

MTG_CARD_M

Tom de Ruyter

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Chapter 1

MTG_CARD_M

1.1 Card Rulings & Descriptions - M

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Magical Hack

Magus of the Unseen

Malachite Talisman

Malignant Growth

Manabarbs

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Mana Drain

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Meddle

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Melee

Memory Lapse

Merchant Ship

Merfolk Assassin

Merieke Ri Berit

Merseine

Mesmeric Trance

Metamorphosis

Meteor Shower

Mightstone

Mijae Djinn

Millstone

Mind Bend

Mindbender Spores

Mind Bomb

Mind Ravel

Mindstab Thrull

Mind Twist
Mind Warp
Mind Whip
Minion of Leshrac
Miracle Worker
Mirror Universe
Miser's Cage
Mishra's Factory
Mishra's Groundbreaker
Mishra's War Machine
Mishra's Workshop
Mistfolk
Mistmoon Griffin
Moat
Mold Demon
Mole Worms
Monsoon
Mountain Stronghold
Mountain Titan
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Mtenda Griffin
Murk Dwellers
Musician
Mwonvuli Ooze

Mystical Tutor

Mystic Might

Mystic Remora

Mystic Veil

1.2 Magical Hack

Magical Hack

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]

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

Alters all occurrences of a land word in the text box of the given card.
[WotC Rules Team]

Alters all occurrences of a land word in the text box of the given card.
[WotC Rules Team]

Can target a card with no land words on it. [Duelist Magazine #5, Page 23]

Cannot change a land word to the same land word. It must be a different word. [Duelist Magazine #5, Page 23]

Cannot Hack proper nouns (i.e. card names) such as Island Fish Jasconius.
[WotC Rules Team]

The card forgets the change if it goes to the graveyard or is Unsummoned.
[Chris Page] In a multiplayer game, this means it persists even after the player who cast the Magical Hack leaves the game.

Cannot add or remove the words "Snow-Covered".
[Duelist Magazine #6, Page 132]

If you respond to your opponent's use of this spell with another use so that the land word changes before the opponent's resolves, the opponent's will do nothing since no instances of the words they chose will be there.
[bethmo 11/05/96]

The Limited, Unlimited, and Revised Edition versions only can target cards or spells while the Fourth Edition on can target any permanent (including tokens) or spells. [Duelist Magazine #5, Page 11]

Card Information

1.3 Magus of the Unseen

Magus of the Unseen

As errata, it should read "...activation cost. If you lose control of the artifact at the end of this turn, tap it." [Encyclopedia Page 89]
The artifact only taps when you lose control of it at the end of the turn. It will not tap due to any other control changes.
[Duelist Magazine #13, Page 27]

Can be used on an untapped artifact. Being tapped is not a targeting requirement. [Aahz 06/08/95]

The artifact taps after returning to the opponent (if it is not already tapped), so any effects triggered off it tapping happen at that time.
[Aahz 07/05/95]

The Fifth Edition version clearly states that it is only tapped if it returns at end of turn where the Ice Age version had errata to say this.
[D'Angelo 04/11/97]

Card Information

1.4 Malachite Talisman

Malachite Talisman

See Hematite Talisman for rulings.

Card Information

1.5 Malignant Growth

Malignant Growth

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.
[D'Angelo 10/15/96]

It causes one draw effect of X cards, where X is the number of growth counters on this card. [Aahz 03/17/97]

It has one packet of X damage, not X packets of one damage. [Aahz 03/17/97]

Card Information

1.6 Manabarbs

Manabarbs

Each land tapped acts a new trigger for damage, but all damage is from the same source. [bethmo] This means each point of damage arrives in a separate "packet" and in a separate damage prevention step.

You can get all the damage from Manabarbs into a single packet which is preventable by a single use of a Circle of Protection by doing the following: tap one land for mana, then in the damage prevention step, tap additional lands for mana. When you do this, the additional damage gets added to the current damage prevention step (such steps do not nest) and all damage from one source in one damage prevention step merge into one packet of damage. [bethmo 12/13/96]

The Limited and Unlimited Edition versions did damage whenever a land was tapped. The Revised and Fourth Edition versions only do damage when the land is tapped for mana.

Card Information

1.7 Mana Clash

Mana Clash

All the damage from the coin flips is saved up and happens when the spell is done resolving. All the damage is collected into a single packet. Thus you need to power a Circle of Protection: Red only once for this. [D'Angelo 10/01/96]

Always affects the caster and targets another player. The Dark versions can be affected by Reflecting Mirror so that both coin flips are done by the caster. Either version can be redirected to a third player. [WotC Rules Team 02/09/95]

The Fourth Edition version of this card cannot target the caster, while The Dark version could. [Duelist Magazine #5, Page 11]

Card Information

1.8 Mana Crypt

Mana Crypt

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

The coin flip is an upkeep effect and not an upkeep cost. You can use the Crypt before dealing with the upkeep effect and thus avoid the coin flip entirely. This works because if it is tapped at the end of upkeep, it is turned "off" like all artifacts are when tapped. [Duelist Magazine #10, Page 44]

+ Has always been on the Duelists' Convocation banned list (not allowed in a deck) for Extended tournaments.

Card Information

1.9 Mana Drain

Mana Drain

Gives you colorless mana. [Aahz 12/06/94]

The mana gain is done as a beginning of main phase effect and not as a mana source or such. [D'Angelo 11/08/96]

Card Information

1.10 Mana Flare

Mana Flare

When used with multilands produces 2 of one color, not one of each. [bethmo 05/12/94]

When used with Urza's lands (and other colorless producing lands) they produce one extra colorless mana each. [bethmo 05/12/94]

Only produces extra mana when land is tapped for mana, not when tapped by Twiddle or for some other effect. [bethmo]

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

Mana Flare adds one of whatever color the land produces after applying any land type or color changing effects. [Duelist Magazine #6, Page 130]

If the land produces more than one color or type of mana at a single time, such as with Balduvian Trading Post, you choose which kind of mana the Mana Flare actually provides. [Duelist Magazine #12, Page 26]

Any restrictions on the mana generated by the land are copied along with the color. [bethmo 12/07/96]

The mana is provided when the triggered ability resolves.

[WotC Rules Team 03/14/97] (REVERSAL) It used to actually modify the mana generating effect to make more mana.

Card Information

1.11 Mana Matrix

Mana Matrix

Only reduces the generic mana portion of a spell's cost. If the spell does not accept generic mana or accepts less than 2, you get a reduced

or null effect from this card. [Duelist Magazine #2, Page 9]

Only affects its controller, not all players. [bethmo 06/15/94]

Only works on instants, interrupts and enchantments. It does not work on sorceries, or other spell types. So, you can't use it on a Fireball. [bethmo 06/16/94]

Although the apparent cost is reduced, the "casting cost" of the spell for reasons of Spell Blast or such is still the full amount. [Duelist Magazine #2, Page 9] Just think of the Matrix as contributing 2 to the cost, not reducing it.

Multiple Matrices do add up. Two will contribute up to 4 toward the cost, and so on. [bethmo 06/29/94]

No, it does not affect mana sources. [D'Angelo 11/07/96]

Card Information

1.12 Mana Short

Mana Short

If you play Mana Short in response to a spell, it will have no effect on that spell since the mana has already been paid. [D'Angelo 11/08/96]

Since this is an instant, your opponent may use any fast effects in response to the casting of this spell. Note that such effects will be resolved before the mana pool is emptied by the Mana Short. [bethmo] This makes it useless as a countermeasure for spells. To use it effectively, you need to use it during Upkeep and even then it will not prevent the use of instants and other fast effects.

Taps all lands, even if they do not normally produce mana. [D'Angelo 07/17/95]

As errata to the Limited, Unlimited and Revised Edition versions of this card, it should read "target player" instead of "opponent". This means you can use it on yourself. [Duelist Magazine #4, Page 64] The Fourth Edition version says this.

The text was changed between the Alpha and Beta printings of the Limited Edition.

Card Information

1.13 Mana Vault

Mana Vault

The Fifth Edition card text is "Mana Vault does not untap during your untap

phase. At the end of your upkeep, if Mana Vault is tapped, it deals 1 damage to you. {4}: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep. {Tap}: Add three colorless mana to your mana pool. Play this ability as a mana source."

You can untap a Mana Vault with mana from a Mana Vault or Basalt Monolith and you can untap a Basalt Monolith with mana from a Mana Vault. [WotC Rules Team 06/15/95] This is a REVERSAL of a ruling made on page 79 of Duelist Magazine #3.

The untap ability can be used even when it is tapped. See the Artifacts entry in the General Rulings for more information.

Because both the damage and untapping are done at end of upkeep, you can choose to either untap it first or take the damage first. [D'Angelo 04/11/97] I can't think of too many reasons to want to take the damage, though.

The Limited and Unlimited Edition versions of this card do not require the untap cost to be paid during upkeep as the Revised Edition version does. You can pay to untap it at any time. [bethmo]

The Fourth Edition version of this card has a normal activation ability which can be affected by things like Power Artifact. [Aahz 08/15/95]

The Fifth Edition version has the untap ability used at the end of upkeep instead of during upkeep. [D'Angelo 04/11/97]

Card Information

1.14 Mana Vortex

Mana Vortex

As errata, it is buried (not destroyed) if there are no lands in play. [Duelist Magazine #15, Page 28]

Consecrate Land cannot be used to prevent a sacrifice. [Duelist Magazine #3, Page 7]

- + You have to sacrifice a land right after announcement of casting this card and prior to interrupts being used or it is countered. [Aahz 09/18/96]
- + The sacrifice due to the phase ability is done during the resolution of that ability. [Aahz 09/15/97]

Card Information

1.15 Mana Web

Mana Web

The player can tap as many lands for mana as they want before the effect of this card taps the rest of their lands of that type. So it does not prevent a player from getting mana into their pool. It just forces them to do so all at once. Remember that they cannot save mana across phases or through an attack. [D'Angelo 06/12/97]

This affects lands that can produce a "type of mana". This includes color (or lack of color) combined with any limitations, so tapping a Mishra's Workshop for mana only has this card tap other lands which produce "colorless mana that can only be used to cast artifacts". Ones that just produce colorless mana without restriction are not affected. [bethmo 06/25/97]

- + It only affects lands which are produce the type of mana which the land which was tapped for mana can produce. It does not tap every lands which produce mana of any sort. [D'Angelo 08/22/97] In other words, read it as "any type of mana that the land which was tapped can produce" instead of "any type of mana that land cards can produce."
- + Remember that the lands are tapped as an effect and not as a cost, so the lands will not produce mana because of this. Players will not be forced to take mana burn. [Duelist Magazine #19, Page 34]

Card Information

1.16 Mangara's Blessing

Mangara's Blessing

The 2 life from having it discarded is gained at end of turn.
[Aahz 10/21/96]

Being forced to discard this card causes one "at end of turn" effect that does two things. If the card is not still in the graveyard at end of turn, however, you still get the life. [Aahz 10/21/96]

Card Information

1.17 Mangara's Tome

Mangara's Tome

As errata, ignore the first line break on the card. Removing the cards from the game is a function of the "comes into play" effect rather than an independent ability of the Tome. [WotC Rules Team 10/03/96]

The getting of cards from the Tome is not considered a "draw".
[Aahz 10/21/96]

The ability is a specialized effect that replaces a draw.
[D'Angelo 11/11/96]

+ The draw is part of the effect, not the cost. [bethmo 07/12/97]

Card Information

1.18 Man-o'-War

Man-o'-War

It can choose itself. It has to if there are no other creatures.
[Visions FAQ 02/16/97]

Card Information

1.19 Maro

Maro

Can be sacrificed to a spell that is being cast, and which would leave your hand empty. Your hand is not actually empty until the announcement is done and by that time Maro has been sacrificed.
[Duelist Magazine #18, Page 28]

If Infernal Harvest is the last card in your hand and it is announced, the Swamps come back into your hand at the same time (not before or after) the Infernal Harvest leaves your hand. Thus, there is no time when you have no cards and Maro will die. [Duelist Magazine #18, Page 28]

Card Information

1.20 Marsh Goblins

Marsh Goblins

The text on the card explaining the color is considered to be explanatory and not characteristic text. This means that it cannot be affected by Sleight of Mind and is not copied by copy cards such as Vesuvan Doppelganger. [Duelist Magazine #3, Page 22] This is true even under the new rulings made on 12/03/96 for the Crimson Kobold (and other Kobolds).

This card can have its color changed by a lace spell but not by Sleight of Mind. This is a REVERSAL of a ruling in Duelist Magazine #2 on page 86. [WotC Rules Team 09/15/94]

Card Information

1.21 Marsh Viper

Marsh Viper

Your opponent does not get poison counters if all the damage done to them by the Viper is prevented. The poison is added only if damage gets through because it is a side-effect of the damage. [Aahz 08/11/94]

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

The Fourth Edition version will give a poison counter to its controller if its damage gets redirected there, while The Dark version could only give one to an opponent. [Duelist Magazine #5, Page 11]

Card Information

1.22 Marton Stromgald

Marton Stromgald

The bonus is calculated when attackers are declared and does not change if attackers are later killed off or removed from the attack. [Aahz 08/16/95]

The bonus stays even if Marton is killed or removed from the attack. [D'Angelo 11/11/96]

Card Information

1.23 Martyrdom

Martyrdom

It is not considered a damage prevention or redirection spell at the time it is cast, so it cannot be played during damage prevention steps. [Aahz 06/30/96] It allows redirection to be done at a later time.

If the target stops being a creature, you cannot redirect damage to it until/unless it becomes a creature again. [bethmo 08/06/96]

- + If the target creature is not still in play when the damage is to be redirected, the damage stays where it is. [D'Angelo 08/21/97]
- If the target stops being a creature, you cannot redirect damage to it until/unless it becomes a creature again. [bethmo 08/06/96]

- + Can be used to redirect damage that was dealt to other players or to their creatures. [D'Angelo 08/21/97]

Card Information

1.24 Martyr's Cry

Martyr's Cry

Only affects creatures in play, not ones in hands or discard piles.
[Duelist Magazine #3, Page 7]

Card Information

1.25 Martyrs of Korlis

Martyrs of Korlis

Only one bodyguard can take damage for you during a turn. Whichever bodyguard triggers first will win for that turn. If the first damage which would qualify for either comes from an unblocked artifact creature, you have the option of which one takes the damage. [Aahz 10/21/94]

The redirection takes place automatically at the end of the first step of damage prevention. This is not a fast effect used during damage prevention but you can use other prevention effects before this one kicks in. If there is more than one automatic effect, the person damaged can choose which order to apply them. This damage will result in a second damage prevention step to follow this one.
[WotC Rules Team 06/15/95]

If a Limited or Unlimited Edition Veteran Bodyguard is available as well, unblocked artifact creature damage must go to a Martyr because its text overrides the Veteran Bodyguard. All other unblocked creature damage can and will be taken by your Limited or Unlimited Veteran Bodyguard.
[Aahz]

If a Revised Edition Veteran Bodyguard is available, only one of your Bodyguards can take damage even if one of the other Bodyguards is a Limited or Unlimited Edition one. This means that you may choose among your various Bodyguards which one takes creature damage (with Martyrs usable for artifact creature damage). Note that if a Martyr takes some artifact damage (creature or not) then none of the other Revised Bodyguards may take damage for you, even if the damage is not artifact damage.

Card Information

1.26 Master of Arms

Master of Arms

Note that a tapped blocker does not deal but still receives damage in combat. [D'Angelo 06/12/97]

Card Information

1.27 Master of the Hunt

Master of the Hunt

Since tapping is not part of the cost, you can use this more than once a turn. [Duelist Magazine #2, Page 9]

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

Card Information

1.28 Maze of Ith

Maze of Ith

As errata, it should read "{Tap}: Untap target attacking creature. That creature neither deals nor receives combat damage this turn."
[Encyclopedia Page 171]

See the Fog Effects entry in the General Rulings.

The creature is still considered to have attacked, and is even still part of the attack. It just deals and receives no damage. Don't infer something from the fact that it becomes untapped.

Can target a non-tapped attacking creature such as the Serra Angel.
Both parts of the effect will happen even if one part fails. So if it fails to untap the card, it will still make the creature unable to deal or receive damage. [Duelist Magazine #5, Page 22]

+ Has been on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments since 10/10/94. Was on the Standard (Type II) restricted list until 06/08/95 when it became banned because The Dark was removed from the Standard (Type II) legal sets. Has always been banned from Classic-Restricted (Type I.5) and Extended tournaments.

Card Information

1.29 Meddle

Meddle

Only works on spells with a single target, where that target is a creature. Will not work on spells that target a single creature and a player, for example. [bethmo 12/07/96]

Does not work on "comes into play" effects. It only targets spells.
[D'Angelo 02/17/97]

Card Information

1.30 Meekstone

Meekstone

Creatures with power>2 do not untap normally once they become tapped
[Card Text] Since creatures do not tap when blocking, creatures with
power>2 are still useful for defense as long as they are untapped.

Does not prevent cards from being untapped outside the untap phase.
[bethmo]

Card Information

1.31 Melee

Melee

Declaring a blocker cannot be interrupted or responded to. The player who
cast Melee can make all of the blocking assignments before the defending
player would be able to make any responses, including tapping of a
Kjeldoran Guard. [bethmo 08/20/96]

Card Information

1.32 Memory Lapse

Memory Lapse

The card goes to the graveyard before being put on the library.
[Aahz 03/17/97]

You can use mana sources between the two sentence. [Aahz 03/17/97]

Card Information

1.33 Merchant Ship

Merchant Ship

As errata, it should read "If Merchant Ship attacks and no creatures are
assigned to block it, you gain 2 life. Merchant Ship cannot attack unless
defending player has islands in play. Merchant Ship is buried immediately
if at any time you have no islands in play." [Encyclopedia Page 209]

The ability is triggered at the end of the Declare Blockers step if no
creatures were assigned to block it. [WotC Rules Team 09/22/95] Note that
you do not have to wait until the end of combat.

Card Information

1.34 Merfolk Assassin

Merfolk Assassin

Can be used on a creature with Snow-Covered Islandwalk.

[WotC Rules Team 09/22/95] (This is a REVERSAL)

Artist's name, Dennis Detwiller, is spelled incorrectly.

Card Information

1.35 Merieke Ri Berit

Merieke Ri Berit

See the Tap and Hold Effects entry in the General Rulings for more information.

If you lose control of a creature controlled by Merieke, the creature can still be buried according to Merieke's ability. [Aahz 11/06/95]

Card Information

1.36 Merseine

Merseine

When the last counter is removed, Merseine stays in play but does nothing. [WotC Rules Team 12/15/94]

The cost that needs to be paid is in mana of any color, not the actual cost and color of the creature. [Duelist Magazine #4, Page 7]

Can remove as many counters per turn as you want to and this can be done at any time fast effects are legal. [D'Angelo 03/23/95]

Card Information

1.37 Mesmeric Trance

Mesmeric Trance

The cards are discarded from your hand during announcement and as a cost instead of being discarded on resolution. It is not a forced discard, so it cannot be used with Library of Leng. [Duelist Magazine #11, Page 56]

Card Information

1.38 Metamorphosis

Metamorphosis

The mana generated by this spell must be used to summon creatures or you take mana-burn damage. You can however split it up among multiple summonings or add to it from other mana sources. [Arab FAQ 01/05/94]

You cannot spend any of the mana to pay penalty costs from effects like Gloom, Nether Void, etc. [Duelist Magazine #8, Page 51]

You can spend the mana on costs on the spell itself such as the extra mana paid for Drain Life (a contrived example since Drain Life isn't a creature, but that's the idea). [Duelist Magazine #9, Page 61]

Since this is a "sacrifice" (and sacrifices are not targeted), you may choose creatures with Protection from Green. [Aahz]

Card Information

1.39 Meteor Shower

Meteor Shower

The "RXX" casting cost is not a misprint. It means to spend one red plus two times X of any color to cast the spell. Choose X based on how much damage you want to do. [Duelist Magazine #7, Page 8]

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

Card Information

1.40 Mightstone

Mightstone

As errata, it should read "All attacking creatures get +1/+0." The card type is "Artifact" and not "Continuous Artifact".
[Encyclopedia Page 133]

The +1/+0 applies to attacking creatures from all players. [Aahz]

Card Information

1.41 Mijae Djinn

Mijae Djinn

As errata, it should read "If Mijae Djinn attacks, flip a coin after attack is chosen; opponent calls head or tails while the coin is in the air. If the flip ends up in opponent's favor, Mijae Djinn becomes tapped and is not considered to have attacked." [Encyclopedia Page 209]

If Nettling Imp, Siren's Call or similar effect is used on the Djinn and the coin toss fails, then it does not attack and will be killed at the end of the turn. [bethmo]

The coin toss is done at the end of the declare attackers step. You cannot add or remove creatures from the attack once you flip the coin. [D'Angelo 04/04/95]

+ Any abilities which have already resolved before the coin flip are not undone even if it gets retroactively removed from combat. [Aahz 09/09/97]

+ Any abilities that trigger when it attacks which have not already resolved will be cancelled if the attacker is retroactively removed from the attack prior to the end of declaration of attackers. This includes the Mijae Djinn effect. [Aahz 08/18/97]

Any effects that trigger when it attacks will not trigger if the attack fails to happen. If there was a cost to declare it as an attacker and the declaration fails, you do not get the cost back. If there was a limitation imposed when you declared it as an attacker (as with Errantry) you do not get to go back and redo things after the attack fails. [D'Angelo 09/09/96]

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

The Arabian Nights version should be read as "Tap Mijae Djinn and it does not attack" instead of "Mijae Djinn is tapped but does not attack". [WotC Rules Team 02/09/95]

Card Information

1.42 Millstone

Millstone

Library of Leng has no effect on the Millstone because cards are moved to the graveyard. They are not "discarded". [bethmo]

Can be used on a player with less than 2 cards in their library. It will remove 0 or 1 cards if that is all that is available. [Duelist Magazine #6, Page 130]

It is not a draw effect so it will not cause a player with less than 2 cards in their library to lose. [Duelist Magazine #6, Page 130]

Card Information

1.43 Mind Bend

Mind Bend

If you respond to your opponent's use of this spell with another use so that the color word changes before the opponent's resolves, the opponent's will do nothing since no instances of the words they chose will be there.
[bethmo 11/05/96]

Card Information

1.44 Mindbender Spores

Mindbender Spores

As errata, it only causes fungus counters it places to be removed at the rate of one per untap. [WotC Rules Team 12/03/96] It will not affect fungus counters from other effects.

Any creature blocked by this card gets four fungus counters placed on it when this card is assigned to block it. The counters are added to any creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into being blocked by an effect such as General Jarkeld. The counters stay even if the creature is removed from the blocking situation by an effect like General Jarkeld.
[D'Angelo 01/22/97]

Card Information

1.45 Mind Bomb

Mind Bomb

This is not a forced discard. The player is choosing to discard instead of taking damage. Thus, Library of Leng cannot be used.
[Duelist Magazine #12, Page 26]

+ The discard to prevent damage is played during the damage prevention step and not during the resolution of the spell. [WotC Rules Team 07/03/97]

Card Information

1.46 Mind Ravel

Mind Ravel

As errata, it should read "effect" instead of "ability".
[Encyclopedia Page 90]

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 still draw a card if opponent had no cards in hand.
[WotC Rules Team 06/15/95]

Card Information

1.47 Mindstab Thrull

Mindstab Thrull

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

Target player gets to choose which cards they discard.
[Duelist Magazine #4, Page 7]

The Fifth Edition version's ability has an activation cost and is played as an instant. The Fallen Empires version was played as a triggered effect at the end of blocking declaration. [D'Angelo 04/11/97]

Card Information

1.48 Mind Twist

Mind Twist

As errata to the Limited, Unlimited, and Revised Edition versions of this card, it should read "target player" instead of "opponent". This means you can use it on yourself. [Duelist Magazine #4, Page 64] The Fourth Edition version says this.

+ Has been on the Duelist Convocation banned list (not allowed in decks) for Classic (Type I) and Standard (Type II) since 02/01/96. It was on the restricted list (only 1 per deck) for Classic (Type I) and Standard (Type II) tournaments from 08/01/94 to 02/01/96. Now banned in Standard (Type II) because it is no longer in the base set. Has always been banned from Classic-Restricted (Type I.5) and Extended tournaments.

Card Information

1.49 Mind Warp

Mind Warp

The target player decides what order to put the cards in the graveyard.

You decide which cards, but they do the discarding.
[Duelist Magazine #14, Page 27]

Card Information

1.50 Mind Whip

Mind Whip

As errata, it should read "During target creature's controller's upkeep, he or she pays (3) or Mind Whip deals 2 damage to him or her and taps that creature." [Encyclopedia Page 90]

The payment is an upkeep cost managed by the enchantment and is not considered to be on the creature itself. This means that you can use the abilities of the creature prior to paying the upkeep cost.
[Duelist Magazine #11, Page 56]

Card Information

1.51 Minion of Leshrac

Minion of Leshrac

As errata, it should read "Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac deals 5 damage to you and becomes tapped. You cannot sacrifice Minion of Leshrac to itself. (Tap): Destroy target creature or land." [Encyclopedia Page 90]

Paying the upkeep is optional. [Aahz 06/19/95]

Card Information

1.52 Miracle Worker

Miracle Worker

Can only target local enchantment cards and not global enchantments such as Oubliette or Pestilence. [Aahz 10/21/94]

Card Information

1.53 Mirror Universe

Mirror Universe

As errata, it should read "(Tap): Sacrifice Mirror Universe during your

upkeep to trade your number of life points with target opponent. For example..." [Encyclopedia Page 209]

The life total trade is treated as if one player loses life and the other one gains life. Things that trigger off gain or loss of life will trigger. [bethmo 12/07/96] For example, if player A has 5 life and player B has 10 life, the Mirror's effect will cause player A to gain 5 life and player B to lose 5 life. Effects like Forsaken Wastes can prevent the life gain.

If one player is a Lich, they are considered to be gaining life from this effect and instead draw cards. The other player is in deep trouble if they cannot raise their life points from zero. [Aahz 06/16/94]

In multiplayer games you choose an opposing player when it is used. [Duelist Magazine #4, Page 64]

If a player has a negative life, the swap considers the player to be at zero life. [WotC Rules Team 12/03/96]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 08/01/94. Has always been banned from Type I.5 tournaments.

Card Information

1.54 Miser's Cage

Miser's Cage

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. [D'Angelo 10/15/96]

Card Information

1.55 Mishra's Factory

Mishra's Factory

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

When it is an Assembly Worker, it is still a land and retains all of its other abilities. [Duelist Magazine #2, Page 14] The card name is no longer Mishra's Factory at this time. It is Assembly Worker.

Assembly Worker only lasts until the end of the turn, and then any Enchant Creature or Enchant Artifact spells on it are destroyed. [Duelist Magazine #2, Page 15]

Can attack on the turn an Assembly Worker is created, but it may not attack on the turn the land itself is brought into play.

[Duelist Magazine #2, Page 15]

Any counters on the Assembly Worker remain even if the counters stop being meaningful when it de-animates.

Can only give +1/+1 to one Assembly Worker. Not all of them.

Tapping a land for something other than mana is an instant speed (not interrupt speed) effect. [bethmo]

An Assembly Worker is considered to have a zero casting cost.

[Duelist Magazine #5, Page 14]

Because turning it into an Assembly Worker is an effect, it is possible to power it many times during an instant. When the instant is resolved, the Factory will turn into an Assembly Worker.

[Duelist Magazine #2, Page 14]

The ability to turn it into an Assembly Worker can be used while it is an Assembly Worker and will reset the base power/toughness to 2/2 if it had been changed by something like a Sorceress Queen or such.

[Duelist Magazine #12, Page 26]

When it is an Assembly Worker, it is an Artifact and can therefore be stolen by Aladdin. It is also a creature and can be stolen. If stolen by use of a fast effect, it will not return to you even when it reverts to being a land. Once a card is stolen, it only goes back to its original controller according to the terms on the stealing card.

Note that enchantments which steal cards (such as Control Magic and Steal Artifact) do leave their target if the target is no longer valid.

[WotC Rules Team 02/09/95]

An Assembly Worker with Consecrate Land on it follows the rulings outlined for Consecrate Land.

If an Assembly Worker is changed into another kind of land by something like Phantasmal Terrain, it will stay a 2/2 artifact creature (until end of turn) but will not still be called an Assembly Worker.

[Duelist Magazine #9, Page 60]

When its animation ability is used, it is of creature type Assembly Worker.

[D'Angelo 08/01/96]

The Fourth Edition version uses activation costs to generate mana or give +1/+1 to an Assembly Worker. The Antiquities version just had an ability.

[Duelist Magazine #5, Page 11]

Card Information

1.56 Mishra's Grounbreaker

Mishra's Groundbreaker

+ As errata, it should be "{Tap}, Sacrifice Mishra's Groundbreaker: Target land becomes a 3/3 artifact creature. That creature still counts as a land." [D'Angelo 09/13/97] The sacrifice is part of the cost.

Card Information

1.57 Mishra's War Machine

Mishra's War Machine

As errata, it should read "Banding. During your upkeep, choose and discard one card from your hand, or tap Mishra's War Machine and Mishra's War Machine deals 3 damage to you." [Encyclopedia Page 36]

You may choose to take damage or to discard. You cannot avoid taking damage if you have no cards to discard. [bethmo]

Card Information

1.58 Mishra's Workshop

Mishra's Workshop

Mana from this can only be used for the artifact's casting cost and cannot be applied to pay penalties like Power Sink, Nether Void, etc. [WotC Rules Team 10/18/95]

You can spend the mana on costs on the spell itself such as the extra mana paid for Drain Life (a contrived example since Drain Life isn't an artifact, but that's the idea). [WotC Rules Team 11/10/95]

+ Was on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments from 06/13/94 to 10/01/97. Has always been banned from Classic-Restricted (Type I.5) tournaments.

Card Information

1.59 Mistfolk

Mistfolk

As errata, add "Play this ability as an interrupt." to the card text. [WotC Rules Team]

Card Information

1.60 Mistmoon Griffin

Mistmoon Griffin

You still put the top creature card from your graveyard into play even if this card is not in your graveyard when the triggered effect resolves.
[Aahz 06/13/97]

Card Information

1.61 Moat

Moat

Yes this really does affect all players. [bethmo 06/20/94]

Card Information

1.62 Mold Demon

Mold Demon

See Comes Into Play Effects in the General Rulings.

You must sacrifice two Swamps whenever the creature is brought into play. This includes Clone, Doppelganger, Animate Dead, or Resurrection. In all these cases Swamps need to be sacrificed. [bethmo 06/25/94]

A creature leaving Oubliette or Tawnos's Coffin or phasing in does not cause "comes into play" effects to happen again so it will not require a sacrifice in those cases. [Aahz 07/05/95]

A Doppelganger switching forms to a Mold Demon will not require a sacrifice. [Aahz 07/05/95]

The sacrifice is done as a triggered effect just after it enters play. It is not paid on announcement. [D'Angelo 10/27/95]

Card Information

1.63 Mole Worms

Mole Worms

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

Card Information

1.64 Monsoon

Monsoon

The damage is done in a single packet no matter how many Islands are tapped by the effect. [D'Angelo 10/01/96]

Does one damage for each untapped Island. [D'Angelo 12/21/95]

Card Information

1.65 Mountain Stronghold

Mountain Stronghold

See Adventurers' Guildhouse for rulings.

Card Information

1.66 Mountain Titan

Mountain Titan

If you spend RR1 more than once, you can get more than one counter per black spell cast. [Aahz 06/25/95]

The counters do not wear off at the end of the turn. They stick around. The ability to put more counters on wears off at the end of the turn. [D'Angelo 08/02/95]

The ability to put more counters on wears off after dealing with at end of turn effects. [bethmo 12/08/96]

Card Information

1.67 Mox Emerald

Mox Emerald

As errata, is should read "(Tap): Add (G) to your mana pool. Play this ability as a mana source." It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 57]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.68 Mox Jet

Mox Jet

As errata, is should read "(Tap): Add (B) to your mana pool. Play this ability as a mana source." It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 57]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.69 Mox Pearl

Mox Pearl

As errata, is should read "(Tap): Add (W) to your mana pool. Play this ability as a mana source." It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 57]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.70 Mox Ruby

Mox Ruby

As errata, is should read "(Tap): Add (R) to your mana pool. Play this ability as a mana source." It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 58]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.71 Mox Sapphire

Mox Sapphire

As errata, is should read "(Tap): Add (U) to your mana pool. Play this ability as a mana source." It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 58]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Has always been banned from Type I.5 tournaments.

Card Information

1.72 Mtenda Griffin

Mtenda Griffin

Must have a Griffin in the graveyard to use this ability because it requires a target. [D'Angelo 10/15/96]

Card Information

1.73 Murk Dwellers

Murk Dwellers

As errata, it should read "If Murk Dwellers attacks and is not blocked, it gets +2/+0 until end of combat." [Encyclopedia Page 37]

Card Information

1.74 Musician

Musician

The cost is an upkeep cost and will prevent the creature from using abilities before the cost is paid. [Aahz 06/08/95] See the Upkeep entry in the Turn Phases section of the General Rulings for more information.

The upkeep imposed on a creature by the music counters is considered to be inherent to the creature. If not paid, the creature is considered to be destroying itself. [Duelist Magazine #11, Page 57]

Card Information

1.75 Mwonvuli Ooze

Mwonvuli Ooze

+ Its power/toughness changes when the cumulative upkeep resolves, not when it is announced. [bethmo 06/20/97]

Card Information

1.76 Mystical Tutor

Mystical Tutor

You cannot get lands using this card because lands are not mana sources.
They just have abilities that work at mana source speed. [bethmo 10/24/96]

Card Information

1.77 Mystic Might

Mystic Might

As errata, it should read "Cumulative Upkeep: (1)(U). Play only on a target land you control. (0): Tap..." [Encyclopedia Page 92]

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.
[WotC Rules Team 06/15/95]

Card Information

1.78 Mystic Remora

Mystic Remora

A "non-creature spell" is any spell other than a Summon or Artifact Creature spell. [Aahz 06/08/95]

Card Information

1.79 Mystic Veil

Mystic Veil

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

Card Information
