

MTG_CARD_B

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Chapter 1

MTG_CARD_B

1.1 Card Rulings & Descriptions - B

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Backdraft

Badlands

Balance

Ball Lightning

Barbarian Guides

Barbed Sextant

Barl's Cage

Baron Sengir

Bartel Runeaxe

Basalt Monolith

Battering Ram

Bayou

Bazaar of Baghdad

Berserk

Birds of Paradise

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Black Mana Battery

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Blaze of Glory
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Breeding Pit
Brine Hag
Brine Shaman
Broken Visage
Bronze Horse
Bronze Tablet

Brown Ouphe

1.2 Backdraft

Backdraft

Can be used even if the spell does no damage. [bethmo 07/01/94]

Card Information

1.3 Badlands

Badlands

The Revised Edition multilands differ from the Limited and Unlimited Edition ones in that they say that if "one land type is altered, the other is unaffected". This applies only to spells like Conversion which alter a land type. It does not mean that Phantasmal Terrain or any other spell which changes a land card to a different type only changes half of a multiland. [PPG Page 223]

Card Information

1.4 Balance

Balance

The way this works, is that you look at the table and find the smallest number of lands and balance those first. Then you balance to the smallest number of cards in hand. Finally, you balance number of creatures. [Card Text]

It is considered errata to the card that the final sentence "Creatures lost in this manner are considered buried" should be read as "All lands, cards, and creatures lost in this way are considered sacrificed". [Duelist Magazine #4, Page 130] Actually, the cards in hand are simple discards and not sacrifices. [WotC Rules Team 05/10/95]

All cards destroyed or discarded are considered to go simultaneously.

Creatures with Protection from White are not ignored by Balance. This is not considered a targeted effect so they are both counted and valid choices for being destroyed. [Aahz 12/02/94]

Consecrate Land and Pyramids do not protect a land from being sacrificed, and Balance is considered to be a sacrificing effect. [Aahz 01/07/95]

Animated lands are considered both as lands and as creatures. Just remove whatever you have to in order to achieve "balance". And yes,

this does mean that they get double-counted :-(This double counting may result in you having less creatures (since creatures are balanced last).

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

The word "discarded" on the Limited/Unlimited version of the card should be read as "destroyed" [PPG Page 113]

Has been on the Duelists' Convocation restricted list (only one allowed in a deck) for tournaments since 04/19/95.

Card Information

1.5 Ball Lightning

Ball Lightning

As errata to the The Dark card, it should read "Bury Ball Lightning at end of any turn." [Duelist Magazine #4, Page 138] The creature is buried at the end of any turn in which it is in play.

Card Information

1.6 Barbarian Guides

Barbarian Guides

Can give Snow-Covered landwalk for basic or non-basic types, but it must be for a specific type. Examples include, MountainWalk, Maze of Ith-Walk, and Tolaria-Walk. Entire classes of landwalk are not supported. [Duelist Magazine #7, Page 99]

1.7 Barbed Sextant

Barbed Sextant

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

You draw a card on the upkeep of the turn after you use the effect. [Aahz 06/08/95]

1.8 Barl's Cage

Barl's Cage

Does not prevent a creature from untapping during upkeep phase. It just

stops the "normal" untap during the untap phase. [Aahz 12/02/94]

Card Information

1.9 Baron Sengir

Baron Sengir

Vampire Bats are not Vampires, they are Bats, so they cannot be regenerated.
[Aahz 10/25/95]

1.10 Bartel Runeaxe

Bartel Runeaxe

As errata, it should read "Bartel Runeaxe cannot be the target of creature enchantments. Attacking does not cause Bartel Runeaxe to tap."
[WotC Rules Team 05/08/96] This errata gets rid of the word "spells", so the cannot be targeted effect applies to any way to target him with an enchantment, including spells and ways to move enchantments onto him.

Cannot be targeted by enchant creature spells while in play, and will remove one if you somehow get one there (like using Animate Dead).
[Duelist Magazine #6, Page 131]

Card Information

1.11 Basalt Monolith

Basalt Monolith

As errata, this card untaps at the end of the phase in which you pay to untap it. It does not untap immediately. [WotC Rules Team 11/10/95]

Untapping this card is a fast effect and can be done at any time fast effects can be done. [Snark]

The untapping of a Monolith is not an activation cost. [D'Angelo 02/01/95]

The Basalt Monolith cannot be untapped with mana from a Basalt Monolith.
[WotC Rules Team 06/15/95] This is a relaxing of the rule which used to also disallow untapping a Monolith with a Mana Vault or untapping a Mana Vault with a Monolith. This is a REVERSAL of page 79 of Duelist Magazine #3.

Text on this card was changed between the Alpha and Beta printings of the Limited Edition.

Card Information

1.12 Battering Ram

Battering Ram

A wall blocking this card is marked for destruction when it is assigned as a blocker. A mark is added to a wall which becomes a blocker by any means, including being moved into being a blocker by an effect such as General Jarkeld. This mark stays even if the wall is removed from the blocking situation by an effect like General Jarkeld.

[WotC Rules Team 09/22/95]

The Fourth Edition version of this card destroys the walls at end of combat while the Antiquities version destroys the walls during normal damage dealing. [Duelist Magazine #5, Page 10]

Card Information

1.13 Bayou

Bayou

See

Badlands
for rulings.

Card Information

1.14 Bazaar of Baghdad

Bazaar of Baghdad

This is all one effect. You draw 2 and return 3 cards all as one indivisible action. No spells or effects can be announced in between. Even triggered effects or things that happen because of a draw wait until after it is done before doing their thing. [D'Angelo 07/11/95] Aladdin's Lamp is an exception. It can be used on one of the draws.

This will count as 2 draws but anything that affects "drawn cards" can only affect ones still in your hand when the effect is completely resolved. [D'Angelo 07/11/95]

These are draws even though the text just says "take 2 cards". [D'Angelo 04/10/95]

You can use the Library of Leng ability to put the discarded cards back on top of your library. [Aahz 07/25/94]

Card Information

1.15 Berserk

Berserk

Berserk has errata changing the "target creature's current power doubles" to "target creature gains +X/+0 where X is the creature's current power" when Berserk resolves. This makes it a one time bonus and not something that recalculates. [WotC Rules Team 06/15/95] This errata is a REVERSAL of how Berserk used to work.

The creature can regenerate from dying due to attacking under Berserk.

The creature only dies if it attacks, not if it defends.

A Berserked creature is not considered to be "on its way to the graveyard" until the end of the turn is reached. This means that it maybe sacrificed before that time.

If the card stops being a creature before the end of the turn, it is still destroyed. This happens with Jade Statue, and can happen with other animated cards. [WotC Rules Team 02/09/95]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 01/25/94.

Card Information

1.16 Birds of Paradise

Birds of Paradise

Text changed between Alpha and Beta printings to explicitly say "one mana of any color" instead of just "one mana".

Card Information

1.17 Black Lotus

Black Lotus

The card text should be read as "Tap: Sacrifice Black Lotus to add 3 mana of any single color to your mana pool. This ability is played as an interrupt." This is considered official errata. [Duelist Magazine #4, Page 131]

Treat the word "discarded" as "destroyed" on the card. [PPG Page 113]

An Animated Lotus cannot benefit from Regeneration because sacrificed cards cannot be regenerated. [Page 62]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 01/25/94.

Card Information

1.18 Black Mana Battery

Black Mana Battery

You may not remove mana counters from the Battery except at the time when you tap it for the one other mana. The effect is pretty much that you tap for X+1 mana where X is the number of counters removed.

[Duelist Magazine #2, Page 8] X can be zero. [D'Angelo 02/03/95]

Removing counters is part of the cost, so Rust will cause the effect to be countered and cost to be lost. [WotC Rules Team 09/15/94]

Can be tapped even if it has no counters. [D'Angelo 05/12/95]

Card Information

1.19 Black Vise

Black Vise

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play.

[Duelist Magazine #4, Page 64]

Amount of damage is determined in when the effect is resolved and not when it is announced. [D'Angelo 10/05/95]

If you take control of a Vise that targets you, you continue to take damage from it. The "target opponent" check is only made when it is cast and is not checked by the effect again after it is in play. [D'Angelo 01/07/96]

The Fourth Edition version does damage at the end of upkeep. The Limited, Unlimited and Revised Edition versions do damage at a time of your choice during upkeep. [Duelist Magazine #5, Page 10]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type II tournaments since 02/01/96. Was on the restricted list for Type I tournaments from 02/01/96 to 04/01/96.

Card Information

1.20 Black Ward

Black Ward

Cannot cause itself to be removed. This is considered errata to the

Limited, Unlimited and Revised Edition versions of this card.
[Duelist Magazine #3, Page 79] The Fourth Edition card is correctly worded.

Card Information

1.21 Blaze of Glory

Blaze of Glory

As errata, the ability lasts only until the end of the turn.
[WotC Rules Team 09/22/95]

The text "controller of target creature may distribute damage among attackers as desired" is a restatement of the combat rules and does not override the attacker's right to distribute damage when attacking with a banded group. [bethmo]

Does not allow a tapped creature to block, or allow a creature to block any creatures it would not normally be able to block. If a Goblin War Drums is in effect and no other creature chooses to block, then this creature could not block. [WotC Rules Team 12/15/94]

As per all fast effects, this lasts only until the end of the turn.

A "defending" creature should be read as a "a creature controlled by the defending player" creature under the current rules. [Aahz 07/05/95]

Card Information

1.22 Blazing Effigy

Blazing Effigy

If it dies and there are no creatures in play to target, then the effect does nothing. [Aahz 05/16/95]

The controller when it dies gets to use the effect. [D'Angelo 08/09/95]

The damage happens as a triggered effect of the Effigy going to the graveyard. This damage is resolved immediately in a damage prevention step. It does not wait until the end of the current spell stack and get resolved with other damage in that stack. [D'Angelo 01/06/96]

Card Information

1.23 Blessed Wine

Blessed Wine

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

1.24 Blessing

Blessing

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

Card Information

1.25 Blight

Blight

If a land somehow has both Blight and Kudzu on it, they will both attempt to destroy the land. The Kudzu will move on to another land. The land only needs to be saved once (and not once for each). [Aahz 07/25/94]

Card Information

1.26 Blood Lust

Blood Lust

The text "target creatures gain..." should say "target creature gains" since (as the next sentence shows) the spell only targets one creature. [Duelist Magazine #2, Page 7]

The +4/-4 is applied when the spell resolves and will not lower the toughness below 1. So, if a 1/1 creature has Blood Lust cast on it, it becomes a 5/1 creature. Later spells to modify toughness modify from this base, so a Giant Growth would make it an 8/4 creature. [WotC Rules Team 02/09/95]

If the toughness was below one before Blood Lust took effect, it will not raise the toughness up to one. It just applies a -4, so a creature which was 2/-2 when Blood Lust resolves becomes 6/-6. [Duelist Magazine #7, Page 100]

Card Information

1.27 Blood Moon

Blood Moon

Does affect multilands and all other special lands.

[Duelist Magazine #3, Page 6]

Does not affect snow-covered basic lands. [Duelist Magazine #6, Page 132]

Card Information

1.28 Blood of the Martyr

Blood of the Martyr

The Chronicles version forces you to redirect all the damage to you or to redirect none of it. The Dark version lets you do partial redirections.

[Duelist Magazine #7, Page 100]

Card Information

1.29 Blue Elemental Blast

Blue Elemental Blast

The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [WotC Rules Team 09/22/95]

The Limited, Unlimited, and Revised Edition versions only can target blue cards or spells while the Fourth Edition on can target any blue permanent (including tokens) or spells. [Duelist Magazine #5, Page 10]

Card Information

1.30 Blue Mana Battery

Blue Mana Battery

See

Black Mana Battery
for rulings.

Card Information

1.31 Blue Ward

Blue Ward

See

Black Ward
for rulings.

Card Information

1.32 Bog Rats

Bog Rats

No, these do not affect Plague Rat totals. [Aahz 08/09/94]

Card Information

1.33 Bone Shaman

Bone Shaman

As errata, the ability should read "B: Until end of turn, no creature assigned damage from Bone Shaman may regenerate this turn."
[Duelist Magazine #6, Page 22]

The text "Any creature damaged by Bone Shaman this turn cannot regenerate until end of turn" means that the creature cannot use any regeneration ability or effect during this turn. You cannot and do not just wait until the end of the turn with the creature partly dead and then use regeneration. [D'Angelo 06/14/95]

The "cannot regenerate" ability works even if damage to the creature is prevented. It is a side effect of assigning damage to the creature and not of the damage. [Duelist Magazine #6, Page 22]

1.34 Book of Rass

Book of Rass

You cannot spend yourself to below zero life. You cannot spend life you don't have. [Duelist Magazine #9, Page 35]

Card Information

1.35 Boris Devilboon

Boris Devilboon

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

Card Information

1.36 Bottle of Suleiman

Bottle of Suleiman

As official errata to the Arabian and Revised Edition versions of this card, it should begin "1: Sacrifice Bottle of Suleiman."

[Duelist Magazine #4, Page 136] Sacrificing the card is part of the activation cost.

The Djinn is an artifact creature. [Card Text]

The Djinn is not a card, it is a token. (See the Token Creatures section in the General Rulings for more information.)

The coin is flipped on resolution and not on declaration of the effect.
[Aahz 12/21/94]

It cannot be used to attack in the turn in which it is "created" by paying the artifact's cost. It must be in play at the beginning of your turn in order to be used. Note that you can pay the costs during an opponent's turn in order to use it when your turn comes around.

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

The Arabian version of the card required tapping to use it. This is somewhat redundant since an artifact's ability cannot be used when it is tapped anyway. [Aahz 07/29/94]

In the Arabian version, the word "discarded" should be read as "destroyed".
[PPG Page 113]

Card Information

1.37 Bottomless Vault

Bottomless Vault

Gets a counter if it starts the untap phase tapped and stays tapped throughout it. [Duelist Magazine #4, Page 7]

Does not get a counter if Stasis is in play, but does get one if you don't untap it due to Winter Orb. [WotC Rules Team 11/16/94] This is because Stasis causes the untap phase to be skipped and thereby no chance to get a counter, and Winter Orb just makes the choice of keeping it tapped easier.

Can be tapped for zero mana. [Peterson 12/19/94]

It is considered "tapped for mana" for purposes of Mana Flare and Wild Growth even if you choose to take zero mana from it.
[WotC Rules Team 12/15/94]

Mana Short will not draw any of the counters out of the land. It just taps the land. [Aahz 12/06/94]

Power Sink and Drain Power both draw mana from lands if they are untapped and will draw from the counters on the land... but if you want, you can interrupt either of these spells to tap the land for zero mana and then it won't be drained. [Aahz 12/06/94] In friendly play, you can assume you are smart enough to defeat this and just assume it taps for zero, but watch out for picky people in tournament play.

It taps for mana at Interrupt speed. [WotC Rules Team 12/15/94]

Enters play tapped even if an immediate effect like Blood Moon immediately changes it to something else. [WotC Rules Team 12/15/94]

Counters are not lost if the land is changed to another land type. They wait around for the land to change back. [Aahz 03/06/95]

Card Information

1.38 Braingeyser

Braingeyser

When used on a person when it is not their turn, they may keep all the cards until the discard phase of their next turn when they must discard as normal.

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 01/25/94.

Card Information

1.39 Brainstorm

Brainstorm

This is all one effect. You draw 3 and return 2 cards all as one indivisible action. No spells or effects can be announced in between. Even triggered effects or things that happen because of a draw wait until after it is done before doing their thing. [D'Angelo 07/11/95] Aladdin's Lamp is an exception. It can be used on one of the draws.

This will count as 3 draws but anything that affects "drawn cards" can only affect ones still in your hand when the effect is completely resolved.

[D'Angelo 07/11/95]

1.40 Brainwash

Brainwash

This effect is paid for during the Declare Attackers step of the attack phase. This is special since effects cannot normally be paid at that time. You are given special allowance to tap for mana to pay for this effect, but no other effects of any sort are allowed. [Aahz 01/27/95]

Card Information

1.41 Brass Man

Brass Man

The Fourth Edition version has the untapping listed as an activation cost while the Arabian Nights and Revised Edition versions had it as an ability. [Duelist Magazine #5, Page 10]

Card Information

1.42 Breeding Pit

Breeding Pit

Must actually be in play at the end of turn in order for you to get a Thrull. The getting of the Thrull is not part of paying the upkeep, it is part of having the card in play. [D'Angelo 04/12/95]

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

Card Information

1.43 Brine Hag

Brine Hag

Effect is permanent. [bethmo 06/16/94]

The effect works on a creature even if the damage was redirected from another target to the Hag. [WotC Rules Team 09/15/94]

Card Information

1.44 Brine Shaman

Brine Shaman

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

1.45 Broken Visage

Broken Visage

The Shadow token creature gets a fixed power/toughness equal to the power/toughness of the target creature when Broken Visage resolves. This includes the effects of any enchantments or other effects on the target creature. The Shadow token never gets a variable power/toughness. [D'Angelo 10/29/95]

The token creature comes under your control regardless of who controlled the target creature. [Aahz 10/20/95]

1.46 Bronze Horse

Bronze Horse

The Chronicles version reduces damage at the start of damage prevention. The Legends version lets you redirect or prevent damage prior to having it reduce the damage to zero. [Duelist Magazine #7, Page 101] I'm not sure how this was acquired from the card text.

Card Information

1.47 Bronze Tablet

Bronze Tablet

Only cards in play can be targeted. Not any one your opponent owns. [Duelist Magazine #5, Page 10]

Cannot choose to lose 10 life if you have less than 10 life, but you may choose to give up the game immediately. This has roughly the same effect.

The loss of life cannot be prevented by any spell or effect, including the Conservator. [bethmo]

If the card being targeted by the Bronze Tablet is removed before Tablet takes effect, then the Tablet fails to work and remains tapped.

If using a Copy Artifact on the Tablet, you must trade the Copy Artifact

card to your opponent just like you would have traded the Tablet.
[bethmo]

You can take control of your opponent's Tablet and in the trade you only have to give them back their Tablet. [Duelist Magazine #2, Page 15]

As errata, it should be read as saying "any opponent".
[Duelist Magazine #4, Page 64]

Has been on the Duelists' Convocation banned list (not allowed in a deck) for tournaments since 05/02/94 because it is only used in games for Ante.

Card Information

1.48 Brown Ouphe

Brown Ouphe

Read "counter target artifact ability" as "counter target artifact effect" to make it clearer. [WotC Rules Team 06/15/95]

Only counters an effect generated by a single activation of the artifact.
[WotC Rules Team 06/15/95]

Attacking is not an activation and cannot be countered. [D'Angelo 07/24/95]
