MTG_CARD_M

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1.2 Magical Hack

Magical Hack

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

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

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

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

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

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

The Limited, Unlimited, and Revised Edition versions only can target
  cards or spells while the Fourth Edition on can target any permanent
  (including tokens) or spells. [Duelist Magazine #5, Page 11]

Card Information

1.3 Magus of the Unseen

Magus of the Unseen

  As errata, the artifact only taps when you lose control of it at the end of
    the turn. It will not tap due to any other control changes.
    [WotC Rules Team 06/27/96]

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

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

  Card Information

1.4 Malachite Talisman

Malachite Talisman

  See Hematite Talisman for rulings.

  Card Information

1.5 Manabarbs

Manabarbs

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

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

  Card Information

1.6 Mana Clash

Mana Clash

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

Protection: Red once for each point of damage.

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

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

Card Information

1.7 Mana Crypt

Mana Crypt

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

Card Information

1.8 Mana Drain

Mana Drain

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

Card Information

1.9 Mana Flare

Mana Flare

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

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

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

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

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

If the land produces more than one color or type of mana at a single time,
   such as with Balduvian Trading Post, you choose which kind of mana the
   Mana Flare actually provides. [WotC Rules Team 06/27/96]

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

Card Information

1.10   Mana Matrix

Mana Matrix

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

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

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

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

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

Card Information

1.11   Mana Short

Mana Short

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

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

As errata to the Limited, Unlimited and Revised Edition versions of this
   card, it should read "target player" instead of "opponent". This means

you can use it on yourself. [Duelist Magazine #4, Page 64] The Fourth
Edition version says this.

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

Card Information

1.12   Mana Vault

Mana Vault

As errata, Mana Vault untaps at the end of the upkeep phase in which its
cost is paid. It does not immediately untap. [WotC Rules Team 11/10/95]

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

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

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

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

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

Card Information

1.13   Mana Vortex

Mana Vortex

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

Card Information

1.14   Marsh Goblins

Marsh Goblins

The text on the card explaining the color is considered to be explanatory
and not characteristic text. This means that it cannot be affected by
Sleight of Mind and is not copied by copy cards such as Vesuvan

    Doppelganger. [Duelist Magazine #3, Page 22]

  This card can have its color changed by a lace spell but not by
    Sleight of Mind. This is a REVERSAL of a ruling in Duelist Magazine #2
    on page 86. [WotC Rules Team 09/15/94]

  Card Information

1.15   Marsh Viper

Marsh Viper

  Your opponent does not get poison counters if all the damage done to them by
    the Viper is prevented. The poison is added only if damage gets through
    because it is a side-effect of the damage. [Aahz 08/11/94]

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

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

  Card Information

1.16   Marton Stromgald

Marton Stromgald

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

  Card Information

1.17   Martyrdom

Martyrdom

  It is not considered a damage prevention or redirection spell, so it cannot
    be played during damage prevention steps. [Aahz 06/30/96] It allows
    redirection to be done at a later time.

  If the target stops being a creature, you cannot redirect damage to it
    until/unless it becomes a creature again. [Bethmo 08/06/96]

  Card Information

1.18   Martyr's Cry

Martyr's Cry

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

  Card Information

1.19   Martyrs of Korlis

Martyrs of Korlis

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

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

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

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

  Card Information

1.20   Master of the Hunt

Master of the Hunt

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

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

Card Information

1.21   Maze of Ith

Maze of Ith

  See the Fog Effects entry in the General Rulings.

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

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

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

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

  Card Information

1.22   Meekstone

Meekstone

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

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

  Card Information

1.23   Melee

Melee

  Declaring a blocker cannot be interrupted or responded to. The player who
    cast Melee can make all of the blocking assignments before the defending
    player would be able to make any responses, including tapping of a
    Kjeldoran Guard. [bethmo 08/20/96]

  Card Information

1.24 Merchant Ship

Merchant Ship

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

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

> Card Information

1.25 Merfolk Assassin

Merfolk Assassin

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

> Artist's name is spelled incorrectly.

> Card Information

1.26 Merieke Ri Berit

Merieke Ri Berit

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

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

> Card Information

1.27 Merseine

Merseine

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

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

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

> Card Information

1.28   Mesmeric Trance

Mesmeric Trance

  As of 06/01/96, the cards are discarded from your hand during announcement
    and as a cost instead of being discarded on resolution. It is not a
    forced discard, so it cannot be used with Library of Leng.
    [WotC Rules team 05/08/96] It used to be as an effect.

  Card Information

1.29   Metamorphosis

Metamorphosis

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

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

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

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

  Card Information

1.30   Meteor Shower

Meteor Shower

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

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

  Card Information

1.31   Mightstone

Mightstone

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

Card Information

1.32   Mijae Djinn

Mijae Djinn

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

+ The coin toss is done at the end of the declare attackers step. You cannot
    add or remove creatures from the attack once you flip the coin.
    [D'Angelo 04/04/95]

+ Any effects that trigger when it attacks will not trigger if the attack
    fails to happen. If there was a cost to declare it as an attacker and
    the declaration fails, you do not get the cost back. If there was a
    limitation imposed when you declared it as an attacker (as with Errantry)
    you do not get to go back and redo things after the attack fails.
    [D'Angelo 09/09/96]

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

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

  Card Information

1.33   Millstone

Millstone

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

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

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

  Card Information

1.34   Mind Bomb

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Mind Bomb
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+ This is not a forced discard.  The player is choosing to discard instead of
    taking damage.  Thus, Library of Leng cannot be used.
    [Duelist Magazine #12, Page 26]  (This is a REVERSAL)
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  Card Information
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1.35   Mind Ravel

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Mind Ravel
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  See the Cantrip entry in the General Rulings for more information.
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  You still draw a card if opponent had no cards in hand.
    [WotC Rules Team 06/15/95]
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  Card Information
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1.36   Mindstab Thrull

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

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

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  Card Information
```

1.37   Mind Twist

```
Mind Twist
```

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  As errata to the Limited, Unlimited and Revised Edition versions of this
    card, it should read "target player" instead of "opponent".  This means
    you can use it on yourself.  [Duelist Magazine #4, Page 64] The Fourth
    Edition version says this.
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```
  Has been on the Duelist Convocation banned list (not allowed in decks)
    since 02/01/96.  It was on the Convocation restricted list (only 1 per
    deck) for tournaments from 08/01/94 to 02/01/96.
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  Card Information
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1.38   Mind Whip

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

Card Information

1.39   Minion of Leshrac

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

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

Card Information

1.40   Miracle Worker

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

Card Information

1.41   Mirror Universe

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

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

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

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

Card Information

1.42   Mishra's Factory

Mishra's Factory

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

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

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

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

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

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

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

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

  Because turning it into an Assembly Worker is an effect, it is possible
    to power it many times during an instant. When the instant is resolved,
    the Factory will turn into an Assembly Worker.
    [Duelist Magazine #2, Page 14]

  The ability to turn it into an Assembly Worker can be used while it is
    an Assembly Worker and will reset the power/toughness to 2/2 if it had
    been changed by something like a Sorceress Queen or such. [Aahz 06/17/96]
    (REVERSAL)

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

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

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

When its animation ability it used, it is of creature type Assembly Worker.
   [D'Angelo 08/01/96]

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

Card Information

1.43   Mishra's War Machine

Mishra's War Machine

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

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

   Card Information

1.44   Mishra's Workshop

Mishra's Workshop

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

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

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

   Card Information

1.45   Mistfolk

Mistfolk

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

   Card Information

1.46   Moat

Moat

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

  Card Information

1.47   Mold Demon

Mold Demon

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

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

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

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

  Card Information

1.48   Mole Worms

Mole Worms

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

  Card Information

1.49   Monsoon

Monsoon

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

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

  Card Information

1.50   Mountain Stronghold

Mountain Stronghold

  See Adventurers' Guildhouse for rulings.

  Card Information

1.51   Mountain Titan

Mountain Titan

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

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

  Card Information

1.52   Mox Emerald

Mox Emerald

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

  Card Information

1.53   Mox Jet

         Mox Jet

  See
         Mox Emerald
          for rulings.

  Card Information

1.54   Mox Pearl

         Mox Pearl

  See
         Mox Emerald

                    for rulings.

  Card Information

1.55 Mox Ruby

                Mox Ruby

  See
                Mox Emerald
                 for rulings.

  Card Information

1.56 Mox Sapphire

                Mox Sapphire

  See
                Mox Emerald
                 for rulings.

  Card Information

1.57 Murk Dwellers

Murk Dwellers

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

  Card Information

1.58 Musician

Musician

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

  The upkeep imposed on a creature by the music counters is considered to be
    inherent to the creature. If not paid, the creature is considered to be

```
   destroying itself. [WotC Rules Team 05/08/96]

   Card Information
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1.59 Mystic Might

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Mystic Might

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

   As of 06/01/96, the land is tapped during announcement of and as a cost
     instead of being tapped during resolution.  [WotC Rules team 05/08/96]

   Ignore the first sentence of this card up to the comma.
     [Duelist Magazine #6, Page 130]

   It is buried if you lose control of the target land.
     [WotC Rules Team 06/15/95]

   Card Information
```

1.60 Mystic Remora

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Mystic Remora

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

   Card Information
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