

Abomination

Casting Cost: 3bb

Color: Black

Type: Summon Abomination

Power/Toughness: 2/6

If Abomination blocks or is blocked by any green or white creature, destroy that creature at end of combat.

Air Elemental

Casting Cost: 3UU

Color: Blue

Type: Summon Elemental

Power/Toughness: 4/4

Flying

Alabaster Potion

Casting Cost: XWW

Color: White

Type: Instant

Target player gains X life, or prevent X damage to any creature or player.

Wizards of the Coast Rulings:

- Alabaster Potion is a “modal” spell.
- In its first mode, it gives X life to a target player. It may only be played in this way outside of damage prevention. When played in this mode, it may be Deflected from one player to another.
- In its second mode, it prevents up to X damage to a single creature or player. It may only be played in this way during damage prevention. You may spread the damage prevention between multiple packets of damage; for example, you may prevent the damage from three Scryb Sprites with a single Alabaster Potion. If it is used to prevent damage from a single source (i.e., a single packet of damage), then it has only one target, and may be Deflected to another packet.

Aladdin's Ring

Casting Cost: 8

Color: None

Type: Artifact

8, I: Aladdin's Ring deals 4 damage to target creature or player.

Aladdin's Lamp

Casting Cost: 10

Color: None

Type: Artifact

X, T, Skip drawing a card: Draw X cards. Choose one of those cards and put it into your hand; shuffle the remaining cards and put them on the bottom of your library.

Wizards of the Coast Rulings:

- This ability is used during the resolution of an effect that allows you to draw one or more cards. Thus it breaks the rule against playing spells or abilities during the resolution of an effect. This also means it is used before any effects that trigger on the cards being drawn (such as Zur's Weiriding) have a chance to take effect.
- When you play the ability, you “spend” one card draw, as well as the X cost. As is usual for payments, the card draw cannot be “spent” on other effects as well.
- However, you are drawing X cards when the effect resolves, and these card draws may be spent on other effects, such as Island Sanctuary. If you spend all but one of the X card draws, you keep the last card and don't put any back.

Ali Baba

Casting Cost: 1

Color: Red

Type: Summon Ali Baba

Power/Toughness: 1/1

1: Tap target Wall.

Ali from Cairo

Casting Cost: 2rr

Color: Red

Type: Summon Ali from Cairo

Power/Toughness: 0/1

All damage that would reduce your life total to less than 1 instead reduces it to 1.

Wizards of the Coast Rulings:

- This effect is applied to damage at the end of the damage prevention step, before any effects triggered by the damage take place.

Amrou Kithkin

Casting Cost: WW

Color: White

Type: Summon Kithkin

Power/Toughness: 1/1

Amrou Kithkin cannot be blocked by creatures with power 3 or greater.

Amulet of Kroog

Casting Cost: 2

Color: None

Type: Artifact

2, I: Prevent 1 damage to any creature or player.

Ancestral Recall

Casting Cost: U

Color: Blue

Type: Instant

Target player draws three cards.

Angry Mob

Casting Cost: 2WW

Color: White

Type: Summon Mob

Power/Toughness: 2+*/2+*

Trample

During your turn, Angry Mob has power and toughness each equal to 2 plus the number of swamps all opponents control. During other turns, Angry Mob has power and toughness each equal to 2.

Animate Artifact

Casting Cost: 3U

Color: Blue

Type: Enchant Artifact

Enchanted non-creature artifact is an artifact creature with power and toughness each equal to its total casting cost. *(That artifact retains all its original abilities.)*

Wizards of the Coast Rulings:

- Remember that summoning sickness is based on whether you have had control of a permanent since the start of your turn, not whether the permanent has been a creature for all of that time. Thus, if you animate an artifact that started your turn under your control, it will not be sick.
- Can be played on artifact creatures and simply has no effect.
- Remember that a 0 casting cost artifact is likely to have 0 toughness when animated, in which case it will die immediately. Continuous effects such as that of Castle can save it, however.

Animate Dead

Casting Cost: 1b

Color: Black

Type: Enchantment

When you play Animate Dead, choose target creature card in any graveyard. When Animate Dead comes into play, put that creature into play and Animate Dead becomes a creature enchantment that targets the creature. Enchanted creature gets -1/-0. If Animate Dead leaves play, bury the creature.

Wizards of the Coast Rulings:

- Targets a summon or artifact creature card in the graveyard.
- When played, it can only target a creature card in the graveyard.
- This is considered a creature enchantment, so it interacts with effects such as Rabid Wombat's.
- Can be played on a creature card that can't normally be targeted by black spells or black enchantments, such as a White Knight. However, once the creature is in play, any ability or effect that causes it to be an invalid target for Animate Dead will cause the enchantment to fall off.
- If Animate Dead is removed, the creature is simply put into the graveyard without a damage prevention step. Effects such as that of Soul Net will trigger normally.

Animate Wall

Casting Cost: W

Color: White

Type: Enchant Creature

Play only on a Wall.

Enchanted creature can attack as though it were not a Wall.

Ankh of Mishra

Casting Cost: 2

Color: None

Type: Artifact

Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Apprentice Wizard

Casting Cost: 1UU

Color: Blue

Type: Summon Wizard

Power/Toughness: 0/1

U,T: Add three colorless mana to your mana pool. Play this ability as a mana source.

Armageddon

Casting Cost: 3W

Color: White

Type: Sorcery

Destroy all lands.

Armageddon Clock

Casting Cost: 6

Color: None

Type: Artifact

At the beginning of your upkeep, put a doom counter on Armageddon Clock.

At the end of your upkeep, Armageddon Clock deals to each player an amount of damage equal to the number of doom counters on it.

Any player may pay **4** during any upkeep to remove a doom counter from Armageddon Clock.

Wizards of the Coast Rulings:

- The counters may be removed by any player during anyone's upkeep. That is, players other than the active player may pay to remove the counters.
- During the controller's upkeep, counters may be removed before and after the counter for that turn is added.
- The ability to remove a counter has a cost, but not an activation cost.

Ashes to Ashes

Casting Cost: 1bb

Color: Black

Type: Sorcery

Remove two target non-artifact creatures from the game. Ashes to Ashes deals 5 damage to you.

Wizards of the Coast Rulings:

- If this fizzles against one target, it affects the other target normally, and you take the full 5 damage. If it fizzles against both targets, you take no damage.

Ashnod's Battle Gear

Casting Cost: 2

Color: None

Type: Artifact

You may choose not to untap Ashnod's Battle Gear during your untap phase.

2, T: Target creature you control gets +2/-2 as long as Ashnod's Battle Gear remains tapped.

Wizards of the Coast Rulings:

- The effect ends if Ashnod's Battle Gear leaves play.
- If the Battle Gear is used, but untaps or leaves play before the effect resolves, the effect will end as soon as it takes effect, but the creature still goes to the graveyard if its toughness drops below 1 as a result of the Battle Gear's effect.

Aspect of Wolf

Casting Cost: 1g

Color: Green

Type: Enchant Creature

Enchanted creature gets +*/+*, where * is equal to half the number of forests you control, rounded down for power and up for toughness.

Assembly Worker

Casting Cost: 0

Color: None

Type: Land

Power/Toughness: 2/2

T: Add one colorless mana to your mana pool.

T: Target Assembly Worker gets +1/+1 until end of turn.

Assembly Worker counts as an Artifact Creature

Wizards of the Coast Rulings:

- While the land is an Assembly Worker, it may still be tapped for mana or to give a target Assembly Worker +1/+1.
- When the Assembly Worker deanimates at end of turn, any Enchant Creatures and Enchant Artifacts on it are buried, as it is an illegal target for them while just a land.
- The Assembly Worker is bound by summoning sickness normally.
- Remember that lands all have a casting cost of 0. This is true of Assembly Worker, even though an activation cost is paid to animate the land.
- Remember that once effects resolve, they do not check to make sure their target remains legal, except for local enchantments. Thus, any effect that targeted the Assembly Worker as a creature or as an artifact will remain in effect when the Worker deanimates at end of turn. The effect will last for its stated duration, affecting the permanent to the best of its ability.
- If an Assembly Worker is changed into another land type, it will remain a 2/2 artifact creature until end of turn, in addition to counting as the new land type.

Aswan Jaguar

Casting Cost: 1gg

Color: Green

Type: Summon Jaguar

Power/Toughness: 2/2

When Aswan Jaguar comes into play, choose a random creature type from those in target opponent's deck.

gg, T: Bury target creature of the chosen type.

Backfire

Casting Cost: U

Color: Blue

Type: Enchant Creature

For each 1 damage dealt to you by enchanted creature, Backfire deals 1 damage to that creature's controller.

Bad Moon

Casting Cost: 1b

Color: Black

Type: Enchantment

All black creatures get +1/+1.

Balance

Casting Cost: 1W

Color: White

Type: Sorcery

All players except the one controlling the fewest lands sacrifice lands until they each control the same number of lands as that player. Players then equalize cards in hand and then creatures in the same way.

Wizards of the Coast Rulings:

- Creatures and lands lost due to Balance are considered to be sacrificed. This just means that they cannot be prevented from entering the graveyard. The caster of Balance would lose creatures or lands as Balance resolved, not as it was played.
- All lands are sacrificed at once, then all cards are discarded at once, then all creatures are sacrificed at once.
- Contrary to some very old rulings, this is not a targeted effect, so abilities such as protection have no impact on the results.
- Animated lands are counted during the last *and* the first parts of the effect.

Ball Lightning

Casting Cost: rrr

Color: Red

Type: Summon Ball Lightning

Power/Toughness: 6/1

Trample

Ball Lightning is unaffected by summoning sickness.

At the end of any turn, bury Ball Lightning.

Wizards of the Coast Rulings:

- Ball Lightning is buried at the end of each and every turn.

Battering Ram

Casting Cost: 2

Color: None

Type: Artifact Creature

Power/Toughness: 1/1

Banding when attacking

If Battering Ram is blocked by any Wall, destroy that Wall at end of combat.

Wizards of the Coast Rulings:

- Battering Ram destroys any Wall that blocks it. Whether the Wall was assigned to block it is unimportant. The destruction of the Wall is delayed until the end of combat, but will occur whether or not Battering Ram remains in play until then.

Benalish Hero

Casting Cost: W

Color: White

Type: Summon Hero

Power/Toughness: 1/1

Banding

Berserk

Casting Cost: g

Color: Green

Type: Instant

Play only before end of combat.

Target creature gains trample and gets +X/+0 until end of turn, where X is equal to the creature's power.

At end of turn, destroy the creature if it attacked this turn.

Wizards of the Coast Rulings:

- Berserk calculates the creature's power at time of resolution, and gives the creature that much power until end of turn.
- The creature may be sacrificed before the end of turn; it does not go to the graveyard until then.
- The permanent is destroyed at end of turn even if it stops being a creature before then.

Bird Maiden

Casting Cost: 2r

Color: Red

Type: Summon Bird Maiden

Power/Toughness: 1/2

Flying

Birds of Paradise

Casting Cost: g

Color: Green

Type: Summon Mana Birds

Power/Toughness: 0/1

Flying

T: Add one mana of any color to your mana pool. Play this ability as a mana source.

Black Knight

Casting Cost: bb

Color: Black

Type: Summon Knight

Power/Toughness: 2/2

First strike, protection from white

Black Lotus

Casting Cost: 0

Color: None

Type: Artifact

T, Sacrifice Black Lotus: Add three mana of any one color to your mana pool. Play this ability as a mana source.

Black Mana Battery

Casting Cost: 4

Color: None

Type: Artifact

2, T: Put a charge counter on Black Mana Battery.

T, Remove X charge counters from Black Mana Battery: Add an amount of b to your mana pool equal to X plus
1. Play this ability as a mana source.

Black Vise

Casting Cost: 1

Color: None

Type: Artifact

At the end of target opponent's upkeep, Black Vise deals to that player an amount of damage equal to the number of cards in his or her hand in excess of four.

Wizards of the Coast Rulings:

- Changing control of a Vise does not change who its target is. Thus, if you steal a Vise that has been played on you, you will still take damage from the Vise, as appropriate.
- In multiplayer variants, the Vise may be Deflected to any of the caster's opponents. If the target of the Vise leaves the game, the Vise becomes useless; it does not change targets.
- Black Vise may never be Deflected to the caster, even in a normal game.

Black Ward

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from black. The protection granted by Black Ward does not bury Black Ward.

Blessing

Casting Cost: WW

Color: White

Type: Enchant Creature

W: Enchanted creature gets +1/+1 until end of turn.

Blight

Casting Cost: bb

Color: Black

Type: Enchant Land

If enchanted land becomes tapped, destroy it at end of turn.

Blood Lust

Casting Cost: 1r

Color: Red

Type: Instant

Target creature gets +4/-4 until end of turn. If this reduces that creature's toughness to less than 1, the creature's toughness is 1.

Wizards of the Coast Rulings:

- Targets a single creature.
- If the creature's toughness is already below 1 when Blood Lust resolves, the creature gets another -4 toughness; its toughness is not raised to 1.

Blue Elemental Blast

Casting Cost: U

Color: Blue

Type: Interrupt

Counter target red spell or destroy target red permanent. (If this spell targets a permanent, play it as an instant.)

Wizards of the Coast Rulings:

- This is a modal spell that is played either to counter a spell or destroy a permanent. Thus, it may not be Deflected from one type of target to another.
- You must choose a target that is red. You cannot choose a target that does not count as red, even if you plan on using interrupts to make the target legal once Blue Elemental Blast has been played.

Blue Mana Battery

Casting Cost: 4

Color: None

Type: Artifact

2, T: Put a charge counter on Blue Mana Battery.

T, Remove X charge counters from Blue Mana Battery: Add an amount of U to your mana pool equal to X plus
1. Play this ability as a mana source.

Blue Ward

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from blue. The protection granted by Blue Ward does not bury Blue Ward.

Bog Imp

Casting Cost: 1b

Color: Black

Type: Summon Imp

Power/Toughness: 1/1

Flying

Bog Wraith

Casting Cost: 3b

Color: Black

Type: Summon Wraith

Power/Toughness: 3/3

Swampwalk (If defending player controls any swamps, this creature is unblockable.)

Bottle of Suleiman

Casting Cost: 4

Color: None

Type: Artifact

1, Sacrifice Bottle of Suleiman: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying.

Wizards of the Coast Rulings:

- The Djinn created by Bottle of Suleiman does not have the *Arabian Nights* symbol and therefore is not susceptible to City in a Bottle.
- As with any such effect, the coin is flipped when the effect resolves, not when it is played.

Braingeyser

Casting Cost: XUU

Color: Blue

Type: Sorcery

Target player draws X cards.

Brainwash

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature cannot attack this turn unless its controller pays an additional 3.

Brass Man

Casting Cost: 1

Color: None

Type: Artifact Creature

Power/Toughness: 1/3

Brass Man does not untap during your untap phase.

1: Untap Brass Man. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Because the untap effect has an activation cost, it may be used more than once during a given upkeep phase.

Bronze Tablet

Casting Cost: 6

Color: None

Type: Artifact

Remove Bronze Tablet from your deck before playing if not playing for ante.

Bronze Tablet comes into play tapped.

4, T: Remove from the game Bronze Tablet and target card in play that target opponent owns. Exchange ownership of these cards. That player may pay 10 life to prevent this exchange.

Wizards of the Coast Rulings:

- Note that the effect can only target cards in play.
- Because the 10 life is paid, the opponent may not prevent the effect if he or she has less than 10 life during resolution. However, he or she can concede the game before the effect resolves.
- If the effect fizzles, the ownership of Bronze Tablet does not change; it simply remains in play.
- If a copy of Bronze tablet (for example, Copy Artifact) is used, it is the copy that is given to your opponent, not the original Tablet.
- You do not have to be the owner of the Tablet in order to use it. For example, you can steal your opponent's Tablet, and then use it on him or her, "giving" that player ownership of a card he or she already owns. (However, your opponent is likely to respond to the use of the effect that would steal the Tablet by using it.)

Brothers of Fire

Casting Cost: 1rr

Color: Red

Type: Summon Brothers

Power/Toughness: 2/2

1rr: Brothers of Fire deals 1 damage to target creature or player and 1 damage to you.

Wizards of the Coast Rulings:

- If control of Brothers of Fire changes before the resolution of their effect, the 1 point of damage is still dealt to the player who controlled them when the effect was activated, not the new controller.

Burrowing

Casting Cost: 1

Color: Red

Type: Enchant Creature

Enchanted creature gains mountainwalk. (If defending player controls any mountains, this creature is unblockable.)

Call from the Grave

Casting Cost: 2b

Color: Black

Type: Sorcery

Put a random creature from a random graveyard into play under your control. Call from the Grave deals to you an amount of damage equal to that creature's total casting cost.

Candelabra of Tawnos

Casting Cost: 1

Color: None

Type: Artifact

X, T: Untap X target lands.

Carnivorous Plant

Casting Cost: 3g

Color: Green

Type: Summon Wall

Power/Toughness: 4/5

Carrion Ants

Casting Cost: **2bb**

Color: Black

Type: Summon Ants

Power/Toughness: 0/1

1: +1/+1 until end of turn

Castle

Casting Cost: 3W

Color: White

Type: Enchantment

Each untapped creature you control gets +0/+2 unless it is attacking.

Cave People

Casting Cost: 1rr

Color: Red

Type: Summon Cave People

Power/Toughness: 1/4

If Cave People attacks, it gets +1/-2 until end of turn.

1rr, T: Target creature gains mountainwalk until end of turn. (If defending player controls any mountains, that creature is unblockable.)

Celestial Prism

Casting Cost: 3

Color: None

Type: Artifact

2,I: Add one mana of any color to your mana pool. Play this ability as a mana source.

Channel

Casting Cost: gg

Color: Green

Type: Sorcery

Until end of turn, for each 1 life you pay, you may add one colorless mana to your mana pool. Play this ability as a mana source.

Wizards of the Coast Rulings:

- You do not decide how much life to spend on this effect when you play Channel. It simply gives you the ability to spend life on mana for the rest of the turn.
- You cannot spend more life than you have; thus, you cannot take advantage of this ability if you are below 1 life.

Chaoslace

Casting Cost: r

Color: Red

Type: Interrupt

Target permanent or spell becomes red permanently. (If this spell targets a permanent, play it as an instant.)

Circle of Protection: Artifacts

Casting Cost: 1W

Color: White

Type: Enchantment

2: Prevent all damage to you from an artifact source. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, as it targets packets of the appropriate damage. However, you may use the Circle on the same damage more than once.

Circle of Protection: Black

Casting Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from a black source. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, as it targets packets of the appropriate damage. However, you may use the Circle on the same damage more than once.

Circle of Protection: Blue

Casting Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from a blue source. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, as it targets packets of the appropriate damage. However, you may use the Circle on the same damage more than once.

Circle of Protection: Green

Casting Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from a green source. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, as it targets packets of the appropriate damage. However, you may use the Circle on the same damage more than once.

Circle of Protection: Red

Casting Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from a red source. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, as it targets packets of the appropriate damage. However, you may use the Circle on the same damage more than once.

Circle of Protection: White

Casting Cost: 1W

Color: White

Type: Enchantment

1: Prevent all damage to you from a white source. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- May only be used during damage prevention, as it targets packets of the appropriate damage. However, you may use the Circle on the same damage more than once.

Clay Statue

Casting Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: 3/1

2: Regenerate

Clockwork Avian

Casting Cost: 5

Color: None

Type: Artifact Creature

Power/Toughness: 0/4

Flying

When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian attacked or blocked, remove one of these counters.

X, I: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Loses a counter at the end of any combat in which it is assigned to attack or block. Whether it remains in combat or deals its damage is irrelevant.
- It can only lose one counter each combat, even if it manages to both attack and block.
- Its rewinding ability has an activation cost, and thus may be countered normally.

Clockwork Beast

Casting Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 0/4

When Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast attacked or blocked, remove one of these counters.

X,T: Put X +1/+0 counters on Clockwork Beast. You may have no more than seven of these counters on Clockwork Beast. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Loses a counter at the end of any combat in which it is assigned to attack or block. Whether it remains in combat or deals its damage is irrelevant.
- It can only lose one counter each combat, even if it manages to both attack and block.
- Its rewinding ability has an activation cost, and may be countered normally.

Cockatrice

Casting Cost: 3gg

Color: Green

Type: Summon Cockatrice

Power/Toughness: 2/4

Flying

If Cockatrice blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.

Wizards of the Coast Rulings:

- The destruction ability triggers on creatures blocking each other for any reason. For example, if the Cockatrice is assigned to block a member of a band, it blocks everything in the band, so all of those creatures are scheduled to be destroyed. Walls never trigger the ability.
- The effect is not targeted, so abilities such as protection from green will not let a creature avoid the effect.
- The Cockatrice's effect merely destroys the creatures that block or are blocked by it, so they may regenerate normally.
- Removing a creature from combat does not stop the Cockatrice effect from applying to it at end of combat.

Colossus of Sardia

Casting Cost: 9

Color: None

Type: Artifact Creature

Power/Toughness: 9/9

Trample

Colossus of Sardia does not untap during your untap phase.

9: Untap Colossus of Sardia. Use this ability only during your upkeep.

Wizards of the Coast Rulings:

- Because the untap effect has an activation cost, it may be reduced by Power Artifact, and can be paid more than once each turn.

Conservator

Casting Cost: 4

Color: None

Type: Artifact

3, I: Prevent up to 2 damage to you.

Control Magic

Casting Cost: 2UU

Color: Blue

Type: Enchant Creature

Gain control of enchanted creature.

Wizards of the Coast Rulings:

- You lose control of the creature as soon as Control Magic is removed.
- Remember that the creature will have summoning sickness when you gain control of it.

Conversion

Casting Cost: 2WW

Color: White

Type: Enchantment

During your upkeep, pay **WW** or bury Conversion.

All mountains are plains.

Copy Artifact

Casting Cost: 1U

Color: Blue

Type: Enchantment

Copy Artifact comes into play as an exact copy of target artifact card or token artifact, but still counts as a global enchantment.

Wizards of the Coast Rulings:

- The copy is both an artifact and an enchantment.
- It can be tapped like an artifact and is the only exception to the rule that enchantments are never tapped.
- The decision of what to copy is part of the casting decisions.
- This spell is targeted and checks its target on declaration and on resolution. If the target becomes invalid before the spell resolves, then it fizzles.

Coral Helm

Casting Cost: 3

Color: None

Type: Artifact

3, Discard a card at random: Target creature gets +2/+2 until end of turn.

Cosmic Horror

Casting Cost: 3bbb

Color: Black

Type: Summon Horror

Power/Toughness: 7/7

First strike

During your upkeep, pay **3bbb** or bury Cosmic Horror and it deals 7 damage to you.

Counterspell

Casting Cost: UU

Color: Blue

Type: Interrupt

Counter target spell.

Craw Wurm

Casting Cost: 4gg

Color: Green

Type: Summon Wurm

Power/Toughness: 6/4

Creature Bond

Casting Cost: 1U

Color: Blue

Type: Enchant Creature

If enchanted creature is put into any graveyard, Creature Bond deals to that creature's controller an amount of damage equal to the creature's toughness.

Crimson Manticore

Casting Cost: 2rr

Color: Red

Type: Summon Manticore

Power/Toughness: 2/2

Flying

r, T: Crimson Manticore deals 1 damage to target attacking or blocking creature.

Crumble

Casting Cost: 9

Color: Green

Type: Instant

Bury target artifact. That artifact's controller gains an amount of life equal to its total casting cost.

Crusade

Casting Cost: WW

Color: White

Type: Enchantment

All white creatures get +1/+1.

Crystal Rod

Casting Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only when a blue spell is successfully cast and only once for each such spell.

Cursed Land

Casting Cost: 2bb

Color: Black

Type: Enchant Land

During the upkeep of enchanted land's controller, Cursed Land deals 1 damage to him or her.

Cursed Rack

Casting Cost: 4

Color: None

Type: Artifact

During target opponent's discard phase, he or she chooses four cards in his or her hand and discards the rest.

Wizards of the Coast Rulings:

- Changing control of a Cursed Rack does not change who its target is. Thus, if you steal a Cursed Rack that has been played on you, you are still the one who discards as appropriate.
- In multiplayer variants, Cursed Rack may be Deflected to any of the caster's opponents. If the target of the Cursed Rack leaves the game, the Cursed Rack becomes useless; it does not change targets.
- Cursed Rack may never be Deflected to the caster, even in a normal game.
- If the target of Cursed Rack controls a Library of Leng, the lack of a discard phase neutralizes the Cursed Rack.

Cyclopean Mummy

Casting Cost: 1b

Color: Black

Type: Summon Mummy

Power/Toughness: 2/1

If Cyclopean Mummy is put into any graveyard from play, remove it from the game.

Dancing Scimitar

Casting Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: 1/5

Flying

Dark Ritual

Casting Cost: b

Color: Black

Type: Interrupt

Add bbb to your mana pool.

Wizards of the Coast Rulings:

- This spell is a mana source, not an interrupt.

Death Ward

Casting Cost: W

Color: White

Type: Instant

Regenerate target creature.

Deathgrip

Casting Cost: bb

Color: Black

Type: Enchantment

bb: Counter target green spell. Play this ability as an interrupt.

Deathlace

Casting Cost: b

Color: Black

Type: Interrupt

Target permanent or spell becomes black permanently. *(If this spell targets a permanent play it as an instant.)*

Demonic Tutor

Casting Cost: 1b

Color: Black

Type: Sorcery

Search your library for a card and put that card into your hand. Shuffle your library afterwards.

Wizards of the Coast Rulings:

- You do not show the card you selected to your opponent. While some searching cards were given errata to require you to show the card(s) to your opponent, this was only done to prevent cheating in cases where you could only search for a certain type of card (e.g., using Land Tax).
- This spell is not targeted in any way.

Desert Twister

Casting Cost: 4gg

Color: Green

Type: Sorcery

Destroy target permanent.

Detonate

Casting Cost: Xr

Color: Red

Type: Sorcery

Bury target artifact with total casting cost equal to X. Detonate deals X damage to that artifact's controller.

Wizards of the Coast Rulings:

- As the card text says, it is Detonate, not the artifact, that deals the X damage.
- Once the value for X is chosen, a Detonate can only target artifacts with exactly that casting cost. For example, if the X is chosen to be 4, the Detonate being cast can only target artifacts of casting cost 4, and can only be Deflected onto artifacts of casting cost 4.

Diabolic Machine

Casting Cost: 7

Color: None

Type: Artifact Creature

Power/Toughness: 4/4

3: Regenerate

Dingus Egg

Casting Cost: 4

Color: None

Type: Artifact

Whenever a land is put into any graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Wizards of the Coast Rulings:

- If more than one land is put into the graveyard at the same time, Dingus Egg deals damage once for each such land. Thus, Circle of Protection: Artifacts would have to be powered once for each land in order to prevent all of the damage.
- If Dingus Egg is put into the graveyard at the same time as the lands, its effect is still triggered, so it still deals its damage.

Disenchant

Casting Cost: 1W

Color: White

Type: Instant

Destroy target artifact or enchantment.

Disintegrate

Casting Cost: Xr

Color: Red

Type: Sorcery

Disintegrate deals X damage to target creature or player. That creature cannot regenerate this turn. If the creature is dealt lethal damage this turn, remove it from the game.

Wizards of the Coast Rulings:

- The target creature will be removed from the game if it receives lethal damage at any point during the turn, even if Disintegrate itself does not deal any damage to the creature (for example, if the X is 0). If the creature is removed from the game in this way, it is not put into the graveyard first, as is normal for a creature that receives lethal damage.
- The creature is also flatly prohibited from regenerating this turn, even if Disintegrate deals no damage to the creature. This includes being unable to regenerate from being destroyed.

Disrupting Scepter

Casting Cost: 3

Color: None

Type: Artifact

3, T: Target player chooses and discards a card. Use this ability only during your turn.

Wizards of the Coast Rulings:

- The card to be discarded is not chosen until the effect resolves, even if you target yourself with it.

Divine Transformation

Casting Cost: 2WW

Color: White

Type: Enchant Creature

Enchanted creature gets +3/+3.

Djinn of the Bottle

Casting Cost: n/a

Color: None

Type: Token

Power/Toughness: 5/5

Flying

Djinn of the Bottle counts as an artifact creature

Dragon Engine

Casting Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 1/3

2: +1/+0 until end of turn

Dragon Whelp

Casting Cost: 2~~rr~~

Color: Red

Type: Summon Dragon

Power/Toughness: 2/3

Flying

r: +1/+0 until end of turn. If **rrrr** or more is spent in this way during one turn, bury Dragon Whelp at end of turn.

Drain Life

Casting Cost: 1b

Color: Black

Type: Sorcery

X: Drain Life deals X damage to target creature or player. Spend only black mana in this way. Gain 1 life for each 1 damage dealt, but not more than the toughness of the creature or the life total of the player Drain Life damages.

Wizards of the Coast Rulings:

- As with any special cost, you decide how much **b** to spend on dealing damage as you play the spell, and spend the mana at that time. You cannot change your mind later, and deal more or less damage than you originally decided to deal.

Drain Power

Casting Cost: UU

Color: Blue

Type: Sorcery

Target player draws all mana from all lands he or she controls. Put all mana from that player's mana pool into yours.

Wizards of the Coast Rulings:

- Remember that the target player can respond normally with fast effects, and thus use the mana before you can steal it.
- Drain Power will draw as much mana as possible out of the target's lands, so if a land has more than one mana-producing ability, whichever one produces the most mana is used. If there is a tie for this, the target player chooses which ability is used. For example, Havenwood Battleground would have to produce two mana, but the target could choose which type of mana a Veldt produced.
- Note that the target player can simply tap all of his or her lands for mana before Drain Power resolves, and thus have complete control over the amount and nature of the mana that is stolen.
- Lands that do not produce mana are ignored.

Drudge Skeletons

Casting Cost: 1b

Color: Black

Type: Summon Skeletons

Power/Toughness: 1/1

b: Regenerate

Durkwood Boars

Casting Cost: 4g

Color: Green

Type: Summon Boars

Power/Toughness: 4/4

Dwarven Warriors

Casting Cost: 2r

Color: Red

Type: Summon Dwarves

Power/Toughness: 1/1

T: Target creature with power 2 or less is unblockable this turn.

Wizards of the Coast Rulings:

- Remember that making a creature unblockable once it has already been blocked accomplishes nothing.

Earth Elemental

Casting Cost: 3rr

Color: Red

Type: Summon Elemental

Power/Toughness: 4/5

Earthquake

Casting Cost: Xr

Color: Red

Type: Sorcery

Earthquake deals X damage to each creature without flying and each player.

Ebony Horse

Casting Cost: 3

Color: None

Type: Artifact

2, T: Untap target attacking creature you control. That creature neither deals nor receives combat damage this turn.

Elder Land Wurm

Casting Cost: 4WWW

Color: White

Type: Summon Wurm

Power/Toughness: 5/5

Trample

Elder Land Wurm cannot attack until it has been assigned as a blocker.

El-Hajjâj

Casting Cost: 1bb

Color: Black

Type: Summon El-Hajjâj

Power/Toughness: 1/1

Gain 1 life for each 1 damage El-Hajjâj deals, but not more than the toughness of a creature or the life total of a player El-Hajjâj damages.

Elven Riders

Casting Cost: 3gg

Color: Green

Type: Summon Elves

Power/Toughness: 3/3

Elven Riders cannot be blocked except by Walls or creatures with flying.

Elvish Archers

Casting Cost: 1g

Color: Green

Type: Summon Elves

Power/Toughness: 2/1

First strike

Energy Flux

Casting Cost: 2U

Color: Blue

Type: Enchantment

All artifacts gain “During your upkeep, pay 2 or bury this artifact.”

Wizards of the Coast Rulings:

- Each artifact in play has an upkeep cost, which will prevent the artifact from being used until paid or refused, as normal.

Energy Tap

Casting Cost: [U](#)

Color: Blue

Type: [Sorcery](#)

Tap target untapped creature you control. Add an amount of colorless mana equal to that creature's total casting cost to your mana pool.

Erg Raiders

Casting Cost: 1b

Color: Black

Type: Summon Raiders

Power/Toughness: 2/3

At the end of your turn, Erg Raiders deals 2 damage to you if it did not attack this turn. Ignore this effect if Erg Raiders has summoning sickness.

Wizards of the Coast Rulings:

- They damage you at the end of your turn if you did not attack with them that turn and they do not have summoning sickness. Why you didn't attack with them is unimportant.

Erosion

Casting Cost: UUU

Color: Blue

Type: Enchant Land

During the upkeep of enchanted land's controller, destroy that land unless its controller pays 1 or 1 life.

Eternal Warrior

Casting Cost: r

Color: Red

Type: Enchant Creature

Attacking does not cause enchanted creature to tap.

Evil Presence

Casting Cost: b

Color: Black

Type: Enchant Land

Enchanted land is a swamp.

Eye for an Eye

Casting Cost: WW

Color: White

Type: Instant

Play only when a creature, spell, or effect assigns damage to you. Eye for an Eye deals an equal amount of damage to that source's controller.

Wizards of the Coast Rulings:

- Deals damage based on the amount of damage the creature, spell, or effect assigned to you. Preventing the damage before Eye for an Eye resolves does not reduce the damage dealt by Eye for an Eye. (*NOTE that this is not true in the computer game.*)
- It is to be played during the damage prevention step resulting from the original damage, rather than later in the turn.
- It targets the packet of damage that was chosen, so may be Deflected to another packet of damage that is dealing damage to the caster.

Faerie Dragon

Casting Cost: 2gg

Color: Green

Type: Summon Dragon

Power/Toughness: 1/3

Flying

1gg: Play a random effect.

MicroProse Clarification:

- If the effect requires a target, the targeting is also random.

Fear

Casting Cost: bb

Color: Black

Type: Enchant Creature

Enchanted creature cannot be blocked except by artifact creatures and black creatures.

Feedback

Casting Cost: 2U

Color: Blue

Type: Enchant Enchantment

During the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to him or her.

Feldon's Cane

Casting Cost: 1

Color: None

Type: Artifact

T, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Fellwar Stone

Casting Cost: 2

Color: None

Type: Artifact

T: Add to your mana pool one mana of any type that any opponent's lands can produce. Play this ability as a mana source.

Wizards of the Coast Rulings:

- It can produce one of any type of mana your opponent's lands can produce. If your opponent controls no land, you cannot use Fellwar Stone at all. Any special restrictions on how the mana may be spent will be copied faithfully by the Stone.
- If a land produces more than one type of mana, you can choose any of those types. For example, a City of Brass allows you to produce mana of any color.

Fire Elemental

Casting Cost: 3rr

Color: Red

Type: Summon Elemental

Power/Toughness: 5/4

Fireball

Casting Cost: Xr

Color: Red

Type: Sorcery

Pay 1 for each target beyond the first: Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Wizards of the Coast Rulings:

- Remember that you cannot target something twice when you play a spell, so if you split the Fireball, you must choose a different target each time.
- The mana spent to choose additional targets is not part of the casting cost.

Firebreathing

Casting Cost: 1

Color: Red

Type: Enchant Creature

1: Enchanted creature gets +1/+0 until end of turn.

Fissure

Casting Cost: 3rr

Color: Red

Type: Instant

Bury target creature or land.

Wizards of the Coast Rulings:

- This spell does one thing (bury its target), and targets either a land or a creature, so may be Deflected from one type of permanent to the other.

Flashfires

Casting Cost: 3r

Color: Red

Type: Sorcery

Destroy all plains.

Flight

Casting Cost: U

Color: Blue

Type: Enchant Creature

Enchanted creature gains flying.

Flood

Casting Cost: U

Color: Blue

Type: Enchantment

UU: Tap target creature without flying.

Flying Carpet

Casting Cost: 4

Color: None

Type: Artifact

2, T: Target creature gains flying until end of turn. If that creature is put into any graveyard this turn, bury Flying Carpet.

Wizards of the Coast Rulings:

- Once the effect is played, if the creature is put into the graveyard before end of turn, Flying Carpet is buried.

Fog

Casting Cost: g

Color: Green

Type: Instant

Creatures deal no combat damage this turn.

Force of Nature

Casting Cost: 2ggggg

Color: Green

Type: Summon Force

Power/Toughness: 8/8

Trample

During your upkeep, pay gggg or Force of Nature deals 8 damage to you.

Wizards of the Coast Rulings:

- You are not required to pay the upkeep cost. If you do not, the damage can be prevented, redirected, etc. normally.

Forcefield

Casting Cost: 3

Color: None

Type: Artifact

1 : Prevent all but 1 combat damage to you from an unblocked attacking creature.

Wizards of the Coast Rulings:

- The ability targets damage dealt to you by an unblocked creature, and prevents all but 1 of that damage. It cannot be used to reduce damage that tramples over a blocker, as the attacker is blocked in this case.
- An “unblocked creature” is an attacking creature that had nothing assigned to block it or anything it was banded with. Only combat damage can be prevented by Forcefield; for example, it cannot help against the effect of a Brothers of Fire that happens to be attacking.
- If an attacking creature’s blockers are killed, or otherwise removed, it is still considered blocked, so Forcefield cannot be used (this would only apply to an attacker with trample). If a creature’s only blockers are canceled with False Orders, the creature becomes unblocked.

Forest

Casting Cost: 0

Color: None

Type: Land

T: Add g to your mana pool.

Fork

Casting Cost: rr

Color: Red

Type: Interrupt

When you play Fork, it becomes an exact copy of target instant or sorcery spell , except that it does not copy that spell's color, and you choose the copy's targets.

Wizards of the Coast Rulings:

- 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 that is forked. You get control over a complete copy. 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.
- Extra costs in the spell text but not in the casting 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. For spells like Fireball that have a variable number of targets, the controller of the copy must use the same number of targets the original spell did. 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 total casting cost X. Once a Fork is completed, the copy resolves immediately.
- 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 from the game. Note that the copy created by the Fork is itself never actually cast, and thus unlike the Fork, the copy it produces cannot be the target of interrupts. It is just the result of the casting of Fork.

Fortified Area

Casting Cost: 1WW

Color: White

Type: Enchantment

All Walls you control get +1/+0 and gain banding.

Frozen Shade

Casting Cost: 2b

Color: Black

Type: Summon Shade

Power/Toughness: 0/1

b: +1/+1 until end of turn

Fungusaur

Casting Cost: 3g

Color: Green

Type: Summon Fungusaur

Power/Toughness: 2/2

At the end of any turn in which Fungusaur was damaged, put a +1/+1 counter on it.

Wizards of the Coast Rulings:

- If the Fungusaur suffers lethal damage and then regenerates, it still gets its counter, as it was damaged but not put into any graveyard.

Gaea's Liege

Casting Cost: 3ggg

Color: Green

Type: Summon Gaea's Liege

Power/Toughness: */*

If Gaea's Liege is attacking, it has power and toughness each equal to the number of forests defending player controls. Otherwise, it has power and toughness each equal to the number of forests you control.

T: Target land is a forest as long as Gaea's Liege is in play.

Wizards of the Coast Rulings:

- Remember that damage accumulates over a turn. Thus, Gaea's Liege might survive damage suffered during an attack, but then die due to lethal damage after combat, if the defending player controlled more forests than you.
- Its ability is not an enchantment, so effects such as Consecrate Land do not apply to it. Also, if a land it has targeted is animated and then given protection from green, this does not end the effect.
- Each Gaea's Liege tracks the lands that it has changed, independent of any other Lieges in play. If a Liege leaves play, only the effects that that Liege has generated will end. However, there is nothing preventing multiple Lieges, or even the same Liege, from affecting a land more than once.

Gaseous Form

Casting Cost: 2U

Color: Blue

Type: Enchant Creature

Enchanted creature neither deals nor receives combat damage.

Wizards of the Coast Rulings:

- This effect is essentially a permanent Fog that is limited to the enchanted creature.

Gem Bazaar

Casting Cost: 0

Color: None

Type: Land

When Gem Bazaar comes into play, choose a random color.

T: Add to your mana pool one mana of the color last chosen. Then choose a random color.

Ghost Ship

Casting Cost: 2UU

Color: Blue

Type: Summon Ship

Power/Toughness: 2/4

Flying

UUU: Regenerate

Giant Growth

Casting Cost: 9

Color: Green

Type: Instant

Target creature gets +3/+3 until end of turn.

Giant Spider

Casting Cost: 3g

Color: Green

Type: Summon Spider

Power/Toughness: 2/4

Giant Spider can block creatures with flying.

Giant Strength

Casting Cost: rr

Color: Red

Type: Enchant Creature

Enchanted creature gets +2/+2.

Giant Tortoise

Casting Cost: 1U

Color: Blue

Type: Summon Tortoise

Power/Toughness: 1/1

As long as Giant Tortoise is untapped, it gets +0/+3.

Wasp

Casting Cost: n/a

Color: None

Type: Token

Power/Toughness: 1/1

Flying

Wasp counts as an artifact creature

Glasses of Urza

Casting Cost: 1

Color: None

Type: Artifact

T: Look at target player's hand.

Gloom

Casting Cost: 2b

Color: Black

Type: Enchantment

White spells cost an additional 3 to play. Activated abilities of white enchantments cost an additional 3 to play.

Wizards of the Coast Rulings:

- While Gloom requires a toll to play a white spell or the ability of a white enchantment, it does not increase the casting cost of the spell, or the activation cost of the enchantment.
- For example, Spell Blasting a Disenchant costs 2U even if Gloom is in play, and an effect reducing the activation cost of your enchantments couldn't reduce the mana payment required by Gloom.
- The effect only applies to the activation costs of enchantments, not other costs such as upkeep costs.

Goblin Balloon Brigade

Casting Cost: 1

Color: Red

Type: Summon Goblins

Power/Toughness: 1/1

1: Flying until end of turn

Wizards of the Coast Rulings:

- Playing the Brigade's ability only gives flying to the Brigade itself.
- You can play its ability even if it already has flying.

Goblin King

Casting Cost: 1rr

Color: Red

Type: Summon Lord

Power/Toughness: 2/2

All goblins get +1/+1 and gain mountainwalk. (If defending player controls any mountains, this creature is unblockable.)

Wizards of the Coast Rulings:

- Its ability only helps Goblins. Despite its name, Goblin King does not count as a Goblin, so does not help itself (or other Goblin Kings).
- Its ability helps all Goblins, not just yours.

Goblin Polka Band

Casting Cost: rr

Color: Red

Type: Summon Goblin

Power/Toughness: 1/1

2, 1, Pay r for each target: Tap any number of random target creatures. Goblins tapped in this way do not untap during their controllers' next untap phases.

Goblin Rock Sled

Casting Cost: 1r

Color: Red

Type: Summon Rock Sled

Power/Toughness: 3/1

Trample

If defending player controls no mountains, Goblin Rock Sled cannot attack.

If Goblin Rock Sled attacks, it does not untap during your next untap phase.

Wizards of the Coast Rulings:

- This is a Rock Sled, not a Goblin, so Goblin King and so forth don't apply to it.

Grapeshot Catapult

Casting Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: 2/3

T: Grapeshot Catapult deals 1 damage to target creature with flying.

Greed

Casting Cost: 3b

Color: Black

Type: Enchantment

b, Pay 2 life: Draw a card.

Green Mana Battery

Casting Cost: 4

Color: None

Type: Artifact

2, T: Put a charge counter on Green Mana Battery.

T, Remove X charge counters from Green Mana Battery: Add an amount of Q to your mana pool equal to X plus
1. Play this ability as a mana source.

Green Ward

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from green. The protection granted by Green Ward does not bury Green Ward.

Gray Ogre

Casting Cost: 2r

Color: Red

Type: Summon Ogre

Power/Toughness: 2/2

Grizzly Bears

Casting Cost: 1g

Color: Green

Type: Summon Bears

Power/Toughness: 2/2

Healing Salve

Casting Cost: W

Color: White

Type: Instant

Target player gains 3 life, or prevent up to 3 damage to any creature or player.

Wizards of the Coast Rulings:

- Healing Salve is a “modal” spell. In its first mode, it gives 3 life to a target player. It may only be played in this way outside of damage prevention. When played in this mode, it may be Deflected from one player to another.
- In its second mode, it prevents up to 3 damage to a single creature or player. It may only be played in this way during damage prevention. You may spread the damage prevention between more than one packet of damage; for example, you may prevent the damage from three Scryb Sprites with a single Healing Salve. If it is used to prevent damage from a single packet, then it has only one target, and may be Deflected to any other packet.

Helm of Chatzuk

Casting Cost: 1

Color: None

Type: Artifact

1, I: Target creature gains banding until end of turn.

Hill Giant

Casting Cost: 3r

Color: Red

Type: Summon Giant

Power/Toughness: 3/3

Holy Armor

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gets +0/+2.

W: Enchanted creature gets +0/+1 until end of turn.

Holy Strength

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gets +1/+2.

Howl from Beyond

Casting Cost: xb

Color: Black

Type: Instant

Target creature gets +X/+0 until end of turn.

Howling Mine

Casting Cost: 2

Color: None

Type: Artifact

During each player's draw phase, that player draws an additional card.

Wizards of the Coast Rulings:

- Drawing a card due to Howling Mine's effect is an instant that is played during the draw phase. It may be responded to normally.

Hurkyl's Recall

Casting Cost: 1U

Color: Blue

Type: Instant

Return to target player's hand all artifacts in play he or she owns.

Wizards of the Coast Rulings:

- All artifacts owned by the target player are returned to his or her hand, regardless of who controls them.

Hurloon Minotaur

Casting Cost: 1rr

Color: Red

Type: Summon Minotaur

Power/Toughness: 2/3

Hurr Jackal

Casting Cost: 1

Color: Red

Type: Summon Jackal

Power/Toughness: 1/1

T: Target creature cannot regenerate this turn.

Wizards of the Coast Rulings:

- This ability is played as an instant. It is not played during damage prevention.

Hurricane

Casting Cost: XG

Color: Green

Type: Sorcery

Hurricane deals X damage to each creature with flying and each player.

Wizards of the Coast Rulings:

- Deals damage to each creature that has flying when Hurricane resolves, whether or not those creatures had flying (or were even in play) when Hurricane was played.

Hypnotic Specter

Casting Cost: 1bb

Color: Black

Type: Summon Specter

Power/Toughness: 2/2

Flying

If Hypnotic Specter damages any opponent, that player discards a card at random.

Wizards of the Coast Rulings:

- Discarding the card is a side effect of the damage, so is based on successfully dealing damage.
- Eliminating the damage retroactively won't recover the card that was discarded.

Immolation

Casting Cost: 1
Color: Red
Type: Enchant Creature

Enchanted creature gets +2/-2.

Inferno

Casting Cost: 5rr

Color: Red

Type: Instant

Inferno deals 6 damage to each creature and player.

Instill Energy

Casting Cost: g

Color: Green

Type: Enchant Creature

Enchanted creature is unaffected by summoning sickness.

0: Untap enchanted creature. Use this ability only during your turn and only once each turn.

Wizards of the Coast Rulings:

- The ability is played as an instant, not as an interrupt, so cannot be used during the casting of a spell or use of an ability. Remember that it is the controller of the enchantment, not of the creature, who chooses when to play the ability.
- The ability can be played even if the creature cannot untap as normal.

Iron Star

Casting Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only when a red spell is successfully cast and only once for each such spell.

Ironclaw Orcs

Casting Cost: 1^r

Color: Red

Type: Summon Orcs

Power/Toughness: 2/2

Ironclaw Orcs cannot be assigned to block any creature with power 2 or greater.

Ironroot Treefolk

Casting Cost: 4g

Color: Green

Type: Summon Treefolk

Power/Toughness: 3/5

Island

Casting Cost: 0

Color: None

Type: Land

T: Add U to your mana pool.

Island Fish Jasconius

Casting Cost: 4UUU

Color: Blue

Type: Summon Island Fish

Power/Toughness: 6/8

Islandhome (If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)

Island Fish Jasconius does not untap during your untap phase.

UUU: Untap Island Fish Jasconius. Use this ability only during your upkeep.

Island Sanctuary

Casting Cost: 1W

Color: White

Type: Enchantment

Skip drawing a card: Until the beginning of your next turn, only creatures with flying or islandwalk can attack you. Use this ability only during your draw phase and only once each turn.

Wizards of the Coast Rulings:

- Each Sanctuary allows you to skip a single card during your draw phase. If you want to skip more than one card, you must have more than one Sanctuary in play.
- You can defer using the Sanctuary as long as you want, but must use it during your draw phase, and only instead of drawing a card.
- Once you have skipped a draw to pay for the effect, the effect will last for the stated duration, even if Island Sanctuary leaves play.

Ivory Cup

Casting Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only when a white spell is successfully cast and only once for each such spell.

Ivory Tower

Casting Cost: 1

Color: None

Type: Artifact

At the beginning of your upkeep, gain an amount of life equal to the number of cards in your hand in excess of four.

Wizards of the Coast Rulings:

- Because you choose the order in which your “beginning of upkeep” effects occur, you can draw cards from beginning of upkeep effects before gaining life from the Tower.

Jade Monolith

Casting Cost: 4

Color: None

Type: Artifact

1: Redirect all damage from any creature to yourself.

Wizards of the Coast Rulings:

- You must use this ability during the damage prevention step resulting from the damage to be redirected or not at all. You cannot use it retroactively.

Jandor's Saddlebags

Casting Cost: 2

Color: None

Type: Artifact

3, T: Untap target creature.

Jayemdae Tome

Casting Cost: 4

Color: None

Type: Artifact

4, T: Draw a card.

Jump

Casting Cost: U

Color: Blue

Type: Instant

Target creature gains flying until end of turn.

Wizards of the Coast Rulings:

- Remember that evasion abilities such as flying are only applicable while defense is chosen, so using Jump afterwards changes nothing about which creatures are blocking which.

Junún Efreet

Casting Cost: 1bb

Color: Black

Type: Summon Efreet

Power/Toughness: 3/3

Flying

During your upkeep, pay bb or bury Junún Efreet.

Karma

Casting Cost: 2WW

Color: White

Type: Enchantment

During each player's upkeep, Karma deals to that player an amount of damage equal to the number of swamps he or she controls.

Wizards of the Coast Rulings:

- During each player's upkeep, if that player controls any swamps, Karma will deal one packet of damage to him or her, for an amount equal to the number of swamps he or she controls.
- The player's swamps are not counted until the upkeep effect resolves.

Keldon Warlord

Casting Cost: 2rr

Color: Red

Type: Summon Lord

Power/Toughness: */*

Keldon Warlord has power and toughness each equal to the number of non-Wall creatures you control.

Killer Bees

Casting Cost: 1gg

Color: Green

Type: Summon Bees

Power/Toughness: 0/1

Flying

Q: +1/+1 until end of turn

Kismet

Casting Cost: 3W

Color: White

Type: Enchantment

All artifacts, creatures, and lands target player controls come into play tapped.

Wizards of the Coast Rulings:

- Affects all artifacts, creatures, and lands that its target puts into play, regardless of how they come into play.
- Permanents enter play tapped, rather than coming into play normally and then becoming tapped. Thus, they will not trigger effects that trigger on something becoming tapped.
- Targets a player when cast, so may be Deflected. Once it comes into play, its target may not be changed.

Rainbow Knights

Casting Cost: WW

Color: White

Type: Summon Knights

Power/Toughness: 2/1

When Rainbow Knights comes into play, it gains protection from a random color permanently.

1: First strike until end of turn

WW: +0/+0, +1/+0, or +2/+0 until end of turn, chosen at random

Kormus Bell

Casting Cost: 4

Color: None

Type: Artifact

All swamps are 1/1 creatures. *(These creatures still count as lands.)*

Wizards of the Coast Rulings:

- Note that this effect does not change the color of the swamps that it animates.
- The ability applies to all swamps, regardless of who controls them.
- The lands still count as lands, as well as creatures. This means they get double-counted for Balance, and for Smoke and Winter Orb.

Land Leeches

Casting Cost: 1gg

Color: Green

Type: Summon Leeches

Power/Toughness: 2/2

First strike

Land Tax

Casting Cost: W

Color: White

Type: Enchantment

O: Search your library for up to three basic land cards. Reveal those cards to all players and put them in your hand. Shuffle your library afterwards. Use this ability only during your upkeep, only once each turn, and only if any opponent controls more lands than you do.

Wizards of the Coast Rulings:

- You reveal the lands that you take out of your library in order to prevent you from cheating and grabbing cards other than basic lands.
- This ability is an instant that is played during upkeep. Having fewer lands than your opponent is a condition for playing the effect, and that's all; land totals are not checked again when the effect resolves.
- Remember that, because the ability is played as an instant, you may respond to other effects by using Land Tax. For example, you can sacrifice some lands to Zuran Orb, and then respond to that by using Land Tax before your opponent can do anything, such as using his or her Zuran Orb.
- The snow-covered lands from *Ice Age* are considered basic lands, so Land Tax may pull them out of your library.

Leviathan

Casting Cost: 5UUUU

Color: Blue

Type: Summon Leviathan

Power/Toughness: 10/10

Trample

Leviathan comes into play tapped and does not untap during your untap phase.

Leviathan cannot attack this turn unless you sacrifice two islands.

Sacrifice two islands: Untap Leviathan. Use this ability only during your upkeep.

Ley Druid

Casting Cost: 2g

Color: Green

Type: Summon Cleric

Power/Toughness: 1/1

T: Untap target land.

Wizards of the Coast Rulings:

- The Ley Druid's effect is played as an instant, not an interrupt.

Library of Alexandria

Casting Cost: 0

Color: None

Type: Land

T: Add one colorless mana to your mana pool.

T: Draw a card. Use this ability only if you have exactly seven cards in your hand.

Wizards of the Coast Rulings:

- Having seven cards in your hand is a requirement of playing the ability. When the effect resolves, you draw a card regardless of how many cards you have in hand at that time.

Library of Leng

Casting Cost: 1

Color: None

Type: Artifact

Skip your discard phase.

Whenever a spell or effect forces you to discard a card, you may instead discard that card to the top of your library.

Wizards of the Coast Rulings:

- Effects that require you to discard during their resolution are considered to force you to discard, even if you played the effect. For example, using Sindbad or Wheel of Fortune is considered a forced discard.
- Effects that require you to discard as part of the cost of playing them do not force you to discard, so the card cannot be discarded to the top of your library. This includes Land's Edge, Stormbind, etc.
- When you do take advantage of the effect, you are still discarding, just to your library rather than your graveyard. So if you're forced to discard Psychic Purge, your opponent loses 5 life, even if you discard the Purge to your library.
- Your opponent doesn't get to see the card you discard to your library, unless the card says it must be revealed when discarded (e.g., Psychic Purge with its errata).
- Because you skip your discard phase entirely, Library of Leng neutralizes Cursed Rack.
- You cannot skip a phase in progress. So if Library of Leng is tapped when your discard phase begins, and then untaps during the phase, this has no effect on the discard phase of that turn.

Lifeforce

Casting Cost: gg

Color: Green

Type: Enchantment

gg: Counter target black spell. Play this ability as an interrupt.

Lifelace

Casting Cost: g

Color: Green

Type: Interrupt

Target permanent or spell becomes green permanently. *(If this spell targets a permanent, play it as an instant.)*

Lifetap

Casting Cost: UU

Color: Blue

Type: Enchantment

Whenever any forest target opponent controls becomes tapped, gain 1 life.

Wizards of the Coast Rulings:

- Grants 1 life for each and every forest that becomes tapped, regardless of why a forest becomes tapped. If more than one forest becomes tapped at the same time, you still gain 1 life for each forest that becomes tapped.
- This spell targets a single player when played. It may be Deflected while it is being cast, but once the enchantment is in play, its target does not change.

Lightning Bolt

Casting Cost: r

Color: Red

Type: Instant

Lightning Bolt deals 3 damage to target creature or player.

Living Artifact

Casting Cost: 9

Color: Green

Type: Enchant Artifact

For each 1 damage dealt to you, put a vitality counter on Living Artifact.

Remove a vitality counter from Living Artifact: Gain 1 life. Use this ability only during your upkeep and only once each turn.

Wizards of the Coast Rulings:

- The counters are placed on the enchantment, not on the artifact. If two Living Artifacts are played on the same artifact, they cannot share their counters. Living Artifact only gains counters for damage that is successfully dealt to you.
- If the enchantment is moved by an effect such as Enchantment Alteration, all of the counters are lost.
- Living Artifact will function normally if you don't control the enchanted artifact.

Living Lands

Casting Cost: 3g

Color: Green

Type: Enchantment

All forests are 1/1 creatures. *(These creatures still count as lands.)*

Wizards of the Coast Rulings:

- Note that this effect does not change the color of the forests that it animates.
- The ability applies to all forests, regardless of who controls them.
- The lands still count as lands, as well as creatures. This means they get double-counted for Balance, and are affected by both Smoke and Winter Orb.

Llanowar Elves

Casting Cost: g

Color: Green

Type: Summon Elves

Power/Toughness: 1/1

T: Add g to your mana pool. Play this ability as a mana source.

Lord of Atlantis

Casting Cost: UU

Color: Blue

Type: Summon Lord

Power/Toughness: 2/2

All Merfolk get +1/+1 and gain islandwalk. (If defending player controls any islands, these creatures are unblockable.)

Wizards of the Coast Rulings:

- Its ability only helps Merfolk. Lord of Atlantis does not count as a Merfolk, so does not help itself.
- Its ability helps all Merfolk, not just yours.

Lord of the Pit

Casting Cost: 4bbb

Color: Black

Type: Summon Demon

Power/Toughness: 7/7

Flying, trample

During your upkeep, sacrifice a creature other than Lord of the Pit. If you cannot, Lord of the Pit deals 7 damage to you.

Wizards of the Coast Rulings:

- If you have any other creatures in play at the time you pay Lord of the Pit's upkeep cost, you must sacrifice one of them. If you cannot, Lord of the Pit deals 7 damage to you. This is normal black damage which may be prevented normally.
- You can sacrifice one Lord of the Pit to another, but cannot sacrifice two Lords of the Pit to each other, since by the time you would be required to pay the second one's upkeep cost, it has already been sacrificed to the first.

Lost Soul

Casting Cost: 1bb

Color: Black

Type: Summon Lost Soul

Power/Toughness: 2/1

Swampwalk (If defending player controls any swamps, this creature is unblockable.)

Lure

Casting Cost: 1gg

Color: Green

Type: Enchant Creature

All creatures able to block enchanted creature do so.

Wizards of the Coast Rulings:

- Lure simply forces all creatures capable of blocking the Lured creature to do so. It does not require the defending player to make his or her creatures capable of neutralizing or compensating for any evasion abilities the attacker might have. For example, if the attacker has flying, the defending player is not required to power up his or her Goblin Balloon Brigade.
- Creatures that cannot be assigned to block the Lured attacker may be assigned to block normally.

Magical Hack

Casting Cost: U

Color: Blue

Type: Interrupt

Change the text of target permanent or spell by replacing all instances of one basic land type with another. (For example, you may change “swampwalk” to “plainswalk.” If this spell targets a permanent, play it as an instant.)

Wizards of the Coast Rulings:

- Edits all occurrences of the basic land word that appear on the card. It can only change occurrences in the text box, and cannot change proper names.
- You are not required to choose a change that can be made. For example, you can target a spell or permanent with no basic land types in its text. However, you cannot edit text to and from the same basic land type.
- There are only five basic land types: plains, island, swamp, mountain, and forest. This spell cannot add or delete the word “snow-covered.”

Magnetic Mountain

Casting Cost: 1rr

Color: Red

Type: Enchantment

Blue creatures do not untap during their controllers' untap phases. For each blue creature a player controls, that player may pay an additional **4** during his or her upkeep to untap it.

Mahamoti Djinn

Casting Cost: 4UU

Color: Blue

Type: Summon Djinn

Power/Toughness: 5/6

Flying

Mana Clash

Casting Cost: r

Color: Red

Type: Sorcery

You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both player's coins come up heads at the same time.

Wizards of the Coast Rulings:

- Generates one packet of damage per player damaged, each packet for the entire amount of damage to that player. So, for example, you would have to power up a Circle of Protection: Red only once to prevent all of the damage.
- This spell has a single target, namely an opponent. It does not target you, even though it affects you.

Mana Flare

Casting Cost: 2r
Color: Red
Type: Enchantment

Whenever any player taps a land for mana, it produces one additional mana of the same type.

Wizards of the Coast Rulings:

- The enchantment only causes lands to produce additional mana when they are tapped for mana, not when they become tapped for other reasons.
- If a land has more than one mana-producing ability, it produces the same type of mana that was actually produced.
- If the ability that was used produces mana of more than one type, you can choose which type of mana is produced by Mana Flare. If there is more than one Mana Flare in play, you make a separate choice for each Mana Flare.

Mana Short

Casting Cost: 2U

Color: Blue

Type: Instant

Tap all lands target player controls. That player loses all mana in his or her mana pool.

Wizards of the Coast Rulings:

- Remember that this spell is an instant, so may be responded to normally with fast effects. The target's lands and mana pool aren't affected until Mana Short resolves. Thus, Mana Short does not prevent your opponent from using the mana. It just forces the player to do so now or not at all. Also, it can do nothing about mana that has already been spent.
- All of the target's lands are tapped, even those which do not produce mana.

Mana Vault

Casting Cost: 1

Color: None

Type: Artifact

Mana Vault does not untap during your untap phase.

At the end of your upkeep, if Mana Vault is tapped, it deals 1 damage to you.

4: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep.

T: Add three colorless mana to your mana pool. Play this ability as a mana source.

Wizards of the Coast Rulings:

- Mana Vault's ability to untap itself works while it is tapped, but may only be played during upkeep. If played, it untaps the Mana Vault at end of upkeep.
- The ability to untap it has an activation cost, so works in all ways like an activated effect.
- It deals 1 damage to you at the end of your upkeep if it is tapped at that time. Whether it was ever untapped during upkeep is unimportant.
- Contrary to past errata, the mana from Mana Vault may be used to untap a Basalt Monolith, and vice versa.

Manabarbs

Casting Cost: 3r
Color: Red
Type: Enchantment

Whenever any player taps a land for mana, Manabarbs deals 1 damage to him or her.

Wizards of the Coast Rulings:

- Deals damage separately for each land that is tapped for mana. Thus, you would normally have to power a Circle of Protection: Red once for each land tapped for mana in order to prevent all of the damage. However, Manabarbs damage triggered by land tapped during a damage prevention step is added to an existing Manabarbs damage packet (if there is one). so a single use of the CoP would target and prevent all of that damage.
- Because all of the damage is from the same source, Reverse Damage will scoop up all the damage Manabarbs has dealt to you this turn.

Marsh Gas

Casting Cost: b

Color: Black

Type: Instant

All creatures get -2/-0 until end of turn.

Marsh Viper

Casting Cost: 3g

Color: Green

Type: Summon Viper

Power/Toughness: 1/2

If Marsh Viper damages any player, he or she gets 2 poison counters. If any player has ten or more poison counters, he or she loses the game.

Wizards of the Coast Rulings:

- Giving a player poison is a side effect of successfully dealing damage to that player. Preventing the damage neutralizes the side effect, as usual.

Meekstone

Casting Cost: 1

Color: None

Type: Artifact

Creatures with power 3 or greater do not untap during their controllers' untap phases.

Merfolk of the Pearl Trident

Casting Cost: [U](#)

Color: [Blue](#)

Type: [Summon](#) Merfolk

Power/Toughness: 1/1

Mesa Pegasus

Casting Cost: 1W

Color: White

Type: Summon Pegasus

Power/Toughness: 1/1

Banding, flying

Millstone

Casting Cost: 2

Color: None

Type: Artifact

2,I: Put the top two cards of target player's library into his or her graveyard.

Wizards of the Coast Rulings:

- This effect does not cause its target to discard; it simply moves cards into the target's graveyard.
- Can be used on a player whose library contains fewer than two cards. Any card that might be there is put into the graveyard.
- This effect cannot cause a player to lose directly, if the library doesn't have at least two cards in it. Players only lose when they have to draw a card and can't, not as soon as they run out of cards.

Mind Bomb

Casting Cost: [U](#)

Color: [Blue](#)

Type: [Sorcery](#)

Mind Bomb deals 3 [damage](#) to each player. Each player may choose and discard up to three cards to prevent that amount of damage to him or her from Mind Bomb.

Wizards of the Coast Rulings:

- Cards discarded to Mind Bomb are considered to be voluntary, so effects such as [Library of Leng](#) do not apply.
- However, [Psychic Purge](#) will trigger normally if you discard it to your opponent's Mind Bomb, as Psychic Purge does not care whether the discard is forced.

Mind Twist

Casting Cost: xb

Color: Black

Type: Sorcery

Target player discards X cards at random.

Wizards of the Coast Rulings:

- Because Mind Twist targets any player, it may be Deflected to its caster.

Mishra's Factory

Casting Cost: 0

Color: None

Type: Land

T: Add one colorless mana to your mana pool.

1: Until end of turn, this land is a 2/2 artifact creature named Assembly Worker.

T: Target Assembly Worker gets +1/+1 until end of turn.

Wizards of the Coast Rulings:

- While the land is an Assembly Worker, it may still be tapped for mana or to give a target Assembly Worker +1/+1, and you may also pay to make it an Assembly Worker again.
- You may sink any amount of mana into animating the Factory.
- When the Assembly Worker deanimates at end of turn, any Enchant Creatures and Enchant Artifacts on it are buried, as it is an illegal target for them while just a land.
- The Assembly Worker is bound by summoning sickness normally.
- Remember that lands all have a casting cost of 0. This is true of Assembly Worker, even though an activation cost is paid to animate the land.
- Remember that once effects resolve, they do not check to make sure their target remains legal, except for local enchantments. Thus, any effect that targeted the Assembly Worker as a creature or as an artifact will remain in effect when the Worker deanimates at end of turn. The effect will last for its stated duration, affecting the permanent to the best of its ability.
- If an Assembly Worker is changed into another land type, it will remain a 2/2 artifact creature until end of turn, in addition to counting as the new land type.

Mishra's War Machine

Casting Cost: 7

Color: None

Type: Artifact Creature

Power/Toughness: 5/5

Banding

During your upkeep, choose and discard a card or tap Mishra's War Machine and it deals 3 damage to you.

Mishra's Workshop

Casting Cost: 0

Color: None

Type: Land

T: Add three colorless mana to your mana pool. Spend this mana only for artifact spells.

Wizards of the Coast Rulings:

- The mana produced by the Workshop can only be used to pay the costs of playing an artifact, including any costs listed in its card text as well as its casting cost. It cannot pay for penalties such as Power Sink or Gloom.

Mons's Goblin Raiders

Casting Cost: r

Color: Red

Type: Summon Goblins

Power/Toughness: 1/1

Morale

Casting Cost: 1WW

Color: White

Type: Instant

All attacking creatures get +1/+1 until end of turn.

Mountain

Casting Cost: 0

Color: None

Type: Land

T: Add r to your mana pool.

Mox Emerald

Casting Cost: 0

Color: None

Type: Artifact

T: Add g to your mana pool. Play this ability as a mana source.

Mox Jet

Casting Cost: 0

Color: None

Type: Artifact

T: Add b to your mana pool. Play this ability as a mana source.

Mox Pearl

Casting Cost: 0

Color: None

Type: Artifact

T: Add W to your mana pool. Play this ability as a mana source.

Mox Ruby

Casting Cost: 0

Color: None

Type: Artifact

T: Add r to your mana pool. Play this ability as a mana source.

Mox Sapphire

Casting Cost: 0

Color: None

Type: Artifact

T: Add U to your mana pool. Play this ability as a mana source.

Murk Dwellers

Casting Cost: 3b

Color: Black

Type: Summon Murk Dwellers

Power/Toughness: 2/2

If Murk Dwellers attacks and is not blocked, it gets +2/+0 until end of turn.

Nafs Asp

Casting Cost: 9

Color: Green

Type: Summon Asp

Power/Toughness: 1/1

Whenever Nafs Asp damages a player, it deals an additional 1 damage to that player during his or her next draw phase unless he or she pays 1 before that draw phase.

Wizards of the Coast Rulings:

- The delayed damage is a triggered effect that goes off whenever Nafs Asp damages anyone for any reason. It is not restricted to triggering on combat damage. Therefore, if a player does not pay to prevent the delayed damage, the effect triggers again, and the player will take more damage during his or her next draw phase.
- The mana to cancel the delayed damage may be paid as an instant at any time between the effect being triggered and the beginning of the player's next draw phase. For example, it may be paid during the upkeep phase preceding that draw phase.

Necropolis of Azar

Casting Cost: 2bb

Color: Black

Type: Enchantment

Whenever a non-black creature is put into any graveyard from play, put a husk counter on Necropolis of Azar.

5, Remove a husk counter from Necropolis of Azar: Put a Spawn of Azar token into play. Treat this token as a black creature with a random power and toughness, each no less than 1 and no greater than 3, that has swampwalk. *(If defending player controls any swamps, this creature is unblockable.)*

Nether Shadow

Casting Cost: bb

Color: Black

Type: Summon Shadow

Power/Toughness: 1/1

Nether Shadow is unaffected by summoning sickness.

At the end of your upkeep, if Nether Shadow is in your graveyard with at least three creature cards above it, you may put Nether Shadow into play.

Wizards of the Coast Rulings:

- The shadow counts the number of summon and artifact creature cards above it in the graveyard to see whether it returns to play.
- Note that you are not required to put Nether Shadow into play when you are able to do so.

Nevinyrral's Disk

Casting Cost: 4

Color: None

Type: Artifact

Nevinyrral's Disk comes into play tapped.

1, T: Destroy all artifacts, creatures, and enchantments.

Wizards of the Coast Rulings:

- A creature destroyed by this effect may be regenerated by enchantments played on it.
- The Disk destroys itself during resolution, not as a cost.

Nightmare

Casting Cost: 5b

Color: Black

Type: Summon Nightmare

Power/Toughness: */*

Flying

Nightmare has power and toughness each equal to the number of swamps you control.

Wizards of the Coast Rulings:

- If you have no swamps, the Nightmare dies due to having 0 toughness, unless a continuous effect (e.g. Bad Moon) keeps its toughness above 1.

Northern Paladin

Casting Cost: 2WW

Color: White

Type: Summon Paladin

Power/Toughness: 3/3

WW, T: Destroy target black permanent.

Oasis

Casting Cost: 0

Color: None

Type: Land

T: Prevent 1 damage to any creature.

Obsianus Golem

Casting Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 4/6

Onulet

Casting Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 2/2

If Onulet is put into any graveyard from play, gain 2 life.

Orcish Artillery

Casting Cost: 1rr

Color: Red

Type: Summon Orcs

Power/Toughness: 1/3

T: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Wizards of the Coast Rulings:

- You do not take the 3 damage if the effect fizzles. Preventing the damage to you does not cancel the damage dealt to its target.

Orcish Catapult

Casting Cost: Xrr

Color: Red

Type: Instant

Randomly distribute X -0/-1 counters among a random number of random target creatures.

Orcish Oriflamme

Casting Cost: 3r

Color: Red

Type: Enchantment

Attacking creatures you control get +1/+0.

Ornithopter

Casting Cost: 0

Color: None

Type: Artifact Creature

Power/Toughness: 0/2

Flying

Osai Vultures

Casting Cost: 1W

Color: White

Type: Summon Vultures

Power/Toughness: 1/1

Flying

At the end of any turn in which a creature was put into any graveyard from play, put one carrion counter on Osai Vultures.

Remove two carrion counters from Osai Vultures: +1/+1 until end of turn

Wizards of the Coast Rulings:

- The Vultures can only get one counter per turn, regardless of how many creatures were put into the graveyard that turn.
- The Vultures will get counters if creatures were put into the graveyard before Vultures came into play, but only if creatures died that turn.

Pandora's Box

Casting Cost: 5

Color: None

Type: Artifact

3, T: Choose a random summon card from all players' decks. For each player, flip a coin. If the flip ends up heads, put a token creature into play and treat it as though an exact copy of the chosen summon card were just summoned.

Paralyze

Casting Cost: b

Color: Black

Type: Enchant Creature

When Paralyze comes into play, tap enchanted creature.

Enchanted creature does not untap during its controller's untap phase. That player may pay an additional 4 during his or her upkeep to untap it.

Wizards of the Coast Rulings:

- The creature's controller may pay to untap it more than once per turn.
- The creature becomes tapped when Paralyze comes into play, not before. Being tapped does not make a creature an illegal target for Paralyze.
- Remember that all untap costs are cumulative, so you would pay 8 to untap a doubly Paralyzed creature.

Pearled Unicorn

Casting Cost: 2W

Color: White

Type: Summon Unicorn

Power/Toughness: 2/2

Personal Incarnation

Casting Cost: 3WWW

Color: White

Type: Summon Avatar

Power/Toughness: 6/6

Personal Incarnation's owner may redirect any amount of damage from it to himself or herself.

If Personal Incarnation is put into any graveyard from play, its owner loses half of his or her life, rounded up.

Wizards of the Coast Rulings:

- When Personal Incarnation is put into the graveyard from play, you lose half your life. This is loss of life, so may not be prevented, redirected, etc. If your life total is negative, it does not change.
- Remember that it is the owner of the Incarnation who loses life, not its controller, even if the Incarnation was put into play by someone other than its owner (e.g., revived by Animate Dead).
- Personal Incarnation's second ability triggers when it is put into any graveyard, and behaves exactly like other "death effects", such as Creature Bond. This also means that if two of your Incarnations die, each triggered effect is played separately, so you lose half your life, then half of what's left.

Pestilence

Casting Cost: 2bb

Color: Black

Type: Enchantment

At the end of any turn, if there are no creatures in play, bury Pestilence.

b: Pestilence deals 1 damage to each creature and player.

Wizards of the Coast Rulings:

- The damage will smack into creatures with protection from black, but will be reduced to 0 by the protection. The same is true of any appropriate effects that reduce damage dealt to a creature or player.
- At the end of each turn, Pestilence checks for creatures. If there are none in play, it will go away even if there is an effect scheduled to produce a creature, such as the generation of a Rukh. Remember that the order of “at end of turn” effects might affect this.

Phantasmal Forces

Casting Cost: 3U

Color: Blue

Type: Summon Phantasm

Power/Toughness: 4/1

Flying

During your upkeep, pay U or bury Phantasmal Forces.

Phantasmal Terrain

Casting Cost: UU

Color: Blue

Type: Enchant Land

Enchanted land is a basic land type of your choice.

Wizards of the Coast Rulings:

- You may only choose one of the five basic land types: plains, island, swamp, mountain, and forest. You choose the land type as you play the enchantment, not once it comes into play.
- Remember that changing a land's type only changes its name, its card type, and its text box. Characteristics such as its color and expansion symbol (or lack thereof) are not affected.
- This effect will override previous effects, and be overridden by later effects, normally.

Phantom Monster

Casting Cost: 3U

Color: Blue

Type: Summon Phantasm

Power/Toughness: 3/3

Flying

Piety

Casting Cost: 2W

Color: White

Type: Instant

All blocking creatures get +0/+3 until end of turn.

Pikemen

Casting Cost: 1W

Color: White

Type: Summon Pikemen

Power/Toughness: 1/1

Banding, first strike

Pirate Ship

Casting Cost: 4U

Color: Blue

Type: Summon Ship

Power/Toughness: 4/3

Islandhome (If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)

T: Pirate Ship deals 1 damage to target creature or player.

Pit Scorpion

Casting Cost: 2b

Color: Black

Type: Summon Scorpion

Power/Toughness: 1/1

If Pit Scorpion damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.

Wizards of the Coast Rulings:

- Giving a player poison is a side effect of successfully dealing damage to that player. Preventing the damage neutralizes the side effect, as normal.

Plague Rats

Casting Cost: 2b

Color: Black

Type: Summon Rats

Power/Toughness: */*

Plague Rats has power and toughness each equal to the number of Plague Rats in play.

Wizards of the Coast Rulings:

- The power and toughness of the Plague rats are each equal to the total number of cards named Plague Rats in play, regardless of who controls them. Other types of rats do not count, but copies of Plague Rats do.

Plains

Casting Cost: 0

Color: None

Type: Land

T: Add W to your mana pool.

Power Leak

Casting Cost: 1U

Color: Blue

Type: Enchant Enchantment

During the upkeep of enchanted enchantment's controller, Power Leak deals 2 damage to him or her. That player may pay up to 2 to prevent that amount of damage dealt to him or her by Power Leak.

Power Sink

Casting Cost: XU

Color: Blue

Type: Interrupt

Counter target spell unless that spell's caster pays an additional X. That player draws and pays all mana from lands and mana pool until X is paid; he or she may also draw and pay mana from other sources if desired.

Wizards of the Coast Rulings:

- You are only required to use up your lands, and any mana that is already in your pool, in an attempt to pay off the Power Sink's effect. You may use other mana sources to pay it off, but are not required to.
- Remember that the spell's controller can play interrupts before Power Sink resolves, thus use the mana before he or she is forced to spend it.
- Power Sink will draw as much mana as possible out of the target's lands, so if a land has more than one mana-producing ability, whichever one produces the most mana is used. If there is a tie for this, the spell's controller chooses which ability is used. For example, Havenwood Battleground would have to produce two mana.
- Note that the spell's controller can simply tap all of his or her lands for mana before Power Sink resolves, and thus have complete control over the amount of mana that is produced.
- Lands that do not produce mana are ignored by the effect. Lands whose only mana cannot be used to pay for Power Sink (e.g., Mishra's Workshop) are also ignored.

Power Struggle

Casting Cost: 2UUU

Color: Blue

Type: Enchantment

During each player's upkeep, that player exchanges control of target artifact, creature, or land he or she controls for control of target permanent of the same type that a random opponent controls.

Power Surge

Casting Cost: rr

Color: Red

Type: Enchantment

During each player's upkeep, Power Surge deals to that player an amount of damage equal to the number of untapped lands he or she controlled at the beginning of the turn.

Wizards of the Coast Rulings:

- The number of untapped lands is counted at the start of your turn, before your untap phase.
- The damage is not dealt until upkeep, and is dealt in a single packet. Thus, spending 1 on a Circle of Protection: Red will be sufficient to prevent all of the damage.

Pradesh Gypsies

Casting Cost: 2g

Color: Green

Type: Summon Gypsies

Power/Toughness: 1/1

1g,T: Target creature gets -2/-0 until end of turn.

Primal Clay

Casting Cost: 4

Color: None

Type: Artifact Creature

Power/Toughness: */*

When you play Primal Clay, choose one – Primal Clay is a 2/2 artifact creature with flying; or Primal Clay is a 3/3 artifact creature; or Primal Clay is a 1/6 artifact creature that counts as a Wall.

Wizards of the Coast Rulings:

- Copies of a Primal Clay must choose the same form as the original Primal Clay.

Prismatic Dragon

Casting Cost: 2WW

Color: White

Type: Summon Dragon

Power/Toughness: 2/3

Flying

During your upkeep, Prismatic Dragon becomes a random color permanently.

2: Prismatic Dragon becomes a random color permanently.

Prodigal Sorcerer

Casting Cost: 2U

Color: Blue

Type: Summon Wizard

Power/Toughness: 1/1

T: Prodigal Sorcerer deals 1 damage to target creature or player.

Psionic Entity

Casting Cost: 4U

Color: Blue

Type: Summon Entity

Power/Toughness: 2/2

T: Psionic Entity deals 2 damage to target creature or player and 3 damage to itself.

Psychic Venom

Casting Cost: 1U

Color: Blue

Type: Enchant Land

Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Wizards of the Coast Rulings:

- The enchantment triggers when the land becomes tapped for any reason.

Purelace

Casting Cost: W

Color: White

Type: Interrupt

Target permanent or spell becomes white permanently. *(If this spell targets a permanent, play it as an instant.)*

Pyrotechnics

Casting Cost: 4r

Color: Red

Type: Sorcery

Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players.

Wizards of the Coast Rulings:

- You cannot assign 0 damage, or fractional damage, to a given target.
- You can only target a given creature or player once, regardless of how much damage is assigned to that target.

Radjan Spirit

Casting Cost: 3g

Color: Green

Type: Summon Spirit

Power/Toughness: 3/2

T: Target creature loses flying until end of turn.

Wizards of the Coast Rulings:

- Can target a creature without flying, and will add a “loses flying” effect to the creature, which will typically be meaningless. However, it gives you some padding if the creature already had a “loses flying” effect applied to it.

Rag Man

Casting Cost: 2bb

Color: Black

Type: Summon Rag Man

Power/Toughness: 2/1

bbb, I: Look at target opponent's hand. That player discards a creature card at random. Use this ability only during your turn.

Raise Dead

Casting Cost: b

Color: Black

Type: Sorcery

Return target creature in your graveyard to your hand.

Wizards of the Coast Rulings:

- Targets a summon or artifact creature card in the graveyard.

Rebirth

Casting Cost: 3ggg

Color: Green

Type: Sorcery

Remove Rebirth from your deck before playing if no playing for ante.

Each player may ante an additional card to set his or her life total to 20.

Red Elemental Blast

Casting Cost: 1

Color: Red

Type: Interrupt

Counter target blue spell or destroy target blue permanent. *(If this spell targets a permanent, play it as an instant.)*

Wizards of the Coast Rulings:

- This is a modal spell that is played either to counter a spell or destroy a permanent. Thus, it may not be Deflected from one type of target to another.
- You must choose a target that is blue. You cannot choose a target that does not count as blue, even if you plan on using interrupts to make the target legal once Red Elemental Blast has been played.

Red Mana Battery

Casting Cost: 4

Color: None

Type: Artifact

2, T: Put a charge counter on Red Mana Battery.

T, Remove X charge counters from Red Mana Battery: Add an amount of r to your mana pool equal to X plus 1. Play this ability as a mana source.

Red Ward

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from red. The protection granted by Red Ward does not bury Red Ward.

Regeneration

Casting Cost: 1g

Color: Green

Type: Enchant Creature

g: Regenerate enchanted creature.

Regrowth

Casting Cost: 1g

Color: Green

Type: Sorcery

Return target card from your graveyard to your hand.

Wizards of the Coast Rulings:

- Your opponent always knows what cards are taken out of your graveyard, and so knows which card you regrow.
- This spell targets the card to be regrown, so your opponent will know the card when deciding whether to interrupt or counter Regrowth.
- May be Deflected to another card in your graveyard.

Relic Bind

Casting Cost: 2U

Color: Blue

Type: Enchant Artifact

Play only on an artifact an opponent controls.

Whenever enchanted artifact becomes tapped, target player gains 1 life, or Relic Bind deals 1 damage to target player.

Wizards of the Coast Rulings:

- If you gain control of the enchanted artifact, Relic Bind is buried immediately, as its target is no longer valid.
- Each time Relic Bind triggers, you decide whether Relic Bind will give a player life or deal damage. You also choose a player each time.

Reverse Damage

Casting Cost: 1WW

Color: White

Type: Instant

All damage dealt to you so far this turn from one source is retroactively added to your life total instead of subtracted. Treat further damage from that source normally.

Wizards of the Coast Rulings:

- This may be played during the step in which the damage is dealt, or later in the turn. If you play it later in the turn, any side effects of the damage are not undone.
- If a source dealt damage to you at different times over the turn, you still total all of the damage from that source and reverse it.
- Only unprevented damage is reversed, and reversing the damage prevents it. So Reverse Damage does not stack usefully against the same source.
- Mana burn is loss of life, not damage, so you may not Reverse mana burn.

Righteousness

Casting Cost: W

Color: White

Type: Instant

Target blocking creature gets +7/+7 until end of turn.

Wizards of the Coast Rulings:

- Can only target blocking creatures, so can only be played after defense is chosen and before damage dealing.

Rod of Ruin

Casting Cost: 4

Color: None

Type: Artifact

3, I: Rod of Ruin deals 1 damage to target creature or player.

Royal Assassin

Casting Cost: 1bb

Color: Black

Type: Summon Assassin

Power/Toughness: 1/1

T: Destroy target tapped creature.

Wizards of the Coast Rulings:

- If the creature is untapped when the effect resolves, the effect fizzles.
- The Assassin cannot target himself since he is untapped at the time at which you choose the target.

Samite Healer

Casting Cost: 1W

Color: White

Type: Summon Cleric

Power/Toughness: 1/1

T: Prevent 1 damage to any creature or player.

Sandstorm

Casting Cost: 9

Color: Green

Type: Instant

Sandstorm deals 1 damage to each attacking creature.

Wizards of the Coast Rulings:

- This spell can be played at any time, but will have no effect if there are no attacking creatures when it resolves.
- Creatures killed by this spell do not survive to deal their combat damage.

Savannah Lions

Casting Cost: W

Color: White

Type: Summon Lions

Power/Toughness: 2/1

Scathe Zombies

Casting Cost: 2b

Color: Black

Type: Summon Zombies

Power/Toughness: 2/2

Scavenging Ghoul

Casting Cost: 3b

Color: Black

Type: Summon Ghoul

Power/Toughness: 2/2

At the end of any turn, put a corpse counter on Scavenging Ghoul for each creature put into any graveyard from play during that turn.

0, Remove a corpse counter from Scavenging Ghoul: Regenerate

Wizards of the Coast Rulings:

- As with other Ghouls, it will get counters for creatures that were put into the graveyard before the Ghoul came into play, but only for creatures that died that turn.
- The Ghoul may regenerate itself whether it is being destroyed due to an effect, or due to lethal damage.

Scryb Sprites

Casting Cost: g

Color: Green

Type: Summon Faeries

Power/Toughness: 1/1

Flying

Sea Serpent

Casting Cost: 5U

Color: Blue

Type: Summon Serpent

Power/Toughness: 5/5

Islandhome (If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)

Seeker

Casting Cost: 2WW

Color: White

Type: Enchant Creature

Enchanted creature cannot be blocked except by artifact creatures and white creatures.

Segovian Leviathan

Casting Cost: 4U

Color: Blue

Type: Summon Leviathan

Power/Toughness: 3/3

Islandwalk (If defending player controls any islands, this creature is unblockable.)

Sengir Vampire

Casting Cost: 3bb

Color: Black

Type: Summon Vampire

Power/Toughness: 4/4

Flying

Whenever any creature that Sengir Vampire damaged this turn is put into any graveyard, put a +1/+1 counter on Sengir Vampire.

Serra Angel

Casting Cost: 3WW

Color: White

Type: Summon Angel

Power/Toughness: 4/4

Flying

Attacking does not cause Serra Angel to tap.

Shanodin Dryads

Casting Cost: g

Color: Green

Type: Summon Nymphs

Power/Toughness: 1/1

Forestwalk (If defending player controls any forests, this creature is unblockable.)

Shapeshifter

Casting Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: */7-*

Shapeshifter has total power and toughness of 7, divided any way you choose, though neither can be more than 7.

When you play Shapeshifter, choose its power and toughness.

During your upkeep, choose Shapeshifter's power and toughness.

Wizards of the Coast Rulings:

- It can only change its power and toughness once each turn. It only changes its base power and toughness; any modifiers to these stats (such as counters) are applied normally to the numbers you choose.

Shatter

Casting Cost: 1r

Color: Red

Type: Instant

Destroy target artifact.

Shivan Dragon

Casting Cost: 4rr

Color: Red

Type: Summon Dragon

Power/Toughness: 5/5

Flying

r: +1/+0 until end of turn

Simulacrum

Casting Cost: 1b

Color: Black

Type: Instant

All damage dealt to you so far this turn is retroactively redirected to target creature you control.

Wizards of the Coast Rulings:

- This spell just redirects damage, so the color, source, and so forth of the damage is maintained. (NOTE that this is not true in the computer game.) Thus, if red damage is redirected onto a Repentant Blacksmith, the Blacksmith's protection reduces the damage to 0.
- Because the damage is redirected, any side effect of the damage follows it around unless Simulacrum is being used retroactively.
- Unless it is used during a damage prevention step, this spell only has one target: one of your creatures. At that time, it may be Deflected to another one of your creatures and, because it does not target damage, it may be used retroactively even if you have not suffered any damage this turn.
- If Simulacrum is used during a damage prevention step, it may not be Deflected.
- You may target a creature that is already suffering lethal damage.

Sindbad

Casting Cost: 1U

Color: Blue

Type: Summon Sindbad

Power/Toughness: 1/1

T: Draw a card and reveal it to all players, then discard that card if it is not a land.

Wizards of the Coast Rulings:

- Discarding the card you just drew is considered a forced discard, even though you chose to play Sindbad's ability, so Library of Leng and so forth apply.
- The card that is drawn is shown to your opponent to prevent you from cheating, and keeping a card that is not a land.

Siren's Call

Casting Cost: U

Color: Blue

Type: Instant

Play only during target opponent's turn and only before combat.

All of that player's non-Wall creatures that do not have summoning sickness must attack this turn if able. At end of turn, destroy each of those creatures that did not attack this turn.

Wizards of the Coast Rulings:

- Only the creatures the target controls during resolution of Siren's Call are forced to attack. Walls and creatures with summoning sickness are ignored by the effect.
- May not be Deflected, since it targets the player whose turn it is.

Sisters of the Flame

Casting Cost: 1rr

Color: Red

Type: Summon Sisters

Power/Toughness: 2/2

T: Add **r** to your mana pool. Play this ability as a mana source.

Sleight of Mind

Casting Cost: U

Color: Blue

Type: Interrupt

Change the text of target permanent or spell by replacing all instances of one color word with another. (For example, you may change “non-green creature” to “non-red creature.” If this spell targets a permanent, play it as an instant.)

Wizards of the Coast Rulings:

- Edits all occurrences of the color word that appear on the card. It can only change occurrences in the text box, and cannot change proper names.
- You are not required to choose a change that can be made. For example, you can target a spell or permanent with no color words in its text. However, you cannot edit text to and from the same color word.
- There are only five color words: white, blue, black, red, and green. You cannot edit text to or from another word, not even “colorless”.

Smoke

Casting Cost: rr

Color: Red

Type: Enchantment

Players cannot untap more than one creature during their untap phases.

Wizards of the Coast Rulings:

- Animated lands are subject to both Smoke and Winter Orb, so allowing one to untap will use up your “one creature” *and* your “one land.”
- You can only choose a creature that can untap, and that creature must untap. For example, you cannot choose your tapped Rubinia Soulsinger and then decline to untap her after all. If all of your creatures are prohibited from untapping, or untap at your option, you may decline to untap none of them.

Sol Ring

Casting Cost: 1

Color: None

Type: Artifact

T: Add two colorless mana to your mana pool. Play this ability as a mana source.

Sorceress Queen

Casting Cost: 1bb

Color: Black

Type: Summon Sorceress

Power/Toughness: 1/1

T: Target creature other than Sorceress Queen is 0/2 until end of turn.

Wizards of the Coast Rulings:

- Only changes the base power and toughness of the creature. Any modifications to its power and toughness are assessed normally. For example, if the Queen targets a creature enchanted with Unholy Strength, the creature becomes a total of 2/3.
- Note that this will actually help creatures such as Frozen Shade or Rock Hydra.
- A Sorceress Queen may not target itself, but may target other Sorceress Queens.
- This effect will override calculated power and toughness such as that of Nightmare or Keldon Warlord. When the Queen's effect wears off, the creature returns to its normal power and toughness calculation.

Soul Net

Casting Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only when a creature is put into any graveyard from play and only once for each such creature.

Wizards of the Coast Rulings:

- Each time a creature is put into the graveyard from play, you may spend **1** (and only **1**) to gain 1 life. You must do so as soon as the effect triggers, or not at all.
- If the Soul Net is animated, it can trigger on its own death, as it is not yet in the graveyard at the time you would pay the mana.
- Because the effect is triggered, it may not be countered.

Spawn of Azar

Casting Cost: n/a

Color: Black

Type: Token

Power/Toughness: */*

Swampwalk. (If defending player controls any swamps, this creature is unblockable.)

The original power and toughness of a Spawn of Azar are randomly chosen numbers no less than 1 and no greater than 3.

Spell Blast

Casting Cost: XU

Color: Blue

Type: Interrupt

Counter target spell with total casting cost equal to X.

Spirit Link

Casting Cost: W

Color: White

Type: Enchant Creature

For each 1 damage enchanted creature deals, gain 1 life.

Wizards of the Coast Rulings:

- You gain life equal to the amount of damage successfully dealt by the enchanted creature. The life gain is not limited by the toughness or life total of whatever the creature damages. Any sort of damage will result in life for you, not just combat damage.
- Gaining life is a function of the Spirit Link, not an ability granted to the creature. If you have multiple Spirit Links on the same creature, each of them will give you life when that creature deals damage. You are the one who gains the life, even if you do not control the creature.
- Remember that protection from a color prevents all damage of the appropriate color, which will stop you from gaining life from Spirit Link.
- You only gain the life if Spirit Link is in play at the end of the appropriate damage prevention step.

Spirit Shackle

Casting Cost: bb

Color: Black

Type: Enchant Creature

Whenever enchanted creature becomes tapped, put a -0/-2 counter on it.

Stasis

Casting Cost: 1U

Color: Blue

Type: Enchantment

Each player skips his or her untap phase.

During your upkeep, pay **U** or bury Stasis.

Steal Artifact

Casting Cost: 2UU

Color: Blue

Type: Enchant Artifact

Gain control of enchanted artifact.

Wizards of the Coast Rulings:

- You lose control of the artifact as soon as Steal Artifact is removed.
- Remember that the artifact will have summoning sickness when you gain control of it.

Stone Giant

Casting Cost: 2rr

Color: Red

Type: Summon Giant

Power/Toughness: 3/4

T: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature.

Wizards of the Coast Rulings:

- Yes, the Giant can target itself with its ability if you can adjust its power and toughness properly.

Stone Rain

Casting Cost: 2r

Color: Red

Type: Sorcery

Destroy target land.

Stream of Life

Casting Cost: XG

Color: Green

Type: Sorcery

Target player gains X life.

Strip Mine

Casting Cost: 0

Color: None

Type: Land

T: Add one colorless mana to your mana pool.

T, Sacrifice Strip Mine: Destroy target land.

Wizards of the Coast Rulings:

- You tap and sacrifice Strip Mine to destroy a land, so may not use this ability while Strip Mine is tapped. Using this ability is an instant, since it does not produce mana and does not say otherwise.
- The sacrifice of the Strip Mine will trigger effects such as Dingus Egg normally.

Sunglasses of Urza

Casting Cost: 3

Color: None

Type: Artifact

You may spend white mana as though it were red.

Sunken City

Casting Cost: UU

Color: Blue

Type: Enchantment

During your upkeep, pay UU or bury Sunken City.

All blue creatures get +1/+1.

Swamp

Casting Cost: 0

Color: None

Type: Land

T: Add b to your mana pool.

Swords to Plowshares

Casting Cost: W

Color: White

Type: Instant

Remove target creature from the game. That creature's controller gains an amount of life equal to the creature's power.

Wizards of the Coast Rulings:

- The creature leaves the game directly, without entering the graveyard first.
- Remember that a creature whose power is less than 0 is treated as having 0 power for all purposes except modifying its power, so you won't take any damage if a negative power creature is plowed. (You don't gain life, either.)

Sylvan Library

Casting Cost: 1g

Color: Green

Type: Enchantment

Q: Draw two cards; then choose any two cards in your hand drawn this turn. For each of those cards, pay 4 life or put that card back on top of your library. Use this ability only during your draw phase and only once each turn.

Wizards of the Coast Rulings:

- Sylvan Library does not modify your normal draw for the turn. Each Sylvan Library has an ability that allows you to draw two cards, and then put two cards back and/or pay life.
- Each Library's ability is played separately. If two Libraries are used in succession, the first effect to resolve does so fully before the next one begins. In other words, you are drawing two cards, putting two cards back, and then drawing the two cards you just put back. Using multiple Libraries is usually only useful if you pay life to keep cards during the first resolution.
- The effect counts as drawing cards, but effects that trigger on drawing cards wait until the Library effect fully resolves before going off. Any such effects that apply to the cards you have drawn (e.g., Zur's Weiriding's) only apply to cards you drew during that resolution and kept in your hand.

Tawnos's Wand

Casting Cost: 4

Color: None

Type: Artifact

2, I: Target creature with power 2 or less is unblockable this turn.

Tawnos's Weaponry

Casting Cost: 2

Color: None

Type: Artifact

You may choose not to untap Tawnos's Weaponry during your untap phase.

2, T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Wizards of the Coast Rulings:

- The effect ends if Tawnos's Weaponry leaves play.
- If Tawnos's Weaponry's ability is played, but the Weaponry leaves play or becomes untapped before the effect resolves, then the effect ends as soon as it begins.

Tempest Efreet

Casting Cost: 1rrr

Color: Red

Type: Summon Efreet

Power/Toughness: 3/3

Remove Tempest Efreet from your deck before playing if not playing for ante.

T: Bury in your graveyard a random card in target opponent's hand. Bury Tempest Efreet in that player's graveyard. Exchange ownership of the cards. The player may pay 10 life to prevent this effect.

Terror

Casting Cost: 1b

Color: Black

Type: Instant

Bury target non-artifact, non-black creature.

Tetravite

Casting Cost: n/a

Color: None

Type: Token

Power/Toughness: 1/1

Flying

Counts as an artifact creature. Tetravite cannot have enchantments played on it.

Tetravus

Casting Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 1/1

Flying

When Tetravus comes into play, put three +1/+1 counters on it.

During your upkeep, you may move each of these +1/+1 counters onto or off of Tetravus. As long as a counter is off of Tetravus, it is considered a Tetravite token. Treat these tokens as 1/1 artifact creatures with flying that cannot be the target of enchantments.

Wizards of the Coast Rulings:

- As long as the counters are in play as creatures, they follow all the normal rules for token creatures.
- Tetravites enter play with summoning sickness. They come into play untapped, whether the Tetravus is tapped or not. Kismet and so forth will apply to them normally, however.
- The Tetravus has the ability to move its counters onto or off of it; the Tetravites have no control over this. Thus, you can absorb a Tetravite that is controlled by another player. However, each Tetravite can only be moved onto or off of Tetravus during a given upkeep, not both. Absorbing a Tetravite erases any changes made to it (such as giving it a color).
- If the Tetravus leaves play, any Tetravites it has in play will remain in play, but cannot be absorbed into any Tetravus.
- Enchantments cannot be played on the Tetravites, but will otherwise interact with them normally. For example, the Tetravites still benefit from Orcish Oriflamme.
- The Tetravites do not have the *Antiquities* symbol, so are not destroyed by Golgothian Sylex.

The Brute

Casting Cost: 1r

Color: Red

Type: Enchant Creature

Enchanted creature gets +1/+0.

rrr: Regenerate enchanted creature.

The Hive

Casting Cost: 5

Color: None

Type: Artifact

5, T: Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying.

The Rack

Casting Cost: 1

Color: None

Type: Artifact

At the end of target opponent's upkeep, The Rack deals to that player 1 damage for each card in his or her hand fewer than three.

Wizards of the Coast Rulings:

- Targets a player when played. The spell may be Deflected while it is being cast, but once The Rack is in play, its target may not be changed.

Thicket Basilisk

Casting Cost: 3gg

Color: Green

Type: Summon Basilisk

Power/Toughness: 2/4

If Thicket Basilisk blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.

Wizards of the Coast Rulings:

- The Basilisk's effect triggers whenever it blocks a creature, or a creature blocks it. That creature is scheduled to be destroyed at end of combat.
- The ability triggers on creatures blocking each other for any reason. For example, if the Basilisk is assigned to block a member of a band, it blocks everything in the band, so all of those creatures are scheduled to be destroyed. Walls never trigger the ability.
- The effect is not targeted, so abilities such as protection from green will not let a creature avoid the effect.
- The Basilisk's effect merely destroys the creatures that block or are blocked by it, so they may regenerate normally.
- Regenerating a creature during combat does not stop the Basilisk effect from applying to it at end of combat.

Thoughtlace

Casting Cost: U

Color: Blue

Type: Interrupt

Target permanent or spell becomes blue permanently. *(If this spell targets a permanent, play it as an instant.)*

Throne of Bone

Casting Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only when a black spell is successfully cast and only once for each such spell.

Timber Wolves

Casting Cost: 9

Color: Green

Type: Summon Wolves

Power/Toughness: 1/1

Banding

Time Elemental

Casting Cost: 2U

Color: Blue

Type: Summon Elemental

Power/Toughness: 0/2

If Time Elemental attacks or blocks, it deals 5 damage to you and is buried at end of combat.

2UU, T: Return target permanent with no enchancements on it to owner's hand.

Wizards of the Coast Rulings:

- If Time Elemental attacks or blocks, both the damage and the burial happen at end of combat. It will damage you even if it is not in play at end of combat.

Time Vault

Casting Cost: 2

Color: None

Type: Artifact

Time Vault comes into play tapped and does not untap during your untap phase.

Skip your turn: Untap Time Vault and put a turn counter on it. Use this ability only if Time Vault is tapped.

T, Remove all turn counters from Time Vault: Take another turn after this one.

Wizards of the Coast Rulings:

- As your turn begins (and before your untap phase begins), you decide whether or not to skip that turn. You may only skip the turn if Time vault is tapped and does not have a time counter on it. Skipping the turn untaps Time Vault, and adds a time counter to it.
- Once you have skipped your turn, you may not play fast effects again until the upkeep phase of the following turn.
- You cannot untap multiple Time Vaults by skipping the same turn.
- Time Vault expects to have a time counter while untapped, and not to have one while tapped. If an effect such as Twiddle arbitrarily taps or untaps the Vault, this effect renders it useless until the situation is corrected.
- If more than one “gain a turn” effect resolves during a turn, the extra turns are taken in the order in which the effects resolve.

Time Walk

Casting Cost: 1U

Color: Blue

Type: Sorcery

Take another turn after this one.

Wizards of the Coast Rulings:

- If more than one “gain a turn” effect resolves during a turn, the extra turns are taken in the order in which the effects resolve.

Timetwister

Casting Cost: 2U

Color: Blue

Type: Sorcery

Each player shuffles his or her hand and graveyard into his or her library. Each player then draws seven cards.

Titania's Song

Casting Cost: 3g

Color: Green

Type: Enchantment

Each non-creature artifact loses its abilities and is an artifact creature with power and toughness each equal to its total casting cost. If Titania's Song leaves play, this effect continues until end of turn.

Wizards of the Coast Rulings:

- Treats all artifacts as having an empty text box. Standard abilities, upkeep costs, and so on are all erased by the effect.

Tranquility

Casting Cost: 2g

Color: Green

Type: Sorcery

Destroy all enchantments.

Triskelion

Casting Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 1/1

When Triskelion comes into play, put three +1/+1 counters on it.

Remove one of these +1/+1 counters: Triskelion deals 1 damage to target creature or player.

Wizards of the Coast Rulings:

- Because the ability to deal damage does not include T in the cost, you may use the ability while Triskelion is tapped, or is affected by summoning sickness.
- It can only trade in for damage the counters it started play with, not counters added to it by other effects.

Tsunami

Casting Cost: 3g

Color: Green

Type: Sorcery

Destroy all islands.

Tundra Wolves

Casting Cost: W

Color: White

Type: Summon Wolves

Power/Toughness: 1/1

First strike

Tunnel

Casting Cost: r

Color: Red

Type: Instant

Bury target Wall.

Twiddle

Casting Cost: U

Color: Blue

Type: Instant

Tap or untap target artifact, creature, or land.

Wizards of the Coast Rulings:

- Twiddle does not prevent the target's controller from using the target. It does force him or her to use the target now, or not at all.
- Effects that simply trigger on the target becoming tapped (or untapped) trigger normally.
- This is a modal spell that is played either to tap its target, or to untap its target; it does not simply toggle the target when it resolves. It can be Deflected from one type of permanent to another, but this will not change whether the target is to be tapped or untapped.

Uncle Istvan

Casting Cost: 1bbb

Color: Black

Type: Summon Uncle Istvan

Power/Toughness: 1/3

All damage dealt to Uncle Istvan from creatures is reduced to 0.

Wizards of the Coast Rulings:

- All damage dealt to Uncle Istvan from creatures, not just combat damage, is reduced to 0.

Unholy Strength

Casting Cost: b

Color: Black

Type: Enchant Creature

Enchanted creature gets +2/+1.

Unstable Mutation

Casting Cost: U

Color: Blue

Type: Enchant Creature

Enchanted creature gets +3/+3.

During its controller's upkeep, put a -1/-1 counter on enchanted creature.

Unsummon

Casting Cost: U

Color: Blue

Type: Instant

Return target creature to owner's hand.

Wizards of the Coast Rulings:

- Unsummon cannot be played during damage prevention. Even though it happens to let a creature avoid damage, it is not a damage prevention effect.

Untamed Wilds

Casting Cost: 2g

Color: Green

Type: Sorcery

Search your library for a basic land card and put it into play. Shuffle your library afterwards.

Wizards of the Coast Rulings:

- You can search for any of the snow-covered lands, as they count as basic lands. You cannot search for multilands.

Urza's Avenger

Casting Cost: 6

Color: None

Type: Artifact Creature

Power/Toughness: 4/4

Q: -1/-1 and your choice of banding, flying, first strike, or trample until end of turn

Uthden Troll

Casting Cost: 2r

Color: Red

Type: Summon Troll

Power/Toughness: 2/2

r: Regenerate

Vampire Bats

Casting Cost: b

Color: Black

Type: Summon Bats

Power/Toughness: 0/1

Flying

b: +1/+0 until end of turn. You cannot spend more than **bb** in this way each turn.

Venom

Casting Cost: 1gg

Color: Green

Type: Enchant Creature

If enchanted creature blocks or is blocked by any non-Wall creature, destroy that creature at end of combat.

Wizards of the Coast Rulings:

- The ability only triggers when defense is chosen, or during the resolution of an effect such as General Jarkeld's. Thus, moving Venom around after defense is chosen (with Enchantment Alteration for example) does not trigger the ability.
- Venom's ability triggers whenever the enchanted creature blocks a creature, or a creature blocks it. That creature is scheduled to be destroyed at end of combat.
- The ability triggers on creatures blocking each other for any reason. For example, if the creature enchanted with Venom is assigned to block a member of a band, it blocks everything in the band, so all of those creatures are scheduled to be destroyed. Walls never trigger the ability.
- The effect is not targeted, so abilities such as protection will not let a creature avoid the effect.
- Venom's effect merely destroys the creatures that block or are blocked by it, so they may regenerate normally.
- Regenerating a creature during a combat does not stop Venom's effect from applying to it at end of combat.

Verduran Enchantress

Casting Cost: 1gg

Color: Green

Type: Summon Enchantress

Power/Toughness: 0/2

Q: Draw a card. Use this ability only when you successfully cast an enchantment spell and only once for each such spell.

Wizards of the Coast Rulings:

- The ability triggers on the enchantment being successfully cast.
- The ability will not trigger on an enchantment being moved from one target to another.

Visions

Casting Cost: W

Color: White

Type: Sorcery

Look at the top five cards of any library. You may then shuffle that library.

Wizards of the Coast Rulings:

- You either shuffle the library or put the cards back in the order in which they were before. You may not reorder those cards.
- This effect is not considered to be drawing cards.

Volcanic Eruption

Casting Cost: XUUU

Color: Blue

Type: Sorcery

Destroy X target mountains. Volcanic Eruption deals to each creature and player an amount of damage equal to the number of mountains put into any graveyard in this way.

Wall of Air

Casting Cost: 1UU

Color: Blue

Type: Summon Wall

Power/Toughness: 1/5

Flying

Wall of Bone

Casting Cost: 2b

Color: Black

Type: Summon Wall

Power/Toughness: 1/4

b: Regenerate

Wall of Brambles

Casting Cost: 2g

Color: Green

Type: Summon Wall

Power/Toughness: 2/3

g: Regenerate

Wall of Dust

Casting Cost: 2^r

Color: Red

Type: Summon Wall

Power/Toughness: 1/4

If Wall of Dust blocks any creature, that creature cannot attack during its controller's next turn.

Wizards of the Coast Rulings:

- A creature is prevented from attacking on its current controller's next turn if it is blocked by Wall of Dust for any reason. For example, it will be prevented from attacking if Wall of Dust is assigned to block a creature the attacker is banded with.

Wall of Fire

Casting Cost: 1rr

Color: Red

Type: Summon Wall

Power/Toughness: 0/5

r: +1/+0 until end of turn

Wall of Ice

Casting Cost: 2g

Color: Green

Type: Summon Wall

Power/Toughness: 0/7

Wall of Spears

Casting Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 2/3

First strike

Wall of Spears counts as a Wall.

Wall of Stone

Casting Cost: 1rr

Color: Red

Type: Summon Wall

Power/Toughness: 0/8

Wall of Swords

Casting Cost: 3W

Color: White

Type: Summon Wall

Power/Toughness: 3/5

Flying

Wall of Water

Casting Cost: 1UU

Color: Blue

Type: Summon Wall

Power/Toughness: 0/5

U: +1/+0 until end of turn

Wall of Wood

Casting Cost: 9

Color: Green

Type: Summon Wall

Power/Toughness: 0/3

Wanderlust

Casting Cost: 2g

Color: Green

Type: Enchant Creature

During the upkeep of enchanted creature's controller, Wanderlust deals 1 damage to him or her.

War Mammoth

Casting Cost: 3g

Color: Green

Type: Summon Mammoth

Power/Toughness: 3/3

Trample

Warp Artifact

Casting Cost: bb

Color: Black

Type: Enchant Artifact

During the upkeep of enchanted artifact's controller, Warp Artifact deals 1 damage to him or her.

Water Elemental

Casting Cost: 3UU

Color: Blue

Type: Summon Elemental

Power/Toughness: 5/4

Weakness

Casting Cost: b

Color: Black

Type: Enchant Creature

Enchanted creature gets -2/-1.

Web

Casting Cost: g

Color: Green

Type: Enchant Creature

Enchanted creature gets +0/+2 and can block creatures with flying.

Wheel of Fortune

Casting Cost: 2r

Color: Red

Type: Sorcery

Each player discards his or her hand and then draws seven cards.

Wizards of the Coast Rulings:

- This is considered a forced discard, so effects such as Library of Leng and Psychic Purge apply.

Whimsy

Casting Cost: XUU

Color: Blue

Type: Sorcery

Play X random fast effects.

MicroProse Clarifications:

- If an effect requires a target, the targeting is also random.
- If there are no valid targets for a chosen fast effect, that fast effect fizzles.

Whirling Dervish

Casting Cost: gg

Color: Green

Type: Summon Dervish

Power/Toughness: 1/1

Protection from black

If Whirling Dervish damages any opponent, put a +1/+1 counter on it at end of turn.

White Knight

Casting Cost: WW

Color: White

Type: Summon Knight

Power/Toughness: 2/2

First strike, protection from black

White Mana Battery

Casting Cost: 4

Color: None

Type: Artifact

2, T: Put a charge counter on White Mana Battery.

T, Remove X charge counters from White Mana Battery: Add an amount of W to your mana pool equal to X plus 1. Play this ability as a mana source.

White Ward

Casting Cost: W

Color: White

Type: Enchant Creature

Enchanted creature gains protection from white. The protection granted by White Ward does not bury White Ward.

Wild Growth

Casting Cost: g

Color: Green

Type: Enchant Land

Whenever enchanted land is tapped for mana, it produces an additional g.

Wizards of the Coast Rulings:

- The ability triggers when the land is tapped for mana, and produces g immediately, just like any other mana source.

Will-O'-The-Wisp

Casting Cost: b

Color: Black

Type: Summon Will-O'-The-Wisp

Power/Toughness: 0/1

Flying

b: Regenerate

Winds of Change

Casting Cost: r

Color: Red

Type: Sorcery

Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before.

Wizards of the Coast Rulings:

- Each player draws the same number of cards that he or she shuffled into the library. This is the number of cards he or she held as resolution began.

Winter Blast

Casting Cost: XG

Color: Green

Type: Sorcery

Tap X target creatures. Winter Blast deals 2 damage to each of those creatures with flying.

Wizards of the Coast Rulings:

- This spell may target creatures that are already tapped. It will deal 2 damage to such creatures if they have flying.
- Whether a creature has flying is checked when Winter Blast resolves, not when it is played.

Winter Orb

Casting Cost: 2

Color: None

Type: Artifact

Players cannot untap more than one land during their untap phases.

Wizards of the Coast Rulings:

- Animated lands are subject to both Smoke and Winter Orb, so allowing one to untap will use up your “one creature” and your “one land.”
- You can only choose a land that can untap, and that land must untap. For example, you cannot choose your tapped Icatian Store, and then decline to untap it after all. If all of your lands are prohibited from untapping, or untap at your option, you may decline to untap none of them.

Wooden Sphere

Casting Cost: 1

Color: None

Type: Artifact

1: Gain 1 life. Use this ability only when a green spell is successfully cast and only once for each such spell.

Word of Binding

Casting Cost: xbb

Color: Black

Type: Sorcery

Tap X target creatures.

Wrath of God

Casting Cost: 2WW

Color: White

Type: Sorcery

Bury all creatures.

Wizards of the Coast Rulings:

- This effect is not targeted, and does not deal damage, so protection from white will not save a creature.

Xenic Poltergeist

Casting Cost: 1bb

Color: Black

Type: Summon Poltergeist

Power/Toughness: 1/1

T: Until your next upkeep, target non-creature artifact becomes an artifact creature with power and toughness each equal to its total casting cost. (*That artifact retains all of its original abilities.*)

Wizards of the Coast Rulings:

- The animated artifact may attack if it does not have summoning sickness, i.e., if you have had continuous control of it since your most recent start of turn.
- The effect ends as upkeep begins, not during upkeep.

Yotian Soldier

Casting Cost: 3

Color: None

Type: Artifact Creature

Power/Toughness: 1/4

Attacking does not cause Yotian Soldier to tap.

Zephyr Falcon

Casting Cost: 1U

Color: Blue

Type: Summon Falcon

Power/Toughness: 1/1

Flying

Attacking does not cause Zephyr Falcon to tap.

Zombie Master

Casting Cost: 1bb

Color: Black

Type: Summon Lord

Power/Toughness: 2/3

All zombies gain “**b:** Regenerate” and swampwalk. *(If defending player controls any swamps, these creatures are unblockable.)*

Wizards of the Coast Rulings:

- Zombie Master is not a Zombie, so does not grant abilities to itself.
- The controller of each Zombie has control over the Zombie’s regenerating ability.

Card Types

There are two basic types of cards: spells and lands.

Lands are easy to spot: they say “Land” in between the picture and the text box. Lands are the most common kind of card in Magic, since they usually provide the mana, the magical energy, for all your spells. During a duel, you can lay out—“play”—one land per turn, and you may use the land for mana as soon as it is in play.

To get mana from a land, you have to tap that land. When you tap a land, one mana is added to your mana pool. You can then use this mana to cast spells.

Now that you’ve identified the land cards, everything else is a spell. Notice that none of them actually say “spell” on them; that’s because there are six different types of spells and it’s important to know which type you’re casting. Spells are labeled by type as Instant, Interrupt, Sorcery, Enchantment (or Enchant *Something*), Artifact, or Summon Something.

Casting a spell *always* involves playing a card from your hand. Special effects of cards already in play are not spells and cannot be affected by things that affect spells. (Card effects are also often called “abilities”, though they are not the same thing as creature abilities, and you should not confuse the two.) Some spells bring a permanent into play; these cards are considered spells while being cast and become creatures, artifacts, or enchantments only if the spell manages to resolve successfully.

NOTE: The *5th Edition* of Magic: The Gathering introduces a seventh type of spell, the Mana Source.

Lands

Lands are the most common kind of card in Magic, since they usually provide the mana, the magical energy, for all your spells. You can put one land into play per turn, and you may use the land for mana as soon as it is in play. To get mana from a land, you have to tap that land. When you tap one of your lands, one mana is added to your mana pool. You can then use this mana to cast spells.

There are five different types of basic lands, each of which produces mana of a different color:

Plains produce **W**

Islands produce **U**

Swamps produce **b**

Mountains produce **r**

Forests produce **g**

There are a few special types of land which don't give you mana. For example, Oasis is a land that you can tap to prevent damage to a creature, but it doesn't give you any mana. Always read the card if you're not sure; if a card can be tapped for mana, it will say so. If it doesn't say so, then it can't.

You only get mana from a land when you intentionally tap the land for mana. If some spell happens to tap one of your lands, the land doesn't generate any mana. Also, the land can only produce mana at the time you tap it; if something forces the land to stay tapped, then the land can't generate any more mana.

Playing a land is not a fast effect, so it cannot be done in response to anything nor can anyone do anything in response to it. If a land has a special effect that does not require an activation cost at all, then that ability is always "on," even when the land is tapped.

Using Land

You can put one land into play during the main phase of your turn. If you have a land in your hand, click on it to put it into play. You can also double-click, but the effect is the same.

Once a land is in play, you can tap it for mana at any time. Simply place the mouse pointer over the land you want to tap and click.

Tapping a land for mana is considered a mana source, which cannot be interrupted.

To use effects other than providing mana, click on the land card. You're prompted to choose the effect you want to use. It's as simple as that. If the effect is a targeted one (damage prevention, for example, which targets damage), you also need to choose a target. When you're prompted, click on any valid target—a card, a damage marker, or whatever.

Spells

There are seven different types of spells and it's important to know which type you're casting. Spells are labeled as instants, interrupts, sorceries, enchantments, artifacts, summons, and mana sources. The main differences between these various types of spells are as follows:

Instants, mana sources, and interrupts (all of which are considered fast effects) are one-time effects that go to the graveyard as soon as they resolve. You can cast fast effects during both your turn and your opponent's.

Sorceries are also one-time effects that go to the graveyard as soon as they resolve. You can cast sorceries only during your own turn, and only during your main phase.

Enchantments (including enchant worlds), **artifacts**, and **summons** (creatures) are permanent spells that remain in play when cast. Once a permanent is in play, you don't have to pay the casting cost again. The permanent will remain in play until it is destroyed. You can cast permanents only during the main phase of your turn.

Casting a spell always involves playing a card from your hand. Special effects of cards already in play are not spells and cannot be affected by things that affect spells. (Card effects are also often called "abilities", though they are not the same thing as creature abilities, and you should not confuse the two.) Some spells bring a permanent into play; these cards are considered spells while being cast and become creatures, artifacts, or enchantments only if the spell manages to resolve successfully.

Casting Spells: By now you know that "casting a spell" means putting any non-land card into play from your hand (and only from your hand; putting cards into play from other places, like the graveyard, is not considered casting a spell). Any card you can cast is highlighted. Click on it to cast it. You're prompted to provide mana to pay the casting cost. At this point, you can draw from your mana pool, directly from land, or from any other source you have. Any **X** cost is defined by the amount of mana you tap now.

Alternatively, you can double-click on a card in your hand to "auto-cast" it. The casting cost is taken from your available mana sources automatically. If there is an **X** in the cost, all of your available mana is funneled into the spell. This can be very convenient, but it takes away your control over what mana is used for the spell. If you want to reserve a particular amount or color of mana for future use, auto-casting is not a good idea.

If the spell is a targeted one, you need to choose a target (or targets). When you're prompted, click on any valid target card, damage marker, or whatever. If you want to target your opponent, click on her life register instead.

If there are any other decisions to make with regard to the spell (the power and toughness of a Shapeshifter, for example), you must make these when you cast it. Once you've finished defining the spell, it is "being cast," and a spell chain begins.

Instants

Instants are one example of what are called “fast effects”, one-shot effects that are done with as soon as they resolve (though the changes they cause can linger after them). The card for an instant spell is placed in your graveyard immediately after the spell resolves. You can cast fast effects during both your turn and your opponent’s turn.

The primary use for fast effects, though not the only one, is to “respond to” other spells and actions. For example, say your opponent in a duel casts a big Fireball at one of your creatures. Her Fireball will do enough damage to kill the creature, unless you do something about it. Since the Fireball is a spell, you can respond to it with fast effects (thus adding to the spell chain that started with the Fireball). You could cast the instant Giant Growth on the creature, making it tough enough to survive the damage from the Fireball. Of course, your opponent could, in turn, use fast effects of her own.

You can use instants to *respond to* spells, but you can’t use them to interrupt spells or fast effects. The difference is significant.

Interrupts

Interrupts are fast effects, but they are “faster” effects than instants. The main difference between instants and interrupts is that you use an interrupt to (oddly enough) interrupt a spell (or card effect) you or your opponent is playing. Put another way, you can interrupt an instant, but you can't instant an interrupt.

Interrupts are the *only* effects that can be used while another spell is in the process of being cast, so only an interrupt can target a spell or counter another spell. Like other fast effects, an interrupt is resolved immediately after it is announced only if it is neither interrupted nor responded to. Since the only spells that can respond to interrupts are other interrupts, “responding to” an interrupt is the same thing as “interrupting” it.

For example, if your opponent starts to cast a Sengir Vampire (a powerful creature that you don't want around), you might be able to cast the interrupt Counterspell. The Counterspell would cause her spell to fail, thus preventing the Sengir Vampire from ever coming into play. You can also use interrupts to interrupt other interrupts, so your opponent might then Counterspell your Counterspell (and so on).

Some spells that are interrupts (according to the type listed on the card) can also be used as instants. In any case when an interrupt targets anything other than a spell being cast, it is considered an instant, not an interrupt.

Sorceries

A sorcery is a one-time spell, like an instant or an interrupt, but it is not a fast effect.

Like an instant, a sorcery spell is placed into the graveyard immediately after it is resolved. Sorceries, however, may only be cast during your own turn, during the main phase, and may not be cast during an attack or as a reaction to another spell.

Enchantments

Any card that has the word ‘Enchantment’ or ‘Enchant’ as the first word in its type is considered an enchantment. Every enchantment is a permanent. Enchantments affect other things in play, and most of them can only be cast if there is a legal target for them. For example, Holy Strength is an “Enchant Creature” type, and therefore must be cast on a creature. The exceptions are cards that say simply “Enchantment” or “Enchant World” as their type. These two types affect the duel as a whole, and they do not require targets.

(Targeted enchantments are called *local*. Non-targeted enchantments are called *global*.)

Unlike many other cards, enchantments never tap. Even if an enchantment is on a tapped creature, it’s always “on.”

Enchant world cards are treated like enchantments, except that only one enchant world may be in play at a time. If one enchant world is brought into play while another is already in play, the one already in play is buried.

Artifacts and Artifact Creatures

An artifact is a magically created device or non-living creature with magical powers. All artifact cards have the word 'artifact' somewhere in their type. These generally require only generic mana to cast. Artifacts are permanents, so they stay in play once they've been successfully cast, just like enchantments. You can cast artifact spells only during your turn. Artifacts don't usually need to have targets.

Most artifacts have special effects. Some of these are "always on" (continuous), and some are activated only when you want them to be and when you pay the activation cost for that effect. If a non-creature, non-land artifact becomes tapped for any reason, its continuous effects cease while it remains tapped. Also, you can't use the activated effects until it becomes untapped even if the effect's activation cost does not include T. Most artifacts' effects that require an activation cost can be used immediately after casting (unlike creatures).

An artifact that is also a creature (has power and toughness) is called an artifact creature. Artifact creatures are cast like artifacts, not summoned like creatures. They are, however, subject to "summoning sickness" like summoned creatures. Unlike other artifacts, artifact creatures do not stop working when they become tapped; their continuous effects remain active, and you may still use their effects with activation costs that do not include t. Artifact creatures are affected by spells and effects that target or affect either creatures or artifacts since they're both.

Summons

A summon spell calls a magical creature into play. The creature is a permanent, so it stays around until your opponent (or you) figures out how to get rid of it. You can cast summon spells only during your turn.

All creatures have two numbers separated by a slash in the lower right corner of the card. The first of these numbers indicates the creature's power, the amount of combat damage this creature deals in combat. The second number represents the creature's toughness, the amount of damage the creature can absorb before it dies. (Damage is healed at the end of every turn, so a creature can absorb its toughness every turn that it survives.)

For summon spells, everything after the word 'summon' is the creature type. Other types of spells don't have this extra sub-type. The reason creatures have types is that some cards affect all creatures of a particular type; for example, the Goblin King gives all Goblins a bonus. The creature type is the *only* thing that matters for these effects.

A creature cannot attack or use any effects that include t in the activation cost during the turn it is brought into play. This is called "summoning sickness". Once the creature has begun a turn under your control, it is no longer sick.

Phases

Dueling players take turns, and each player's turn is divided into six smaller parts called *phases*. You might not always have something to do during a given phase, but that phase still happens. The phases always take place in the same order:

1. Untap
2. Upkeep
3. Draw
4. Main
5. Discard
6. Cleanup

Each of these phases happens every turn, even if you don't have anything to do during that phase, and both players can use fast effects during all phases *except* untap and cleanup. There is no time "between phases" for things to happen; all actions and effects take place during one or another of the phases.

Untap Phase



Your turn starts with your untap phase. Any of your cards that were tapped become untapped. (That is, of course, unless something is preventing them from untapping.) If it's not your turn, your cards do not untap.

One important thing to remember is that untapping takes place all at once; everything that untaps does so at exactly the same time. There is no opportunity to do anything, not even cast interrupts.

In some cases, you will have to decide which cards to untap. In the computer game, you must make this decision before anything is untapped. (Everything still untaps at the same time.) Some enchantments, like Paralyze, prevent a card from untapping normally. Instead, you will have an opportunity to untap the card in some other way. (In the case of Paralyze, by paying four generic mana during the next phase, upkeep.)

Untap is the only time that cards untap by themselves, but there are plenty of effects that tap and untap cards at other times.

Upkeep Phase



After untap comes the second part of each turn, the upkeep phase. Some cards require you to perform a particular action during this phase. Such cards will say what this action is and what the consequences are if you don't do it. If you don't have such a card in play, then you don't have to do anything during this phase.

(Since upkeep is such a good time to use fast effects, though, you might *choose* to do something.)

If there are multiple cards in play that tell you to do something during upkeep, they happen in a specific order. Effects that take place “at the beginning of upkeep” must happen first. Those controlled by the player whose turn it is come first (in whatever order she chooses), followed by those controlled by the other player (in the order that other player chooses). After those have all been dealt with come the normal upkeep effects. (Note that these are played as if they were instants, which means that they can be interrupted and responded to just like other instants.) After all of these have been dealt with, the “end of upkeep” effects happen, in the same order as the “beginning of upkeep” effects (active player's first, then the other player's). This is true of all beginning-of-phase and end-of-phase effects.

During upkeep, both players are allowed to use fast effectsinstants, interrupts, mana sources, and effects listed on cards in play. You can't use sorceries during upkeep. If a permanent has an upkeep cost, you cannot use any of that card's effects until you've paid the upkeep cost. This does not apply to continuous effects.

Draw Phase



The third phase of a turn is the draw phase. During this, you draw one card into your hand from the top of your library. If you don't have any cards left to draw, you lose. The Draw a Card "card" in your hand represents the card you *may* draw. Clicking on this to draw the card is considered a fast effect (played as an instant).

One clarification: you don't lose as soon as your library empties. You lose if and when you are required to draw a card from your library and have no card in your library left to draw. So if you just drew your last card, you'll lose during your *next* draw phase unless you do something about it.

The player who goes first in any duel does not draw during her first draw phase. This is called the "play or draw" rule. You either play first or draw first, not both.

Some cards will tell you to do things during the draw phase. Each of these is also played as an instant. If there are multiple "draw effects" to resolve, the order in which they are played is determined the same way as during the upkeep phase.

Both before and after the draw, both players are allowed to use fast effects. You can't use sorceries during the draw phase.

Main Phase

The main phase comes after the draw phase, and is normally the phase you'll do the most in. During the main phase of your turn, you can:

- Cast spells,
- Put one land into play, and
- Make one attack

You can do these in any order. The “cast spells” part of the main phase of your turn is the only time you can cast sorceries and spells that become permanents (creatures, artifacts, and enchantments). You can cast them before *and* after you play a land and before *and* after your attack. You cannot cast them *during* your attack.

The main phase is split into three parts:



Main Pre-Combat is everything that happens before the attack. During this “sub-phase” you can put one land into play and cast all the spells you wish. (As long as you have enough mana to pay for them, you can cast all the spells in your hand if you want to.) Remember that a land is not a spell, so putting a land into play is not considered casting a spell. It’s also not an “action” that your opponent can respond to.



Combat is the part of the phase that can get the most complicated. This is when you send some of your creatures over to attack the other player, and she uses her creatures to block yours and defend herself. In the meantime, you can both use fast effects. You don’t have to attack if you don’t want to.



Main Post-Combat is everything that happens after the attack. If you didn’t put a land into play before the attack, you can do so now. Just like in pre-combat, you can also cast all the spells you can afford.

Both players may use all the fast effects they want to during the main phase.

Discard Phase



The discard phase comes immediately after the main phase. If your hand has more than seven cards in it at the end of your discard phase, you must discard back down to seven at that time. You can't discard if you have seven or fewer cards.

(The cards in your graveyard, or discard pile, will always remain face up.)

You can look through either graveyard any time you wish. That's why your graveyard is required to be face up. Some spells even let you pull cards out of the graveyard—if one of these cards says “your graveyard,” that's just what it means; if it says “any graveyard” it means both.

Some cards tell you to do things during the discard phase. (As in the other phases, these are played as instants.) If there are several of these, the ordering rules are the same as those described for the upkeep phase.

Both players can use fast effects during the discard phase, but only before you discard, not after. This is because the discard is an end-of-phase effect.

Cleanup Phase



This phase should really be called the “Heal Creatures and Clean Up Temporary Effects Phase,” but it just doesn’t sound as good. At the end of the turn, all surviving creatures instantly heal any damage they have taken. This applies to creatures on both sides; every critter heals back to full capacity at the end of each turn. No player can use fast effects during this phase.

In addition, all effects that last “until end of turn” wear off at the same time as the creatures heal.

One thing must be clarified. All of the “until end of turn” effects wear off simultaneously with each other *and* with damage, so a creature that is only alive at end of turn due to an effect Giant Growth, for example will survive; it won’t find its toughness dropping just before the damage goes away.

Anything that a card says happens “at end of turn” happens at the very end of the cleanup phase. These are considered end-of-phase effects, and the order in which they happen is the same as for any other end-of-phase effects. (See upkeep phase for the details.) If any of the automatic effects cause damage or destruction, you do get the opportunity to use damage prevention, redirection, and regeneration fast effects.

This phase is instantaneous, like untap, so neither player can use fast effects (except for the aforementioned damage prevention stuff). When the cleanup phase is over, so is the turn, and the next player’s turn begins immediately.

Parts of the Duel Screen

The screen on which duels take place in Shandalar is called the *Dueling Table*.

- 1: Territory
- 2: Hand
- 3: Phase Bar
- 4: Graveyard
- 5: Showcase
- 6: Life Register
- 7: Library
- 8: Mana Pool
- 9: Stop
- 10: Situation Bar



Graveyard

Next to each library is an area for discarded cards a graveyard. Each player has a graveyard. When a card is discarded, or removed from play, as when a creature is killed, it goes to a graveyard. Cards that are removed from the game entirely do not go into any graveyard.

You can click and hold on either graveyard to view its contents. You can't rearrange or remove the cards in any graveyard unless a card specifically instructs you to do so.

You can also right-click on either graveyard to see a reminder of what cards you and your opponent have put up as ante or to view cards removed from the game.

Hands



A small window floating over your territory contains representations of the cards in your hand. Only the title bar of your opponent's hand is visible; this is to keep you aware of how many cards are in that hand. If a card allows you to see the cards in your opponent's hand, the window opens to display them.

Both of these windows are movable. To move a hand window, click and drag on the bar at the top of the window. Each window has a maximum size. If there are too many cards in your hand to display all at once, use the scroll arrows at the top to see the rest. This is a "revolving" scroll, which means that the top cards cycle to the bottom; the number of cards in your hand is always noted on the top bar.

At any given time, some, all, or none of the cards in your hand might be useable. Just for starters, you must have enough mana available, it should be the right phase, and often there needs to be a legal target. When all the necessary conditions are met, a card in your hand is useable, and therefore will be highlighted as such.

Click on any highlighted card in your hand to begin casting that spell or, in the case of land, to put it into play. Once you've selected a spell to cast, you must draw enough mana—from your mana pool, land in play, or other mana-producing cards—to power the spell.

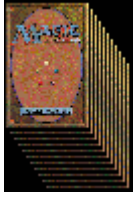
In many situations, it matters quite a bit which of your mana is used and which remains available. If you are not in one of those situations, however, and don't care to manage your mana, you can "auto-cast" a spell by double-clicking on it. This is a convenient shortcut, but keep in mind that you momentarily give up control over which of your mana is used.

Remember, for cards with X in the casting cost, you must determine the value of X at casting time. If you double-click to "auto-cast" an X spell, all of the mana you have available in your pool and from land sources will be put into that spell.

You can also right-click and hold to bring a card in your hand to the front for as long as you hold the mouse button.

When you must choose a card to discard from your hand, you click on it as if you meant to cast it.

Library



Immediately above and below the Showcase (the big card) are two piles of face-down cards. These are the dueling decks, each of which is now considered to be a player's *library*. Whenever you draw a card, you draw from your library—the one below the Showcase. The number of cards left in your library is represented in exactly, as in real life. If you must know, you can right-click on a library to find out the exact number of cards left in it.

When there are no cards in a library, that player cannot draw and will likely lose during his or her next draw phase.

You cannot manipulate your library unless a card specifically instructs you to do so.

Life Registers

These simply note how much life each duelist has at the moment. Whenever one (or both) of these is 0 or less at the end of a phase or at the end of combat, the duel is over.

Poison counters, if a player has accumulated any, are displayed here.

You can right-click on either life register and select **Flip to Face** if you'd rather see your opponent's face.

Mana Pool



Any mana that has been generated from mana sources but not yet used to power a spell or effect is represented here. (Note that, technically, all mana passes through the pool as it is generated and used. Normally, however, this is neither visible nor significant.)

When you choose to cast a spell or use an effect that has a mana cost, you may choose which of your mana to use and in what way.

- If there is mana in your pool that you wish to use, click on the area next to the appropriate color button (or on the button itself) to apply that mana one at a time.
- To use all of a particular color, double-click in the area representing that color.

Phase Bar



The Phase Bar, which runs from top to bottom of the screen just to the left of the territories, is the central control for the progress of the duel. Though there are other ways to move through the phases of your turn—mini-menu options and the Situation Bar—the phase bar is probably the most convenient.

First and foremost, the current phase is always highlighted. The top half of the bar represents the phases in your opponent's turn, while the lower half represents your turn. For novice players especially, this can help guide you as to what actions are and are not possible at a given time.

You can move forward (“run”) to any phase by clicking on the icon for that phase. (You can also do this by right-clicking on the phase and selecting **Run to** from the mini-menu.) This is a little less simple than it might sound. Whenever you want to, you can click on any phase on either side of the bar. This instructs the computer acting as referee that you do not intend to do *anything* until the phase you clicked on. The duel blithely skips through all the intervening phases, then stops. There are a few exceptions, of course.

- If there are any required actions to perform during a specific phase (dealing with upkeep effects, for example), movement through the phases will stop at that phase until you do what is necessary.
- If your opponent does something that requires or permits a response (casts a spell, uses a fast effect, declares an attack, or whatever), movement through phases stops so that you have a chance to respond.
- If you have placed a Stop on a phase, progress pauses at that phase.

When the duel pauses to take care of something like this, your original “destination” phase is forgotten. The situation has changed, and your intentions probably have, also.

During combat, the Phase Bar is replaced by the Combat Bar.

Showcase

To the left of the Phase Bar, in the center, is a big card. As in some other screens, this is the *Showcase*. Whenever the mouse cursor pauses long enough over a card in play, in a visible hand, or even in a graveyard, that card is displayed here. Cards drawn into your hand are displayed when you draw them.

If the whole text of a card does not fit into the text area of the Showcase, you can fix that. Right-click on the text area, then click on the **Expand** toggle. This causes the text area to grow, when necessary, to display the entire card text. If the expanded box becomes annoying, you can always toggle **Expand** off again.

Note that the Showcase always displays the original card, except for the text. Any non-text changes made to a card after it was put into play (modifications to the power, toughness, color, or what have you are noted on the representation of the card in play, not here. Changes to the card's text are reflected here. The Showcase is a display only; it has no other function.

If you're using the Advanced layout, the Showcase only appears when you call it, and is otherwise absent. Note that it will normally disappear in a few seconds, but the Showcase will not leave the screen if you place the mouse cursor over it. Clicking on it, however, makes it disappear.

Territory

The largest areas of the dueling table are your territory and your opponent's territory. The lower territory is yours, the upper belongs to your adversary. These areas contain all of the cards in play.

When you right-click on either territory, a mini-menu pops open. Depending on the situation, one or more of these options is available:

Arrange Cards	straightens up the cards in play in the territory where you right-clicked. This has no effect on the duel, it just makes things neater. (You can also double-click on a territory to do this.)
Cancel	is a convenient way to cancel a <u>spell</u> or effect. You can sometimes use the Cancel button on the <u>Situation Bar</u> for the same effect.
Concede	announces to your opponent that you're giving up, accepting a loss rather than continue this duel. You must confirm this decision.
Done	signals that you're finished with the current <u>phase</u> or spell, or that you do not wish to take advantage of the current opportunity to use <u>fast effects</u> . However, this option does not simply move you on to the next phase. Rather, it tells the "referee" that you do not intend any action until (1) you reach a phase that has a <u>Stop</u> on it, (2) an action or decision is required, or (3) you are able to use a fast effect. (Note that "able to" means you have fast effect handy <i>and</i> you have the mana available to use that effect.) You can sometimes use the Done or Cancel button on the Situation Bar for the same effect.
Duel Options	opens the <u>Dueling Options</u> window, which allows you (within limits) to customize the look of the Dueling Table.
Go to	ends the current phase and moves you on to the next one.
Help	opens the Dueling Help window, which you're looking at.
Minimize	shrinks the Magic: The Gathering window so that you can temporarily pursue other Windows functions.
Save Game	appears only if you are playing in the Duel (a separate program).
Show ID Tags	toggles the display of each card's unique ID code. This can be useful when you need to determine exactly which of several otherwise identical cards is the <u>target</u> of a specific spell or effect.
Show Invisible Effects	toggles the appearance of those effect cards (the temporary yellow cards that pop up all the time) that are not normally displayed.

Every card in play (or in your hand) has one or more uses. Most cards have a primary use for instance, you are most likely to use a basic land to generate mana. In most instances, you can simply click on the card to activate that primary function. If a card has more than one possible function, you're prompted to choose the one you want to use. Right-clicking on a card also opens a mini-menu. Other than the options listed above, a card's mini-menu might also contain:

- **Don't Auto Tap** marks a land to be ignored not tapped for mana when you auto-cast any spell or effect. The only way to tap a locked land is manually, by clicking on it.
- **Original Type** shows you what this card was when it was cast, before any spells and effects changed it.
- **Show full card** displays the card in the Showcase. (When you're using the **Advanced Layout**, this opens a temporary Showcase in which to display the card. You can also double-right-click to perform the same function.)

You can also right-click and hold to bring a card in your hand to the front for as long as you hold the mouse button.

Parts of the Card

- 1: Name
- 2: Art
- 3: Card Type
- 4: Creature Type
- 5: Card Effect
- 6: Artist
- 7: Casting Cost
- 8: Background
- 9: Card Set Icon
- 10: Ability
- 11: Power
- 12: Toughness



Flavor Text normally appears below any card effects. This particular card has no flavor text.

Activation Cost

Many permanents have fast effects listed on the card in the form *[cost]:[effect]*. Everything before the colon is the activation cost for the effect described after the colon. (Card effects are also often called "abilities", though they are not the same thing as creature abilities, and you should not confuse the two.)

For example, Strip Mine has the effect “T, Sacrifice Strip Mine: Destroy target land.” The total activation cost for this effect is tapping and sacrificing the Strip Mine. The sacrifice is *not* a part of the effect itself.

Some permanents generate mana. When used in this way, they are considered mana sources. Nothing can interrupt the process of drawing mana from a mana source.

If an effect has an activation cost that can be paid multiple times, you can *not* choose to pay the cost many times as a single activation. For example, Pestilence says “b: Pestilence deals 1 damage to each creature and player.” Each time you pay b, you cause 1 damage. You can't pump two, three, or even more mana into a single activation to deal more than 1 damage at once.

Card Effect

Anything in the card text that is not in italics describes an *ability*. For the sake of clarity in this Help, we refer to anything that is not a creature ability (such as trample, flying, or protection) as a *card effect*. Card effects are things that that card can “do” once it is in play. These effects come in two types: continuous effects, which do not have an activation cost, and fast effects, which do.

Once a permanent is in play, any continuous effects of that card are active all the time. The single exception is the continuous effects of artifacts. When an artifact is tapped, its continuous effects cease. This does not apply to those artifacts which count as creatures or lands (or both).

As for the non-continuous effects, you can use those any time the rules allow. Simply place the mouse pointer over the card you want to use and click. (If there is more than one possible effect, you’re prompted to choose.) As with the casting cost of a spell, you’re prompted to pay all of the activation costs of the effect immediately. If tapping the card is part of this cost, the card becomes tapped. Any X cost is defined by the amount of mana you tap now.

If the effect is a targeted one (like the Prodigal Sorcerer’s damage), you also need to choose a target. When you’re prompted, click on any valid target: a card, a damage marker, or whatever. If your opponent is a valid target, her Life Register flips over. To target your opponent, click on the face instead of a card.

If there are any other decisions to make regarding the effect (a color choice, for instance), you must make these when you activate the effect. Once you’ve defined the effect, its spell chain begins. Once the spell chain that the effect begins is resolved, then and only then does the effect take effect.

Some permanents generate mana. When used in this way, they are considered mana sources. Nothing can interrupt the process of drawing mana from a mana source.

Art

While the artwork on the Magic: The Gathering cards is beautiful, it is important to remember that the card's name, art, flavor text, and artist's name don't influence what a card actually does. For example, if you look at the picture on a Frozen Shade card, it looks as if the creature is floating. This may fool you into thinking that a Frozen Shade can fly, but since the text box doesn't include the word 'Flying', the Shade isn't considered a flying creature.

Background

The background of a spell card (experienced players will remember this was called the “border” in previous editions) serves as an easy visual reminder of the color of the spell.

A spell’s color is technically defined as the color of the mana required to cast it, not counting the generic mana. The Hurloon Minotaur, for example, requires red mana, so it is a red spell when cast and a red creature while in play. The background helps you remember its color. Colorless spells (and land cards, which are colorless) will normally have a grey or brown border.

Some spells change the color of other cards. (During a duel, a card’s *current* color is always indicated by its background.)

Casting Cost

This is the cost, in mana, that you must pay to cast the spell that the card represents.

When a card refers to the casting cost of another spell, it means the total amount of mana listed as that card's casting cost, regardless of color. Thus, for the purposes of such a card, a spell with a cost of two green plus two colorless mana has a casting cost of four. If the spell in question is an X spell not in the process of being cast, then **X** is zero. If such a spell is in the process of being cast, **X** equals the actual amount of mana spent as **X**. (Costs described in the text of the spell, such as the cost of adding targets to a Fireball, are not part of the casting cost.)

Token creatures are considered to have a casting cost of zero.

Power

A creature's power is the amount of damage it deals in combat (combat damage). It is the first of the two numbers written in the lower right corner of the creature card.

If a creature's power is 0 (or less), that creature is still capable of attacking and blocking, but it deals 0 damage. Creatures with negative power do *not* deal negative damage.

It's important to note here that dealing 0 damage does *not* trigger effects that happen when something "deals damage to" or "damaged" something else. For example, if the Hypnotic Specter deals damage to a player, its triggered effect causes that player to discard a card from her hand. If that player used the effect of a Sorceress Queen to change the Specter's power and toughness to 0/2, the Specter would deal 0 damage, and the player would avoid having to discard.

Furthermore, a creature with 0 or less power is treated as having a power of 0 for all purposes *except* raising the power back up again, for which the actual negative number is used.

If a card says to give a creature a specific power (rather than modifying its existing power), then treat the creature as though the first number in the lower right-hand corner of the card (the "base power") were actually changed. Any enchantments or effects in effect on that creature, including those already in play, would then build from this starting point.

Toughness

A creature's toughness is the amount of damage it can absorb before it dies. (All damage is healed at the end of every turn, so a creature can absorb this amount every turn it survives.) It is the second of the two numbers written in the lower right corner of the creature card. If a creature ever has a total amount of damage that is equal to or greater than its toughness, then it is said to have lethal damage and is destroyed.

Note that damage prevention spells and effects can only prevent damage; they cannot prevent effects that reduce a creature's basic toughness. If an effect lowers a creature's toughness to the point that it has lethal damage, that creature is destroyed. (If a creature's toughness is lowered to 0, it has lethal damage even if no damage has been dealt to it.) There is no damage prevention step when toughness is lowered.

Also, if a card says to give a creature a specific toughness (rather than to modify its existing toughness), then treat the creature as though the second number in the lower right corner of the card (the "base toughness") were actually changed. Any enchancements on the creature, including those already in play, would then build from this starting point.

Abilities

Many creatures have one of the following abilities. Abilities are the first thing listed in the text box of a summon (creature) card. Abilities have no activation cost; they're a built-in characteristic of the creature, and thus are always "in effect."

<u>Banding</u>		
<u>First Strike</u>		
<u>Flying</u>		
<u>Landwalk</u>		Plainswalk
		Islandwalk
		Swampwalk
		Forestwalk
		Mountainwalk
<u>Protection</u>		Protection from White
		Protection from Blue
		Protection from Black
		Protection from Green
		Protection from Red
<u>Regeneration</u>		
<u>Trample</u>		

Some spells and card effects can grant and steal these abilities. If a creature has an ability conferred on it or taken away, it is almost as if the text in the text box had actually been changed. We say "almost" because the difference becomes extremely important if someone takes control of that creature.

If you take control of a creature that has a built-in version of an ability that requires activation (regeneration is the only one in this version of the game), you control the creature *and* you control whether to use that ability. On the other hand, if the creature has that ability as the result of an enchantment, the ability is part of the enchantment, not part of the creature, and your opponent still controls the enchantment. Thus, you cannot activate the ability.

Note that if a creature is given the same ability more than once, the additional copies of the ability stay in effect, but are often useless. For example, a creature enchanted with two Flights doesn't fly extra high; it's treated just the same as a creature that has flying once, and a spell that removed the flying ability would remove *both* copies. On the other hand, a creature that naturally had protection from red and was enchanted with a Blue Ward to add protection from blue would have protection from both colors.

Banding



Banding is an ability some creatures have that allows them to form a group with one or more other creatures while attacking. More importantly, it changes the way players distribute combat damage dealt to creatures.

Banding does **not** allow creatures in a band to “share” any other abilities.

When attacking, you can form a band of attacking creatures out of any number of creatures that have banding; you can even include one creature that doesn't have banding. You must declare which creatures you want to band when you declare your attack; attacking bands can't form or disband after you finish declaring attackers. When your banded group of creatures attacks, your opponent's creatures have to block this band (or let it through) as one. That is, if a defending creature is assigned to block any of the banded creatures, it blocks them all. Any damage dealt by defending creatures gets distributed among the creatures in your attacking band as you desire.

Banding is not a factor when declaring blockers, but it has an effect on the distribution of combat damage. If an attacking creature can assign combat damage to a group of defending creatures (for example, if multiple creatures are blocking one attacker), and even one of those defending creatures has banding at the time of damage dealing, then the controller of the defending group decides how the combat damage from that attacker is distributed among the creatures in the group.

Remember, though, that creatures are assigned to block an attacking creature independently; they do not “band together” to block. For example, banding does *not* allow non-flying creatures to band with a flying creature and block a flying attacker. This is very important and often misunderstood. Defensive banding has no bearing on which blocks are or aren't legal; every blocker must block as an individual, just as if none of them had banding. Defensive banding *only* affects the damage distribution.

Because defensive banding doesn't matter until damage dealing, it's possible to change who is going to assign damage to a group of blockers by giving something the banding ability *after* the defense is chosen, or by killing something with banding before damage dealing.

There's one more thing to keep in mind about damage distribution. If a creature regenerates during combat but before the damage dealing step, then it is removed from the combat and doesn't deal or receive any combat damage. If all of the blockers regenerated, then the attacker's damage can't be assigned to any of them and it just goes away—unless, of course, it was from an attacking creature with trample, in which case it is assigned to the defending player.

First Strike



During combat, creatures with the ability *first strike* deal all their combat damage before those creatures that do not have this ability. If a first strike creature deals enough damage to kill all of the creatures opposing it, then the creature with first strike receives no combat damage, since the opposing creatures die before getting a chance to deal damage.

After all of the first strike damage has been assigned, damage prevention (and regeneration) occurs as usual, and then any creatures dealt lethal damage go to the graveyard. After this step, any surviving creatures without first strike deal their damage. Creatures killed by first strike damage do not get to deal damage, but any special effects caused by their attack or block will still happen.

For example, if a White Knight (2/2, first strike) blocked a normal 4/1 creature, the 4/1 creature would take 2 damage and die before it was able to deal its 4 damage to the Knight. First strike isn't a guarantee of survival, though; if the Knight tried to block a Giant Spider (2/4), the Knight would deal its 2 damage first, but that wouldn't be enough to kill the Spider. The Spider would then deal its 2 damage to the Knight and the Knight would die.

If two creatures with first strike oppose each other, they deal their damage simultaneously, but still before those creatures without first strike. Giving a creature that already has first strike an "extra" first strike ability (through enchantments, for instance) doesn't make it any faster.

Flying



Only creatures with the ability flying (or the “ability” web) can block other creatures with flying. Creatures with flying *can* block grounded (non-flying) creatures.

Thus, if you attack your opponent with a creature that has flying, and none of her creatures has flying, your creature gets through unblocked no matter how many nasty creatures she has. Even better, any untapped flier you have can still block her non-fliers when it's her turn to attack.

Flying is called an “evasion ability” or “stealth ability,” since it allows a creature to evade or sneak past blockers. There are two important points to remember. A creature with flying can block either another creature with flying or a creature without flying, and a creature with flying can't be blocked by a non-flier, even if its controller would like it to be. You can't “turn off” an evasion ability. Thus, you can't choose to make a creature with flying a non-flier and blockable by your opponent's creatures without flying.

Landwalk



Some creatures have a special evasion ability called *landwalk*, although the cards don't actually say "Landwalk". Instead, they say "Swampwalk", "Forestwalk", "Islandwalk", or the like. Creatures with a particular landwalk ability can't be blocked if the defending player controls any lands of that type.

For example, Shanodin Dryads is a 1/1 creature with forestwalk. If you have a Shanodin Dryads in play, your opponent has at least one forest in play, and you decide to attack with your Dryads, your opponent can't block it. Even if your opponent has Shanodin Dryads or other creatures with forestwalk in play, they still can't block your Dryads.



Poison

This is not an ability, but rather a term used in Shandalar to describe the capacity some creatures have to give a player they damage one or more poison counters. If a player gets ten poison counters, that player loses immediately, even if his or her opponent has negative life. It doesn't matter whether the counters came from the same card or from several different cards.

Protection

↑ Your hand (11) ↓

Unholy Strength
Swamp
Ashes to Ashes
Gem Bazaar
Pearled Unicorn
Wall of Swords
Bog Imp
Black Knight



2/2

↑ Your hand (11) ↓

Unholy Strength
Swamp
Ashes to Ashes
Gem Bazaar
Pearled Unicorn
Wall of Swords
Bog Imp
Black Knight



2/2

↑ Your hand (11) ↓

Unholy Strength
Swamp
Ashes to Ashes
Gem Bazaar
Pearled Unicorn
Wall of Swords
Bog Imp
Black Knight



2/2



Creatures with “protection from” a particular color are practically immune to creatures and spells of that color. A creature with protection from a particular color of magic:

- Cannot be blocked by creatures of that color
- Has all damage dealt to it by sources of that color (including creatures it blocks) reduced to 0
- Cannot be the target of spells, enchantments, or effects (abilities) of that color. Any spells or effects that don’t target that creature in particular (such as a spell that affects “all creatures”) still affect it, but if the spell deals any damage to the protected creature, that damage is reduced to 0.

Additionally, giving a creature protection from a given color (with a Ward, for example) buries any enchantments of that color already on the creature, as the creature is an invalid target for those enchantments.

Protection cannot prevent a creature from being sacrificed.

It’s possible to have protection from just about anything: artifacts, creatures, spells you name it. Protection from a color is most common in Shandalar, so we’re using that as our example.

Regeneration



Regeneration is useful when a creature is destroyed, whether that destruction is the result of lethal damage or an effect. Regeneration prevents the creature from going to the graveyard. In the process, regenerating a creature also removes all damage that has been dealt to that creature. (Of course, this does not affect future damage.)

Note that a regenerated creature *does not* enter the graveyard. Regeneration prevents destruction. If a creature regenerates, then it wasn't destroyed and no triggered effects that would have happened due to its destruction will take place.

For example, Drudge Skeletons is a black 1/1 creature with the ability “**b**: Regenerate.” If your Skeletons take lethal damage, no matter how much, you can save them from going to the graveyard if you pay b. If they are killed again the same turn, you may spend another **b** to regenerate them again. If you don't pay this cost, they go to the graveyard and stay dead.

When a creature is regenerated, it becomes tapped and all damage dealt to it is removed. All of the creature's enchantments remain. Creatures that are already tapped can still be regenerated, but if a creature gets hit with a card that says it buries or sacrifices the creature, the creature can't regenerate and goes directly to the graveyard. You can't regenerate a creature that is removed from the game either; such a creature must be set aside and returned to its owner only when the game is over.

If a creature regenerates during combat, then it is removed from the combat and doesn't deal or receive any combat damage. (Of course, this does not affect damage the creature has already dealt.)

Note that you cannot regenerate a creature just because you want to. Nor is regeneration one of the “damage prevention” fast effects that you are allowed to use during damage prevention steps. You can use regeneration **only** at the time when a creature is about to go to the graveyard it has been destroyed or taken lethal damage.

Keep in mind that this ability doesn't allow regenerating creatures to come back from the dead; if you don't pay for the regeneration, the creature goes to the graveyard and stays there like any other creature.

Trample



Normally, an attacking creature that is blocked cannot damage the defending player. A creature with the *trample* ability gets around this limitation by dealing a special type of combat damage, called trample damage.

If a blocking creature has taken damage greater than its toughness, any excess unprevented trample damage is redirected (“spills over”) to the defending player at the end of damage prevention. If a single creature receives both normal damage and trample damage at the same time, the trample damage is applied last. You can’t take the spill-over damage yourself, then save the creature by preventing 1 damage to it.

However, the damage from a creature with trample will only spill over if the blocking creature actually takes lethal damage. Reducing or preventing the damage will reduce or prevent the spill-over. If the blocker has an ability or enchantment that reduces the damage it receives to 0, such as protection or Uncle Istvan's special ability, then there will be no damage left to spill over and the defending player won’t take any damage. Similarly, if a 2/2 creature blocks a 3/3 creature with trample and you use a Samite Healer to prevent 1 damage to the blocker, then no damage will spill over to the player.

If a creature with trample attacks and is blocked, but cannot deal its damage to the creature or creatures blocking it (for example, if they all regenerated), the attacker assigns its damage to the defending player.

Trample only functions when the creature is attacking, not when it’s blocking.

Web



This is not actually an ability, but rather a term used in Shandalar to describe the capacity some creatures without flying have to block flying creatures.

All Cards Inventory

Along the bottom of the **Deck Builder** screen is the **Inventory** area. Here, every card you can put into a deck is available—every Magic: The Gathering card included in the game!

What cards appear in the inventory at a given time depends on which of the filters you have active.

At the bottom of the **Inventory** area is a scroll bar you can use to move through the inventory—or you can type in the first few letters of the name of any card you want to see.

To move a card from the inventory into your deck, simply double-click on it or drag it there with the mouse, then release.

Astral Set

This is a set of Magic cards based on spells and creatures native to the plane of Shandalar. These cards were developed specifically for MicroProse's version of Magic: The Gathering. They are as follows:

Aswan Jaguar

Call from the Grave

Faerie Dragon

Gem Bazaar

Goblin Polka Band

Necropolis of Azar

Orcish Catapult

Pandora's Box

Power Struggle

Prismatic Dragon

Rainbow Knights

Whimsy

Attack

The attack is one possible action you can take during your main phase. You only get one attack during your turn, and none during your opponent's turn. You attack your opponent with your creatures. Neither player may cast permanents or sorceries during an attack. The complete attack sequence is as follows:

- The attacking player announces the attack. This is the defending player's last chance to use pre-attack fast effects. If the defender does use fast effects, the attack is aborted. The active player may, of course, announce the attack again now or later in the turn.
- The attacking player declares and taps the attacking creatures. (This is the Declare Attackers sub-phase.)
- Both players may use fast effects. (This is the first Fast Effects sub-phase.)
- The defender declares blockers and which attackers they're blocking. Blocking doesn't make creatures tap, but tapped creatures can't block. (This is the Declare Blockers sub-phase.)
- Again, either player may use fast effects. If a fast effect removes or taps a blocking creature at this point, the attacking creature is still blocked. (This is the second Fast Effects sub-phase.)
- Assign combat damage. Note that a tapped blocker will deal no combat damage, but might still receive combat damage from the attacker it blocked. During damage dealing, players may use only damage prevention fast effects those that prevent, heal, or redirect damage. (If a creature takes lethal damage or is destroyed, regeneration effects are allowed.) No other kind of fast effects or spells are permitted. (This and the next two paragraphs are the Damage Dealing sub-phase.)
- Creatures that take lethal damage and aren't regenerated go to the graveyard. Any effects that happen when a creature goes to the graveyard are triggered. (Note that token creatures go to the graveyard, but leave the game immediately on doing so.)
- Any effects that happen "at end of combat" take place.

For more about attacking, see Combat.

Bury

If a permanent is buried, it is put into its owner's graveyard. Nothing can prevent this.

Combat



At least part of the point of having creatures in play is so that you can have them engage in combat. Here's a brief how-to.

Declaring Your Attack

Once you've clicked on the combat icon on the Phase Bar, your next step is declaring your attack. At this point, the Combat Bar takes the place of the Phase Bar. This functions exactly as the Phase Bar does, except that it marks (and controls) your progress through the sub-phases that take place during an attack.

Those of your creatures which are able to attack are highlighted. Just click on any of your available creatures to add it to the line-up. (If you click on a creature that is not capable of attacking at the time, nothing happens.) As soon as you add the first creature to the attack, the **Combat** window opens. Your attackers line up on your side, and the space on the other side is reserved for (potential) blockers.

Be careful! Once you have added a creature to the attack line up, there is *no way* to change your mind and remove it.

If you select a banding creature for the attack, you can choose to have it band with another attacker, rather than attacking on its own. You're prompted to decide this. If you wish to band the creature with another, click on the attacker with which the creature you're ordering around is to band. Otherwise, click the **Done** button. (To skip the option and have the creature not band, you can also double-click.)

Note that some cards might force your creatures to attack; in this case, those creatures are highlighted, and you must add them to the **Combat** window.

(Note that you can minimize the Combat window by clicking in its upper right corner. To restore the minimized window, click on the window icon in the center area of the Phase Bar.)

Satisfied with the attack line-up? Use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click a sub-phase on the Combat Bar. Now, your creatures become "attacking creatures" and can be the targets of the appropriate fast effects.

Between the attacking player declaring attackers and the defending player assigning blockers, there's a chance for both players to use fast effects (the first Fast Effects sub-phase). There's no difference between the way you cast and use fast effects now and at any other time.

Assigning Blocking

Just because you, as defending player, have creatures with which to block doesn't mean you must do so. After your opponent has finalized and announced the attacking line-up, you are allowed to declare your blocking strategy, even if you have none.

All the attacking creatures are shown in the **Combat** window. To make one of your creatures a blocker, click on it. Next, click on the attacker you want your blocker to block. It's as easy as that. One thing to remember is that you can block an attacking creature with as many of your creatures as you like.

As with declaring attackers, be careful. If you put in a blocker, but then change your mind about it, there is no way for you to remove it from the skirmish line.

Note that some cards might force your creatures to block; in this case, those creature are highlighted and you must put them into the **Combat** window, sometimes blocking predetermined creatures.

When you're finished, use the **Done** option on the mini-menu, the **Done** button on the **Situation Bar**, or click on the **Combat Bar** to signal that you're done. Now, your creatures become "blocking creatures" and can be the targets of the appropriate fast effects.

Between the end of the assignment of blockers and the beginning of damage dealing, there's another chance for

both players to use fast effects (the second Fast Effects sub-phase). There's no difference between the way you cast and use these fast effects and any other fast effects.

Damage Dealing

When all the fast effects are done, the combat is resolved. If combat damage is done to any creature or player, there is an opportunity to use damage prevention effects. Afterward, creatures that still have lethal damage can be regenerated; otherwise, they go to the graveyard, triggering any graveyard effects. Combat ends with damage dealing, and the Main Post-Combat sub-phase begins.

Controller

Usually, the controller of a spell is the player who cast that spell. Sometimes, though, a spell or effect can give a player temporary control over an opponent's card. If you take control of a card this way, you get control of only the card itself; you don't get control of any enchantments already on the card. If a card says "you" on it, it means the card's controller; if it meant the card's owner, it would specify "owner."

A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the duel is over, whichever comes first.

Counter (Noun and Verb)

Counter (n) A counter is a marker used as a reminder on certain cards. Counters are **not** tokens. An example of a counter would be the poison counters generated by a Marsh Viper.

Counter (v) To counter a spell or effect means to prevent that spell or effect from being successfully cast. Countered spells go to the graveyard; the caster of the countered spell still has to pay the casting cost. A countered spell is not successfully cast and will not resolve.

Creature

A creature is an ally called in to aid the player in a duel. Creatures are usually brought into play by a summon spell. For summon spells, everything after the word 'Summon' is the creature type. Other types of spells don't have this extra sub-type.

Creature cards will have numbers in the bottom right-hand corner. These are the power and toughness ratings. Any card with numbers in that corner is a creature. Creatures are the only things that can attack your opponent and block her attacks, though they're not the only way of inflicting damage.

During the turn a player gains control of a creature (by bringing it into play or taking control of it), that creature cannot attack or use any effect that requires it to tap. This is called summoning sickness. Once the creature has begun a turn in your control, it is no longer sick. On the other hand, if a creature has an effect that is continuous, that effect functions as long as the creature remains in play, even if the creature becomes tapped.

Note that some spells affect creatures and others affect spells. A summon creature card is a spell while being cast, and it becomes a creature only after it has been successfully cast and resolved.

Cards in the graveyard or in your hand are not creatures. Some cards might refer to a "creature" in the graveyard or in your hand; this is shorthand for "summon or artifact creature card".

Damage

Wounds and magically caused injuries are recorded as *damage*.

Creatures usually deal combat damage when they attack or block, and many spells cause damage.

Each 1 damage done to a player results in a loss of 1 life, unless the damage is prevented or redirected.

Any time that a creature has been dealt damage equal to or exceeding its toughness, it is considered to have taken lethal damage and is destroyed. Some spells and effects say to destroy, bury, remove from the game, or sacrifice a creature; these are not considered damage.

Dealing Damage

During an attack, the point at which the creatures deal combat damage to each other and (possibly) the defending player is called *damage dealing*. There are two damage-dealing steps included in the Damage Dealing sub-phase of combat: first strike damage dealing and normal damage dealing.

Normally, each creature deals combat damage equal to its power. Blocking creatures only damage the creatures they blocked. Attacking creatures that were blocked only damage their blockers; if all their blockers are gone, they just attack empty air and do no damage. Unblocked attacking creatures are the only ones that can damage a player (creatures with trample are the exception).

If a blocker is tapped, then that blocker deals no combat damage. The tapped blocker can still be damaged (or destroyed) by the creature it blocked, which still deals its damage. Attacking usually requires tapping the attacking creature, so attacking creatures deal damage whether they are tapped or not.

If a creature was somehow removed from the combat before the damage-dealing step (such as by regeneration), then that creature is no longer an attacking or blocking creature, and thus it cannot deal or receive combat damage. Any spell that removes a creature from play removes it from the combat. Also, if a creature changes controllers or ceases to be a creature, it is removed from the combat.

Destroy

A permanent that is *destroyed* is sent to its owner's graveyard, but it may be saved by regeneration or by any spell or effect that prevents destruction.

When a spell or effect destroys a creature, it ignores the creature's toughness entirely. For the purposes of regeneration, destruction has the same effect as if it were lethal damage, but destruction is **not** damage and cannot be prevented, lessened, or redirected by damage prevention effects.

Enchant World

Cards of the type “Enchant World” are a special type of enchantment. They follow all the rules for normal enchantments, plus one additional rule: Only one enchant world can be in play at any time. If a second enchant world card is brought into play, the first one is immediately buried.

Fast Effect

Interrupts, instants, mana sources, and non-continuous effects of permanents are called *fast effects*. Unless otherwise specified on the card, you can use fast effects only during the upkeep, draw, main and discard phases of any player's turn.

Interrupts can be cast to *interrupt* the use or casting of a spell or effect.

Once a non-interrupt spell or effect (but not a mana source) has been successfully cast (but has not yet resolved), both interrupts and non-interrupt fast effects (instants) can be cast (as instants) *in response* to the successful casting. This begins (or continues) a batch of effects.

Once both players have signaled they are done with fast effects (for that batch), everything in the batch resolves in "last in, first out" order (LIFO). All damage is resolved immediately after the effect that caused it. No new effects may be used while you're resolving a batch, unless they are triggered by something that happens in that batch, such as a creature's destruction.

Filters



Between the **Inventory** and **Deck** areas are four sets of **Filter** buttons. These determine which cards are displayed in the inventory. Every one of these buttons is a toggle switch; when the button is depressed, it is *on*, and the cards that correspond to that filter are displayed. When the button is up, it's *off*, and cards represented by that button are eliminated (temporarily, of course) from those shown. To depress or release one of these buttons, just click on it.

You can also right-click on some of the filter buttons to open a mini-menu of options. These represent sub-groups of that filter. For example, the *Artifacts* filter includes two sub-filters, **All Creatures** and **All Non-Creatures**. These sub-filters allow you to further specify which cards you're really interested in seeing.

- The leftmost set of filter buttons are the Set Filters.
- The buttons with mana symbols are the Color Filters.
- The third group of buttons includes all of the Type Filters.
- The final group, the Other Filters, collects some extra filters the designers found useful.

Set Filters

The leftmost set of filter buttons correspond to the sets of cards available. These are based on the various basic and expansion card sets released by Wizards of the Coast over time.



Fourth Edition, the standard of play until March 1997, is the fourth version of the basic card set.

Astral, a card set created specifically for the MicroProse version of Magic: The Gathering, reflects the unusual nature of the plane of Shandalar.

Restricted includes all of the special, valuable cards from other sets that appear in Shandalar as treasures.

As there are no subsets of these card sets, none of the *Set Filter* buttons has a right-click mini-menu associated with it.

Color Filters

The buttons with mana symbols are the *Color Filters*. These include the five [colors of magic](#). When you click on any one of these filters, it toggles display of the corresponding color of card in the [inventory](#). Thus, for example, if the buttons for black and green were down, but all the others up, only black and green cards would appear.

You'll notice that there's no Color Filter for colorless cards. In order to see [land](#), [artifacts](#), and any other cards that have no color, you must use the [Type Filters](#).

Type Filters

Each of the *Type Filters* represents one of the [types of cards](#) [creatures](#), [instants](#), and so on. So if you had already depressed the buttons for black and green, for example, and you then made sure that only the *Creatures* filter was active, the **Inventory** area would contain only black and green creatures, and no other cards. There's one exception to this. The first two buttons are *Land* and *Artifacts*. Each of these represents one of the two major types of [colorless](#) cards. Unlike the others, these filters are not necessarily modified by whatever [Color Filters](#) are turned on.



The **Land** filter adds in all mana-producing cards ([mana sources](#)). This filter has three mutually exclusive options.

Land and Mana is the default; this filters in all [land](#) and all other cards capable of producing mana. Which lands are displayed is not affected by the [Color Filters](#) or [Other Filters](#), but the same is not true for other mana sources.

Land Only displays only land cards.

Mana Only filters out the land and leaves all other cards capable of producing mana.



Artifacts makes sure that [artifacts](#) are included in the inventory. The *Artifacts* filter has two options, both of which are independent toggles. That is, you can turn either one on or off without affecting the status of the other.

All Creatures determines whether artifact creatures are shown in the inventory. Note that the display of artifact creatures is not affected by [Color Filters](#), but it is subject to some of the [Other Filters](#).

All Non-Creatures sets whether artifacts that are not creatures appear in the display. Which artifacts are shown is not affected by anything except the [Set Filters](#).

The default setting has both of these options turned on all artifacts are displayed.



Creatures displays any card with a [power](#) and [toughness](#), plus all those that can become [creatures](#) as the result of a built-in effect (the land [Mishra's Factory](#), for example). This filter has four options.

Summon determines whether the standard creatures cards of [type](#) "Summon X" are shown.

Token controls the display of cards representing [token creatures](#). Generally, token creatures are created through the effects of other cards. The cards are shown for information only; you cannot add a token creature to a deck (but you *can* add the card that creates it).

Artifact toggles whether artifact creatures are included in the inventory.

Summon from List allows you to choose exactly which creatures are in the inventory; you can select by creature name and also by [creature type](#) all Bats, all Goblins, all Zombies, and so forth. When you click on this option, a list window opens. As a fail-safe feature, this powerful filter does not become active unless you click the **Enable Filter** checkbox.

Initially, all the creatures and creature types are selected. You can use the **Clear All** button to de-select everything and start from scratch. If you change your mind, you can use **Select All** to return the list to its original, fully selected state. To switch a listing from selected to de-selected or vice versa, click on it. You can use the up and down arrow keys and the scroll bar to move through the list. When you're satisfied with your selections, click on the **Done** button. Only those creatures and types you left selected are filtered into the inventory.



Enchantments adds to the list any [enchantment](#) that passes the other active filters. This filter has five options, all related to targeting.

Enchantment filters those enchantments which target other enchantments enchantment types.

Land determines whether enchant land cards are shown.

Creature controls the appearance of enchant creature cards in the inventory.

Artifact toggles the inclusion of enchantments that target artifacts enchant artifact cards.

Enchant turns on and off the display of [global](#) (non-targeted) enchantments.



Instants controls whether or not [instants](#) are available in the inventory. This filter has no sub-filters.



Interrupts filters interrupts into or out of the inventory display. There are no sub-filters for interrupts.

Sorceries controls the appearance of sorceries in the inventory. This filter has no sub-filters.

Other Filters



Casting Cost allows you to focus the inventory according to the amount of mana it takes to get a card into play.

Greater than limits the displayed cards to those with a total casting cost larger than the number you choose.

Less than prunes the inventory by excluding those cards that do not have a total casting cost lower than the limit you select.

Equal to prevents the appearance of any card with a total casting cost other than the one you pick.

X Cost shows only those cards with **X** in the casting cost.



Power gives you a method of ranking creatures according to attack strength and working with only those you wish to see. This filter has three mutually exclusive options.

Greater than cuts the displayed creatures down to only those with a power larger than the number you choose.

Less than limits the inventory by including only those creatures with a power lower than the one you select.

Equal to shows only those creatures with the power you pick.



Toughness, like *Power*, lets you work with only the creatures you want, based solely on their defensive damage-absorbing capability. It, too, has three mutually exclusive options.

Greater than includes in the display only creatures with a toughness larger than you choose.

Less than allows only creatures with a toughness lower than the limit you select into the inventory.

Equal to puts into the inventory only creatures with exactly the toughness you pick.



Ability lets you filter for only those cards that have, can have, or can bestow particular special abilities. These include all the usual creature abilities, plus a few other interesting characteristics. The ability filters are not exclusive, so you can turn them on and off in any combination you wish. Note that the first two filters modify the effects of the others.

Native means that the ability is an integral part of the card's makeup; it simply has the ability. This toggle determines whether those cards are displayed.

Gives refers to those cards which can bestow an ability as an effect, regardless of whether it can be bestowed on the card itself, on another card, or both. This switch controls whether or not these cards are displayed.

Flying filters cards that have, can have, or can give flying.

First Strike toggles the display of cards that have, can have, or can bestow first strike.

Trample adds or eliminates cards that have, can have, or can give the trample ability.

Regeneration controls whether cards that have, can have, or can impart the ability to regenerate are shown.

Banding filters cards that have, can have, or can give the ability to band with other creatures.

Protection controls the appearance of cards that have, can have, or can confer protection from a particular color or characteristic.

Landwalk toggles the display of cards that have, can have, or can give any of the various landwalk abilities.

Poison is not exactly an ability. This filter adds or eliminates cards that have, can have, or can grant the

effect that a creature gives one or more poison counters to a player it damages.

Rampage determines whether or not cards that have, can have, or can give the rampage ability are displayed. There are no rampage cards in the first release of this game.

Web is not an ability in the strict sense. Rather, this refers to the capacity of some non-flying creatures to block flying creatures. This is similar to the effect of the enchantment Web, thus the name. This filter controls the appearance of cards that have, can have, or can give this capability.

Stoning is also not strictly an ability. Some creatures destroy any creature they block or that blocks them. This damage effect is referred to as “stoning” after the Cockatrice and Basilisk’s mythical power. This filter toggles the display of cards that have, can have, or can give this destructive ability.

Free Action describes the capacity some creatures have to attack without becoming tapped. This switch determines whether or not cards that have, can have, or can give this capability are displayed in the inventory.

Quick Draw is shorthand for the special immunity some creatures have to summoning sickness. This filter toggles the display of cards that have, can have, or can give the ability to attack or use effects with t in the activation cost during the turn in which they are summoned.



Rarity is important to a card collector, and it can also be significant when building decks. If you decide to work with cards based on the frequency with which they appear (or are trying to locate a card you know the rarity but not the name of), this filter is for you. The three options follow established conventions for determining the rarity of a card.

Common lets you filter for the least rare cards. Though easy to find, common cards are no less useful or powerful for their abundance.

Uncommon determines whether those cards that appear less frequently are displayed in the inventory. Though these are less plentiful than common cards, they’re still relatively easy to acquire, especially in Shandalar.

Rare controls the display of those cards that are most difficult to find. These are often, though not necessarily, the most interesting or powerful cards. Some rare cards are straightforward in their effects, while many take some expertise to use effectively.



Artist is included because there are deck builders to whom aesthetics is a concern and rightly so. If you wish to view and work with cards based on the artist, this filter allows you to do so. When you turn this filter on, a list window opens.

Initially, all the artists are selected. You can use the **Clear All** button to de-select everyone and start from scratch. If you change your mind, you can use **Select All** to return the list to its original, fully selected state. To switch an artist’s name from selected to de-selected or vice versa, click on it. You can use the up and down arrow keys and the scroll bar to move through the list. When you’re satisfied with your selections, click on the **Done** button. Only the work of those artists you left selected are filtered into the inventory.

Fizzle

If, at the time it resolves, a spell or effect finds that one or more of its targets are no longer valid, it is said to “fizzle” with respect to any now-invalid target; it has no effect on those targets. If none of the targets remains valid, the effect *as a whole* fizzles, and even its non-targeted effects do not occur.

DO NOT CONFUSE A FIZZLE WITH A CANCEL!

In the computer game, you can change your mind before you finish paying the casting cost of a spell and decide not to use that spell after all; this is *canceling* the spell. The spell remains in your hand, but any mana in your mana pool is still there (since drawing mana from a mana source is a separate action from the casting of the spell). If this mana is not used before the end of the phase, it will cause mana burn.

Inflatable Creatures

Some creatures have effects that let you increase their power or toughness (or both). Many players call these creatures “inflatable” because you can pump them up.

For example, the Frozen Shade (0/1) has the following effect: “**b**: +1/+1 until end of turn”. This means that for every b you spend, the Shade gets +1/+1, but this bonus wears off during the cleanup phase. You can spend as much black mana as you like to increase the Shade’s power and toughness each turn. This effect can be used even when the creature is tapped.

Block

Creatures cannot attack other creatures directly; a creature can only attempt to attack the opposing player. When that happens, the defending player can *block* with his or her creatures.

Attacking creatures which are opposed by defending creatures in this fashion are *blocked*, and any defending creature is called a *blocking creature*. Once an attacking creature is blocked, it stays blocked, no matter what happens to the blocker. Casting a spell that would have made the block illegal or giving the attacking creature an evasion ability will not “unblock” it; you should do those things *before* the block is declared.

Only creatures can block; Circles of Protection, for example, prevent damage, but they do not block.

Mana

Corresponding to the five types of basic land are the five different colors of mana, the magical energy used to power spells. Each of these colors has a particular character. There are also “colorless” mana and “generic” mana, which are *types* of mana and do not count as colors.

Note that mana and land are not the same thing. Mana can come from other sources besides land; Llanowar Elves, for example, is a creature that you can tap for **G**, one green mana. This is why the rules refer to “green mana,” “blue mana,” and so on, instead of “forest mana,” “island mana,” and such.

- W** White magic draws its vitality from the untouched, open plains. Though white magicians focus on spells of healing and protection, they also devote plenty of time to the chivalrous acts of war. White’s traditional foils are black and red.
- U** Blue magic flows from the islands and thrives on mental energy. Other wizards fear the blue magicians’ ability with artifice and illusion, as well as their mastery of the elemental forces of air and water. Blue’s traditional foils are red and green.
- B** Black magic’s power comes from the swamps and bogs; it thrives on death and decay. Many wizards shun black magic’s self-destructive nature even as they long for its ruthlessness. Black’s traditional foils are green and white.
- G** Green magic gets its life from the lush fecundity of the forest. Like nature itself, green magic can bring both soothing serenity and thunderous destruction. Green’s traditional foils are blue and black.
- R** Red magic feeds on the vast energy boiling deep in the heart of the mountains. Masters of earth and fire, red magicians specialize in the violence of chaos and combat. Red’s traditional foils are blue and white.
- 1** Some cost require mana “of any color.” This is referred to as generic mana. For some spells, the color of the magic simply isn’t important.

Some mana sources specifically generate *colorless* mana. This mana has no color at all. It can only be used to pay generic costs.

Owner

The owner of a card is the player who brought that card to the duel. A card under temporary control of another player is returned to its original owner or its owner's graveyard when it leaves play, when the controlling enchantment or effect is removed, or when the duel is over, whichever comes first. In a duel, cards change owners only through ante or the effects of a few special cards.

Permanent

All artifacts, lands, creatures, and enchantments in play are permanents, as are any tokens. Spells that will become permanents aren't considered permanents until they have been successfully cast and resolved.

Specifically, any spell or effect that targets a permanent cannot target a spell that *will become* a permanent; both players must wait until the intended target spell has been successfully cast, resolved, and is in play before using such targeted spells and effects.

Remove from the Game

When a spell or effect removes a card from the game, that card isn't put into any graveyard. Instead, it is set aside until the game is over. Because the card isn't put into any graveyard, no graveyard triggered effects occur.

Spells and effects that affect graveyards and cards in graveyards can not affect cards that have been removed from the game.

Sacrifice

Certain cards require you to *sacrifice* a permanent, usually as part of the cost of playing a spell or effect.

You can sacrifice only cards (or tokens) you control, and you *can* sacrifice a card that you expect to go to the graveyard later (so long as the effect that requires the sacrifice is legal at the time). The fact that a permanent is either in play or in the graveyard, never “on its way” from one to the other means that a permanent that will suffer lethal damage may still be sacrificed.

A sacrifice is not a targeted effect.

When the need arises to sacrifice something, you are notified. To select and sacrifice a permanent, move the mouse pointer over an appropriate card and click on it.

Spell Chain

Spells are not played in isolation from each other. That means that when you play a spell or a card effect, it doesn't simply take effect once you've paid for it and chosen targets. Most spells allow either player to respond to them with fast effects, other spells that will take effect before the one they are responding to. A group of spells played in response to one another is called a batch or spell chain.

In Shandalar, all batches are displayed in the **Spell Chain** window.

Let's go over the complete process for playing a spell, and for creating (and resolving) a spell chain. As usual, the term 'you' always refers to the player casting the original spell—the active player. The term 'spell' here means 'spell or effect'.

- First, you do everything that's necessary to cast the spell. This includes paying all of its costs, choosing all of its targets, and making any other decisions that are necessary. Once you have done all this, the spell is in what is called the "neutral state." (It has been played, but is not yet successfully cast.)
- While a spell is in the neutral state, both players have an opportunity to interrupt it—using interrupts, naturally. It is at this point that the **Spell Chain** window opens. The spell in progress, any other spells in the batch, and all their targets are displayed. (Note that in Shandalar, if neither player has the resources to interrupt or respond to the spell, the entire process of a spell chain may happen so quickly as to be invisible.)
- As the caster of the original spell, you have the first shot at playing an interrupt. If you do use an interrupt, it is added to the window. If you choose not to, click the **Done** button (or use the mini-menu). If you decline to use an interrupt, your opponent may play an interrupt.
- If either of you used an interrupt, that interrupt is added to the chain. Since an interrupt is a spell, once again whoever used the interrupt and then the other player have a chance to use interrupts that target this new spell—the interrupt. As long as at least one of you chooses to use an interrupt, the chain goes on to another step and continues to grow. Both players always have an opportunity (though not necessarily the resources) to respond to any interrupt with another interrupt. Remember, though, that an interrupt can only target the spell that it is interrupting.
- Once both of you decline the opportunity to use more interrupts, the chain of interrupts resolves one at a time, with the last resolving first. This continues in Last In First Out (LIFO) order until all of the interrupts have resolved. (No new effects can be added to a batch after it has begun to resolve; only if an effect results in a damage prevention step or triggered effects can anyone play new spells, and then only the appropriate spells are allowed.) If any of these interrupts successfully counters the original spell, then that spell is put into its owner's graveyard and the casting is canceled. (Note that the rest of the batch still resolves, but in almost all cases, that just means that the rest of the interrupts fizzle.) Otherwise, the spell enters the neutral state again once all of the interrupts have resolved. At this point, either player can begin another batch of interrupts just like the first one.
- If both players decline the opportunity to use an interrupt while the spell is in the neutral state, then the spell is successfully cast. However, that's still not necessarily the end of the chain. The status of the original spell changes from *Trying to Cast* to *Casting* which means that the spell is successfully cast, but has not resolved yet. (If that spell would put a permanent into play, that permanent is not yet in play.)
- Once the original spell is successfully cast, you and then your opponent have the opportunity to *respond* to it with a fast effect of the same type. What does that mean? It means that you can only respond to an interrupt with an interrupt, and you can only respond to an instant with an instant. If the original spell is of any other type—summon, enchantment, artifact, or sorcery—you can only respond to it with an instant. (You cannot, of course respond to a mana source at all.) This response begins another batch, which is displayed in the same **Spell Chain** window.
- A response may be interrupted, just like any other spell. Any batches of interrupts to a response are played and resolved no differently than any other batch of interrupts.
- A response may be responded to, in the same way as any other spell. When, finally, both players decide that no more responses are forthcoming, the batch of responses resolves last-to-first, just like a batch of interrupts.

- Finally, when the batch of responses has resolved, the original spell resolves. If it does not fizzle at this point, it takes effect. If the spell in question creates a permanent, any continuous or triggered effects caused by the permanent being in play happen.

Note that many abilities (card effects) are played as instants or interrupts. These abilities may be played as responses to or during batches of the appropriate type of spell. For example, the Prodigal Sorcerer's damage is an instant, and thus is played when an instant is appropriate. The effect of Lifeforce, however, is an interrupt, and is played as such.

Summoning Sickness

No creature can attack or use any effect for which the activation cost includes tapping the creature unless the card or token representing that creature has been in play under your control continuously since the beginning of your most recent turn. This temporary inability is usually called *summoning sickness*.

Creatures suffering from summoning sickness can block, and they can also use effects that don't have t as part of their cost. Finally, only creatures are affected by summoning sickness; any other permanents may be used immediately after being brought into play.

Tap

Tapping a card means turning it sideways. This indicates to you and your opponent that the card's effects have been temporarily used up. Don't worry, your cards will untap at the beginning of your next turn, during your untap phase. The symbol **t** (tap) on a card indicates that if you use that card to generate a particular effect, then you have to tap it (turn it sideways). The particular effect that card generates is listed right after the **t** symbol.

To generate mana from a land, you have to tap that land.

Target

A target is the specific permanent, spell, or player at which a spell or effect is aimed. Some spells require one or more targets; you can't cast such spells if there are no valid targets in play.

Usually, the type of target required will be obvious; an "Enchant Land" spell must be played on a land, for example. Spells that affect a whole class of cards, such as all creatures in play, don't require a target and can therefore be cast at any time. If a spell or effect requires a target, the caster must announce the target at the time she pays the cost of and plays the spell or effect; it cannot be changed later. If no legal targets are in play at that time, the spell or effect may not be played.

If a spell is aimed at a single target and that target is removed from play or becomes invalid before the spell resolves, that spell fizzles and has no effect. The same is true if a spell has multiple targets and all of them become invalid. However, if a spell is aimed at multiple targets and some but not all of those targets become invalid before the spell resolves, that spell fizzles against the invalid targets, but still affects any of its original targets that are still valid. If a target becomes invalid and then becomes valid again before the spell resolves, the spell will not fizzle; what matters is whether the target is valid when the spell resolves.

No spell that allows multiple targets can target the same thing more than once. An effect may target the same thing more than once, but not during the same activation.

Creature combat—attacking and blocking—isn't considered targeted.

Token

Occasionally, a card will ask you to use a token to represent a permanent, such as a creature. These tokens are permanents, and are affected by spells and effects that affect the appropriate type of permanent, but they are not considered cards.

If any effect (including damage) takes a token out of play, it is removed from the game. You cannot return a token to your hand or otherwise maintain it out of play. A token may be killed or otherwise sent to the graveyard, but it cannot stay there. If a token is sent to the graveyard, it is removed from play immediately after it reaches there. This will trigger effects that depend on something going to the graveyard, but not those that depend on it remaining there.

Tokens are *not* counters.

Wall

Any card labeled "Summon Wall" counts as a Wall, no matter what the name of the card is. For example, Carnivorous Plant is a Wall, though the word "Wall" does not appear in its name.

Walls are creatures and follow all the same rules as any other creature, with one exception: unless the card specifies otherwise, a Wall cannot attack. Even a Wall with power greater than 0, like the Carnivorous Plant, may not attack but it can deal damage to any creature it blocks. Just like any other defender, a Wall can normally block only one attacking creature at a time.

Finally, remember that Walls can be affected by any spells that affect creatures, even if this seems illogical or silly. For example, you can get rid of a Wall of Stone by casting Terror on it.

Special Note

You have selected the name of a card for which there is no Help message...yet.

The Wizards of the Coast rulings on cards included in this version of the PC Magic:The Gathering game sometimes refer to other cards that are not a part of this version.

These cards will be included in future expansions of the computer game.

Mana Source

Any land in play, mana source spell, or effect on a card in play that you use to generate mana is considered a mana source. Drawing mana from any source is not considered an action; it can neither be interrupted nor responded to.

Mana Burn

Your mana pool empties at the end of each phase and at the beginning and end of an attack; if any unused mana remains in your mana pool when it empties, you lose 1 life for each one mana you didn't use. This loss of life is called "mana burn."

You will normally generate mana as you need it for a spell and will generate only as much as you need so that you won't have any extra. However, some mana sources (like Dark Ritual) give you more than one mana, which may leave you with extra. You cannot prevent mana burn using damage prevention spells or effects.

Ante

In Shandalar, all duels are played “for keeps.” That is, both players chance losing one or more cards to their opponent. The cards that are at risk in a duel are called the *ante*. The winning player keeps those cards after the duel is over.

Flavor Text

Any italicized text in the text box of a card that is not part of an ability or card effect is considered *flavor text*. This text does **not** influence or reflect what a card actually does.

For example, if you look at the picture on a Frozen Shade card, it looks as if the creature is floating. This may fool you into thinking that a Frozen Shade can fly, but since the text box doesn't include the word 'Flying', the Shade isn't considered a flying creature. And even though the flavor text on the Gray Ogre says something about refusing to eat vegetarians, it can still damage other creatures and your opponent.

Creature Type

For summon spells, everything after the word 'Summon' is the creature type. Other types of spells don't have this extra sub-type. The reason creatures have types is that some cards affect all creatures of a particular type.

For example, the Goblin King gives all Goblins a bonus. The creature type is the *only* thing that matters for these effects. The Goblin Rock Sled looks like a Goblin, and it even has 'Goblin' in its name, but the card type is "Summon Rock Sled" and not "Summon Goblin." This means that it isn't really a Goblin, and it isn't affected by the Goblin King. Similarly, the Goblin King itself is "Summon Lord," so it doesn't give itself a bonus.

Draw a Card

When your Draw Phase begins, the single card that you would normally draw is represented in your hand by a face down “potential draw”. The card itself is still in your library.

Both before and after you actually draw, there is an opportunity for both you and your opponent to use fast effects, including those that affect the draw itself. Some of these effects, like the mandatory draw caused by the Howling Mine, add potential draw cards to your hand. Some, like the optional effect of the Island Sanctuary, could cause you to “spend” a potential draw as part of their cost. If this is the case, you’re prompted to choose which potential draw to spend. Click on the face-down representation you wish to decline, and it disappears.

When the time comes to actually draw the card or cards, you do so by clicking on the face down representations one at a time. *Each time* you draw a card in this way, it is considered a fast effect. (Which means that both players may respond to it if they choose.)

Effects that cause you to draw cards during other phases work in the same fashion. You always have a chance to use fast effects before you actually draw.

Global and Local Enchantments

Any enchantment that is played on a target is considered a *local* enchantment.

An enchantment that is not played on any target (the spell type is simply “Enchantment” or “Enchant World”) is a *global* enchantment.

Play or Draw Rule

In every duel, one player plays first and the other draws first. Who does which is decided by the player who wins a coin toss (unless one player has a preexisting advantage). The player who gets First Play does not draw a card during her first turn. Rather, she plays that turn with whatever cards are in her hand. The player who gets First Draw plays in turn after the first player, and draws as usual.

Mulligan

To begin a duel, both players draw seven cards to fill their initial hands. If either player draws no land in this seven cards or draws all land, then that player has the option to declare a *mulligan*. There is no requirement to declare a mulligan; it is entirely the decision of the affected duelist.

If either player declares a mulligan, that player must shuffle her hand back into her library and draw seven new cards to make an initial hand. The other player has the option to do so as well. Again, the other player is not required to redraw it's optional.

If either player draws a mulligan hand a second time, that's just too bad. Each player has only one chance to redraw, and once that's used or waived, the duel begins.

Situation Bar



Between the two territories (usually) is the *Situation Bar*. This is a reminder to you of what's going on and what you need to do. Depending on what else is on the screen, this bar moves so as to always remain visible.

At the rightmost end of this bar is a **Done** button, a **Cancel** button, or both, depending on the situation. Clicking either is the same as selecting the option of the same name from the mini-menu. You can also use the keyboard in place of the buttons on the Situation Bar:

Esc	is just like Cancel .
Return	has the same effect as Done .
Spacebar	if there is only one button, pressing this is the same as clicking that button.

Stop

A *Stop* is another function of the **Phase Bar**. You can right-click on any phase and select **Mark** from the mini-menu to put a Stop marker on that phase. This is a lasting instruction that you do not want the duel to pass that phase until you have had a chance to do something. Specifically, that phase does not end until you tell it to manually; it cannot pass automatically.

In Shandalar, there is no way to “back up” a phase. Thus, if a situation arises in which you would normally say to your opponent, “Wait a minute. Before the end of that phase, I want to use a fast effect,” you must prepare for that ahead of time. This is what Stops are designed for.

Stops are especially necessary for those fast effects that must be used before combat begins. Once the Combat sub-phase begins, it is too late to use these effects. A Stop on your opponent's Main Pre-Combat sub-phase is always a good idea.

Dueling Options

The dueling options are a convenient way to customize the Dueling Table. These settings are retained for future duels.

Standard Layout	returns the dueling display to its original form. This layout includes a permanent <u>Showcase</u> , but the <u>territories</u> are slightly smaller to compensate.
Advanced Layout	streamlines the dueling area. The Showcase is removed (though it appears when necessary), and the other parts of the interface are rearranged to allow the largest possible territories.
Show Cue Cards	controls the appearance of the tiny hints that pop up when you position the mouse cursor over an active location. If you don't like the little tips, toggle the cue cards off.
Show Abilities	determines whether each <u>creature's abilities</u> (flying and such) are marked on the card by ability icons. If you want to see these reminders, toggle this option on.
Show Power/Toughness	determines whether or not the <i>current power</i> and <i>toughness</i> of each creature is displayed on the card in play. (The Showcase always shows the <i>original</i> power and toughness.)
See Next Draws	has no effect during the duel. Rather, this controls whether, at the end of a duel, you get to see the next cards you and your opponent would have drawn. Toggle this option off if you don't want to see the next cards.

The box in the lower portion of the window is relevant to the appearance of the background in your territory. (You cannot do anything to change the background in your opponent's territory; it matches the predominant color in her deck.) The list on the left simply allows you to pick the predominant color of your background. The list on the right includes the different types of background art available for each color. Select one option from each.

Combat Bar

The *Combat Bar* is a miniature **Phase Bar** that appears during an attack. It functions in exactly the same way as the larger bar; you can even use Stops. This bar has seven icons, representing the sub-phases of combat:



Declare Attackers

Fast Effects

Declare Blockers

Fast Effects (2)

Damage Dealing, Part 1: First Strike Damage Dealing

Damage Dealing, Part 2: Normal Damage Dealing

Damage Dealing, Part 3: End of Combat

Combat Damage

Combat damage is the damage dealt by attacking and blocking creatures during combat. This damage is equal to the power of each creature.

Damage dealt by spells and effects is not combat damage.

Lethal Damage

If a creature has been dealt damage during the current turn equal to or greater than its current toughness—enough to kill it—that creature is said to have taken *lethal damage*.

If some of the damage is prevented, healed, or redirected, the damage might be lessened to a less than lethal amount. If not, then the creature is destroyed, though it can be regenerated.

Declare Attackers

During this sub-phase of combat, the player whose turn it is decides which creatures will take part in the attack. Tapped creatures and those affected by summoning sickness cannot attack. Once you have declared a creature as an attacker, you cannot remove it from the attack.

If you want to band any of your banding creatures with an attacker to form a group, you must do so now.

If any of the creatures you include in the attack has a special attack cost associated with it, you must pay that cost before you can declare that creature as an attacker.

Your opponent cannot do anything while you are declaring attackers, and you can't use any fast effects, either.

Fast Effects During Combat

There are two opportunities to use fast effects during combat. One is after the attack line-up has been declared and before the blocking is declared. The other is after the blocking has been declared and before damage dealing begins. During these times, both players have the opportunity to use fast effects.

Between Declare Attackers and Declare Blockers:

- The creatures involved are officially “attacking creatures” and can be targeted by the appropriate spells and effects.
- If control of one of the attacking creatures changes (even if you “take” control of one of your own), it is removed from the attack and no longer counts as an attacker.
- If an attacking creature is killed or otherwise removed from play now, it is considered removed from the attack and no longer counts as an attacker.
- This is the last chance to prevent a block by making an attacker unblockable.

Between Declare Blockers and Damage Dealing:

- The creatures involved in the blocking are officially “blocking creatures” now, and can be targeted by the appropriate spells and effects.
- If control of one of the attacking creatures changes (even if you “take” control of one of your own), it is removed from the attack, is no longer considered an attacker, and will not deal or receive combat damage. The same applies to blocking creatures, but any creature that was blocked by the removed blocker remains blocked.
- If an attacking creature is killed or otherwise removed from play now, it is removed from combat, is no longer an attacker, and will neither deal nor receive combat damage. The same applies to blocking creatures, though any creature that was blocked by the removed blocker remains blocked.
- If a blocker becomes tapped, it will not deal combat damage. Any creature blocked by it remains blocked, and the blocker might still *receive* damage.
- If a blocked attacker is made unblockable now, it is still blocked and will still exchange combat damage with its blocker(s).

Declare Blockers

The defending player declares the blockers—which creatures are blocking each of the attacking creatures.

Blockers are not tapped, but tapped creatures cannot block. The defending player must pay any special blocking costs for a creature, as needed, when declaring that creature as a blocker. Multiple creatures can block a single attacker, but no creature can block more than one attacker (unless, of course, a card specifically gives it that ability).

The player whose turn it is cannot do anything while the other player is declaring the blocking.

Once a block has been declared, the blocked attacking creatures have been blocked and will remain blocked *no matter what* happens to the blocker later.

Damage Dealing

Each combat has two damage dealing steps, during which creatures deal combat damage to one another and (perhaps) to the defending player. Taken together, these comprise the damage dealing portion of combat.

Once damage dealing has begun, no player can use fast effects until combat has ended. However, any damage dealing step during which damage is dealt is followed by a damage prevention step, during which both players can use effects that prevent and redirect damage. also, creatures killed or destroyed during combat can be regenerated.

During the first damage dealing step, attackers with first strike deal their power in combat damage to whatever is blocking them, and untapped blockers with first strike deal their power in damage to the attacker they're blocking. (Tapped blockers do not deal combat damage, though they can certainly receive it.) Unblocked attackers with first strike deal their power in damage to the defending player. All of this happens at exactly the same time. (If there is a choice about how to divide up any damage, the player controlling the damage-dealer chooses, unless banding is a factor.)

At this point, there is a damage prevention step. Creatures with lethal damage are destroyed. Note that if any creature is killed or regenerated at this time, it is removed from combat and will neither deal nor be dealt further combat damage this turn.

Next, those attackers and blockers without first strike deal their power in combat damage in the same way. Unblocked attackers without first strike deal their power in damage to the defending player. All of this happens at exactly the same time. (If there is a choice about how to divide up any damage, the player controlling the damage-dealer chooses, unless banding is a factor.)

At this point, there is another damage prevention step. Creatures with lethal damage are destroyed.

Note that if a creature cannot deal damage to any of the creatures it is supposed to, then it doesn't deal combat damage at all. For example, if an attacking creature is blocked, but all of its blockers are killed before damage dealing, then it cannot deal combat damage to any of them, so it deals its damage to nothing. The exception to this is creatures with trample. If an attacking creature with trample can't deal damage to any of its blockers, it deals its damage to the defending player.

Finally, combat ends. Any effects that happen "at end of combat" take place. Neither player can do anything during this step.

Duelist's Face

When the Life Register flips around to show a face, one of two things is the case. Either you have chosen the **Flip to Face** option from the mini-menu, or there is a spell or effect being cast that could target a player--you or your opponent.

In the first case, you can use the same mini-menu option to flip the face back to the register.

What you do in the second case depends on your intentions. If you wish to choose yourself or an opponent as a target, simply click on the appropriate exposed face. If not, just select your target (or targets) as normal. When faces are no longer needed, they flip back to show the Life Registers automatically.

