

MTG_GEN_RULINGS

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	<i>TITLE :</i> MTG_GEN_RULINGS	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	MTG_GEN_RULINGS	1
1.1	General Rulings - Table of Contents	1
1.2	Turn Order	1
1.3	About The Phases	2
1.4	Starting the Game	3
1.5	Beginning of Turn	3
1.6	Untap Phase	4
1.7	Upkeep	5
1.8	Draw Phase	6
1.9	Main Phase	7
1.10	Discard	7
1.11	Cleanup	8
1.12	Attack Phase Rules and Rulings	9
1.13	Declare intention to attack	9
1.14	Beginning of Attack	10
1.15	Declare Attackers	10
1.16	Fast Effects before Blocking	12
1.17	Declare Blockers	13
1.18	Fast Effects after Blocking	15
1.19	6	15
1.20	End of Combat	16
1.21	Other Attack Phase Rulings	17
1.22	Spell and Effect Timing	18
1.23	Kinds and Speeds of Abilities	19
1.24	Life-Cycle of a Spell or Ability	20
1.25	Step 1: Announcing a Spell/Ability	21
1.26	Step 2: Interrupting a Spell/Ability	23
1.27	Waiting for Resolution	23
1.28	Step 4: Resolution	24
1.29	Batches of Spells and Abilities	26

1.30	Batches of Interrupts	27
1.31	Who Announces First	27
1.32	Series	29
1.33	Specialized Abilities	30
1.34	Replacement Abilities	31
1.35	Triggered Abilities	32
1.36	Rule Triggers	34
1.37	Continuous Abilities and Effects	34
1.38	Duration Effects	35
1.39	Delayed or Scheduled Effects	36
1.40	Damage Prevention	37
1.41	Duration of a Spell/Ability	40
1.42	Who Plays Abilities	40
1.43	Characteristics	40
1.44	Glossary of Magic Topics	41
1.45	Abilities	46
1.46	Activation Cost	46
1.47	Animated Lands and Artifacts	47
1.48	Ante	48
1.49	Artifact	49
1.50	Artifact Creature	50
1.51	Attack	50
1.52	Attack or Die Effects	50
1.53	Banding	51
1.54	Bands with Other	53
1.55	Blocking	53
1.56	Bury	55
1.57	Buyback	55
1.58	Cantrips	55
1.59	Card Text	56
1.60	Caster	56
1.61	Casting Cost	57
1.62	Color	57
1.63	Colorless and Generic Mana	58
1.64	Color of a Spell	59
1.65	Comes Into Play Effects	60
1.66	Continuous Abilities and Continuous Effects	61
1.67	Contradictory Instructions	61
1.68	Controller, Caster and Owner	61

1.69 Copy Cards	63
1.70 Costs	65
1.71 Countering Spells and Effects	66
1.72 Counters	67
1.73 Creature in the Graveyard	67
1.74 Creature Power and Toughness	68
1.75 Creature Type	69
1.76 Cumulative Upkeep	70
1.77 Damage	71
1.78 Damage Prevention	72
1.79 Damage Redirection	74
1.80 Destroy	75
1.81 Discard	75
1.82 Draw	76
1.83 Exchange	77
1.84 Enchantments	77
1.85 Enchant World	78
1.86 Existing Effects	79
1.87 Face Down Cards	79
1.88 Fast Effect	80
1.89 First Strike	81
1.90 Fizzle	81
1.91 Flanking	81
1.92 Flying	82
1.93 Fog Effects	82
1.94 Generic Mana	83
1.95 Graveyard	83
1.96 Hand	84
1.97 I'm Done	85
1.98 Infinite Combos	85
1.99 In Play	86
1.100 Instant	86
1.101 Interrupt	87
1.102 Interrupting	87
1.103 Is Not Blocked	87
1.104 Land	88
1.105 Landhome	90
1.106 Landwalk	90
1.107 Legends	91

1.108	Legendary Land	92
1.109	Library	92
1.110	Licid	93
1.111	Life	93
1.112	Losing the Game	94
1.113	Loss of Life	95
1.114	Lucky Charms	95
1.115	Mana Burn	96
1.116	Mana Pool	96
1.117	Mana Source	97
1.118	Modal Effects	98
1.119	Moving Enchantments	99
1.120	Multiplayer Rulings	101
1.121	Must Attack or Block	101
1.122	On Its Way to the Graveyard	102
1.123	Order to Apply Effects	103
1.124	Owner	104
1.125	Permanent	104
1.126	Phase Cost	105
1.127	Phase Effect and Phase Abilities	107
1.128	Phase Skipping	109
1.129	Phasing	110
1.130	Pitch Spells	111
1.131	Play as a...	112
1.132	Poison	113
1.133	Protection	113
1.134	Protection from Color	114
1.135	Rampage	114
1.136	Regeneration	115
1.137	Removed from the Game	117
1.138	Resolving Spells and Effects	117
1.139	Responding	118
1.140	Rounding	118
1.141	Sacrifice	118
1.142	Shadow	119
1.143	Simultaneous	120
1.144	Snow-Covered Lands	121
1.145	Spell and Ability Type	122
1.146	Successfully Cast	122

1.147	Summoning Sickness	122
1.148	Tap and Hold Abilities	123
1.149	Tapping a Permanent	124
1.150	Target	124
1.151	Targeting--Announcing and Resolving	125
1.152	Targeting--Is Something Targeted	126
1.153	Targeting--Valid Targets	127
1.154	Token Creatures	128
1.155	Trample	129
1.156	Unblocked	130
1.157	Untap Cost	130
1.158	Untapping a Permanent	131
1.159	Upkeep Cost	132
1.160	Vanguard Cards	132
1.161	Walls	132
1.162	X Cost	133
1.163	Zones	133
1.164	Tournament Rulings	134
1.165	General	135
1.166	Floor Rules	136
1.167	Other Regulations	138
1.168	Classic Tournaments	139
1.169	Standard Tournaments	140
1.170	Classic-Restricted Tournaments	141
1.171	Extended Tournaments	142
1.172	Sealed Deck	145
1.173	Block Constructed Deck Formats	146
1.174	Ice Age Constructed Deck	147
1.175	Ice Age/Alliances Constructed Deck	147
1.176	Booster Draft	148
1.177	Rating System	148
1.178	Judges	149
1.179	Changes Between Fourth and Fifth Edition Rules	149
1.180	Abilities	150
1.181	Activation Costs	151
1.182	Bury	151
1.183	Combat Damage	151
1.184	Damage Prevention	151
1.185	Enchantments	152

1.186Generic Mana	152
1.187Interrupts	152
1.188Landhome	153
1.189Legends	153
1.190Library	153
1.191Mana Burn	154
1.192Mana Source	154
1.193On Its Way to the Graveyard	154
1.194Phase Effects	154
1.195Protection	155
1.196Regeneration	155
1.197Triggered Abilities	155
1.198Turn Order	155
1.199Acknowledgements and Disclaimers	156

Chapter 1

MTG_GEN_RULINGS

1.1 General Rulings - Table of Contents

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

[General Rulings - Table of Contents](#)

[Turn Order](#)

[Attack Phase](#)

[Spell and Ability Timing](#)

[Glossary of Magic Topics](#)

[Tournament Rulings](#)

[Changes Between 4th & 5th Edition Rules](#)

[Acknowledgements and Disclaimers](#)

1.2 Turn Order

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

[Turn Order Rules and Rulings](#)

[About The Phases](#)

[Starting the Game](#)

Phase 0: Beginning of Turn

Phase 1: Untap

Phase 2: Upkeep

Phase 3: Draw

Phase 4: Main Phase

Phase 5: Discard

Phase 6: Cleanup

1.3 About The Phases

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [←](#)

Turn Order - About The Phases

Each phase is broken into 5 parts. They are: [Mirage Page 42]

1. Process all effects that occur at the beginning of the phase.
2. The main body of the phase, which can contain any number of batches of spells and abilities (phase abilities or other announced spells and abilities). This is the only time where non-specialized spells and abilities can be announced.
3. Process all effects that occur at the end of the phase. Once this part starts, you cannot go back and announce more spells and abilities during this phase.
4. Check for "mana burn".
5. Check the life totals of all players.

If more than one thing happens at the beginning or end of a phase, and the order of these effects matters, they are played in the same way as specialized abilities. [Mirage Page 42] This means the current player resolves all of his or her effects and abilities in any order desired, then the opponent resolves his or her effects and abilities in any order they desire.

You cannot leave part 2 and enter part 3 of a phase until all "phase costs" and mandatory "phase effects" or "phase abilities" (which are not specifically done at the end of the phase) have been dealt with. [Mirage Page 42]

Also see the

Phase Effect
and
Phase Cost
entries for more information.

1.4 Starting the Game

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Turn Order - Starting the Game

Prior to the first phase of the first turn of the game, each player brings their deck to the play area and shuffles it. The opponent may also cut (or shuffle then cut) the deck. Each player's deck becomes their library. [Mirage Page 46]

If this is the first game between players, randomly determine who gets first choice. If this is not the first game, then the loser of the previous game chooses. If the previous game was a draw, then the player who chose last time chooses this time. [Mirage Page 46]

The player gets to choose if they want to go first or not. The player that goes first skips their first draw phase. [Mirage Page 46]
This is called the "play or draw" choice.

After this choice is made, each player draws a hand of 7 cards and the game begins. [Mirage Page 46]

1.5 Beginning of Turn

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Turn Order - Phase 0: Beginning of Turn

This isn't really a phase, but there is a "beginning of turn" effects and abilities time before untap that works just like other beginning of phase effects and abilities times.

There are a few cards that actually do something before the beginning of untap. These are ones that say they happen at the "beginning of turn", such as the change in power/toughness due to Vibrating Sphere, or the control change from Wellspring. [D'Angelo 11/06/96]

Continuous abilities, such as Vibration Sphere, are dealt with prior to

actual "beginning of turn" effects and abilities like Wellspring.
[Aahz 01/14/97]

Summoning sickness is removed from permanents after all beginning of turn effects and abilities finish resolving. [WotC Rules Team 12/03/96]

As usual, when choosing to skip a phase/turn, you make the choice just before you would start that phase/turn. In the case of skipping turns, that choice is made before this step. [D'Angelo 11/06/96]

Mana sources which are used during this step do not cause mana burn until the end of the first phase that you play. Normally this is the untap phase, but if you skip your untap it could be the upkeep phase.
[Aahz 04/07/97]

+ You can use mana sources before this step (which is effectively between turns). [Aahz 07/22/97] This is allowed because phase skipping can require mana, even if you have no Time Vault or other phase skipping thing available. Note that use of mana sources may cause the normal sets of triggered abilities, damage preventions, and so on.

You can use mana sources before this step (which is effectively between turns). [Aahz 07/22/97] This is allowed because phase skipping can require mana, even if you have no Time Vault or other phase skipping thing available.

1.6 Untap Phase

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Turn Order - Phase 1: Untap

You untap cards as a mandatory phase effect (see Phase Effects for more information) during the middle of this phase. [Mirage Page 46]

Any mana in mana pool at end of this phase causes "mana burn".
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

All cards being untapped, untap simultaneously. [Mirage Page 46] This means that untapping one thing cannot affect what else you can or cannot untap. For example, if a Winter Orb is tapped, then it cannot affect your untapping even though it will also be untapped at the same time.

The cards to be untapped are checked upon resolution of the untap effect. Thus, when this effect resolves, anything that can untap will untap (unless you are given the option to not untap it and choose to take that option).
[Aahz 11/01/96]

If there are any decisions to be made about what to untap (if you are allowed to decide), those decisions are made when you announce the untap effect. [bethmo 11/07/96] Mirage rulebook page 46 is incorrect in saying you do this at the beginning of the phase. If something new happens that would force a decision after you announce the untap, you must make that decision at the first opportunity, but you may not undo any previous decisions. Thus, if a land becomes tapped after announcing and Winter Orb is in play, you may choose that land if you had none chosen before but may not choose it if you already had one chosen. [D'Angelo 11/13/96]

You MUST untap each turn. You cannot "forget".

Phasing happens as a beginning of untap effect. Simultaneously "phase in" any cards which are currently "phased out" and also "phase out" any permanents which are in play with the "Phasing" ability. [Mirage Page 2] Remember that neither happens before the other. They happen at the same time.

Neither player may cast spells or abilities (other than specialized ones) before or during the untap phase. [Mirage Page 46] Mana sources are legal, however. [WotC Rules Team 10/03/96] Interrupts to specialized spells/effects and anything that happens during damage prevention if damage occurs are always allowed. [D'Angelo 11/06/96]

If a card enters play due to something (like a Tawnos's Coffin) untapping, so that it enters play after or during the resolution of the untap phase effect, the card entering play does not get to untap. [Bethmo 05/16/96]

All Limited/Unlimited/Arabian Nights/Antiquities cards which said to do things during the untap phase take place during the upkeep phase. [PPG Page 110] Newer cards may require you to do something during untap.

1.7 Upkeep

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Turn Order - Phase 2: Upkeep

You still have an upkeep phase even if nothing happens during it.

Fast effects may be used during this phase by any player. [Mirage Page 46]

Any mana in mana pool at end of this phase causes "mana burn".
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

It is common for permanents or effects to offer some actions which can be done during the Upkeep phase or must be done during the Upkeep phase.

These actions follow the rules for "phase effects". See the

Phase Effects
entry for more information.

It is common for permanents or effects to require a payment of some sort during the Upkeep phase. These follow the rules for "phase costs". See the

Phase Costs
entry for more information.

Many permanents offer the ability to untap them during the upkeep phase for some cost. This is called an "untap cost". See the

Untap Costs
entry for more information.

1.8 Draw Phase

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Turn Order - Phase 3: Draw

Fast effects may be used during this phase by any player. [Mirage Page 46]

Any mana in mana pool at end of this phase causes "mana burn".
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

Drawing a card is a mandatory "phase effect" done during the middle of the phase. See
Phase Effects
for more information.

Each effect that provides one or more additional draws is played separately, rather than combining into a single draw effect. For example, if there are three Howling Mines in play, then each provides its own effect, rather than combining with the draw effect you get normally. Similarly, effects such as Sylvan Library would not combine with other card draws.
[WotC Rules Team 10/12/94]

You cannot skip a draw or take additional draws unless an effect says otherwise.

If you try to draw and have no cards in your library to draw from, you lose the game. [Mirage Page 53]

1.9 Main Phase

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←→

Turn Order - Phase 4: Main Phase

May do the following in any order: [Mirage Page 47]

- a. Cast a spell or use an ability -- Do this step any number of times before or after other actions.
- b. Play a land -- only one per turn before or after other actions.
- c. Declare an attack -- only one per turn.

The full logic for the turns (without any odd effects applied) works out as:

- a. Cast spells/play abilities
- b. Play a land
- c. Cast spells/play abilities
- d. Declare an attack
- e. Cast spells/play abilities
- f. Play a land (if have not already done so)
- g. Cast spells/play abilities

This is the only phase in which you may cast sorcery, summon, enchantment, or artifact spells. [Mirage Page 47] The opponent may not use these kinds of spells/abilities during your Main phase. [Mirage Page 43]

Playing a land is not a fast effect. It cannot be done in response to something else, nor can it be reacted to with anything (including interrupts). [Duelist Magazine #5, Page 123]

You may play multiple lands if you have Fastbond, Storm Cauldron or some other enabling effect in play, but they can only be played when you could otherwise play a land. [bethmo] They cannot be played in the same instant. They are played one at a time.

You only get one attack per turn and only on your turn. [Mirage Page 47]
If you manage to untap creatures they cannot be used in that same turn to attack again unless some effect gives you an additional attack.

If a creature is required to attack (due to a spell like Siren's Call or an ability like the Nettling Imp) the player must declare an attack that turn and send out the affected creature(s) if it is legal to do so. [Mirage Page 48]

Any mana in mana pool at end of this phase causes "mana burn". [Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

1.10 Discard

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Turn Order - Phase 5: Discard

Fast effects may be used during this phase by any player. [Mirage Page 46]
This is the last phase where instant speed effects can be used by either player in the turn.

Any mana in mana pool at end of this phase causes "mana burn".
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

Discarding down to 7 cards in your hand is a mandatory "phase effect" done at the end of this phase. See
Phase Effects
for more information.

The discard effect is done only once, even if more cards somehow get into your hand afterwards. [Aahz 09/19/96]

You may not just choose to discard because you want to. You only do so if you have more than 7 cards or because an effect tells you to do so.

1.11 Cleanup

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Turn Order - Phase 6: Cleanup

No instants may be used during this phase by any player. [Mirage Page 47]
Mana sources are still legal. [WotC Rules Team 10/03/96] And any interrupts to specialized effects or effects used during damage prevention are legal as always. [D'Angelo 11/06/96]

Any mana in mana pool at end of this phase causes "mana burn".
[Mirage Page 9]

Check for player death at end of phase. [Mirage Page 52]

All damage and "until end of turn" effects end simultaneously during this phase. [Mirage Page 47] This is done as a mandatory Phase Effect.

At the end of the phase, all "at end of turn" effects are dealt with as per the normal end of phase rules. [Mirage Page 47]

If any new "until end of turn" effects which are started during this phase,

the new effects start up and then immediately end. [Mirage Page 48]

If any new "at end of turn" effects are scheduled for the current player after starting to resolve that player's "at end of turn" effects, the new ones are dealt before going to the opponent's effects. Once starting the opponent's "at end of turn" effects, any new ones generated for the current player are ignored. [WotC Rules Team 10/03/96]

If any creature is reduced to zero or less toughness at this time, it dies and cannot successfully live to the next turn since even if it regenerates, it will immediately die again.

If any damage is dealt during this phase and the damage is not sufficient to kill the creature, the damage is immediately removed.
[Fifth Rulebook, Page 54]

There is no time between turns in which to take actions. [bethmo] One exception is "skip a turn" actions, which take place between turns.
[D'Angelo 08/22/97]

1.12 Attack Phase Rules and Rulings

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Attack Phase Rules and Rulings

Step 0: Declare intention to attack

Step 1/2: Beginning of Attack

Step 1: Declare Attackers

Step 2: Fast Effects before Blocking

Step 3: Declare blockers

Step 4: Fast Effects after Blocking

Step 5 6: First Strike and non-First Strike Damage Dealing

Step 7: End of Combat

Other Attack Phase Rulings

1.13 Declare intention to attack

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Attack Phase - Step 0: Declare intention to attack

This step is actually done as an action during the Main Phase.
[Mirage Page 48]

Your opponent can respond with fast effects. If they do so, the attack is cancelled. You can try again when the effects are all resolved. If no one announces any fast effects, continue on to step 1.
[Mirage Page 48]

A player may only attack once per turn and only during their own main phase.
[Mirage Page 48] This can be changed by card effects to allow zero or more than one attack

It is similar to any phase change in that you cannot go on to declare attackers until your opponent is done doing actions in your main phase. See the

I'm Done
entry for more information.

You are not required to say which player in a multiplayer game you are attacking. You just need to say you want to attack. [D'Angelo 01/23/95]

Any mana in mana pool when going to the next step causes "mana burn".
[Mirage Page 48]

Check for player death before going to the next Step. [Mirage Page 48]

1.14 Beginning of Attack

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Attack Phase - Step 1/2: Beginning of Attack

Anything that happens at the beginning of the attack, such as Goblin Flotilla, gets dealt with here. This works like a normal "beginning of phase" time. Deal with these prior to declaring attackers.
[D'Angelo 11/06/96]

1.15 Declare Attackers

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Attack Phase - Step 1: Declare Attackers

This step can be charted out like follows: [WotC Rules Team 08/05/97]

- a. Chance to use specialized abilities usable during attack declaration.
- b. Declaration of attackers. This is considered simultaneous.
- c. Triggered abilities from declaration of attackers.
- d. Chance to use specialized abilities usable during attack declaration.

No instants are allowed during this step by either player. If you want to play spells or abilities prior to declaring attackers, they must be done during the main phase. [Mirage Page 48] Mana sources and specialized abilities are the only effects usable during this step.

A creature can be declared as an attacker if it is untapped, does not have summoning sickness, is not a Wall, and does not have any other effect preventing it from attacking. [Mirage Page 49]

Creatures tap when declared as an attacker. [Mirage Page 49] This is not a creature ability. It's a side effect of being declared.

Creatures which have the ability to not tap when attacking, must still be untapped during this step in order to be declared as an attacker. [Mirage Page 49]

All attackers are declared at once. This action is simultaneous. [WotC Rules Team 08/05/97] (REVERSAL)

You cannot make an illegal attack declaration. An attack is illegal if any subset of the creatures that were required to attack but were left out could have been added to the current set of attackers. [WotC Rules Team 08/05/97] It is also illegal if any creatures are in the attack which cannot attack with the current selection of attackers.

You are not required to maximize the number of attackers or to attack with all "must attack" creatures if those creatures are unable to attack given the choice of attackers you make. So, you can attack with a single creature with Errantry and leave other creatures behind. But if you have an Orcish Conscripts that is required to attack and at least two other creatures attack, it is illegal for the Conscripts to not be included. [WotC Rules Team 08/05/97]

You may attack with zero creatures. Such an attack is called a "NULL attack", and it does count as your one attack during your turn. [Mirage Page 49] The Mirage Rulebook erroneously says "one or more attackers" early on page 49 but is correct later on the page. [Duelist Magazine #15, Page 28]

Once an attacker is declared, untapping the attacker will not remove it from the attack. [Duelist Magazine #5, Page 35] Note that regenerating a creature, losing control of a creature, or having a

creature stop being a creature will remove it from the attack as well.

Creatures with zero power may attack. [Mirage Page 49]

Creatures cannot attack (or be tapped for their own special ability) unless that card or token has been in play on your side since the beginning of your turn. See the "Summoning Sickness" entry for more information.

Banding of attackers must be declared at this time and cannot be changed later. [Mirage Page 19]

You only check if the creature is allowed to attack (such as can only attack if opponent has Islands) during this step. If any attack enablers are removed or attack inhibitors are introduced later, it does not make a difference. The creature is still attacking. [D'Angelo 02/01/95]

Brainwash and Jade Statue are examples of specialized abilities used during this step. [WotC Rules Team 06/15/95]

Any abilities that trigger during this step are dealt with at that time. [WotC Rules Team 07/03/97] (REVERSAL) They used to save up until the end of the step.

Most penalties and bonuses due to attacking or not attacking are considered as triggered abilities. For example, damage from attacking with the Hasran Ogress. [D'Angelo 10/01/96]

Triggered abilities that trigger on being declared are retroactively undone if the creature is removed from the attack by False Orders or some other reason. This also applies to Mijae Djinn's coin flip. [Aahz 08/18/97]

Triggered abilities which have already been resolved are not undone if a creature is retroactively removed from combat. [Aahz 09/09/97]

Triggered abilities that trigger on being declared which have not yet resolved are cancelled if the creature is removed from the attack by False Orders or some other effect which retroactively removes the creature from combat. This also applies to Mijae Djinn's coin flip because the Djinn retroactively removes itself from the combat. [Aahz 08/18/97]

You always attack your opponent and not your opponent's creatures. [Mirage Page 48]

You cannot attack yourself or your own creatures. [Mirage Page 48]

1.16 Fast Effects before Blocking

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Attack Phase - Step 2: Fast Effects before Blocking

You are not limited to a single stack of spells and abilities.
[Mirage Page 50]

This is the ideal time for the defender to eliminate attackers they do not want to deal with (using Royal Assassin or Lightning Bolt, for example), or to enhance potential blockers (with Jump or such) to allow them to be used for defense.

Remove from the combat any attackers and blockers which were killed (even if they regenerated).

1.17 Declare Blockers

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Attack Phase - Step 3: Declare Blockers

This step can be charted out like follows: [WotC Rules Team 08/05/97]

- a. Chance to use specialized abilities.
- b. Declaration of blockers. This is considered simultaneous.
- c. Triggered abilities from declaration of blockers.
- d. Chance to use specialized abilities.

No fast effects are allowed during this step by either player.

[Mirage Page 50] Mana sources and specialized abilities are the only effects usable during this step.

Only untapped creatures can block. [Mirage Page 50]

A blocker can only block one attacker unless otherwise stated on a card.
[Mirage Page 50] You do not declare to block a band, you block a member of a band and thereby become a blocker to all creatures in the band. This means that if any member of a banded group of attackers can be blocked by your creature, the entire band can be blocked.

More than one blocker can be declared on a single attacker. [Mirage Page 50]
This is true even without banding ability.

There is no summoning sickness for declaring blockers. You can use any untapped creature you have. [Duelist Magazine #5, Page 36]

All blockers are declared at once. This action is simultaneous.
[WotC Rules Team 08/05/97] (REVERSAL)

You cannot make an illegal blocking declaration. A block is illegal if you try to end the declaration with any "must block" creatures left out when they can be added to the current selection of blockers, or if any creatures are in the block which cannot block with the current selection of blockers. [WotC Rules Team 08/05/97]

You cannot make an illegal blocking declaration. A block is illegal if any subset of the creatures that were required to block but were left out could have been added to the current set of blockers.

[WotC Rules Team 08/05/97] It is also illegal if any creatures are in the block which cannot block with the current selection of blockers.

If a creature is required to block more creatures than it can legally block, then the defender chooses which creature(s) to block, but must choose to block as many as possible. [Mirage Page 50]

Once blockers are declared against a creature, it is blocked. It remains blocked even if the blocking creature is killed or the block is made "illegal" by some action. [Mirage Page 50] This means that if you cast Jump (for example) on your attacking creature after blockers are declared, that you do not get around the blocker or even avoid damage. [Mirage Page 51]

Defenders do not band or group. They can just decide to choose the same creature to block. Defensive banding only helps during damage dealing. [Mirage Page 20] See the "Banding" entry for more information.

This is the only time that you check if the creature is allowed to block. If any evasion abilities or blocking inhibitors are introduced or removed later, it does not make a difference. The creature either can or cannot block at this time. [Mirage Page 51]

To block, the creature must be able to get around all of the attacking creature's evasion abilities. For example, a Flying creature with Fear can only be blocked if the blocking creature has Flying (to satisfy the Flying evasion ability) and if it is Black and/or Artifact (to satisfy the Fear evasion ability). [Mirage Page 51]

An attacking creature with an evasion ability (flying, xxxwalk, etc.) may not "turn off" the ability and choose to be blockable. [PPG Page 79]

Defending creatures do NOT tap. This is one of the oldest myths of the game.

Any abilities that trigger during this step are dealt with at that time. [WotC Rules Team 07/03/97] (REVERSAL) They used to save up until the end of the step.

Most penalties and bonuses due to blocking or not blocking are considered as triggered abilities. For example, blocking a or blocking with a Thicket Basilisk triggers its delayed destruction effect. [D'Angelo 10/01/96] The "is not blocked" abilities (usually) trigger if the creature is not blocked when blockers are declared. [Aahz 08/18/97]

FALSE Orders is played as a specialized effect after blocking assignments are made. False Orders can result in a new blocking assignment or retroactive removal of an assignment. [Duelist Magazine #8, Page 47]

Triggered abilities that trigger on being declared are retroactively undone if the creature is removed from the block by False Orders or some other reason. This also applies to Ydwen Efreet's coin flip. [Aahz 08/18/97]

Triggered abilities which have already been resolved are not undone if a creature is retroactively removed from combat. [Aahz 09/09/97]

Triggered abilities that trigger on being declared which have not yet resolved are cancelled if the creature is removed from the attack by False Orders or some other effect which retroactively removes the creature from combat. This also applies to Ydwen Efreet's coin flip because the Efreet retroactively removes itself from the combat. [Aahz 08/18/97]

For some other important rulings on blocking, see the "Blocking" entry.

1.18 Fast Effects after Blocking

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Attack Phase - Step 4: Fast Effects after Blocking

You are not limited to a single stack of spells and effects. [Mirage Page 51]

This is the ideal time for the attacker to surprise the defender by using fast effects to make the creatures more powerful. Howl from Beyond, Berserk, and built in creature abilities are good examples.

Any "if is not blocked" abilities of creatures are declared and resolved at this time. [Duelist Magazine #5, Page 36] See the Is Not Blocked entry for more information.

Remove from the combat any attackers and defenders which were killed (even if they regenerated).

Remember that killing or otherwise removing the blockers from an attacking creature does not unblock the attacking creature. [Mirage Page 51]

This is the last chance to use fast effects before the main phase resumes after the end of combat. [Mirage Page 51]

1.19 6

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Attack Phase - Step 5 6: First Strike and non-First Strike Damage Dealing

In Step 5, all creatures with First Strike deal damage simultaneously. In Step 6, all creatures without First Strike deal damage simultaneously. Otherwise, the two steps follow the same rules. [Mirage Page 51]

At the start of Step 5, creatures are divided up depending on whether or not they have First Strike. This determines if the creatures deal damage in Step 5 or Step 6. It also means that if a creature gains or loses First Strike during these step, it does not change which step the creature actually deals damage in. [Duelist Magazine #18, Page 28]

If the order of assignment makes a difference, the current player assigns damage first.

Unblocked attackers deal damage to the defending player. Blocked attackers deal damage to their blockers (if any). [Mirage Page 51] If a Trampling attacker has no blocker that can legally take the attacker's damage, then the damage is directly dealt to the player. [Aahz 05/23/95]

Blocking creatures deal damage to the attacker(s) they blocked only if they are still untapped at this time. [Mirage Page 51]

There is one damage prevention at the end of each step, followed by putting dead creatures into the graveyard. [Mirage Page 52]

If more than one blocker is declared for an attacker, the attacking player decides how the attacker's damage is divided among the blockers. If one of the blockers has Banding, then the defending player decides. (See the

Banding
entry for more information)

If more than one attacker is blocked by a single blocker, the defending player decides how the blocker's damage is divided among the attackers. If the attackers are part of a Band, then the attacking player decides. (See the

Banding
entry for more information)

Each member of a Band of attackers is a separate source of damage. Also, Banding does not make the attackers or blockers act like one creature or share abilities. Banding just allows a group to be blocked or let through as a whole, and for the ability to distribute damage. [bethmo]

1.20 End of Combat

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Attack Phase - Step 7: End of Combat

Deal with all effects that happen "at end of combat". Follow the normal rules for "end of phase" effects.

Any mana in mana pool after dealing with "at end of combat" effects causes "mana burn". [Mirage Page 52]

Check for player death before returning to the main phase. [Mirage Page 52]

1.21 Other Attack Phase Rulings

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Attack Phase - Other Attack Phase Rulings

Creatures involved in combat are either "attacking creatures" or "blocking creatures", and during the attack is the only time when spells which target such creatures can be played. [Mirage Page 49]

Creatures which are removed from combat stop being an attacking or blocking creature. They do not untap. They will not deal or receive combat damage later in the combat. [Mirage Page 49]

A creature which regenerates is removed from combat. [Mirage Page 49]

A creature which stops being a creature is removed from combat. [Mirage Page 49] If it becomes a creature again, it does not rejoin the combat. [D'Angelo 10/01/96]

A creature which changes controllers is removed from combat. It will not rejoin even if it switches back to its original controller. If the control change happened prior to declaration of blockers, it is possible for the creature to be declared as a blocker. [Aahz 03/09/95]

Tapping or untapping a creature does not remove the creature from combat. [Mirage Page 49]

The terms "combat damage" or "damage in combat" only apply to damage dealt by creatures during the damage dealing steps. Spells and effects which do damage during the attack phase are not considered "combat damage" or "damage in combat". [Mirage Page 48] Once damage is redirected, it stops being "combat damage" [WotC Rules Team 12/03/96]

If a creature is removed from the combat, all "at end of combat" effects that would affect that creature will still work. If the creature is retroactively removed from the combat, however, such "at end of combat" effects are removed. [Aahz 09/24/96] "Retroactive" only covers cases where it is as if the creature never attacked, such as with False Orders removing the creature from the attack.

If a creature gains or loses First Strike between damage dealing steps, it will not change when it deals damage. [WotC Rules Team 12/03/96]

1.22 Spell and Effect Timing

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Spell and Ability Timing

[Kinds and Speeds of Abilities](#)

[Life-Cycle of a Spell or Ability](#)

[Step 1: Announcing a Spell/Ability](#)

[Step 2: Interrupting a Spell/Ability](#)

[Step 3: Waiting for Resolution](#)

[Step 4: Resolution](#)

[Batches of Spells and Abilities](#)

[Batches of Interrupts](#)

[Who Announces First](#)

[Series](#)

[Specialized Abilities](#)

[Replacement Abilities](#)

[Triggered Abilities](#)

[Rule Triggers](#)

[Continuous Abilities and Effects](#)

[Duration Effects](#)

[Delayed or Scheduled Effects](#)

[Damage Prevention](#)

[Duration of a Spell/Ability](#)

[Who Plays Abilities](#)

[Characteristics](#)

1.23 Kinds and Speeds of Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Kinds and Speeds of Abilities

Spells and abilities can be announced by a player at any one of four speeds: mana source, instant, interrupt, or specialized. Sorcery isn't really a speed, since sorceries are used in the same stacks as instants. Sorcery is more of a limitation on when the spell or ability can be announced.

Spells and abilities come in four types: one-shot, continuous, duration, and scheduled. One-shot is obvious. The effect does its thing and then ends. The others are discussed later in this section.

Effects can also be generated when something else happens. These are generated by triggered abilities.

The ability of a permanent with an activation cost is handled as an instant (and not an interrupt) unless otherwise stated on the card.

+ Following is the list of valid spell/ability types: mana source, instant, interrupt, sorcery, artifact, artifact creature, summon, enchantment, triggered ability, replacement ability, damage prevention, phase ability, phase cost, and untap cost. [WotC Rules Team 10/06/97]

The term "fast effect" was used a lot prior to Fifth Edition to include interrupts, instants and the abilities of permanents. Such spells and abilities can be used at many times during your turn or your opponent's turn.

Artifacts, sorceries, summonings, and enchantments can only be used during your main phase and only to start a batch of spells and abilities. [Mirage Page 38] Such spells are sometimes referred to as "non-fast effects".

Artifacts, creatures, enchantments, and sorceries are not slower in resolving or in being announced than instants. The only difference between such spells and instants is that these spell types are only usable during the main phase and only to start batches. They resolve at the same "speed" as an instant.

A mana source ability can be used at almost any time. [Mirage Page 36] Actually, the book says at any time, but there are a couple of narrow windows where they cannot be used.

The more complete rule for when you can play mana sources is: You can use mana sources whenever you have priority to play a spell or ability, even if there are no such things you can legally play. This applies to any time in which a normal spell or ability or specialized ability can be played. [Aahz 01/17/97] This more complete rule does not make any important changes in when you can play mana sources because priority switches often enough. It just closes a few odd loopholes.

Mana sources cannot be interrupted like other announced spells and abilities can. [Mirage Page 8] Abilities that trigger on their use take place after they finish resolving.

Lands can only be played during your main phase, but playing a land is not a spell or ability. It is a special action. [Mirage Page 72]

You cannot play a land in response to a spell or ability and the playing of a land cannot be responded to.

Casting a spell means playing a non-Land card from your hand. Using abilities of creatures, artifacts, or enchantments are not spells. [Mirage Page 72] Also putting things into play via an effect is not considered to be a spell.

- + Some spells/abilities may be playable at times other than their type is normally played, but this does not change their type. For example, Choking Vines is an instant even though it is played during declaration of blockers. [WotC Rules Team 10/06/97]

Things which affect "instants" will affect all spells of type "Instant" and all abilities which are played as instants. They do not affect spells which are "played as an instant" or are "played when you can play an instant" but are not "Instants". The same rule applies to other spell types. [WotC Rules Team 08/05/97] For example, Hydroblast counts as an "Interrupt" even if being cast as an instant when targeting a permanent.

Things which affect "instants" will affect all spells of type "Instant" even if they are being played as damage prevention or as a specialized effect. The same applies to other spell types. [WotC Rules Team 08/05/97]

1.24 Life-Cycle of a Spell or Ability

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Life-Cycle of a Spell or Ability

The life-cycle for a spell or ability looks roughly like this. All spells and abilities follow this cycle. More detailed sections follow this one.

1. Announcement -- Costs are paid. Targets are chosen. Choices are made.
2. Chance for interrupts -- A chance is given to use interrupts to counter the spell or ability. If it is a spell (not an ability) you can also use modify color, target, and wording interrupts and have them change the effect of the spell. Abilities are different since very few things target abilities, and destroying or modifying the source will not counter or modify the effect of the ability. Abilities are currently not modifiable once they are announced, but cards could theoretically be added to do so.

3. Waiting for resolution -- When a spell/ability gets to this stage, it is considered successfully "cast" or "activated". It can no longer be modified or countered. It is placed into the batch. Then responses to the spell/ability can be announced. Specialized abilities are not placed into batches, so they move through this step immediately to step 4.
4. Resolution -- The batch resolves in last-in first-out manner. Check targets at this time. If a spell/ability's targets are valid, then its effects take place, else it "fizzles".

The chart in Duelist #9 does not reflect Fifth Edition timing rules.

A permanent cannot be acted upon as a permanent until it is successfully resolved. This means it will have its full effect before you can do anything to it.

Destroying or modifying the source of a spell/ability after it is announced will never cause the spell/ability to fail or change in any way.
[Mirage Page 26]

1.25 Step 1: Announcing a Spell/Ability

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Step 1: Announcing a Spell/Ability

The first thing that happens to a spell/ability is that it gets announced. Announcing a spell/ability is a special action that cannot be interrupted. [bethmo 09/07/94] Not even mana sources may be used during this step. This step is also called "playing" the spell or ability.

During announcement, all costs are paid (see the "Costs" entry for more information on costs), all targets are selected (see the "Targeting" entry for more information), and all other spell/ability decisions are made.

Everything that happens during this step is considered to be simultaneous. [Mirage Page 30] If this gets confusing, consider it as if the state of the game were saved just as the step starts and that's what you are playing against. This means, for example, you can target the card you are sacrificing to pay the cost of an ability.

In addition to the spell cost or activation cost, you must pay any additional costs listed in the card text. [Mirage Page 30]

You must have all necessary payments for the cost before starting this step. For spells/ability with a mana cost, this means that you must use your mana sources prior to starting the announcement and have the mana in your mana pool. [Mirage Page 32] You cannot get mana during this step.

Nothing can stop a cost from being paid or prevent the results of anything which is done as a cost. [Mirage Page 33] Things may prevent you from announcing a spell/ability. Usually these involve raising the cost (Gloom) or making a resource unavailable for use (Imprison). [D'Angelo 11/07/96]

Targets are chosen during this step. All targets chosen must be legal. [Mirage Page 31]

If more than one target is to be selected at the same time, the same target may not be selected twice. [Mirage Page 31]

All other decisions which do not require looking at another player's hand or in a player's library are made at this time. [Mirage Page 31] Some cards will clearly state that a decision is made upon resolution and will thereby override this rule.

Decisions which require looking at another player's hand, looking in a player's library, and counting or otherwise comparing cards in play are not made at this time. These things are considered as "hidden information" and so these decisions wait until resolution. [Aahz 09/09/97]

Decisions which are made that affect neither how it is announced or how it resolves are always delayed. For example, what to do about Mind Bomb damage or how many cards to draw during the upkeep following Arcane Denial being used. [Duelist Magazine #13, Page 26]

Any counting of cards in play (which does not affect whether or not you can announce it) is done on resolution and not on announcement. [Visions FAQ 02/16/97]

All characteristics of the source of an ability are "locked in" at this time. [Mirage Page 27] This is true even if the permanent is also the target of its own ability. The characteristics are locked in on announcement and are not looked up again on resolution. [WotC Rules Team 07/03/97]

Targets and other choices selected by the opponent are also made during this step. [WotC Rules Team 06/27/96] But they are made after the current player makes any of their choices.

Random choices are not made on announcement unless they are part of the cost. [D'Angelo 10/03/96]

Any abilities that trigger during this step are saved up and handled at the end of this step as a single group of triggered abilities. [Aahz 01/12/95] See "Triggered Abilities" in this section for more information.

A spell goes into "limbo" when it is announced and it is not considered to be in play or in the graveyard until it resolves. [Mirage Page 60] The spell itself leaves your hand even prior to paying costs. [D'Angelo 11/07/96]

If a spell asks you to choose a card in your hand, you cannot choose a spell that is currently announced (including the one which is asking you to choose a card) but not resolved. [WotC Rules Team 02/06/96] The card

is, however, considered to be in your hand until the end of announcement for all other reasons. For example, if you announce *Infernal Harvest* with no other cards in your hand, the swamps return to your hand at the same time the *Infernal Harvest* leaves your hand. There is no time when you have zero cards in your hand. [WotC Rules Team 03/14/97]

1.26 Step 2: Interrupting a Spell/Ability

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Step 2: Interrupting a Spell/Ability

Just after announcement is complete but before the spell is considered successfully "played" (or "cast") or ability "played" (or "activated" or "used") as appropriate, there is a chance to interrupt the spell/ability. At this point we say the spell/ability is "being played" (or "being cast" or "being activated").

See the

[Interrupts](#)
entry for more information on interrupts.

[Interrupts](#) may only target the spell which is currently "being cast" (i.e. that is in Step 2 of the life cycle). If more than one spell is in the "being cast" state, the most recently announced one is the only one that can be targeted. [Mirage Page 38]

[Interrupts](#) follow the standard life-cycle steps, so they too may be interrupted or responded to. [Mirage Page 38] When responding to an interrupt, you only get to target the spell that interrupt was targeting. When interrupting an interrupt, you only get to target that interrupt.

There may be any number of batches of interrupts during this step. [Mirage Page 38]

If the spell/ability is countered, then it is not considered successfully cast, activated, or used. If it is a spell, it is placed in the graveyard at that time. [Mirage Page 38] Any other interrupts targeting that spell will fizzle.

An interrupt which modifies the color, target, or wording of a spell can change how the spell will resolve. [D'Angelo 05/19/95]

1.27 Waiting for Resolution

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Step 3: Waiting for Resolution

Once all interrupts to a spell/ability are resolved, the spell is placed into the current batch of spells/abilities. At this point it is considered successfully played, cast, or activated as appropriate.

During this step, a response to the spell or ability can be announced. Only interrupts may respond to interrupts. Only instants (and the abilities of permanents which are played as instants) may respond to non-interrupts. Note that some spells which are interrupts are played as instants when targeting a permanent and may be used to respond to a non-interrupt.

The term "responding to a spell/ability" means to play a spell/ability during this part of a spell's life-cycle.

The spell/ability will not proceed to step 4 until its response (if any) has been resolved. The result of this is a last-in first-out behavior which is described more fully under "Batches of Spells and Abilities" below.

Specialized abilities (and other ones which are not played in batches) move through this step to Step 4 immediately.

1.28 Step 4: Resolution

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Step 4: Resolution

Resolution can be charted out as follows:

1. Recheck targeting conditions.
2. For each part of the spell/ability's resolution text (parts are separated by the word "then" in the text), do the following. Also if a card is to become a permanent, do the following as if "put this card into play" were added to the end of the text as an additional event.
 - a. Chance for specialized effects. These happen in a series. This is when replacement effects are played.
 - b. Resolve the part of spell resolution.
 - c. Deal with rules trigger. These all happen simultaneously.
 - d. Deal with triggered effects. These happen in a series.
 - e. Deal with damage prevention from the resolution.
3. If the spell is not to become a permanent, put the spell into the graveyard.

At the start of this step the spell or abilities rechecks any targeting conditions it has. If it has any targets and all the targets are illegal, the spell/ability fizzles and does nothing (and if it was to become a

permanent, it is put into the graveyard instead). If it has no targets or at least one target is legal, the effect proceeds to happen normally but fizzles with regards to any targets which are illegal. See the "Targeting" entry and "Fizzle" entry for more information.

The validity of the target is checked right at the beginning of this step and is not checked again. If a target is removed or made invalid after the start of resolution, then resolution continues anyway.
[Aahz 08/04/97]

If the resolution includes some condition under which the effect will end, and that condition is met on resolution, then the effect does not happen at all. These effects are usually written using "as long as" in the text.
[WotC Rules Team 08/05/97] For example, Seasinger gives you control of a creature as long as Seasinger is tapped. If the Seasinger is not tapped upon resolution, then the control gain fails to happen.

Once resolution of a batch starts, no additional spells/abilities may be announced (and added to that batch) until all spells/abilities in the batch have been resolved. [Mirage Page 36] Specialized abilities and damage prevention spells/abilities can be used as normal.

The instructions between occurrences of "then" in a spell/ability's resolution text are called an "event". An "event" cannot have any spells or abilities (even mana sources) used during its resolution, but it may contain more than one instruction to be followed in some order.
[Aahz 08/05/97]

Between each "event", you deal with any triggered effects and damage caused by that event, then mana sources and specialized abilities can be used prior to the next event (if any). [WotC Rules Team 07/03/97] and [WotC Rules Team 08/05/97] (REVERSAL)

It is possible to use a mana source after the targeting check but before the first part of the spell's resolution due to the chance for specialized spells/abilities. [Aahz 08/04/97]

Note that damage from the "event" is available for prevention only during the damage prevention step that damage is associated with. It is not available during any damage prevention steps that may happen due to triggered effects on the "event" or which otherwise happen prior to the scheduled damage prevention step for that damage. [Aahz 08/25/97]

If the thing resolving is a spell, its card is either put into play as a permanent (if it is a summon, artifact or enchantment) or it is put into the graveyard when it finishes resolving. [Mirage Page 60]

Triggers from the use of mana sources or specialized abilities which happen to get used during this step (which is the resolution of a spell/ability) are not saved up. They happen as appropriate for that mana source or specialized ability. [WotC Rules Team 07/03/97]

After each triggered ability is dealt with, a damage prevention step happens if damage was dealt by that ability. [Mirage Page 41]

Note that continuous abilities and triggered abilities are checked after each part of the resolution. [WotC Rules Team 08/05/97] For example, a

Sea Serpent will trigger a "bury itself" ability if at the end of part of the resolution you had no islands, and this effect will happen even if you would get some islands before the end of the complete resolution.

1.29 Batches of Spells and Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Batches of Spells and Abilities

The above timing life-cycle results in batches of spells/abilities. This entry describes how batches work.

A batch works like this:

1. The active/current player may announce a spell/ability legal at this time:
 - a. Chance for mana sources by active/current player.
 - b. May play spell/ability and add it to the batch.
 - c. Goto 1 if something is announced in 'b'.
2. If the active/current player passes, the other player may announce a spell/ability legal at this time:
 - a. Chance for mana sources by other player.
 - b. May play spell/ability and add it to the batch.
 - c. Goto 1 if something is announced in 'b'.
3. Once both players pass, if there are any spells/abilities in the batch, start resolving the batch. If there are no spells/abilities in the batch, end the current phase (or other appropriate time interval).

A batch of spells/abilities can be started by either player.

See

Who Announces First
for more information.

A batch may be started using any instant (or ability of a permanent that is played as an instant), or during the main phase the current player may start a batch with a sorcery, enchantment, summon, or artifact spell.

Spells/abilities are added to the batch as they become successfully cast. The batch continues to build until neither player wants to add any more spells/abilities to the batch. At that time it begins to resolve. [Mirage Page 36]

Batches resolve in last-in first-out order. [Mirage Page 36] This can be counter-intuitive sometimes, but it works to allow the responding player a minor advantage.

Once the batch begins to resolve, the spells/abilities in that batch resolve one at a time, each effect resolving completely before the next one starts

resolving. [Mirage Page 36] In between effects resolving, triggered abilities and damage prevention may occur. [Mirage Page 36]

You do not need to alternate one player and then the other when announcing spells/abilities. See

Who Announces First

in this section for more information.

1.30 Batches of Interrupts

Main Card Rulings Card Descriptions Glossary Index What's ←
new ??

Timing - Batches of Interrupts

Interrupt batches follow all the rules for normal batches except that only interrupts may be added to them. [Mirage Page 36]

During a batch of interrupts, the player whose spell is most recently "being cast" (and is thereby the legal target for interrupts) has the right to announce first. This is the only time the "current player goes first" rule is overridden. [Mirage Page 38]

1.31 Who Announces First

Main Card Rulings Card Descriptions Glossary Index What's ←
new ??

Timing - Who Announces First

The general rule is that if both players want to announce something, the current player gets to go first. This works fine for casual play, but a more complete system follows.

The player with "priority" has the right to announce something or pass.

Each phase starts in a "neutral state". At this time the active player has priority, so they decide if they want to start a batch or not. If they do not do so, the opponent gets priority and has a chance to start a batch, and if they don't do so either, the phase ends. [Mirage Page 37] Note that once the current player passes on starting a batch, they've effectively said "I'm ending the phase if you don't do anything" and that player cannot take back this choice.

If either player starts a batch by announcing a spell/ability, the active player now has the option of responding to it because the active player

gets back priority. If that player does not, the opponent may. If they do not, the batch of spells/abilities begins resolving. [Mirage Page 37] Again, once the current player passes, it's like saying "I'm done with this batch if you are".

If either player responds with a spell/ability, repeat the process until both players pass. [Mirage Page 36] This way, both players get to use as many spells/abilities as they want.

If a spell/ability is countered, you return to the same state you were in before that spell/ability was announced. This could be the neutral state or one of the players may have priority in the middle of a batch. [Aahz 07/11/97]

These timing rules prevent any possibility of a stalemate where neither player wants to act first during play. The active player always has to choose whether or not to act.

Only the player with priority at the moment can play mana sources. [Aahz 01/17/97]

When in the "neutral state" during the main phase, the current player may play a land (if they have not already done so) instead of starting a batch. The land enters play and then play returns to the "neutral state". [Mirage Page 37]

When in the "neutral state" during the main phase, the current player may declare the intent to start an attack (if they have not already done so) instead of starting a batch. The opponent may respond to this declaration by starting a batch and thereby cancelling the attack declaration. [Mirage Page 37]

There is no difference between a sorcery and an instant in terms of priority of announcing. It only matters if it is legal to be cast at this time. The current player goes first even if the spell they want to cast is a sorcery and the opponent has an instant. [Duelist Magazine #3, Page 22]

There are no official rules for what order players announce spells/abilities in multiplayer games. One suggested strategy is to let the current player go first, then go around the table in the order of play.

If a the current player skips on to a new phase when the opponent wanted to announce something, or a player announces multiple spells/abilities at one time without allowing a chance to make a legal response, or the opponent announces something when the current player was going to do so, then you should back up the game and continue from the point where the goof-up occurred. Players are not bound to follow the same set of actions they did after that time. You should stop the game as soon as possible by jumping in with a "Wait! I want to do something". Letting something pass without saying "Wait" is quiet agreement with what they did.

If the opponent announces something without first getting the current player to say (or otherwise indicate) they are not doing something, this is technically an illegal move and should be taken back. The most common way to deal with this, however, is for the current player to get the choice of saying that they want to do something and force the other player to take back their action, or to let the opponent's action stand and announce

whether or not they want to respond. This is pretty much equivalent in the outcome to taking it back and then having the current player say "I'm not doing anything, go ahead and play that again."
[D'Angelo 02/12/97]

You cannot make someone back up because you forgot to do something, even if it is something you "usually do". They may allow you to if they want but they are not bound to do so.

Strictly speaking you have to notify your opponent at every point what you are doing with things like "I'm announcing this spell, do you want to interrupt it", "I'm done with this spell stack, do you want to add anything to it before it resolves", and "I'm done with the xxxx phase, do you want to do anything". This is very annoying and breaks up game play, but if you are having problems with a given player, fall back on this until you learn to deal with each other.

1.32 Series

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Series

Triggered and specialized abilities are played in a "series".

A series works like this:

1. The active/current player plays any number of the appropriate spells/abilities.
 - a. Chance for mana sources by active/current player.
 - b. May play and resolve the spell/ability with no chance to respond.
 - c. If played something in 'b', goto 1.
2. The other player plays any number of the appropriate spells/abilities.
 - a. Chance for mana sources by other player.
 - b. May play and resolve the spell/ability with no chance to respond.
 - c. If played something in 'b', goto 2.

Note that the active/current player does not get to go back and play anything once the other player starts playing things.

+ Any given spell/ability can only be played once during each series.
[Fifth Rulebook, Page 40] The time during the chance for interrupts is not considered part of the series for this rule. [Aahz 09/18/97]

+ When a replacement ability is used, it changes the upcoming effect and causes the current series of specialized abilities to end and a new series to start. This gives both players another chance at the effect and also allows spells/abilities to be played again. [Aahz 09/18/97]

There are no official rules for what order players are handled in a series

in multiplayer games. One suggested strategy is to let the current player go first, then go around the table in the order of play.

1.33 Specialized Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Specialized Abilities

Specialized abilities are abilities that can be used when spells/abilities could not normally be used. By definition, these kinds of abilities break the normal rules for when something can be announced.

These abilities typically have nothing happen in Step 3 of their life-cycle because they cannot be responded to. [D'Angelo 10/03/96] See below for handling of triggered effects

These types of spells are usually of type Instant, but they are not played in batches. [Mirage Page 40]

Specialized abilities are usually used once each time their condition is met. For example, Regeneration abilities can only be used once each time the creature is sent to the graveyard. [D'Angelo 10/03/96]

If a specialized ability is countered or otherwise fails and the condition for its use still exists, you may use the ability again (if available). For example, if a regeneration ability is countered, you may try again. [D'Angelo 11/06/96]

If more than one specialized ability can be used at a given time, the current player uses all of theirs first, then the opponent uses all of theirs. Each ability is announced and resolved fully before the next one is announced. [Mirage Page 40]

If any damage is caused in the resolution of a specialized ability, a damage prevention step happens prior to the use of any additional specialized abilities but after any triggered abilities from the specialized ability are resolved. [Mirage Page 41]

Regeneration abilities are an example of a specialized ability. [Mirage Page 40] They can be used whenever a creature is being sent to the graveyard due to being destroyed or to having lethal damage (and thereby prevents it from going there). Thus, this kind of ability is often used during the middle of Step 4 of the spell life-cycle.

Most specialized abilities fall in to one of two categories. Either they are "replacement effects" which are used just prior to something happening in order to change that action. Or they are specialized only in that they are used at a non-standard time, in which case they are usually used

just prior to or just after normal a action at that special time.
[Aahz 11/07/96]

If an effect says to do something "instead" of something else, the something else never happens. Thus, if you gain 1 life "instead" of drawing a card, abilities that trigger off drawing a card will not happen.
[bethmo 10/14/96]

Jandor's Ring and Aladdin's Lamp are also used as specialized abilities to modify the resolution of a draw effect. [Aahz 11/30/95]

If an ability is triggered off the use of a specialized ability, the triggered ability is dealt with as normal for a spell or ability.
[WotC Rules Team 07/03/97] (REVERSAL) Triggers on specialized abilities used to wait until the end of the resolution in which they were being used.

About all that happens in Step 3 is abilities that trigger on the specialized effect being successfully cast. [D'Angelo 10/03/96]

See

Replacement Abilities
for more information.

How do you tell if something is a specialized ability? Well, you just have to notice that the ability is used when other abilities are generally not legal, such as to modify something which happens during a spell/ability's resolution, during declaration of attackers or blockers, and so on.

Things that are done during specific phases (like phase effects or declaring attackers during the declare attackers step) are not considered specialized abilities. They are handled as appropriate.

1.34 Replacement Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Replacement Abilities

A replacement ability is a kind of specialized ability that alters an upcoming effect of a spell/ability. They are played just prior to that part of the spell/ability's effect taking place.

Regeneration abilities are an example of a replacement ability.

[Mirage Page 40] They can be used whenever a creature is being sent to the graveyard due to being destroyed or to having lethal damage and thereby prevents it from going there by replacing the destroy effect with a "remove all damage from this creature and tap it if it is not already tapped" effect. Thus, this kind of ability is often used during the middle of Step 4 of the spell life-cycle.

If an effect says to do something "instead" of something else, the something

else never happens. Thus, if you gain 1 life "instead" of drawing a card, abilities that trigger off drawing a card will not happen.
[bethmo 10/14/96]

- + When a replacement ability is used, it changes the upcoming effect and causes the current series of specialized abilities to end and a new series to start. This gives both players another chance at the effect and also allows spells/abilities to be played again. [Aahz 09/18/97]

Jandor's Ring and Aladdin's Lamp are also used as replacement abilities to modify the resolution of a draw effect. [Aahz 11/30/95]

1.35 Triggered Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Triggered Abilities

Triggered abilities follow the same rules as specialized abilities for how they are played. See

Specialized Abilities
for more information.

Triggered abilities differ from specialized abilities because they "trigger" upon some condition in the game. You cannot choose whether or not they "trigger", but if there is an activation cost, you may choose whether or not to use the ability which is triggered. [D'Angelo 10/03/96]

When triggered during the resolution of a spell/ability, all abilities triggered during that resolution are handled in one group.

Remember that even though the resolution of a triggered ability may be delayed, the ability actually triggers if the condition is met at ANY time, even during the middle of a spell/ability's resolution.

A triggered ability can trigger on its own permanent leaving play. It will still be resolved even if its source is no longer in play.
[Mirage Page 41] Thus, an Animate Artifact on a Soul Net will allow you to use its ability when the Soul Net is killed.

Triggered abilities nest. If one effect's resolution causes two triggered abilities to trigger, then during the resolution of the first one of these triggered abilities, another effect is triggered. The newly triggered ability is resolved prior to going back and resolving the second of the original pair of triggered abilities.

[Duelist Magazine #14, Page 26] Note that nesting does not mean that the triggered abilities resolve during the middle of the resolution of another triggered ability. They just get dealt with immediately following its resolution and prior to dealing with anything else that may be waiting to happen.

Triggered abilities are controlled/owned by the controller of the permanent

which triggered the ability at the time the ability is triggered (which may not be the same as the controller at the time the ability is played and resolved). [D'Angelo 07/22/96]

Abilities which trigger on you losing control of something also trigger if it leaves play since you lose control of it when it leaves play. [bethmo 01/15/96]

Multiple abilities can trigger off the same thing happening, but a single card will never double-fire off of a single event. For example, if you have two Scavenging Ghouls in play, each will get a counter if a creature dies, but neither will get two counters. [D'Angelo 10/03/96]

Abilities that say "If something leaves play, do something to it" will only work if the "something" is in the same location that it left play to. For example, if it says "If creature leaves play, remove it from the game" and the card is sent to the graveyard, but before this effect resolves it is instead sent to the hand, the removal from the game will fizzle. [bethmo 06/26/96] In other words, abilities are not smart enough to track a card around.

If a trigger is set up as part of the resolution of a spell/ability, then the trigger does not detect changes that happen before it resolves. For example, if a Phantasmal Mount's ability (which includes "If either Phantasmal Mount or the targeted creature leaves play this turn, bury the other.") is used on a creature, and that creature or the Mount leave play before this ability actually resolves, then the trigger will not cause the other one to be buried. [WotC Rules Team 08/08/97]

Triggers on announcing a spell/ability or successfully casting a spell/ability are always dealt with after completing the announcement or successful casting. [WotC Rules Team 07/03/97] The only exception to this is mana sources, for which all triggers are saved until after the mana source resolves (since mana sources cannot be interrupted). [WotC Rules Team 07/03/97]

Triggers on things that happen during resolution of a spell/ability always happen after completion of the appropriate part of the resolution, regardless of when this happens. [WotC Rules Team 08/05/97] This means that if a specialized spell/ability, such as Death Ward, were used during the resolution of something else, such as Blue Elemental Blast on a red creature, any triggers on the Death Ward are resolved before continuing with the resolution of the thing the specialized ability is acting on.

Triggers that happen during declaration of attackers or blockers are also dealt with as normal. For example, if Choking Vines is played while blockers are declared, abilities of cards such as Bazaar of Wonders and Skulking Ghost are played just after Choking Vines is played, rather than waiting until after blockers have been declared. [WotC Rules Team 07/03/97]

How do you tell if something is a triggered ability? The most common wordings are like this: "when or if such and such happens, do such and such" (like "If at any time you control no islands, bury Sea Serpent") and "for each such and such that happens, do such and such". Another good clue is that most triggered abilities cause a one-time or duration effect on something in play. Some continuous abilities use similar

wordings but obviously have some sort of continuous effect.
[D'Angelo 07/15/96]

A handy way to translate triggers into timing is to change "when" or "if" to "just after" in your head, since triggers are resolved just after the thing that triggers them finishes happening. [D'Angelo 10/15/96]

1.36 Rule Triggers

Main Card Rulings Card Descriptions Glossary Index What's ←
new ??

Timing - Rule Triggers -----

Some rules work much like triggered abilities. For example, if a duplicate Legend enters play, the new one is buried. Such Rule Triggers are resolved using all the rules for normal Triggered abilities regarding order (active player first) and such, but they are resolved prior to dealing with any normal triggers. [WotC Rules Team 03/14/97]

Rule triggers do not check their conditions during the middle of a resolution of a part of spell/ability, but they do check immediately after each part of the resolution. [WotC Rules Team 08/05/97] So, if an effect makes someone discard 7 cards and draw 7 cards in that order in one part of a resolution, the rule trigger will not mark a Maro card as dying since you have enough cards at the end of the part of the resolution. But if the discard and draw are in different parts of the resolution (separated by the word "then"), Maro could die between the two parts of the resolution.

The burial of enchantments because their targets are not valid is considered a Rule Trigger. [WotC Rules Team 03/14/97]

Rule Triggers are applied after continuous effects. [D'Angelo 05/22/97]

Rule Triggers are resolved using the same ordering rules as normal triggers.
[D'Angelo 05/28/97]

Marking a creature as dying due to fatal damage is a rule trigger.
[WotC Rules Team 08/05/97]

All rule triggers that happen because of a particular event are dealt with simultaneously. [Aahz 08/10/97]

1.37 Continuous Abilities and Effects

Main Card Rulings Card Descriptions Glossary Index What's ←
new ??

Timing - Continuous Abilities and Effects

Continuous abilities are always on. They have their effect at all times, even during the resolution of a spell/ability. You can never do something before a continuous effect is applied.

Continuous effects may even modify how a permanent enters play, such as with Kismet. [Aahz 12/18/95]

Continuous abilities of artifacts which are not creatures or lands only work as long as they are untapped. [Mirage Page 12]

Continuous abilities of creatures work whether or not they are tapped. Artifact creatures count as creatures for this ruling. [Mirage Page 12]

Continuous abilities of lands work whether or not they are tapped. Artifact lands count as lands for this ruling. [WotC Rules Team 04/26/95]

The term "immediately" is often used to describe how continuous effects take effect, because nothing is faster than these kinds of effects.

A continuous effect affects permanents as soon as they enter play. For example, if Blood Moon is in play and a non-basic land is played, the land enters play as its original land type but is changed to a Mountain immediately. If the permanent has any "when it enters play" triggered abilities on it, or any effects trigger on the original land type entering play, those abilities still trigger. [D'Angelo 10/03/96]

1.38 Duration Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Duration Effects

These are effects which last for a given time period, such as "until end of turn", "until the beginning of your next upkeep phase", but they can also be until a certain condition is met, such as "until the creature leaves your control".

Many activated spells/abilities and triggered abilities will cause a duration effect.

The effect lasts for the duration no matter what happens to the source of the effect.

The effect lasts for the duration even if the target of the effect becomes illegal or even nonsensical. [Mirage Page 34]

If the duration is only until a certain condition happens and that

condition is met before the ability generating the effect resolves, the effect fails to happen in the first place. [WotC Rules Team 08/05/97] (REVERSAL) For example, if you take control of a creature with Seasinger and the Seasinger is untapped before the ability resolves, the ability fails to do anything and you never get control of the creature.

If the duration is until a player's next phase ending or such, it does not pick one, it waits until the next such time actually happens. This means if phases or turns are skipped, that it might take a while. [D'Angelo 11/07/96]

Duration effects end when the permanent they are affecting (if any) leaves play. [D'Angelo 11/07/96]

An "until time T" effect ends right before time T starts and handling of any things that happen "at time T" is dealt with. So, if something lasts "until your next upkeep", it ends right before handling "at beginning of upkeep" effects. And if something lasts "until end of upkeep", it ends right before processing "at end of upkeep". [Aahz 01/30/97]

1.39 Delayed or Scheduled Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Delayed or Scheduled Effects

These are effects which wait until a specific time to do something. For example, "do this at end of turn" or "draw a card at the beginning of your next upkeep". If the effect waits until a specific thing happens instead of until a specific time, it's a triggered ability.

Many activated spells/abilities and triggered abilities cause something to happen at a later time, and therefore create delayed effects.

The effect happens no matter what happens to the source of the effect or even if the original conditions that set them up no longer apply.

Effects that say "Do this at end of turn" can be avoided if the creature phases out because the creature will not be there at the scheduled time. Ones that say "Do this at end of any turn" are applied every turn. [Aahz 10/04/96]

The effect will do what it can at the specified time even if the effect would be meaningless on the target at that time. Meaningless effects do nothing. For example, you cannot give damage to or change the power/toughness of a non-creature. You may however, give a 1/1 counter to a non-creature. Counters are always meaningful even if their effects are not. [D'Angelo 10/03/96]

If an effect says to do something in your next Xxxx phase, it means the next one you encounter. It does not look into the future and pick a

specific phase. So if some phase skipping happens in between, then you don't get to/have to do the thing until the right time comes around.
[D'Angelo 11/08/96]

Delayed effects differ slightly from triggered abilities in terms of resolution because they happen at the start or end of a phase or such. See the "Phase Effect" entry for more information.

1.40 Damage Prevention

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Timing - Damage Prevention

Damage prevention can happen after a part of a spell/ability resolves or after the damage dealing steps in combat. [Mirage Page 44] They happen only if damage was assigned.

A damage prevention step occurs even if there is no hope of preventing the effect in question. Often it is meaningless and can be ignored, but it is always there (much like upkeep phase).

Loss of life is not damage and cannot be prevented or redirected. It also does not cause a damage prevention step.

Destruction or burial of a permanent does not cause damage prevention.

All damage which is dealt at one time is handled in the same damage prevention step. [Mirage Page 44]

Being reduced to zero toughness (or to less or equal toughness to the damage on the creature) does not cause a damage prevention. The creature just dies of fatal damage. [Mirage Page 4]

Although the damage prevention is actually one step, I've broken it down below so the rulings are easier to find in time-order.

Sub-Step A: Main Part of Damage Prevention

Damage is considered assigned when this step starts.

At the start of the damage prevention step, any abilities or effects which automatically prevent or reduce damage take effect. For example, the damage reduction due to Protection from Color. These effects are also re-applied if any new damage arrives during the step. [Mirage Page 44]

Automatic damage prevention abilities are dealt with as triggered abilities at the start of this step. [Aahz 01/14/97]

There is no difference between automatic abilities like Protection from Color and abilities that trigger on "damage being assigned", like Benevolent Unicorn or Justice. [Aahz 01/14/97]

During damage prevention, batches of spells/abilities are used as per the normal timing rules, but the only allowed spells/abilities are those which prevent or redirect damage or those which are used when a player or creature is damaged. Multiple batches of spells/abilities can be used. [Mirage Page 44] Remember that mana sources are always legal and that damage prevention effects follow the normal life-cycle so they can be interrupted.

Spells/abilities which coincidentally allow a creature to survive damage prevention are not allowed. For example, Giant Growth or Unsummon. [Mirage Page 46]

If anything happens during this part of damage prevention which causes new damage to occur that damage is added to this damage prevention and dealt with during it. A new damage prevention step is not started. [Mirage Page 45] Also, any automatic damage prevention spells/abilities are immediately re-applied. [D'Angelo 11/07/96]

Damage from a single source to a single recipient comes in a "packet". If a source damages multiple things, each thing gets a "packet" of damage. Preventing all the damage in a "packet" will cause the "packet" to cease to exist, along with all of its side effects. [Mirage Page 44] See the "Damage" entry for more information.

Damage prevention spells and abilities target "packets" of damage. [Mirage Page 44] They cannot be used if there is no packet to target. [Mirage Page 4]

Each point of damage carries all the information about its source. [WotC Rules Team 08/05/97]

Damage prevention spells and abilities do not target damage. They just affect the chosen or appropriate damage (if it is still there) when they resolve. [WotC Rules Team 07/03/97]

Because you target specific damage points with damage prevention spells/abilities, you are never forced to prevent one type of damage instead another type of damage, unless the damage prevention effect itself forces you to do so. So, you can prevent Trample damage and leave non-Trample damage, or remove damage of one color before damage of another color. [bethmo]

Tapping a blocking creature at this time to use a damage prevention spell/ability is legal and will not undo the damage the blocker already did. [Duelist Magazine #5, Page 37]

Sub-Step B: End of Damage Prevention

At the end of the damage prevention step, any abilities or effects which automatically redirect damage (like Veteran Bodyguard and Martyrs of Korlis) and abilities or effects which specifically wait to prevent

damage (like Ali from Cairo and Sustaining Spirit) take effect.
[Mirage Page 44]

If this redirection moves damage to new places, a second damage prevention step will follow this one to handle that damage. [Mirage Page 45]

Trample is considered as automatic damage redirection. Trample damage (when added above any other damage) on a blocking creature in excess of the creature's toughness is redirected to the defending player. Unprevented damage is applied with non-Trample first and then Trample damage, so that there is the greatest chance of Trample working. [Mirage Page 19] Note that when redirected, the Trample nature is removed from the damage.

Soul Echo happens during this step. [Aahz 11/27/96]

Damage redirected by automatic damage redirection is not considered "successfully dealt" and is handled in the next damage prevention step.

Sub-Step C: Side-Effects of Damage

Once all the automatic prevention happens, the damage becomes "successfully dealt" to the player or creature.

At this time, all side-effects of dealt damage take effect (like Hypnotic Specter or Spirit Link). [Mirage Page 44] If there are multiple side-effects, follow the rules for end of phase effects to determine the order of resolution. This means the current player's resolve first, then the opponent's.

If the side-effects assign damage to new places, a second damage prevention step will follow this one to handle that damage. [Mirage Page 45]

Damage does become successfully dealt if the permanent is no longer a creature at the end of damage prevention. Effects due to damage will still happen if they make sense, but the target is considered to have zero power and toughness for things like El-Hajjaj or such. Note that the target had to be a creature when the damage effect resolved in order to be damaged at all. [Aahz 11/08/96] Spirit Link works because it is not bounded by the toughness of the creature.

Damage successfully dealt to players causes loss-of-life as a side effect. [DeLaney 01/28/97]

Sub-Step D: Dead Go to the Graveyard

This separate sub-step exists only to point out that all side effects are dealt with before putting the creatures into the graveyard.

All creatures with lethal damage are sent to the graveyard (but may be regenerated). [Mirage Page 44]

1.41 Duration of a Spell/Ability

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Timing - Duration of a Spell/Ability

The effects of all spells and abilities are permanent unless otherwise stated on the card. [WotC Rules Team 09/22/95] Many older cards have errata in order to deal with this change. In particular, many cards which give X/ X did not have the "until end of turn" on them and this has now been added by errata.

1.42 Who Plays Abilities

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Who Plays Abilities

Generally, the controller of the card generating the ability plays it. This happens if no player is specified or if "you" is stated as the player to do something. [bethmo 02/21/97]

If a card says "During such-and-such player's upkeep, do something", the ability is played by the controller of the card with this ability because no player is stated. [bethmo 02/21/97] For example, the place a counter ability of Unstable Mutation is played by the Unstable Mutation's controller during the creature controller's upkeep.

If a card says "all players", "each player" or "any player may" do something, then the ability is played by that player and not by the card's controller. [bethmo 02/21/97] The effect is controlled by the source's controller even though the other player played the ability. [Aahz 03/17/97] For example, Howling Mine makes each player play the drawing ability during their draw phase.

If the ability has a cost, the player paying the cost is always considered the controller of the ability. At no time does one player pay another player's spell or ability cost. [Aahz 08/04/97]

1.43 Characteristics

Main Card Rulings Card Descriptions Glossary Index What's ←
new ??

Timing - Characteristics -----

- + The following count as characteristics: name, color, casting cost, card type, type of permanent, type of spell or ability, creature type, expansion symbol, abilities, flavor text, power, and toughness. [WotC Rules Team 10/06/97] Abilities gained by any means count as part of the characteristics. For example, the text added by Zombie Master, the MountainWalk and +1/+1 granted by Goblin King. [WotC Rules Team 10/06/97] It does not include abilities of enchantments that are on it. For example, the "cannot be targeted" ability of Favorable Destiny is not granted to the creature. [Aahz 08/04/97]

- + All rules (but not cards) which lock in characteristics, also lock in the permanent's controller and (if it is a local enchantment) what the permanent enchants. [WotC Rules Team 10/06/97]

- + The characteristics (as well as the controller and what it enchants) of the source of a spell/ability are set when the spell/ability is announced. Interrupts to a spell (but not to an ability) can be used just after announcement to alter the characteristics of the spell. [Mirage Page 27] For example, using Giant Growth on Tracker after his ability is announced will not increase his amount of damage, but doing it on the target will increase the damage the target deals.

- + Characteristics (as well as the controller and what it enchants) of the target (and the rest of the universe) are set when the spell/ability starts resolving, so if something happens during resolution, it will not change the effect. [WotC Rules Team 12/03/96] For example, Divine Offering gives you an appropriate amount of life even though its target is no longer in play.
If the source of a spell/ability targets itself, then the characteristics of itself as a target are locked in on announcement at the time when the characteristics of itself as a source are locked in. They are not checked again on resolution. [WotC Rules Team 07/03/97]

- Targets are also fixed. Also, who the "you" is on the card is fixed.
If you use an Orcish Artillery, you will take the damage even if you lose control of it before it resolves because the "you" on the card is set when the spell/ability is announced.

1.44 Glossary of Magic Topics

Main Card Rulings Card Descriptions Glossary Index What's ←
new ??

Glossary of Magic Topics

Abilities

Activation Cost

Animated Lands and Artifacts

Ante

Artifact

Artifact Creature

Attack

Attack or Die Effects

Banding

Bands with Other

Blocking

Bury

Buyback

Cantrips

Card Text

Caster

Casting Cost

Color

Colorless and Generic Mana

Color of a Spell

Comes Into Play Effects

Continuous Effects

Contradictoy Instructions

Controller, Caster and Owner

Copy Cards

Costs

Countering Spells and Effects

Counters

Creature in the Graveyard

Creature Power and Toughness

Creature Type

Cumulative Upkeep

Damage

Damage Prevention

Damage Redirection

Destroy

Discard

Draw

Exchange

Enchantments

Enchant World

Existing Effects

Face Down Cards

Fast Effect

First Strike

Fizzle

Flanking

Flying

Fog Effects

Generic Mana

Graveyard

Hand

I'm Done

Infinite Combos

In Play

Instant

Interrupt

Interrupting

Is Not Blocked

Land

Landhome

Landwalk

Legends

Legendary Land

Library

Licid

Life

Losing the Game

Loss of Life

Lucky Charms

Mana Burn

Mana Pool

Mana Source

Modal Effects

Moving Enchantments

Multiplayer Rulings

Must Attack or Block

On Its Way to the Graveyard

Order to Apply Effects

Owner

Permanent

Phase Cost

Phase Effect and Phase Abilities

Phase Skipping

Phasing

Pitch Spells

Poison

Play as a...

Protection

Protection from Color

Rampage

Regeneration

Removed from the Game

Resolving Spells and Effects

Responding

Rounding

Sacrifice

Shadow

Simultaneous

Snow-Covered Lands

Spell and Ability Type

Successfully Cast

Summoning Sickness

Tap and Hold Abilities

Tapping a Permanent

Target

Targeting--Announcing and Resolving

Targeting--Is Something Targeted

Targeting--Valid Targets

Token Creatures

Trample

Unblocked

Untap Cost

Untapping a Permanent

Upkeep Cost

Vanguard Cards

Walls

X Cost

Zones

1.45 Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Abilities

This is a general term for any activated or continuous things a permanent may do. The result of an ability is called its "effect".

A permanent may have the same ability more than once. If this happens, it has all the abilities. For many abilities, having it more than once makes no difference, such as with Flying or First Strike. These kinds of abilities simply make a creature able to do something or make something "true" about it. For others, such as Rampage X and Flanking, the effect becomes cumulative because the effect is active. [Mirage Page 28]

Abilities played when a card is not in play are not "creature abilities", "artifact abilities" or so on. They are card abilities (or more specifically "creature card abilities", etc.). Thus Elvish Spirit Guide and similar cards are not affected by Gloom or Cursed Totem. [WotC Rules Team 06/01/97]

1.46 Activation Cost

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Activation Cost

An activation cost is anything listed as "xxx : effect". [Mirage Page 32] Parts of the cost may be on the right hand side of the colon for older cards so they read "xxx: do yyy to do effect". (See the

Costs
entry
for more information as to what constitutes a cost.)

Only the controller of a permanent can pay an activation cost for that permanent. [Mirage Page 11] Cards may override this rule explicitly.

A single cost payment cannot pay for multiple different cards. For example, sacrificing a single artifact will not feed two Atogs.

Permanents which have an activation cost cannot have that cost paid more than one time in a single activation. [Duelist Magazine #12, Page 26]

A restriction like "no more than BB can be spent this way each turn" effectively limits the number of uses. Note that if the activation cost is increased or decreased that the number of uses that is possible may change, and it may even become zero. For example a Roterohopter with Power Artifact can be given 4/ 0 since this can be done with four payments of 1 mana. [WotC Rules Team 11/10/95]

A restriction like "No more than XX can be spent per turn" applies to all players who might control the card during a turn. A restriction like "Use this only X times" or "You may pay no more than X" applies to each player separately since it implies the controller is affected. [Aahz 03/17/97]

Effects that make an enchantment or artifact activation more expensive apply to each activation. For example, if Gloom were in play and Holy Armor was used 5 times in sequence, you would have to pay 20 mana (5*(1 3)) for the 0/ 5 bonus. [D'Angelo 06/28/96]

Paying an artifact or enchantment activation cost is not considered to be "casting a spell" and so it cannot be countered by something which counters a spell (such as Counterspell, Deathgrip, etc.) [bethmo]

Some non-permanent-creating spells (instants, interrupts, sorceries) have the "cost: effect" format text in them. In this case, this is not an activation cost, it is merely an addition to the casting cost. You cannot pay this cost more or less than once. [bethmo 11/27/96]

The term "Mono Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities cards to mean that the artifact had "Tap" as part of the activation cost (if it had one) or as the activation cost (if it had no activation cost before). This is considered errata to such cards.

1.47 Animated Lands and Artifacts

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Animated Lands and Animated Artifacts

Animated lands do not automatically get a color. They are by default colorless. Note that just because they are colorless does not make them artifacts. [Peterson 10/14/94] Similarly, they do not get a creature type. They have no creature type at all unless the card that animates them says they do. In other words, Forests animated by Living Lands have no creature type. They are not creature type Forest. [WotC Rules Team 06/01/97]

Animated lands and artifacts fall under all the rules for creatures with regards to summoning sickness. This means that unless the permanent started your turn in play on your side, it cannot be tapped for any ability or used to attack. See the [Summoning Sickness](#) entry for more information.

Animated lands have casting costs of zero. [bethmo]

When a land or artifact de-animates, any enchant creatures on it are immediately buried at the speed of a rule-speed trigger (which is effectively a continuous effect).

When a land or artifact de-animates, any counters on it that specifically apply to creatures are not removed. These counters just don't do anything until the land or artifact becomes a creature again. For example, a 1/ 1 counter from Dwarven Weaponsmith remains.

When a land or artifact de-animates, any duration effects which specifically apply to creatures (like " 1/ 1 until end of turn") stay in effect until the duration would normally end. If the land or artifact becomes animated again before the duration ends, the effect kicks back in immediately.

When a land or artifact de-animates, any damage on it remains until end of turn, when it is healed normally. If the land or artifact becomes animated before the end of turn, the damage is still there. [WotC Rules Team 09/22/95] Such damage is still removed during Cleanup.

Animating a land or artifact does not count as a "creature entering play". It was already in play. It's just becoming a creature. [bethmo 06/30/97]

1.48 Ante

Main Card Rulings [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Ante

Magic can be played for "ante". This means that you are playing for the ownership of one (or more) of your opponent's cards.

The standard way to play for ante is for each player to take the top card off of their decks after shuffling and cutting. These cards are then

considered to be the "ante" for the game. The winner gets these cards.
[Mirage Page 55]

Any card that refers to a player's ante, refers to the card(s) they currently have in the ante area. [Mirage Page 55]

The ante area can be examined by either player at any time. [Mirage Page 59]

List of Ante Cards

1.49 Artifact

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Artifact

Artifacts which are not creatures or lands lose their abilities when they become tapped. Any continuous effects, triggered effects, specialized effects, and so on cease and any activation costs cannot be paid. [Mirage Page 12]

There are three systematic exceptions to artifacts turning "off" when tapped. They are: 1) any phase costs, even ones in the card text, must still be dealt with [Mirage Page 12], 2) any abilities which are used to untap the artifact automatically override this rule, 3) any time the card says something happens when it is in a tapped state (i.e. Mana Vault damage). [WotC Rules Team 10/18/95] Phase effects of a tapped artifact are not exempted unless they fall into the above.

Artifacts have no color but can given a color with effects like the xxxxlace spells. [Mirage Page 65]

The artifact quality of a card has nothing to do with its color. If you Chaoslace an artifact, it is now a red artifact. [bethmo]

The term "Mono Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities cards to mean that the artifact had "Tap" as part of the activation cost (if it had one) or as the activation cost (if it had no activation cost before). This is considered errata to all such cards.

The term "Poly Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities cards to mean that the activation cost did not include tapping.

The term "Continuous Artifact" was used on Limited/Unlimited/Arabian Nights/Antiquities to mean that the artifact had no activation costs.

1.50 Artifact Creature

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Artifact Creature

Artifact Creatures cannot attack the turn in which they are put into play or do any action which would require them to tap to pay for the action. They have all the limitations that regular creatures do. [Mirage Page 12]

The effects and abilities of artifact creatures (or artifact lands) can be used even when the creature (or land) is tapped (as long as tapping is not part of the use cost). [Mirage Page 12]

Artifact creature cards are not "summon" spells.

These are considered "creature cards" while in play, in your hand, in the graveyard, or anywhere else.

1.51 Attack

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Attack

See the section on the
Attack Phase
for information about attacks.

1.52 Attack or Die Effects

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Attack or Die Effects

Several creatures and spells have the ability to force a creature to attack or be destroyed. These include Siren's Call, Nettling Imp and Norrit.

See the Must Attack link TOP_MUST}

Creature is destroyed if it cannot attack. This includes a Sea Serpent

which cannot attack if opponent has no Islands, non-flying creatures which cannot attack if the opponent has an Island Sanctuary, or if the creature is in a tapped state and cannot attack. [Aahz]

Can affect a tapped creature. [Snark]

These effects can only affect a creature or set of creatures if used on the appropriate player's turn. Thus, you cannot use it on your turn to affect an opponent's creature. In multiplayer games, you cannot make it affect a creature unless it is that player's turn.
[Duelist Magazine #4, Page 64]

Can only be used prior to the attack on a player's turn. Cannot be used after the end of the main phase even if the player did not declare an attack. [Aahz 04/11/95]

If the player cannot attack due to an effect such as Festival, then these effects are not legal since they can only be played at a time in which the player can declare an attack later this turn. [Aahz 06/16/97]

These effects cannot be used on creatures with summoning sickness.

1.53 Banding

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Banding

Banding consists of two separate abilities, which can be referred to as "mutual assistance" and "damage sharing". [Mirage Page 19]

Mutual assistance only applies to attacking creatures. It is an agreement that if any one of the attackers is blocked, that the whole group will stop and gang up on the blocker(s).

Damage sharing applies only when damage is assigned during the attack phase due to attacking or blocking. This part of the ability applies to attackers and defenders and allows the players with banding in their group to distribute damage among the banded creatures. [Mirage Page 20]

The attacking player needs for all or all-but-one of the attacking creatures to have banding ability in order for the attacking group to be considered banded. [Mirage Page 19]

The creatures in an attacking band are set when the attackers are announced and cannot be changed after that. [Mirage Page 19]

The defending player needs to only have one creature with banding blocking an attacker for all the creatures blocking the attacker to gain the benefits of damage sharing. [Mirage Page 20]

Creatures do not "band for defense". Even without banding multiple creatures can choose to block one attacker. Creatures must still be able to block the attacker in order to be declared as a blocker. For example, if a Serra Angel is attacking, you cannot choose to "band" your War Mammoth with your Mesa Pegasus as a defense. The Mammoth simply cannot block the Angel. [Mirage Page 20]

To block an attacking band with a creature, your blocker only needs to be able to block one of the creatures in order for mutual assistance to kick in and have it block the entire band of attackers. [Mirage Page 19] For example, a Mesa Pegasus banded with an Fear-enchanted Scathe Zombies can be blocked by either a flying creature or a black or artifact creature.

If the conditions for banding are met (i.e. one banding creature in a group of blockers or all or all-but-one in a group of attackers), then the damage sharing ability automatically kicks in. You cannot choose not to use it.

Damage may be divided up among a banded group any way you want to. You can give all of it to one creature or any other way you want. [Mirage Page 20] But all of it must be assigned somewhere.

Assigning more damage to a creature than it can survive is allowed. [Mirage Page 38] If some or all of the extra damage assigned to a blocker is Trample damage, it does go past and damages the defending player.

Each member of a Band of attackers is a separate source of damage. Banding just allows a group to be blocked or let through as a whole, and for the ability to distribute damage. It does not mean that the creatures act as one.

Grouping or banding in defense or banding to attack, does not change the actual power, nature, or color of the creatures attacking. When damage gets distributed, the damage still has color and may have Trample or other special abilities. [Mirage Page 19]

If Banding is removed after attackers are declared, the band stays intact anyway. But the attacker does not get to use the damage sharing ability unless at least one band member has Banding when damage is assigned. [Duelist Magazine #17, Page 24] (REVERSAL)

If a Banding creature in a defending group is killed before damage dealing and it regenerates, it is removed from the combat and cannot contribute Banding any longer.

Banding on attack does not work like Banding on defense. Banding must be declared along with the attack. If a defending creature that can block more than one attacker chooses to block a creature that has Banding and one that does not have Banding, the two attackers are not considered to be Banded. Note that this is different from the opposite case where two blockers block one attacker and one of the blockers happens to have Banding.

Prior to Fourth Edition, this ability was called "Bands" rather than "Banding".

1.54 Bands with Other

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Bands with Other

Bands with Other rules were introduced in the Legends expansion set and have not been seen in any other set as of yet.

Creatures with the ability 'bands with other <creature type>' have a limited form of the banding ability. When attacking, a creature with this ability may join with any number of attacking creatures as long as they all have banding or 'bands with other <creature type>' where the creature type listed is the same. The choice to use this ability must be announced when the attack is declared. These creatures must then be treated as if they had joined together using the regular banding ability. When defending, if at least two creatures with the ability 'bands with other <creature type>', where the creature type listed is the same, block the same attacker or attackers, then the damage from the attacking creature or creatures is distributed among all the blockers of this attacker as the defending player decides.
[Legends Rulecard -- complete text]

This ability is similar to Banding but only allows creatures with this ability to band with others of the appropriate type. For example, Wolves of the Hunt (as created by the Master of the Hunt) can Band with Other Wolves of the Hunt.

This ability does not allow for creatures without the ability to join in. The key is the <creature type> specified. If the types match, then they creatures can band together.

Creatures with full Banding ability may join the band. [Legends Rulecard]

If Bands with Others is removed after attackers are declared during an attack, then band will stay together. See the rules under
Banding
for
more information.

1.55 Blocking

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Blocking

See

Step 3
in the
Attack Phase
section for more information.

The rules differentiate between being "assigned to block" or "assigned a blocker" from "blocking" or "blocked". The first two only happen during the "Assign Blockers" step of the attack. The latter happen no matter how a creature gets blocked. [WotC Rules Team 09/22/95]

A creature is "assigned to block" another creature by a specific action taken during the "Assign Blockers" step of the attack.
[Mirage Page 50]

Some effects can result in a creature being blocked or blocking without actually being assigned. For example, when a blocker is assigned to one member of a band of attackers, the other attackers in the band are blocked but were not "assigned" a blocker. [Duelist Magazine #8, Page 46]
Also, General Jarkeld and Sorrow's Path can swap blockers such that they are now blocking different creatures but never were "assigned" to block them. [WotC Rules Team 09/22/95]

See individual card entries to see if they depend on this distinction.

If a blocking ability does not indicate that it happens when or because of blockers being "assigned", it is safe to assume that it works no matter how a creature becomes blocked. [Duelist Magazine #8, Page 47]

Conditions for a blocking ability are checked when the block happens and may set up a delayed effect. The effect will happen even if the creature would not qualify for the effect later (i.e. a War Mammoth blocks an Abomination but is Chaoslaced before the end of combat so it is no longer green). [Duelist Magazine #8, Page 47] However, a creature which is retroactively removed from combat will not be affected by "end of combat" effects affecting it. Normal ways to remove a creature from combat will still leave "at end of combat" effects on the creature. [Aahz 09/24/96]

Conditions are not constantly rechecked. For example, if a Hill Giant blocks an Abomination, it is not marked for destruction. Then if it is lifelaced to green later, it will not be rechecked to discover that it is now eligible for the effect. [Duelist Magazine #8, Page 47]

It is possible for a blocker to end up blocking two un-banded attackers or even two separate banded groups. If there are two groups blocked by one defender, then the defender chooses how to divide damage between the two groups. And if one or more of the groups is an attacking band, that banded group decides how to share the damage amongst itself after the defender divides its damage among the groups.
[Duelist Magazine #2, Page 9]

1.56 Bury

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Bury

This means to put a permanent into the graveyard. A bury may not be prevented by any means. [Mirage Page 11]

Burial has been extended to apply to any placing of a card into the graveyard, whether this is from play or not. [WotC Rules Team 03/14/97]

You may not attempt to regenerate a buried creature.
[WotC Rules Team 12/03/96]

Also see

Destroy
.

The Limited/Unlimited/Arabian Nights/Antiquities cards did not use this term. They used "destroyed without the possibility of regeneration" or something similar.

1.57 Buyback

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Buyback

+ If you pay the buyback cost when you play the spell, then the spell is returned to your hand when it resolves, rather than going to your graveyard. You have to pay the buyback cost when you play the spell if you are going to pay it at all. [Tempest Rulebook]

+ Returning the card to your hand is part of the spell's effect, so it will not occur if the spell is countered or fizzles against all of its targets. Instead, the card is put into your graveyard. [Tempest Rulebook]

1.58 Cantrips

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Cantrips

Cards which say "Draw a card at the beginning of the next turn" or "Draw a card at the beginning of the next turn's upkeep" are called 'cantrips'.

All older cantrips have errata to draw a card at the beginning of the next turn instead of the next turn's upkeep. [Duelist Magazine #18, Page 28]

You draw at the beginning of the next turn regardless of which player's turn that is. [D'Angelo 04/11/97]

If a targeted cantrip fizzles you do not draw a card for it.
[WotC Rules Team 06/15/95]

If a cantrip is countered you do not draw a card for it.
[Duelist Magazine #7, Page 8]

It does mean the next turn's upkeep. If you use a cantrip during untap (prior to upkeep), you will not draw on that turn's upkeep.

1.59 Card Text

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Card Text

Whenever a card mentions its own card name, it means to refer to itself. It does not refer to other cards of its name. [bethmo 11/18/96]

Something that affects "each X and Y" affects everything that counts as an X and/or counts as a Y. It will not affect anything twice.
[WotC Rules Team 11/10/95]

The text "target X or target Y" is the same as "target X or Y" and is just spelled out to make the targeting more clear.
[WotC Rules Team 11/10/95]

1.60 Caster

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Caster

See

Controller, Caster, and Owner

.

1.61 Casting Cost

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Casting Cost

The "casting cost" of a spell is the number of mana points, regardless of color, which are specified in the upper right hand corner of the card. [Mirage Page 32]

If there is an 'X' in the cost, consider the amount paid in 'X' to be part of the cost during casting, but to be zero after the card becomes a permanent. [Mirage Page 30]

The "casting cost" does not include any extra mana that was spent to overcome obstacles like Gloom or Power Sink. [Mirage Page 32] Nor does it include any extra costs listed in the text box.

The casting cost is not reduced by a spell or effect which helps pay part of the effect's cost. [Mirage Page 32]

Nothing can increase the cost to cast an already-announced spell. For example, you cannot Sleight of Mind a Gloom enchantment to make green spells cost 3 more after a green spell is cast and expect 3 extra mana to have to be spent. [bethmo]

Token creatures have a casting cost of zero. [Mirage Page 23]

Animated lands have casting costs of zero.

Creatures which are in play due to an effect like Animate Dead have a casting cost equal to the cost on the creature card, not that of Animate Dead. [bethmo]

If a spell or effect directs you to pay the casting cost of a spell, rather than an amount of mana equal to it, you must pay the specific colors of mana listed on the spell card. [D'Angelo 11/07/96] Few cards do this. Some are Flash, Transmute Artifact and Illusionary Mask.

1.62 Color

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Color

Black, Blue, Green, Red and White are the only colors in the game.
[Mirage Page 8]

Artifact is not a color, it is an attribute. [Mirage Page 8]

Colorless is not a color. It means "no color". [Mirage Page 8]

"Gold" is not a new color in the game. It is just used to help identify cards with more than one color. [Aahz 06/15/94]

Also see

Color of a Spell

.

1.63 Colorless and Generic Mana

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Colorless and Generic Mana

The colorless/generic mana symbol is a grey circle with a number in it.

Generic mana is the term for spell and effect costs which can be paid with any color (or with colorless) mana. [Mirage Page 9]

Colorless mana is the term used for effects that generate mana which has no color. [Mirage Page 8]

A generic mana symbol of cost N when used in a spell or effect's cost or as part of a payment indicates that N mana of any color needs to be spent. [Mirage Page 9] For example, an Artifact can be cast with mana of any color.

There technically is no colorless mana symbol. But some old cards use the generic mana symbol when listing the color of mana they produce. In this case, consider the mana colorless.

The generic X cost is still considered generic even if there is a requirement that a specific color be used for it. For example, "only black mana can be spent this way". This distinction is important for effects which reduce the colorless portion of a spell's cost. For example, if you had 2 Helms of Awakening in play (each reduces the generic costs of all spells by 1), you could cast a Fifth Edition Drain Life for just "B" and still do 1 damage. [bethmo 03/31/97]

1.64 Color of a Spell

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Color of a Spell

The initial color of a spell is the color of mana specified in the casting cost. [Mirage Page 9] The background color of the card is used only as an aid. [Mirage Page 10] For example, the error with the Serendib Efreet in the Revised Edition has a green background color, but the card is blue because the casting cost includes blue mana.

If a spell only has generic mana in its casting cost, then it is colorless. Note that some cards with a zero casting cost do have color. When this is so, there will be card text to remind you. For example, the Kobolds have a text saying they are red. In general, the explanatory color text is subject to Sleight of Mind, but for some cards such as Dark Heart of the Wood, it cannot. See the appropriate card ruling if you really need to know.

If a spell has more than one color of mana in its casting cost, it is considered to be of all the specified colors.

A card which takes red and black mana to cast is considered to be both red and black. It would therefore be immune to Terror (which cannot target black) and could have its damage prevented with a Circle of Protection of either color. [Mirage Page 27]

A card with more than one color will become a single color if xxxxLaced. [Mirage Page 8]

If an effect changes the mana symbols on a card, it will change the base color for that card. For example, Celestial Dawn will temporarily change a Phantom Monster to be white. When the effect ends, the base color of the card reverts to match its actual mana symbols. So the Phantom Monster becomes blue again when the Celestial Dawn leaves play. [WotC Rules Team 12/03/96]

An effect which overrides the color of a card (such as a xxxxLace spell), overrides the color regardless of the casting cost or changes to the casting cost. [Duelist Magazine #16, Page 24]

An effect which affects "non-black" things means things which are not black at all. It does not mean things which have a color in addition to black. [Mirage Page 27] Things are either black or non-black. They cannot be both and they cannot be niether.

A spell which becomes a permanent, becomes a permanent of the same color the spell was when it resolved. Usually this is the color in the casting cost, but if the color is changed by a xxxxLace or such, the color change is permanent. [Mirage Page 10]

1.65 Comes Into Play Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Comes Into Play Effects

Effects that change how something comes into play will affect how the card comes into play. For example, Kismet will make land cards enter play in a tapped state. They do not enter play and tap afterwards.
[WotC Rules Team 08/05/97]

Continuous effects that will apply to the card once it is in play are ignored when deciding which abilities do and do not trigger as it comes into play. For example, if you play a land while Living Lands is in play, the card comes into play as a land card (triggering anything that triggers on lands coming into play) and then changes to a creature thereafter (which means it will not trigger effects like AEther Flash which detect creatures coming into play). [WotC Rules Team 08/05/97]

Comes into play effects are triggered abilities on permanents that happen as soon as the card is brought into play by casting or by any other means.

Since it is a triggered ability, you cannot use anything other than mana sources (and maybe specialized abilities if they apply) between the card entering play and the triggered abilities being dealt with.
[bethmo 11/06/96]

If the spell/ability is countered and the permanent does not enter play, the ability does not trigger.

Any effect of the permanent on itself due to the permanent coming into play follow the same rules as phase costs, so the abilities of the permanent entering play may not be used until the comes into play effect is dealt with. [Duelist Magazine #16, Page 25] Note that they are not actually phase costs, they just follow the same rules. [Aahz 06/14/97] This closes up a loophole in which permanents with mana source speed abilities were using their abilities prior to dealing with the comes into play effect. Comes into play effects from cards other than the permanent itself do not follow the phase cost rules.

Some comes into play effects are not considered costs, for example the Kjeldoran Dead. The key to knowing if it is a phase cost is if there is an "or do something else" (most often bury something) in the effect.
[WotC Rules Team 12/03/96] See Phase Cost and Phase Effect for more information.

All comes into play effects which are considered costs (which means innate and externally applied ones) must be dealt with together. This means they work just like other phase costs do. They combine and get paid or not paid at once. [Aahz 12/18/96] Combined costs of this type are very unlikely.

Phasing a card in will never trigger such effect. [Mirage Page 2]

1.66 Continuous Abilities and Continuous Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Continuous Abilities and Continuous Effects

See the

Continuous Abilities and Effects
entry in the
Timing
section.

1.67 Contradictory Instructions

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Contradictory Instructions

- + If a single effect is modified by a replacement effect such that the effect gives contradictory instructions, such as "put this card in the graveyard and in your hand", then all contradictory parts of the effect are ignored. [WotC Rules Team 10/06/97]
- + If phase costs combine in a way that makes them contradictory, then you cannot pay any of the costs and the side-effects of not paying take place in sequence. [WotC Rules Team 10/06/97]

1.68 Controller, Caster and Owner

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Controller, Caster and Owner

The owner of a card is the one who started the game with that card in their library. [Mirage Page 23] Note that the game does not care who has property ownership of the cards in the game. Ownership changes only when a card specifically says that it does.

The controller of a permanent starts as the one who brought the permanent into play, but cards can change controller. [Mirage Page 11] Also, there are a couple of cards, such as Varchild's War Riders, that actually put something into play under your opponent's control. But this is stated on the card if it applies.

The controller of a spell is the player casting the spell. [Mirage Page 23]

All effects of a spell/ability are considered "controlled" by the player who played the spell/ability that generated the effect.

[WotC Rules Team 06/01/97] If an ability can be played by a player other than the card's actual controller, then the controller of the card is not relevant. For example, the player who plays and pays for the ability of Zur's Weirding is the controller of the effect, whether or not that player controls Zur's Weirding itself. [WotC Rules Team 06/01/97]

[Duelist Magazine #19, Page 30] This is a REVERSAL of previous rulings where the controller of the card that generated the effect was the controller of the effect.

All effects are considered "controlled" by the player who played the spell or ability that generated the effect. The actual controller of the card is not relevant. For example, the player who plays and pays for the ability of Zur's Weirding is the controller of the effect, whether or not that player controls Zur's Weirding itself. [WotC Rules Team 06/01/97] This is a REVERSAL of previous rulings where the controller of the card that generated the effect was the controller of the effect.

If the ability has a cost, the player paying the cost is always considered the controller of the ability. At no time does one player pay another player's spell or ability cost. [Aahz 08/04/97]

Phase abilities, phase costs, and untap costs are played by the active player. It does not matter who controls the source of the ability or cost. [WotC Rules Team 07/03/97]

The caster is the one who cast the spell. This is always equal to the owner. [Duelist Magazine #5, Page 123] Actually, Grinning Totem changes this and allows the caster to differ from the owner. [bethmo 10/14/96]

Only the controller can pay costs associated with a permanent (unless otherwise specified on the card). [Mirage Page 11] This means that if an enchantment you control, like Regeneration, ends up on an opponent's creature, that you (not your opponent) can power the enchantment's ability since you are still the controller of the enchantment.

There is currently no way to change the controller of an enchantment. This means that enchantments are controlled by their caster. Enchantments on a creature do not switch controllers if the creature switches controllers. [Aahz 07/05/95]

The text "you" or "your" refers to the controller of the card and not the owner. [Mirage Page 11]

The text "you" or "your" refers to the controller of the card and not the owner. [Mirage Page 11] The same applies to any imperative text, such as "do this". All such is to be done by the controller if the card is

in play, or by the owner if it is not in play. [D'Angelo 09/03/97]

Cards which go to the graveyard or to a player's hand or library always go to their owner's graveyard, hand or library, regardless of who currently controls them. [Mirage Page 23]

1.69 Copy Cards

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Copy Cards

Cards which copy other cards include Clone, Doppelganger, Dance of Many, and Copy Artifact.

All copy cards are targeted and cannot be brought into play without a legal target. If the target becomes invalid after declaration but before resolution, the spell fizzles. [WotC Rules Team 02/09/95] They are considered targeted no matter how they are brought into play. They cannot copy Autumn Willow (which cannot be targeted by effects) when brought into play with Resurrection, for example. [Aahz 12/07/96]

If a copy card is brought into play by a means other than casting, then the target is chosen when the copy card would enter play, and if there is no valid target, the bringing into play will fizzle and the copy card will remain where it is. [D'Angelo 11/07/96]

A Doppelganger changing forms is also targeted and will fizzle if the target becomes illegal before resolution. [Peterson 11/07/94] If it fizzles, it remains in its old form.

Copy cards in general cannot copy things which are only of the appropriate type due to some effect. This is because the copy cards do not copy existing effects on the target, they only copy the target. They look to see the type of the target with all effects on it removed and if it is still not of the correct type, it will not allow itself to be used. [D'Angelo 06/30/95]

Clone and Doppelganger can only copy permanents created by a "Summon" or "Artifact Creature" spell, or tokens that inherently count as creatures. They may not copy permanents which are only creatures due to some sort of animation such as Kormus Bell. [WotC Rules Team]

+ They may copy the Ligid creatures even when they are in Enchantment form, because the base card is a Summon card. [bethmo 10/09/97]

Creatures in play due to Animate Dead or similar spells can be copied. [WotC Rules Team 07/03/97] (REVERSAL)

Copy Artifact can only copy permanents created by "Artifact" or "Artifact Creature" spells, or tokens that inherently count as artifacts. They

may not copy permanents which are only artifacts due to some other effect. [WotC Rules Team] Copy Artifact cannot copy another Copy Artifact since it is only an artifact due to an effect.

+ See the Characteristics entry to see what is copied.

The casting cost is one of the characteristics which is copied. This means that casting the Sacrifice spell on a Clone of a Lord of the Pit would give you seven black mana. [WotC Rules Team 07/27/94]

The copy of an artifact creature is an artifact creature. In other words, "artifactness" is a characteristic that is copied.

Copies the color of the target unless otherwise stated on the copy card. [WotC Rules Team 10/03/96]

The name is a normal characteristic and is copied. For example, a Clone of a Plague Rat counts towards the number of Plague Rats in play. [WotC Rules Team 07/27/94]

They come into play in the same tapped/untapped state as the target would have when cast. [WotC Rules Team]

+ They do copy the "expansion symbol" on a card. [WotC Rules Team 10/06/97] (REVERSAL)

They remain cards even when copying a token. [WotC Rules Team]

If a card being copied has variable forms or characteristics (set at casting or changeable during play), the copy will be of the current form. If the form is changeable, then the copy may change at a later time as per the characteristics of the card that was copied. [Aahz 06/06/94]

Anything that is normally done when a card enters play is done when the copy comes into play. For example, if a copy of a Nameless Race is put into play you would have to pay the life. [Aahz 01/16/95]

Copies of creatures (such as the Rock Hydra) with an X in the casting cost treat X as zero. [WotC Rules Team 07/27/94]

The copy does get tokens when the copy card is cast if the card being copied gets tokens when it is normally cast. This ruling includes the Tetravus, Triskelion, Clockwork Beast and Clockwork Avian. The Doppelganger does not get any tokens when switching to one of these creatures during upkeep. [WotC Rules Team 07/27/94]

They copy the base creature/artifact and not any enchantments or counters on it, regardless of whether the counters are due to natural abilities of the creature/artifact or of other spells. [WotC Rules Team] This means that a copy of a Rock Hydra with 6 heads will be a zero-headed Hydra (and will most likely die immediately).

All permanent changes on the creature/artifact are copied. A permanent change is defined as anything which says its change is permanent and which is not marked with a counter. So, the effects of spells like Sleight of Mind, Magical Hack, xxxxLace, and so on are copied.

[Aahz 07/15/97] Note that non-permanent cases last only while a card is in play or until a condition is met. These non-permanent cases are not copied.

Permanent effects which use counters are not copied, so Ashnod's Transmogrator, Aisling Leprechaun, and other such effects are not copied. [WotC Rules Team 07/27/94]

Permanent effects played on the copy card override the characteristics it is copying. For example, if a Doppelganger is modified with Ashnod's Transmogrator, it will act as a Transmogrified version of the creature it copies even if it changes creatures. [Aahz 08/08/94]

1.70 Costs

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Costs

Payment of costs is always unpreventable. It happens during announcement of the spell or effect. [Mirage Page 33] Things may prevent you from being able to pay a cost. Usually these involve raising the cost (Gloom) or making a resource unavailable for use (Imprison). But nothing can stop you if you have the resources available. [D'Angelo 11/07/96]

The cost to cast a spell includes the mana cost in the upper right hand corner of the card, plus any other costs written in the text.

While the "Cost: Effect" notation on a permanent indicates an activatable ability, this same notation on a non-permanent spell indicates a cost that must be paid when announcing the spell. [D'Angelo 01/28/97]

The cost to use an ability is usually written as an activation cost (See

Activation Cost

for more information) but can also just be spelled out.

Costs can usually include tapping the source of the effect, sacrifices, mana, payment of life (loss of life on some older cards), or removal of counters. Generally, if something on the spell or permanent is not one of these, then it is not a cost. If it is one of these, and the card text is not clear as to when this is done, it is probably a cost and not an effect.

All cards that read "Do X to do Y" now mean that X is a cost regardless of what it has you do. [Duelist Magazine #11, Page 56]

All cards written as "X: do Y" mean that X is a cost regardless of what it has you do. [Mirage Page 32]

Costs are all lost if a spell is countered. [Mirage Page 38]

If something has a cost, it cannot be paid accidentally. For example, someone cannot make your Prodigal Sorcerer deal damage by making it become tapped. You must actually pay the cost with the intent of getting the effect in order for the effect to occur.

You cannot pay a cost of life if you have zero or less life or if the payment will bring you below zero life. [Duelist Magazine #3, Page 22]

You cannot tap a tapped card or untap an untapped card as part of a cost. The payment of the cost must be successfully done and cannot fail. [D'Angelo 12/23/96]

If costs combine (as with phase costs) into something that is contradictory, then you cannot pay the cost at all. For example, you cannot both unsummon and sacrifice the same card. [Aahz 02/16/97]

Costs are also not modifiable. Hence, you cannot use a draw modifying spell/ability on the draw cost of Psychic Vortex. [Aahz 06/16/97]

1.71 Countering Spells and Effects

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Topics - Countering Spells and Effects

A countered spell is placed in the owner's graveyard and all mana (or other costs such as sacrifices) used for the casting are wasted. [Mirage Page 38]

A countered effect simply goes away without any of its costs (including sacrifices) being refunded. [Mirage Page 38]

If a spell is countered, it is not considered to have been "successfully cast". This means that you cannot use effects which say "Gain one life if xxx is cast" or any similar effect. [Aahz]

Once a spell is countered, it is an illegal target for any other interrupts, so any interrupts which target it that have been cast and are waiting to resolve will fizzle. [Mirage Page 38]

Note that you cannot use an interrupt until after all decisions about a spell/effect are made, so you cannot counterspell until the person declares how much mana is actually in that X damage spell, or otherwise finishes announcing the effect.

There are currently few spells/effects which will counter the effect of a permanent, and countering the effect of a permanent is completely different from countering a spell.

1.72 Counters

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Counters

Counters are used in Magic to signify permanent or long-lasting effects on a creature or other permanent. [Mirage Page 24] Typically counters are given names or numeric values to be associated with them.

Counters of the same name are interchangeable. Thus a 'spore' counter from any source is considered to be the same as any other 'spore' counter. [Mirage Page 25] Unnamed counters are never interchangeable. They only work with that particular card and are not counted or affected by other cards.

- + Counters with just values, such as +1/+1, are considered to be named as the appropriate numbering and are therefore interchangeable. So all +1/+1 counters are interchangeable and all +1/+0 counters are interchangeable, but a +1/+1 counter is not interchangeable with a +1/+0 counter. [WotC Rules Team 10/06/97] Note that most older cards refer to "these counters" in the text, which means they will not use counters which are from other sources, and which means they are not really that interchangeable.

Counters are considered to apply themselves to the permanent they are on as a continuous effect. If the effect cannot be applied to the permanent because it does not make sense (e.g. +1/+1 counter on a land), the counter remains on the permanent and will become active again as soon as the permanent can be legally affected again. [Mirage Page 25]

Counters remain even on a permanent if what they do does not currently apply. For example, if a Mishra's Factory gets a +1/+1 counter while it is a creature, the counter will remain when it de-animates. [Mirage Page 25]

- + The effects of counters on a permanent apply as if they were inherent abilities of that permanent, so they are applied before any external effects. [Aahz 09/28/97]

Note that tokens and counters are different concepts in Magic. These rulings do not apply to tokens.

1.73 Creature in the Graveyard

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Creature in the Graveyard

Cards which refer to a "creature in the graveyard" or "dead creature" really mean a "creature card in the graveyard."

A creature card is any "Summon Xxxx" or "Artifact Creature" card.

1.74 Creature Power and Toughness

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Creature Power and Toughness

Enchantments on a creature which enhance the power of a creature do not change the color of the damage that creature does. For example, a Firebreathing Pegasus does White damage. [Mirage Page 8]

Creatures can have negative power ratings due to a variety of reasons. Such a creature does zero damage when attacking or defending and is considered to have a power of zero for all intents and purposes other than changes in their power. [Mirage Page 13] For example, a creature with Power of -2 and Farrel's Mantle still deals 2 damage with that effect.

Creatures can have negative toughness ratings due to a variety of reasons. This is usually very temporary since the creature is dying, but it can happen. If it does, the toughness is considered to be zero for all reasons other than changes in their toughness. [Mirage Page 13] This rulings becomes important in cases like Creature Bond, where it is not possible to cause a negative amount of damage.

If an effect sets the power and toughness on a creature to a specific value, treat this as if the numbers on the card were changed. The effect of any fast effects, enchantments or other things stay in effect. [Mirage Page 13] So if a Hill Giant(3/3) with Giant Growth(3/ 3) and Holy Strength(1/ 2) is affected by a Sorceress Queen(set to 0/2), then it's power/toughness is 4/7. Similarly, with Blood Lust (4/-4 but toughness does not dip below 1) instead of Giant Growth, the Hill Giant would be 8/3 before and 5/3 after the Sorceress Queen. The trick to remember is that you are altering the base creature, and the base is considered the first effect in play, then reapply effects in the order they entered play.

If a creature's toughness becomes 0 (or less) at any time during an effect's resolution, the creature is destroyed and the death is dealt with before

even continuing with the resolution. [Aahz 09/27/96]

- + There used to be a rule that an effect which set the power/toughness of a creature to a specific value caused that power/toughness change to always be applies prior to any power/toughness change effects, regardless of the order of resolution. This rule has been REVERSED. Effects that set the power/toughness to a specific value are now dealt with as normal. For example, if a Hill Giant(3/3) has Giant Growth on it (+3/+3) and then a Sorceress Queen sets it to 0/2, it is 0/2 and not 3/5.

A creature's toughness is only checked after each event in a spell or ability's resolution. [WotC Rules Team 08/05/97] (REVERSAL)

1.75 Creature Type

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Creature Type

Creature type is defined as being the word(s) that follow the word "Summon" on a "Summon Xxxxx". The creature is of type "Xxxxx".
[Mirage Page 14]

The plural of a creature type is the same as the base creature type. Thus Goblin and Goblins are the same, and Faerie and Faeries are the same.
[Mirage Page 15]

The gender of a creature type does not matter. "Summon Actor" and "Summon Actress" are the same type as are "Summon Sorcerer" and "Summon Sorceress". [WotC Rules Team 12/03/96] Also "Brother" and "Sister".
[Aahz 04/07/97]

Creature type names do have to match identically (other than in single/plural sense) to be considered the same. "Spirit" and "Blinking Spirit" are not the same creature type. [Duelist Magazine #9, Page 36]

Token creatures are of the creature type they are specified to be in the effect that generates them. [Mirage Page 24] For example, the creatures generated by The Hive are of type "Wasp" and ones from the Serpent Generator are type "Poison Snake".

When an effect turns a permanent into a creature, it will specify the creature type, which will often be the same as the name. For example, Mishra's Factory becomes a creature of type (and name) Assembly Worker. [D'Angelo 10/25/95] Note that many artifact animators simply say that the artifact becomes an Artifact Creature and therefore it has no creature type.

- + Cards which say "Counts as a Xxxxx" such as the artifact creatures which say "counts as a wall" are considered to be of that creature type.
[Mirage Page 14] The "counts as" text applies at all times, and not just

when the card is in play. So a Teeka's Dragon is a Dragon even when it is in your library, graveyard, or hand. [Aahz 09/28/97]

"Artifact Creature" and "Land Creature" are not creature types. Those are permanent types. Such permanents do not have a creature type at all unless the card text says that they do. [Mirage Page 14] For example, an artifact creature that says "Counts as a wall" is of creature type "Wall" in addition to being an Artifact Creature. Also, there are several token creatures which are also artifacts and have types.

Elder Dragon Legends have errata to say "Summon Legend" instead. They count as type Legend for all spells that affect Legends. [Duelist Magazine #9, Page 36] They do not count as Dragons. [bethmo 09/17/96]

Other card characteristics, such as color, do not count as a creature type either. So "red creatures" or "flying creatures" are not valid choices of creature type. [Duelist Magazine #9, Page 36]

Creatures can have more than one creature type. For example, Goblin Scout tokens are both Goblins and Goblin Scouts because the card says it produces Goblin Scouts that count as Goblins. [Aahz 10/08/96]

1.76 Cumulative Upkeep

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Cumulative Upkeep

A card with cumulative upkeep requires you to pay a cost that increases by its base value each upkeep. This generally means that you pay the cost on the first upkeep, 2 times the cost on your next upkeep, 3 times the cost on your next upkeep and so on. If you do not pay, bury the card. [Mirage Page 61]

For example, if a card has "Cumulative Upkeep: and 2 life", you pay and 2 life on the first upkeep, <BB> and 4 life on the next upkeep, <BBB> and 6 life on the next upkeep, and so on.

Cumulative upkeep is tracked with counters associated with the source of the cumulative upkeep effect. If the upkeep is paid, a counter is added when the upkeep effect resolves. If it is not paid, no counter is added and the consequences are suffered. There is no way to remove these counters or to cause cumulative upkeep to be reset. [WotC Rules Team 12/03/96] (REVERSAL) Note that although the counter is associated with the source of the effect (so it'll go away with the source), if the source affects multiple things, the counters for each affected thing are separate. It's probably easier to put the counters on the affected thing and just remember to remove them when appropriate. [D'Angelo 12/04/96]

If a cumulative upkeep payment is suspended by some odd case, the upkeep

continues where it left off once it resumes. For example, a green creature is affected by Breath of Dreams for 3 turns. Then the Breath of Dreams is changed to affect blue creatures for a while. Then it is changed back to affect green creatures. The cumulative upkeep resumes from 3. [WotC Rules Team 12/03/96]

Even a change to what the cumulative upkeep applies to will not reset it. For example, Breath of Dreams applies a cumulative upkeep to green creatures.

Note that if a card has more than one cumulative upkeep applied to it that you track and pay for each one separately. [bethmo 03/06/96]

Cards that count their last paid cumulative upkeep, only count their own cumulative upkeep, not ones imposed by other cards. [bethmo 06/20/97]

1.77 Damage

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Damage

See

Damage Prevention
for more information.

Damage accumulates on creatures over the course of the turn and is healed at the end of each turn. [Mirage Page 15]

Damage arrives in "packets". A "packet" contains all the damage done by a single creature in combat or by a single effect. If an effect damages more than one target, the effect does one "packet" to each target. [Mirage Page 44]

Damage always remembers all the characteristics of the source of that damage. This includes color, creature type, artifact nature, and any special ability associated with the damage. [Mirage Page 44]

Each point of damage always remembers all the characteristics of the source of that damage. This includes color, creature type, artifact nature, and any special ability associated with the damage. [Mirage Page 44]

Damage no longer arrives in "packets", instead each point of damage has all the characteristics of the source associated with it. [WotC Rules Team 08/05/97]

Damage is compared to a creature's toughness. You total up all damage done to a creature, and once it has as much damage than it has toughness, it has lethal damage. [Mirage Page 15]

You recheck a creature's damage versus toughness whenever it takes more damage or has its toughness change. This means that if a 3/3 Hill Giant with Holy Strength (1/ 2 making it a 4/5 creature) takes 3 damage then later in the turn the Holy Strength gets Disenchanted, the Hill Giant will die of its wounds because it is now just a 3/3 creature with 3 damage. [Mirage Page 13]

Damage is not subtracted from toughness. A 5 toughness creature with 4 damage still has a toughness of 5 and will be worth 5 to a Diamond Valley. [bethmo]

If a creature is ever removed from play, all damage to it is immediately removed. This includes creatures targeted by an Oubliette. [WotC Rules Team 02/07/94]

Damage is not removed if a permanent stops being a creature. The damage will be there if it becomes a creature again at a later time during the same turn. [WotC Rules Team 09/22/95] Remember that all damage is always removed from all permanents at the end of the turn.

Damage can only be assigned to a creature or player. If a target of damage is not still a creature or player when the damage effect resolves, then it won't take the damage. The target does not still need to be a creature or player all the way through damage prevention. [WotC Rules Team 09/22/95]

If you are to distribute damage among some number of targets of a multi-targeted spell or effect, you can only distribute whole number values and you cannot choose zero. [Duelist Magazine #7, Page 100] This does not apply to Fireball which tells how to distribute damage, and it does not apply to Dwarven Catapult which just targets an opponent. [Duelist Magazine #7, Page 100]

Combat damage is a term used to describe damage done during the damage dealing step of the attack. It does not include damage due to effects used or triggered during the attack phase. [Mirage Page 48]

All cards that refer to "damage in combat" mean "combat damage". [Duelist Magazine #13, Page 51]

Damage to a player causes a loss of life equal to the amount of the damage when the damage becomes successfully dealt. This is done as a side effect. Note that the damage is not removed from the player by this loss of life. [DeLaney 01/28/97] Retroactive damage removal can see this old damage and adjust the player's life total without being considered a gain of life. [DeLaney 01/28/97]

1.78 Damage Prevention

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - [Damage Prevention](#)

See

Damage Prevention
in the Timing section for more information.

See

Damage
for more information.

Damage prevention spells and abilities do not target damage. They just target what the card says they target. [WotC Rules Team 07/03/97] (REVERSAL) The rules used to say that they targetd the damage "packets".

If the spell/ability prevents a specific amount of damage, you choose one or the appropriate type of damage and divide that amount of prevention among the points of damage that are there. [WotC Rules Team 07/03/97]

If the spell/ability prevents all damage of a type, it seeks out all damage of that type which is there upon resolution. [WotC Rules Team 07/03/97] This means that if you redirect Earthquake's damage to all your creatures to yourself, you can prevent all the damage with one use of a Circle of Protection: Red (because all the damage is from a single source). [WotC Rules Team 10/03/96] Similarly, you can take damage multiple times from Manabarbs during a Damage Prevention step (since damage during Damage Prevention gets added to the current step) and prevent it all with one use of a Circle. [Duelist Magazine #17, Page 24]

Damage prevention spells/abilities may only be played during a Damage Prevention step and only if they have valid damage to prevent. [Mirage Page 44] You cannot cast them if there is not at least one point of relevant damage to be prevented, even if you want to choose to prevent zero damage. [WotC Rules Team 07/03/97]

The side-effects of damage are associated with the damage, so preventing all the damage will also stop the side-effects from happening. [Mirage Page 44]

Effects that trigger on "whenever" a source assigning or dealing damage trigger based on the total amount of damage and not once for each point of damage. Effects that trigger on "for each" damage assigned or dealt trigger once for each point. [WotC Rules Team 08/05/97]

If damage is retroactively prevented (with spells like Reverse Damage or Simulacrum) then the damage is undone but any effects of the damage are not undone. [WotC Rules Team 05/10/95]

You can cast a damage prevention spell to try to prevent more damage than is actually there. It will then prevent what it can. [Aahz 05/19/97]

When an effect that prevents all damage from a source resolves, it also prevents any damage from that source that arrived after the prevention spell/ability was announced but before it resolved. [WotC Rules Team 07/03/97] (REVERSAL)

If an effect deals damage but gives a way to prevent that damage, the prevention is played during damage prevention and not during the

resolution of the effect. [WotC Rules Team 07/03/97] For example, Mind Bomb.

1.79 Damage Redirection

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Damage Redirection

Spells and abilities which cause damage to move from one target to another are called Damage Redirection spells/abilities.

For deciding whether or not a redirection spell/ability can be used and whether or not it'll affect the damage, see the
Damage Prevention
entry.

Damage redirection effects follow the same rules.

Excess Trample damage is considered damage redirection. [Mirage Page 18]
Note that Whippoorwill, which prevents redirection, will not prevent Trample damage from passing through. [Aahz 11/07/96]

Redirected damage maintains its color, source and nature. Nature includes any special effects that occur due to damaging. For example, the Hypnotic Specter will cause a player to discard if any of its damage is redirected to the player. [Duelist Magazine #5, Page 37]

If damage is redirected in a retroactive manner, as Simulacrum does, then the damage only retains color and other knowledge of the source. It does not keep any abilities of the original damage such as the Hypnotic Specter or Sengir Vampire. [WotC Rules Team 05/10/95]

Damage loses its Trample nature when redirected. This is because the Trample ability only applies to the creature(s) blocking the attacker. [D'Angelo 01/06/96]

Damage stops being "combat damage" when it is redirected. [D'Angelo 11/07/96]

Damage may be redirected from a target to that same target. [WotC Rules Team 03/14/97] (REVERSAL) This means you can erase some damage nature such as Trample and "combat damage" and still keep the damage in the same place. Note that Page #28 of Duelist #18 is in error when it says that you cannot do this. [Aahz 06/06/97]

Redirecting damage can cause a "packet" of damage to be split. These packets do not rejoin if they later get redirected back to a single target. [Aahz 09/19/96]

Redirecting all the damage from a "packet" causes the original "packet" to no longer exist and damage prevention effects targeting that packet will

fizzle. [D'Angelo 11/07/96]

1.80 Destroy

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Destroy

To destroy something is to place it into the graveyard from play.

Destroying a creature is the same as killing it. Creatures can be regenerated from a destroy.

Also see

[Bury](#)

.

All cards that destroy themselves have errata to say they bury themselves. For example, Dragon Whelp buries itself if pumped up too much. [WotC Rules Team 10/03/96]

1.81 Discard

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Discard

A discard is putting a card from your hand on top of your graveyard. [Mirage Page 54]

Some spells/abilities may have you put a card from your hand into the graveyard in a way that is not a "discard" unless the card says so. [Mirage Page 54]

When you are asked to discard and are not told how, you get to choose a card from your hand. [Mirage Page 54]

If you are required to discard more than one card due to an effect, all the cards are chosen and discarded at one time. Specific cards can declare that a discard order is in effect, as with Stupor. [Duelist Magazine #18, Page 55] (REVERSAL) You used to choose and discard one at a time.

A triggered ability which says "for each card discarded" will trigger only

once even if multiple discards happen as the result of a single spell/ability. When dealing with the triggered ability, the effect for an X card draw, the effect happens X times during the resolution of that single triggered ability. [Aahz 06/16/97] (REVERSAL) It used to trigger once for each card discarded.

A triggered ability which says "whenever a card is discarded" will trigger once for each discard, even if multiple discards happen as the result of a single spell/ability. [Aahz 06/16/97]

Some of the older cards used the word "discard" when talking about cards in play instead of in your hand. All such cards have errata issued on them to treat the word "discard" as "destroy". [PPG Page 113] Except if the card is "discarding" itself. A card which discards itself is considered to be a sacrifice. [WotC Rules Team 01/29/95]

Discards which are done as costs are not considered forced. This includes Land's Edge. [D'Angelo 06/11/97] Ones that are done as effects of spells or abilities are forced, even if you do them to yourself on purpose.

A discard that is part of a spell/ability's resolution is considered forced, even if you can do something instead. [Duelist Magazine #14, Page 26]

1.82 Draw

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Draw

Drawing a card is defined as taking the top card from your library and putting it into your hand. [Mirage Page 53]

Effects that happen when or modify a draw happen only when you are told that the action is a draw. Effects that move cards around and happen to move one from your library to your hand are not necessarily draws. [Mirage Page 53]

If you are required to draw more than one card due to a single spell/ability, all the draws happen at once. [Duelist Magazine #18, Page 55] (REVERSAL) The draws used to happen one at a time.

A spell/ability which triggers on the drawing of cards triggers on each card drawn in a multiple draw but waits until the effect is completely resolved before being dealt with. [Mirage Page 54]

A triggered ability which says "for each card drawn" will trigger only once even if multiple draws happen as the result of a single spell/ability. When dealing with the triggered ability, the effect for an X card draw,

the effect happens X times during the resolution of that single triggered ability. [Aahz 06/16/97] (REVERSAL) It used to trigger once for each card drawn.

A triggered ability which says "whenever a card is drawn" will trigger once for each draw, even if multiple draws happen as the result of a single spell/ability. [Aahz 06/16/97]

Specialized abilities which modify a single draw modify a single card in the multiple draw being done and is used before looking at any of the cards. [D'Angelo 06/11/97]

1.83 Exchange

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Exchange

You cannot play an effect which will cause an exchange unless you have the thing you will be exchanging. [Mirage Page 29]

The effect fails to do anything on resolution if either player does not have a thing to be exchanged upon resolution. [Mirage Page 29]

1.84 Enchantments

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Enchantments

Global enchantments are of card type "Enchantment". They are played in your territory and may affect any number of players or permanents.

[Mirage Page 22] They may target something when played, but they are still played in your territory. [Mirage Page 23]

Local enchantments are of card type "Enchant _something_". They enchant and target a permanent of type "_something_". They are also played onto the permanent they target and may or may not be in your territory. [Mirage Page 22]

Enchant World is a special kind of global enchantment that follows special rules. See

Enchant World
for more information.

If a local enchantment's target becomes illegal at any time, the enchantment is buried. [Mirage Page 22]

If a local enchantment says "Play on a such-and-such", the "such-and-such" is considered a targeting restriction even though it does not use the word "target". [Mirage Page 22]

- + Enchantments are not specifically prevented from becoming tapped, but they generally do not tap. The exception to this is that Copy Artifact is both an artifact and an enchantment. [Aahz 10/11/96] The Ligid cards can also end up as tapped enchantments. [D'Angelo 10/11/97]

Changing control of the permanent a local enchantment is on will not change the controller of the enchantment. [Mirage Page 23]

Only the controller of the enchantment can pay the activation cost on an enchantment. There is a misleading statement in the Fourth Edition rulebook about creature enchantments acting like their text is on the creature. This is not strictly true. [Aahz 05/19/95]

If two enchantments or other effects contradict one another, the most recently cast wins. See the
Existing Effects
entry for more
information.

Using the ability of a local enchantment card does not target the card each time it is used. [Duelist Magazine #5, Page 122] For example, the use of Firebreathing does not target the creature it is on with an effect each time it is used.

If an enchantment is removed after an its ability is used, the effect still remains until the duration would normally end (usually end of turn). For example, if a 1/1 creature with Holy Armor (treated as 1/3) gets pumped up with 3 white mana, it gets 0/ 3 making it 1/6. If the Holy Armor was then removed, the 0/ 3 would still remain, although the 0/ 2 granted by the enchantment would leave and the creature would be 1/4. [bethmo]

The text "enchanted something" refers to the something that the enchantment is on. It does not mean any enchanted something in play. [Duelist Magazine #11, Page 54]

A "creature enchantment" means an "Enchant Creature" card. It does not include "Enchant Permanent" or other local enchantments that may end up on a creature. [DeLaney 01/28/97]

1.85 Enchant World

Topics - Enchant World

See

Enchantments
for more information.

Enchant World rules were introduced in the Legends expansion set and have been in the base rules since Fourth Edition.

Enchant World cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play while another is already in play, the one in play is buried. [Legends Rulecard] [Mirage Page 57]

Enchant World spells follow all the normal rules for Enchantments. They are not more powerful than normal enchantments and do follow the normal rule of the most recently used effect overrides the previous one. So, for example, a Flight enchantment put on a creature after Gravity Sphere is put into play will override the Gravity Sphere's effect.
[bethmo 07/07/94]

+ The game always knows exactly which Enchant World entered play first (or that they entered play at the same time), even if they both enter during the same "event" of a single effect. [WotC Rules Team 10/06/97]

1.86 Existing Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Existing Effects

See

Order to Apply Effects

1.87 Face Down Cards

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Face Down Cards

Face down creatures (hidden by Camouflage or Illusionary Mask) still have any counters they have on top of the creature. Some creatures are just

not very disguisable. [bethmo]

Face down creatures do not have their enchantments turned face down as well.
[Duelist Magazine #11, Page 56]

A blocking decision made on a face down creature may turn out to be invalid. If this happens, the creature simply does not block and cannot be assigned to a different attacker. [WotC Rules Team 11/10/95] The creature is considered retroactively removed from combat if all of its block declarations are negated because they are illegal. [Aahz 12/07/96]

Face down token creatures need not still be shown as tokens in play. You can use cards to mark them so your opponent cannot tell them apart.
[WotC Rules Team 12/15/94]

Continuous effects of face down creatures still take effect. If you have a face down Goblin King, you should tell your opponent that his Goblins are 2/2 creatures now. Again, these creatures are hard to disguise.

All you really know about a face down card is what kind of permanent it is. Usually, it is a creature. This means that you may target any spell which targets creatures at the card. If the target turns out not to be valid (for example, you try to Terror a black creature) the spell will fizzle. [PPG Page 57] This rule applies even if you have more knowledge, such as knowing that your opponent is playing an all black deck!

A face down creature with Lure on it must be blocked. This is true even if you know the block will be illegal (because the attacker has a landwalk ability or some other evasion ability). Your blockers do not know this unless the ability is granted by an enchantment or external effect.
[D'Angelo 11/21/95]

If a face down creature is controlled by Control Magic or other means by another player, it remains face down but the new controller may look at the card.

A Clone or Doppelganger can be made of a face down creature. Your opponent does not need to tell you anything about your creature's power/toughness or abilities. The opponent must, however, inform you of the results of actions you take (i.e. how much damage was done, or whether tapping the creature allows you some special ability).
[bethmo]

1.88 Fast Effect

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Fast Effect

Fast effects are Instants, Interrupts, Mana Sources, or non-continuous

special abilities of a permanent. [Mirage Page 68] Most people use the term as slang for "instant speed effect" but this is not accurate.

Some other game actions are treated as instant speed fast effects. For example, the draw during your draw phase. [D'Angelo 07/30/96]

1.89 First Strike

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - First Strike

Creatures with First Strike deal combat damage before creatures without it.

If a creature without First Strike is killed during First Strike damage dealing, then it will not deal damage during normal damage dealing.

(See

Step 5

of

Attack Phase

Rules and Rulings for more information.)

Having First Strike more than once has no additional effect. [Page 34]

1.90 Fizzle

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Fizzle

The term "fizzle" is used to indicate a spell/effect which was announced with a legal target but whose target becomes illegal or invalid prior to resolution. The effect does nothing and is said to "fizzle".

[Mirage Page 68] This is different from a "failure" to work correctly on a valid target.

Spells which fizzle are still considered "successfully cast" even though they have no effect. [bethmo 05/30/94]

1.91 Flanking

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Flanking

Whenever a creature without Flanking is assigned to block a creature with Flanking, the blocking creature gets -1/-1 until end of turn.
[Mirage Page 1]

This may kill the blocker prior to it dealing damage, or in fact prior to even fast effects after blocking being announced. [D'Angelo 10/15/96]

Note that this only applies to assigned blockers and not to all blockers. There are ways to have a creature end up as a blocker without being assigned. For example, if you assign a creature to block a member of a band, the creature ends up blocking the other members but was never "assigned" to block them. [Mirage Page 1]

Flanking is cumulative. A creature with Flanking twice gives out -2/-2 to a non-Flanking blocker. [bethmo 09/26/96] But a blocker with Flanking never takes any penalty.

Remember that if Flanking kills the blocker, the attacker is still blocked.

Flanking is not a targeted ability. In general, blocking assignment-based abilities are not targeted. [D'Angelo 05/21/97]

Gaining Flanking after blockers are assigned will have no effect on the blockers because the time for Flanking to trigger has already passed.
[Duelist Magazine #19, Page 34]

1.92 Flying

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Flying

A creature with Flying can only be blocked by a creature with Flying.
[Mirage Page 17]

A Flying creature can block a non-Flying creature if it wants to.
[Mirage Page 17]

1.93 Fog Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Fog Effects

Fog effects are effects that prevent a creature from dealing damage in combat.

These effects only prevent combat damage (which is damage done by creatures during the damage dealing portion of the attack) and do not prevent damage from other effects during the attack phase. [Mirage Page 48]

Does not prevent a creature from being affected by blocking abilities such as the Thicket Basilisk's [Duelist Magazine #2, Page 8] Note that Revised Edition Fog does add in that special prevention clause.

Does not prevent the "Is Not Blocked" abilities from being used. [Aahz 12/19/94]

If a Trampling attacker can deal damage (because it is not under the fog effect) but none of the blockers can receive damage, then the Trample damage goes through to the defender. [Aahz 05/23/95]

If a single creature is under a Fog effect and it is a member of a band, it can still contribute banding to the band. [Aahz 08/31/94]

If a single creature is under a Fog effect and it is a member of a band, it cannot have damage assigned to it as part of the band. [Aahz 12/03/94]

1.94 Generic Mana

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Generic Mana

See

Colorless and Generic Mana
.

1.95 Graveyard

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Graveyard

The graveyard is also called the discard pile. [Mirage Page 59]

The graveyard has an order to it. All cards that enter the graveyard are placed on top of it. If more than one card is to be placed in at a time, the owner of that graveyard decides the order the cards get stacked in. [Mirage Page 59]

Cards in the graveyard are just cards. They have no memory of whether they were ever in play or not, or of anything that may have happened to them when they were in play. This includes removal of any choices about the card, any alterations via spells like Magical Hack or Purelace, and so on. [Mirage Page 59]

Some special cards (such as Nether Shadow) do work in the graveyard, but these cards explicitly say so.

When a card goes to the graveyard, several things happen before triggered effects resolve. First, any effects that depend on it being in play end, then any changes to the permanent are erased, and then if it is a token creature it is "dissolved" (removed from the game). [Aahz 06/18/96]

If something goes to the graveyard then comes back, it is considered a new card since it forgot its previous life when it went to the graveyard. [bethmo 05/03/94]

Any player can look at any other player's graveyard at any time. This means that a player cannot hide what goes into or gets taken out of the graveyard from any other player. Cards are always face up. [Mirage Page 59] Same goes for any cards removed from the game. [Mirage Page 60]

When a card comes from the graveyard back into play (for example by Animate Dead or Resurrection), any features which are normally set at summoning time are set as if it was just summoned. If the creature has an X in the casting cost, X is zero. So, Clockwork Beast comes out fully wound, Clone must choose a creature to copy as it is brought out, and the Rock Hydra has zero heads. [WotC Rules Team 02/07/94]

If a card talks about a creature in the graveyard, it is referring to any Summon or Artifact Creature card.

1.96 Hand

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Hand

All players have the right to know how many cards you have in your hand.
[Mirage Page 59]

You always know what cards are in your hand, and get to know what cards an opponent sees when they look at cards from your hand. [D'Angelo 02/10/97]

You are technically not allowed to show cards in your hand to other players.
[Aahz 03/04/97]

Spell cards being announced are considered to not be in your hand for purposes of target selection, sacrifices, and other things related to casting the spell. For all other reasons, such as for the power/toughness of Maro, the spell card is still in your hand until the spell announcement is complete. [Duelist Magazine #18, Page 28]

1.97 I'm Done

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Topics - I'm Done

"I'm done" always means "I'm done unless you do something else". If the player does something, then you continue as if you never said you were done. Anything legal at that time is still legal. [bethmo]

Be careful about the use of this phrase since it is often unclear if you are done with a stack of spells, done with the main phase or done with your turn.

1.98 Infinite Combos

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Topics - Infinite Combos

Infinite combos are legal. There are currently no rulings to prevent them from happening. [D'Angelo 11/07/96]

In reality, most "infinite" combos are just "arbitrarily large" combos. This means that you can do it as many times as you want, but the question of how many times comes up. There is no official ruling on this. Some people play that you can just say you do it X times (where X may even be infinity!) and get on with the game, but many say that you are required to do each instance so it would not truly be infinite. And then taking too

long to do something may actually be considered stalling the game. At a Pro-Tour event, it was ruled that you had to do the action 10 times individually. If it was not broken after that, you could pick any number and just say it happens that many times.

Some things really are infinite. For example, a Clergy of the Holy Nimbus with Weakness on it will keep dying and regenerating until the end of time. And if an Ivory Gargoyle comes into play at end of turn while a Vibrating Sphere is in play, it'll keep dying and coming back. In these cases, it has been ruled that you project the eventual outcome and just have it be that way. The Clergy stay tapped but in play. The Gargoyle is put in the graveyard and you lose all your draw phases for the rest of the game. Usually the really infinite things are automatic and not under your control.

A player with infinite life or a creature with infinite toughness cannot be killed by damage, even infinite damage. [Aahz 11/04/96]

1.99 In Play

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - In Play

Player's hands, graveyards, libraries, removed from game, ante, "set aside", "out of play", and "limbo" zones are not in play. [Mirage Page 59]

1.100 Instant

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Instant

This is the standard speed at which most effects resolve.

Instant speed spells and effects may be used to start batches or to add to an existing batch. [Mirage Page 37]

Instants can be used on your turn and your opponent's turn.

Artifacts, summons, enchantments and sorceries resolve at the same speed as instants. These spell types can only be announced during your main phase to start a batch.

1.101 Interrupt

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Interrupt

Interrupts are spells and effects which target other spells and effects with the intent of countering or modifying them. [Mirage Page 38]

Cards printed prior to Mirage and the introduction of Fifth Edition rules may be labeled as interrupts when they are not. All such cards that produce mana (and no other effect at the same time) work as mana sources instead of interrupts. And all such cards that which have an effect that does not produce mana and it does not target a spell or effect are played as instants. [Mirage Page 2-4] This is considered mass errata.

Cards which are modal and can either target a spell or do something else are played as interrupts or as instants as appropriate.

[Mirage Page 39] But they are still considered to be spell type "interrupt" in any case.

You cannot respond to an interrupt with a non-interrupt. [Aahz 10/21/94]

See

Step 2
of the
Spell and Effect Timing
section for more information.

1.102 Interrupting

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Interrupting

This means to play an interrupt to target a spell/effect during the interrupting portion of that spell/effect's life cycle. See the major section

Spell and Effect Timing
for more information.

1.103 Is Not Blocked

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Is Not Blocked

This ability is also known as a "saboteur" ability.

When the ability is written as "If Xxxx attacks and is not blocked, ..." then it is a triggered ability that is dealt with after declaration of blockers during the declare blockers step in the attack.

[Aahz 08/18/97] For some, such as Coral Fighters, the ability is not optional. For others, such as Farrel's Zealot, which say you "may do something", the ability is optional. For optional abilities, the choice is made at this time as to whether or not the triggered ability is used. You cannot delay the choice of usage until later.

[Aahz 03/17/97]

When the ability is written as "Use this ability only if Xxxx is attacking and unblocked." then the ability is played as an instant during the effects step that follows declaration of blockers. [Aahz 08/18/97]

When the ability is written as "Use this ability only if Xxxx is attacking and unblocked." then the ability is played as an instant during the effects step that follows declaration of attackers. [Aahz 08/18/97]

The abilities are typically worded with a targeted effect and the untargeted effect of not dealing damage that turn. If the targeted effect fails because the target is invalid then the untargeted portion also fails and the creature will deal damage (unless prevented by other means).

[Duelist Magazine #6, Page 132]

This ability works even if Fog is cast. As long as the creature is not blocked, it works. [Duelist Magazine #4, Page 6]

These abilities can be used cumulatively with other "Is Not Blocked" abilities. [Duelist Magazine #4, Page 6]

You can use more than one of the same Is Not Blocked ability on the same creature. For example, you can use two Cloaks of Confusion or Gazes of Pain and take benefit from both abilities. [Aahz 06/12/96]

If an attacker changes controllers, it is removed from the attack and since it is not attacking any longer, the new controller cannot use the ability.

[Duelist Magazine #7, Page 100]

The ability only checks to make sure it is not blocked when announced, it does not check on resolution. [Duelist Magazine #7, Page 100]

1.104 Land

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Land

Basic land types are: Forest, Island, Mountain, Plains, and Swamp.

Multilands and the other special lands are not "basic" lands types for purposes of any spell. [Mirage Page 12] The Snow-Covered variations of the basic lands are still basic lands.

Tapping a land for mana is always done as a mana source.

[Mirage Page 12]

If something is turned into a basic land, it becomes a land of that name with exactly the same card text and loses any previous abilities.

[Mirage Page 58] Aspects of the nature of the card are not lost, so the land may still be Snow-Covered, have a color, be an artifact, or be a creature in addition to being the new basic land type. [D'Angelo 11/07/96]

Changing a land's type will not change the land's color if it was given a color by a Lace or other effect. [Mirage Page 58]

Changing a land's type will not remove any expansion symbol the land might have had. The symbol is still there. [Aahz 10/07/95]

Changing a land creature's land type can remove or change the creature type.

Thus, a Mishra's Factory which is animated to an Assembly Worker and is then hit with a Phantasmal Terrain to become a Mountain is no longer an Assembly Worker, it is just a 2/2 animated Mountain.

[WotC Rules Team 11/10/95] It's creature type is Also changed.

[Aahz 11/08/96]

If a land is animated by an effect that lasts until end of turn, such as Mishra's Factory or Thelonite Druid, the animation effect will not wear off immediately if the land changes type. The land stays animated until the effect would normally end. [WotC Rules Team 11/10/95]

Not all lands produce mana. If a land does not specifically say that it does produce mana, then it doesn't. [Mirage Page 12]

Lands are not spells. [Mirage Page 72]

Lands have no color. [Mirage Page 69] But they can be given a color.

If there is a question about what mana gets produced by a land, first figure out what kind of land it is by applying any land changing effects (like Conversion or Phantasmal Terrain) in the order they entered play. Then figure out what color mana it produces by applying any color changing effects (like Reality Twist). Finally figure out any additional mana that might be produced (from Wild Growth, Mana Flare, etc.).

[Mirage Page 61]

If an effect puts a land into play for you, it does not count as your land for that turn. [bethmo 11/05/96] For example, the Mirage lands that bring a land from your library into play.

Lands are not considered "mana sources", but any effect that gets mana from a land is played as a "mana source". The Mirage rulebook erroneously leads to the wrong conclusion in the glossary. [WotC Rules Team 10/03/96]

1.105 Landhome

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Landhome

This actually comes in specific flavors such as Islandhome.

This is a name for a restriction on a creature. The creature cannot attack unless the opponent has at least one land of the required type, and the creature is buried if at any time you control no lands of the required type. [Mirage Page 17]

The land type (if it is a basic type) can be affected by Magical Hack or Mind Bend.

1.106 Landwalk

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Landwalk

This actually comes in specific flavors such as Swampwalk or Plainswalk.

A creature with a landwalk ability can be blocked normally if the defending player does not have any lands of the appropriate type, but they cannot be blocked at all if the defending player does have lands of that type at the time blockers are declared. [Mirage Page 17] Even other creatures with the same landwalk ability cannot block them.

Cards which look for a kind of landwalk work whether or not the landwalk is more specific or not. For example, an effect that targets a creature with IslandWalk will work on one with Snow-Covered IslandWalk. [WotC Rules Team 09/22/95]

The land type (if it is a basic type) can be affected by Magical Hack or Mind Bend.

1.107 Legends

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Legends

The most common kind of Legend is the Summon Legend card. In addition to these, there can also be Legendary Lands, Artifacts and Enchantments. [Mirage Page 56]

There may be only one legend of the same name in play at a time. If a second legend of the same name is brought into play, it is buried. If more than one legend is brought into play at the same time, all of them are buried. [Mirage Page 56] Note that two (or more) legends of different names can be in play at the same time.

If one Legend is phasing out while another phases in, they will not see each other. [bethmo 09/19/96]

If a Legend is changed into something else for a while and changes back, it is considered the "new" one entering play and will be buried if there is already one in play. [Mirage Page 56]

Cards which affect "all legends" or use similar text refer to Summon Legend cards. They do not refer to cards from the Legends expansion set, nor do they refer to Legendary Lands. [Duelist Magazine #2, Page 7] The Mirage rulebook was a bit too general when it classified Legendary cards as all being Legends. [Aahz 1022/96]

A copy of a Legend (Clone, Doppelganger, etc.) will immediately be buried because it is considered the new Legend that is entering play. [Duelist Magazine #2, Page 7]

If you have a Legend face down because of Illusionary Mask or some other effect, any duplicate Legend brought into play is still buried. [WotC Rules Team 12/15/94]

All "Summon Elder Dragon Legend" cards have errata to make them say "Summon Legend" instead. They have also never been considered as dragons. [Duelist Magazine #11, Page 57]

- + The burial due to duplicate legends happens as a rules-trigger. This happens faster than any other ability or spell can be announced, so you cannot use any abilities of the duplicate before it is buried.
- + The game always knows exactly which legend entered play first (or that they entered play at the same time), even if they both enter during the same "event" of a single effect. [WotC Rules Team 10/06/97]

The effect of a Legend burying itself since it is the newest in play is considered to be controlled by the controller of the permanent that is burying itself. [D'Angelo 07/30/96]

Just because a card has a gold border does not make it a Legend.

Token creatures can be Legends.

All "Summon Legend" and "Legendary Land" cards were on the Duelists' Convocation restricted list (only 1 per deck) for tournaments from 08/01/94 until 11/01/95.

1.108 Legendary Land

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Topics - Legendary Land

See

[Legends](#)

.

1.109 Library

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Topics - Library

Also called your "draw pile". [Mirage Page 59]

You do not need to show anything which goes into or comes out of your Library (unless it came from or goes to a publicly viewable place). [Mirage Page 59]

The number of cards in your library is public information and any player has the right to know this count. [Mirage Page 59]

Effects which allow you to dig into your library are not targeted. [Aahz 06/18/95]

If a spell or effect has you do something to more cards in your library than you currently have in your library, it affects all the remaining cards. [Mirage Page 59]

You must have at least 40 cards in your library at the start of the game. [Mirage Page 46]

Several cards let you choose a card (or cards) in your library, shuffle the

rest of the library, and put the chosen cards on top. The chosen cards are considered to be "in the library" during this time, and the entire action is one step. You cannot use mana sources during this time. Consider it a kind of modified shuffle. [Aahz 03/17/97]

1.110 Ligid

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Ligid

- + A Ligid is a type of creature that can become a creature enchantment, reside on other creatures for a while, and then revert back to being creatures. [Tempest Rulebook]
- + When a Ligid becomes a creature enchantment, it loses the Ligid ability and gains whatever ability is listed in the card text. It also stops being a creature and becomes a local creature enchantment instead. It retains all of its other characteristics including name, color, and so on. You still control the Ligid while it is an enchantment. [Tempest Rulebook]
- + Unlike many abilities that move an enchantment onto another permanent, the Ligid ability targets the creature to be enchanted. If it fizzles against that creature, it will not take effect, so the Ligid will remain unchanged. [Tempest Rulebook]
- + Generally, the cost of using a Ligid's ability includes tapping it. This means that when it moves onto the creature, it will be a tapped local enchantment. The enchantment's ability will work normally, though, and the card will untap during your next untap phase. [Tempest Rulebook]
- + A Ligid which is in its local enchantment form does not get summoning sickness just for being on the other player's territory. The important thing is that you controlled it since the start of your last turn. [D'Angelo 10/15/97]

1.111 Life

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Life

You start the game with 20 life but gain life and have a higher total during

the game.

You lose if you have less than 1 life at the end of any phase or the beginning or end of an attack. [Mirage Page 52]

You cannot spend more life than you currently have. It's not possible to pay life and end up with less than zero life. [Mirage Page 52]

You can be knocked to below zero life by damage and loss of life. [Mirage Page 53]

It is not possible to prevent or redirect any loss of life. [Mirage Page 53]

If you are at less than 0 life, you are treated as having 0 life for all reasons other than changing your life total. [Mirage Page 52]

If an effect has you lose a fraction of your life total and you are already below 0 life, your life total does not change. [Mirage Page 53]

All players are entitled to know each other's life totals at all times.

1.112 Losing the Game

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Topics - Losing the Game

Check for player death due to less than one life at the end of each phase, the beginning and end of the attack. [Mirage Page 52] This allows even sorceries and similar effects such as Stream of Life to save the player. As long as you have a positive life total at the end of a phase, you will live.

If both players have life totals of zero or less at the time it is checked, they both lose. It does not matter if one player is more negative than the other. They are both dead. [Mirage Page 52]

You lose if you try to draw a card from your library and you can't because the library has no more cards. This is true no matter how or why you are drawing a card and happens immediately and not at the end of the phase. [Mirage Page 53]

Check to see if a player loses only after fully resolving an effect and not part way through. For example, if Wheel of Fortune is cast and neither player has enough cards in their library, they both lose. It is not the first one to draw that loses. [Duelist Magazine #5, Page 123] This most often only applies to draw effects since that is one of the few ways to lose because of an effect.

The damage prevention step that follows an effect is not considered contiguous with the effect for purposes of "losing at the same time".

For example, if one effect made the current player draw and did fatal damage to a creature (which would cause the player to lose the game if that creature left play) while the current player had no cards in their library, the current player would lose prior to starting damage prevention. The same goes for any triggered effects due to an effect's resolution. A player can lose prior to resolving any triggered effects. [D'Angelo 08/01/96]

A player can concede at any time and if they do so they lose any ante they have put up. [bethmo] This can be done at any time other than during the middle of the resolution of an effect. [D'Angelo 11/08/96]

A player loses if they have 10 or more Poison counters. This is a continuous effect.

1.113 Loss of Life

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Loss of Life

Loss of life is not the same as damage. Only players have life points. Creatures do not. Unprevented damage will result in a loss of life. Life can also be lost directly due to spells and effects which do not cause damage.

There is no way to prevent or redirect the loss of life caused directly by spells and effects. Only damage can be prevented. [Mirage Page 53]
Many cards say this (as reminder text), but it is true even if they do not.

Loss of Life in general does not have color associated with it.

Effects that trigger on loss of life also trigger when you pay life for something. [WotC Rules Team 02/06/96]

Note that the pre-Fourth Edition Conservator has errata issued to say that it prevents damage to a player (rather than preventing loss of life) and that Forcefield has errata saying that it prevents all but 1 point of damage rather than causing one loss of life.

1.114 Lucky Charms

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Lucky Charms

The Lucky Charms are: Crystal Rod, Iron Star, Ivory Cup, Throne of Bone, and Wooden Sphere.

Since these are triggered abilities, they can only be used once for each time their condition (an appropriate spell being cast) is met. They trigger on the spell becoming "successfully cast". [D'Angelo 04/17/97]

They are normal triggered abilities that can only be used at the time that ability is dealt with. You cannot wait until later in the turn to use them. [D'Angelo 04/11/97]

The trigger for this ability merely makes the card remember the event. You can use the ability of the lucky charm at the time the trigger resolves, and the text on the lucky charm is checked when the ability is used. If the color word on the charm is changed between the casting of the spell and use of the charm's ability, the effect does not work. [Aahz 11/08/96]

Abilities of cards like Soul Net and Tablet of Epityr are not considered "lucky charms" even though they have a similar effect. [Aahz 07/05/95]

The Limited, Unlimited and Revised Edition versions do not say you can only use them once per spell, but they are triggered effects and so are under this restriction anyway. [D'Angelo 10/16/96]

Prior to Fifth Edition, the cards said they could be used later in the same turn. This is no longer true. [D'Angelo 04/11/97]

1.115 Mana Burn

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Mana Burn

Mana burn is the loss of life caused by having extra mana in your pool at the end of a phase or at the beginning or end of an attack. You lose 1 life for each mana left in your pool. [Mirage Page 9] Remember that loss of life cannot be prevented or redirected.

Mana burn is a single action which uses all the mana in your pool.

1.116 Mana Pool

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Mana Pool

Spells' costs are not paid by tapping lands. Spells' costs are paid by using mana from your mana pool. You cannot shortcut mana from the land directly to the spell. It must go to the pool first.
[Mirage Page 9]

Tapping basic lands is the most common way to add mana to your mana pool.

You can leave mana in your pool during the casting of several spells.

If you have mana in your pool at the end of a phase or the beginning or ending of an attack, then you will take mana burn (See the
 Mana Burn
 entry for information). [Mirage Page 9]

1.117 Mana Source

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←→

Topics - Mana Source

A mana source spell/ability can be used at almost any time. [Mirage Page 36]

Mana sources do not go through the normal life-cycle, they resolve immediately after being announced. They are never responded to.
[Duelist Magazine #15, Page 28] They do, however, have separate announcement and resolution steps, but nothing can be done between these steps. [WotC Rules Team 07/03/97]

Mana sources cannot be interrupted like other announced spells and abilities can. [Mirage Page 8]

Any abilities which trigger off a mana source being used are dealt with normally. [Mirage Page 39] But the triggers don't happen until after the resolution is complete. Cards like Nether Void that trigger and try to counter the spell/ability will fizzle on a Mana Source like Dark Ritual. [Duelist Magazine #15, Page 28]

Cards like Imprison can stop a mana source spell/ability from even being played. [Duelist Magazine #15, Page 56] Same for Drought.
[Aahz 01/14/97]

+ No spell/ability/effect can prevent a mana source spell or ability from being played. [WotC Rules Team 10/06/97] (REVERSAL: Abeyance and Imprison used to be usable to prevent mana sources from being used.) Note that summoning sickness and upkeep costs not being paid can prevent them.
[Aahz 10/09/97]

+ The cost of a mana source spell/ability can be modified. [Aahz 10/07/97]

Any abilities which trigger off a mana source being used are dealt with normally. [Mirage Page 39] But the triggers don't happen until after the resolution is complete. Cards like Nether Void that trigger and try to counter the spell/ability will fizzle on a Mana Source like Dark Ritual. [Duelist Magazine #15, Page 28]

Tapping a land for mana is always done as a mana source even if it does not say so on the land. Lands themselves are not considered mana sources.

See the

Spell and Effect Timing
section for more information.

1.118 Modal Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Modal Effects

Some spells/abilities require a choice as to which mode they operate in. This choice is a casting decision made on announcement. [Duelist Magazine #8, Page 50]

If someone tries to redirect the spell/ability, they cannot change the mode of the effect. [WotC Rules Team 09/22/95]

If a spell is modal and has different kinds of targets depending on the mode, you choose the mode before picking targets. [D'Angelo 10/15/96]

If the opponent gets to pick the mode, the caster must make all choices before knowing the mode. This means, he may have to pick targets which won't actually be targeted upon resolution. [Aahz 10/07/96]

Cards worded as "Do A to target X or do B to target Y" or "Do A or do B to target X" require you to choose which of the two options is being used. If the spell is Forked or Deflected, this choice of mode cannot be changed. For example, Red Elemental Blast lets you choose to counter a spell or destroy a permanent. If the choice is made to counter a spell, then a target spell is selected. The Blast cannot then be redirected to target a permanent since that is an illegal target for the spell's mode. [Duelist Magazine #8, Page 50]

Cards worded as "Do A to target X, Y, or Z" are not modal. You do not have to choose the type of target before choosing the target. For example, Twiddle can tap a land, artifact, or creature. If the spell/ability was redirected, the type of the target could be changed, but the choice to tap or untap is modal and cannot be changed. [Duelist Magazine #8, Page 50]

Interpreting to figure out if a spell is modal can be tricky. In general,

if the spell does more than one kind of effect (which is usually easy to pick out since there will be more than one verb) then it is probably modal with regards to those kinds of effects.

Some spells/abilities are considered modal even though the choice is not up to the player. For example, Gangrenous Zombies has two modes: "deal 1 damage" and "deal 2 damage". The mode is locked in on announcement and is not changed later even if which lands you control changes.
[Duelist Magazine #8, Page 50]

1.119 Moving Enchantments

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Moving Enchantments

Several spells/abilities can result in the moving of a local enchantment from one target to another.

The rulings in this section apply to enchantment movers, like Enchantment Alteration and Crown of the Ages, that say to treat the enchantment as if it were just cast.

When moving an enchantment, play the card from scratch. This means that all counters, modifications, cumulative upkeep and choices associated with the enchantment are removed and you make all new choices as if you were freshly casting it. [Mirage Page 56] This includes changes by interrupts such as Sleight of Mind.

The enchantment considers itself as freshly entering play and will trigger any "comes into play" abilities which it has in its text. For example, the damage from Earthbind or drawing a card for Krovikan Fetish.
[Mirage Page 56]

Other cards in play do not consider the enchantment to have entered play or to have been "cast". For example, a Verduran Enchantress or Lucky Charm will not trigger on the move. Effects already in play just see a move and not a re-entering of play. [Mirage Page 56]

You can move an enchantment onto a permanent that cannot normally be targeted by a spell or effect. This is because the enchantment is just a permanent and is not considered either a spell or effect.
[Mirage Page 56] Examples are Deadly Insect and Autumn Willow.
There is one exception, and that is Bartel Runeaxe which is never a legal target for an enchantment. [WotC Rules Team 05/26/96]

Any choices made when moving the enchantment are made by the enchantment's controller/caster and not necessarily by the player using the move effect.
[D'Angelo 09/25/95]

When the enchantment is moved, it forgets that it had been used that turn.

So, you can use an Instill Energy again if you move it.
[WotC Rules Team 09/15/94]

If you move an enchantment such as Firebreathing after mana has been spent to pump it up, the effects of the pumping are directly on the creature and do not move with the Firebreathing card. If you moved it after activation but before resolution, the effect will still happen to the original creature and not the new one because this is locked in on announcement of the effect. [WotC Rules Team 12/03/96]

If the enchantment itself has upkeep costs or effects and you deal with them prior to moving it, you still have to deal with them again because it acts as just cast and forgets you dealt with it.
[WotC Rules Team 11/16/94]

If there is an X in the casting cost of the enchantment, treat X as zero when it is "re-cast". [D'Angelo 04/14/95]

If the enchantment was targeted by a spell or effect prior to being moved, the moving will not cause the targeting to fail. It is still the same enchantment. [D'Angelo 09/26/95]

Keep in mind that you cannot move an enchantment onto an illegal target using the current enchantment movers. Thus, you cannot move a black enchantment onto a creature with protection from black.

If the destination of the move is not in play upon resolution of an enchantment moving effect, the enchantment simply does not move.
[Aahz 09/19/96]

You cannot move Dance of the Dead, Animate Dead, or Necromancy to another creature or to a creature in the graveyard. These have exactly one legal target creature, the one they were cast for.
[Duelist Magazine #17, Page 25] [D'Angelo 06/05/97]

If an enchantment is moved onto something that turns out to be invalid, the enchantment "falls off" (is destroyed) after reaching the destination. For example, if a Chaoslaced Holy Armor is moved from a Scryb Sprite onto a Black Knight, the move is legal since a red enchantment can be moved onto a creature with Protection from White. But during the move, the lace effect is lost and the enchantment arrives White.
[Duelist Magazine #10, Page 43] Note that the enchantment "falling off" is after any continuous effects of the enchantment are applied. This means that an enchantment like Enfeeblement could actually kill the creature before falling off. [D'Angelo 05/22/97]

Moving an enchantment does not make its effect start as if it just entered play for purposes of the "apply effects in the order they enter play rule." [Aahz 11/08/96]

For the enchantments that can be played as an instant, you do not get to choose to do that when you move them. [Aahz 10/15/96]

When the enchantment is moved, any effects on the enchantment stay on it. For example, the enchantments that play as an instant and are scheduled to be buried at end of turn will still be buried at end of turn if they are moved. [WotC Rules Team 12/03/96]

1.120 Multiplayer Rulings

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

[Topics - Multiplayer Rulings](#)

Opponent is defined as any player other than yourself.

In team play, opponent should not include your teammates.
[WotC Rules Team 01/10/95]

In multiplayer games, cards which read "both players" affect all players.

A permanent that targets a player as a continuous effect has a single player chosen when it is cast. This player choice cannot be changed even if the permanent changes control. If the target player leaves the game then the permanent becomes useless but stays in play.
[WotC Rules Team 01/10/95]

A permanent that targets a player when it is activated may choose a player each time it is used. [WotC Rules Team 01/10/95]

A permanent that says "opponent's choice" allows you to choose an opponent each time the choice needs to be made. Examples are Demonic Hordes and Clergy of the Holy Nimbus. [WotC Rules Team 01/10/95]

If a card reads "each upkeep" or "each turn", it means each of your upkeep phases or each of your turns. If the card affects multiple players, it affects each player during his (or her) upkeep or turn.

In most multiplayer rule sets, if a player is killed, all of that player's cards are immediately removed from the game. This can have a drastic effect on the balance of power in the game.

In multiplayer games, if the order of players matters, such as with triggered effect resolution which is current player then opponent, a rule needs to be made for how to deal with this in multiplayer environments. One suggestion is that the things be handled from the current player around the table in turn order (which is usually to the left).

1.121 Must Attack or Block

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Must Attack or Block

Sometimes a creature will be required to attack or block.

It is not legal to end declaration of attackers with a creature that must attack and can be added to the current set of attackers. You can end declaration if the "must attack" creature cannot be added to the current set of attackers. [WotC Rules Team 08/05/97]

The same rules apply for creatures that must block.

It is legal to use a non-"must attack" creature and thereby make a "must attack" creature unable to attack. For example, if a non-"must attack" creature with Errantry is declared, then any "must attack" creatures cannot be added, so it is legal to end the declaration. [WotC Rules Team 08/05/97] (REVERSAL)

If a creature is forced to attack, it does not have to attack immediately, but it must attack this turn if possible. This means you must declare an attack (if possible) and send the creature out (if possible).

Being already tapped or being tapped for a special ability prior to the attack will make it unable to attack.

Being prevented by an effect such as Island Sanctuary or card text such as the Sea Serpent's "cannot attack if opponent has no Islands" will also make it unable to attack.

You are not forced to maximize the number of "must attack" (or block) creatures that you can declare. [WotC Rules Team 08/05/97]

- + If there is a cost to declare the attacker, the fact that it would be required to attack if possible does not require you to pay the cost in order to allow it to attack. For example, you don't have to pay the Brainwash cost on a Juggernaut. If you do pay the cost, it must attack, but if you do not, it does not. [Aahz 01/25/96] This is true even if the enablement cost is zero, as with Dark Maze. [D'Angelo 10/13/97]

If a creature is required to block more creatures than it can legally block, then you must block as many as possible but you are otherwise free to choose what you block. [Mirage Page 50]

A creature that must attack each turn, must only attack once that turn. It is not forced into each attack that turn. [Duelist Magazine #17, Page 48]

1.122 On Its Way to the Graveyard

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - [On Its Way to the Graveyard](#)

This term was used prior to Fifth Edition to mean a card with a destroy effect or lethal damage on it. It is not defined for Fifth Edition.

1.123 Order to Apply Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Order to Apply Effects

The rule for effects is that they are applied in the order in which they enter play. [Mirage Page 29] This also means that the most recent one takes precedence if the order matters. For example, if Earthbind is placed on a creature and then Flight is placed on the creature, the Flight will take precedence because it is the newer effect.

This goes for general continuous effects as well as it does for enchantments, spells, or abilities on a permanent. If Gravity Sphere is put into play, it removes Flying ability from all creatures in play. If a Flight spell were placed on the creature after that, the Flight would have precedence because it took effect more recently. [bethmo 06/29/94]

All kinds of effects are subject to this rule. This includes enchantments, instants, abilities of permanents, and more. Just resolve things in order.

If the source of an effect is removed, reapply the effects in order of casting. This does not happen often but is theoretically possible. For example, if you cast a Conversion spell to change all Mountains into Plains and then used Magical Hack on a second Conversion spell to turn all Mountains into Forests, the first one would be applied and turn them all into Plains. The second one would find no Mountains in play, so it would do nothing. Later, if the first one were removed, the second one would immediately discover the Mountains and convert them to Forests. [bethmo 06/29/94]

Note that these rules apply to non-continuous effects as much as to continuous ones. A non-continuous effect "enters play" when it resolves. Thus, a Jump spell can make a creature with Earthbind fly. [D'Angelo 08/01/96]

Each permanent considers its built-in abilities to be the oldest effect upon itself and then the effects of other permanents are applied to it in order. [Mirage Page 30] This means that if an enchantment says that all creatures lose Flying, a Flying creature that was in play before or enters play after this enchantment entered play will still lose Flying.

Changing the base power/toughness of a creature (using Sorceress Queen) or altering the text of a card (using Sleight of Mind) will not change the "when it entered play" time for an effect. [D'Angelo 11/07/96]

When a card phases in, it's effect is considered the new one in play for the order to apply effects. [Aahz 11/08/96]

Cards with a conditional ability such as "As long as X is TRUE, Y happens" are dealt with as if they did not have the "As long as X is true" text. For example, if the card was "As long as this card is untapped, it gains Flying", it would act as if it had built-in Flying for purpose of ordering (which means it applies to itself prior to even older continuous effects being applied). If it had "As long as X is true, all creatures gain Flying", it would act as if it had "All creature gain flying" and get ordered based on when it entered play. In neither case it is ordered as per the most recent time the condition was met. [Aahz 08/10/97]

Some cards have conditional abilities which are on as long as a condition is met. The effect is considered to have entered play when it first enters play, even if the ability seems disabled at that time. For example, Roc Hatchling gains 3/ 2 and Flying as long as it has no counters on it. The "gains 3/ 2 and flying" effect is considered to enter play when the Roc Hatchling did, and not when the last counter is removed. This is because the effect was in play as long as the Hatchling was even if it was doing nothing because of the condition. [Aahz 08/10/97]

1.124 Owner

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Owner

See

Controller, Caster, and Owner
.

1.125 Permanent

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Permanent

A permanent is any card in play (enchantments, creatures, artifacts, land) or any token in play which represents a creature (or other permanent type). [Mirage Page 10]

Cards in play are not spells, they are "permanents". They can no longer

be affected by things that affect "spells" (e.g. Counterspell, Lifeforce).

A permanent stays in play until destroyed by an effect or otherwise removed from play. You cannot just destroy a permanent because you no longer want it. [Mirage Page 10]

Spells which become permanents do not become permanents until they resolve. [Mirage Page 60]

1.126 Phase Cost

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Phase Cost

Phase Costs are payments that a player is supposed to make during a certain phase. The most common phase costs are called Upkeep Costs. Generally, a phase cost is optional but contains a penalty for non-payment, but some phase costs must be paid if you are able.

Paying (or not-paying) a phase cost is done as an instant. [Mirage Page 43] The cost is paid or not paid during announcement, and the phase cost is considered "dealt with" when the instant-speed action resolves. At that time, the cost is either considered paid or any negative results of not paying are resolved.

A phase cost may only be paid once per phase. [Mirage Page 43] And they are almost always paid during your appropriate phase.

Permanents with phase costs on them may not use optional abilities (like ones with activation costs) until the phase cost has been "dealt with". [Mirage Page 43] If the phase cost is paid during upkeep, the ability cannot be used at any time during the turn prior to it being paid. [D'Angelo 11/07/96]

Continuous and non-optional abilities are not prevented by phase costs.

If you choose not to pay the phase cost, the optional abilities may be used as soon as the negative results are applied. [D'Angelo 06/06/95] Under previous rules it was possible to use a mana source during the damage prevention after it was destroyed by not paying upkeep. This is no longer true. The card is put into the graveyard during the resolution so there is no chance after the resolution to use it. [Aahz 10/22/96]

Phase costs are always dealt with. Even tapping a non-creature, non-land artifact will not prevent the phase cost from being required. [Mirage Page 43] The only way to avoid dealing with the phase cost is by removing the permanent from play. [Duelist Magazine #3, Page 15]

Most phase costs are on a permanent. You can avoid dealing with the phase cost by removing the permanent from play. [Mirage Page 43] Or by

removing the cause of the phase cost if that is possible.

+ Phase costs are written "During phase P, do X or do Y" or as "During phase P, do X. If you cannot, do Y". You do X as a cost and Y as an effect. [Aahz 09/15/97]

If a permanent has more than one phase cost applied to it, the costs combine into a single one. You cannot pay just some of the phase costs on a permanent. You must pay them all or not at all. [Mirage Page 43]

If there are multiple phase costs (for the same phase) on a permanent, they are all paid at the time the latest one would be paid. [Mirage Page 43] For example, if part is paid "during upkeep" and the other part is "at the end of upkeep", the entire thing is paid at the end of upkeep.

If there are multiple phase costs on a single permanent and any one of them is mandatory, then all of the costs on that permanent are mandatory. In other words, the entire phase cost is an all-or-nothing deal. You pay all the costs or none of them. [WotC Rules Team 06/01/97] For example, a Lord of the Pit is in place with The Tabernacle at Pendrell Vale, then you must sacrifice a creature and pay 1 mana (if possible).

If there are penalties for multiple phase costs on a single permanent, these penalties are played out as a series of effects rather than as a single effect. First the permanent's own penalties, then the others in the order in which those effects entered play. [WotC Rules Team 06/01/97]

If there are multiple phase costs on a single permanent and they are contradictory, then you simply cannot pay the combined cost and have no option but to suffer the penalties. [WotC Rules Team 06/01/97] For example, if you had to both sacrifice a card and send that same card to your hand as part of the phase cost of a single permanent, you could not do either.

Even if a phase cost says you must pay it, you do not need to do anything special to make it payable. So, if a phase cost says you must sacrifice a creature and you have no creatures, you are not required to use your The Hive to generate a creature. Similarly, you are not required to draw mana from any mana sources in order to pay a phase cost (unless the effect says otherwise). [Aahz 08/20/96]

If something happens which adds an phase cost during a phase, it must be paid. For example, if a Doppelganger becomes a Lord of the Pit, during upkeep, a creature must be sacrificed. [Duelist Magazine #3, Page 15]

If not paying upkeep results in the card being destroyed or buried, the card is considered to be destroying or burying itself. This is true even if the upkeep cost is imposed from an outside source. [WotC Rules Team 08/17/95]

If the phase cost for a permanent is paid and then the nature of the cost is changed with something like Sleight of Mind, you do not have to repay the cost. The permanent knows that the cost has already been paid. [Aahz 07/22/97]

Optional phase costs are written as "Do something during your Xxxx phase or do something else". You can choose to do either to deal with the cost.

Mandatory phase costs are written as "Do something during your Xxxx phase. If you cannot do that, do something else". You must do the something if possible. If there is no "or" or "If you cannot do that" clause, then it is a phase effect and not a phase cost, and there is no bad effect if you cannot do it. [D'Angelo 12/03/96]

Phase costs differ from phase effects in their wording. Phase costs have something that happens if you do not pay. For example: "During (your) Xxxx phase, do something or something else happens". Also, the verb is usually "pay" or "sacrifice". If you are unsure whether it's a phase cost or effect and the verb is something other than "pay" or "sacrifice", it is most likely a phase effect. [D'Angelo 12/03/96]

Phase costs differ from phase abilities in their wording. Phase costs have something that happens if you do not pay. For example: "During (your) Xxxx phase, do something or something else happens". Also, while the cost usually involves paying mana or sacrificing something, the cost could be anything. [D'Angelo 12/03/96]

1.127 Phase Effect and Phase Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Phase Effects and Phase Abilities

Phase Effects are things you are told to do during a specific phase. The term applies to something done during the middle of the phase, or to something done at the end or beginning of a phase. An example effect is Unstable Mutation requiring during Upkeep that you put a -1/-1 counter on the creature it enchants.

No player may let a phase end until all mandatory phase effects are dealt with. [Mirage Page 42]

Each player plays their own phase effects. For example, the controller of Unstable Mutation will play that effect at a time of their choice during creature controller's upkeep. [WotC Rules Team 03/14/97]

Each phase effect is used only once per phase. [Mirage Page 42]

Phase effects played during the middle of a phase are played as instants. [Mirage Page 42] You announce them like any normal spell or effect and the result takes place (and the phase effect is considered "dealt with") when the effect resolves. They can also be part of batches.

Phase effects played at the beginning or end of a phase follow the appropriate timing rules for effects played at that time.

+ All parts of a phase effect are done on resolution. This is true even if you might normally consider what is being done as being a cost. For example, "During your upkeep, sacrifice a land" has you choose a land on

resolution and sacrifice it, and "During your upkeep, pay 1" has you pay 1 mana during resolution of the phase effect. [Aahz 09/15/97]

Most phase effects are imparted by a permanent. You can avoid dealing with the phase effect by removing the permanent from play or by otherwise deactivating its effect (remember that non-creature, non-land artifacts deactivate when they are in a tapped state). [Mirage Page 43] For example, if you Disenchant an Unstable Mutation off a creature, you do not later need to put the -1/-1 counter on it. If you already dealt with the effect prior to removing the permanent from play, however, this does not undo the effect.

You may not announce the dealing with of a targeted phase effect unless there is a legal target at the time. [D'Angelo 09/25/96]

If there is no legal target for a mandatory phase effect, you can end the phase without dealing with it. [Mirage Page 43] For example, Erhnam Djinn says to give an opponent's creature ForestWalk during Upkeep. You cannot end upkeep without dealing with this if there are any valid target creatures in play, but if there are no valid target creatures, you may do so.

You can always choose not to use an optional phase effect. In this case, you simply end the phase without declaring it.

If a phase effect fizzles with respect to all its targets, it is considered dealt with and need not (may not) be used again. It was successfully used. [WotC Rules Team 12/03/96] (REVERSAL)

Having a phase effect applied to a permanent does not prevent the abilities of the permanent from being used. [WotC Rules Team 11/16/94] Only "phase costs" can do that. See
Phase Costs
for more information.

If more than one effect happens at the beginning or end of a phase, and the order of these effects matters, they are played in the same way as specialized effects. [Mirage Page 42] This means the current player resolves all of his or her effects in any order desired, then the opponent resolves their effects in any order they desire.

If a new beginning or end of phase effect is introduced which affects a player while dealing with that player's end of phase effects, you have to deal with the new effects as well. But, once you pass a player's phase effects and go to the next player, you do not loop back and do the previous player's effects again. Such extra effects are just ignored. [WotC Rules Team 10/03/96]

Note that beginning and end of phase effects done by permanents are dealt with in the same group with ones scheduled by Scheduled Effect. [D'Angelo 09/25/96] This is important only in understanding that although specialized effect timing is used for such effects, that not all of them are specialized effects.

If an infinite loop of effects happens at the end of a phase, such as an Ivory Gargoyle and Vibrating Sphere (where you can't pay to remove it), simply figure out what the end result would be and continue. In the

Gargoyle and Sphere case, the Gargoyle is put into the graveyard and the player loses all their draw phases for the rest of the game.

[WotC Rules Team 10/03/96]

Phase effects are typically written as "During (your) Xxxx phase, (you may) do something." Ones that are written "Cost: Effect. Use this effect only during Xxxx phase" are not phase effects. [Aahz 10/16/96]

1.128 Phase Skipping

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [←](#)

Topics - Phase Skipping

You check if you are to skip a phase right before it would start, which is the same as just after the end of the previous phase's "end of phase" effects. If you are to skip it, then continue to the next phase.

[Mirage Page 58]

If you skip a phase to use an ability, then the phase is skipped as a cost. You cannot "spend" the same phase more than once. You can only pay a phase during your turn and only before that phase starts. [Mirage Page 58]

Some effects may cause you to automatically skip a particular phase. These effects happen at the time the specified phase would start. Instead of starting the phase, you just skip it. [Duelist Magazine #13, Page 26] Necropotence is an example. If it is in play when your draw phase would start, you skip it.

The effects which allow you to choose to skip a phase can override the automatic skipping because the choice effect is used earlier. [Duelist Magazine #13, Page 26] Thus you may "spend" the phase prior to the automatic effect getting a chance at it.

If more than one automatic phase skipping effect is in play, you choose which one actually causes you to skip the phase. Normally, this does not matter, but it can in the case of the Ivory Gargoyle for which you have to skip a certain number of draw phases using its effect.

[Duelist Magazine #13, Page 26]

The Ivory Gargoyle effect that causes you to skip a draw phase is considered an automatic one. [D'Angelo 07/29/96]

If an effect says to skip your next Xxxx phase, it means the next one you encounter. It does not look into the future and pick a specific one.

[D'Angelo 11/08/96]

1.129 Phasing

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Phasing

All your permanents which are "phased out", will "phase in" at the beginning of your untap. [Mirage Page 1] They do not have to have Phasing ability to phase in, they just do.

A permanent with Phasing ability which is in play will "phase out" at the beginning of your untap simultaneously with any other permanents "phasing in". [Mirage Page 1] Permanents phasing out and phasing in at this time never are both play. [bethmo 09/19/96]

When a permanent "phases out", it leaves play much as if it were removed from the game, except that any enchantments, counters, and permanent changes to the card phase out with it and are not removed. [Mirage Page 1] Permanent effects (such as Ritual of the Machine) also stay with it. [WotC Rules Team 10/03/96]

All effects that trigger on the permanent phasing out, do trigger. [D'Angelo 07/03/97]

All "at end of turn" effects or other effects on the permanent or that depend on it being in play are removed. Also, all damage on it is removed. [Mirage Page 1]

Permanents remember their history when they phase out. For example, The Fallen remembers who it has damaged and Safe Haven will not forget what it has removed from the game. [WotC Rules Team 12/03/96]

When a permanent "phases in", it enters play in the same tap/untap state it was in when it phased out. As far as the permanent is concerned, it never left play, does not have summoning sickness, and will otherwise continue where it left off. [Mirage Page 2]

If the permanent was only under your control due to an effect which having the creature phase out would end, the permanent would switch controllers while phased out, it will phase in its old controller's untap phase, but it will phase in under its new controller's control. [bethmo 10/03/96]

Any effects that would trigger on the permanent coming into play are ignored. [Mirage Page 2] Any effects that modify how a card comes into play, such as Kismet, are ignored. [Duelist Magazine #18, Page 28]

Abilities that are only usable if something had come into play earlier in the turn, but that are not triggered by the coming into play, may be used if an appropriate permanent phased in this turn. [Aahz 06/14/97] For example, Fungus Elemental.

An apparent exception to this is having a Legend enter play. The Legend

phasing in will consider itself to be the newer one and will bury itself if another Legend of the same name is still in play. Similarly, an Enchant World phasing in will bury an existing Enchant World. This isn't really an exception, though since the Legend and Enchant World burials are continuous effects and not triggered. [D'Angelo 10/15/96]

An apparent exception to this is having a Legend come into play. The Legend phasing in will consider itself to be the newer one and will bury itself if another Legend of the same name is still in play. Similarly, an Enchant World phasing in will bury an existing Enchant World. This isn't really an exception, though since the Legend and Enchant World burials are rule trigger effects and rule triggers are not ignored when a card phases in. [Aahz 08/18/97]

A token that phases out has left play so it is removed from the game. [Mirage Page 2]

While phased out, the card does not change its tapped state and cannot be targeted by a spell or effect.

Cumulative upkeep is not reset or increased while it is phased out. [D'Angelo 10/15/96]

Creatures like Stangg and Hazon Tamar which get token creatures when they enter play do not get those creatures when they re-enter. [WotC Rules Team 09/15/94] (Actually a ruling for Oubliette)

When a card phases in, it's effect is considered the new one in play for the order to apply effects. [Aahz 11/08/96]

All cards phase in without summoning sickness regardless of whether or not they had it when they phased out. [Visions FAQ 02/16/97]

If more than one card phases in at a time, you may need to determine the order in which the effects enter play. See the Simultaneous entry for details on how to do this.

Enchantments on a permanent phase in when the permanent phases in, but if the permanent never phases in, the enchantments do not return either. For example, a token creature with enchantments on it that phases out will leave the game and will never phase in, so its enchantments stay out of play. [WotC Rules Team 12/03/96]

1.130 Pitch Spells

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Pitch Spells

This is the nickname for spells which allow you to discard cards (typically they are actually removed from the game) instead of paying the casting

cost. They were introduced in Alliances.

This name has also been extended to cover other non-mana ways to cast spells. For example, the Visions card Fireblast which lets you unsummon Mountains.

The card is discarded (or other non-mana cost is paid) at the time you announce the effect and is considered to be paying the cost.
[Duelist Magazine #11, Page 55]

It does not actually change the casting cost of the spell for any other reasons, including effects like Spell Blast.
[Duelist Magazine #12, Page 32]

If there is a penalty on the cost of the spell, such as Gloom on a Scars of the Veteran, you must pay the penalty even if you use the "pitch" ability to avoid the rest of the casting cost.
[Duelist Magazine #12, Page 32]

You cannot use Sleight of Mind to stop a "pitch" spell which requires a card of a certain color to be discarded. This is because the costs are paid prior to the Sleight being usable. [Duelist Magazine #12, Page 32]

1.131 Play as a...

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Play as a...

A number of cards say that they are played as a different type than the card's actual type. For example, the enchantment Ward of Lights says that it can be "played as an instant".

All spells which are "played as a" different type are still considered to be their actual type for all reasons other than deciding when you can play the spell. [D'Angelo 08/29/97]

Things which affect "instants" will not affect spells which are "played as an instant", because the spells are not considered to be "instants". The same applies to other spell types. [WotC Rules Team 08/05/97] For example, Hydroblast is an Interrupt even when being played as an instant to target a permanent. And Ward of Lights is an Enchantment even when being played as an instant.

Things which affect "instants" will affect all spells of type "Instant" even if they are being played as damage prevention or as a specialized effect. The same applies to other spell types. [WotC Rules Team 08/05/97]

+ Note that these rules are for things played as a different type than they actually are. Abilities on permanents which simply say "play this ability as a xxxx" are stating the original type of the ability and are not

stating that it is played as a different type. [D'Angelo 09/11/97] For example, Amulet of Unmaking's ability is a Sorcery, not an instant played as a sorcery. [WotC Rules Team 10/06/97]

+ Note that "play this as an instant" and "play this whenever you could play an instant" mean the exact same thing. Don't read more into the wording. [Aahz 09/29/97]

1.132 Poison

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Poison

Poison counters are poison counters. A player dies if they have 10 (or more) such counters no matter what the source is. [Duelist Magazine #2, Page 7] This loss of the game is immediate. It's a continuous effect.

The "you die with 10 poison counters" effect is built into the poison counters. You do not need a poison generating card in play for the rule to have effect. [D'Angelo 10/01/96]

1.133 Protection

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Protection

A creature may have Protection from anything, but typically you get Protection from a color.

Protection from <XXX> means that a creature: [Mirage Page 21]

1. Reduces damage from <XXX> to zero.
2. Cannot be blocked by <XXX> creatures.
3. Cannot be targeted by <XXX> abilities, spells or enchantments. Not being targeted by <XXX> enchantments means that any such enchantments on the creature are buried. The creature may be affected by <XXX> spells or effects which do not target it specifically. Note that ability #1 still reduces damage from these untargeted abilities to zero.

Protection from <XXX> does not protect creatures from general enchantments or spells. So a creature with Protection from Red is still affected by

Orcish Oriflamme.

Protection from <XXX> does not stop damage prevention spells from working. Damage prevention spells target the damage and not the creature. For example, you can use a Healing Salve to remove damage from a creature with Protection from White.

See the

Targeting
entry for more information on what is targeted and
what is not.

Protection does not protect creatures from being sacrificed (even from spells or effects of the appropriate type). Sacrificing is not preventable.

The "cannot be blocked by <XXX> creatures" ability is an absolute statement. The creature cannot even be blocked by creatures of <color> which have Protection from the appropriate color. So, a Black Knight and a White Knight cannot meet each other in combat.

Protection from <XXX> protects the creature but it does not protect any of the enchantments on the creature. [bethmo]

A Protection from <XXX> ability does not work for a creature while it is not in play. [Mirage Page 21] Hence a White Knight can have Animate Dead cast on it and a Black Knight can be Resurrected. Note that the White Knight would immediately dispel the Animate Dead and go back to the graveyard, but the example still holds.

If Protection is gained during a damage prevention step, it will not reduce any damage already on creatures to zero. It will only affect damage assigned after the Protection starts. [Aahz 02/16/97]

1.134 Protection from Color

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Protection from Color

See

Protection
.

1.135 Rampage

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Rampage

After defense is chosen but before damage is assigned, an attacking creature with 'rampage *' gains */ * until end of turn for each creature beyond the first assigned to block it. [Mirage Page 22]
This effect is triggered by declaring blockers so it happens at the end of that step.

Bonus is applied when blockers are declared and lasts until the end of the turn. Removing a blocker after this does not change the bonus. [Duelist Magazine #2, Page 7]

Fog effects do not stop the bonus from being gained. [Aahz 02/09/95]

If a creature which already has Rampage X gets Rampage Y added to it, it now has Rampage Z where Z=X Y. [Duelist Magazine #13, Page 26] So if a creature with Rampage 1 gains Rampage 1 again, it now effectively has Rampage 2.

This used to be written "Rampage:X" and is now written "Rampage X".

Note that this applies only to assigned blockers and not to all blockers. There are ways to have a creature end up as a blocker without being assigned. For example, if you assign a creature to block a member of a band, the creature ends up blocking the other members but was never "assigned" to block them. [D'Angelo 10/15/96]

1.136 Regeneration

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Regeneration

Regeneration is a means of preventing a creature from going to the graveyard. It is used as a specialized effect at the time the creature would go there. As a specialized effect, regeneration abilities cannot be used except when the creature is actually going to go to the graveyard.

Regeneration actually prevents the creature from going to the graveyard so no effects of going to the graveyard will trigger. [Mirage Page 15]

You may not even attempt to regenerate a creature which has been buried or sacrificed. [WotC Rules Team 12/03/96]

You may attempt to regenerate a creature which "cannot regenerate" because

of an effect like Bone Shaman. [Aahz 02/18/97]

When a creature regenerates, any damage on it is removed. [Mirage Page 15]

When a creature regenerates, all counters and enchantments or other modifications to the creature remain.

When a creature regenerates, it becomes tapped. This tapping is part of the effect of regeneration and not part of the cost. This means that tapped creatures can still be regenerated. [Mirage Page 16]

- + Regeneration is a replacement ability that replaces destruction with the regeneration effects (tapping the creature and removing its damage). [WotC Rules Team 10/06/97] For this reason, you cannot regenerate a creature which is not dying.
- + Regeneration does not replace any other parts of the effect. It just replaces the one part of the effect which was destroying the creature that is being regenerated. [WotC Rules Team 10/06/97]
- + If a single effect somehow would destroy the same creature twice, then the regeneration only stops one of the two destructions and a second regeneration ability would have to be used to truly save the creature. [WotC Rules Team 10/06/97] You choose which of the destructions when the regeneration ability is played. [Aahz 09/18/97]

If a creature is in an attack and it regenerates, it is removed from the combat [Mirage Page 5] Being removed from combat does not negate any "at end of combat" effects on the creature.

Regeneration effects generally target the creature they are played on (unless the regeneration is a built in ability or is granted by an enchantment on that creature). [Aahz 04/07/97]

If more than one creature is being destroyed by a single effect, regenerating one of them removes it from the current destruction but does not remove any of the others. This is true even if the act of regenerating one causes another one to have its toughness raised so it would not have died. In other words, once a creature is dying, it can only be saved by actually regenerating that particular creature. [WotC Rules Team 06/01/97]

You cannot regenerate a creature which is not dying. Regeneration replaces the creature's destruction with a regeneration, so it cannot be used unless there is a creature being destroyed.

If by some chance a regeneration resolves when the creature is not dying, the spell "fails" but does not fizzle. For example, if your Debt of Loyalty on your opponent's creature is Forked to point at the same creature, the Forked one regenerates it and causes the control effect, then your spell resolves and fails to regenerate but it still gives you control of the creature. [bethmo 06/20/97]

If a regeneration ability is countered, you cannot use that same ability again for that creature's death, but you can use other regeneration spells/abilities. For example, if a Clay Statue's built-in regeneration is Rusted, you cannot use its built in ability again, but you can use

Death Ward. [Aahz 07/03/97] This is because each specialized ability can only be used once per time it is usable.

A regeneration spell/ability can be redirected using Deflection to target a creature which is not dying. [Aahz 09/09/97]

+ A regeneration spell/ability can be redirected to target a creature which is not dying. Deflection for example could redirect Death Ward to a creature which is not dying. [Aahz 09/09/97]

1.137 Removed from the Game

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Removed from the Game

If a creature is "removed from the game" by some effect, it cannot be regenerated from this. Also, all enchantments on the creature are put in the graveyard just like they would be if the creature were destroyed.

Any player can look through the cards in the "out of the game" pile at any time. [Mirage Page 60]

1.138 Resolving Spells and Effects

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Resolving Spells and Effects

Spells always resolve as completely as possible. A spell that says "Do one thing. Do another" or one that says "Do one thing and do another" will do both parts even if one part fails (see the next entry for the exception to this rule). [Duelist Magazine #5, Page 22]

Spells that say "Do one thing to do another" do the first thing during announcement and as a cost, regardless of what that thing is. The rest of the text is the effect. [Duelist Magazine #11, Page 56]

Effects will try to keep doing their thing for their full duration (which may be permanent). They do not continue to check if their target is legal after they resolve. If the target of the effect becomes illegal, the effect still continues. [Mirage Page 34] For example, if you steal a card with Aladdin or Seasinger, you do not lose control of the card if it stops being an artifact or creature (as appropriate).

If the effect itself makes no sense when applied to the target, then the effect becomes dormant until it can take affect again. [Mirage Page 34]
For example, if a creature has Giant Growth cast on it and then stops being a creature, the 3/ 3 will remain dormant until either the end of turn (it's duration) or in case the card becomes a creature again.
Note that the Mirage rulebook on page 34 uses the term "target is illegal" instead of "effect cannot be applied to the target". This is an error.
[Aahz 10/22/96]

1.139 Responding

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Responding

Responding to a spell/ability means to add a spell/ability to the batch the one you are responding to is in. See the major Spell and Ability Timing section for more information.

1.140 Rounding

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Rounding

Rounding down means to drop the fractional part. Rounding up means to add one if there is a fractional part, and then drop the fractional part.
[bethmo 05/30/94]

1.141 Sacrifice

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Sacrifice

+ A sacrifice is a burial of a permanent. Sacrifices cannot be prevented by

any means. [Mirage Page 33]

You can only sacrifice things that you control. [Mirage Page 26]

- + If the cost of some effect requires you to sacrifice something you do not control, then you cannot pay the cost. For example, if Betrothed of Fire is on a creature you do not control, you cannot play the ability which sacrifices that creature. [WotC Rules Team 10/06/97]

When done as a cost, the sacrifice happens during the announcing of the appropriate spell or ability. You do not get the permanent back if the spell/ability is countered or otherwise prevented. [Mirage Page 26]

- + Sacrifices which are done as part of an effect are still unpreventable. You choose the thing to sacrifice at the time the sacrifice is done. [WotC Rules Team 10/06/97]

A given permanent cannot be sacrificed more than once. [Mirage Page 26]
This makes sense when you think that you cannot pay the same mana point to power more than one spell.

Sacrificing is not a targeted effect. So Protection from Color or any other anti-targeting ability will not protect a creature from a sacrifice. [bethmo 10/03/96]

A permanent can sacrifice itself to itself as part of an ability (if it is of the proper type) unless prevented by some card text or other means. [Duelist Magazine #5, Page 123]

Some older cards had you sacrifice a card in your hand. All such cards have errata changing these sacrifices into discards. [WotC Rules Team 05/10/95]

The Antiquities expansion used the text "choose one of your artifacts in play and place it in the graveyard" to mean a sacrifice. [bethmo]

Any Limited/Unlimited/Arabian Nights/Antiquities card which destroys itself when used is considered to sacrifice itself. [WotC Rules Team 01/29/94]

You can sacrifice something even if it is tapped or has just entered play. There is no summoning sickness or "turning off" for sacrifices. [D'Angelo 07/05/95]

You may not even attempt to regenerate a sacrificed creature. [WotC Rules Team 12/03/96] This is irregardless if the sacrifice is a cost or effect. [Aahz 11/08/96]

1.142 Shadow

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Shadow

+ Creatures with Shadow cannot block creatures without Shadow, and creatures with Shadow cannot be blocked by creatures without Shadow. [Tempest Rulebook] In many ways, it is similar to Flying, except that Flying creatures can block non-Flyers, while this is not true of Shadow creatures.

1.143 Simultaneous

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Simultaneous

Very few things in Magic are simultaneous, meaning "happening as an indivisible and unordered action". While many things are indivisible, they are usually broken up into steps which are taken in order. Be careful with the use of this term. The rulings summaries try to use this term only when it applies.

If something is to be done simultaneously with something else and both things have decisions to be made, all decisions are made before you do anything. Then you do all the simultaneous actions. For example, untap is simultaneous, but you may need to decide what to untap. If so, you do so before untapping anything. This way, the untapping of any one thing (or more generally, any part of a simultaneous action) cannot affect any of the others. [D'Angelo 08/01/96]

It is possible for several permanents to enter or leave play simultaneously. For example, Wrath of God's resolution will destroy all creatures at once. And a number of creatures can phase in at once. [D'Angelo 12/31/96]

If more than one card enters play simultaneously, then the order in which the effects of those cards are applied to play needs to be determined. Note that calculating this order for effects does not mean that the cards actually entered play in any order. They entered play simultaneously, but their effects must have an order. The order for the effects entering play is determined by the following rules. When multiple cards enter play, the active player decides the order in which their effects enter play. All enchantments on a card will have their effects enter play after the main card but before any other cards. The local enchantments are considered to enter play after the card they are on, and in the same order (relative to each other) that they originally entered play. Enchantments on those enchantments follow the enchantment they are on and precede any other enchantments. For example, a Sandbar Crocodile is phased out with Flight and Earthbind on it (cast in that order). Feedback is on the Flight. When it phases in, the Crocodile's effects are considered to enter play first, then Flight's effect, then Feedback's effect (since it is on the Flight), then Earthbind's effect. [Aahz 12/04/96]

1.144 Snow-Covered Lands

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Snow-Covered Lands

Think of "snow-covered" as another adjective about a card, like color or artifactness. For example, a land can be a basic Plains and be animated, snow-covered, artifact and blue all at once.

Snow-Covered lands are treated like non-Snow-Covered lands of the same type. Being snow-covered does not stop a land from being a basic land. [Mirage Page 62] The Ice Age rulebook says "Snow-covered lands are considered basic lands." What this means is that the cards named "Snow-covered XXXX" are considered to be basic XXXX cards. [D'Angelo 06/08/95] The Mirage rule is a bit clearer.

They are considered to be of the proper basic land type. Anything which affects Plains will affect a Snow-Covered Plains. Forestwalk will work on a Snow-Covered Forest. [Duelist Magazine #6, Page 132] Land Tax and other cards that look for basic lands also work on them. [Duelist Magazine #7, Page 8]

Effects that change a land type, like Phantasmal Terrain, cannot give a land Snow-Covered nature or take it away. [Mirage Page 62] If you change a Snow-Covered Forest to a Mountain with Phantasmal Terrain, then it is a Snow-Covered Mountain.

Cards which require Snow-Covered lands only work on such lands. Ones that only require a land type work whether or not it is Snow-Covered. [Duelist Magazine #6, Page 132]

Cards which look for a kind of landwalk work whether or not the landwalk is more specific or not. For example, an effect that targets a creature with IslandWalk will work on one with Snow-Covered IslandWalk. [Duelist Magazine #8, Page 51]

If you manage to make a non-basic land gain the snow-covered attribute, it does not become a basic land. [Duelist Magazine #7, Page 8]

Cards which ask you to specifically name a card, such as Nebuchadnezzar, do not see "Swamp" and "Snow-Covered Swamp" as the same name. They are distinctly named cards. [D'Angelo 01/07/96]

Another way to evolve the rules for Snow-Covered lands is to compare them to creatures. The land "Snow-Covered Swamp" is of 'land type' "Swamp" and it has the 'ability' "Snow-Covered". Compare this to a creature "Whatumacallit" of 'summon type' "Thingy" and the ability "Flying". If a spell affected all Thingies (Swamps), you would not care if it was Flying (Snow-Covered) or not. If it affected all "Flying Thingies" (Snow-

Covered Swamps), you would not consider non-Flyers an option.
[D'Angelo 01/13/97]

1.145 Spell and Ability Type

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Spell and Ability Type

- + Following is the list of valid spell/ability types: mana source, instant, interrupt, sorcery, artifact, artifact creature, summon, enchantment, triggered ability, replacement ability, damage prevention, phase ability, phase cost, and untap cost. [WotC Rules Team 10/06/97]
- + Some spells/abilities may be playable at times other than their type is normally played, but this does not change their type. For example, Choking Vines is an instant even though it is played during declaration of blockers. [WotC Rules Team 10/06/97]

1.146 Successfully Cast

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Successfully Cast

A spell is considered successfully cast once it leaves step 2 of its life cycle. See the

[Life-Cycle of a Spell or Effect](#)
entry in the

[Spell and Effect Timing](#)
section for more information.

1.147 Summoning Sickness

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Summoning Sickness

- + Creatures cannot attack (or be tapped for a special ability of their own) unless that creature's card or token has been in play under your control since the beginning of your most recent turn. [Mirage Page 14] This includes all possible ways of getting creatures: Summon, Animate, Resurrect, Living Lands, Control Magic, etc.
- + If a card or token starts your turn in play on your side, leaves your control and then returns in the same turn, and it is a creature, you cannot use it. It must wait until it begins your turn in play under your control again. [Mirage Page 28]

It does not matter whether the creature was a creature at the start of your most recent turn. It only matters if you have controlled its permanent since then. This means you can animate a land or artifact and whether or not it has summoning sickness depends on how long you've controlled it. [Mirage Page 14]

If a non-creature is tapped for an ability on the turn it enters play and is animated so that it is a creature at some time before the ability resolves, the effect will not fizzle. [D'Angelo 06/07/95]

All permanents get summoning sickness when they come under your control. Some cards allow you ignore the effects of summoning sickness, but none remove it entirely. So for example, a creature which just entered play but can ignore summoning sickness is immune to Siren's Call. [Aahz 12/07/96]

Creatures with summoning sickness can be tapped by spells or by the abilities of permanents other than their own. For example, Veteran's Voice and Icy Manipulator can be used to tap a creature which has summoning sickness. [D'Angelo 12/18/96]

1.148 Tap and Hold Abilities

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Tap and Hold Abilities

Abilities for which you tap the card, and the effects last as long as the card is tapped are called 'tap and hold effects'.

This is a kind of duration effect. See
Duration Effect
in the

Spell and Effect Timing
section for more information.

Although these cards only say "as long as it remains tapped", it also

means "and is in play". [WotC Rules Team 02/06/96] A card which is not in play cannot be still tapped. A similar rule applies to "as long as you control" effects; these wear off if the source of the effect leaves play. [WotC Rules Team 02/06/96]

The effect lasts until the card is untapped. This is similar to a normal time duration effect such as "until end of turn", but is "until the card which generated the effect is untapped or leaves play". [D'Angelo 09/12/95]

If the card untaps before the tap and hold ability actually resolves, the tap and hold effect ends immediately after the ability resolves. This means that the full effect takes place then stops immediately thereafter causing anything that happens when the effect ends to happen. [Duelist Magazine #9, Page 60]

If the card untaps before the tap and hold ability actually resolves, the tap and hold effect never takes effect at all. [WotC Rules Team 08/05/97] (REVERSAL. It used to take effect then end immediately.)

The effect continues even if the card loses its abilities (which is possible if an artifact is animated by Titania's Song or a land changes type by Phantasmal Terrain). It only ends if the card untaps or leaves play. [D'Angelo 09/12/95]

If one of these cards or its target leaves play temporarily by phasing out or by entering an Oubliette or Tawnos's Coffin, the effect will end and will not restart when it re-enters play. [D'Angelo 10/15/96]

1.149 Tapping a Permanent

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Tapping a Permanent

Tapping a permanent with an effect will never trigger any ability on that permanent which has tapping as part of the activation cost.

You can use a tap effect on an tapped card. The effect does not "fizzle", but it does "fail" to do anything. [Duelist Magazine #5, Page 23]

You cannot tap a tapped card as part of a cost. Costs must be successfully done and cannot be faked. [D'Angelo 12/23/96]

1.150 Target

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Target

Some old spells/abilities let you pick a "target" and did not say what kind of target. This was shorthand for "target creature or player".

1.151 Targeting--Announcing and Resolving

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Targeting--Announcing and Resolving

Also see

[Targeting--Is Something Targeted](#)
and

[Targeting--Valid Targets](#)

You may not announce a targeted spell or ability unless it is aimed at a legal target. [Mirage Page 33] ←

You may not announce a targeted spell declaring an illegal target with the intent to use an interrupt afterward to somehow make the target legal. [Mirage Page 33]

If a spell/ability has you pick multiple targets, you may not pick the same target more than once. There is an implied "multiple different targets". [Mirage Page 33] But if the spell or ability has you pick a single target at one time and again has you pick a target later, you can pick the same target. [Mirage Page 58]

Spells which target "all" of something can be played even if there is none of the somethings available. For example, you can use Flashfires even if no Plains are in play. This is because the spell does not require a target to act upon. It just does something.

Some spells are modal in their targeting. See the "Modal Effects" entry for more information.

In addition to having a valid target when announced, a spell or ability must have a valid target when resolved. If the target is not valid when the spell or ability would resolve, then it fizzles. [Mirage Page 34] Note that it only checks validity on announcement and on resolution and not continuously in between. [Mirage Page 34]

If a spell has multiple targets and one of the targets becomes illegal, only that one portion of the spell fizzles out. The rest of the

targets are affected normally. [Mirage Page 34] For example, if a Fireball is used on 3 targets and one is Unsummoned, the damage is still spread between the 3 targets with one target's damage fizzling out.

If all the targeted parts of a spell fizzle, then the untargeted parts will not take effect, and the spell as a whole is said to fizzle.

[Mirage Page 34] For example, Crumble targets an artifact to be buried and has an untargeted gaining of life. If the target becomes invalid and the spell fizzles then no life will be given.

Note that some cards target something which is used in the cost, for example "tap target creature to do ...". In this case, the target only needs to be legal at the time the cost is paid and not on resolution as well. [Duelist Magazine #13, Page 26] This rule applies to all ways that costs can do something to a card.

There are many ways to make a target illegal before resolution. The most common way is for the target to be destroyed, unsummoned, or otherwise removed from play prior to resolution. Other requirements on the targeting may be invalidated due to adding Protection to a target creature, or through the use of interrupts to change the color or wording of the spell or target.

Spells can be modified between being announced and being successfully cast. If something about the targeting makes the target choice illegal at that time then the spell will fizzle. Effects have all their attributes set on announcement and even text changes to the source card cannot make the effect fizzle. It remembers what the text said when it was announced. [Mirage Page 26]

Some permanents have you pick a target when they are played. This target choice stays with the permanent and cannot be changed. [Mirage Page 35] For example, Kismet and Black Vise both target a player when played. The choice of player is made on casting and does not change later.

If a card reads "a xxx" or "any xxx" it means "any one xxx in play, no matter who it belongs to." [bethmo]

If a card requires a target when played, then it requires a target in all ways in which it can be brought into play. [Aahz 02/16/97] For example, you cannot Eureka an Enchant Creature into play without a creature to target, nor can you put Clone in for the same reason.

See

Resolving Spells and Abilities
for more information on what happens on
resolution.

1.152 Targeting--Is Something Targeted

Topics - Targeting--Is Something Targeted

Also see

Targeting--Announcing and Resolving
and
Targeting--Valid Targets

New cards are clear as to when something is targeted (it will use the word 'target' on the card), but older cards were not so clear. ←

All local enchantments target the thing they are played on.

Choosing defenders is not a choice that makes something a targeted spell or ability. Hence abilities which affect creatures "blocking" or "blocked by" a creature are not targeted and are not stopped by Protection from Color. For example, a Green Ward will not save a creature from being destroyed by the Thicket Basilisk. [WotC Rules Team 02/07/94]

Combat damage and effects are not targeted. This means that the Basilisk gaze, Battering Ram ability, Aisling Leprechaun, and others are not targeted abilities and will therefore not be prevented by Protection from Color or other "you can't target me" effects.

Any spell or permanent that affects itself does so in a non-targeted way. [D'Angelo 05/19/95] Although some targeted spells and abilities can be aimed at the permanent that generated the effect. If this happens, it is still a targeted spell/ability.

Spells/abilities which affect a card which is in the graveyard are targeted. [Duelist Magazine #5, Page 123]

Enchantments on a permanent target the permanent (as a spell) when cast and continue to target it (as a permanent) while in play. The abilities of enchantments generally do not target the card they are on, however. For example, Firebreathing's effect does not target the creature to give it 1/ 0 and Regeneration does not target the creature when it is used. [WotC Rules Team 02/09/95]

Damage prevention cards almost never say they are targeted, but they target damage "packets".

Damage prevention cards almost never say they are targeted. They do not even target the damage.

When deciding if an older spell/ability targets something or if it is a general spell/ability, just ask if the player using the spell/ability at any time chooses something to be affected. If no choice is made, then it is a general spell/ability, if at least once a card or target must be specified, then it is a targeted spell/ability. [bethmo]

1.153 Targeting--Valid Targets

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Targeting--Valid Targets

Also see

Targeting--Announcing and Resolving

and

Targeting--Is Something Targeted

Damage prevention spells usually target the damage and not the source of ←

the damage or even the creature or player with damage on it.

[Mirage Page 44]

You may target a spell/ability which removes an ability at a permanent without that ability. It just does nothing.

[Duelist Magazine #5, Page 23]

You may target a tapping spell/ability at a tapped card or an untapping spell/ability at an untapped card unless the card says it targets a tapped or untapped permanent. [Duelist Magazine #5, Page 22]

Spells that target "attacking" or "defending" creatures may only be used during an attack and only if there is an appropriate creature to target.

You cannot target a spell which will become a permanent with a spell/ability that targets a permanent until the permanent resolves. Prior to it resolving, it is just a spell.

1.154 Token Creatures

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Token Creatures

Token creatures are in all ways like card creatures, except they are not cards. [Mirage Page 23] Some older spells/effects which target "cards" instead of "permanents" cannot target token creatures.

The color and creature type of token creatures is set by the spell or effect which created them. The token name and creature type name are the same (unless overridden). [Mirage Page 23] Tokens do not inherit the color of the spell/effect that made them.

Token creatures are removed from the game entirely if they are ever removed from play. [Mirage Page 24] This happens as a continuous effect, which means it happens during the resolution of whatever effect removes it from play, so the token will be gone before triggered effects happen. [D'Angelo 10/15/96] Removal from play means sending to hand, library,

graveyard, phasing out, and so on.

Before leaving the game token creature actually do go to the graveyard or other out-of-play zone very briefly. Trips to the graveyard can be used by Soul Net and other cards. [Mirage Page 24] This means that effects which triggering off them leaving play to the appropriate place do trigger.

There is absolutely no way to ever have a token creature exist outside of play long enough to be affected by anything. [Aahz 08/05/97]

Token creature are considered to have a zero casting cost. [Mirage Page 23] Note that this is true even if a cost was paid to generate the token creature (i.e. a Wasp from the Hive).

A Clone (or other copy card) used on a token creature is a card and not a token, so the copy ignores the rules about token creatures which appear on some cards as reminder text. Token creatures, such as the ones the Tetravus makes, may have rules on them and those are copied.

Token creatures are not considered to have expansion symbols on them so they ignore "expansion killer" cards like City in a Bottle or Golgothian Sylex.

The 'owner' of the token is the player that played the effect that brought the token into play. [Aahz 06/08/95] This is true even if the effect brings the token into play under another player's control. [Bethmo 05/16/96]

1.155 Trample

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Topics - Trample

Trample is an ability that allows an attacking creature to do damage to the defending player even when blocked. All it has to do is overcome the blocker(s).

Any successfully dealt trample damage (when added to other damage on the creature) in excess of a blocker's toughness is redirected to the defending player (and causes a second damage prevention step). [Mirage Page 18] Remember that there is a chance to prevent or redirect damage prior to the damage becoming successfully dealt.

See

Damage Prevention
in the
Spell and Effect Timing
section for

details on exactly when this happens.

When determining how much excess Trample damage goes through when there is a mix of Trample and non-Trample damage are involved, non-Trample damage is applied first, and Trample damage applied is applied afterwards.
[Mirage Page 19]

When determining how much excess Trample damage goes through when there is a mix of Trample and non-Trample damage are involved, non-Trample damage is applied first, and Trample damage applied is applied afterwards.
[Mirage Page 19] If there is a choice as to which Trample damage goes through when there are multiple sources of Trample damage that could go through, the attacking player always decides. [Aahz 08/04/97]

If by the time damage dealing comes around, a trample creature has no blockers or all the blockers are unable to receive damage, all of the trample damage is delivered directly to the defending player.
[Mirage Page 18]

Remember that if more than one blocker is blocking a creature that the damage from that creature may be divided up among the blockers in any way. You may put all of it on one blocker (even if it exceeds the blocker's toughness) or you can spread it around. Normally, the attacking player divides the damage among the blockers, but if a blocker has banding, the defending player does so.

See

Damage Prevention
and
Damage Redirection
for more information.

Defenders do not get to use Trample ability. Only attackers.

Damage loses its Trample nature when redirected. [D'Angelo 01/06/96]

Whippoorwill, which prevents redirection, will not prevent Trample damage from passing through. [Aahz 11/07/96]

1.156 Unblocked

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Unblocked

A creature is only unblocked during an attack and after blockers are declared. [D'Angelo 08/18/97]

1.157 Untap Cost

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Untap Cost

Follow the same timing rules as Phase Costs but differ in other ways.
[Mirage Page 47] See
Phase Cost
for more information.

You are not required to pay untap costs. [Mirage Page 47]

If you have a way to untap the card with an effect (such as Instill Energy), you do not also have to pay the untap cost. [Duelist Magazine #3, Page 15]

Untap costs which are not used at the end of a phase, may be used more than once if desired. [Mirage Page 47] For example, a creature with Paralyze on it may be untapped any number of times during Upkeep as long as you can keep paying the 4 mana.

Must pay the entire untap cost on a creature or none of it. For example, if an Island Fish Jasconius had two Paralyze spells on it, you would have to pay the three blue mana plus 8 mana of any color to untap it.
[Duelist Magazine #7, Page 98]

1.158 Untapping a Permanent

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Topics - Untapping a Permanent

Untapping a permanent does not undo the effects of that card; it merely makes the card available to be used again. [bethmo]

You can use an untap effect on an untapped card. The effect does not "fizzle", but it does "fail" to do anything.
[Duelist Magazine #5, Page 23]

An external effect which untaps the card, such as Jandor's Saddlebags, Twiddle or Instill Energy is not cumulative with untap costs. They just untap the card. [Duelist Magazine #7, Page 98]

You cannot untap an untapped card as part of a cost. Costs must be successfully done and cannot be faked. [D'Angelo 12/23/96]

1.159 Upkeep Cost

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Upkeep Cost

See

Phase Cost

.

1.160 Vanguard Cards

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Vanguard cards

The effects of these cards are treated like the first effects in play during the game. They can be overridden by later effects, just like any other effect can. [Aahz 07/21/97]

They are only legal if they are allowed in the given tournament format, or if not in a tournament and all player's agree to allow them.

A player with Gerrard who goes first skips one draw in the first draw phase, not both of them. [Aahz 08/10/97]

1.161 Walls

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ↔

Topics - Walls

Walls are in all senses creatures. They are affected by any spell or effect which affects creatures (including Paralyze, Terror, Creature Bond, and so on). [Mirage Page 13]

Walls cannot attack even if power is greater than zero. If Animate Wall is used on them, they may attack even if power is zero.

Creatures which say "Counts as a wall" are Walls.

1.162 X Cost

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - X Cost

If there is an 'X' in the cost, consider the amount paid in 'X' to be part of the cost during casting, but to be zero at all other times.
[Mirage Page 31]

Spells with an X cost can legally be cast with zero as the X, unless otherwise stated on the card.

Spells with an X cost are declared when they are cast as to how much mana is in them. This amount cannot be increased or decreased after it is declared.

If more than one X is in the cost, both Xs must be the same. In fact, all Xs on the card are considered to have the same value.
[Duelist Magazine #13, Page 27]

1.163 Zones

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Topics - Zones

There are 9 zones in Magic. Each player has their own version of each zone.

The zones are: Hand, Graveyard, Library, Territory, Out of Game, Out of Play, Set Aside, Ante, and Limbo.

If a card moves from one zone to another, it forgets everything about what it was doing and any effects which were upon the card lose track of it.
[Mirage Page 58] The only effects that can track are ones that specifically do track certain transitions (i.e. from play to the graveyard).

Each player has their own hand, graveyard, and library zones. The "in play" or Territory zone is shared by both players.
[Duelist Magazine #18, Page 55]

If more than one card is moved from one zone to another by a single effect, all those cards move simultaneously. If the target zone requires some sort of ordering (as with the graveyard and library), the controller of that zone decides in what order to place the cards.
[Duelist Magazine #18, Page 55]

An ability that triggers on something going from one zone to another is not resolved until after the something gets to its target zone.
[Mirage Page 60]

The Hand, Library, Graveyard, Ante, and Out of Game zones are fairly self-explanatory.

The Territory is also known as your "in play" area. Tokens cannot exist outside of this zone. [Mirage Page 59]

An Out of Play card is one that is not in play but is expected to return to play at some time. Cards in this zone can be examined only if the card could have been examined while it was in play. [Mirage Page 59] This usually only applies to permanents. In some cases, as with Phasing, the card may even keep counters and enchantments.

Some effects have cards "Set Aside". These cards are commonly put under or near other cards which are in play, but these cards are not in play. [Mirage Page 59] Cards that are set aside may only be viewed if the effect that puts them there makes them face-up.

Limbo is the place where spells that have been announced but are not yet resolved are. Such cards are not in your hand, in play or in the graveyard. [Mirage Page 59] Cards in this zone break one of the basic rules of zones. They can enter and leave this zone and carry changes with them. Normally zone changes clear a card's "memory".

1.164 Tournament Rulings

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Tournament Rulings

[General](#)

[Floor Rules](#)

[Other Regulations](#)

[Classic Tournaments](#)

[Classic-Restricted Tournaments](#)

[Extended Tournaments](#)

[Standard Tournaments](#)

[Sealed Deck](#)

Block Constructed Deck Formats
Ice Age Constructed Deck
Ice Age/Alliances Constructed Deck
Booster Draft
Rating System
Judges

1.165 General

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) [↔](#)

Tournament Rulings - General

Most tournaments are now being played as per the most recent card texts. This means you play all cards as if they read like the most recent English language version of the card (plus errata).

All cards are played according to the text on the most recent edition of the card plus any errata. [Tourney Rules 10/01/96] This is true even if the most recent edition is not actually being used in the tournament. For example, Cloak of Confusion as printed in Fifth Edition would be the text played in an Ice Age/Homelands/Alliances tourney. [Aahz 07/13/97]

You can play cards from older or newer printings/expansions which bear the same name as a card which is allowed in the tournament format. Note that the "most recent text" rule applies. [Aahz 07/13/97]

Non-English language cards are to be played by the most recent English language version of that card. Translational errors are avoided in this way. [Tourney Rules 10/01/96] For misprinted cards with the wrong art, the card is played according the title and text. The art is unimportant. [D'Angelo 03/17/97]

Mixed language decks can be played. [Aahz 07/09/95]

The judge may rule that Alpha printing cards are marked. If so, your deck must not contain them or must only contain them. If this optional rule is to be used by the judge, it must be announced in advance.

If during tournament play, a player forgets to deal with upkeep prior to drawing their card, the upkeep is considered as if the player chose not to pay it. [Aahz 08/12/96] This is a fix put in place to stop people from purposely "forgetting" to pay upkeeps until they see what's going on. The rules actually require that a player who forgets something should go back and deal with it, but if that rule appears to be bent by a player's actions, this rule should be used instead. Try giving a player a warning or two before going full force on this one.

1.166 Floor Rules

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Tournament Rulings - Floor Rules

Fifth Edition rules become the standard rules as of November 8, 1996.
[Update 10/01/96]

Decision of the judge is final. This is true even if the judge turns out later to have made an incorrect ruling.

All tournaments are single elimination, double elimination, round-robin, or swiss draw format with each round consisting of up to 3 duels during a fixed time limit. A win gets 3 points and a draw gets 1 point. A bye gives a player 6 points. [Tourney Rules 10/01/95]

Players cannot change the contents of their deck and sideboard throughout the entire tournament, but cards can be rotated between the deck and sideboard between games. The sideboard (if used at all) must always have exactly 15 cards (except in Sealed Deck tournaments).

Players may not play for ante. [Tourney Rules 10/01/96]

If a player draws all land or no land in the initial 7 cards, they can call a 'mulligan' and reshuffle, recut, and draw again. If a player does this, the opponent has the option of doing so as well. Each player is allowed to use this rule once per duel.

Card sleeves are allowed on cards, but the judge or opponent in a specific duel may request that they be removed. If this is requested, it must be complied with. If sleeves are used, all cards in the deck, library and sideboard must be identically wrapped. If holograms are on the sleeves, they must be on the face (not the back) of the cards. Players can ask the judge to inspect the sleeves and can disallow them if they are obviously marked, worn, or in a poor condition that may interfere with shuffling.
[Tourney Rules 10/01/96]

Black-backed sleeves are allowed but are subject to the normal sleeve removal rule. The deck must be fully legal without the sleeves.
[DCI Letter Jan 1997]

You can always use a card sleeve as a reminder when placing one of your cards in your opponent's territory.

Using "proxy" cards is not allowed. [Tourney Rules 10/01/96]

If a deck contains Alpha printing cards, it must consist entirely of them. You should also inform the judge that your deck is so constructed.
[Tourney Rules 10/01/96]

A time limit of 45 or more minutes may be placed on a round other than the semi-final or final rounds. A 10 minute warning should be given. The duel is over when the time is called, except the current player has 60 seconds to finish their turn. The turn is considered started if they had already untapped all their cards. [Tourney Rules 10/01/95]

A time limit may be placed on the final rounds, but it is strongly recommended that the judge not do so. [Aahz 01/14/97]

The head judge may terminate a match early. If this is done, at least a 30 minute warning must be given. If a game is terminated this way, the judge will give the player who is currently in the middle of their turn a fixed amount of time to finish it. [Tourney Rules 10/01/96]

If time runs out before all the games in the match are completed, the player who won the most games wins the match. If time runs out during a game, neither player is considered the winner of that game. If neither player won more games than the other, the match is a draw. If the tournament is an elimination tournament where a player must advance, the judge should declare the player with the higher life total the winner.

Players can look through their sideboards during play. [bethmo 07/18/95]

After whatever normal shuffling you do, you are required to do three "riffle shuffles" (this is the standard shuffle technique of dividing the deck in half and then placing the ends of the two halves together and rapidly interleaving them as they fall together). [Tourney Rules 10/01/96]

Your opponent is always entitled to shuffle your deck before each duel begins if they want to. They get the right to a final shuffle if they want it. [Mirage Page 46] This is to prevent people from possibly stacking the deck. Usually people just settle for "cutting the deck".

Your opponent is always entitled to shuffle or cut your deck after any shuffle during a game. They may not use this opportunity to view cards in your deck. [Tourney Rules 10/01/96]

As per the game rules, the first player each game skips their draw phase. The winner of the coin toss before the each match decides if they want to play first or to draw first. [Mirage Page 46]

You are not allowed to waive any penalties imposed by the judge on your opponent. Violation of the floor rules must be enforced. [Update 10/01/96]

Players are allowed only 5 minutes prior to each duel to do sideboarding, deck shuffling and shuffling/cutting of opponent's deck. Violation of this rule is considered stalling and may result in a warning or disqualification as decided by the judge. The judge may alter this time limit (usually lowering it) but if so, this must be advertised prior to the tournament. [Update 10/01/96]

Players in a tournament environment that withdraw before the first match will receive a loss for that match and the opponent will receive a win. Players may withdraw between matches without penalty. To withdraw, the proper official must be notified prior to the pairings being assigned for the next round. Failure to do so, such as just wandering out of the

tournament area, will result in a loss of the next round for failing to show up. [Update 04/01/97]

1.167 Other Regulations

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Tournament Rulings - Other Regulations

In a strict tournament, there are some additional rules that get enforced.

If the tournament requires deck registration, any player discovered with a deck that does not match the registration forfeits a game.
[Duelist Magazine #14, Page 52]

If a player is found with an illegal deck (as with less than 60 cards), they forfeit the match, and may even be upgraded to ejection from the tournament. [Duelist Magazine #14, Page 52] Ejection is normal in games which do not have registered decks so it cannot be determined where the deck became illegal. [Aahz 01/14/97]

If you "forget" to pay upkeep before drawing your card or otherwise proceeding, you must go back and deal with all mandatory upkeep effects, but optional ones are all considered to go unpaid (with the stated results). [Duelist Magazine #14, Page 52]

Be sure to collect your cards after each game. Losing cards to another player may cause your deck to be misregistered or fall below the 60 card minimum. If such a mistake is discovered, both players forfeit a game.
[Duelist Magazine #14, Page 52]

Players may be required by the judge to record deck contents, including changes to the deck from the sideboard. [Tourney Rules 10/01/96]

If a player leaves a Pro-Tour event without checking out, they are banned from the next equivalent event. [Duelist Magazine #14, Page 52]

Being caught cheating will automatically cause disqualification. Cheating includes (but is not limited to): receiving outside assistance or coaching, scouting other player's cards, underpaying mana, using marked cards, marking cards during play, drawing extra cards, manipulating which cards are drawn from your (or your opponent's) deck (including stacking a deck to separate land and spell cards), arranging cards in a deck to manipulate card draw, and deliberately stalling to take advantage of a time limit. [Tourney Rules 10/01/96]

Players must take their turns in a timely fashion. Deliberately stalling is not allowed and can give you a warning. Failure to begin a match in a timely way in order to get a psychological advantage is grounds for disqualification. [Tourney Rules 10/01/96]

Unsportsman-like conduct is not allowed. Profanity and arguing or acting belligerently toward a tournament official will give a warning. Repeat offenses will result in disqualification. [Tourney Rules 10/01/96]

Collusion to alter the results of a duel or match (meaning trying to get someone to throw a game or match) is considered unsportsman-like conduct. [Tourney Rules 10/01/96]

Both players may agree to call a match a draw before the start of the first duel of that match. This is called the "Intentional Draw" rule. This rule does not apply to individual games. This is not considered to break any other rules. It cannot be declared during or just after a duel. [Tourney Rules 04/01/97]

In addition, both players may agree to draw a match, regardless of round or standing, if they do so before play begins. [Aahz 01/14/97]

Players must keep the cards in their hand above the table. First violation is a warning and the second may result in disqualification. [Tourney Rules 10/01/96]

Wizards of the Coast reserves the right to publish deck contents as well as transcripts or video of any sanctioned tournament. [Tourney Rules 10/01/96]

Use of counterfeit cards in decks is considered cheating and is subject to legal action as well. [DCI Letter, Jan 1997]

A player can always request that a judge check the opponent's deck to see that it only contains legal and genuine Magic cards. [DCI Letter, Jan 1997]

1.168 Classic Tournaments

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Tournament Rulings - Classic Tournaments

This is also called "Type I" tournament style.

Can be composed of cards from any edition or expansion of Magic (unless the judge says otherwise). Collector's Edition cards are not allowed. Promotional cards are allowed. The poker cards are not allowed (despite the April Fools article in the Duelist).

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then

the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

+ Some cards are 'restricted' so that only one may appear in the combination of deck and sideboard. These cards are:

[Tourney Rules 10/01/96] [Update 06/01/97] [Update 09/01/97]

Ancestral Recall	Fork	Mox Sapphire
Balance	Ivory Tower	Mox Jet
Berserk	Library of Alexandria	Recall
Black Lotus	Maze of Ith	Regrowth
Black Wise	Mirror Universe	Sol Ring
Braingeyser	Mox Emerald	Timetwister
Demonic Tutor	Mox Pearl	Time Walk
Fastbond	Mox Ruby	Underworld Dreams
		Wheel of Fortune

As of 10/01/97, Candelabra of Tawnos, Copy Artifact, Feldon's Cane, Mishra's Workshop, and Zuran Orb are no longer banned. [Update 09/01/97]

Some cards are 'banned' so that none may appear in the deck or sideboard. These cards are: [Tourney Rules 10/01/96]

Amulet of Quoz	Darkpact	Mind Twist
Bronze Tablet	Demonic Attorney	Rebirth
Channel	Divine Intervention	Shahrazhad
Chaos Orb	Falling Star	Tempest Efreet
Contract from Below	Jeweled Bird	Timmerian Fiends

Ring of Ma'Ruf can only bring in cards from the sideboard or ones that were removed from the game by an effect such as Swords to Plowshares.

1.169 Standard Tournaments

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Tournament Rulings - Standard Tournaments

This is also called "Type II" tournament style.

Can be composed of cards from the most recent edition of The Gathering (currently Fifth Edition) and all sets from the two most recent "blocks"

of expansions (currently Ice Age-Homelands-Alliances, and Mirage-Visions-Weatherlight). A "block" is a stand-alone set and the two expansion sets which follow it. This means that cards stay in use for approximately two years. The Ice Age-Homelands-Alliances "block" will rotate out (all three sets) when the next stand-alone is introduced. [Update 05/01/97]

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

The policy for removal of sets is that each new edition of the base set will replace the previous one 30 days after release of the new base set. A new standalone set will replace the previous standalone set. A new limited expansion will replace the oldest limited expansion over 10 months old. [Update 10/01/96]

Cards from previous editions or expansions which are in the current one are allowed. Collector's Edition and promo cards (which do not appear in a currently allowed set) are not allowed.

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

The following cards are 'banned' (so that none may appear in the deck or sideboard cards): [Update 05/01/97]

Amulet of Quoz (IA) Timmerian Fiends (HL) Zuran Orb (IA)

There is no 'restricted' list any more. [Tourney Rules Update 12/01/96]

Snow-covered lands are legal again.

1.170 Classic-Restricted Tournaments

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Tournament Rulings - Classic-Restricted Tournaments

This is also called "Type 1.5".

Can be composed of cards from any edition or expansion of Magic (unless the judge says otherwise). Collector's Edition cards are not allowed. Promotional cards are allowed. The poker cards are not allowed (despite the April Fools article in the Duelist).

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

There is no restricted list.

It used to be that all cards banned or restricted for Type I or Type II were banned in this tournament type. Now a list is kept.

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 03/01/97]

Amulet of Quoz	Falling Star	Rebirth
Ancestral Recall	Fastbond	Recall
Balance	Feldon's Cane	Regrowth
Berserk	Fork	Shahrazad
Black Lotus	Ivory Tower	Sol Ring
Black Vise	Jeweled Bird	Strip Mine
Braingeyser	Library of Alexandria	Tempest Efreet
Bronze Tablet	Maze of Ith	Time Walk
Candelabra of Tawnos	Mind Twist	Timetwister
Channel	Mirror Universe	Timmerian Fiends
Chaos Orb	Mishra's Workshop	Underworld Dreams
Contract From Below	Mox Emerald	Wheel of Fortune
Copy Artifact	Mox Jet	Zuran Orb
Darkpact	Mox Pearl	
Demonic Attorney	Mox Ruby	
Demonic Tutor	Mox Sapphire	
Divine Intervention		

1.171 Extended Tournaments

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

Tournament Rulings - Extended Tournaments

This is sometimes called "Type 1.75" tournaments, but the DCI is refraining from giving this type an official number.

This format comes into effect on 07/01/97.

The DCI originally released this tournament format on 05/01/97 as a replacement for Classic-Restricted but decided on 06/01/97 to change this decision and support both formats.

Can be composed of cards from any edition of the basic set from Revised Edition on (includes Chronicles) plus any expansion of Magic from The Dark on. Collector's Edition cards are not allowed. Promotional cards are allowed. The poker cards are not allowed (despite the April Fools article in the Duelist).

Portal cards are not allowed unless they have the same name as a legal card. In this case, they play as the legal card text and not the Portal card text. [Duelist Magazine #18, Page 44]

New card sets become effective on the first day of the month following their introduction. If a set is released in the last two weeks of a month, then the set's effective date is pushed out to the first of the second month. For example, a set released on January 8th is legal on February 1st, and one released on January 25th is legal on March 1st. [Update 05/01/97]

Minimum of 60 cards in a deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

There is no "restricted" list.

The banned list includes all cards from Limited Edition, Unlimited Edition, Arabian Nights, Antiquities, and Legends which have not been reprinted in a more recent set are banned. [Update 05/01/97]

+ These cards are explicitly banned even though they are from legal sets:

[Update 05/01/97] [Update 09/01/97]

Amulet of Quoz (IA)	Demonic Tutor (RV)	Rebirth (4E)
Balance (RV/4E)	Fastbond (RV)	Regrowth (RV)
Black Vise (RV/4E)	Hypnotic Specter (RV/4E)	Serendib Efreet (RV)
Braingeyser (RV)	Ivory Tower (4E)	Sol Ring (RV)
Bronze Tablet (4E)	Jeweled Bird (CH)	Strip Mine (4E)
Channel (RV/4E)	Kird Ape (RV)	Tempest Efreet (4E)
Contract from Below (RV)	Mana Crypt (PR)	Timmerian Fiends (HL)
Darkpact (RV)	Maze of Ith (DK)	Wheel of Fortune (RV)

Demonic Attorney (RV) Mind Twist (RV/4E) Zuran Orb (IA)

As of 10/01/97, Hypnotic Specter(RV/4E) and Juggernaut (RV) are added to the banned list. [Update 09/01/97]

Here is a (hopefully) complete list of cards that are banned because they have not been reprinted:

<LIMITED/UNLIMITED>

Ancestral Recall	Berserk	Black Lotus
Blaze of Glory	Camouflage	Chaos Orb
Consecrate Land	Copper Tablet	Cyclopean Tomb
Dwarven Demolition Team	False Orders	Forcefield
Gauntlet of Might	Ice Storm	Illusionary Mask
Invisibility	Jade Statue	Lich
Mox Emerald	Mox Jet	Mox Pearl
Mox Ruby	Mox Sapphire	Natural Selection
Psionic Blast	Raging River	Sinkhole
Time Vault	Time Walk	Timetwister
Two-Headed Giant of Foriys	Word of Command	

<ARABIAN NIGHTS>

Ali from Cairo	Army of Allah	Bazaar of Baghdad
Camel	City in a Bottle	Desert
Desert Nomads	Diamond Valley	Drop of Honey
Elephant Graveyard	Flying Men	Guardian Beast
Ifh-Biff Efreet	Island of Wak-Wak	Jihad
Juzam Djinn	Khabal Ghoul	King Suleiman
Library of Alexandria	Merchant Ship	Moorish Cavalry
Old Man of the Sea	Oubliette	Pyramids
Ring of Ma'ruf	Rukh Egg	Sandals of Abdallah
Serendib Djinn	Shahrazad	Singing Tree
Stone-Throwing Devils	Ydwen Efreet	

<ANTIQUITIES>

Argivian Archaeologist	Argivian Blacksmith	Argothian Treefolk
Artifact Blast	Artifact Possession	Artifact Ward
Candelabra of Tawnos	Citanul Druid	Damping Field
Drafna's Restoration	Gaea's Avenger	Gate to Phyrexia
Golgothian Sylex	Haunting Wind	Martyrs of Korlis
Mightstone	Mishra's Workshop	Orcish Mechanics
Phyrexian Gremlins	Power Artifact	Powerleech
Priest of Yawgmoth	Sage of Lat-Nam	Staff of Zegon
Su-Chi	Tablet of Epityr	Tawnos's Coffin
Transmute Artifact	Urza's Chalice	Urza's Miter
Weakstone		

<LEGENDS>

Adventurers' Guildhouse	Acid Rain	The Abyss
Adun Oakenshield	Aerathi Berserker	Aisling Leprechaun
Al-abara's Carpet	Alchor's Tomb	All Hallow's Eve
Angus Mackenzie	Arboria	Avoid Fate
Backdraft	Barbary Apes	Barktooth Warbeard
Bartel Runeaxe	Blazing Effigy	Boris Devilboon
Brine Hag	Cathedral of Serra	Caverns of Despair
Chains of Mephistopheles	Chain Lightning	Cleanse
Clergy of the Holy Nimbus	Crevasse	Crimson Kobolds
Crookshank Kobolds	Deadfall	Demonic Torment

Devouring Deep	Disharmony	Divine Intervention
Dream Coat	Dwarven Song	Elder Spawn
Enchanted Being	Equinox	Eureka
Falling Star	Feint	Field of Dreams
Fire Sprites	Firestorm Phoenix	Flash Counter
Floral Spuzzem	Forethought Amulet	Frost Giant
Ghosts of the Damned	Giant Turtle	Glyph of Delusion
Glyph of Destruction	Glyph of Doom	Glyph of Life
Glyph of Reincarnation	Gosta Dirk	Gravity Sphere
Great Defender	Great Wall	Gwednlyn Di Corci
Halfdane	Hammerheim	Hazon Tamar
Headless Horseman	Heaven's Gate	Hellfire
Hell Swarm	Holy Day	Hornet Cobra
Horror of Horrors	Hunding Gjornersen	Hyperion Blacksmith
Ichneumon Druid	Imprison	Infernal Medusa
Infinite Authority	In the Eye of Chaos	Invoke Prejudice
Jacques le Vert	Jasmine Boreal	Jedit Ojanen
Jerrard of the Closed Fist	Jovial Evil	Karakas
Kasimir the Lone Wolf	Knowledge Vault	Kobold Drill Sergeant
Kobolds of Kher Keep	Kobold Overlord	Kobold Taskmaster
Kry Shield	Lady Caleria	Lady Evangela
The Lady of the Mountain	Lady Orca	Land Equilibrium
Lesser Werewolf	Lifeblood	Life Chisel
Life Matrix	Living Plane	Livonya Silone
Lord Magnus	Mana Drain	Mana Matrix
Marble Priest	Master of the Hunt	Mirror Universe
Moat	Mold Demon	Moss Monster
Mountain Stronghold	Nether Void	North Star
Nova Pentacle	Part Water	Pavel Maliki
Pendelhaven	Pixie Queen	Planar Gate
Presence of the Master	Princess Lucrezia	Psychic Purge
Quarum Trench Gnomes	Quagmire	Ragnar
Ramiriz DePietro	Ramses Overdark	Rapid Fire
Rasputin Dreamweaver	Relic Barrier	Reincarnation
Reset	Remove Enchantments	Reverberation
Righteous Avengers	Ring of Immortals	Riven Turnbull
Rogahh of Kher Keep	Rust	Seafarer's Quay
Sea King's Blessing	Shelkin Brownie	Spectral Cloak
Sir Shandlar of Eberyn	Spinal Villain	Spiritual Sanctuary
Storm World	Subdue	Sunastian Falconer
Sword of the Ages	Sylvan Paradise	Syphon Soul
Tabernacle at Pendrell Vale	Telekinesis	Tetsuo Umezawa
Thunder Spirit	Tolaria	Torsten Von Ursus
Touch of Darkness	Tuknir Deathlock	Typhoon
Undertow	Underworld Dreams	Unholy Citadel
Urborg	Ur-Drago	Venarian Gold
Walking Dead	Wall of Caltrops	Wall of Earth
Wall of Putrid Flesh	Wall of Light	Wall of Tombstones
Willow Satyr	Wood Elemental	

1.172 Sealed Deck

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Tournament Rulings - Sealed Deck

These rules apply to any sealed deck format.

Decks consist of 90 to 300 cards. The standard way to do it is to provide one starter deck plus two 15 card boosters or three 8 card boosters. The judge may also allow additional (usually 4) basic lands to be added to this. [Tourney Rules 10/01/96]

45 minutes are given to construct the deck.

There is no 30 day period after an expansion set is released in which the expansion is not valid for Sealed Deck tournaments. [Tourney Rules 10/01/95]

Minimum of 40 cards in the play deck.

All additional cards function as the 'sideboard'. The sideboard and deck size can change freely between duels.

Games are not played for ante. The judge may allow play for ante, but if so, it is required for all games in the tournament. [Tourney Rules 10/01/96]

When playing for ante, the top card off each player's deck is put face-down on the table as the ante.

No restricted or banned cards, except Ante cards may not be used when not playing for ante.

1.173 Block Constructed Deck Formats

[Main Card Rulings](#) [Card Descriptions](#) [Glossary](#) [Index](#) [What's new ??](#) ←

Tournament Rulings - Block Constructed Deck Formats

This section takes effect on 07/01/97.

These formats follow the Type II rules for deck construction but only allow cards from a given "block" rather than from the larger list of sets.

The current "blocks" are: Ice Age/Homelands/Alliances and Mirage/Visions/Weatherlight.

Only cards explicitly banned from this format are banned. The Type II list is not the only indicator.

Some cards are 'banned' from the Ice Age/Homelands/Alliances format so that none may appear in a deck or sideboard. These cards are:

[Tourney Rules 10/01/95] [Update 04/01/97]
 Amulet of Quoz (IA) Thawing Glaciers (AL)
 Timmerian Fiends (HL) Zuran Orb (IA)

Some cards are 'banned' from the Mirage/Visions/Weatherlight format so that none may appear in a deck or sideboard. These cards are:

[Update 06/01/97]
 Squandered Resources (VI)

1.174 Ice Age Constructed Deck

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Ice Age Constructed Deck

It appears that this format is no longer supported by DCI as of 07/01/97.

Only cards from Ice Age can be used with the exception of basic lands (which do not have to be from Ice Age).

Minimum of 60 cards in the play deck.

Optional 'sideboard'. If you have one, it must be exactly 15 cards.

No more than 4 of any card which is not a basic land can be in the combination of deck and sideboard. Cards with different art or in different languages or from different prints but which are the same card are considered the same.

Some cards are 'banned' so that none may appear in the deck or sideboard.

These cards are: [Tourney Rules 10/01/95] [Update 04/01/97]
 Amulet of Quoz Thawing Glaciers Zuran Orb

1.175 Ice Age/Alliances Constructed Deck

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Ice Age/Alliances Constructed Deck

It appears that this format is no longer supported by DCI as of 07/01/97.

See the

Block Format

for Ice Age/Homelands/Alliances.

This follows the same rules as Ice Age Constructed Deck except that Alliances is allowed. [Tourney Rules 10/01/96]

1.176 Booster Draft

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Booster Draft

Players sit in groups of no more than 8 players.

On a signal from the judge, each player opens one pack, picks a card and then passes the remaining cards (face down) to the player on their left. Repeat until all cards in the opened packs have been chosen by someone. Then repeat for any additional packs.

Ante cards in initial boosters are replaced by tournament officials from a random stack of cards.

30 minutes are given to construct the deck after drafting is complete.

Players may add as many basic lands as they want to the deck.

Minimum of 40 cards in the play deck. All other cards function as the sideboard (as in sealed deck play).

1.177 Rating System

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Rating System

All players start with a rating of 1600.

People who have played less than 25 matches (best 2 of 3) are considered to have a 'provisional rating'. After that, scores should be accurate to within plus or minus 56 points.

During 'provisional rating' period, a person's rating is:

$(Rc) = ((400 * (wins - losses)) / \text{number of games})$

Rc = Average rating of all opponents

Once a player is off of provisional rating, their score changes with each game: $\text{New Score} = (\text{Old Score}) \quad (K * (W - We))$
 $K = 32$ for ratings of 0-2099, 24 for 2100-2399, 16 for 2400 and up.
 $W = 1$ for a win, 0 for a loss
 $We = 1 / ((10^D) - 1)$
 $D = (\text{difference between your and opponent's ratings}) / 400$

Scores only count in officially sanctioned tournaments and if the tournament coordinator actually sends the results to WotC.

As of 01/01/98, tournaments with less than 8 people do not count in the ratings system. Ones with 8 to 31 people use a K value of 1/2 the above (most often 16). [Tourney Update 08/01/97]

As of 01/01/98, all sanctioned tournaments without a Level II certified judge. If one is not present, the K value will be 1/2 (most often 16). This is cumulative with other decreases in the K value. [Tourney Update 08/01/97]

1.178 Judges

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Tournament Rulings - Judges

As of 09/01/97, all sanctioned title events require a Level III certified judge. Title events include Pro Tour(TM) Qualifiers, Grand Prix(TM) tournaments, Grand Prix Trial tournaments, and Regional Championships. [Tourney Update 08/01/97]

As of 09/01/97, all Prerelease events require a Level II certified judge. [Tourney Update 08/01/97]

As of 01/01/98, all sanctioned tournaments without a Level II certified judge. If one is not present, the K value will be 1/2 (most often 16). This is cumulative with other decreases in the K value. [Tourney Update 08/01/97]

1.179 Changes Between Fourth and Fifth Edition Rules

Main Card Rulings Card Descriptions Glossary Index What's new ?? ↔

Changes Between Fourth and Fifth Edition Rules

Abilities
Activation Costs
Bury
Combat Damage
Damage Prevention
Enchantments
Generic Mana
Interrupts
Landhome
Legends
Library
Mana Burn
Mana Source
On Its Way to the Graveyard
Phase Effects
Protection
Regeneration
Triggered Abilities
Turn Order

1.180 Abilities

Changes 4th -> 5th - Abilities

It is now legal to have the same ability more than once. For simple abilities like Flying or First Strike, this is meaningless. But for things like Farrel's Mantle or Flanking it can matter.

You used to be able to multiply-pump an ability in a single activation. This was actually removed late in Fourth Edition.

1.181 Activation Costs

Changes 4th -> 5th - Activation Costs

All activation costs for the abilities of permanents are now written in the format "cost: effect." Previously, some activation costs were included in the card effect such as with "Cost: Pay addition cost to do effect".

1.182 Bury

Changes 4th -> 5th - Bury

Bury used to be preventable by some rare means. Now it is flat out unpreventable.

1.183 Combat Damage

Changes 4th -> 5th - Combat Damage

This term is now defined clearly to mean damage dealt during the attack phase's dealing damage step by attackers and blockers.

1.184 Damage Prevention

Changes 4th -> 5th - Damage Prevention

Damage prevention used to be saved up until the end of a batch of effects. Now it is handled after each specific effect. For example, a Pearled Unicorn (2/2) has Giant Growth (3/3) cast on it. The other player responds with a Lightning Bolt. Under the old rules, the 3 damage from the Bolt would wait until after the Giant Growth resolved before you had to deal with it. Under the new rules, the 2/2 Unicorn gets 3 damage and the Giant Growth will Fizzle if you don't save the Unicorn in some way.

Interrupts used to be allowed during damage prevention. Now they are usable only if a spell or effect is announced which they can target.

Destroy and bury effects used to cause damage prevention steps. They no longer do so.

Being reduced to zero toughness or to less or equal toughness to the amount of damage on the creature does not cause a damage prevention. Toughness changes in general do not cause damage prevention steps like they used to. Only damage causes damage prevention.

Damage is now clearly defined to be in packets in the rulebook and not just in rules postings.

You used to be able to use effects that could prevent zero damage on something that had no damage.

1.185 Enchantments

Changes 4th -> 5th - Enchantments

The terms Local Enchantment and Global Enchantment are now defined.

There is no longer a rule preventing enchantments from being tapped.
[Aahz 10/11/96]

Moving enchantments is now in the rulebook instead of just in rules postings.

1.186 Generic Mana

Changes 4th -> 5th - Generic Mana

Colorless mana is mana without any color. Generic mana is a requirement for mana of any color or which is colorless. Thus, cards can produce colorless mana, but casting and activation costs require generic mana.

1.187 Interrupts

Changes 4th -> 5th - Interrupts

Interrupt timing has been completely rewritten.

As errata to older cards, interrupts which only produce mana are considered

mana sources. Interrupts which do not only produce mana and do not target a spell or effect are now instants. [Mirage Page 3-4] Ones that can be used multiple ways are played at the appropriate speed in each case. [Mirage Page 39]

Interrupts to a spell/effect used to be able to target any announced but not successfully cast spell/effect, instead of just the current one. Untargeted interrupts were also allowed at this time.

Interrupts used to resolve first-in-first-out with some crazy ordering rules. They now resolve in batches just like instants do.

Specialized spells/effects used to not be interruptable (counterable). Now all effects can be interrupted, except mana sources.

There used to be a rule that using an interrupt did not give up the right to announce things because a player needed to use interrupts to get mana. Mana sources now have this rule and interrupts no longer have it.

1.188 Landhome

Changes 4th -> 5th - Landhome

This is a new shorthand for a creature which needs a certain kind of land on your side to live and on the opponent's side to attack.

1.189 Legends

Changes 4th -> 5th - Legends

The Legend rules have been broadened to include Legendary lands, artifacts and creatures.

1.190 Library

Changes 4th -> 5th - Library

Players used to be unable to count the cards in each other's libraries.

1.191 Mana Burn

Changes 4th -> 5th - Mana Burn

It used to be damage and is now loss of life.

1.192 Mana Source

Changes 4th -> 5th - Mana Source

A new "speed" of effect has been created called Mana Source. All mana-producing interrupts are now called mana sources. Use of a mana source cannot be interrupted or countered. They are almost always legal to use.

1.193 On Its Way to the Graveyard

Changes 4th -> 5th - On Its Way to the Graveyard

There used to be a concept of "on its way to the graveyard". A card which as on its way to the graveyard could not be sacrificed. This rule has been removed.

1.194 Phase Effects

Changes 4th -> 5th - Phase Effects

Effects that happen at the beginning or end of a phase now use the specialized effect timing rules (active player first, then opponent) instead of having the active player decide the order of resolution for all of these effects.

Phase effects used to be played by the current player and are now played by the phase effect's controller. [bethmo 02/21/97]

1.195 Protection

Changes 4th -> 5th - Protection

The old rules defined only Protection from Color. A creature can now have protection from other things.

1.196 Regeneration

Changes 4th -> 5th - Regeneration

Regeneration used to be an instant-speed effect used during damage prevention. It is now a specialized effect. It used to be usable multiple times, but only one would succeed. Now it can only be used (successfully) once (like all specialized effects).

Regeneration used to cause damage on the creature to be "ignored" to fix some rulings. Now damage is truly removed.

Creatures with several "destroy at end of turn" or similar effects on them used to only have to regenerate once. Now they need to regenerate once for each effect.

If an attacking or blocking creature is regenerated, it is removed from combat. The creature used to stay in combat but just be unable to deal or be assigned damage.

Under the old rules, creatures sometimes had to regenerate twice to survive combat. In particular, when killed in combat and while also having an "destroy at end of combat" effect on them. This is no longer true since the creature is removed from combat as soon as it regenerates.

1.197 Triggered Abilities

Changes 4th -> 5th - Triggered Abilities

A card can now trigger on its own trip to the graveyard, which was not the case before.

1.198 Turn Order

Changes 4th -> 5th - Turn Order

The "play or draw" rule was added to the core rules. The player who goes first does not get to draw a card on their first turn. The player who wins the toss decides if they want to go first or draw first.

The End Turn phase is gone. The Heal Creatures phase was renamed the Cleanup phase. As a result of this change, the Discard phase is the last phase in which effects can normally be played in a turn.

The order of "until end of turn" and "at end of turn" effects has been reversed. "until end of turn" and damage healing are still simultaneous, but "at end of turn" effects now happen after this instead of before.

1.199 Acknowledgements and Disclaimers

Main Card Rulings Card Descriptions Glossary Index What's new ?? ←

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