

MTG_CARD_S

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Chapter 1

MTG_CARD_S

1.1 Card Rulings & Descriptions - S

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Sacred Boon

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Sage of Lat-Nam

Samite Alchemist

Samite Healer

Sandals of Abdallah

Sand Silos

Sandstorm

Savannah

Scarecrow

Scars of the Veteran

Scarwood Bandits

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Seafarers' Quay
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Sengir Autocrat
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Singing Tree
Siren's Call
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Smoke

Snowfall

Soldevi Excavations

Soldevi Golem

Soldevi Machinist

Sol'kanar the Swamp King

Sol Ring

Songs of the Damned

Sorceress Queen

Sorrow's Path

Soul Barrier

Soul Burn

Soul Exchange

Soul Kiss

Soul Net

Spectral Bears

Spectral Cloak

Spiny Starfish

Spirit Link

Spirit Shield

Spitting Slug

Spoils of Evil

Spoils of War

Spore Cloud

Squire

Staff of the Ages

Stangg

Stasis

Steal Artifact

Stench of Evil

Stone Calendar
Stone Giant
Stormbind
Storm Cauldron
Storm Seeker
Strip Mine
Stromgald Spy
Stunted Growth
Su-Chi
Subdue
Suffocation
Sustaining Spirit
Svyelunite Priest
Svyelunite Temple
Swamp Mosquito
Sword of the Ages
Swords to Plowshares
Sylvan Library

1.2 Sacred Boon

Sacred Boon

Targets the creature which is having damage prevented on it. This is an exception to the normal way damage prevention spells work. Normally they only target the damage and not the creature. [bethmo 02/12/96]

Card Information

1.3 Sacrifice

Sacrifice

Cannot be used on a creature with lethal damage, but can be used before the creature receives the damage. [bethmo]

Sacrificing an animated artifact gives the casting cost of the artifact. [bethmo]

Sacrificing an animated land gives no mana since casting cost was zero.

Sacrifice does not give any mana for the enchantments on the creature. [bethmo]

The Revised Edition version of this card actually sacrifices the creature, and since sacrifices cannot be prevented, this can be used even on creatures with Protection from Black. The Limited and Unlimited Edition versions of this card merely "destroy without possibility of regeneration" and so cannot be used on creatures with Protection from Black. [Aahz 09/12/94]

Card Information

1.4 Safe Haven

Safe Haven

When the creature leaves play any damage or "will be destroyed at some future time" effects are removed from the creature.

Enchantments and counters on creatures are destroyed when they are sent to the Haven. [WotC Rules Team 09/30/94]

When creatures return to play, they come back as if just summoned with any counters or such due them on summoning. Creatures with X in the casting cost are treated as X is zero. [WotC Rules Team 09/30/94] Creatures which can pay costs when summoned to determine abilities must have those costs paid at this time.

Creatures return to play in any order you choose. If a Clone enters play and there is no creature to copy, it fizzles and is placed in the graveyard. [WotC Rules Team 10/12/94]

Creatures return to the control of their owners, regardless of who controls the Haven when it is sacrificed. [Duelist Magazine #3, Page 7]
(This is a REVERSAL of something I had in here for a while which was a misreading of the actual ruling)

If the Haven is destroyed, any creatures it pulled out of the game are simply lost. [Duelist Magazine #3, Page 7]

All cards in the Haven stay there even if they cease to be creatures. When the Haven is sacrificed, the cards come back into play whether or not they are creatures. [Duelist Magazine #5, Page 123]

Token creatures are removed from the game when this effect is used on them. So they cannot be brought back like cards can. [Duelist Magazine #5, Page 123]

If changed to another land type using a spell such as Phantasmal Terrain, creatures are not lost but cannot be released until the land is reverted to normal. [Duelist Magazine #3, Page 7]

The last sentence should read "Treat this as if they were just cast".
[Aahz 10/06/94]

The ability is an interrupt and can be used at any time interrupts are legal, including during damage prevention. It can be used on a creature which is "on its way to the graveyard". [D'Angelo 10/31/95]

The Chronicles version has an activation cost while The Dark version does not. [Duelist Magazine #7, Page 101]

Card Information

1.5 Sage of Lat-Nam

Sage of Lat-Nam

As errata to the card, it should read "Tap: Sacrifice an artifact to draw a card." [Duelist Magazine #4, Page 138]

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

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

Card Information

1.6 Samite Alchemist

Samite Alchemist

You choose to prevent between 0 and 4 damage at announce time.
[bethmo 03/11/96]

Card Information

1.7 Samite Healer

Samite Healer

The Fourth Edition version only targets the damage, while the Limited, Unlimited and Revised Edition versions targeted the creature or player and the damage. [Duelist Magazine #5, Page 11]

Card Information

1.8 Sandals of Abdallah

Sandals of Abdallah

Destroyed if creature using it is goes to the graveyard. It is not destroyed if the creature regenerates. [Arab FAQ 01/05/94] It is not destroyed if the creature is removed from the game (unless it goes to the graveyard first). [Aahz 06/13/96]

Card Information

1.9 Sand Silos

Sand Silos

See Bottomless Vault for rulings.

Card Information

1.10 Sandstorm

Sandstorm

Can be played during the attack phase before damage dealing. Creatures receive the damage immediately and may be killed off. [Arab FAQ 01/05/94]

Card Information

1.11 Savannah

Savannah

See Badlands for rulings.

Card Information

1.12 Scarecrow

Scarecrow

Even prevents non-combat damage from flying creatures. This can include damage from Ifh-Biff Efreet or even not paying upkeep to the Lord of the Pit (but this is a difficult situation to arrange since you'd have to pay the Scarecrow and somehow have it be destroyed before the Lord tries to take it as a sacrifice). [Aahz 02/07/95]

Card Information

1.13 Scars of the Veteran

Scars of the Veteran

See Pitch Spells in the General Rulings for more information.

Card Information

1.14 Scarwood Bandits

Scarwood Bandits

Can only take control of an artifact controlled by another player. That player is the one able to pay to cancel the effect.

[Duelist Magazine #4, Page 64]

Card Information

1.15 Scarwood Goblins

Scarwood 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 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

1.16 Scavenger Folk

Scavenger Folk

Artist's name is spelled incorrectly.

Card Information

1.17 Scavenging Ghoul

Scavenging Ghoul

They gather counters at the end of the turn so they cannot gather counters for dead creatures until that point. Note that the Ghoul still gets to

claim counters even if it enters play after the creatures died. [bethmo]

The Ghoul does not gain for cards "removed from the game".

The Revised Edition version of this card only allows regeneration when the Ghoul dies due to taking damage. It cannot regenerate from being simply destroyed by a destroy effect. The Limited, Unlimited and Fourth Edition Ghouls can regenerate whenever it is destroyed by any means. [Duelist Magazine #5, Page 11]

Card Information

1.18 Scrubland

Scrubland

See Badlands for rulings.

Card Information

1.19 Seafarers' Quay

Seafarers' Quay

See Adventurers' Guildhouse for rulings.

Card Information

1.20 Sea Serpent

Sea Serpent

Once you run out of Islands, it is immediately buried and a damage prevention step happens. It cannot be Magical Hacked at this time to save it because it is already dying. [WotC Rules Team 12/15/94]

As errata, the Limited, Unlimited and Revised Edition version should say say "defending player" instead of "opponent". [Duelist Magazine #4, Page 64] The Fourth Edition version is correct.

Card Information

1.21 Seasinger

Seasinger

You do not lose control of the stolen creature if it stops being a creature.

You only lose control if Seasinger leaves your control or becomes untapped. [WotC Rules Team 02/09/95]

Card Information

1.22 Season of the Witch

Season of the Witch

Any creatures which cannot attack for some reason are exempted. [Card Text]
Island Sanctuary, Moat, Arboria, and other effects or creature limitations such as the Sea Serpent's "opponent must have islands" may cause creatures to be unable to attack. [Aahz 08/09/94]

You do not have to pay to enable a creature like a Leviathan to attack.
[Aahz 06/13/96]

You are not forced to do everything in your power to make something attack.
For example, a Wall of Wonder won't be destroyed if you don't pay to animate it. [Aahz 09/02/94]

If you don't declare an attack, it checks which creatures could have attacked at the end of the main phase. [WotC Rules Team 11/10/95]

It looks back to see which creatures could have attacked during the "declare attackers" step of the attack (or at the end of the main phase if there was no attack) even if it was not in play when the attack was declared or even the end of the main phase. [WotC Rules Team 11/10/95]

Card Information

1.23 Sengir Autocrat

Sengir Autocrat

When it leaves play, it buries all Serfs in play and not just the ones it generated or just the ones under your control. [Aahz 10/25/95]

Card Information

1.24 Sengir Vampire

Sengir Vampire

Gets counters when creatures go to the graveyard. If it dies at the same time as a creature it killed, it does not get the counter. If it regenerates or otherwise lives past the creature being killed, it gets the counter. [bethmo]

Gets a counter if it damages a creature and that creature's permanent is

put in the graveyard that turn, even if the permanent is no longer a creature when it goes to the graveyard. [WotC Rules Team 09/22/95]

Card Information

1.25 Sentinel

Sentinel

Although it is not clear, the Sentinel keeps the change to its toughness until it changes again. It does not wear off at the end of the turn. [Duelist Magazine #2, Page 9]

The Legends version of this card only allows the ability to be used once per combat. You cannot continue to change it if the other creature's power changes. [Duelist Magazine #2, Page 9] The Chronicles version has an activation cost and can be used as often as you want so it can keep pace with power changes in the opposing creature. [Duelist Magazine #7, Page 101]

Card Information

1.26 Seraph

Seraph

You do not get the creature back if the creature is not still in the graveyard at the end of the turn. [Aahz 06/10/95]

Card Information

1.27 Serendib Djinn

Serendib Djinn

As errata, the Djinn sacrifices a land rather than just destroying it. [Duelist Magazine #7, Page 99] This is a REVERSAL of a lot of rulings about ways to prevent it from being destroyed.

Card Information

1.28 Serendib Efreet

Serendib Efreet

Due to a printing error, the Revised Edition version of this card has a green background and the picture of the Ifh-Biff Efreet while having the

blue casting cost and characteristics of the Serendib Efreet.

The Revised Edition version is a blue card because casting cost sets the color, not the background color. [Page 10]

Card Information

1.29 Serpent Generator

Serpent Generator

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

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

The Chronicles version can give you a poison counter if it damages you while the Legends version could only give one to an opponent.
[Duelist Magazine #7, Page 101]

Card Information

1.30 Serra Angel

Serra Angel

Although not tapped to attack, it must follow the rule all creatures do that it cannot attack in the same turn in which it comes into play.

Card Information

1.31 Shahrazad

Shahrazad

Yes this card is as annoying as you imagine :-(

If a card is removed from the game (from Disintegrate or whatever) in the sub-game it is not shuffled back in before returning to the main game.
[WotC Rules Team 11/10/95] (This is a REVERSAL)

The player going first in the parent game goes first in the sub-game.
[Duelist Magazine #2, Page 15]

At the start of the sub-game both players draw 7 cards. If one player has fewer than 7 cards, that player loses. If both have fewer than 7 cards, both players lose. [bethmo]

The loss of life caused by losing the sub-game is not preventable by any means, including Conservator. [PPG Page 113]

In a multiplayer game, all players play and the winner loses no life. All the losers lose 1/2 of their life. If it is a draw, then all players lose 1/2 of their life. [Duelist Magazine #4, Page 64]

Has been on the Duelists' Convocation banned list (not allowed in a deck) for tournaments since 01/25/94 because it really slows down tournaments.

Card Information

1.32 Shapeshifter

Shapeshifter

If it begins upkeep with power of 2 or 1, the Dwarven Warriors may be tapped to make it unblockable before you change the Shapeshifter to be a 6/1 creature. [Aahz]

Can only change form once a turn. [Duelist Magazine #2, Page 15]

The Antiquities version of this card can change from 0/7 to 6/1. The Fourth Edition version goes all the way to 7/0. [Duelist Magazine #5, Page 11]

Card Information

1.33 Shatter

Shatter

Regenerating artifacts can regenerate from this because this is a simple "destroy" and not a "bury" effect. [Snark]

Card Information

1.34 Shelkin Brownie

Shelkin Brownie

Can only remove "Bands with Other" and not normal "Banding" ability. [Duelist Magazine #2, Page 9]

Card Information

1.35 Sheltered Valley

Sheltered Valley

If you have another Sheltered Valley in play which is currently changed to a different land type (using Phantasmal Terrain) or something, then it is not buried when a new one enters play. Additionally, when the first one reverts to being a Sheltered Valley because the changing effect stops, you do not have to bury anything and can keep both in play.

[Aahz 06/27/96]

Card Information

1.36 Shield Sphere

Shield Sphere

It gets the -0/-1 counter as soon as it blocks which is long before damage dealing. When it is at 0/1 and it blocks, it will die immediately after blocking... but the creature it blocked is still blocked.

[bethmo 06/28/96]

Card Information

1.37 Night

Shimian Night Stalker

Can only redirect damage dealt during damage dealing step of combat.

[Duelist Magazine #7, Page 99]

Card Information

1.38 Shivan Dragon

Shivan Dragon

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

Card Information

1.39 Shyft

Shyft

The color change is permanent and does not wear off at the end of the turn. [WotC Rules Team 09/22/95] (This is a REVERSAL of a preliminary ruling that was in here before.)

Card Information

1.40 Sibilant Spirit

Sibilant Spirit

Your opponent does not have to draw a card if they don't want to.
[D'Angelo 08/10/95]

Card Information

1.41 Simulacrum

Simulacrum

All damage retains its color and special abilities if you assign it to a creature immediately. If used retroactively, then the damage remembers its color and everything else about the source but not any of the abilities associated with the damage (such as Hypnotic Spectre or Sengir Vampire). [WotC Rules Team 05/10/95]

Retroactive damage redirection removes abilities inherent in the damage (such as the Sengir Vampire's) but does not remove any knowledge of the source of the damage. [D'Angelo 01/06/96]

Can be used (in its retroactive damage removal mode) even if no damage has been taken this turn. [WotC Rules Team 05/10/95]

Cannot be cast unless there is a creature to target the damage to.
[bethmo 06/06/94] Note that it will fizzle if the creature becomes an invalid target after it is declared but before it is resolved.

You cannot Simulacrum damage to a creature with Protection from Black because this is a black spell and cannot target such a creature.
[WotC Rules Team 01/24/94]

You can Simulacrum damage due to an unblocked or trampling creature to another creature involved in the attack, even if that creature has already taken fatal damage, because creatures are not removed until after damage prevention is allowed. [WotC Rules Team 01/24/94] (Note that this only works during the damage prevention step... once resolution is over the creature is removed.)

You cannot Simulacrum Loss of Life to a creature, just damage.

Simulacrum does not grant regeneration ability to the target creature, it just allows any existing regeneration ability to be used. [bethmo]

Does not target the damage. It just affects the player and targets the creature to receive the damage. [Aahz 07/18/95]

Card Information

1.42 Sindbad

Sindbad

As errata, the card should read "Tap: Draw a card, and show that card to all players. If the card is not a land, discard it."
[WotC Rules Team 09/22/95]

You can use the Library of Leng ability to discard to the top of your library. [Aahz 07/25/94]

Card Information

1.43 Singing Tree

Singing Tree

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

Can only be used during an attack phase.

Effects last until the end of the current attack phase.
[Duelist Magazine #2, Page 15]

Changes creature's current power to zero but does not prevent raising it after the Tree has been used on it. [Arab FAQ 01/05/94] The full effect is to apply a -P/-0 to the creature where P=power of creature when the Tree is used. [Aahz]

Card Information

1.44 Siren's Call

Siren's Call

See the Attack or Die Effects entry in the General Rulings for more information.

As errata, the Limited, Unlimited and Revised Edition cards should have the last part read "May not be used on creatures which cannot attack because they were not in play on their controller's side at the beginning of the turn." [Duelist Magazine #2, Page 68]

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]

This cannot be used after an attack. The word "should" should be

interpreted as "can only". [bethmo]

Only creatures in play when the spell is cast are affected. This means that the Jade Statue and any creatures which come into play after this spell is cast are not affected. [bethmo]

Targets one opposing player. [Duelist Magazine #4, Page 64]

This spell cannot be redirected to another player. It can only be used on the player whose turn it is. [Duelist Magazine #6, Page 131]

Card Information

1.45 Skull of Orm

Skull of Orm

Can bring back any enchantment. This includes enchantment, enchant creature, enchant world and so on. [Aahz 01/01/95]

Card Information

1.46 Sleight of Mind

Sleight of Mind

Alters all occurrences of the color 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 color words on it. [Duelist Magazine #5, Page 23]

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

You cannot Sleight proper nouns (i.e. card names). This means that you cannot affect Black Vise. [WotC Rules Team 04/26/95]

You cannot Sleight references to a card's own color. This applies to cards like the Dark Heart of the Wood, various Kobolds, and Fork. [Duelist Magazine #6, Page 132]

Change lasts until the card so-changed is taken out of play. In a multiplayer game, this means it persists even after the player who cast the Sleight of Mind leaves the game. The card forgets the change if it goes to the graveyard or is Unsummoned. [Chris Page]

This spell can be used to change the "flavor text" (the italicized text) on the card. This has no game effect but uses up the spell. [bethmo]

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

1.47 Smoke

Smoke

Lands animated by Living Lands or Kormus Bell are affected by this spell.
If in play with a Winter Orb as well, untapping a living Land will count as the one creature and the one land you can untap... thereby limiting you to one thing to be untapped. You can choose to untap a non-creature land and an other creature if you want. [bethmo 02/12/96]

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

Card Information

1.48 Snowfall

Snowfall

Islands produce one blue mana only usable for cumulative upkeep regardless of the type of mana the Island would be producing at the time. In other words, this is not affected by Naked Singularity.
[WotC Rules Team 11/10/95] This is because of the order of resolving what mana lands produce. See the Land entry in the General Rulings for more information.

Card Information

1.49 Soldevi Excavations

Soldevi Excavations

Mana Flare will let you make an extra Blue or Colorless mana of your choice.
[Aahz 05/21/96]

You have the choice when it enters play to sacrifice the land or let this card be buried. If you let it be buried, there is a chance during the damage prevention step to tap it for mana. This way you can effectively play the land for mana without losing any other lands. [bethmo 07/02/96]
This trick is especially nasty with Storm Cauldron, since the Cauldron will unsummon the land instead of letting it be buried. [bethmo 07/02/96]

Card Information

1.50 Soldevi Golem

Soldevi Golem

The ability is an untap cost and is cumulative with Paralyze and other untap cost abilities. [WotC Rules Team 10/18/95]

As of 06/01/96, the opponent's creature is untapped during announcement of and as a cost instead of being untapped during resolution.
[WotC Rules team 05/08/96]

Card Information

1.51 Soldevi Machinist

Soldevi Machinist

Mana from the effect can only be used to activate an artifact. It cannot be used to pay any penalties on the cost of activation imposed by other effects. [WotC Rules Team 10/18/95]

Card Information

1.52 Sol'kanar the Swamp King

Sol'kanar the Swamp King

Cannot trigger off its own casting. [Aahz 07/27/94]

Card Information

1.53 Sol Ring

Sol Ring

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

Card Information

1.54 Songs of the Damned

Songs of the Damned

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

Card Information

1.55 Sorceress Queen

Sorceress Queen

It changes the text on the card to read 0/2. Any counters or enchantments which improve (or weaken) the creature's combat values remain in effect. [WotC Rules Team 01/24/94] Note that this may actually make a Rock Hydra stronger or kill a creature with two or more -1/-1 counters on it.

Even other fast effects, like Giant Growth, that change the creature's power will remain after this effect. Recalculate the power/toughness resolving all effects in the order they were placed on the creature. [Page 17]

May not target herself since it says "another creature" rather than "any creature". [bethmo] Can target a different Sorceress Queen in play, however. [D'Angelo 12/13/95]

Creatures with power or toughness calculated (such as Nightmare or Keldon Warlord) have their power/toughness fixed at 0/2 and will not have their normal ability to have their power/toughness recalculated work while the Sorceress effect is upon that creature. [Peterson 11/07/94] Same goes for Angry Mob. [bethmo 01/30/96]

Card Information

1.56 Sorrow's Path

Sorrow's Path

The damage is done whenever and however Sorrow's Path is tapped. It is not linked to using the effect and the damage occurs immediately upon tapping. [bethmo 08/15/94]

If a creature is removed from being a blocker of a specific creature, the effects that would have happened because it was declared as a blocker may or may not happen depending on the creature's blocking effect. [WotC Rules Team 09/22/95] If the card text said that creatures "assigned to block" or "blocks" then the effect is not removed by removing the blocker. If the card text said "blocking", then the effect probably does not happen. See individual cards for rulings.

If a creature is added as a blocker to a specific creature, the blocking effect of that creature may or may not happen depending on the creature's blocking effect. [WotC Rules Team 09/22/95] If the card text said that creatures "blocking" then the effect happens. If the card text said "assigned to block" or "blocks", then the effect probably does not happen. See individual cards for rulings.

Only usable if you are not the defending player.
[Duelist Magazine #4, Page 64]

Card Information

1.57 Soul Barrier

Soul Barrier

Damage happens when the spell becomes successfully cast. [Aahz 07/31/95]

Card Information

1.58 Soul Burn

Soul Burn

As errata, the toughness of the target creature or life total of the target player is checked on resolution and not before. [WotC Rules Team 02/06/96]
It was unclear if toughness limited the effect or not.

Preventing or redirecting the damage will not change how much life is gained. [Duelist Magazine #10, Page 43]

Will give 1 life for each black mana used even if the damage is prevented.
This is limited to the creature's toughness or player's life.
[Duelist Magazine #6, Page 132]

Card Information

1.59 Soul Exchange

Soul Exchange

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

Putting a counter on the creature brought into play is not a targeted effect and so Protection from Black will not prevent it. [Aahz 01/08/95]

Card Information

1.60 Soul Kiss

Soul Kiss

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

Card Information

1.61 Soul Net

Soul Net

See the Activation Cost entry in the General Rulings for more information on what "once each time" means.

This card can be used whenever a creature goes to the graveyard from play.
[Card Text]

It cannot be used on creatures which are Disintegrated, Swords to Plowshared or otherwise removed from the game.

If animated, it cannot be used for its own destruction since it will not be in play after it goes to the graveyard. [Aahz 06/06/94]

It can only be used at the time a creature goes to the graveyard. You do not have until the end of the turn to use this effect.
[WotC Rules Team 10/12/94]

Because this is a triggered effect it is used in a timing bubble where its effect cannot be countered. [Aahz 06/25/95]

Card Information

1.62 Spectral Bears

Spectral Bears

They check if your opponent has black cards only at the time they are declared as an attacker. They do not check again later, so if black cards enter or leave play, it will not affect the bonus. [Bethmo 05/14/96]

Card Information

1.63 Spectral Cloak

Spectral Cloak

As errata to the card, the following should be added "Spectral Cloak does not cause any enchantments on target creature to be destroyed."
[Duelist Magazine #4, Page 138]

This spell does not remove itself. [Duelist Magazine #2, Page 9]

Note that interrupts are considered "fast effects" and are prevented from targeting a Cloaked creature. [D'Angelo 02/07/95]

Card Information

1.64 Spiny Starfish

Spiny Starfish

It generates a token at the end of the turn as an end-of-turn effect as not as a triggered effect of it being regenerated. The token generation is not part of the regeneration effect. [Aahz 06/06/96]

Regeneration through any effect counts, not just regeneration using its own ability. [bethmo 08/07/96]

Card Information

1.65 Spirit Link

Spirit Link

You only gain life for damage which is not prevented regardless of what the creature damages (player or another creature) or the toughness of the blocking creature. If you put Spirit Link on a Shivan Dragon and it is blocked by a Scryb Sprite, you still gain 5 life points. If the Sprite has Protection from Red, you gain zero life since the protection reduces the damage to zero. [bethmo 07/08/94]

If a creature has more than one Spirit Link on it, they all work. [Aahz 07/15/94]

Works for damage due to combat or due to any special ability of the creature. For example, you would get one life for tapping a Prodigal Sorcerer to do damage. [Duelist Magazine #2, Page 9] Note that this is great for creatures which damage you, such as not paying the Force of Nature's upkeep, since you will get as much life as you take in damage.

Card Information

1.66 Spirit Shield

Spirit Shield

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

Card Information

1.67 Spitting Slug

Spitting Slug

As errata, the card should read "1G: Spitting Slug gains first strike until end of turn. If this ability is not activated, all creatures

Spitting Slug blocks or is blocked by gain first strike until end of turn." [WotC Rules Team 09/22/95]

A creature gains first strike if the ability is not activated prior to the creature becoming a blocker or blockee of the Spitting Slug. The creature gains first strike when the creature is assigned to block or is blocked by the Spitting Slug, or when the creature is added as a blocked by being part of a band that was blocked or by an effect such as General Jarkeld. The first strike is not lost if the creature is removed from the blocking situation by an effect such as General Jarkeld. [WotC Rules Team 09/22/95]

Card Information

1.68 Spoils of Evil

Spoils of Evil

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

The text "for each artifact or creature" means the sum of cards which are either creature and/or artifact. [D'Angelo 10/31/95]

Card Information

1.69 Spoils of War

Spoils of War

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

Targets an opponent with X creatures and artifacts in their graveyard. It will fizzle if there are not X there when it resolves.

[Duelist Magazine #7, Page 98] (REVERSAL)

If this spell is to be redirected or Forked, it can only be directed to a player with exactly X creatures and artifacts in the graveyard.

[Duelist Magazine #7, Page 98]

You decide where the counters go during announcement and not at resolution.

[WotC Rules Team 06/15/95]

The text "creatures and artifacts" means the sum of cards which are either creature and/or artifact. [D'Angelo 06/19/95]

You cannot use the spell with X less than or greater than the total card count. It must be exactly the total card count. [D'Angelo 09/13/95]

Card Information

1.70 Spore Cloud

Spore Cloud

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

Only taps blockers that have been declared before the spell is cast. Only makes attackers or blockers that have been declared before the spell is cast unable to untap as normal next turn. So, if used before attackers or blockers are declared, it is simply a Fog-like effect. If used after attackers are declared but before blockers are declared, it does the Fog effect and makes attackers not untap as normal. If done after blockers are declared, it has full effect. [D'Angelo 05/16/95]

Card Information

1.71 Squire

Squire

Artist's name is spelled incorrectly.

Card Information

1.72 Staff of the Ages

Staff of the Ages

It does not remove Landwalk from creatures. It just makes creatures with landwalk blockable as if they did not have the ability.
[D'Angelo 10/16/95]

Card Information

1.73 Stangg

Stangg

A Clone (or other copy) of Stangg will also get a twin as it comes into play. Both the copy and the twin will then be buried because they are duplicates of Legends. The only reason this is mentioned here is that two death events get generated for the likes of the Soul Net.
[Aahz 08/12/94]

If Stangg or the Twin are put into Tawnos' Coffin or Oubliette, then the other one will be buried. The Twin will also be destroyed if put into either of these. [WotC Rules Team 09/15/94] When Stangg returns from either of these, he will not get a new Twin, but he will not be buried either. This is because Stangg is only buried if the Twin leaves play while he is in play. If he enters play without a Twin, that is okay.
[Aahz 10/21/94]

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

Card Information

1.74 Stasis

Stasis

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

Card Information

1.75 Steal Artifact

Steal Artifact

As errata, add the text "You control target artifact until Steal Artifact is removed or game ends." [Duelist Magazine #4, Page 135]

Can steal artifact creatures. [bethmo]

Is buried if its target ever stops being an artifact.

The word "discarded" on the Limited, Unlimited and Revised Edition version of this card should be replaced with "until enchantment is removed".
[WotC Rules Team]

Card Information

1.76 Stench of Evil

Stench of Evil

All the damage is done in one packet and not one per land.
[Bethmo 10/05/95]

Card Information

1.77 Stone Calendar

Stone Calendar

Does not change the cost of the spell, it just pays part of it for you.
[bethmo 09/22/94] So the cost is still the full cost for reasons of Spell Blast of other such effects.

Only contributes one colorless toward the spell casting cost. This cannot reduced your payment below zero even when combined with Mana Matrix or Planar Gate. You must always pay the colored mana part of the spell cost. [bethmo 08/10/94]

Only contributes to 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. [Aahz 12/06/94]

You may choose not to use the Calendar's bonus. [bethmo 08/17/94]

Card Information

1.78 Stone Giant

Stone Giant

The Giant can throw itself (if its power is enhanced). [bethmo] This does not seem to do any good since you now have a tapped flying Giant, but it might be useful sometime.

Card Information

1.79 Stormbind

Stormbind

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]

Card Information

1.80 Storm Cauldron

Storm Cauldron

If a land is tapped for mana, it is returned to its owner's hand before even interrupts can be used. [Aahz 06/17/96]

If a land is tapped for mana and sacrificed all in one action, it goes to the graveyard before the Storm Cauldron can return it to the player's hand. [Aahz 06/17/96]

Card Information

1.81 Storm Seeker

Storm Seeker

Your opponent may cast any interrupts or instants in their hand before this spell is resolved in order to take less damage.

[Duelist Magazine #2, Page 9]

As errata to the Legends version of the card, it should read "target player" instead of "opponent". This means you can use it on yourself.

[Duelist Magazine #4, Page 64]

Card Information

1.82 Strip Mine

Strip Mine

As errata to the Antiquities version of this card, "place Strip Mine in your graveyard" should read "sacrifice Strip Mine".

[Duelist Magazine #4, Page 138]

Tapping is part of the cost of destroying another land, so the Strip Mine must be untapped before you use it. [bethmo]

Consecrate Land and Pyramids will not prevent the Strip Mine from sending itself to the graveyard. [bethmo]

Will trigger Dingus Egg or anything else which triggers on lands being destroyed or sent to the graveyard. [bethmo]

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

Card Information

1.83 Stromgald Spy

Stromgald Spy

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

Card Information

1.84 Stunted Growth

Stunted Growth

This is not a discard effect and will not trigger Psychic Purge.

[D'Angelo 10/06/95]

Card Information

1.85 Su-Chi

Su-Chi

As official errata to the card, it should read "If Su-Chi goes to the graveyard from play..." [Duelist Magazine #4, Page 138] This means that it does not do anything if discarded or countered.

You cannot choose not to get the 4 mana when Su-Chi is destroyed.

Note that if it dies during damage dealing, you get 4 colorless mana. You can only use damage prevention spells and lucky charms at this time, and your mana pool will be emptied (causing "mana burn") once damage prevention is over and before you can use even a fast effect! So you cannot use this mana to power a Dragon Engine, spell or other fast effect. [bethmo 05/09/94] You can use it on a Soul Net or as part of a damage prevention spell like Guardian Angel.

Card Information

1.86 Subdue

Subdue

As errata, the card should read "Target creature deals no damage during combat this turn but gains X toughness until end of turn; X is target creature's casting cost." [WotC Rules Team 09/22/95]

Card Information

1.87 Suffocation

Suffocation

It means "red sorcery or red instant" not "red sorcery or any instant". [Aahz 06/24/96]

Card Information

1.88 Sustaining Spirit

Sustaining Spirit

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

The protection ability works up until it enters the graveyard, so simultaneous damage with its death is prevented, but damage that occurs after it goes to the graveyard (i.e. Creature Bond) is not prevented.

This effect is considered to be preventing the damage, so if you are at one life and are hit with a Hypnotic Spectre, you do not discard a card. [Aahz 06/18/96]

Card Information

1.89 Svyelunite Priest

Svyelunite Priest

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. [Duelist Magazine #4, Page 7]

The effect prevents spells or the effects of permanents from targeting the creature. Enchantments which confer an ability (such as Lance or Firebreathing) are not prevented. [Duelist Magazine #4, Page 7]

Does not prevent sacrifices since sacrifices are not targeted. [Page 62]

Card Information

1.90 Svyelunite Temple

Svyelunite Temple

See Dwarven Ruins for rulings.

Card Information

1.91 Swamp Mosquito

Swamp Mosquito

Triggers immediately after blocking is declared if at that time no blockers

are assigned to it. [bethmo 06/28/96]

Card Information

1.92 Sword of the Ages

Sword of the Ages

You can't sacrifice creatures you don't control. [Page 62]

Was on the Duelists' Convocation restricted list (only 1 per deck) for tournaments from 08/01/94 to 04/01/96.

Card Information

1.93 Swords to Plowshares

Swords to Plowshares

The creature does not die and therefore cannot be regenerated or drive any effect which is triggered by a creature dying (including Creature Bond, Personal Incarnation, Soul Net, etc.). The creature just leaves the game. [bethmo]

The controller of the creature may decide to "pump up" the creature before it leaves in order to get more life out of the deal because the total power of the creature (including enchantments and such) is counted.

If the creature has a negative power, the player does not lose life. It the same as if it had a power of zero. [Aahz]

Card Information

1.94 Sylvan Library

Sylvan Library

All effects in magic are resolved one at a time, so if you use multiple Sylvan Libraries at once, each will resolve in sequence. You do not get to draw all the cards at once then put them all back at once. [WotC Rules Team 09/15/94]

You may wait until after your normal draw before deciding whether or not to use this effect. [Duelist Magazine #2, Page 9]

You can return zero, one or two cards. [WotC Rules Team 09/15/94]

This is all one effect. You draw 2 and return 2 cards all as one indivisible action. No spells or effects can be announced in between.

Even triggered effects or things that happen because of a draw wait until after it is done before doing their thing. [D'Angelo 07/11/95] Note that Aladdin's Lamp breaks this rule and lets you use the lamp on a draw even if it is in the middle of resolving an effect. [Aahz 08/07/95]

This will count as 2 draws but anything that affects "drawn cards" can only affect ones still in your hand when the effect is completely resolved.
[D'Angelo 07/11/95]

Card Information