

MTG_CARD_M

Tom de Ruyter

COLLABORATORS

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

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Chapter 1

MTG_CARD_M

1.1 Card Rulings & Descriptions - M

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Magical Hack

Magus of the Unseen

Malachite Talisman

Manabarbs

Mana Clash

Mana Crypt

Mana Drain

Mana Flare

Mana Matrix

Mana Short

Mana Vault

Mana Vortex

Marsh Goblins

Marsh Viper

Marton Stromgald

Martyr's Cry

Martyrs of Korlis

Master of the Hunt
Maze of Ith
Meekstone
Merchant Ship
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Mox Emerald

Mox Jet

Mox Pearl

Mox Ruby

Mox Sapphire

Murk Dwellers

Musician

Mystic Might

Mystic Remora

1.2 Magical Hack

Magical Hack:

Alters all occurrences of a land word on the given card. These words must occur in the text box on the card. [WotC Rules Team]

Can target a card with no land words on it. [Duelist Magazine #5, Page 23]

Cannot change a land word to the same land word. It must be a different word. [Duelist Magazine #5, Page 23]

Cannot Hack proper nouns (i.e. card names) such as Island Fish Jasconius. [WotC Rules Team]

The card forgets the change if it goes to the graveyard or is Unsummoned. [Chris Page] In a multiplayer game, this means it persists even after the player who cast the Magical Hack leaves the game.

Cannot add or remove the words "Snow-Covered". [Duelist Magazine #6, Page 132]

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 11]

Card Information

1.3 Magus of the Unseen

Magus of the Unseen:

Can be used on an untapped artifact. Being tapped is not a targeting requirement. [Aahz 06/08/95]

The artifact taps after returning to the opponent (if it is not already tapped), so any effects triggered off it tapping happen at that time. [Aahz 07/05/95]

1.4 Malachite Talisman

Malachite Talisman:

See Hematite Talisman for rulings.

1.5 Manabarbs

Manabarbs:

Each land tapped acts a new instance of damage, but all damage is from the same source. [bethmo]

The Limited and Unlimited Edition versions did damage whenever a land was tapped. The Revised and Fourth Edition versions only do damage when the land is tapped for mana.

Card Information

1.6 Mana Clash

Mana Clash:

All the damage from the coin flips is saved up and happens when the spell is done resolving, but each point of damage is done as a separate packet of damage. [Wotc Rules Team 04/26/95] Thus you need to power a Circle of Protection: Red once for each point of damage.

Always affects the caster and targets another player. The Dark versions can be affected by Reflecting Mirror so that both coin flips are done by the caster. Either version can be redirected to a third player. [WotC Rules Team 02/09/95]

The Fourth Edition version of this card cannot target the caster, while The Dark version could. [Duelist Magazine #5, Page 11]

Card Information

1.7 Mana Crypt

Mana Crypt:

The coin flip is an upkeep effect and not an upkeep cost. You can use the Crypt before dealing with the upkeep effect and thus avoid the coin flip entirely. This works because if it is tapped at the end of upkeep, it is turned "off" like all artifacts are when tapped.
[Duelist Magazine #10, Page 44]

Card Information

1.8 Mana Drain

Mana Drain:

Gives you colorless mana. [Aahz 12/06/94]

Card Information

1.9 Mana Flare

Mana Flare:

When used with multilands produces 2 of one color, not one of each.
[bethmo 05/12/94]

When used with Urza's lands (and other colorless producing lands) they produce one extra colorless mana each. [bethmo 05/12/94]

Only produces extra mana when land is tapped for mana, not when tapped by Twiddle or for some other effect. [bethmo]

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

Mana Flare adds one of whatever color the land produces after applying any land type or color changing effects. [Duelist Magazine #6, Page 130]

The mana is provided when the land's mana producing effect resolves even though the Mana Flare is triggered when the land's effect is announced. What this means is that you still get the extra mana even if the Mana Flare is destroyed between announcing the tapping of a land for mana and the resolution. [Duelist Magazine #9, Page 61]

Card Information

1.10 Mana Matrix

Mana Matrix:

Only reduces the colorless mana portion of a spell's cost. If the spell does not accept colorless mana or accepts less than 2, you get a reduced or null effect from this card. [Duelist Magazine #2, Page 9]

Only affects its controller, not all players. [bethmo 06/15/94]

Only works on instants, interrupts and enchantments. It does not work on sorceries, or other spell types. So, you can't use it on a Fireball. [bethmo 06/16/94]

Although the apparent cost is reduced, the "casting cost" of the spell for reasons of Spell Blast or such is still the full amount. [Duelist Magazine #2, Page 9] Just think of the Matrix as contributing 2 to the cost, not reducing it.

Multiple Matrices do add up. Two will contribute up to 4 toward the cost, and so on. [bethmo 06/29/94]

Card Information

1.11 Mana Short

Mana Short:

Since this is an instant, your opponent may use any fast effects in response to the casting of this spell. Note that such effects will be resolved before the mana pool is emptied by the Mana Short. [bethmo] This makes it useless as a countermeasure for spells. To use it effectively, you need to use it during Upkeep and even then it will not prevent the use of instants and other fast effects.

Taps all lands, even if they do not normally produce mana. [D'Angelo 07/17/95]

As errata to the Limited, Unlimited and Revised Edition versions of this card, it should read "target player" instead of "opponent". This means you can use it on yourself. [Duelist Magazine #4, Page 64] The Fourth Edition version says this.

The text was changed between the Alpha and Beta printings of the Limited Edition.

Card Information

1.12 Mana Vault

Mana Vault:

As errata, Mana Vault untaps at the end of the upkeep phase in which its

cost is paid. It does not immediately untap. [WotC Rules Team 11/10/95]

Does one damage if it ends your upkeep in the tapped state regardless of whether it was untapped at some point during that upkeep. [Aahz 06/06/94]

You can untap a Mana Vault with a Mana Vault or Basalt Monolith and you can untap a Basalt Monolith with a Mana Vault. [WotC Rules Team 06/15/95]
This is a REVERSAL of a ruling made on page 79 of Duelist Magazine #3.

The untap ability can be used even when it is tapped. See the Artifacts entry in the General Rulings for more information.

The Limited and Unlimited Edition versions of this card do not require the untap cost to be paid during upkeep as the Revised Edition version does. You can pay to untap it at any time. [bethmo]

The Fourth Edition version of this card has a normal activation ability which can be affected by things like Power Artifact. [Aahz 08/15/95]

Card Information

1.13 Mana Vortex

Mana Vortex:

Consecrate Land cannot be used to prevent a sacrifice.
[Duelist Magazine #3, Page 7]

Card Information

1.14 Marsh Goblins

Marsh Goblins:

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 Vesuvan 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]

Card Information

1.15 Marsh Viper

Marsh Viper:

Your opponent does not get poison counters if all the damage done to them by

the Viper is prevented. The poison is added only if damage gets through because it is a side-effect of the damage. [Aahz 08/11/94]

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

The Fourth Edition version will give a poison counter to its controller if its damage gets redirected there, while The Dark version could only give one to an opponent. [Duelist Magazine #5, Page 11]

Card Information

1.16 Marton Stromgald

Marton Stromgald:

The bonus is calculated when attackers are declared and does not change if attackers are later killed off or removed from the attack. [Aahz 08/16/95] Inquest Magazine incorrectly said that the bonus would change.

1.17 Martyr's Cry

Martyr's Cry:

Only affects creatures in play, not ones in hands or discard piles. [Duelist Magazine #3, Page 7]

Card Information

1.18 Martyrs of Korlis

Martyrs of Korlis:

Only one bodyguard can take damage for you during a turn. Whichever bodyguard triggers first will win for that turn. If the first damage which would qualify for either comes from an unblocked artifact creature, you have the option of which one takes the damage. [Aahz 10/21/94]

The redirection takes place automatically at the end of the first step of damage prevention. This is not a fast effect used during damage prevention but you can use other prevention effects before this one kicks in. If there is more than one automatic effect, the person damaged can choose which order to apply them. This damage will result in a second damage prevention step to follow this one. [WotC Rules Team 06/15/95]

If a Limited or Unlimited Edition Veteran Bodyguard is available as well, unblocked artifact creature damage must go to a Martyr because its text overrides the Veteran Bodyguard. All other unblocked creature damage can and will be taken by your Limited or Unlimited Veteran Bodyguard.

[Aahz]

If a Revised Edition Veteran Bodyguard is available, only one of your Bodyguards can take damage even if one of the other Bodyguards is a Limited or Unlimited Edition one. This means that you may choose among your various Bodyguards which one takes creature damage (with Martyrs usable for artifact creature damage). Note that if a Martyr takes some artifact damage (creature or not) then none of the other Revised Bodyguards may take damage for you, even if the damage is not artifact damage.

Card Information

1.19 Master of the Hunt

Master of the Hunt:

Since tapping is not part of the cost, you can use this more than once a turn. [Duelist Magazine #2, Page 9]

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

Card Information

1.20 Maze of Ith

Maze of Ith:

See the Fog Effects entry in the General Rulings.

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

The creature is still considered to have attacked, and is even still part of the attack. It just deals and receives no damage. Don't infer something from the fact that it becomes untapped.

Can target a non-tapped attacking creature such as the Serra Angel.
Both parts of the effect will happen even if one part fails. So if it fails to untap the card, it will still make the creature unable to deal or receive damage. [Duelist Magazine #5, Page 22]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 10/10/94.

Card Information

1.21 Meekstone

Meekstone:

Creatures with power>2 do not untap normally once they become tapped
[Card Text] Since creatures do not tap when blocking, creatures with
power>2 are still useful for defense as long as they are untapped.

Does not prevent cards from being untapped outside the untap phase.
[bethmo]

Card Information

1.22 Merchant Ship

Merchant Ship:

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

The ability is triggered at the end of the Declare Blockers step if no
creatures were assigned to block it. [WotC Rules Team 09/22/95] Note that
you do not have to wait until the end of combat.

Card Information

1.23 Merfolk Assassin

Merfolk Assassin:

Can be used on a creature with Snow-Covered Islandwalk.
[WotC Rules Team 09/22/95] (This is a REVERSAL)

Artist's name is spelled incorrectly.

Card Information

1.24 Merieke Ri Berit

Merieke Ri Berit:

See the Tap and Hold Effects entry in the General Rulings for more
information.

If you lose control of a creature controlled by Merieke, the creature can
still be buried according to Merieke's ability. [Aahz 11/06/95]

1.25 Merseine

Merseine:

When the last counter is removed, Merseine stays in play but does nothing.
[WotC Rules Team 12/15/94]

The cost that needs to be paid is in mana of any color, not the actual cost and color of the creature. [Duelist Magazine #4, Page 7]

Can remove as many counters per turn as you want to and this can be done at any time fast effects are legal. [D'Angelo 03/23/95]

Card Information

1.26 Mesmeric Trance

Mesmeric Trance:

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] It used to be as an effect.

1.27 Metamorphosis

Metamorphosis:

The mana generated by this spell must be used to summon creatures or you take mana-burn damage. You can however split it up among multiple summonings or add to it from other mana sources. [Arab FAQ 01/05/94]

You cannot spend any of the mana to pay penalty costs from effects like Gloom, Nether Void, etc. [WotC Rules Team 10/18/95]

You can spend the mana on costs on the spell itself such as the extra mana paid for Drain Life (a contrived example since Drain Life isn't a creature, but that's the idea). [WotC Rules Team 11/10/95]

Since this is a "sacrifice", you may choose creatures with Protection from Green. [Aahz]

Card Information

1.28 Meteor Shower

Meteor Shower:

The "RXX" casting cost is not a misprint. It means to spend one red plus two times X of any color to cast the spell. Choose X based on how much damage you want to do. [Duelist Magazine #7, Page 8]

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

1.29 Mightstone

Mightstone:

The +1/+0 applies to attacking creatures from all players. [Aahz]

Card Information

1.30 Mijae Djinn

Mijae Djinn:

If Nettling Imp, Siren's Call or similar effect is used on the Djinn and the coin toss fails, then it does not attack and will be killed at the end of the turn. [bethmo]

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

The Arabian Nights version should be read as "Tap Mijae Djinn and it does not attack" instead of "Mijae Djinn is tapped but does not attack".
[WotC Rules Team 02/09/95]

Card Information

1.31 Millstone

Millstone:

Library of Leng has no effect on the Millstone because cards are moved to the graveyard. They are not "discarded". [bethmo]

Can be used on a player with less than 2 cards in their library. It will remove 0 or 1 cards if that is all that is available.
[Duelist Magazine #6, Page 130]

It is not a draw effect so it will not cause a player with less than 2 cards in their library to lose. [Duelist Magazine #6, Page 130]

Card Information

1.32 Mind Bomb

Mind Bomb:

The cards discarded because of the Bomb are considered forced discards. They will trigger Psychic Purge and they can be put on top of your library if you have the Library of Leng in play.
[WotC Rules Team 10/12/94]

Card Information

1.33 Mind Ravel

Mind Ravel:

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

You still draw a card if opponent had no cards in hand.
[WotC Rules Team 06/15/95]

1.34 Mindstab Thrull

Mindstab Thrull:

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

Target player gets to choose which cards they discard.
[Duelist Magazine #4, Page 7]

Card Information

1.35 Mind Twist

Mind Twist:

As errata to the Limited, Unlimited and Revised Edition versions of this card, it should read "target player" instead of "opponent". This means you can use it on yourself. [Duelist Magazine #4, Page 64] The Fourth Edition version says this.

Has been on the Duelist Convocation banned list (not allowed in decks) since 02/01/96. It was on the Convocation restricted list (only 1 per deck) for tournaments from 08/01/94 to 02/01/96.

Card Information

1.36 Mind Whip

Mind Whip:

The payment is considered an upkeep cost on the enchantment and not an upkeep cost on the creature. [WotC Rules Team 05/08/96]

1.37 Minion of Leshrac

Minion of Leshrac:

Paying the upkeep is optional. [Aahz 06/19/95]

Can be read as saying that if you prevent the damage then it does not become tapped, but the card should be played as becoming tapped if you don't pay the upkeep regardless of what you do about the damage. [Aahz 06/27/95]

1.38 Miracle Worker

Miracle Worker:

Can only target "Enchant Something" cards and not general enchantments such as Oubliette or Pestilence. [Aahz 10/21/94]

Card Information

1.39 Mirror Universe

Mirror Universe:

If one player is a Lich, they are considered to be gaining life from this effect and instead draw cards. The other player is in deep trouble if they cannot raise their life points from zero. [Aahz 06/16/94]

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

If a player has a negative life total, that total is swapped just as normal. There are no special rules for negative life. [Aahz 09/23/95]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 08/01/94.

Card Information

1.40 Mishra's Factory

Mishra's Factory:

See the Animated Lands and Artifacts section in the General Rulings for more information.

When it is an Assembly Worker, it is still a land and retains all of its other abilities. [Duelist Magazine #2, Page 14]

Assembly Worker only lasts until the end of the turn, and then any Enchant Creature or Enchant Artifact spells on it are destroyed.
[Duelist Magazine #2, Page 15]

Can attack on the turn an Assembly Worker is created, but it may not attack on the turn the land itself is brought into play.
[Duelist Magazine #2, Page 15]

Any counters on the Assembly Worker remain even if the counters stop being meaningful when it de-animates.

Can only give +1/+1 to one Assembly Worker. Not all of them.

Tapping a land for something other than mana is an instant speed (not interrupt speed) effect. [bethmo]

An Assembly Worker is considered to have a zero casting cost.
[Duelist Magazine #5, Page 14]

Because turning it into an Assembly Worker is an effect, it is possible to power it many times during an instant. When the instant is resolved, the Factory will turn into an Assembly Worker. Once that once it is an Assembly Worker that this will not work. [Duelist Magazine #2, Page 14]

When it is an Assembly Worker, it is an Artifact and can therefore be stolen by Aladdin. It is also a creature and can be stolen. If stolen by use of a fast effect, it will not return to you even when it reverts to being a land. Once a card is stolen, it only goes back to its original controller according to the terms on the stealing card. Note that enchantments which steal cards (such as Control Magic and Steal Artifact) do leave their target if the target is no longer valid.
[WotC Rules Team 02/09/95]

An Assembly Worker with Consecrate Land on it follows the rulings outlined for Consecrate Land.

If an Assembly Worker is changed into another kind of land by something like Phantasmal Terrain, it will stay a 2/2 creature (until end of turn) but will not still be called an Assembly Worker. [Duelist Magazine #9, Page 60]

The Fourth Edition version uses activation costs to generate mana or give +1/+1 to an Assembly Worker. The Antiquities version just had an ability.
[Duelist Magazine #5, Page 11]

Card Information

1.41 Mishra's War Machine

Mishra's War Machine:

You may choose to take damage or to discard. You cannot avoid taking damage if you have no cards to discard. [bethmo]

Can be read as saying that if you prevent the damage then it does not become tapped, but the card should be played as becoming tapped if you don't pay the upkeep regardless of what you do about the damage. [Aahz 06/27/95]

Card Information

1.42 Mishra's Workshop

Mishra's Workshop:

Mana from this can only be used for the artifact's casting cost and cannot be applied to pay penalties like Power Sink, Nether Void, etc. [WotC Rules Team 10/18/95]

You can spend the mana on costs on the spell itself such as the extra mana paid for Drain Life (a contrived example since Drain Life isn't an artifact, but that's the idea). [WotC Rules Team 11/10/95]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 06/13/94.

Card Information

1.43 Mistfolk

Mistfolk:

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

1.44 Moat

Moat:

Yes this really does affect all players. [bethmo 06/20/94]

Card Information

1.45 Mold Demon

Mold Demon:

You must sacrifice two Swamps whenever the creature is brought into play. This includes Clone, Doppelganger, Animate Dead, or Resurrection. In all these cases Swamps need to be sacrificed. [bethmo 06/25/94]

A creature leaving Oubliette or Tawnos's Coffin does not cause "comes into play" effects to happen again so it will not require a sacrifice in those cases. [Aahz 07/05/95]

A Doppelganger switching forms to a Mold Demon will not require a sacrifice. [Aahz 07/05/95]

The sacrifice is done as a triggered effect just after it enters play. It is not paid on announcement. [D'Angelo 10/27/95]

Card Information

1.46 Mole Worms

Mole Worms:

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

1.47 Monsoon

Monsoon:

The damage is done in a separate packet for each Island tapped by the effect. It is not done all at once. [Aahz 06/08/95]

Does one damage for each untapped Island. [D'Angelo 12/21/95]

1.48 Mountain Stronghold

Mountain Stronghold:

See Adventurers' Guildhouse for rulings.

Card Information

1.49 Mountain Titan

Mountain Titan:

If you spend RR1 more than once, you can get more than one counter per black spell cast. [Aahz 06/25/95]

The counters do not wear off at the end of the turn. They stick around. The ability to put more counters on wears off at the end of the turn. [D'Angelo 08/02/95]

1.50 Mox Emerald

Mox Emerald:

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

Card Information

1.51 Mox Jet

Mox Jet:

See

Mox Emerald
for rulings.

Card Information

1.52 Mox Pearl

Mox Pearl:

See

Mox Emerald
for rulings.

Card Information

1.53 Mox Ruby

Mox Ruby:

See

Mox Emerald
for rulings.

Card Information

1.54 Mox Sapphire

Mox Sapphire:

See

Mox Emerald
for rulings.

Card Information

1.55 Murk Dwellers

Murk Dwellers:

As errata, all versions of Murk Dwellers only get the bonus during the attack and not until end of turn. [WotC Rules Team 11/13/95]

Card Information

1.56 Musician

Musician:

The cost is an upkeep cost and will prevent the creature from using abilities before the cost is paid. [Aahz 06/08/95] See the Upkeep entry in the Turn Phases section of the General Rulings for more information.

The upkeep imposed on a creature by the music counters is considered to be inherent to the creature. If not paid, the creature is considered to be destroying itself. [WotC Rules Team 05/08/96]

1.57 Mystic Might

Mystic Might:

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

As of 06/01/96, the land is tapped during announcement of 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]

1.58 Mystic Remora

Mystic Remora:

A "non-creature spell" is any spell other than a Summon or Artifact Creature spell. [Aahz 06/08/95]
