MTG_CARD_T

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1.2   The Tabernacle at Pendrell Vale

The Tabernacle at Pendrell Vale:

  The upkeep cost is not mandatory. [Aahz 06/15/94]

  Card Information

1.3   Tablet of Epityr

Tablet of Epityr:

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

  Only works when artifact goes to the graveyard from play, not from a
    player's hand. At that time, the card is not an artifact. [bethmo]

  Cannot be used on itself because it is used after an artifact goes to the
    graveyard. [Aahz 06/06/94]

  Card Information

1.4   Taiga

Taiga:

  See Badlands for rulings.

  Card Information

1.5   Takklemaggot

Takklemaggot:

  This spell is cast on a creature. On the upkeep of the player controlling
    the creature, the creature gets a -0/-1 counter. When the creature is
    destroyed (by the counters or any other means), the controller of the
    creature gets to place Takklemaggot on a creature of their choice. If
    there are no creatures to put it on, then Takklemaggot becomes a simple
    enchantment. [Card Text]

  If the creature leaves play without going to the graveyard (via Unsummon
    or something like that), Takklemaggot is simply destroyed.
    [bethmo 08/23/94]

Note that Takklemaggot is always "controlled" in the game sense by the
  player who cast it, even though decisions are being made by the player
  whose creature is affected. [Aahz 07/06/94]

Moving Takklemaggot is not considered to be a spell or effect, so it can
  be moved onto creatures which cannot be targeted by spells and effects
  (such as Autumn Willow). [WotC Rules Team 02/06/96]
  See the Moving Enchantements entry in the General Rulings.

Card Information

1.6 Tawnos's Coffin

Tawnos's Coffin:

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

  All damage and scheduled destruction (i.e. dies at end of turn) are
    removed when the creature goes out of play. [Duelist Magazine #2, Page 15]

  Note that token creatures which are removed from play leave the game
    permanently. [Page 63]

  Remember that the creature, when removed from the Coffin cannot attack or
    be tapped until you begin a turn with it in play. [Page 30]

  If a creature enters the Coffin, then exits it during the same turn, it
    is still subject to Summoning Sickness. [WotC Rules Team 04/12/95]

  If a creature enters the Coffin after an effect targets it, then exits
    before that effect resolves, then the creature is still "locked onto" by
    the targeted effect. [WotC Rules Team 10/18/95]

  A creature in the Coffin is considered to be in suspended animation. When
    it returns, you need not pay any costs or deal with any effects that
    happen because the creature re-entered play. For example, you do not
    choose a new creature for a Clone or sacrifice Forests to a Wood
    Elemental. [WotC Rules Team 09/15/94]

  Creatures like Stangg and Hazezon Tamar which get token creatures when they
    enter play do not get those creatures when they re-enter.
    [WotC Rules Team 09/15/94]

  The creature returns to play, and if not already tapped, it taps at that
    time. This does cause any effects which trigger off the creature becoming
    tapped. [WotC Rules Team 09/15/94]

  A creature in the Coffin does not have its Cumulative Upkeep continue to
    climb but it also does not reset this value.
    [Duelist Magazine #7, Page 99]

  The creature in the Coffin may not be selected (and returned to play) by
    the Ma'ruf's Ring artifact since the card are "out of play" and not "out
    of the game". [WotC Rules Team 11/10/95] (This is a REVERSAL)

Card Information

1.7 Tawnos's Wand

Tawnos's Wand:

  The second sentence should read "after the Wand is used" instead of
    "after defense is chosen".

  The Antiquities version of this card made the creature blockable only by
    artifact creatures. The Fourth Edition version makes the creature
    totally unblockable. [Duelist Magazine #5, Page 11]

  Card Information

1.8 Tawnos's Weaponry

Tawnos's Weaponry:

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

  There is a variant of this card on which the colorless mana circle is
    missing behind the activation cost.

  Card Information

1.9 Telekinesis

Telekinesis:

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

  Card Information

1.10 Tempest Efreet

Tempest Efreet:

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

  Has been on the Duelists' Convocation banned list (not allowed in a deck)
    for tournaments since 08/01/94 because it is only used in games for Ante.

  Card Information

1.11 Terror

Terror:

  As errata, the Limited, Unlimited and Revised versions of this card should
    read "Bury target non-black, non-artifact creature." [Aahz 09/05/95]

  As with all targeted effects, the requirements for targeting are checked
    when declaring the effect and when resolving it. So, if the creature
    is becomes a black or artifact creature after this spell is declared
    and before it is resolved, then the effect fizzles.

  Card Information

1.12 Tetravus

Tetravus:

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

  When the counters are off the Tetravus and acting as 1/1 Flying artifact
    creatures, they are token creatures and follow the rules of token
    creatures. [bethmo]

  A token creature cannot attack on the turn it enters play. [Page 30]

  If the Tetravus is destroyed when the Flyers are off the card, they are
    not destroyed, they are just orphaned. [bethmo]

  Tokens can only be moved back to the same Tetravus they came from.
    [Duelist Magazine #2, Page 15]

  Moving a counter on or off the Tetravus is a fast effect. You can move
    as many as you want during upkeep, but each can only be moved once.
    [WotC Rules Team 10/12/94]

  Orcish Oriflamme and other non-targeted effects can enhance the token
    creatures. [bethmo]

  A Clone of Tetravus does get the counters since this is done at casting
    time. A Doppelganger only gets tokens if it copies the Tetravus at
    casting time and not as a later doppel effect. [WotC Rules Team 07/27/94]

  If your opponent controls some of the token creatures, you can still
    merge them back into the Tetravus and effectively get them back.
    [WotC Rules Team 10/12/94]

  Merging them back in erases all changes and effects of any sort from the
    token creature. [WotC Rules Team 10/12/94]

  Tetravite token creatures always come into existence untapped regardless of
    the tap state of the Tetravus. [D'Angelo 08/03/95] But they are subject
    to any other effects which might change this. For example, Kismet will
    make them enter play tapped. [D'Angelo 01/22/96]

Card Information

1.13 Thallid

Thallid:

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

  Card Information

1.14 Thallid Devourer

Thallid Devourer:

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

  Card Information

1.15 Thelonite Druid

Thelonite Druid:

  The most recent land animating ability takes precedence, so if the Druid
    were used to make your Bayous into 2/3 creatures and then a Kormus Bell
    were put into play, they would become 1/1 instead.
    [WotC Rules Team 12/15/94]

  The 2/3 creature effect does not wear off if the land stops being a Forest.
    It continues until the end of the turn. [WotC Rules Team 11/10/95]

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

  Only affects Forests that are in play when the effect resolves.
    [Aahz 11/22/95]

  Card Information

1.16 Thelonite Monk

Thelonite Monk:

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

  Card Information

1.17 Thelon's Curse

Thelon's Curse:

  Cannot be used to untap your creatures during your opponent's turn.
    [Aahz 12/02/94]

  Card Information

1.18 Thicket Basilisk

Thicket Basilisk:

  Creatures can regenerate from the Basilisk's power.

  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]

  Protection from Green does not prevent the Basilisk's power because it is
    not a targeted effect. [Page 63]

  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]

  The Fourth Edition version of this card destroys creatures at the end of
    combat. The Limited, Unlimited and Revised Editions destroyed the
    creature during the normal damage dealing step (first strike on the
    Basilisk does not affect when it destroys the creature). [Aahz 05/23/94]

  The Fourth Edition version of this card will never destroy a Wall, while the
    Limited, Unlimited and Revised Edition versions will destroy an attacking
    wall which the Basilisk blocks. [Duelist Magazine #5, Page 11]

  The Limited and Unlimited versions of Fog do not prevent the Basilisk's
    power from working. The Revised version does prevent it. See Fog for
    more information.

  Card Information

1.19 Thoughtlace

Thoughtlace:

  See Chaoslace for rulings.

Card Information

1.20   Throne of Bone

Throne of Bone:

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

  Card Information

1.21   Thrull Champion

Thrull Champion:

  Yes, he gives himself the bonus. [Aahz 12/02/94]

  Yes, he can be used to steal another Thrull Champion.
    [Duelist Magazine #4, Page 7]

  Does not lose control of Thrulls when he becomes untapped, so he can take
    control of more than one by taking one each turn.
    [Duelist Magazine #4, Page 7]

  Card Information

1.22   Thrull Wizard

Thrull Wizard:

  You can use this ability multiple times on one spell to force your opponent
    to use more than one mana to prevent the spell from being countered.
    You can even use this ability, let them pay, then use this ability
    repeatedly. [Aahz 01/19/95]

  Card Information

1.23   Tidal Flats

Tidal Flats:

  Can be used more than once in a turn. Each time, the opponent can pay to
    prevent giving first strike to a creature, but this payment only stops
    the current activation and not future activations of Tidal Flats.
    [D'Angelo 02/06/95]

  The payment is made when Tidal Flats resolves. [D'Angelo 06/27/95]

First Strike is assigned to your creatures currently blocking non-Flyers
  when this effect resolves. So, if the blocking assignments change
  before resolution (with General Jarkeld for instance) you might get a
  different effect than you expected. [WotC Rules Team 09/22/95]

Card Information

1.24   Tidal Influence

Tidal Influence:

As soon as the number of counters on this card changes, so do the ratings
  of all blue creatures. [Aahz 12/02/94]

You can put multiples of these into play due to Eureka because they are not
  being "cast". [WotC Rules Team 04/26/95]

Card Information

1.25   Time Elemental

Time Elemental:

As errata, the last two sentences should read "If Time Elemental is
  assigned to attack or to block, destroy it at end of combat. In this
  case, Time Elemental deals 5 damage to its controller."
  [WotC Rules Team 09/22/95]

This card is marked with a "destroy at end of combat" effect at the end of
  the Declare Attackers or Declare Blockers step of the attack in which it
  is assigned as an attacker or blocker. [WotC Rules Team 09/22/95]

The 5 damage is done to you when it is assigned as an attacker or blocker.
  This damage does not wait until the end of the combat to happen.
  [WotC Rules Team 02/06/96] The destroy effect is still at the end of
  combat.

The self-destruction is not considered a blocking ability which is prevented
  by Revised Edition Fog. [Aahz 03/07/95]

Card Information

1.26   Timetwister

Timetwister:

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

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

Card Information

1.27 Time Vault

Time Vault:

  As errata, the card should read "Comes into play tapped. Does not untap as
    normal. If Time Vault is tapped and does not have a time counter, you may
    skip your turn to untap Time Vault and put a time counter on it.
    {Tap}: Remove the time counter from Time Vault to take an additional turn
    immediately before the next normal turn."
    [Tourney Rules Update 03/01/96] + [Aahz 03/03/96]

  You use the untap effect right as your turn would begin and skip your turn
    instead of proceeding to the untap phase. [Aahz 03/04/96] You cannot
    decide to skip your turn during another player's turn.

  Before the errata, there were a lot of tricks to getting infinite turns.
    The errata stops all of them.

  If you have multiple Time Vaults, you must skip a turn for each one you
    wish to untap, not one turn to untap them all. [bethmo]

  If multiple "extra turn" effects resolve in the same turn, take them in
    the order that the effects resolved. [Aahz 12/02/94] This is because they
    get inserted before your next "normal" turn and so they will not be
    inserted before an "extra" turn (which is considered to not be "normal").
    [Aahz 03/08/96]

  Was on the Duelists' Convocation banned list (not allowed in a deck) for
    tournaments from 03/23/94 to 04/01/96 because it is easy to abuse. It was
    removed when the errata was issued. It was on the restricted list (only
    one per deck) from 01/25/94 to 03/22/94.

  Card Information

1.28 Time Walk

Time Walk:

  If multiple "extra turn" effects resolve in the same turn, take them in
    the order that the effects resolved. [Aahz 12/02/94]

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

  Card Information

1.29 Tinder Wall

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Tinder Wall:
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  The ability to do 2 damage is used when it is blocking, not as it blocks or
    after combat. [Aahz 11/08/95]

1.30 Titania's Song

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Titania's Song:
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  This spell effectively cancels out all the text in the textbox of the card.
    All abilities are lost. [bethmo 09/22/94]

  Is not prevented by Guardian Beast. [bethmo]

  Card Information

1.31 Tivadar's Crusade

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Tivadar's Crusade:
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  Artist's name is spelled incorrectly.

  Card Information

1.32 Tor Wauki

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Tor Wauki:
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  Does damage immediately and may kill the creature before damage dealing.
    [Aahz 06/17/94]

  Card Information

1.33 Total War

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Total War:
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  Destroys creatures at the end of the Declare Attackers step. [Aahz 06/08/95]

  Creatures which start your turn on your side, leave your side and then
    return will be destroyed by this effect since you cannot attack with them
    and they are not exempted from the effect. [Aahz 06/08/95]

1.34   Touch of Death

Touch of Death:

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

1.35   Touch of Vitae

Touch of Vitae:

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

  You cannot attack when it is not your turn or at any other illegal time.
    [Duelist Magazine #7, Page 9]

  The creature's controller (and not necessarily the caster of this spell)
    decides whether and when to untap the creature that turn.
    [Duelist Magazine #7, Page 99]

1.36   Tourach's Chant

Tourach's Chant:

  Only checks the type of the land as the land is played. If the land gets
    changed afterward (even by a continuous effect like Blood Moon), the Chant
    causes no additional effect. [Aahz 12/25/94]

  Card Information

1.37   Tourach's Gate

Tourach's Gate:

  As errata, the card should read "Can only be played on a target land you
    control. Sacrifice a Thrull to put 3 time counters in Tourach's Gate.
    During your upkeep, remove a time counter from Tourach's Gate. If there
    are no counters on Tourach's Gate, bury it. 0: Tap target land Tourach's
    Gate enchants to give all your attacking creatures +2/-1 until end of
    turn." [Duelist Magazine #5, Page 23]

  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]

  Before 06/01/96, tapping the land is part of the effect of using the
    enchantment's ability, so you do not get mana or any other effect out of
    the land at the same time. [Aahz 11/30/94]

Sacrificing a Thrull is an instant speed effect with no other costs.
   [Duelist Magazine #5, Page 123] Treat is as if it said "0: Sacrifice a
   Thrull to put 3 counters on Tourach's Gate" but remember that it is not
   an activation cost. This is just an equivalent wording to help it make
   sense. The effect is valid whenever fast effects are.

It only checks if it has no counters during upkeep.
   [WotC Rules Team 12/15/94]

Card Information

1.38 Tracker

Tracker:

   Giving him First Strike does not affect his ability. [bethmo 08/29/94]

   The amount of damage he does is fixed when the effect is announced. The
      amount of damage the target does back is decided when the effect is
      resolved. [Aahz 03/07/95]

   If Tracker leaves play before his effect resolves, the target creature is
      still damaged. [D'Angelo 05/23/95]

   If the target creature leaves play before the effect resolves, then the
      whole effect fizzles. [D'Angelo 05/25/95]

   Card Information

1.39 Tranquility

Tranquility:

   As errata to the Limited, Unlimited and Revised Edition versions of this
      card, the word "discarded" should be read as "destroyed". [PPG Page 113]

   Destroys all cards that read "Enchant xxx" as well as those reading
      "Enchantment". [bethmo]

   Card Information

1.40 Transmutation

Transmutation:

   This can effectively kill a creature with a power of zero, but there is
      still a chance to increase the power of the creature using fast effects
      before this takes effect. [bethmo 06/14/94]

   Card Information

1.41   Transmute Artifact

Transmute Artifact:

  As errata to the card, the first sentence should read "Sacrifice an
    artifact. Search through your library for one artifact and immediately
    place it into play." [Duelist Magazine #4, Page 138]

  Additional mana spent to cover the differences in casting costs is not
    part of the casting cost of this spell for Spell Blast or any other
    reasons. It is spent during spell resolution. [bethmo] If it is not
    spent, the spell fails and the sacrificed artifact is left in the
    graveyard.

  The target is the only casting decision. Picking an artifact is part of
    the resolution. [bethmo]

  The one from the library enters play when the spell is resolved, and this
    does not count as the casting of an artifact or destruction of an
    artifact. It will not trigger off events which Urza's Chalice or
    Citanul Druid can react to. [bethmo]

  Card Information

1.42   Triassic Egg

Triassic Egg:

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

  The sacrifice of the egg is part of the effect, so you can sacrifice it
    at the same time you put on the second counter. [WotC Rules Team 09/15/94]

  Can hatch as soon as it has two counters on it and is untapped. This can
    be on the same turn you added the second counter or on your opponent's
    turn as long as it is untapped. [Aahz 06/28/94]

  Can only hatch one creature no matter how many counters are on it.
    [bethmo 06/20/94]

  Card Information

1.43   Triskelion

Triskelion:

  It is legal to attack (or defend) with the Triskelion and then if it
    survives the attack you can use some of the +1/+1 counters to do damage
    to a creature after the attack. [bethmo]

  Can still use its ability even when tapped because this is a creature
    ability.

The text "any time" on the Antiquities version of the card means "any time
  fast effects are legal" [Aahz 07/05/95]

Counters can be used on the turn it enters play because it does not require
  tapping. [bethmo]

Can only use the counters which it gets when cast as part of the ability.
  +1/+1 counters gained by other means cannot be used. [D'Angelo 07/07/95]

The Fourth Edition version has an activation cost to remove a counter
  while the Antiquities version just had an ability.
  [Duelist Magazine #5, Page 11]

Card Information

1.44   Tropical Island

Tropical Island:

  See Badlands for rulings.

  Card Information

1.45   Tundra

Tundra:

  See Badlands for rulings.

  Card Information

1.46   Twiddle

Twiddle:

  Can be used to untap the Time Vault without skipping a turn [Snark]

  Tapping an artifact deactivates it. [Page 31]

  Opponent gets a chance to use the card being Twiddled during the same
    instant if they so wish.

  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. [D'Angelo 04/12/95]

  The decision to tap or untap is made on announcement before target is

selected. This decision cannot be changed if the spell is Forked or
redirected. [WotC Rules Team 09/22/95]

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 spell is
Forked or redirected, the type is not fixed. [WotC Rules Team 09/22/95]

Twiddle to tap can target a tapped card and Twiddle to untap can target an
untapped card. [Duelist Magazine #5, Page 23]

Note that this is not a toggle effect. If you use Twiddle to tap a card
and before it takes effect your opponent taps it, Twiddle will not
untap the card. [bethmo]

The Unlimited Edition version of this card has an extra statement about
"no effects are generated by the target card". This statement does
not make the target unusable, it is just a reminder that tapping a card
with an effect (rather than tapping as part of a cost) does not activate
any abilities on the card.

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

Card Information

1.47 Typhoon

Typhoon:

Number of Islands is counted on resolution and not on announcement.
[D'Angelo 10/05/95]

Card Information