

MTG_CARD_E

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Chapter 1

MTG_CARD_E

1.1 Card Rulings & Descriptions - E

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Earthbind

Earth Link

Earthlore

Earthquake

Eater of the Dead

Ebon Stronghold

Ebony Horse

Elder Druid

Elder Land Wurm

Electric Eel

El-Hajjaj

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Enchantment Alteration

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Evil Presence
Eye for an Eye

1.2 Earthbind

Earthbind:

As errata to all versions of this card, it should read "When Earthbind comes into play, it deals 2 damage to target creature is enchants if that creature has flying. That creature loses flying."
[WotC Rules Team 06/15/95]

The two damage happens only once, and just like other damage it goes away at the end of the turn. [PPG Page 222]

If Flight is cast on an Earthbound creature, it gains flying again. In general, if two enchantments contradict each other, the most recently cast wins. [Page 45]

The damage is done after it enters play and not as part of the casting of the spell. It is something the permanent does while in play. This means the damage is not subject to Justice. [Aahz 01/03/96]

The Limited and Unlimited Editions of this card were only castable on flying creatures. The Revised Edition card can be cast on any creature but has no effect on non-flying creatures. Note that the Limited and Unlimited versions of this spell do not remove themselves once the creature is not flying.

Card Information

1.3 Earth Link

Earth Link:

Triggers even if the creature doesn't stay in the graveyard because of Enduring Renewal or some other triggered effect. [bethmo 01/19/96]

1.4 Earthlore

Earthlore:

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]

1.5 Earthquake

Earthquake:

This is not a targeted spell, so it may be cast when there are no creatures in play. [bethmo]

Whether or not a creature is not Flying is only checked on resolution.
[D'Angelo 10/05/95]

Card Information

1.6 Eater of the Dead

Eater of the Dead:

As errata, the card should read "0: Untap eater of the dead to remove target creature in the graveyard from the game."
[Duelist Magazine #5, Page 23]

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

As of 06/01/96, the card is untapped during announcement of and as a cost

instead of being untapped during resolution. [WotC Rules team 05/08/96]

Before 06/01/96, it untaps during the resolution of its effect. If it is not still in a tapped state at the time when it resolves, then the effect fails and no creature is removed from the game.

[Duelist Magazine #3, Page 7]

Before 06/01/96, if the target creature in the graveyard is not there on resolution then the entire effect fizzles and the Eater does not untap.

[Aahz 08/01/95]

It still untaps as normal during untap unless otherwise prevented. The ability is not inhibited by other effects that prevent normal untapping such as Meekstone, Paralyze, Smoke, etc. [Aahz 08/10/94]

Card Information

1.7 Ebon Stronghold

Ebon Stronghold:

See Dwarven Ruins for rulings.

Card Information

1.8 Ebony Horse

Ebony Horse:

The Arabian Nights and Revised Edition versions of this card made the creature treated as if it never attacked. The creature is not considered to have attacked for purposes of "attack or die" effects like Siren's Call. [WotC Rules Team 12/15/94]

With the Arabian version, the Clockwork Beast did not last until the end of combat so it does not lose a counter. [bethmo 08/08/94]

The Fourth Edition version of this card only untaps the creature and makes it neither take nor deal damage. It is still attacking, however.

[Duelist Magazine #5, Page 10]

Card Information

1.9 Elder Druid

Elder Druid:

The decision to tap or untap is made on announcement before target is selected. This decision cannot be changed if the effect is redirected.

[D'Angelo 10/04/95]

The choice of target gives free range of lands, creatures and artifacts. You do not lock in on one type as a casting decision. If the effect is redirected, the type is not fixed. [D'Angelo 10/04/95]

1.10 Elder Land Wurm

Elder Land Wurm:

It becomes free to attack once it has been assigned as a blocker once. [WotC Rules Team 09/22/95]

Since it cannot attack until it has blocked at least once, it can be effectively killed by a Nettling Imp or Siren's Call effect. [Aahz 06/24/94]

Card Information

1.11 Electric Eel

Electric Eel:

As errata, the +2/+0 lasts until end of turn. [WotC Rules Team 09/22/95]

Card Information

1.12 El-Hajjaj

El-Hajjaj:

The Arabian and Revised Edition versions give you life for the total amount of unprevented damage inflicted regardless of the toughness of the target. For example, if an El-Hajjaj with Unholy Strength is blocked by a 1/1 Goblin, you get 3 life, but if a Samite Healer prevents one point, you get 2 life. The Fourth Edition version only gives you life up to a maximum of the creature's toughness or player's life total. [Duelist Magazine #5, Page 10]

Card Information

1.13 Elkin Bottle

Elkin Bottle:

This is not considered to be drawing a card. [Aahz 06/12/95]

If the Bottle leaves play or your control, the spell is put in your

graveyard. [D'Angelo 06/14/95]

The card is not part of your hand in any way. You cannot be forced to discard it due to a discard from hand effect. When you play it, it is played following rules as if it were being played from your hand (e.g. a Sorcery is played as such and is not played as an instant).
[WotC Rules Team 05/08/96]

You cannot play a card from the Elkin Bottle onto an Ice Cauldron.
[WotC Rules Team 05/08/95] (See the Ice Cauldron for more info)

Word of Command cannot be used to force a player to play a spell off the Bottle. [Aahz 12/18/95] (This is a REVERSAL of a previous ruling.)

You can get a creature card onto the Bottle when Enduring Renewal is in play. [D'Angelo 12/04/95]

The card is removed at the beginning of upkeep (not during or at the end) if it isn't played. [D'Angelo 12/21/95]

1.14 Elvish Archers

Elvish Archers:

The Alpha printing version of this card was a 1/2 creature. All further printings were corrected to make it a 2/1 creature.

Card Information

1.15 Elvish Farmer

Elvish Farmer:

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

Card Information

1.16 Elvish Healer

Elvish Healer:

You do not have to choose whether it targets a green creature, or if it targets either a non-green creature or player. The effect just targets a creature and the amount of prevention is determined on resolution.
[Aahz 10/05/95]

1.17 Elvish Scout

Elvish Scout:

Can prevent damage from being dealt but does not prevent special abilities like the Basilisk stoning. [Aahz 12/02/94]

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

Card Information

1.18 Enchantment Alteration

Enchantment Alteration:

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

Cannot move an enchantment to an illegal target. [Card Text]

Only targets the enchantment and not either of the things the enchantment may be on. [Aahz 07/09/95]

You can move a Blue Ward since it offers protection to the creature and not to itself. [bethmo 09/14/94]

If it is Deflected, you cannot change the choice of destination. You can only change the enchantment which will be moved to that destination. [D'Angelo 10/31/95]

Card Information

1.19 Enduring Renewal

Enduring Renewal:

Token creatures are removed from the game if they end up in the graveyard or your hand, so this effect will not let you get them in your hand. [D'Angelo 06/08/95]

The creature discarding effect is a triggered effect and as such will not do anything until after the draw effect completely resolves. Thus, if you play Brainstorm, you can draw a creature and put it back onto the library before the triggered effect happens... and thereby not have to discard it at this time. [WotC Rules Team 05/08/96]

You can use Resurrection or Safe Haven to get creatures into play. [D'Angelo 06/14/95] This is because the creatures come to your hand in some way that is not considered a "draw".

If you Animate Dead a creature then the Animate is removed, the creature goes to your hand. [D'Angelo 06/14/95]

If the creature is only a creature due to an effect, it still comes to your hand. [Duelist Magazine #7, Page 9] This includes Mishra's Factory, Titania's Song and any other way to animate a card.

1.20 Energy Flux

Energy Flux:

As errata, the card should give all artifacts in play "Pay {2} during your upkeep or bury this artifact", and thereby give all artifacts an upkeep cost. It should not be read as an upkeep effect that destroys artifacts and has a prevention cost. [WotC Rules Team 10/18/95] (This is a REVERSAL to the common reading of the Fourth Edition version of the card)

Read the word "discarded" on the Antiquities version as meaning "destroyed". This is official errata to the card. [Duelist Magazine #4, Page 137]

There is an upkeep cost imposed on the artifacts. They cannot have their abilities used until this upkeep is dealt with. See the Upkeep entry in the Turn Order section of the General Rulings for more information.

The Fourth Edition version differed from the Antiquities and Revised Edition versions in that it implied a destroy at once effect with a cost to prevent destruction rather than an upkeep cost. Errata has been issued to make all the cards act alike.

Card Information

1.21 Energy Tap

Energy Tap:

As errata, the Fourth Edition card should say "Tap target untapped creature you control..." because it should not target a tapped creature under Fourth Edition rules. [Duelist Magazine #5, Page 10]

Card Information

1.22 Equinox

Equinox:

As errata, this card should read "Choose target land you control. {0}: Tap land Equinox enchants to counter target spell that will send one or more lands you control to the graveyard. Play this ability as an interrupt." [WotC Rules Team 06/15/95]

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

Can be used to counter any spell which would result in the destruction of one or more of your lands. For example a Shatter cast on an Assembly Worker or even a Lightning Bolt at an animated land.
[WotC Rules Team 06/15/95]

Cannot be used to counter non-spell effects such as Demonic Hordes or others which destroy lands. [bethmo 06/14/94]

Cannot be used to counter a spell like Demonic Hordes which creates a possibility of a land being destroyed at a later time. [bethmo 06/15/94]

Cannot be used to counter a spell which would indirectly cause destruction of one of your lands. For example, casting Resurrection on a Mold Demon or casting Terror on a creature while Earthlink is in play.
[Aahz 11/21/95]

Cannot be used to counter a spell which has a random chance of destroying a land, such as Falling Star or Chaos Orb. [Aahz 04/16/96]

Can be used to counter a spell which requires sacrificing when it enters play such as Mold Daemon or Wood Elemental. [WotC Rules Team 12/15/94]
But not one that requires sacrificing as part of the casting cost.
[Aahz 12/17/94] Mana Vortex was accidentally listed in the ruling but cannot be countered by Equinox since it sacrifices as a cost.
[Aahz 12/17/94]

Balance can be countered only if you have more lands than someone else in play when Equinox is announced and resolved. [Aahz 11/11/95]

Does not stop the sending of the land from play into its owner's hand.
[Aahz 06/16/94]

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

Before 06/01/96, this effect taps the land on resolution and not on activation. If it cannot successfully tap the land at that time it will not counter the spell. Note that the use cost is really zero mana so you can declare this more than once if you want to. [D'Angelo 07/06/95]

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

Card Information

1.23 Erg Raiders

Erg Raiders:

If tapped and unable to attack, they still do 2 damage to the controller of this card. [Snark]

The Arabian Nights version of this card has two versions, one with a small dark circle behind the "1" in the casting cost (rarity C3) and one with a normal mana circle behind the cost (rarity C1).

Card Information

1.24 Erhnam Djinn

Erhnam Djinn:

You cannot choose to use the "give ForestWalk" effect when there are no targets. The rule is that you can end upkeep without dealing with it if there are no targets at that time, but if there is a target at that time then you must deal with it. [Duelist Magazine #7, Page 98]

In multiplayer games you can choose a different player's creature each time it is used. [Duelist Magazine #4, Page 64]

Card Information

1.25 Erosion

Erosion:

The payment is an upkeep cost on the enchantment and not on the land itself. [WotC Rules Team 05/08/96] (This is a REVERSAL of a previous ruling I had here)

Card Information

1.26 Essence Flare

Essence Flare:

It's effect is not an upkeep cost, it's just an upkeep effect. [Aahz 02/12/96]

1.27 Eternal Flame

Eternal Flame:

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

Card Information

1.28 Eureka

Eureka:

The cards played during Eureka all enter play one at a time. This means that if two of the same Legend are put into play as the result of this spell that the second one is buried, not both of them. [Aahz 06/22/94]

You keep putting cards out until both/all players say they are done. It is not until one player says they are done. You alternate simply to stop one player from putting out too many cards in a row when the other player wants to play some. Another way to think of this is to go around the table. Each player may play a card or pass. Eureka ends once an entire pass around the table is made where everyone passes.

[Duelist Magazine #2, Page 8]

The cards are just put into play. They are not cast, and so they cannot be countered, will not trigger "gain 1 life when" or other effects (such as the Verduran Enchantress) that can only be used when a spell is cast.

[Aahz 09/02/94] Similarly, they can be played on creatures, like Autumn Willow, that cannot be targeted by spells and effects... since these are considered to be neither at the time. [bethmo 02/23/96]

Any effects that trigger due to these cards coming into play do not trigger until after the entire Eureka effect is done resolving. [Aahz 10/25/95]

Continuous effects of cards put into play happen immediately.

[Aahz 12/18/95]

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

Card Information

1.29 Evaporate

Evaporate:

A creature which is both blue and white only takes one damage.

[WotC Rules Team 11/10/95] The card just creates a list of affected creatures and the list cannot have a single creature more than once.

1.30 Evil Eye of Orms-By-Gore

Evil Eye of Orms-By-Gore:

Will prevent Akron Legionnaires from attacking. [Aahz 10/21/94]

Card Information

1.31 Evil Presence

Evil Presence:

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]

Card Information

1.32 Eye for an Eye

Eye for an Eye:

Can be used for damage from creatures, spells and the effects of permanents, but not from mana burn. [Card Text] The Arabian version was not usable on damage from non creature permanents.

Cannot be used on effects that cause loss of life. This includes Shahrazad, Channel, and death of a Personal Incarnation. It can only be used on damage. [bethmo]

Since it does allow you to reduce damage, you may use a Circle of Protection or other form of damage prevention to reduce the damage and still do full damage to your opponent. [bethmo]

Can be used during damage prevention even though it is not a damage prevention or redirection effect. It's an exception. [Aahz 06/12/95]

Can only be used during a damage prevention in which the player is damaged. It cannot be used retroactively like Reverse Damage and Simulacrum can. [Aahz 06/06/94]

Does white damage to your opponent.

Targets the damage, so it can be Deflected from one packet of damage on you to a different packet of damage. [WotC Rules Team 05/08/96]

Card Information
