

# **MTG\_CARD\_I**

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<b>COLLABORATORS</b>
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	TITLE : MTG_CARD_I		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	February 12, 2023	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# MTG\_CARD\_I

### 1.1 Card Rulings & Descriptions - I

- - \* - \* - I - \* - \* - -

Icatian Moneychanger

Icatian Store

Icatian Town

Ice Cauldron

Ice Floe

Icequake

Icy Manipulator

Icy Prison

Ifh-Biff Efreet

Illusionary Mask

Illusionary Presence

Illusionary Terrain

Imprison

Incinerate

Indestructible Aura

Infernal Darkness

Infernal Denizen

Infernal Medusa  
Infinite Authority  
Infinite Hourglass  
Infuse  
Initiates of the Ebon Hand  
Instill Energy  
In the Eye of Chaos  
Invoke Prejudice  
Irimi Sengir  
Iron Star  
Island Fish Jasconius  
Island of Wak-Wak  
Island Sanctuary  
Ivory Cup  
Ivory Guardians  
Ivory Tower

## 1.2 Icatian Moneychanger

Icatian Moneychanger:

A copy (Clone, Doppelganger, etc) of a Moneychanger only causes a player to take damage and the Moneychanger to get counters when the copy card itself is cast. A later Doppelganger change to a Moneychanger results in zero counters and zero damage. [Aahz 11/16/94]

Yes, the damage is preventable and it does not reduce the number of counters. [Aahz 12/01/94]

Card Information

## 1.3 Icatian Store

Icatian Store:

See Bottomless Vault for rulings.

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Card Information

## 1.4 Icatian Town

Icatian Town:

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

Card Information

## 1.5 Ice Cauldron

Ice Cauldron:

As errata, the effect should say that you put a card from your hand onto the Cauldron. [WotC Rules Team 05/08/96] This means that cards which are not actually in your hand, such as ones on an Elkin Bottle, cannot be played onto the Ice Cauldron.

The card on the Cauldron is not "in play". [Aahz 06/08/95]

The mana put in the Cauldron can only be used to cast the given spell, but you can add additional mana to a spell. [D'Angelo 06/08/95] This means you can pay part of the cost on one turn and the rest of it on the next turn.

The mana cannot be used to pay for penalty costs from things like Gloom. [Duelist Magazine #9, Page 61]

The mana can be used for additional costs outlined in the spell, such as the black mana for Drain Life. [Aahz 10/23/95]

Tapping the Cauldron for the mana is not an interrupt. It is an instant. So you don't get the mana back until the entire stack resolves. You can then use this mana on the spell during the following spell stack. [Duelist Magazine #7, Page 9]

X can be zero. This places a zero mana counter on the Cauldron. [Duelist Magazine #7, Page 9]

You do not have to use any mana from the Cauldron when casting the spell if you don't want to. You don't even have to tap the Cauldron and draw the mana, you can just cast the spell. [D'Angelo 06/12/95]

You can cast the spell at any time as if it were in your hand. The Cauldron does not have to be untapped for you to do this. You can cast it as a result of the original effect and not as a continuous effect of the Cauldron. [Duelist Magazine #7, Page 9]

You can only cast the spell when you could legally cast it normally. So no casting a Sorcery on your opponent's turn. [Duelist Magazine #7, Page 9]

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When you cast the spell and it resolves, it either becomes a permanent or goes to the graveyard just like normal. It does not stay on the Cauldron. [D'Angelo 08/01/95]

As errata, if the Cauldron leaves play, bury all spells stored on it. [Duelist Magazine #7, Page 9]

If the Cauldron leaves your control, the spell stays on it. The controller of the Cauldron is the only one that can tap to get the mana out of it. The player who put the spell on the Cauldron is the only one that can cast the spell on the Cauldron and they can do so even if they are not in control of the Cauldron. [Duelist Magazine #7, Page 9]

It is possible to have more than one spell on the Cauldron. You can tap the Cauldron to remove the charge counter and whatever mana is on it but leave the spell there. Later, you can tap it and put in mana and a charge counter to add another spell. [Duelist Magazine #7, Page 9]

If multiple spells are on the Cauldron, any one of them can be cast. The language of "the spell on top of the Ice Cauldron" means "any spell on top of the Ice Cauldron". [Duelist Magazine #7, Page 9]

If multiple spells are on the Cauldron, the mana can only be used for the spell that was put on the Cauldron along with the charge counter. [Aahz 06/29/95]

Since tapping the Cauldron is an instant speed effect, it is possible for the Cauldron to be destroyed by a Disenchant in the same spell stack. The result is that you get the mana during the spell stack resolution, but the Cauldron (and any spells on it) are gone! You're gonna take mana burn. [Bethmo 06/22/95] Note that if the spell on the Cauldron is a fast effect, you can still use mana from other sources to quickly get the spell on the Cauldron off. You still get mana burn but won't lose the spell.

If the act of putting the spell on the Cauldron is countered, you do not lose the spell since the spell would go on the Cauldron during resolution. [Duelist Magazine #7, Page 9]

You cannot store mana that is to be used for a special purpose into the Cauldron, such as Mishra's Workshop. [Aahz 07/04/95]

If you use mana from a Soldevi Machinist to charge the Cauldron, you cannot use the mana to cast anything and so it's just mana burn waiting to happen. This is because the Ice Cauldron remembers everything about how the mana can be used and generates mana with the same restrictions. [Duelist Magazine #10, Page 44]

Power Artifact will reduce the cost of placing a charge counter on it by 2, but the Cauldron will count only mana spent on it and will not store extra mana because of the Power Artifact's effect. Thus, if you spent RR2 by declaring an RR4 cost, you get RR2 later and not RR4. [WotC Rules Team 09/22/95]

Power Artifact will force a minimum expenditure of 1 on the Cauldron.

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[WotC Rules Team 09/22/95]

## 1.6 Ice Floe

Ice Floe:

See the Tap and Hold Effects entry in the General Rulings.

Can be used on an already tapped attacker. [Duelist Magazine #7, Page 8]

A creature on the Ice Floe will not be freed even if it gains Flying later. It is only freed when the Floe untaps. [D'Angelo 07/05/95]

The attacking creature is not removed from the attack and still deals damage as normal. [Duelist Magazine #7, Page 8]

Cannot be used on a creature before it is declared to be attacking since it only targets attacking creatures. By the time the creature is attacking, it is too late to stop it from continuing forward and dealing damage. [D'Angelo 08/22/95]

Does not prevent a creature from untapping during upkeep or during any time other than the untap phase. [bethmo 07/24/95]

## 1.7 Icequake

Icequake:

The snow-covered nature of the land is checked only on announcement, and not again on resolution. [D'Angelo 09/29/95]

## 1.8 Icy Manipulator

Icy Manipulator:

Opponent gets a chance to use the card being Manipulated during the same instant if they so wish. The "no effect" text on the Limited and Unlimited Edition versions of this card can be easily misread. It means that your tapping has no effect, not that your opponent cannot respond by using the card to some effect (if that would be a legal action).

Note that any cards which might trigger off a card becoming tapped still trigger. Thus, a Psychic Venom on a land that becomes tapped will cause 2 damage. [D'Angelo 03/12/95] Similarly, if the card itself triggers on its own tapping, such as City of Brass or Sorrow's Path, the effect will still happen. The "no effect" text on the Icy only means that this tapping will not activate the card. [D'Angelo 04/12/95]

Can target a tapped card, but tapping a tapped card does nothing useful. [Duelist Magazine #5, Page 23]

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The text was changed between the Alpha and Beta printings of the Limited Edition to include the "no effect" statement.

Was on the Duelists' Convocation restricted list (only 1 per deck) for tournaments from 01/25/94 to 03/23/94. It was removed once Antiquities made it easier to destroy artifacts.

Card Information

## 1.9 Icy Prison

Icy Prison:

Enchantments and counters on creatures are destroyed when they are sent to the Prison. [Aahz 06/30/95]

## 1.10 Ifh-Biff Efreet

Ifh-Biff Efreet:

You can pay the Efreet more than once a turn, even more than once in a given spell stack. [Arab FAQ 01/05/94]

Each payment counts as a separate activation and therefore a separate packet of damage (because the notation is not "G:Effect" it is "spend G for effect"). [bethmo]

The Efreet does indeed damage itself (unless it is no longer flying). [Chris Page]

Card Information

## 1.11 Illusionary Mask

Illusionary Mask:

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

This card does not affect in any way the original spell casting cost (amounts or colors). It just allows you to spend X additional mana of any color to disguise what the real cost was. [Card Text]

X can be zero.

If the Mask is destroyed, the creatures still remain face-down until one of the conditions of turning it over are met. [bethmo]

Only usable on summoned creatures, not on artifact creatures or animated lands. [bethmo] Similarly, it can't be used for Resurrected or

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Animated creatures.

The true casting cost of the spell can be masked. If your opponent wants to Spell Blast the creature, they need to guess at the casting cost of the creature exactly. Overspending or underspending on Spell Blast will cause it to fizzle. [Aahz 06/24/94]

Card Information

## 1.12 Illusionary Presence

Illusionary Presence:

Can give a basic land landwalk, a specific type of snow-covered landwalk, legendary landwalk (all legendary lands), or a specific non-basic landwalk (like Maze of Ith-Walk). You cannot choose all snow-covered lands or all non-snow-covered lands. [Duelist Magazine #7, Page 99]

## 1.13 Illusionary Terrain

Illusionary Terrain:

As errata, it should read as "All lands of a basic land type become basic lands of a different type of your choice". [WotC Rules Team 05/08/96]  
This errata makes the card work on lands which "count as" a basic land type, such as the multilands which say "counts as a forest".

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

## 1.14 Imprison

Imprison:

This effect triggers when the creature is tapped, is declared as an attacker, or is assigned to block. [WotC Rules Team 09/22/95] Note that you don't pay twice when it taps to attack.

There is a typo on this card. The gray circle for the colorless mana cost accidentally appears one line above the "1" it should be behind it.

Card Information

## 1.15 Incinerate

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Incinerate:

As errata, it should read "Incinerate deals 3 damage to target creature or player. That creature cannot regenerate this turn."

[Duelist Magazine #6, Page 22]

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]

## 1.16 Indestructible Aura

Indestructible Aura:

If this is cast in in the same spell stack as a damage causing effect it will take effect before the damage and thereby prevent it. This is because all damage is assigned after the resolution of the effects in the spell stack. Note that whether you cast this before or after the damage dealing effect in the batch, it still works.

[Duelist Magazine #2, Page 8]

Despite the name, this card only prevents damage and not destroy effects. [bethmo 08/30/94]

Card Information

## 1.17 Infernal Darkness

Infernal Darkness:

All affected lands produce just one black mana regardless of how many it might normally generate. [Duelist Magazine #6, Page 131] So a storage land produces one black even if you remove zero or three counters.

Will remove restrictions on how mana generated by the land is used.

[Duelist Magazine #6, Page 131] For example, the black mana from a Mishra's Workshop can be used for any purpose.

## 1.18 Infernal Denizen

Infernal Denizen:

You must sacrifice the Swamps if you can. You cannot choose not to pay if you have them. [Aahz 06/22/95]

You should always have one creature for your opponent to take (i.e the Denizen). If by chance you have no creature for your opponent to take, then they don't get one. Remember that taking a creature is optional so your opponent is not forced to take the Denizen. [D'Angelo 08/02/95]

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

## 1.19 Infernal Medusa

Infernal Medusa:

A non-wall creature blocking or any creature blocked by this card is marked for destruction when it is assigned as a blocker or this card is assigned to block it. A mark is added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. This mark stays even if the creature is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

Being destroyed at "end of combat" happens after damage resolution for normal damage dealing. This can result in a regenerating creature having to regenerate twice... once for damage dealing and once at "end of combat". [Aahz 01/19/95]

Card Information

## 1.20 Infinite Authority

Infinite Authority:

There is a typo on this card. "creaeture" should be "creature".

A creature of toughness 3 or less blocking or blocked this card is marked for destruction when it is assigned as a blocker or this card is assigned to block it. A mark is added to a creature which becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. This mark stays even if the creature is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

All creatures with Infinite Authority gain a +1/+1 counter when a creature is destroyed by an Infinite Authority in play.  
[Duelist Magazine #2, Page 8]

Being destroyed at "end of combat" happens after damage resolution for normal damage dealing. This can result in a regenerating creature having to regenerate twice... once for damage dealing and once at "end of combat". [Aahz 01/19/95]

Card Information

## 1.21 Infinite Hourglass

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Infinite Hourglass:

Removing a counter is not an ability with an activation cost. It is just an ability. [D'Angelo 06/20/95]

## 1.22 Infuse

Infuse:

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

## 1.23 Initiates of the Ebon Hand

Initiates of the Ebon Hand:

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

Card Information

## 1.24 Instill Energy

Instill Energy:

Remember that Instill Energy is an instant speed effect, so it will not resolve (untap the creature) until the spell stack resolves. This means the creature cannot be tapped, untapped, and then tapped again all in the same spell stack. It may be tapped for some effect, and then untapped by the Instill Energy on one spell stack. [bethmo]

Any enchantments (or other effects) which are on the creature that would cause it to not be untapped (or have a cost to be untapped) during untap phase do not in any way hinder or imply a cost to use the ability to untap once during the turn. [bethmo]

If cast on a creature the same turn it is summoned, the creature may attack that turn. [Card Text] It may not be tapped for special abilities because the card does not say that it can. [bethmo]

If played on an opponent's creature, the creature will be untapped during the controller of the creature's untap phase (unless prevented) and can be untapped during the controller of the enchantment's turn. [bethmo]

Note that even though the card says "summoned", it applies to any way you can get a creature into play on your side. [Aahz 03/30/95]

If there is something preventing the creature from attacking at all, Instill Energy will not override it. Thus, Walls are normally prevented,

Sea Serpent cannot attack unless your opponent has Islands, and so on.  
[D'Angelo 05/26/95]

Card Information

## 1.25 In the Eye of Chaos

In the Eye of Chaos:

This effect triggers when the spell is announced and prior to allowing interrupts to it. [WotC Rules Team 11/10/95]

Card Information

## 1.26 Invoke Prejudice

Invoke Prejudice:

If you have no creatures in play then by definition your opponent's summon spell cannot be of the same color as a creature you have in play. In this case they will always have to pay the extra mana. [bethmo 06/29/94]

Note that artifact creatures are not "summoned" and therefore are not affected by this spell. [Aahz 06/27/94]

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]

This effect triggers when the spell is announced and prior to allowing interrupts to it. [WotC Rules Team 11/10/95]

Only checks the colors of your creatures at announcement (read the word "casts" as "announces"). If your creatures change after that (even as an interrupt), it will not cause this effect to trigger.  
[D'Angelo 10/06/95]

Card Information

## 1.27 Irini Sengir

Irini Sengir:

The extra mana is not considered part of the casting cost. A Spell Blast would still only require the original casting cost as X in order to counter the spell.

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## 1.28 Iron Star

Iron Star:

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

Card Information

## 1.29 Island Fish Jasconius

Island Fish Jasconius:

As errata, the Arabian Nights and Revised Edition versions of this card should say "Does not untap during your untap phase". [Aahz 12/08/94]

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

The Fourth Edition version of this card has an activation cost to untap and is buried if no Islands are controlled. The Revised and Arabian Nights versions just had an ability and were destroyed if no Islands were controlled. [Duelist Magazine #5, Page 11]

Card Information

## 1.30 Island of Wak-Wak

Island of Wak-Wak:

As errata, the effect only lasts until the end of the turn.  
[WotC Rules Team 09/22/95] The effect holds even if Wak-Wak is destroyed before then. [Duelist Magazine #2, Page 15]

This is not considered an Island and cannot be used as a target or an enabler for spells which require Islands. [Arab FAQ 01/05/94]

Changes creature's current power to zero but does not prevent raising it after Wak-Wak has been used on it. [Arab FAQ 01/05/94] The full effect is to apply a -P/-0 to the creature where P=power of creature when Wak-Wak is used. [Aahz]

Card Information

## 1.31 Island Sanctuary

Island Sanctuary:

Only skip drawing one of your cards on a given turn to get the Sanctuary.  
[bethmo 05/30/94] If Howling Mine is in play, you only get to forego one

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of the draws, and you can look at the first card before deciding to skip the second. [Aahz 12/13/94]

Declining a draw should be thought of as a payment. Declining one draw cannot be used to activate more than one Sanctuary (or other effect). If you have multiple Sanctuaries, you need to decline a draw for each one you want to use. [D'Angelo 09/27/95]

Does not count as an Island for any spell which expects Islands.  
[bethmo]

Once activated, the effect will continue until your next turn even if this card leaves play. [D'Angelo 10/27/95]

The Alpha printing of the Limited Edition version of this card only prevented damage from creatures that are not flying or IslandWalking. All other printings prevent such creatures from even being used to attack. The distinction is subtle, but with the non-Alpha versions you can use the Nettling Imp or Siren's Call to kill off creatures since they cannot attack you. [bethmo]

Card Information

## 1.32 Ivory Cup

Ivory Cup:

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

Card Information

## 1.33 Ivory Guardians

Ivory Guardians:

Because the card says it gives +1/+1 to all Guardians if opponent has red cards in play, this bonus also applies to the Guardian Beast (from Arabian Nights) which says Summon Guardian. Not intentional, but true.  
[Aahz 06/24/94]

Only gets the bonus once even if more than one other player has red cards.  
[D'Angelo 04/14/95]

Card Information

## 1.34 Ivory Tower

Ivory Tower:

The Fourth Edition version of this card gives life at the beginning of

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upkeep. The Antiquities and Revised Edition versions of this card let you choose a time during upkeep to get the benefit.

[Duelist Magazine #5, Page 11]

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

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

Card Information

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