

# **MTG\_CARD\_A**

Tom de Ruyter

<b>COLLABORATORS</b>
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	TITLE : MTG_CARD_A		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	December 25, 2022	

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

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# Chapter 1

## MTG\_CARD\_A

### 1.1 Card Rulings & Descriptions - A

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Abbey Matron

Abomination

Abu Ja'far

Active Volcano

The Abyss

Adun Oakenshield

Adventurers' Guildhouse

AErathi Berserker

AEther Storm

Aisling Leprechaun

Akron Legionnaire

Aladdin

Aladdin's Lamp

Alchor's Tomb

Ali Baba

Ali from Cairo

All Hallow's Eve

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Amulet of Kroog  
Amulet of Quoz  
Anaba Bodyguard  
Ancestral Recall  
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Arcum's Whistle  
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Arena of the Ancients  
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Armageddon Clock  
Artifact Possession  
Artifact Ward  
    Ashnod's Altar  
Ashnod's Battle Gear  
Ashnod's Cylix  
Ashnod's Transmogrant  
Aspect of Wolf

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Atog  
Aurochs  
Autumn Willow  
Avoid Fate  
Axelrod Gunnarson  
Ayesha Tanaka  
Aysen Bureaucrats

## 1.2 Abbey Matron

Abbey Matron

The ability is typically used in response to a damaging effect such as a Lightning Bolt. It can also be used after declaring this card as a blocker but before damage dealing. This makes it a 1/6 creature but because it is tapped it will not deal damage but can still receive it.

The ability can only be used on herself. It cannot be used on other creatures.

Card Information

## 1.3 Abomination

Abomination

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

The color of the blocking/blocked creature is checked only at declaration of the block. If the creature is indeed green or white at that time, it will be destroyed at the end of the combat even if it changes color before the combat ends. [WotC Rules Team 07/27/94]

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

Card Information

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## 1.4 Abu Ja'far

Abu Ja'far

As a clarification, the card works as if it read "If Abu Ja'far is put into the graveyard during combat, bury all creatures that are blocking or blocked by Abu Ja'far." [WotC Rules Team 09/22/95]

Protection from White will not keep a creature from being destroyed by Abu's power because combat abilities are not considered to be targeted. [Page 63]

If Abu is killed, all creatures currently blocking or blocked by Abu are buried. If he is killed prior to damage dealing, then those creatures are immediately buried as well. [bethmo 05/05/94] Note that if the blockers are switched with an effect like General Jarkeld, whichever blockers are currently assigned when Abu goes to the graveyard are affected. [WotC Rules Team 09/22/95]

Card Information

## 1.5 Active Volcano

Active Volcano

The decision to destroy a permanent or unsummon an Island is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [WotC Rules Team 09/22/95]

The artist is actually Justin Hampton. [Duelist Magazine #2, Page 7]

Card Information

## 1.6 The Abyss

The Abyss

This is a targeted effect. The Abyss targets one creature each upkeep. For this reason, it ignores creatures with Protection from Black. [Aahz 07/13/94]

+ If the target becomes invalid after being chosen but before resolution, you have to choose another target. [WotC Rules Team 09/30/94] This ruling is not a general rule. It is more like an errata to the card.

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

A player cannot choose to use the destroy creature effect when there are no targets. The rule is that a player can end upkeep without dealing with it

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if there are no targets at that time, but if there is a target at that time then you must deal with it. [Duelist Magazine #7, Page 98]

Card Information

## 1.7 Adun Oakenshield

Adun Oakenshield

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

Card Information

## 1.8 Adventurers' Guildhouse

Adventurers' Guildhouse

The ability works even if it is tapped. Only non-creature artifacts are disabled when tapped. Nothing else is. [bethmo 06/20/94]

Card Information

## 1.9 AErathi Berserker

AErathi Berserker

There is a typographical error in the title of the card so that the "AE" does not appear. [Duelist Magazine #2, Page 7]

Card Information

## 1.10 AEther Storm

AEther Storm

Only affects summon spells and not artifact creatures. [D'Angelo 11/25/95]

Summon spells cannot even be announced while this is in play. Duelist Magazine #9, Page 60 mistakenly implies that this card counters summon spells as they are announced.

The option to destroy it by paying 4 life is a normal instant speed effect. This means that if it is removed from play (with Boomerang for example) prior to the effect resolving, then you paid 4 life but the effect fails. [D'Angelo 04/22/96]

Card Information

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## 1.11 Aisling Leprechaun

Aisling Leprechaun

As a clarification, the card works as if it read "If Aisling Leprechaun blocks or is blocked by a creature, change that creature's color to green." [WotC Rules Team 09/22/95]

Creatures change color the moment the block is declared.  
[Duelist Magazine #2, Page 7]

A creature blocking or blocked by this card is changed to green when it is assigned as a blocker or this card is assigned to block it. A creature is also changed if it is blocked or becomes a blocker by any means, including being part of a band which is blocked or by being moved into blocking or being blocked by an effect such as General Jarkeld. The effect is not removed if the creature is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

A Leprechaun with Protection from Green can be blocked by a creature (since it is not green at that time) but will not take damage from the creature (since it is green at the time of damage dealing).  
[Duelist Magazine #2, Page 7]

The change to green does not wear off even if the Leprechaun leaves play.  
[Aahz 06/16/94]

Card Information

## 1.12 Akron Legionnaire

Akron Legionnaire

As errata, the last part should be "...except Akron Legionnaires."  
[Duelist Magazine #3, Page 79] If you have two or more Legionnaires, they can all attack.

Will prevent Evil Eyes of Orms-By-Gore from attacking. [Aahz 10/21/94]

Card Information

## 1.13 Aladdin

Aladdin

He can hold onto more than one artifact at a time. He need not drop one in order to pick up another. Note that you must pay and tap the card for each use, however. [Arab FAQ 01/05/94]

Any artifact can be taken. This includes artifact creatures which are represented by tokens (e.g. Wasps, Djinn from Bottle of Suleiman).

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Aladdin loses control of artifacts if it leaves play for any reason.  
[bethmo 05/09/94]

Aladdin does not lose control if the target becomes invalid. If the target stops being an artifact, he keeps control. He only checks the validity of the target on declaration and resolution of his effect.  
[WotC Rules Team 02/09/95]

The Arabian Nights version can only target an artifact controlled by another player. It also lets you keep control of artifacts if you lose control of Aladdin. Your opponent can use the Aladdin to take them back but you don't automatically lose them. The Chronicles version has the ability as an activation cost, can target any artifact (including your own) but loses control of the artifact if you lose control of Aladdin.  
[Duelist Magazine #7, Page 100]

Card Information

## 1.14 Aladdin's Lamp

Aladdin's Lamp

This is not a triggered effect, but it is similar in that you can only use interrupts which generate mana during the timing bubble in which it is used. [Aahz 11/11/95]

Whenever you are to draw a card, you can decline to draw a card. By making this 'payment' of not drawing, you must also spend mana to power the Lamp. [Aahz 05/10/95] It can even be used during the middle of the resolution of a different effect.

This can be used any time you draw a card from the library. This includes Sindbad, Ancestral Recall, and several other spells. It affects only one of the cards drawn this way, though. [bethmo]

As official errata to the Arabian and Revised Edition versions of this card, add the text "X cannot be zero." [Duelist Magazine #4, Page 136]

The Arabian Nights version had 2 casting cost circles with "5" and "5" in them to indicate "10" because they could not fit it into one circle. This is not a typo. [Arab FAQ 01/05/94]

If you have more than one Lamp, you can use a second one on a card being drawn from the first one. [Aahz 07/05/95]

This card modifies a draw and happens prior to any triggered effects that would happen because of the draw, such as Zur's Weirding. [Aahz 03/02/96]

Card Information

## 1.15 Alchor's Tomb

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## Alchor's Tomb

The change is permanent. Whenever something says to use counters to mark an effect and does not specify how to remove them, consider the effect permanent. [bethmo 06/21/94]

Card Information

## 1.16 Ali Baba

### Ali Baba

May be used to tap more than one wall per turn if you have enough mana. [Arab FAQ 01/05/94]

May tap walls even when Ali Baba is tapped. [Arab FAQ 01/05/94] May be used on the turn summoned. This is because creature abilities which do not require tapping can be used at any time. [Page 30]

Card Information

## 1.17 Ali from Cairo

### Ali from Cairo

This card does indeed make you immune to damage that would take you below 1 life point (which is almost immunity to death). You can still be affected by things which reduce your life without doing damage. [Arab FAQ 01/05/94]

The protection ability is applied at the end of the first step of damage prevention and happens automatically. This is not a fast effect which can be used at any time during damage prevention. [WotC Rules Team 06/15/95]

It does not prevent direct loss of life from spells like Lich, Channel, etc. [bethmo]

Even works when he is tapped. [Arab FAQ 01/05/94]

The protection ability works up until Ali enters the graveyard, so simultaneous damage with Ali's death is prevented, but damage that occurs after he goes to the graveyard (i.e. Creature Bond) is not prevented. [bethmo]

Prevents just enough damage at the end of the damage prevention step to prevent you from going below 1 life. You choose which damage points are prevented, so you can choose to prevent Hypnotic Specter damage and leave some other damage. [WotC Rules Team 06/27/96]

Does not affect damage if you are already at zero or negative life. You

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still take it all. [WotC Rules Team 06/27/96]

Was on the Duelists' Convocation restricted list (only 1 per deck)  
for tournaments from 01/25/94 to 04/01/96.

Card Information

## 1.18 All Hallow's Eve

All Hallow's Eve

This card is misprinted. As official errata, it is an Enchantment and not a Sorcery. [Duelist Magazine #2, Page 7]

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

Creatures enter play in the order in which they are put into play. So if one player puts a Legend into play, their opponent's Legend of the same name will be buried immediately after it is put into play.  
[Aahz 06/28/94]

Since the creatures enter play during upkeep, their upkeep costs (if any) need to be paid. [Aahz 06/15/94]

A Clone or Doppelganger must choose a creature in play to copy. If there is no such creature, then it cannot leave the graveyard. [bethmo 06/16/94]

If a creature, such as a Clone, fails to be able to enter play when chosen (i.e. no other creature to Clone), then it stays in the graveyard and may not be chosen again by this All Hallow's Eve. [WotC Rules Team 09/15/95]

Once all the counters are gone, it just sits there as an inert enchantment.  
[bethmo 06/17/94]

Since you can do your upkeep actions in any order, it is legal to sacrifice creatures using some spell or effect prior to removing the final counter from All Hallow's Eve. [Aahz 07/27/94]

This is not a targeted spell, and in any case the creatures in the graveyard do not get to use Protection from Color abilities. [Aahz 11/30/94]

Card Information

## 1.19 Amulet of Kroog

Amulet of Kroog

The Fourth Edition version targets only the damage while the Antiquities version targets the player or creature as well.  
[Duelist Magazine #5, Page 10]

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Card Information

## 1.20 Amulet of Quoz

Amulet of Quoz

Ignore the last sentence about loss of life. It's an error in the card text and has nothing to do with the card. [Aahz 06/08/95]

Card Information

## 1.21 Anaba Bodyguard

Anaba Bodyguard

This is not a Minotaur and cannot be brought into play with Didgeridoo. [Duelist Magazine #9, Page 36]

Card Information

## 1.22 Ancestral Recall

Ancestral Recall

As errata, the card should read "Target player draws 3 cards". [Duelist Magazine #4, Page 64]

When used on a person when it is not their turn, they may keep all the cards until the discard phase of their next turn when they must discard as normal.

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

Card Information

## 1.23 Angelic Voices

Angelic Voices

You get the bonus if all of your creatures are at least part white or part artifact. So, if your only creature is a Lord Magnus (a white and green Legend), you would get the bonus. So would a red artifact creature. [Aahz 07/13/94]

Card Information

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## 1.24 Angry Mob

Angry Mob

Counts up Swamps controlled by all of your opponents. [Aahz 12/25/94]

Card Information

## 1.25 Angus Mackenzie

Angus Mackenzie

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

Card Information

## 1.26 Animate Artifact

Animate Artifact

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

Artifact becomes an Artifact-Creature. It follows all the rules of creatures while still being an artifact.

Animated artifacts cannot attack or use any special ability which requires it to be tapped until it begins its controller's turn in play.  
[Page 30] If it was in play on your side before you animated it, you may use it immediately.

The Limited and Unlimited Edition cards cannot be cast on artifact-creatures. The Revised one can be cast on them but has no effect. [Card Text] Note that the Limited/Unlimited Edition card does not cause itself to be removed from play once the creature is Animated.  
[Aahz]

The Limited and Unlimited Edition cards say that it destroys zero-cost artifacts. This was meant to restate the obvious, a zero toughness creature dies, but the card text did not account for things like Castle which give +2 toughness when untapped. So, the artifact is not destroyed just because its casting cost was zero, it is destroyed when its toughness reaches zero. [Snark]

Card Information

## 1.27 Animate Dead

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## Animate Dead

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

In general, an animated creature comes out as if it was just cast. Any X in the casting cost is zero. So animating a Rock Hydra gives you a hydra with zero heads. [PPG Page 92]

You can Animate a creature which was discarded from a hand and therefore was never in play.

Animate Dead is an "Enchant Creature" spell and so it does activate the Rabid Wombat and trigger other cards which use creature enchantments. [Duelist Magazine #6, Page 131]

Animated creature cannot attack until it begins its controller's turn in play. [Page 30]

Animating a dead Clone gets all the Clone's abilities but it mimics at -1 power. [Snark]

This is a targeted effect. Note that cards in the graveyard do not have Protection from Color abilities, but it may fizzle because the target is removed before the effect resolves. [WotC Rules Team 05/10/95]

When Animate Dead is being destroyed, the creature it is on is not "on its way to the graveyard" so you can sacrifice the creature at this time. [WotC Rules Team 05/10/95]

When Animate Dead leaves play, the creature it is on is put in the graveyard without a damage prevention step. A death event is still generated. [WotC Rules Team 05/10/95] This happens even if there is another Animate Dead or Dance of the Dead on the creature since if even one is removed, the creature is buried immediately. [WotC Rules Team 09/22/95]

Cannot be cast on dead creatures which are in play because of another Animate Dead or Dance of the Dead spell, but can be moved using Enchantment Alteration from one animated creature to another. If so, you gain control of that creature since your animate is more recent than the other one. [WotC Rules Team 11/16/94]

If more than one Animate Dead ends up on a creature, each contributes a -1/-0. [Aahz 01/12/95]

The caster of Animate Dead is not considered the "caster" of the creature that is brought back into play. The "caster" is always the "owner". [Duelist Magazine #5, Page 123]

Card Information

## 1.28 Anti-Magic Aura

Anti-Magic Aura

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Will not prevent use of interrupts or non-targeted effects. This includes spells like Red Elemental Blast, Pestilence and Wrath of God.  
[Duelist Magazine #2, Page 7]

Will not prevent use of effects due to cards in play. Only prevents spells of type instant, sorcery or enchantment from targeting the creature.  
[D'Angelo 04/19/95]

Card Information

## 1.29 An-Zerrin Ruins

An-Zerrin Ruins

See the Creature Type entry in the General Rulings for more information.

Cannot choose something such as Artifact Creature or Land Creature which are not creature types. [Aahz 10/22/95]

Card Information

## 1.30 Apocalypse Chime

Apocalypse Chime

Changing a land's type will not remove the expansion symbol on it, so this still affects Homelands lands which have been changed to another type by a spell like Phantasmal Terrain. [Aahz 10/23/95]

Card Information

## 1.31 Arboria

Arboria

If a Nether Shadow enters play during your upkeep, it will invalidate the protection of Arboria. [WotC Rules Team 09/15/94]

Removing Arboria from play will not cancel its benefit. If currently in effect, the effect will end normally. [Aahz 10/21/94]

Card Information

## 1.32 Arcades Sabbath

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Arcades Sabboth

Does give himself a bonus. [Duelist Magazine #2, Page 7]

Card Information

### 1.33 Arcum's Sleigh

Arcum's Sleigh

As errata, the second sentence should read "Ignore this effect if the defending player controls no snow-covered lands." This errata is needed since you use the effect before attacking and at that time there is no defending player. [Duelist Magazine #7, Page 99]

Card Information

### 1.34 Arcum's Weathervane

Arcum's Weathervane

See the Snow-Covered Lands entry in the General Rulings for more information.

Gives an "is Snow-Covered" or "removes Snow-Covered" counter to a land. It is possible to have Snow-Covered non-basic lands. [D'Angelo 06/08/95]

Cannot be used on a multiland to add Snow-Coveredness even if it "counts as a" normal land. You can use it on any land to remove Snow-Coveredness. [Duelist Magazine #6, Page 132]

Card Information

### 1.35 Arcum's Whistle

Arcum's Whistle

As errata, the effect only requires the creature to attack this turn and then wears off. It is not a permanent effect. [WotC Rules Team 06/27/96]

The mana payment for this is made just after the effect is announced and prior to other interrupts even being allowed.  
[Duelist Magazine #9, Page 60]

Card Information

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## 1.36 Arena

Arena

Either of both creatures can be tapped and it still works. [bethmo 08/24/95]  
(This is a REVERSAL based on a rules team ruling on 05/10/95)

Walls can fight in the Arena. [Aahz 12/02/94]

Attack abilities like the Basilisk's do not take affect. [Peterson 11/15/94]

Creatures are chosen when the effect is used, but they don't become tapped until the effect resolves. [Aahz 12/21/94]

The power of the creatures when the effect resolves is used to determine how much damage is done. [Aahz 03/07/95]

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

Card Information

## 1.37 Arena of the Ancients

Arena of the Ancients

Only taps Legends which are in play before the Arena is put into play.  
Legends which enter play later are not tapped immediately, but when they are tapped they are prevented from untapping by the Arena. [Aahz 06/14/94]

Does not affect Legendary Lands. [Aahz 06/14/94]

Card Information

## 1.38 Arenson's Aura

Arenson's Aura

Counters an enchantment spell as it is being cast. It does not counter the effect of an enchantment. [Aahz 06/13/95]

As errata, add "This ability is played as an interrupt" to the last ability on the card. [D'Angelo 06/27/95]

Card Information

## 1.39 Armageddon

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Armageddon

The destruction can be prevented normally, such as with Consecrated Land, Pyramids, or regeneration if the land is animated. [Aahz]

Card Information

## 1.40 Armageddon Clock

Armageddon Clock

During your upkeep, add a counter, then allow people to remove counters, then deal the damage from the clock at the end of upkeep.  
[Duelist Magazine #2, Page 15]

Other players may remove counters during their upkeeps as well.  
[Duelist Magazine #2, Page 15]

Adding a counter to the Clock is considered an upkeep cost.  
[WotC Rules Team 10/12/94]

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

Card Information

## 1.41 Artifact Possession

Artifact Possession

It does damage whenever the target artifact's activation cost is paid, or when it becomes tapped for any other reason. It does not do double damage if the activation cost requires tapping. [Aahz 06/06/94]

Card Information

## 1.42 Artifact Ward

Artifact Ward

Note that this is not exactly like Protection from Color abilities. It does not prevent artifacts from targeting the creature, it just prevents the effects of such targeting, damage from artifacts, and being blocked by artifacts. [Card Text]

Does not protect against non-damaging or non-targeted artifacts such as Nevinyrral's Disk. [bethmo]

Card Information

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## 1.43 Ashes to Ashes

Ashes to Ashes

Since this is "removal from game", it does not count as destruction and is therefore not preventable by regeneration. [Aahz 09/01/94]

Must have 2 targets at time of casting in order to be declared.  
[Duelist Magazine #3, Page 6]

If one target is removed or becomes invalid after declaration, the other target is still affected. [bethmo 09/15/94] You take the damage if at least one target is destroyed. [D'Angelo 05/17/95]

Card Information

## 1.44 Ashnod's Battle Gear

Ashnod's Battle Gear

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

Card Information

## 1.45 Ashnod's Cylix

Ashnod's Cylix

+ If the player has less than 3 cards in their graveyard, look at as many as they have, put one back and remove the others.  
[Duelist Magazine #12, Page 32]

Card Information

## 1.46 Ashnod's Transmogrant

Ashnod's Transmogrant

As errata to the Antiquities version of this card, add the text "The +1/+1 and artifact status are represented by a counter".  
[Duelist Magazine #4, Page 137] This is meant to show that the change is permanent.

The counter on the Fourth Edition version also carries the artifact nature of the effect (although this isn't clear). The artifact nature will not be copied by a Clone since it is inherent in the counter and not an interrupt effect like a xxxxlace. [D'Angelo 01/13/96]

Taps when being used, so it does trigger effects like Powerleech. [Aahz]

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The counter converts permanents to have Artifact nature. It works even if the card stops being a creature, but the +1/+1 bonus only applies when it is a creature. [Duelist Magazine #5, Page 123]

The Chronicles version has an activation cost and the Antiquities version does not. [Duelist Magazine #7, Page 100]

Card Information

## 1.47 Aspect of Wolf

Aspect of Wolf

The bonus is recalculated every time the number of Forests you have in play changes. It is not a one-time bonus. [bethmo]

The "you" on the card means the controller of the enchantment and not the controller of the creature. The enchantment controller's forests are used to figure the bonus. [D'Angelo 06/09/95]

Card Information

## 1.48 Atog

Atog

As errata, the Revised Edition version should have "until end of turn" added to the ability. [WotC Rules Team 09/22/95]

Cannot use the ability unless you have an artifact to sacrifice. It is part of the cost. [Aahz]

As with all fast effects, the bonus wears off at the end of the turn.

The "place in the graveyard" statement on the Antiquities card is actually a "sacrifice" and is a cost which cannot be prevented. [Duelist Magazine #2, Page 14]

Card Information

## 1.49 Aurochs

Aurochs

The bonus expires at the end of the attack, and not at the end of the turn. [Aahz 06/10/95]

Card Information

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## 1.50 Autumn Willow

Autumn Willow

Does not cause enchantments on it to be removed when the effect is activated. An enchantment in play is neither a spell or an effect.

This card cares about who is targeting it rather than who controls the effect that is targeting it. So if a card you control lets the opponent choose the target (Preacher for example), the opponent is considered to be the one targeting it. [Duelist Magazine #9, Page 61]

Can be countered. The ability does not work until it enters play. [D'Angelo 11/15/95]

Card Information

## 1.51 Avoid Fate

Avoid Fate

Whether the target is an interrupt or enchantment is not set on announcement, so if the spell were Deflected it could target either. [D'Angelo 10/04/95]

Card Information

## 1.52 Axelrod Gunnarson

Axelrod Gunnarson

The Chronicles version only triggers the ability if Axelrod is the one that kills the creature. The Legends version triggers even if the creature is killed later in the turn. [Duelist Magazine #7, Page 100]

Card Information

## 1.53 Ayesha Tanaka

Ayesha Tanaka

The Chronicles version has the artifact's controller pay to prevent countering. The Legends version has the effect's controller pay to prevent countering. [Duelist Magazine #7, Page 100] This only matters if the artifact's controller changes and this is very rare during an interrupt step but it is possible.

Card Information

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## 1.54 Aysen Bureaucrats

Aysen Bureaucrats

Checks the power of the creature on announcement and on resolution.

[Duelist Magazine #9, Page 37]

Card Information

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