

# **MTG\_CARD\_Z**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> MTG_CARD_Z	
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## Chapter 1

# MTG\_CARD\_Z

### 1.1 Card Rulings & Descriptions - Z

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Zelyon Sword

Zhalfirin Crusader

Zombie Master

Zuran Enchanter

Zuran Orb

Zur's Weirding

### 1.2 Zelyon Sword

Zelyon Sword

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

Card Information

### 1.3 Zhalfirin Crusader

Zhalfirin Crusader

The damage being redirected is damage done to this card, not damage done by this card. [DeLaney 01/28/97]

Card Information

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## 1.4 Zombie Master

Zombie Master

Does not grant the abilities to itself. [PPG Page 225]

The abilities begin once the Master is in play and immediately cease if it leaves play.

Grants abilities to all Zombies owned by all players. [Snark]

If dying at the same time as some Zombies, the regeneration ability can still be used. Just handle the Zombie deaths before the Zombie Master. [D'Angelo 11/07/96]

The regeneration ability is actually added to the card text of all Zombies. The SwampWalk ability is just granted to them. [Aahz 03/18/97]

Card Information

## 1.5 Zuran Enchanter

Zuran Enchanter

As errata, it should read "effect" instead of "ability" in the middle sentence. [Encyclopedia Page 103]

Card Information

## 1.6 Zuran Orb

Zuran Orb

+ Was on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments from 11/01/95 to 10/01/97. Was on the Standard (Type II) restricted list from 11/01/95 until 01/01/97 when it became banned because Ice Age was no longer Standard (Type II) legal. It has been on the Standard (Type II) banned list since 07/01/97 when Ice Age became legal again. Has always been banned from Classic-Restricted (Type I.5) and Extended tournaments.

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Ice Age and Ice Age/Alliances tournaments since 05/01/97. Was on the restricted list from 11/01/95 until 05/01/97.

Card Information

## 1.7 Zur's Weirding

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### Zur's Weirding

This is a triggered ability that goes off when a draw effect completely resolves. If a spell/ability causes more than one card to be drawn, wait for the effect to resolve completely. If that player has any of those cards still in their hand (which they might not if the effect was a Sylvan Library for example) when the effect finishes resolving, then you can pay to make them discard. [Duelist Magazine #7, Page 100]

You can pay the 2 life on a card that was drawn and then put back into the library or somewhere else, but the Weirding effect will fizzle since it won't find the card in the player's hand. [Duelist Magazine #14, Page 27]

This does not make it as if the player never drew, it is really a discard. [D'Angelo 07/12/95]

The controller of Zur's effect is the player who plays the effect, who may not be the same as the controller of this card. [WotC Rules Team 06/01/97]

Card Information

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