

MTG_CARD_S

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Contents

1	MTG_CARD_S	1
1.1	Card Rulings & Descriptions - S	1
1.2	Sabertooth Cobra	5
1.3	Sacred Boon	6
1.4	Sacred Mesa	6
1.5	Sacrifice	6
1.6	Safe Haven	7
1.7	Sage of Lat-Nam	8
1.8	Samite Alchemist	8
1.9	Samite Healer	8
1.10	Sandals of Abdallah	8
1.11	Sand Silos	9
1.12	Sands of Time	9
1.13	Sandstorm	9
1.14	Sapphire Charm	10
1.15	Savannah	10
1.16	Sawtooth Ogre	10
1.17	Scarecrow	10
1.18	Scars of the Veteran	10
1.19	Scarwood Bandits	11
1.20	Scarwood Goblins	11
1.21	Scavenger Folk	11
1.22	Scavenging Ghoul	11
1.23	Scragnoth	12
1.24	Scrubland	12
1.25	Seafarers' Quay	12
1.26	Searing Spear Askari	13
1.27	Sea Serpent	13
1.28	Seasinger	13
1.29	Seasoned Tactician	13

1.30 Season of the Witch	13
1.31 Sengir Autocrat	14
1.32 Sengir Vampire	14
1.33 Sentinel	15
1.34 Seraph	15
1.35 Serendib Djinn	15
1.36 Serendib Efreet	16
1.37 Serenity	16
1.38 Serpent Generator	16
1.39 Serra Angel	16
1.40 Shahrazad	17
1.41 Shauku, Endbringer	17
1.42 Shapeshifter	17
1.43 Shatter	18
1.44 Shelkin Brownie	18
1.45 Sheltered Valley	18
1.46 Shield Sphere	18
1.47 Shimian Night Stalker	19
1.48 Shimmer	19
1.49 Shimmering Efreet	19
1.50 Shivan Dragon	19
1.51 Shyft	19
1.52 Sibilant Spirit	20
1.53 Simulacrum	20
1.54 Sindbad	21
1.55 Singing Tree	21
1.56 Siren's Call	22
1.57 Sisters of the Flame	22
1.58 Skulking Ghost	22
1.59 Skull of Orm	23
1.60 Sleight of Mind	23
1.61 Smoke	24
1.62 SOAR	24
1.63 Snowfall	24
1.64 Soldevi Adnate	24
1.65 Soldevi Excavations	25
1.66 Soldevi Golem	25
1.67 Soldevi Machinist	25
1.68 Solfatara	25

1.69 Sol Grail	26
1.70 Sol'kanar the Swamp King	26
1.71 Sol Ring	26
1.72 Song of Blood	26
1.73 Songs of the Damned	27
1.74 Sorceress Queen	27
1.75 Sorrow's Path	27
1.76 Soul Barrier	28
1.77 Soul Burn	28
1.78 Soul Echo	28
1.79 Soul Exchange	29
1.80 Soul Kiss	29
1.81 Soul Net	30
1.82 Spatial Binding	30
1.83 Spectral Bears	30
1.84 Spectral Cloak	31
1.85 Spider Climb	31
1.86 Spiny Starfish	31
1.87 Spirit Link	31
1.88 Spirit Mirror	32
1.89 Spirit Shield	32
1.90 Spitting Slug	32
1.91 Spoils of Evil	33
1.92 Spoils of War	33
1.93 Spore Cloud	33
1.94 Squandered Resources	34
1.95 Squire	34
1.96 Staff of the Ages	34
1.97 Staff of Zegon	34
1.98 Stampeding Wildebeests	34
1.99 Standing Stones	35
1.100Stangg	35
1.101Stasis	35
1.102Steal Artifact	36
1.103Steel Golem	36
1.104Stench of Evil	36
1.105Stone Calendar	37
1.106Stone Giant	37
1.107Stormbind	37

1.108 Storm Cauldron	37
1.109 Storm Seeker	38
1.110 Strip Mine	38
1.111 Stromgald Spy	39
1.112 Stunted Growth	39
1.113 Su-Chi	39
1.114 Subdue	39
1.115 Suffocation	40
1.116 Suleiman's Legacy	40
1.117 Sunastian Falconer	40
1.118 Sunken City	40
1.119 Sustaining Spirit	40
1.120 Svyelunite Priest	41
1.121 Svyelunite Temple	41
1.122 Swamp Mosquito	41
1.123 Sword of the Ages	42
1.124 Swords to Plowshares	42
1.125 Sworn Defender	42
1.126 Sylvan Heirophant	42
1.127 Sylvan Library	43

Chapter 1

MTG_CARD_S

1.1 Card Rulings & Descriptions - S

- - * - * - S - * - * - -

Sabertooth Cobra

Sacred Boon

Sacred Mesa

Sacrifice

Safe Haven

Sage of Lat-Nam

Samite Alchemist

Samite Healer

Sand Silos

Sandals of Abdallah

Sands of Time

Sandstorm

Sapphire Charm

Savannah

Sawtooth Ogre

Scarecrow

Scars of the Veteran

Scarwood Bandits
Scarwood Goblins
Scavenger Folk
Scavenging Ghoul
Scragnoth
Scrubland
Sea Serpent
Seafarers' Quay
Searing Spear Askari
Seasinger
Seasoned Tactician
Season of the Witch
Sengir Autocrat
Sengir Vampire
Sentinel
Seraph
Serendib Djinn
Serendib Efreet
Serenity
Serpent Generator
Serra Angel
Shahrazad
Shapeshifter
Shatter
Shauku, Endbringer
Shelkin Brownie
Sheltered Valley
Shield Sphere
Shimian Night Stalker

Shimmer

Shimmering Efreet

Shivan Dragon

Shyft

Sibilant Spirit

Simulacrum

Sindbad

Singing Tree

Siren's Call

Sisters of the Flame

Skulking Ghost

Skull of Orm

Sleight of Mind

Smoke

Snowfall

Soar

Solfatara

Sol Grail

Sol Ring

Sol'kanar the Swamp King

Soldevi Adnate

Soldevi Excavations

Soldevi Golem

Soldevi Machinist

Song of Blood

Songs of the Damned

Sorceress Queen

Sorrow's Path

Soul Barrier

Soul Burn

Soul Echo

Soul Exchange

Soul Kiss

Soul Net

Spatial Binding

Spectral Bears

Spectral Cloak

Spider Climb

Spiny Starfish

Spirit Link

Spirit Mirror

Spirit Shield

Spitting Slug

Spoils of Evil

Spoils of War

Spore Cloud

Squandered Resources

Squire

Staff of the Ages

Staff of Zegon

Stampeding Wildebeests

Standing Stones

Stangg

Stasis

Steal Artifact

Steel Golem

Stench of Evil

Stone Calendar
Stone Giant
Storm Cauldron
Storm Seeker
Stormbind
Strip Mine
Stromgald Spy
Stunted Growth
Su-Chi
Subdue
Suffocation
Suleiman's Legacy
Sunastian Falconer
Sunken City
Sustaining Spirit
Svyelunite Priest
Svyelunite Temple
Swamp Mosquito
Sword of the Ages
Swords to Plowshares
Sworn Defender
Sylvan Heirophant
Sylvan Library

1.2 Sabertooth Cobra

Sabertooth Cobra

The "then" in the card text refers to the start of upkeep. You have to pay the 2 mana before the start of your upkeep or it gives you the extra poison counter. This means you have to pay on the previous turn because

it is an instant-speed effect to pay the cost. [Aahz 09/24/96]

Card Information

1.3 Sacred Boon

Sacred Boon

Targets the creature which is having damage prevented on it. This is an exception to the normal way damage prevention spells work. Normally they only target the damage and not the creature. [bethmo 02/12/96]

Card Information

1.4 Sacred Mesa

Sacred Mesa

Because activated abilities cannot be used before paying upkeep, it cannot be used during an upkeep to create the Pegasus which you then pay to it. [Aahz 10/28/96]

Card Information

1.5 Sacrifice

Sacrifice

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

Sacrificing an animated artifact gives the casting cost of the artifact. [bethmo]

Sacrificing an animated land gives no mana since casting cost was zero.

Sacrifice does not give any mana for the enchantments on the creature. [bethmo]

The Revised Edition version of this card actually sacrifices the creature, and since sacrifices cannot be prevented, this can be used even on creatures with Protection from Black. The Limited and Unlimited Edition versions of this card merely "destroy without possibility of regeneration" and so cannot be used on creatures with Protection from Black. [Aahz 09/12/94]

Card Information

1.6 Safe Haven

Safe Haven

As errata, the first ability is used at the speed of an instant even though it is an interrupt on the card text. [Mirage Page 4] So it cannot be used during damage prevention. [D'Angelo 10/15/96]

When the creature leaves play any damage or "will be destroyed at some future time" effects are removed from the creature.

Enchantments on creatures on destroyed and counters on creatures are removed when the creatures are sent to the Haven. [WotC Rules Team 09/30/94]

When creatures return to play, they come back as if just summoned with any counters or such due them on summoning. Creatures with X in the casting cost are treated as X is zero. [WotC Rules Team 09/30/94] Creatures which can pay costs when summoned to determine abilities must have those costs paid at this time.

Creatures return to play simultaneously. [Duelist Magazine #18, Page 29]

If a Clone enters play and there is no creature to copy, it stays removed from the game and does not enter play. A Clone may not copy another creature which is entering play at the same time it is. [WotC Rules Team 03/14/97]

Creatures return to the control of their owners, regardless of who controls the Haven when it is sacrificed. [Duelist Magazine #3, Page 7]

If the Haven is destroyed, any creatures it pulled out of the game are simply lost. [Duelist Magazine #3, Page 7]

All cards in the Haven stay there even if they cease to be creatures. When the Haven is sacrificed, the cards come back into play whether or not they are creatures. [Duelist Magazine #5, Page 123]

Token creatures are removed from the game when they leave play, so this effect just removes them from the game with no chance to bring them back like you can with cards. [Duelist Magazine #5, Page 123]

If changed to another land type using a spell such as Phantasmal Terrain, creatures are not lost but cannot be released until the land is reverted to normal. [Duelist Magazine #3, Page 7]

The last sentence should read "Treat this as if they were just cast". [Aahz 10/06/94]

Creatures are placed in the "out of the game" zone, so the Ring of Ma'Ruf can be used on them. [D'Angelo 11/11/96]

The Chronicles version has an activation cost to bring the creatures back into play while The Dark version does not. [Duelist Magazine #7, Page 101] This makes the Chronicles one a fast effect and The Dark one a phase effect. [Aahz 10/28/96]

Card Information

1.7 Sage of Lat-Nam

Sage of Lat-Nam

As errata, it should read "(Tap): Sacrifice an artifact. Draw one card."
[Encyclopedia Page 134] The Encyclopedia entry broke the cost/effect relationship so it has been corrected here. [D'Angelo 01/22/97]

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

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

Card Information

1.8 Samite Alchemist

Samite Alchemist

You choose to prevent between 0 and 4 damage at announce time.
[bethmo 03/11/96]

Card Information

1.9 Samite Healer

Samite Healer

The Limited, Unlimited and Revised Edition versions do not target the player or creature in addition to the damage. The word "target" was used at that time to mean "creature or player", not that it was targeting such.
[D'Angelo 11/07/96]

Card Information

1.10 Sandals of Abdallah

Sandals of Abdallah

As errata, it should read "(2), (Tap): Gives one creature islandwalk ability until end of turn. If that creature is destroyed before end of turn, bury Sandals of Abdallah". The card type is "Artifact" and not "Mono Artifact". [Encyclopedia Page 127] Bury instead of destroy.
[Duelist Magazine #15, 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 it goes to the graveyard first). [Aahz 06/13/96]

Card Information

1.11 Sand Silos

Sand Silos

See Bottomless Vault for rulings.

Card Information

1.12 Sands of Time

Sands of Time

As errata, it does not affect itself. It should read "...each other tapped..." and "...each other untapped...". [Visions FAQ 02/16/97]

Players only skip their untap phase if this card is in an untapped state right as they would start that phase. [bethmo 02/05/97]

If you have 2 of these and both are tapped, they untap during your untap phase. If both are untapped, then one of them is played first and will tap the other. The other one never gets to do its effect because it is tapped. If one is tapped and the other is untapped, the untapped one will untap the tapped one, then the newly untapped one will tap the original one. [Aahz 02/27/97]

Card Information

1.13 Sandstorm

Sandstorm

Only affects attacking creatures, which means it only works during the attack phase. If used at other times, it does nothing.

Creatures receive the damage immediately and may be killed off. [Arab FAQ 01/05/94]

Card Information

1.14 Sapphire Charm

Sapphire Charm

As errata, the first option should read "Target player draws a card at the beginning of the next turn" and not at the beginning of the next turn's upkeep. [Aahz 06/06/97]

Card Information

1.15 Savannah

Savannah

See Badlands for rulings.

Card Information

1.16 Sawtooth Ogre

Sawtooth Ogre

The damage happens even if this card is not in play at the end of combat. [Aahz 06/13/97]

Card Information

1.17 Scarecrow

Scarecrow

Even prevents non-combat damage from flying creatures. This can include damage from Ifh-Biff Efreet or even not paying upkeep to the Lord of the Pit (but this is a difficult situation to arrange since you'd have to pay the Scarecrow and somehow have it be destroyed before the Lord tries to take it as a sacrifice). [Aahz 02/07/95]

Card Information

1.18 Scars of the Veteran

Scars of the Veteran

See Pitch Spells in the General Rulings for more information.

+ Targets the creature or player which is having damage prevented on it. This is an exception to the normal way damage prevention spells work.

Normally they only target the damage and not the creature or player.
[D'Angelo 06/24/97]

Card Information

1.19 Scarwood Bandits

Scarwood Bandits

As errata, it should read "Forestwalk. (2)(G),(Tap): Gain control of target artifact you do not control. That artifact's controller may counter this effect by paying (2). You lose control..."
[Encyclopedia Page 173]

Can only take control of an artifact controlled by another player. That player is the one able to pay to cancel the effect.
[Duelist Magazine #4, Page 64]

Card Information

1.20 Scarwood Goblins

Scarwood 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 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 Scavenger Folk

Scavenger Folk

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

Card Information

1.22 Scavenging Ghoul

Scavenging Ghoul

They gather counters at the end of the turn so they cannot gather counters for dead creatures until that point. Note that the Ghoul still gets to claim counters even if it enters play after the creatures died. [bethmo]

The Ghoul does not gain for cards "removed from the game".

The Revised Edition version of this card only allows regeneration when the Ghoul dies due to taking damage. It cannot regenerate from being simply destroyed by a destroy effect. The Limited, Unlimited and Fourth Edition Ghouls can regenerate whenever it is destroyed by any means. [Duelist Magazine #5, Page 11]

Card Information

1.23 Scragnoth

Scragnoth

- + If a counterspell resolves against this card, it fails to counter it.
- + Counterspells like Dissipate and Memory Lapse do not have their side effect happen when the countering fails. [Aahz 10/07/97]
- + Power Sink does have its side-effect happen because that is prior to the countering failing. [D'Angelo 10/11/97]

Card Information

1.24 Scrubland

Scrubland

See Badlands for rulings.

Card Information

1.25 Seafarers' Quay

Seafarers' Quay

See Adventurers' Guildhouse for rulings.

Card Information

1.26 Searing Spear Askari

Searing Spear Askari

The ability only does something if used before blockers are declared. You can use it afterwards but to no useful effect.

[Duelist Magazine #16, Page 30]

Card Information

1.27 Sea Serpent

Sea Serpent

Once you run out of Islands, a triggered effect happens that will bury it. This can even trigger during the middle of a spell's resolution.

[D'Angelo 10/15/96]

As errata, the Limited, Unlimited and Revised Edition version should say "defending player" instead of "opponent".

[Duelist Magazine #4, Page 64] And it is buried (not destroyed) if at any time you have no Islands. [WotC Rules Team 10/03/96]

Card Information

1.28 Seasinger

Seasinger

You do not lose control of the stolen creature if it stops being a creature.

You only lose control if Seasinger leaves your control or becomes untapped. [WotC Rules Team 02/09/95]

Card Information

1.29 Seasoned Tactician

Seasoned Tactician

Ability cannot be used unless you have damage to use the ability on.

[Duelist Magazine #15, Page 28]

Card Information

1.30 Season of the Witch

Season of the Witch

As errata, it should read "during your upkeep, bury Season of the Witch. Effects that..." [Encyclopedia Page 174]

Any creatures which cannot attack for some reason are exempted. [Card Text] Island Sanctuary, Moat, Arboria, and other effects or creature limitations such as the Sea Serpent's "opponent must have islands" may cause creatures to be unable to attack. [Aahz 08/09/94]

You do not have to pay to enable a creature like a Leviathan to attack. [Aahz 06/13/96]

You are not forced to do everything in your power to make something attack. For example, a Wall of Wonder won't be destroyed if you don't pay to animate it. [Aahz 09/02/94] But if you do enable something to attack, and then don't, it will die.

If you don't declare an attack, it checks which creatures could have attacked at the end of the main phase. [WotC Rules Team 11/10/95]

It looks back to see which creatures could have attacked during the "declare attackers" step of the attack (or at the end of the main phase if there was no attack) even if it was not in play when the attack was declared or even the end of the main phase. [WotC Rules Team 11/10/95]

Card Information

1.31 Sengir Autocrat

Sengir Autocrat

When it leaves play, it buries all Serfs in play and not just the ones it generated or just the ones under your control. [Duelist Magazine #9, Page 37]

Card Information

1.32 Sengir Vampire

Sengir Vampire

Gets counters when creatures go to the graveyard. If it dies at the same time as a creature it killed, it does not get the counter. If it regenerates or otherwise lives past the creature being killed, it gets the counter. [bethmo]

Does not get a counter if it damages a creature and that creature's permanent is no longer a creature at the time it is put in the graveyard. [WotC Rules Team 06/01/97] (REVERSAL)

Card Information

1.33 Sentinel

Sentinel

Although it is not clear, the Sentinel keeps the change to its toughness until it changes again. It does not wear off at the end of the turn. [Duelist Magazine #2, Page 9]

The Legends version of this card only allows the ability to be used once per combat. You cannot continue to change it if the other creature's power changes. [Duelist Magazine #2, Page 9] The Chronicles version has an activation cost and can be used as often as you want so it can keep pace with power changes in the opposing creature. [Duelist Magazine #7, Page 101]

Card Information

1.34 Seraph

Seraph

You do not get the creature back if the creature is not still in the graveyard at the end of the turn. [Aahz 06/10/95]

+ If the Seraph leaves play before the creature comes into play, then you simply get to keep the creature. [Aahz 09/15/97] If, however, you just lost control of the Seraph and later get control of that same Seraph and lose control of it again at some time after you got the free creature, the creature will be buried at that time because the Seraph remembers that it gave you that creature. [Aahz 09/15/97]

Card Information

1.35 Serendib Djinn

Serendib Djinn

As errata, it should read "Flying. During your upkeep, sacrifice a land. If that land is an island, Serendib Djinn does 3 damage to you. Serendib Djinn is buried immediately if at any time you have no land in play." [Encyclopedia Page 128] [Duelist Magazine #15, Page 28]

This card has an upkeep ability and not an upkeep cost. [Aahz 12/20/96]

+ The sacrifice of the land is done during the resolution of the phase ability. You also choose the land at that time. [Aahz 09/15/97]

Card Information

1.36 Serendib Efreet

Serendib Efreet

Due to a printing error, the Revised Edition version of this card has a green background and the picture of the Ifh-Biff Efreet while having the blue casting cost and characteristics of the Serendib Efreet.

The Revised Edition version is a blue card because casting cost sets the color, not the background color. [Mirage Page 32]

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

Card Information

1.37 Serenity

Serenity

Yes, it does bury itself. [D'Angelo 06/12/97]

Card Information

1.38 Serpent Generator

Serpent Generator

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

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

The Chronicles version can give you a poison counter if it damages you while the Legends version could only give one to an opponent.
[Duelist Magazine #7, Page 101]

Card Information

1.39 Serra Angel

Serra Angel

Although not tapped to attack, it must follow the rule all creatures do that it cannot attack in the same turn in which it comes into play.

Card Information

1.40 Shahrazad

Shahrazad

As errata, it should read "...resume game in progress, whoever wins the subgame loses no life. Each other player loses half of his or her remaining life points, rounding down. If the subgame is a draw, all players lose life appropriately. Effects that prevent..."
[Encyclopedia Page 209]

No, this card is more annoying than you imagine :-(

If a card is removed from the game (from Disintegrate or whatever) in the sub-game it is not shuffled back in before returning to the main game.
[WotC Rules Team 11/10/95]

The player going first in the parent game goes first in the sub-game.
[Duelist Magazine #2, Page 15]

At the start of the sub-game both players draw 7 cards. If one player has fewer than 7 cards, that player loses. If both have fewer than 7 cards, both players lose. [bethmo]

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Type I tournaments since 01/25/94 because it really slows down tournaments. Has always been banned from Type I.5 tournaments.

Card Information

1.41 Shaku, Endbringer

Shaku, Endbringer

The loss of life is a phase effect, not a phase cost. This means the ability can be used before losing the life. [Aahz 03/10/97]

Card Information

1.42 Shapeshifter

Shapeshifter

If it begins upkeep with power of 2 or 1, the Dwarven Warriors may be tapped to make it unblockable before you change the Shapeshifter to be a 6/1 creature. [Aahz]

Can only change form once a turn. [Duelist Magazine #2, Page 15]

The Antiquities version of this card can change from 0/7 to 6/1. The Fourth Edition version goes all the way to 7/0.
[Duelist Magazine #5, Page 11]

Card Information

1.43 Shatter

Shatter

Regenerating artifacts can regenerate from this because this is a simple "destroy" and not a "bury" effect. [Snark]

Card Information

1.44 Shelkin Brownie

Shelkin Brownie

Can only remove "Bands with Other" and not normal "Banding" ability. [Duelist Magazine #2, Page 9]

Card Information

1.45 Sheltered Valley

Sheltered Valley

If you have another Sheltered Valley in play which is currently changed to a different land type (using Phantasmal Terrain) or something, then it is not buried when a new one enters play. Additionally, when the first one reverts to being a Sheltered Valley because the changing effect stops, you do not have to bury anything and can keep both in play. [Duelist Magazine #14, Page 27]

Card Information

1.46 Shield Sphere

Shield Sphere

It gets the -0/-1 counter as soon as it blocks which is long before damage dealing. When it is at 0/1 and it blocks, it will die immediately after blocking... but the creature it blocked is still blocked. [bethmo 06/28/96]

Card Information

1.47 Shimian Night Stalker

Shimian Night Stalker

Can only redirect damage dealt during damage dealing step of combat.
[Duelist Magazine #7, Page 99]

Card Information

1.48 Shimmer

Shimmer

Can affect basic or non-basic types, but it must be for a specific type.
Examples include, Mountains, Maze of Ith, and Tolaria. Entire classes of
lands (like Legendary Lands or snow-covered lands) are not supported.
[Duelist Magazine #16, Page 28] Can also restrict it to a more specific
land type such as Snow-Covered Mountains. [Aahz 09/19/96]

Will give multilands phasing if one of the land types they count as is
affected. [D'Angelo 11/07/96]

Card Information

1.49 Shimmering Efreet

Shimmering Efreet

If it phases in and no other creatures are in play, it will phase itself
back out. [Visions FAQ 02/16/97]

Card Information

1.50 Shivan Dragon

Shivan Dragon

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

Card Information

1.51 Shyft

Shyft

The color change is permanent and does not wear off at the end of the turn.
[Duelist Magazine #8, Page 50]

You must choose at least one color. [Aahz 11/07/96]

The color change is done as a phase effect. [D'Angelo 11/07/96]

Card Information

1.52 Sibilant Spirit

Sibilant Spirit

Your opponent does not have to draw a card if they don't want to.
[D'Angelo 08/10/95]

Card Information

1.53 Simulacrum

Simulacrum

All damage retains its color and special abilities if you assign it to a creature immediately. If used retroactively, then the damage remembers its color and everything else about the source but not any of the abilities associated with the damage (such as Hypnotic Spectre or Sengir Vampire). [WotC Rules Team 05/10/95]

Retroactive damage redirection removes abilities inherent in the damage (such as the Sengir Vampire's) but does not remove any knowledge of the source of the damage. [D'Angelo 01/06/96]

Can be used (in its retroactive damage removal mode) even if no damage has been taken this turn. [WotC Rules Team 05/10/95]

Cannot be cast unless there is a creature to target the damage to.
[bethmo 06/06/94] Note that it will fizzle if the creature becomes an invalid target after it is declared but before it is resolved.

You cannot Simulacrum damage to a creature with Protection from Black because this is a black spell and cannot target such a creature.
[WotC Rules Team 01/24/94]

You can Simulacrum damage due to an unblocked or trampling creature to another creature involved in the attack, even if that creature has already taken fatal damage, because creatures are not removed until after damage prevention is allowed. [WotC Rules Team 01/24/94] (Note that this only works during the damage prevention step... once resolution is over the creature is removed.)

You cannot Simulacrum Loss of Life to a creature, just damage.

Simulacrum does not grant regeneration ability to the target creature, it just allows any existing regeneration ability to be used. [bethmo]

Does not target the damage. It just affects the player and targets the creature to receive the damage. [Aahz 07/18/95]

Card Information

1.54 Sindbad

Sindbad

As errata, it should read "{Tap}: Draw a card and reveal it to all players. If it is not a land, discard it." [Encyclopedia Page 42]

You can use the Library of Leng ability to discard to the top of your library. [Aahz 07/25/94]

+ There is no chance to use mana sources during this effect's resolution, so you cannot use a just-drawn mana source spell (like Dark Ritual) between drawing and discarding. [D'Angelo 10/13/97] (REVERSAL)

Card Information

1.55 Singing Tree

Singing Tree

As errata, it should read "(Tap): Target attacking creature gets -X/-0 until end of turn, where X is equal to that creature's power." [Encyclopedia Page 128]

Can only be used during an attack phase.

Effects last until the end of the current attack phase. [Duelist Magazine #2, Page 15]

Changes creature's current power to zero but does not prevent raising it after the Tree has been used on it. [Arab FAQ 01/05/94]

The value of X is not recalculated if something changes the creature's power/toughness. [Aahz]

X is zero if the power is already negative. [D'Angelo 12/16/96]

Card Information

1.56 Siren's Call

Siren's Call

See the Attack or Die Effects entry in the General Rulings for more information.

As errata, the Limited, Unlimited and Revised Edition cards should have the last part read "May not be used on creatures which cannot attack because they were not in play on their controller's side at the beginning of the turn." [Duelist Magazine #2, Page 68] In other words, it cannot be used on creatures with summoning sickness.

As errata, the effect only requires the creature to attack this turn and then wears off. It is not a permanent effect.
[Duelist Magazine #13, Page 27]

It only affects creatures without summoning sickness. Thus, creatures that phase in this turn can be affected. [Aahz 02/16/97]

This cannot be used after an attack. The word "should" should be interpreted as "can only". [bethmo]

Only creatures in play when the spell is cast are affected. This means that the Jade Statue and any creatures which come into play after this spell is cast are not affected. [bethmo]

Targets one opposing player. [Duelist Magazine #4, Page 64]

This spell cannot be redirected to another player. It can only be used on the player whose turn it is. [Duelist Magazine #6, Page 131]

Card Information

1.57 Sisters of the Flame

Sisters of the Flame

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

Card Information

1.58 Skulking Ghost

Skulking Ghost

The burial is triggered on the announcement of a spell that targets it and happens even before interrupts can be used on that spell.
[Aahz 09/24/96]

Card Information

1.59 Skull of Orm

Skull of Orm

As errata, it should read "(5), (Tap): Return target enchantment card from your graveyard to your hand." [Encyclopedia Page 174]

Can bring back any enchantment. This includes enchantment, enchant creature, enchant world and so on. [Aahz 01/01/95]

Card Information

1.60 Sleight of Mind

Sleight of Mind

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]

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

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

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

You cannot Sleight proper nouns (i.e. card names). This means that you cannot affect Black Vise. [WotC Rules Team 04/26/95]

You cannot Sleight explanatory references to a card's own color. This applies to Dark Heart of the Wood, Scarwood Goblins and Marsh Goblins. [Duelist Magazine #6, Page 132] This is true even under the rulings change made for the Kobolds on 12/03/96.

Change lasts until the card so-changed is taken out of play. In a multiplayer game, this means it persists even after the player who cast the Sleight of Mind leaves the game. The card forgets the change if it goes to the graveyard or is Unsummoned. [Chris Page]

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]

This spell can be used to change the "flavor text" (the italicized text) on the card. This has no game effect but uses up the spell. [bethmo]

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

1.61 Smoke

Smoke

Lands animated by Living Lands or Kormus Bell are affected by this spell.
If in play with a Winter Orb as well, untapping a living Land will count as the one creature and the one land you can untap... thereby limiting you to one thing to be untapped. You can choose to untap a non-creature land and an other creature if you want. [bethmo 02/12/96]

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

Card Information

1.62 SOAR

SOAR

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

Card Information

1.63 Snowfall

Snowfall

Islands produce one blue mana only usable for cumulative upkeep regardless of the type of mana the Island would be producing at the time. In other words, this is not affected by Naked Singularity.
[WotC Rules Team 11/10/95] This is because of the order of resolving what mana lands produce. See the Land entry in the General Rulings for more information.

Card Information

1.64 Soldevi Adnate

Soldevi Adnate

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

Card Information

1.65 Soldevi Excavations

Soldevi Excavations

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

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

Card Information

1.66 Soldevi Golem

Soldevi Golem

The ability is an untap cost and is cumulative with Paralyze and other untap cost abilities. [Duelist Magazine #9, Page 61]

The opponent's creature is untapped during announcement and as a cost.
[Duelist Magazine #11, Page 56] The effect cannot be announced unless the target creature is in an tapped state at the time. [D'Angelo 12/23/96]

The ability to untap a creature at the end of upkeep can be used even if the Golem is already untapped. [Aahz 06/13/97]

Card Information

1.67 Soldevi Machinist

Soldevi Machinist

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

Mana from the effect can only be used to activate an artifact. It cannot be used to pay any penalties on the cost of activation imposed by other effects. [WotC Rules Team 10/18/95]

Card Information

1.68 Solfatara

Solfatara

Prevents all land playing that turn, not just one land. [DeLaney 01/28/97]

Does not prevent effects from putting a land into play. [DeLaney 02/02/97]

Card Information

1.69 Sol Grail

Sol Grail

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

Card Information

1.70 Sol'kanar the Swamp King

Sol'kanar the Swamp King

Cannot trigger off its own casting. [Aahz 07/27/94]

Card Information

1.71 Sol Ring

Sol Ring

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

+ Has been on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments since 01/25/94. Was on the restricted list for Standard (Type II) tournaments 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) and Extended tournaments.

Card Information

1.72 Song of Blood

Song of Blood

Each creature can only get the bonus once per turn, even if it attacks more than once (due to Relentless Assault). [Visions FAQ 02/16/97]

Card Information

1.73 Songs of the Damned

Songs of the Damned

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

[WotC Rules Team 10/03/96]

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

Card Information

1.74 Sorceress Queen

Sorceress Queen

It changes the text on the card to read 0/2. Any counters or enchantments which improve (or weaken) the creature's combat values remain in effect. [WotC Rules Team 01/24/94] Note that this may actually make a Rock Hydra stronger or kill a creature with two or more -1/-1 counters on it.

+ There used to be a rule that made the power/toughness setting of this card be applied before existing power/toughness modifying effects. This rule has been REVERSED. The power/toughness setting is applied in the order it resolves just like for all other effects.

May not target herself since it says "another creature" rather than "any creature". [bethmo] Can target a different Sorceress Queen in play, however. [D'Angelo 12/13/95]

Creatures with power or toughness calculated (such as Nightmare or Keldon Warlord) have their power/toughness fixed at 0/2 and will not have their normal ability to have their power/toughness recalculated work while the Sorceress effect is upon that creature. [Peterson 11/07/94] Same goes for Angry Mob. [bethmo 01/30/96]

Card Information

1.75 Sorrow's Path

Sorrow's Path

As errata, it should read "...an illegal block. Use this ability only if you are not the defending player. Sorrow's Path does..."

[Encyclopedia Page 174]

The damage is done whenever and however Sorrow's Path is tapped. It is not linked to using the effect and the damage occurs immediately upon tapping. [bethmo 08/15/94]

If a creature is removed from being a blocker of a specific creature, the

effects that would have happened because it was declared as a blocker may or may not happen depending on the creature's blocking effect. [WotC Rules Team 09/22/95] If the card text said that creatures "assigned to block" or "blocks" then the effect is not removed by removing the blocker. If the card text said "blocking", then the effect probably does not happen. See individual cards for rulings.

If a creature is added as a blocker to a specific creature, the blocking effect of that creature may or may not happen depending on the creature's blocking effect. [WotC Rules Team 09/22/95] If the card text said that creatures "blocking" then the effect happens. If the card text said "assigned to block" or "blocks", then the effect probably does not happen. See individual cards for rulings.

Only usable if you are not the defending player.
[Duelist Magazine #4, Page 64]

Card Information

1.76 Soul Barrier

Soul Barrier

Damage happens when the spell becomes successfully cast. [Aahz 07/31/95]

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

Card Information

1.77 Soul Burn

Soul Burn

As errata, it should read "... You cannot gain more life than the toughness of that creature or total life of that player." [Encyclopedia Page 98]

Preventing or redirecting the damage will not change how much life is gained. [Duelist Magazine #10, Page 43]

Will give 1 life for each black mana used even if the damage is prevented. This is limited to the creature's toughness or player's life.
[Duelist Magazine #6, Page 132]

Card Information

1.78 Soul Echo

Soul Echo

If the opponent chooses to have damage redirect to a Soul Echo rather than subtracted from your life, this launches an effect controlled by you.

[Aahz 01/17/97] (This is a REVERSAL of Duelist Magazine #15, Page 29.)

The redirection happens at the end of damage prevention after you have the chance to prevent damage. [Duelist Magazine #15, Page 29] This is at the same time that automatic redirection of damage would happen.

[Aahz 11/27/96]

If this card leaves play before your next upkeep, the effect still redirects the damage and uselessly tries to remove counters from the now missing card. [WotC Rules Team 10/03/96]

If this card leaves runs out of counters before your next upkeep, the effect still redirects the damage and uselessly tries to remove counters from the now empty card. [WotC Rules Team 10/03/96]

If you have more than one Soul Echo, the opponent chooses which ones will be redirected to that turn (if any). [Duelist Magazine #15, Page 29] And when damage happens, you decide which one the damage goes to, but it all goes to one. [Aahz 01/17/97] (This is a REVERSAL.)

If you take damage between the start of the upkeep phase and the time in which you deal with the beginning of upkeep choice, then Soul Echo will not affect that damage and you will be affected by the damage as normal. [bethmo 06/04/97]

Card Information

1.79 Soul Exchange

Soul Exchange

As errata, it should read "Remove a creature you control from the game: Put target creature card from your graveyard into play..."

[Encyclopedia Page 189]

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

Putting a counter on the creature brought into play is not a targeted effect and so Protection from Black will not prevent it. [Aahz 01/08/95]

Card Information

1.80 Soul Kiss

Soul Kiss

As errata, it should read "(B), Pay 1 life: Enchanted creature gets +2/+2

until end of turn. You cannot..." [Encyclopedia Page 98]

Card Information

1.81 Soul Net

Soul Net

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

This card can be used whenever a creature goes to the graveyard from play.
[Card Text]

It cannot be used on creatures which are Disintegrated, Swords to Plowshared or otherwise removed from the game.

If animated, it can be triggered off its own destruction. [Mirage Page 41]

It can only be used at the time a creature goes to the graveyard. You do not have until the end of the turn to use this effect.
[WotC Rules Team 10/12/94]

Card Information

1.82 Spatial Binding

Spatial Binding

If played on a local enchantment and the subject of the enchantment phases out, the enchantment will not phase out. It will stay in play and then immediately be buried since its subject left play.
[WotC Rules Team 10/03/96]

There was a misprinted answer in Inquest saying that Spatial Binding would only delay the phase-out until the beginning of upkeep instead of doing it earlier. This is incorrect. The effect really does prevent phasing out due to having Phasing ability. [bethmo 01/12/97]

Card Information

1.83 Spectral Bears

Spectral Bears

They check if your opponent has black cards only at the time they are declared as an attacker. They do not check again later, so if black cards enter or leave play, it will not affect the bonus. [Bethmo 05/14/96]

Card Information

1.84 Spectral Cloak

Spectral Cloak

As errata, it should read "...creature is tapped. This does not cause any enchantments on that creature to be destroyed." [Encyclopedia Page 159]

+ The term "fast effects" should be "interrupts" to read the card under the current rules. [D'Angelo 10/13/97]

+ Note that the abilities of permanents which are used as instants, sorceries or interrupts are also prevented from targeting the creature. [D'Angelo 10/13/97]

Card Information

1.85 Spider Climb

Spider Climb

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

Card Information

1.86 Spiny Starfish

Spiny Starfish

It generates a token at the end of the turn as an end-of-turn effect, not as a triggered effect of it being regenerated. The token generation is not part of the regeneration effect. [Aahz 06/06/96] This means that it has to be in play at the end of turn for you to get the token.

Regeneration through any effect counts, not just regeneration using its own ability. [bethmo 08/07/96]

Card Information

1.87 Spirit Link

Spirit Link

You only gain life for damage which is not prevented regardless of what the creature damages (player or another creature) or the toughness of the blocking creature. If you put Spirit Link on a Shivan Dragon and it is blocked by a Scryb Sprite, you still gain 5 life points. If the Sprite has Protection from Red, you gain zero life since the protection reduces the damage to zero. [bethmo 07/08/94]

If a creature has more than one Spirit Link on it, they all work.
[Aahz 07/15/94]

Works for damage due to combat or due to any special ability of the creature. For example, you would get one life for tapping a Prodigal Sorcerer to do damage. [Duelist Magazine #2, Page 9] Note that this is great for creatures which damage you, such as not paying the Force of Nature's upkeep, since you will get as much life as you take in damage.

Damage that is redirected (as with Trample or some other effect) is not considered successfully dealt to the original creature or player, but it may be successful in damaging the new creature or player.

Card Information

1.88 Spirit Mirror

+ The ability to put a token into play is a phase ability, and as such it can (and must) be used exactly once each upkeep. You cannot use it more than once. [D'Angelo 10/15/97]

Card Information

1.89 Spirit Shield

Spirit Shield

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

Card Information

1.90 Spitting Slug

Spitting Slug

As errata, it should read "(1)(G): Spitting Slug gains first strike until end of turn. If this ability is not activated, all creatures Spitting Slug blocks or is blocked by gain first strike until end of turn."
[Encyclopedia Page 174]

A creature gains first strike if the ability is not activated prior to the creature becoming a blocker or blockee of the Spitting Slug. The creature gains first strike when the creature is assigned to block or is blocked by the Spitting Slug, or when the creature is added as a blocked by being part of a band that was blocked or by an effect such as General Jarkeld. The first strike is not lost if the creature is removed from the blocking situation by an effect such as General Jarkeld. [WotC Rules Team 09/22/95]

Card Information

1.91 Spoils of Evil

Spoils of Evil

As errata, the spell is of type "Instant" and not "Interrupt".
[Encyclopedia Page 98]

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

The text "for each artifact or creature" means the sum of cards which are either creature and/or artifact. Artifact creatures are not double counted. [D'Angelo 10/31/95]

Card Information

1.92 Spoils of War

Spoils of War

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

Targets an opponent with X creatures and artifacts in their graveyard. It will fizzle if there are not X there when it resolves.
[Duelist Magazine #7, Page 98] (REVERSAL)

If this spell is to be redirected or Forked, it can only be directed to a player with exactly X creatures and artifacts in the graveyard.
[Duelist Magazine #7, Page 98]

You decide where the counters go during announcement and not at resolution.
[WotC Rules Team 06/15/95]

The text "creatures and artifacts" means the sum of cards which are either creature and/or artifact. [D'Angelo 06/19/95]

You cannot use the spell with X less than or greater than the total card count. It must be exactly the total card count. [D'Angelo 09/13/95]

Card Information

1.93 Spore Cloud

Spore Cloud

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

Only taps blockers that have been declared before the spell is cast. Only makes attackers or blockers that have been declared before the spell is cast unable to untap as normal next turn. So, if used before attackers or blockers are declared, it is simply a Fog-like effect. If used after attackers are declared but before blockers are declared, it does the Fog effect and makes attackers not untap as normal. If done after blockers

are declared, it has full effect. [D'Angelo 05/16/95]

Card Information

1.94 Squandered Resources

Squandered Resources

Cannot sacrifice a land which cannot produce mana. [bethmo 04/29/97]

Has been on the banned list for Mirage/Visions/Weatherlight tournaments since 07/01/97. [Tourney Update 06/01/97]

Card Information

1.95 Squire

Squire

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

Card Information

1.96 Staff of the Ages

Staff of the Ages

It does not remove Landwalk from creatures. It just makes creatures with landwalk blockable as if they did not have the ability. [D'Angelo 10/16/95]

Card Information

1.97 Staff of Zegon

Staff of Zegon

As errata, it should read "(3), (Tap): Target...". It is of type "Artifact" and not "Mono Artifact". [Encyclopedia Page 135]

Card Information

1.98 Stampeding Wildebeests

Stampeding Wildebeests

The upkeep effect is not targeted. So it can affect a creature with Protection from Green, for example. [Aahz 01/17/97]

If the chosen creature is not there on resolution, the effect fizzles, but the upkeep is still considered to be dealt with. You do not have to chose another creature. This means if you have two Wildebeests that you can point them both at the same creature instead of two different creatures. [Aahz 01/17/97]

Card Information

1.99 Standing Stones

Standing Stones

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

Card Information

1.100 Stangg

Stangg

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

A Clone (or other copy) of Stangg will also get a twin as it comes into play. Both the copy and the twin will then be buried because they are duplicates of Legends. The only reason this is mentioned here is that two death events get generated for the likes of the Soul Net. [Aahz 08/12/94]

If Stangg or the Twin are put into Tawnos' Coffin or Oubliette, then the other one will be buried. The Twin will also be destroyed if put into either of these. [WotC Rules Team 09/15/94] When Stangg returns from either of these, he will not get a new Twin, but he will not be buried either. This is because Stangg is only buried if the Twin leaves play while he is in play. If he enters play without a Twin, that is okay. [Aahz 10/21/94] Same goes for phasing out. [D'Angelo 11/11/96]

Card Information

1.101 Stasis

Stasis

As errata, it should read "Players do not get an untap phase. During your upkeep, pay (U) or bury Stasis." [Encyclopedia Page 43] It can probably

be better templated as "Players skip their untap phase." [Aahz 03/18/97]

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

Since there is no untap phase, Phasing in/out won't happen at that time.
[bethmo 10/03/96]

Card Information

1.102 Steal Artifact

Steal Artifact

As errata to the Limited, Unlimited, and Revised Edition versions, add the text "You control target artifact until Steal Artifact is removed or game ends." [Duelist Magazine #4, Page 135]

Can steal artifact creatures. [bethmo]

Is buried if its target ever stops being an artifact.

The word "discarded" on the Limited, Unlimited and Revised Edition version of this card should be replaced with "until enchantment is removed".
[WotC Rules Team]

Card Information

1.103 Steel Golem

Steel Golem

Yes, this only affects you. [D'Angelo 06/12/97]

You can put creatures into play by means other than playing them.
[DeLaney 06/12/97]

Card Information

1.104 Stench of Evil

Stench of Evil

All the damage is done in one packet and not one per land.
[Bethmo 10/05/95]

Card Information

1.105 Stone Calendar

Stone Calendar

Does not change the cost of the spell, it just pays part of it for you. [bethmo 09/22/94] So the cost is still the full cost for reasons of Spell Blast of other such effects.

Only contributes one colorless mana toward the spell casting cost. This cannot reduced your payment below zero even when combined with Mana Matrix or Planar Gate. You must always pay the colored mana part of the spell cost. [bethmo 08/10/94]

Only contributes to 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. [Aahz 12/06/94]

You may choose not to use the Calendar's bonus. [bethmo 08/17/94]

Card Information

1.106 Stone Giant

Stone Giant

The Giant can throw itself (if its power is enhanced). [bethmo] This does not seem to do any good since you now have a tapped flying Giant, but it might be useful sometime.

Card Information

1.107 Stormbind

Stormbind

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

Card Information

1.108 Storm Cauldron

Storm Cauldron

If a land is tapped for mana, it is returned to its owner's hand as a triggered effect. [Aahz 06/17/96]

If a land is tapped for mana and sacrificed all in one action, it goes to

the graveyard before the Storm Cauldron can return it to the player's hand. [Duelist Magazine #12, Page 32]

Having multiples of these in play means you can play an additional land for each one. [bethmo 09/30/96]

Card Information

1.109 Storm Seeker

Storm Seeker

The number of cards in hand is determined on resolution.

[Duelist Magazine #2, Page 9] So, your opponent may cast any interrupts or instants in their hand before this spell is resolved in order to take less damage.

As errata to the Legends version of the card, it should read "target player" instead of "opponent". This means you can use it on yourself.

[Duelist Magazine #4, Page 64]

Card Information

1.110 Strip Mine

Strip Mine

As errata to the Antiquities version of this card, "place Strip Mine in your graveyard" should read "sacrifice Strip Mine".

[Duelist Magazine #4, Page 138]

Tapping is part of the cost of destroying another land, so the Strip Mine must be untapped before you use it. [bethmo]

Consecrate Land and Pyramids will not prevent the Strip Mine from sending itself to the graveyard. [bethmo]

Will trigger Dingus Egg or anything else which triggers on lands being destroyed or sent to the graveyard. [bethmo]

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

- + Was on the Duelists' Convocation banned list (not allowed in a deck) for Standard (Type II) tournaments from 01/01/97 to 04/24/97 and is now banned because it is not in the base set. It was on the restricted list (only 1 per deck) for Standard (Type II) from 10/01/96 to 01/01/97. Has been on the banned list for Classic-Restricted (Type I.5) tournaments since 10/01/96. Has always been banned from Extended tournaments.

Card Information

1.111 Stromgald Spy

Stromgald Spy

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

Card Information

1.112 Stunted Growth

Stunted Growth

This is not a discard effect and will not trigger Psychic Purge.
[D'Angelo 10/06/95]

Card Information

1.113 Su-Chi

Su-Chi

As errata, it should read "If Su-Chi is put into the graveyard from play, add four colorless mana to your mana pool." [Encyclopedia Page 135]

It does not do anything if discarded or countered.

You cannot choose not to get the 4 mana when Su-Chi is destroyed.

Note that if it dies during damage dealing of combat, you get 4 colorless mana just after the end of damage prevention which you most likely will not be able to use before the end of combat when you will take mana burn. It can be used to pay for regeneration, Soul Net, or any other specialized or triggered effects, but just about nothing else. [D'Angelo 10/01/96]

Card Information

1.114 Subdue

Subdue

As errata, the card should read "Target creature deals no damage during combat this turn but gains X toughness until end of turn; X is target creature's casting cost." [WotC Rules Team 09/22/95]

Card Information

1.115 Suffocation

Suffocation

It means "red sorcery or red instant" not "red sorcery or any instant".
[Aahz 06/24/96]

Play during the main part of damage prevention and not at the end.
[Aahz 10/07/96]

It is not targeted and cannot be Deflected. [Duelist Magazine #15, Page 28]

Card Information

1.116 Suleiman's Legacy

Suleiman's Legacy

Does nothing to Djinns or Efreet's that phase in while it is in play.
[Visions FAQ 02/16/97]

Card Information

1.117 Sunastian Falconer

Sunastian Falconer

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

Card Information

1.118 Sunken City

Sunken City

As errata, it should read "All blue creatures get +1/+1. During your upkeep, pay (U)(U) or bury Sunken City." [Encyclopedia Page 44]

Card Information

1.119 Sustaining Spirit

Sustaining Spirit

Prevents just enough damage at the end of the damage prevention step to prevent you from going below 1 life. You choose which damage points are prevented, so you can choose to prevent Hypnotic Specter damage and leave

some other damage. [Duelist Magazine #12, Page 26]

Does not affect damage if you are already at zero or negative life. You still take it all. [Duelist Magazine #12, Page 32]

The protection ability works up until it enters the graveyard, so simultaneous damage with its death is prevented, but damage that occurs after it goes to the graveyard (e.g. Creature Bond) is not prevented.

This effect is considered to be preventing the damage, so if you are at one life and are hit with a Hypnotic Spectre, you do not discard a card. [Aahz 06/18/96]

Card Information

1.120 Svyelunite Priest

Svyelunite Priest

Does not cause enchantments on it to be removed when the effect is activated. An enchantment in play is neither a spell or an effect. [Duelist Magazine #4, Page 7]

The effect prevents spells or the effects of permanents from targeting the creature. Enchantments which confer an ability (such as Lance or Firebreathing) are not prevented. [Duelist Magazine #4, Page 7]

Does not prevent sacrifices since sacrifices are not targeted. [Page 62]

Card Information

1.121 Svyelunite Temple

Svyelunite Temple

See Dwarven Ruins for rulings.

Card Information

1.122 Swamp Mosquito

Swamp Mosquito

Triggers immediately after blocking is declared if at that time no blockers are assigned to it. [bethmo 06/28/96]

Card Information

1.123 Sword of the Ages

Sword of the Ages

As errata, it should read "Comes into play tapped. (Tap): Remove Sword of the Ages and any number of creatures you control from the game to have Sword of the Ages deal the combined power of those creatures in damage to one target." [Encyclopedia Page 209]

You can't sacrifice creatures you don't control. [Mirage Page 26]

Was on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments from 08/01/94 to 04/01/96.

Card Information

1.124 Swords to Plowshares

Swords to Plowshares

The creature does not die and therefore cannot be regenerated or drive any effect which is triggered by a creature dying (including Creature Bond, Personal Incarnation, Soul Net, etc.). The creature just leaves the game. [bethmo]

The controller of the creature may decide to "pump up" the creature before it leaves in order to get more life out of the deal because the total power of the creature (including enchantments and such) is counted on resolution of this spell.

If the creature has a negative power, the player does not lose life. It acts the same as if it had a power of zero. [Aahz]

Card Information

1.125 Sworn Defender

Sworn Defender

It changes the base power/toughness and not the current power toughness. In other words, if it a Holy Strength (+1/+2) on it and it blocks a 3/3 creature, you can make it become 3/6 by playing the ability. [D'Angelo 02/10/97]

Card Information

1.126 Sylvan Heirophant

Sylvan Heirophant

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

Card Information

1.127 Sylvan Library

Sylvan Library

All effects in Magic are resolved one at a time, so if you use multiple Sylvan Libraries at once, each will resolve in sequence. You do not get to draw all the cards at once then put them all back at once.
[WotC Rules Team 09/15/94]

You may wait until after your normal draw before deciding whether or not to use this effect. [Duelist Magazine #2, Page 9]

You can return zero, one, or two cards. [WotC Rules Team 09/15/94]

This is all one effect. You draw 2 and return 2 cards all on resolution. Only mana sources can be used between the two. [D'Angelo 07/11/95]

Triggered abilities do happen between the draw and discard because there is a "then" between the steps. [DeLaney 07/22/97] (REVERSAL) So when in combination with effects like Breathstealer's Crypt it is possible to have fewer than 2 cards that you can put back.

Note that Aladdin's Lamp is a specialized ability and can be used on a draw even if it is in the middle of resolving an effect. [Aahz 08/07/95]

This will count as 2 draws for anything that affects "drawn cards".
[D'Angelo 07/11/95]

If you manage not to draw cards or draw less than 2 cards, you do not lose life by not putting the undrawn cards back. Thus, you can use Mangara's Tome to get a card or two instead of drawing and avoid having to put cards back. [Aahz 10/21/96]

If you have drawn cards prior to your draw phase, they can be ones chosen to be put back using this effect. [D'Angelo 03/21/97] For example, a cantrip draw or a fast effect used during upkeep.

+ If you only get one or fewer draws due to this effect (because the other draws were replaced), you still have to put back 2 cards if possible. Any cards drawn this turn are applicable to this. This makes the Aladdin's Lamp replacement ineffective at escaping having to put a card back, since the Lamp does put a drawn card into your hand.
[D'Angelo 05/21/97]

If you have several ways to draw during your draw phase, you can do them in any order. For example your regular draw, 2 Howling Mines and a Sylvan

Library. You can do the Library first (draw 2 and put 2) back, then your 3 other draws. Or you can do your 3 draws, then the Library (which lets you put back any 2 of the 5 cards you drew). Or you can do some of the draws before and some after the library. [D'Angelo 03/21/97]

The Fifth Edition version has an activation cost while the Legends and Fourth Edition versions did not. [Duelist Magazine #18, Page 28]

Card Information