

MTG_CARD_F

Tom de Ruyter

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Chapter 1

MTG_CARD_F

1.1 Card Rulings & Descriptions - F

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The Fallen

Fallen Angel

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False Orders

Farmstead

Farrelite Priest

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Fastbond

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Freyalise's Winds
Frozen Shade
Fungusaur
Fylgja

1.2 The Fallen

The Fallen:

Will not damage the controller, only opponents of the controller. So, if you managed to take control of someone else's The Fallen after being

damaged by it, you will not be damaged. [Aahz 02/08/95] Unlike Black Vice which targets only when it is cast, this card actually chooses players each upkeep and will not choose an illegal target.

The effect is not cumulative. If a player is hit more than once, they still only take one damage from The Fallen each turn.

This card is not targeted and so it cannot be redirected. [Aahz 08/15/95]

It stops damaging players and forgets which players it damaged when it leaves play. [Duelist Magazine #9, Page 35]

If put into an Oubliette or Tawnos's Coffin it will not forget which players it damaged. [WotC Rules Team 10/18/95]

Card Information

1.3 Fallen Angel

Fallen Angel:

You can sacrifice as many creatures as you want to the Angel at any time that fast effects are allowed. [Aahz 06/14/94]

Can sacrifice itself. [Duelist Magazine #5, Page 123]

The Legends version has each sacrifice being a separate effect. The Chronicles version has a zero+sacrifice activation cost and can be multiply pumped if desired. [Duelist Magazine #7, Page 101]

Card Information

1.4 Falling Star

Falling Star:

It must flip like a coin and not like a frisbee. [Aahz 06/16/94]

Only cards touched when it stops moving are affected. Not ones touched while it is moving. [Aahz 06/16/94]

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

1.5 False Orders

False Orders:

As errata, this spell is used during the "Declare Blockers" step of the attack and not during the fast-effects step that follows. It is used after all blocker assignments are made but before any effects due to assignment of blockers take place. This is considered a change to the blocking assignment. [Duelist Magazine #8, Page 47]

"defending creature" should be read as "a creature the defending player controls." [D'Angelo 08/11/95]

Can only give legal orders to a creature. If your opponent could not make the choice on their own, False Orders cannot make them do it. [bethmo]

You cannot use this spell to make a creature not block a Lured creature because that is not a legal action. [bethmo]

You cannot use this spell to add a creature to block or to remove a creature from blocking when Goblin War Drums is in effect, unless the resulting block is still legal. [Aahz 01/27/95]

If something happens between the casting and resolution of False Orders which makes the blocking choice illegal, then the spell fizzles. [Aahz 06/06/94] Note that it should not be possible any more given the errata that makes False Orders happen at the end of the declare blockers step.

If a creature is removed from being a blocker of a given attacker, any effects on the creatures that would have happened because it was declared as a blocker do not happen. [WotC Rules Team 09/22/95] (This is a REVERSAL)

If a creature is added as a blocker to a given attacker, any effects on the creatures that would happen due to this, do happen. [WotC Rules Team 09/22/95]

Card Information

1.6 Farmstead

Farmstead:

Only one life per turn can be gained from this card. This is errata to the card. [WotC Rules Team 06/15/95] Some people have read the card to say that it can be used multiple times during a turn, but this is incorrect.

Payment is not an activation cost, so it is not affected by the Revised Gloom card. [Aahz 06/06/94]

Note that the controller of the enchantment is the only one that can pay the cost, but the controller of the land is the one that gets the life point. [WotC Rules Team 10/12/94]

It is used on the controller of Farmstead's upkeep and not the controller of the land's upkeep unless they are the same person.
[WotC Rules Team 06/15/95]

Card Information

1.7 Farrelite Priest

Farrelite Priest:

Mana which "changes color" as it goes through the Priest forgets its original source because the old mana gets used up and new mana gets generated. [Aahz 01/24/95]

Card Information

1.8 Farrel's Mantle

Farrel's Mantle:

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

As errata to the card "opponent" should be read as "defending player". Thus, when the ability is used, it does no damage to the defending player. [Duelist Magazine #6, Page 131]

This enchantment gives the creature the ability to deal damage, and therefore the damage is considered to come from the creature and not from the enchantment. [Aahz 12/02/94] Creatures like Sengir Vampire that get credit for damaging a creature get credit when using the Mantle. [D'Angelo 01/18/95]

The creature's controller (not the enchantment's controller) gets to use the ability. If put on an opponent's creature, you don't make decisions about it. [WotC Rules Team 12/15/94]

Card Information

1.9 Farrel's Zealot

Farrel's Zealot:

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

As errata, it should say "defending player" instead of "opponent". [Duelist Magazine #4, Page 64]

In a multiplayer game, the target creature does not need to be one of the ones controlled by the player you actually attacked.

Card Information

1.10 Fastbond

Fastbond:

You can only play land cards when it would otherwise be legal to play a land. This means only on your turn during your main phase.
[WotC Rules Team 09/15/94]

Playing a land is not a fast effect, so they must be played out one at a time. Only the restriction to one land per turn was removed. Lands are still played the same way they normally are. [Aahz 12/21/94]

You take damage whether you play a land using Fastbond's effect or using any other effect like Gaea's Touch or Eureka. [bethmo 09/20/94]

If you have two in play, you take 2 damage per land played.
[bethmo 04/11/96]

Card Information

1.11 Fasting

Fasting:

This effect requires a payment of skipping your draw phase. You cannot use multiple effects that require such a payment, so you cannot use two Fasting in the same turn. [WotC Rules Team 10/18/95]

Can only be used during upkeep. You cannot use it during your draw phase to skip the rest of it. [WotC Rules Team 10/18/95] Can be used at any time during upkeep. [Aahz 01/16/96]

Note that using this spell causes you to skip your draw phase entirely, so it cannot be used in combination with draw phase effects like Island Sanctuary or Howling Mine. [bethmo 08/10/94]

Card Information

1.12 Feint

Feint:

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

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

Card Information

1.13 Feldon's Cane

Feldon's Cane:

As errata to all versions of this card, it should read "{Tap}: Sacrifice Feldon's Cane, but remove it from the game instead of putting it into the graveyard. Shuffle your graveyard into your library."
[Duelist Magazine #10, Page 44] (This REVERSES the prior ruling that the Chronicles version was not removed from the game until it resolved.)

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 05/02/94. Was on the restricted list for Type II tournaments from 05/02/94 through 04/01/96.

Card Information

1.14 Fellwar Stone

Fellwar Stone:

Cannot be tapped for mana if opponent has no mana producing lands.
[bethmo 09/26/94]

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

The generated mana is of the color the land would produce if tapped for mana after applying any effects on that land (such as Phantasmal Terrain or Reality Twist). [Aahz 07/11/95]

It only produces one mana even if the land can produce more than one.
[D'Angelo 08/02/95]

Can generate any of the colors the land can produce, even if the land is one of the Homelands lands which has a cost in addition to tapping in order to generate that mana. [D'Angelo 10/27/95]

The Dark version of this card can only generate colored mana. It cannot generate colorless mana if an opponent controls a land that generates colorless mana. [Duelist Magazine #5, Page 10] (This is a REVERSAL). Does not carry any restrictions on the use of the mana that the original land might have had. [Aahz 08/01/95]

The Fourth Edition version of the card can generate colorless mana if the opponent has a land that does so. [Duelist Magazine #5, Page 10] The generated mana has any restrictions that the land's mana would have had. For example, if they have a Mishra's Workshop you could generate colorless mana only usable for casting artifacts. [Aahz 08/01/95]

Card Information

1.15 Festival

Festival:

Since this stops your opponent from declaring an attack, it can be very effectively used with Siren's Call to kill all your opponent's creatures. [bethmo 08/10/94]

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

Cannot be retargeted since it can only be played during its target's upkeep. [Aahz 07/06/95]

Card Information

1.16 Field of Dreams

Field of Dreams:

If you get to draw more than one card from the library at a time (such as with Ancestral Recall), after drawing each card you turn the next one face up. This means that all cards drawn are seen by all players. [bethmo 06/18/94] This is in line with all other rulings which say that each draw is really a separate action, but that they are done in sequence.

Card Information

1.17 Fiery Justice

Fiery Justice:

Cannot choose to do fractional or zero damage to a target. [WotC Rules Team 07/19/95]

1.18 Fireball

Fireball:

If split for multiple targets, each target can receive only one of the splits. You may not multiply target something. [bethmo]

If the damage to creatures is redirected to the player (via Jade Monolith or other effect), each split of the fireball is a separate damage packet for purposes of Circle of Protection. [WotC Rules Team 01/24/94]

The mana spent for extra targets is not part of the casting cost for Spell Blast or other reasons. [Peterson 10/14/94]

As always "a target" means any creature or player.

Card Information

1.19 Firestorm Phoenix

Firestorm Phoenix:

No matter how it goes to the graveyard from play, it returns to its owner's hand. [Aahz 06/16/94]

The Phoenix power works even for Clones or Doppelgangers of a Phoenix. The Clone or Doppelganger goes to your hand immediately after going to the graveyard. [WotC Rules Team 09/15/94]

As errata to the card, treat the word "instead" as being "after". The Phoenix does go to the graveyard and trigger effects (such as Soul Net) which watch for something going to the graveyard. It then jumps into the player's hand. [Duelist Magazine #2, Page 8]

Does not return if Disintegrated because Disintegrated creatures do not go to the graveyard first. [WotC Rules Team 09/15/94]

Does return if a Runesword is used on it and it is destroyed. [WotC Rules Team 10/12/94] The Runesword sends creatures to the graveyard first.

Card Information

1.20 Fissure

Fissure:

Whether the target is a land or enchantment is not set on announcement, so if the spell were Deflected it could target either. [D'Angelo 10/04/95]

Card Information

1.21 Flare

Flare:

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

1.22 Flash Flood

Flash Flood:

The decision to destroy a permanent or unsummon a Mountain 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]

Card Information

1.23 Flood

Flood:

Artist's name is spelled incorrectly.

Card Information

1.24 Floral Spuzzem

Floral Spuzzem:

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

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

The artifact may be regenerated if it is an artifact creature.
[bethmo 06/16/94]

The artifact cannot be saved by any means which is not legal during damage prevention. [bethmo 06/16/94]

Card Information

1.25 Flying Carpet

Flying Carpet:

Destroyed if creature using it is goes to the graveyard or gets removed from the game. It is not destroyed if the creature regenerates.
[Arab FAQ 01/05/94]

Card Information

1.26 Fog

Fog:

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

The Revised Edition version does stop blocking abilities, but does not undo any that have already occurred. For example, it will prevent the Thicket Basilisk's destroy ability if used before damage dealing, but it will not undo the Aisling Leprechaun's ability once it has taken effect.
[Aahz 03/17/95]

Can be played before an attack, or during an attack before damage is dealt. [bethmo]

The Revised Edition version of this card prevents special abilities due to blocking in addition to the normal prevention of creatures dealing damage. The Limited, Unlimited and Fourth Edition versions only prevent the dealing of damage. The Fourth Edition version is the only version usable after combat (to waste the card). [Duelist Magazine #5, Page 10]

1.27 Forbidden Lore

Forbidden Lore:

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

As errata, the first sentence of the card should read "Choose a target land you control." [Duelist Magazine #6, Page 132]

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]

Card Information

1.28 Forcefield

Forcefield:

In the Fourth Edition rules, the Forcefield removes all but one point of damage from an unblocked creature. The remaining point of damage retains its color and may be prevented or redirected as per normal means (including the Veteran Bodyguard). [PPG Page 113]

Treat this card as saying "(1): Prevents all but one damage to you from an unblocked attacking creature". This is official errata to the card. [Duelist Magazine #3, Page 79]

The "Errata" article in Duelist Magazine #2 incorrectly lists the cost of Forcefield as "(T,3)". Ignore this typo. [Duelist Companion #2, Page 3]

Cannot be used to prevent damage caused by a blocked creature with Trample ability. [bethmo]

Only usable on damage from unblocked attacking creatures that is dealt due to the attack. Any damage from effects (even while it is attacking and is unblocked) is not valid. [Duelist Magazine #7, Page 99]

Card Information

1.29 Force of Nature

Force of Nature:

It is not mandatory to pay the upkeep cost. You may choose not to pay and to take the damage. [Duelist Magazine #3, Page 15]

COP:Green can be used to prevent damage due to not paying upkeep.
[Snark]

The Alpha printing version of this card had 'G's where the green mana symbols are in all further printings.

Card Information

1.30 Force Spike

Force Spike:

The payment is optional. [Aahz 09/02/94]

Card Information

1.31 Force Void

Force Void:

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

1.32 Forgotten Lore

Forgotten Lore:

You can keep paying until you're happy with the card choice or run out of green mana. This isn't particularly clear from the card text, however.
[Aahz 06/08/95]

The opponent gets to choose and you get to pay the mana during the announcement of the spell, even before interrupts can be used against it. If you make the payment they choose another target, still being done

prior to allowing interrupts. Note that this card is not yet in the graveyard so it cannot be selected. [Duelist Magazine #9, Page 60]

This is not a triggered effect, but it is a specialized timing effect. The opponent gets a chance to use interrupts for mana to pay for this effect during the timing bubble. They can only use such interrupts, however, if they actually pay to make the other player choose again. [WotC Rules Team 07/19/95] See the Specialized Timing Effects entry in the Timing section of the General Rulings.

1.33 Fork

Fork:

As errata, this spell should be read as "Fork becomes a copy of target spell, acquiring all characteristics, except color, of that spell. Once the spell is copied, choose its new target(s); the copied spell has the same number of targets as the original." [WotC Rules Team 11/10/95] Note that if you change the color of the Fork from red that the resulting spell will not be red.

You need not (and may not) pay any additional mana or other costs (like sacrifices) to use the spell which is Forked. You get control over a complete copy. [bethmo 07/18/94]

If mana or other costs need to be spent at resolution of the spell, the caster of Fork would still be responsible for paying that cost. [bethmo 07/18/94]

Extra costs which are in the spell text but not in the cost at the top of the card still count as part of the cost and do not need to be paid by the player casting Fork. This includes extra mana in Drain Life, Soul Burn, etc. [WotC Rules Team 10/18/95]

You maintain full control over the copy of the spell regardless of who cast the original. [Snark]

The text "just cast" should read as "being cast". This is official errata to the card. [Duelist Magazine #3, Page 79]

For spells like Fireball that allow mana to be used for damage or for additional targets, the controller of the copy must use the same number of targets the original spell did. [Duelist Magazine #3, Page 22]

Forking a spell with an X in the cost like Detonate requires you to use the same X value. In the case of Detonate, you must find an artifact with exactly the cost X. [WotC Rules Team 09/30/94]

Once a Fork is completed, the new copy is placed on top of the current stack. The copy will resolve before the original. [bethmo 05/03/94] The copy isn't put onto the stack until after the original is either countered or becomes successfully cast.

The Fork card itself acts as the copy once Fork resolves. The Fork becomes the spell and will not go to the graveyard until the copy resolves.

If something happens to the spell card being copied, the Fork will act completely as that card. For example, Recall removes itself from the game, so a Fork of Recall will remove the Fork card. [Aahz 02/17/95]

Note that the copy created by the Fork is itself never actually cast and so it cannot be the target of interrupts. It is just the result of the casting of Fork. [Aahz 12/14/94]

When Forking Shahrzad and you lose both sub-games, you lose half of your life, and then half of what is left. [WotC Rules Team]

Will copy changes made by interrupts to the spell prior to the use of Fork, such as Sleight of Mind or Magical Hack. [WotC Rules Team 09/15/94]

Timing can get complicated if other interrupts are used.
See the Spell and Effect Timing section in the General Rulings for more information.

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

Card Information

1.34 Formation

Formation:

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

1.35 Foul Familiar

Foul Familiar:

Ability cannot be used while this card is in the graveyard.
[Duelist Magazine #7, Page 9]

1.36 Foxfire

Foxfire:

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

1.37 Frankenstein's Monster

Frankenstein's Monster:

As errata, it should read "Choose X target creatures in your graveyard. When Frankenstein's Monster comes into play, remove those cards from the game or bury Frankenstein's Monster." [Duelist Magazine #10, Page 43]

You declare X when the spell is cast and chose X creatures from the graveyard. If on resolution any of the targets are not there, the Monster is buried. If only some of the targets are there, you do not have to remove them. [Duelist Magazine #10, Page 43] In other words, it is an all or nothing effect and doesn't do anything partially.

X can be any number and it does not have to match the total contents of your graveyard. [bethmo 09/09/94]

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

Card Information

1.38 Freyalise's Charm

Freyalise's Charm:

See the Activation Cost entry in the General Rulings for more information on what "once each time" means.

1.39 Freyalise's Winds

Freyalise's Winds:

The effect is inherent in the wind counters and not the enchantment, so if the enchantment leaves play the wind counters will continue to work until they are removed during the next untap. [WotC Rules Team 02/06/96] (This REVERSES the preliminary ruling made in January)

Does not remove counters from Cyclone. This is because the enchantment does not seek out wind counters. The wind counters from the enchantment remove themselves at the proper time. [WotC Rules Team 02/06/96]

1.40 Frozen Shade

Frozen Shade:

As errata, the Limited, Unlimited and Revised edition versions should have "until end of turn" added to the ability. [WotC Rules Team 09/22/95]

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

Card Information

1.41 Fungusaur

Fungusaur:

Regeneration prevents death, so even if it would have died, it took damage and lived so it gets its +1/+1. [bethmo]

The Limited and Unlimited versions of this card gain +1/+1 every time it is damaged and not killed. This can occur more than once in a turn. The Revised and Fourth Edition cards only gain one counter at the end of any turn in which it is damaged.

Card Information

1.42 Fylgja

Fylgja:

This card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age.