

MTG_CARD_Z

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	<i>TITLE :</i> MTG_CARD_Z	
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Chapter 1

MTG_CARD_Z

1.1 Card Rulings & Descriptions - Z

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Zelyon Sword

Zombie Master

Zuran Orb

Zur's Weirding

1.2 Zelyon Sword

Zelyon Sword:

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

Card Information

1.3 Zombie Master

Zombie Master:

Does not grant the abilities to itself. [PPG Page 225]

The abilities begin once the Master is in play and immediately cease if it leaves play.

Grants abilities to all Zombies owned by all players. [Snark]

Card Information

1.4 Zuran Orb

Zuran Orb:

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 11/01/95.

1.5 Zur's Weirding

Zur's Weirding:

This is a triggered effect that goes off when a draw effect completely resolves. If a spell/effect causes more than one card to be drawn, wait for the effect to resolve completely. If that player has any of those cards still in their hand (which they might not if the effect was a Sylvan Library for example), then you can pay to make them discard. [Duelist Magazine #7, Page 100]

This does not make it as if the player never drew, it is really a discard. If you have a Library of Leng, you can discard to the top of your library. [D'Angelo 07/12/95]

Will trigger a Psychic Purge. [Aahz 06/30/95]
