." [Encyclopedia Page 146]

No matter how it goes to the graveyard from play, it returns to its owner's hand. [Aahz 06/16/94]

The rebirth is a triggered effect, so it is possible for another triggered effect to remove it from the graveyard before the effect resolves. In which case, it fails to work. [D'Angelo 11/11/96]

The Phoenix power works even for Clones or Doppelgangers of a Phoenix. The Clone or Doppelganger goes to your hand immediately after going to the graveyard. [WotC Rules Team 09/15/94]

Does not return if Disintegrated because Disintegrated creatures do not go to the graveyard first. [WotC Rules Team 09/15/94]

Does return if a Runesword is used on it and it is destroyed. [WotC Rules Team 10/12/94] The Runesword sends creatures to the graveyard first.

It may not be summoned again until your next turn, but it can be put into play by effects such as Flash or Eureka. [Aahz 04/07/97]

A Clone or Doppelganger of this card also cannot be summoned until your next turn. The effect is considered to apply to the card. [Aahz 04/07/97]

Card Information

1.27 Fire Whip

Fire Whip

As errata, it should read "Play only on a creature you control. Enchanted creature gains 'Tap: This creature deals 1 damage to target creature or player.' Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player." [WotC Rules team 07/03/97]

Cannot be used by a creature with summoning sickness because the creature itself needs to tap. [D'Angelo 07/03/97]

Remember that you tap the creature as part of the cost of announcing Fire Whip's granted ability. So, if you have two Fire Whips on a creature announcing the first one will tap the creature, so you cannot use the

second one or any other ability which requires tapping the creature until you find a way to untap it. [D'Angelo 06/23/97]

+ Yes, any side effects of the creature dealing damage do happen.
[Duelist Magazine #19, Page 34] For example, giving poison counters.

Card Information

1.28 Fissure

Fissure

Whether the target is a land or creature is not set on announcement, so if the spell were Deflected it could target either. [D'Angelo 10/04/95]

Card Information

1.29 Fit of Rage

Fit of Rage

The +3/+3 is also only until end of turn. [D'Angelo 06/12/97]

Card Information

1.30 Flare

Flare

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

1.31 Flash

Flash

The casting cost you pay includes colored mana. It effectively means that you cast the other spell as normal but pay 2 less generic mana in doing so. [Aahz 09/20/96]

You choose the creature, put it into play, pay, then bury if you didn't pay,

in that order, all during the resolution. [Aahz 10/30/96]

You pay the cost after the creature enters play. Thus, if there is an X in the cost, X is zero. And X when the creature is being put into play is zero. [Aahz 11/15/96] Similarly, if a Clone is cast, you pay the casting cost of the new form it takes on and not the Clone card's cost. [Aahz 11/15/96]

You can use mana source speed abilities of the card being put into play to pay for its own casting cost. The extra payment is not considered a pre-condition cost for use of the card. [Aahz 02/18/97]

Card Information

1.32 Flash Flood

Flash Flood

The decision to destroy a permanent or unsummon a Mountain 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. [WotC Rules Team 09/22/95]
See Modal Effects in the General Rulings for more information.

Card Information

1.33 Flickering Ward

Flickering Ward

+ Does not have the "does not destroy itself" text, so if you use it for Protection from White, it will bury itself. [bethmo 10/09/97]

Card Information

1.34 Flood

Flood

Artist's name, Dennis Detwiler, is spelled incorrectly on The Dark version.

Card Information

1.35 Floral Spuzzem

Floral Spuzzem

As errata, it should read "If Floral Spuzzem attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do, destroy target artifact the player controls."
[Encyclopedia Page 146]

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

The artifact may be regenerated if it is an artifact creature.
[bethmo 06/16/94]

Card Information

1.36 Flux

Flux

The discard is forced even though you choose how many to discard.
[Aahz 06/16/97]

Card Information

1.37 Flying Carpet

Flying Carpet

As errata, it should read "(2), (Tap): Target creature gains flying until end of turn. If that creature is put into the graveyard before end of turn, bury Flying Carpet.". [Encyclopedia Page 28]

Buried if creature using it goes to the graveyard. It is not buried if the creature regenerates. It is not buried if the creature is removed from the game (unless the creature goes to the graveyard first).
[Aahz 06/13/96]

Card Information

1.38 Fog

Fog

See the Fog Effects entry in the General Rulings for more information.

The Revised Edition version does stop blocking abilities, but does not undo any that have already occurred. For example, it will prevent the Thicket Basilisk's destroy ability if used before damage dealing, but it will not undo the Aisling Leprechaun's ability once the effect has resolved.
[Aahz 03/17/95]

The Limited, Unlimited and Revised edition versions can be played before an attack, or during an attack before damage is dealt. [bethmo] The Fourth Edition version can be played at any time fast effects are legal.

The Revised Edition version of this card prevents most special abilities due to blocking in addition to the normal prevention of creatures dealing damage. The Limited, Unlimited and Fourth Edition versions only prevent the dealing of damage. The Fourth Edition version is the only version usable after combat (to waste the card). [Duelist Magazine #5, Page 10]

Card Information

1.39 Forbidden Crypt

Forbidden Crypt

+ The "if you cannot" in the first ability refers to putting the card in your hand, as well as being unable to target a card. Thus, if you cannot target a card or if you are able to target the card but an effect somehow removes it before the card gets to your hand, you lose the game. [WotC Rules Team 06/01/97]

Card Information

1.40 Forbidden Lore

Forbidden Lore

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

As errata, it should read "Play only on a plan you control. (0): Tap land Forbidden Lore enchants to give target creature +2/+1 until end of turn." [Encyclopedia Page 81]

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]

Card Information

1.41 Forbidden Ritual

Forbidden Ritual

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

After each time the effect finishes, you get the chance to use it again.

All of these uses are done during the single spell resolution.
[Visions FAQ 02/16/97]

You can pick a different player each time the effect repeats in a multiplayer game. [DeLaney 02/10/97]

If your opponent sacrifices a permanent with one of your local enchantments on it, the enchantment is buried before you get a chance to repeat the use of this effect, so you cannot sacrifice the enchantment in response.
[Visions FAQ 02/16/97]

Card Information

1.42 Forcefield

Forcefield

As errata, it should read "(1): Prevent all but 1 damage to you from an unblocked creature." It is of type "Artifact" and not "Poly Artifact".
[Encyclopedia Page 57]

The "Errata" article in Duelist Magazine #2 incorrectly lists the cost of Forcefield as "(T,3)". Ignore this typo. [Duelist Companion #2, Page 3]

Cannot be used to prevent damage caused by a blocked creature with Trample ability. [bethmo] Because that is not combat damage.

Only usable on combat damage. Any damage from effects (even while it is attacking and is unblocked) is not valid. [Duelist Magazine #7, Page 99]

Card Information

1.43 Force of Nature

Force of Nature

It is not mandatory to pay the upkeep cost. You may choose not to pay and to take the damage. [Duelist Magazine #3, Page 15]

COP:Green can be used to prevent damage due to not paying upkeep.
[Snark]

The Limited, Unlimited and Revised Edition printings all say you "must" pay the upkeep while the Fourth Edition leaves it as optional. Still, with the pre-Fourth edition versions the upkeep payment does not specify what mana source(s) to use and so if you do not have GGGG in your mana pool when you announce that you are dealing with the upkeep cost, you can effectively make it optional.

The Alpha printing version of this card had 'G's where the green mana symbols are in all further printings.

Card Information

1.44 Force of Will

Force of Will

See Pitch Spells in the General Rulings for more information.

Card Information

1.45 Force Spike

Force Spike

The payment is optional. [Aahz 09/02/94]

Card Information

1.46 Force Void

Force Void

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

1.47 Foreshadow

Foreshadow

You name the card on announcement. [Visions FAQ 02/16/97]

Card Information

1.48 Forethought Amulet

Forethought Amulet

As errata, it should read "During your upkeep, pay (3) or bury Forethought Amulet. If you receive..." [Encyclopedia Page 146]

Card Information

1.49 Forgotten Lore

Forgotten Lore

You can keep paying until you're happy with the card choice or run out of green mana. This isn't particularly clear from the card text, however. [Aahz 06/08/95]

The opponent gets to choose and you get to pay the mana during the announcement of the spell, even before interrupts can be used against it. If you make the payment they choose another target, still being done prior to allowing interrupts. Note that this card is not yet in the graveyard so it cannot be selected. [Duelist Magazine #9, Page 60]

This is not a triggered effect, but it is a specialized timing effect. [WotC Rules Team 07/19/95] See the Specialized Abilities entry in the Timing section of the General Rulings.

Card Information

1.50 Fork

Fork

As errata, it should read "Fork becomes a copy of target sorcery or instant spell, acquiring all characteristics, except color, of that spell. Once the spell is copied, choose its new target or targets; the copied spell has the same number of targets as the original." [Encyclopedia Page 208] The Encyclopedia entry mistakenly omitted the "sorcery or instant" targeting requirement. [D'Angelo 01/22/97]

You need not (and may not) pay any additional mana or other costs (like sacrifices) to use the spell which is Forked. You get control over a complete copy but can change nothing except the targets. [Duelist Magazine #11, Page 57]

If mana or other costs need to be spent at resolution of the spell, the caster of Fork would still be responsible for paying that cost. [bethmo 07/18/94]

Extra costs which are in the spell text but not in the cost at the top of the card still count as part of the cost and do not need to be paid by the player casting Fork. This includes extra mana in Drain Life, Soul Burn, etc. [Duelist Magazine #11, Page 57]

You maintain full control over the copy of the spell regardless of who cast the original. [Snark]

For spells like Fireball that allow mana to be used for damage or for additional targets, the controller of the copy must use the same number of targets the original spell did. [Duelist Magazine #3, Page 22]

Forking a spell with an X in the cost like Detonate requires you to use the same X value. In the case of Detonate, you must find an artifact

with exactly the cost X. [WotC Rules Team 09/30/94]

When Fork resolves, it resolves as if it were the copy of the spell. The copy does not get placed in the current batch.

[Duelist Magazine #18, Page 29] (REVERSAL)

The Fork card itself acts as the copy once Fork resolves. The Fork becomes the spell and will not go to the graveyard until the copy resolves.

If something happens to the spell card being copied, the Fork will act completely as that card. For example, Recall removes itself from the game, so a Fork of Recall will remove the Fork card. [Aahz 02/17/95]

When Forking Shahrzad and you lose both sub-games, you lose half of your life, and then half of what is left. [WotC Rules Team]

Will copy changes made by interrupts to the spell prior to the use of Fork, such as Sleight of Mind or Magical Hack. [WotC Rules Team 09/15/94]

If you change the color of the Fork from red that the resulting spell will not be red. [Aahz 11/07/96]

+ If you copy a spell for which Buyback has been paid, you get the Fork back in your hand as part of its resolution. [bethmo 10/14/97]

Since it is still an interrupt at the last time at which its targets are checked, it cannot target something which is untargetable by interrupts and it can target something which would be untargetable by the spell the Fork is actually copying. [DeLaney 08/11/97]

Has been on the Duelists' Convocation restricted list (only one allowed in a deck) for Classic (Type I) tournaments since 04/19/95. Has been banned from Standard (Type II) tournaments since 05/02/96 since it is not in the current edition of The Gathering. Has always been banned from Classic-Restricted (Type I.5) tournaments.

Card Information

1.51 Formation

Formation

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

1.52 Forsaken Wastes

Forsaken Wastes

The loss of life from targeting this card does not work until after this card enters play, so you can counterspell it without losing life.

[Aahz 09/19/96]

The fact that players cannot gain life is absolute. There are currently no cards that get around this. [Aahz 02/16/97]

It will not stop a life-giving effect from being altered by specialized effects. Thus, if you have Lich in play when you play Healing Salve to gain 3 life, the specialized conversion effect of the Lich will take place and cause there to be no life gain for Forsaken Wastes to affect.

[WotC Rules Team 03/14/97]

Card Information

1.53 Foul Familiar

Foul Familiar

Ability cannot be used while this card is in the graveyard.

[Duelist Magazine #7, Page 9]

Card Information

1.54 Foxfire

Foxfire

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

1.55 Frankenstein's Monster

Frankenstein's Monster

As errata, it should read "When Frankenstein's Monster comes into play, remove X target creatures in your graveyard from the game or bury Frankenstein's Monster. For each..." [Encyclopedia Page 168]

It affects creature cards.

See Creature in the Graveyard in

the General Rulings for more information.

+ You declare X when the spell is cast. When it comes into play, the triggered ability has you choose X creatures in the graveyard. If there are not X creatures there, then the Monster is buried. [D'Angelo 10/11/97] This is a change from a ruling in here before in Duelist #10 which said you picked the target creatures when announcing the spell. The errata changed the meaning enough to make that ruling invalid.

X can be any number and it does not have to match the total contents of your graveyard. [bethmo 09/09/94]

The power/toughness is a permanent value that can be copied by copy cards such as Clone. [Aahz 08/04/97]

Card Information

1.56 Freyalise's Charm

Freyalise's Charm

See the Activation Cost entry in the General Rulings for more information on what "once each time" means.

Card Information

1.57 Freyalise's Winds

Freyalise's Winds

The effect is inherent in the wind counters and not the enchantment, so if the enchantment leaves play the wind counters will continue to work until they are removed during the next untap.
[Duelist Magazine #10, Page 44]

Does not remove counters from Cyclone. This is because the enchantment does not seek out wind counters. The wind counters from the enchantment remove themselves at the proper time. [Duelist Magazine #10, Page 44]

Card Information

1.58 Frozen Shade

Frozen Shade

As errata, the Limited, Unlimited and Revised edition versions should have "until end of turn" added to the ability. [WotC Rules Team 09/22/95]

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

Card Information

1.59 Funeral March

Funeral March

Phasing out will trigger the sacrifice effect. [bethmo 09/17/96]

Card Information

1.60 Fungusaur

Fungusaur

Regeneration prevents death, so even if it would have died, it took damage and lived so it gets its +1/+1. [bethmo]

The Limited and Unlimited versions of this card gain +1/+1 every time it is damaged and not killed. This can occur more than once in a turn. The Revised and Fourth Edition cards only gain one counter at the end of any turn in which it is damaged.

Card Information

1.61 Fungus Elemental

Fungus Elemental

The ability to add counters can be used on a turn in which is phases in. It is considered to have come into play this turn even though nothing triggered on it coming into play. [Aahz 06/13/97]

Card Information

1.62 Fylgja

Fylgja

This card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age.

Card Information

1.63 Fyndhorn Druid

Fyndhorn Druid

The ability works if it was blocked this turn, no matter how that block came about. [bethmo 06/28/96]

Card Information

1.64 Fyndhorn Elder

Fyndhorn Elder

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

Card Information

1.65 Fyndhorn Elves

Fyndhorn Elves

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

Card Information
