

MTG_CARD_C

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Chapter 1

MTG_CARD_C

1.1 Card Rulings & Descriptions - C

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Call to Arms

Camel

Camouflage

Candelabra of Tawnos

Caribou Range

Carnivorous Plant

Castle

Cathedral of Serra

Cave People

Caverns of Despair

Chain Lightning

Chain Stasis

Chains of Mephistopheles

Channel

Chaos Lord

Chaos Moon

Chaos Orb

Chaoslace
Chromium
COP: Black
COP: Blue
COP: Green
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Citanul Druid
City in a Bottle
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Clairvoyance
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Cursed Rack
Cyclone
Cyclopean Mummy
Cyclopean Tomb

1.2 Call to Arms

Call to Arms

Cannot choose "colorless" as a color. [Aahz 06/08/95]

Only buried if opponent controls less or exactly the same number of cards of the chosen color than of any other single color. Thus, if you chose red and they had 5 red cards, 4 blue ones, and 3 white ones, it would not be buried. [WotC Rules Team 07/19/95]

Only counts cards in play. [WotC Rules Team 02/06/96]

1.3 Camel

Camel

Does offer Desert protection to itself when alone.
[WotC Rules Team 11/16/94]

Card Information

1.4 Camouflage

Camouflage

Can be cast when you have no creatures in play since it does not say it needs to be played during an attack. [bethmo]

Face down creatures do not have their enchantments turned face down as well. [WotC Rules Team 11/10/95] (This is a REVERSAL)

See the Face-Down Cards entry in the General Rulings for more information.

Card Information

1.5 Candelabra of Tawnos

Candelabra of Tawnos

Note that this is not interrupt speed. It is an instant speed fast effect and it will resolve along with other effects in this spell stack in last-in first-out order like all instants. The lands untap during resolution. [bethmo]

You may untap your opponent's lands if desired. [Aahz 05/03/94] This can be useful if Power Surge is in play.

Can target an untapped land. [Duelist Magazine #5, Page 22]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 05/02/94.

Card Information

1.6 Caribou Range

Caribou Range

See the Enchant Land entry in the General Rulings for more information.

As of 06/01/96, the land is tapped during announcement and as a cost instead of being tapped during resolution. [WotC Rules team 05/08/96]

Ignore the first sentence of this card up to the comma. [Duelist Magazine #6, Page 130]

It is buried if you lose control of the target land. [WotC Rules Team 06/15/95]

1.7 Carnivorous Plant

Carnivorous Plant

It is a wall even though the name does not have "Wall" in it. The card is of type "Summon Wall". [Duelist Magazine #3, Page 6]

Card Information

1.8 Castle

Castle

Note that attackers do not get the benefits of Castle. Even though the Serra Angel does not tap when attacking it does not get the benefits during the attack, but if it does not die in the attack it gets back the benefit afterwards (since it will no longer be "attacking").
[bethmo]

Tapping a creature removes the +2 toughness from the creature and may kill it if it has already taken damage.

Card Information

1.9 Cathedral of Serra

Cathedral of Serra

See Adventurers' Guildhouse for rulings.

Card Information

1.10 Cave People

Cave People

The +1/-2 lasts until end of turn if they attack.
[WotC Rules Team 11/10/95]

Card Information

1.11 Caverns of Despair

Caverns of Despair

If you have more than two creatures which are required to attack, you can pick which two do so. For example, if you had 3 Juggernauts in play,

only two of your choice will attack. There is no penalty for these creatures not attacking unless the penalty is assigned from outside with effects such as Siren's Call and Nettling Imp. [bethmo 07/02/94]

Even though you have a choice, if a creature is forced to attack or defend, it must do so before you choose any creatures which were not forced. For example, if you had a Juggernaut and 2 other creatures, you cannot declare the two creatures. You must declare the Juggernaut and can declare one other. Same goes for blocking under the effects of Lure. [WotC Rules Team 09/15/94]

Card Information

1.12 Chain Lightning

Chain Lightning

The chaining effects (after the first one) are not considered "spells" and cannot be countered. Only the original spell can be countered. [Aahz 06/15/95]

You can only chain to another target if at least one damage is not prevented on the current target. [bethmo 06/15/94] This is because it is in the nature of the damage that during damage resolution a new target can be picked.

Each time Chain Lightning deals damage it is considered to be a different packet of damage. [Aahz 06/16/94]

Once the Chain Lightning is resolved, a series of damage prevention steps is entered. Only spells allowed during damage prevention can be used until the Chain is done. This means no casting of Giant Growth or other non-prevention spells. [Aahz 06/16/94]

Paying to make Chain Lightning continue is done during Step B of damage prevention. See Damage Prevention in the General Rulings for more information.

Your opponent is counted as the one choosing any targets they choose for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

Card Information

1.13 Chains of Mephistopheles

Chains of Mephistopheles

If you cast a spell to draw extra cards (such as Ancestral Recall or Wheel of Fortune) at some time outside the draw phase, this affects all the cards drawn. During the draw phase, the first card drawn is not affected. [bethmo 06/15/94]

Only affects the drawing of cards. It does not affect spells like Demonic Tutor, Millstone, or Petra Sphinx which affect the library but do not say "draw" a card. [bethmo 06/22/94]

Each player is exempted from one draw each turn, so your opponent can use a Jayemdae Tome or other effect to draw during your turn's draw phase without being affected. [Aahz 10/17/94] Basically this says that the text "does not apply to the first card drawn by a player" should be read as "each player".

Effect is cumulative. If you have two of these out, a player must discard twice for each card drawn (past the first one). [Aahz 01/08/95]

If a player cannot discard, the placement of the top card from the library into the graveyard is not considered a discard. It just happens. [Aahz 02/09/95]

Brainstorm is considered to be 3 cards drawn even though 2 are put back. [D'Angelo 01/13/96]

Card Information

1.14 Chain Stasis

Chain Stasis

The decision to tap or untap is made on announcement (of the spell or of each triggered use) before target is selected. This decision cannot be changed if the spell is Forked or redirected. [WotC Rules Team 09/22/95] You do get to choose a different tap or untap each time it is used during a chain.

You can choose the same creature over and over if you want. You are not forced to pick a different one each time. Note that this is different than Fireball since you are picking the targets one at a time and not all at once. [Duelist Magazine #9, Page 60]

Each time Chain Stasis resolves, it causes a new triggered effect timing bubble in which it can be used by the controller of the target. [D'Angelo 10/25/95] Only interrupts which directly generate mana can be used during this timing bubble. See the Triggered Effects entry in the Timing section of the General Rulings for more information.

1.15 Channel

Channel

This is not damage, it is loss of life. It cannot be prevented by any spell or effect. [PPG Page 113]

The amount of life converted into mana is not a decision as part of the

casting of Channel. [WotC Rules Team] You first cast Channel then you can convert life to mana for the rest of the turn. You do not convert it during casting.

You cannot convert life points you don't have. In other words, you cannot Channel yourself below zero life. [D'Angelo 08/10/95]

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

Has been on the Duelist Convocation banned list (not allowed in decks) since 11/01/95. It was on the Convocation restricted list (only 1 per deck) for tournaments from 03/23/94 to 11/01/95.

Card Information

1.16 Chaos Lord

Chaos Lord

As errata, it checks during each player's upkeep and not just the controller's upkeep. [WotC Rules Team 05/08/96]

The Lord's changing of controllers is a new effect each upkeep so it will take precedence over any other control effects. This means that using Control Magic on a Chaos Lord won't guarantee that you keep it. [WotC Rules Team 07/19/95]

You announce during upkeep the handling of the "counting" as an instant speed effect. He counts the permanents during the resolution of the effect and not on announcement. [Aahz 07/12/95]

1.17 Chaos Moon

Chaos Moon:

You announce during upkeep the handling of the "counting" as an instant speed effect. Chaos Moon counts the permanents during the resolution of the effect and not on announcement. [Aahz 07/12/95]

1.18 Chaos Orb

Chaos Orb

You can arrange your cards any time before the Orb is put into play, but not after. [Snark] In general, you should not stack cards or put them in places where your opponent cannot read the names of all of them or count them. This is recommended good gaming practice. [Aahz 12/03/94]

You cannot interfere in any physical way with the playing of this card.

[PPG Page 221]

It must flip 360 degrees (that's what "flip entirely" means). [FAQ]
And this flip must be in the air and not in your hand.

"Cards it touches" refers to cards it touches once it stops moving.
[Snark]

If the Orb does not touch a card because a pente stone or other token is between them, the Orb counts as not touching the card. [bethmo] Same goes if there are cards stacked up. If the card is not touched, it is not destroyed. Note that only counters and tokens placed in play because of the game count for this. "Tapping" stones and any other markers you have in play should be taken out of the way before using the Orb. [Aahz 02/09/95]

If you have sleeves on cards, they count as the cards. [bethmo]

Can only affect cards that are in play. Cards that are in the game but not in play (such as the Library and Graveyard) or cards that are held out of play by such effects as Oubliette and Tawnos's Coffin cannot be affected.

The Chaos Orb is not a sacrifice. It stays in play until it resolves. Once the effect has resolved, the Orb will go to the graveyard no matter what, but if the Orb is not still in play when it resolves (because it was Disenchanted or something), then the effect will not go off. [Duelist Magazine #6, Page 131] This is a REVERSAL of the long-standing ruling that Chaos Orb sacrificed itself. It is effectively like it sacrifices itself on resolution instead of as a cost.

The Chaos Orb is a "Do A to do B" effect where A is removing the Orb from play and B is flipping it then putting it into the graveyard. If the Orb is not in play when the effect resolves, nothing happens. Once the Orb has been flipped, it is put into the graveyard and this may not be prevented, much like a sacrifice. [Duelist Magazine #6, Page 131]

This is a not a targeted effect. Creatures with Artifact Ward or other means of preventing being targeted by artifacts are destroyed by the Orb. [bethmo]

Even if your hand is face up on the table due to an effect like Revelation, cards in the hand are not considered "in play" and will not be affected by the Orb. [Aahz 04/17/95]

Ripping the Chaos Orb into confetti and then scattering it (as each piece flops 360 degrees) across your opponent's cards was ruled legal at one time, but it was suggested that this strategy not be allowed in the final round of a tournament. [bethmo] This ruling is mostly humorous in value. You are very unlikely to get WotC or a NetRep to back this one, but I'm listing it because it is funny. Also, note that if you remove a card from your deck during a tournament then you are disqualified. You cannot remove or shred one of your opponent's cards.

The word "discarded" should be read as "destroyed". [PPG Page 113]

Has been on the Duelist Convocation banned list (not allowed in decks)

since 11/01/95. It was on the Convocation restricted list (only 1 per deck) for tournaments from 08/01/94 to 11/01/95.

Card Information

1.19 Chaoslace

Chaoslace

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

Card Information

1.20 Chromium

Chromium

The colorless mana circle around the "2" in "Rampage:2" is a misprint. Ignore it. [Aahz 06/15/94]

Card Information

1.21 Circle of Protection: Black

Circle of Protection: Black

See

Circle of Protection: Blue
for rulings.

Was not in the Alpha printing of the Limited Edition.

Card Information

1.22 Circle of Protection: Blue

Circle of Protection: Blue

Can only be used during a damage prevention step in which there is damage to prevent. [Duelist Magazine #7, Page 36]

Can be used more than once on the same damage if you want to sink extra mana into it, but all of this mana has to be spent in the same spell stack. Once one of the effects resolves and prevents the damage all the

rest will fail and do nothing. [Duelist Magazine #7, Page 36]

Card Information

1.23 Circle of Protection: Green

Circle of Protection: Green

See

Circle of Protection: Blue
for rulings.

Card Information

1.24 Circle of Protection: Red

Circle of Protection: Red

See

Circle of Protection: Blue
for rulings.

Card Information

1.25 Circle of Protection: White

Circle of Protection: White

See

Circle of Protection: Blue
for rulings.

Card Information

1.26 Citanul Druid

Citanul Druid

In multiplayer games 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]

Card Information

1.27 City in a Bottle

City in a Bottle

Removes all Arabian Nights cards from play and prevents any player from casting any more of them until the City is removed.

[Duelist Magazine #2, Page 15]

If creatures are regenerated, they are immediately destroyed again, so it is not worth doing. [Duelist Magazine #2, Page 15]

If tapped by some means, this card does not function in any way. Once untapped, all Arabian Nights cards are removed from play and no further spells can be cast. [Duelist Magazine #2, Page 15] The rule book says that continuous artifacts do not function when tapped. This card does not override any rules.

Oubliette does not save a creature from being destroyed. In one moment, the creature is freed, and the next it is destroyed. This is faster than an interrupt. [Arab FAQ 01/05/94]

Arabian Nights tokens or counters are not removed. [bethmo]

Only affects cards with the Arabian Nights scimitar symbol on them. It does not affect Gathering cards which came from the Arabian Nights expansion. [bethmo 06/04/94]

It does affect cards from Chronicles with the scimitar symbol.
[Duelist Magazine #7, Page 98]

The term "discarded" from play now means "destroyed". [PPG Page 113]

Card Information

1.28 City of Brass

City of Brass

Damage is done if the card is tapped by Twiddle or Icy Manipulator because the text on the card specifically detects the card becoming tapped. [Arab FAQ 01/05/94] It is a triggered effect and not one you pay for.

The Chronicles version has an activation cost and the Arabian Nights version does not. [Duelist Magazine #7, Page 100]

Card Information

1.29 City of Shadows

City of Shadows

The counters do not go away when it is used. [bethmo 08/15/94]

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 it has zero counters on it. [WotC Rules Team 12/15/94]

Card Information

1.30 Clairvoyance

Clairvoyance

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

1.31 Cleansing

Cleansing

Consecrate Land will prevent this effect. [Duelist Magazine #3, Page 6]

Card Information

1.32 Clergy of the Holy Nimbus

Clergy of the Holy Nimbus

If the Clergy are reduced to below zero toughness (by such as Weakness), then they get stuck in a permanent loop of dying, going toward the graveyard, and then regenerating. The net effect is that until the effect is removed or until your opponent spends one mana to let them die, they remain in play in a tapped state. [Duelist Magazine #2, Page 7] They do untap briefly during the Untap phase like normal, but then become tapped immediately thereafter. [Aahz 01/30/96]

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

Card Information

1.33 Cloak of Confusion

Cloak of Confusion

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

It is buried if you lose control of the target. [WotC Rules Team 06/15/95]

1.34 Clockwork Avian

Clockwork Avian

The effect of losing a counter at the end of combat is activated when it attacks or is assigned to block a creature. [WotC Rules Team 09/22/95]
See the Blocking entry in the General Rulings for more information.

The counter is not removed until the end of the combat.
[Duelist Magazine #3, Page 22] The Fourth Edition card says this clearly.

Can attack or block even if it has no counters. [Aahz 05/15/95]

Loses a counter even if it is affected by Fog or a Fog-like effect which prevents it from dealing damage. [WotC Rules Team 04/26/95]

Resurrection, Animate Dead, copy cards, and other ways to bring one of these into play makes it come into play with all its counters. Note that Animate Dead also applies a -1 to power. [WotC Rules Team 02/07/94]

The Fourth Edition version uses an activation cost to replace counters while the Antiquities version just had it as an ability.
[Duelist Magazine #5, Page 10]

Card Information

1.35 Clockwork Beast

Clockwork Beast

The effect of losing a counter at the end of combat is activated when it attacks or is assigned to block a creature. [WotC Rules Team 09/22/95]
See the Blocking entry in the General Rulings for more information.

The counter is not removed until the end of the combat.
[Duelist Magazine #3, Page 22] The Fourth Edition card says this clearly.

Can attack or block even if it has no counters. [Aahz 05/15/95]

Loses a counter even if it is affected by Fog or a Fog-like effect which prevents it from dealing damage. [WotC Rules Team 04/26/95]

Resurrection, Animate Dead, copy cards, and other ways to bring one of these into play makes it come into play with all its counters. Note that Animate Dead also applies a -1 to power. [WotC Rules Team 02/07/94]

The Fourth Edition version uses an activation cost to replace counters while the Limited, Unlimited and Revised Edition versions just had it as an ability. [Duelist Magazine #5, Page 10]

Card Information

1.36 Clone

Clone

There are a lot of rulings dealing with copy cards in the "Copy Cards" entry in the General Rulings. Go read those first.

Animating a dead Clone gets all the Clone's abilities but it mimics at -1 power. [WotC Rules Team 02/07/94]

The Clone of an artifact creature can be Shattered or Disenchanted because it is an artifact creature too. [Aahz]

Can be used to copy a base Doppelganger. You get a Doppelganger which is always blue, and the Clone is mimicking the same creature the Doppelganger was until the next upkeep. [PPG Page 223]

The Clone is the same color as the creature it copies. It is no longer blue (even if the card looks blue) unless the creature it copied was blue too. [bethmo]

The decision of what to Clone is part of the casting decisions. [bethmo]

This spell is targeted, so a creature with Protection from Blue cannot be Cloned. [WotC Rules Team]

The Clone is targeted and checks its target when declared and when resolving. If the target is not valid when the spell resolves, then the Clone fizzles. [WotC Rules Team 02/09/95]

The Clone is not treated as a Summon Clone card in addition to the type of its target. [WotC Rules Team 02/06/96] (This is a REVERSAL)

If it is copying an artifact creature, it is not considered to be a summon card and cannot be copied with Dance of Many. [WotC Rules Team 02/06/96] (This is a REVERSAL)

The Limited and Unlimited Edition cards said "all normal characteristics" instead of "all characteristics". In either case, this means that you treat the Clone as having the exact same text on it as the original card had. This includes name, casting cost, power/toughness, etc. It does not gain any benefits the original creature may have had temporarily through instants like Giant Growth or through Enchantments. [bethmo]

Card Information

1.37 Cockatrice

Cockatrice

In all ways, the Cockatrice is like the Thicket Basilisk. Look there for rulings.

Card Information

1.38 Cocoon

Cocoon

As errata to the Legends version of the card, it should read "Tap target creature you control and put 3 counters on Cocoon."

[Duelist Magazine #4, Page 138] Even though it said to put the counters on the creature, they go away if the enchantment is removed. It should say that they go on the enchantment.

Can be used on a tapped creature. [Duelist Magazine #5, Page 22]

If you also have Instill Energy on the creature, it may be untapped without affecting the Cocoon. [Aahz 06/24/94]

After the last counter is removed, the creature gains its bonus during the next upkeep. This will usually be your opponent's upkeep.

[Duelist Magazine #2, Page 7] It does not get the counter if it is removed from that creature before you use it during the upkeep following the last counter being removed. [WotC Rules Team 11/10/95]

If the enchantment is moved with Enchantment Alteration, the number of counters is set to 3 and not just increased by 3.

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

Card Information

1.39 Cold Snap

Cold Snap

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

1.40 Colossus of Sardia

Colossus of Sardia

The Fourth Edition card has its untap cost as an activation cost and is therefore affected by Power Artifact and other such effects. The Antiquities version was not an activation cost and did not get the benefit. [Duelist Magazine #5, Page 10]

Card Information

1.41 Concordant Crossroads

Concordant Crossroads

As errata, this card should read that it removes summoning sickness entirely rather than just ignoring it on the turn creatures enter play. [Duelist Magazine #6, Page 131] This is a REVERSAL which said that the sickness applied but was just ignored during the turn the creature entered play.

Works on Limited and Unlimited Edition creatures which say "Tap to do ..." just as if the creature said "Tap: ...". [Duelist Magazine #2, Page 8]

Card Information

1.42 Consecrate Land

Consecrate Land

As errata, Consecrate Land cannot prevent an effect from destroying a land if the land itself is the source of the effect. [Duelist Magazine #7, Page 99]

Not paying upkeep costs on a land is considered to have the land as the source of the destroy effect regardless of the source of the upkeep effect. In other words, if an outside source imposes an upkeep cost on a land, the land is still considered to be destroying itself. [Duelist Magazine #7, Page 99] Cumulative upkeep is just a kind of upkeep for this purpose.

Does prevent enchantment spells from even targeting the land. [Duelist Magazine #7, Page 99] Indirect effect by enchantments such as Conversion, Living Lands, Kormus Bell, and Mana Flare are not prevented and the land can still be targeted by Gaea's Liege, Cyclopean Tomb, and other non-enchantment effects. [Snark]

The land can be targeted by land destroying spells and the spell will resolve successfully, but the destroy effect will be prevented from happening. [Duelist Magazine #5, Page 22]

Does not prevent "remove from game" effects which do not destroy the card. This includes Swords to Plowshares (if the land is animated) or Dust to Dust (if the land is an artifact as well). [Aahz 12/21/94]

Does not prevent a land from sending itself to the graveyard, as the Strip Mine can do. Cards which send themselves to the graveyard are considered to be sacrifices. [bethmo 05/18/94] Disintegrate is also not prevented since the creature never goes to the graveyard. [WotC Rules Team 09/15/94]

If it ever takes enough damage to be killed, it automatically is treated as if it regenerated and this does not cause the land to become tapped as normal regeneration would. [WotC Rules Team 02/07/94]

Does prevent "bury" effects just like any other destroy effect. The Consecrate effect is like regeneration but it is not regeneration and it does work to prevent "buries".

If its toughness is reduced to below zero by some effect, the land gets stuck in an infinite loop of dying and being treated as if it regenerated. Because this is not normal regeneration and does not cause the land to tap, however, no effect will be noticed. The land stays alive until the Consecration is removed.

This power works similarly for immunity to the Basilisk ability, Fireball, and anything else that would kill it. [bethmo]

Disintegrate can cause it to be removed from the game, because the land is still damaged by the Disintegrate and Disintegrate only requires fatal damage to be on the land in order to remove it from the game. [WotC Rules Team 09/22/95] Of course this only applies if the land is animated and it only applies to the Fourth Edition Disintegrate. The other versions require the land to die first which cannot happen.

Note that Trample damage beyond the Land's toughness would still come through to the player. [Aahz]

The Assembly Worker formed from Mishra's Factory follows all the rules for any other living land with Consecrate Land on it.

Consecrate Land will not override a Legendary Land being buried if the land is the second one into play. [Wotc Rules Team 07/27/94]

Consecrate Land will not remove itself. It prevents other Enchantments.

Card Information

1.43 Conservator

Conservator

Can prevent zero, one or two points of damage to the player. [WotC Rules Team] This makes it a good way to use up extra mana.

The Limited, Unlimited and Revised Edition versions of this card should be read as "prevents up to 2 damage to any player". This is official errata to the card. [Duelist Magazine #2, Page 68] Note that the Fourth Edition version only prevents damage to you.

Note that the loss of life caused by Channel, Lich, death of a Personal Incarnation, Shahrazad, and Bronze Tablet cannot be prevented so the Conservator is not useful against those. [PPG Page 113]

Card Information

1.44 Contract from Below

Contract from Below

The artist's name, Shuler was misspelled on the Limited and Unlimited Edition versions of this card.

Has been on the Duelists' Convocation banned list (not allowed in a deck) for tournaments since 01/25/94 because it is only used in games for Ante.

Card Information

1.45 Control Magic

Control Magic

As errata to the Revised card, the first sentence should read "You control target creature until Control Magic is removed or game ends".

[Duelist Magazine #4, Page 131] The Fourth Edition version is worded differently but means the same thing. It just says "Gain control of target creature" and this effect (like all enchantments) wears off if it leaves play or the game ends.

Steals ownership of a creature, but enchantments on the creature are still controlled by the caster. [Snark]

Note that the controlled creature cannot be tapped or used for an attack until you begin a turn with the creature in play. [Page 30]

Control Magic is buried if its target ever stops being a creature.

The last sentence refers to the creature being destroyed and not the enchantment. [D'Angelo 03/14/95]

The word "discarded" should read "until enchantment is removed".
[WotC Rules Team]

Card Information

1.46 Conversion

Conversion

Once in play, Mountains produce white mana and this white mana is acceptable for paying the upkeep cost.

Mountains are not protected by the Consecrate Land enchantment. [Snark]

Affects only the Mountain half of a Revised Edition multiland. The other half of the multiland remains unchanged. It changes the entire land for Limited/Unlimited Edition multilands. [WotC Rules Team 09/15/94]

Will not add or remove Snow-Covered nature from a land.

[Duelist Magazine #6, Page 132]

As errata to the Limited, Unlimited and Revised versions of this card, the last sentence should read "Pay WW during upkeep or destroy Conversion."
[Duelist Magazine #4, Page 131]

Card Information

1.47 Copy Artifact

Copy Artifact

There are many rules covered in the "Copy Cards" entry in the General Rulings. Go read those first.

The copy of the artifact is still blue. The copy is both an artifact and an enchantment, so it is a blue artifact-enchantment. [Card Text]

It can be tapped like an artifact and is the only exception to the rule that enchantments are never tapped. [WotC Rules Team]

The decision of what to copy is part of the casting decisions. [bethmo]

This spell is targeted and checks its target on declaration and on resolution. If the target becomes invalid before the spell resolves then it fizzles. [WotC Rules Team 02/09/95]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 03/23/94.

Card Information

1.48 Coral Helm

Coral Helm

As of 06/01/96, the cards are discarded from your hand during announcement and as a cost instead of being discarded on resolution. It is not a forced discard, so it cannot be used with Library of Leng.
[WotC Rules team 05/08/96]

The Fourth Edition version can be used if you have no cards but does nothing. The Antiquities version could not be used.
[Duelist Magazine #5, Page 10]

Card Information

1.49 Coral Reef

Coral Reef

The removal of the counter in the second ability is a cost done on announcement along with the payment of one blue mana. The rest of the effect is a "Do A to do B" effect where A is tapping a blue creature you control and B is giving any creature a +0/+1 counter. [D'Angelo 10/23/95]

The blue creature that is tapped does not have to be the one that gets the counter. You do get to choose another target. [D'Angelo 10/23/95]

1.50 Cosmic Horror

Cosmic Horror

The Fourth Edition version of this card can be read not to damage you if the Horror is regenerated after not paying upkeep, but it does damage you since the destroy effect happened even though it did not go to the graveyard.

1.51 Creature Bond

Creature Bond

You do not lose life if Swords to Plowshares is used on the creature. Swords to Plowshares causes the card to leave the game, not to be destroyed. [Snark]

Creatures "discarded from play" to the graveyard still cause damage because "discarded" means the same as "destroyed". [WotC Rules Team]
This means that City in a Bottle and other effects which cause discarding do trigger this spell.

Card Information

1.52 Crimson Kobolds

Crimson Kobolds

The casting cost is not a mistake.

The text on the card explaining the color is considered to be explanatory and not characteristic text. This means that it cannot be affected by Sleight of Mind and is not copied by copy cards such as Doppelganger. [Duelist Magazine #3, Page 22]

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

Is considered to be red card even while in your hand.
[WotC Rules Team 05/08/96] Or in your graveyard.

Card Information

1.53 Crimson Manticore

Crimson Manticore

Does damage at the speed of an instant and may kill the creature before damage dealing. [Aahz 06/17/94]

Card Information

1.54 Crookshank Kobolds

Crookshank Kobolds

See

Crimson Kobolds
for rulings.

Card Information

1.55 Crown of the Ages

Crown of the Ages

See the Moving Enchantments entry in the General Rulings for more information.

Can move any enchantment on a creature to another valid creature target. Mostly this refers to enchant creature cards, but enchant artifact cards on an artifact creature or enchant land cards on a land creature could also be moved. [D'Angelo 06/23/95]

Only targets the enchantment and not either creature. [Aahz 07/09/95]

1.56 Crumble

Crumble

If the target artifact becomes illegal before resolution, the player does not gain any life. [Duelist Magazine #5, Page 23]

Card Information

1.57 Crystal Rod

Crystal Rod

See the Lucky Charms entry in the General Rulings for related rulings.

Card Information

1.58 Cuombajj Witches

Cuombajj Witches

The Witches deal the damage, not the players (as the wording may lead you to believe). [Aahz 05/23/95]

Both targets are chosen on announcement, but you choose your target before the opponent chooses. [WotC Rules Team 08/17/95]

Your opponent is counted as the one choosing their target for things like Autumn Willow that care who is targeting rather than what is targeting it. [Aahz 10/24/95]

If either target becomes invalid, the other one is still affected. [Aahz 05/23/95]

In multiplayer games you can choose a different opposing player each time it is used. [Duelist Magazine #4, Page 64] You also don't have to choose the same player that you targeted with the effect (or whose creature you targeted).

The Arabian Nights version does not target the opponent and gives the opponent the chance to not choose a target if they don't want to. The Chronicles version does target the opponent and requires them to choose. [Duelist Magazine #7, Page 101]

Card Information

1.59 Cursed Rack

Cursed Rack

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]

If the Limited or Unlimited Edition Library of Leng is also in play, you must still discard down to four cards, but you may discard to the top of your library. The Revised and Fourth Edition Library of Leng skips the discard phase entirely and thereby avoids the effects of this spell.

Card Information

1.60 Cyclone

Cyclone

As errata to the Arabian Nights version of this card, the word "discarded" should read "destroyed". [Duelist Magazine #4, Page 136]

The Chronicles version adds the counter at the beginning of upkeep while the Arabian Nights version adds the counter just before you deal with the upkeep. [Duelist Magazine #7, Page 101]

Card Information

1.61 Cyclopean Mummy

Cyclopean Mummy

The Mummy does go to the graveyard and trigger effects (such as Soul Net) which watch for something going to the graveyard. It then leaves the game. [bethmo 06/22/94]

It does not leave the game if it goes to the graveyard from someplace other than "in play". This includes discarding from your hand or if the spell is countered. [bethmo 06/27/94]

Card Information

1.62 Cyclopean Tomb

Cyclopean Tomb

The lands so changed are not considered "Enchanted" and so Consecrate Land will not protect them. [Snark]

Cannot change Swamps (or multilands which are part Swamp) into Swamps. [Card Text]

Can be used to change any non-swamp land (not just basic lands) into a swamp. [bethmo]

A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced too. [Page 60]

Will not add or remove Snow-Covered nature from a land. [Duelist Magazine #6, Page 132]

As errata to the card, the last sentence should read "If Cyclopean Tomb leaves play, remove one counter..." [Duelist Magazine #3, Page 79]
If by any chance more than one counter is on the same land, you can remove older ones before newer ones. For example Mountain changed to Swamp by the Tomb, then someone Phantasmal Terrains the land to Island,

then you Swamp it again. Removing the newest counter reverts the land to an Island. Removing the oldest one leaves the newer one in effect.
[bethmo 05/09/94]

No casting cost was listed in the Alpha printing of the Limited Edition. This was corrected in the Beta printing to show a cost of 4 colorless mana. [Duelist Magazine #2, Page 68]

Card Information
