

# **MTG\_CARD\_U**

Tom de Ruyter

<b>COLLABORATORS</b>
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	<i>TITLE :</i> MTG_CARD_U		
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# Contents

<b>1</b>	<b>MTG_CARD_U</b>	<b>1</b>
1.1	Card Rulings & Descriptions - U	1
1.2	Uncle Istvan	2
1.3	Underground Sea	2
1.4	Underworld Dreams	2
1.5	Unholy Citadel	3
1.6	Unholy Strength	3
1.7	Unlikely Alliance	3
1.8	Unstable Mutation	3
1.9	Unsummon	3
1.10	Untamed Wilds	4
1.11	Updraft	4
1.12	Urborg	4
1.13	Ur-Drago	4
1.14	Urza's Avenger	5
1.15	Urza's Bauble	5
1.16	Urza's Chalice	5
1.17	Urza's Mine	5
1.18	Urza's Miter	6
1.19	Urza's Power Plant	6
1.20	Urza's Tower	6

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## Chapter 1

# MTG\_CARD\_U

### 1.1 Card Rulings & Descriptions - U

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Uncle Istvan

Underground Sea

Underworld Dreams

Unholy Citadel

Unholy Strength

Unlikely Alliance

Unstable Mutation

Unsummon

Untamed Wilds

Updraft

Urborg

Ur-Drago

Urza's Avenger

Urza's Bauble

Urza's Chalice

Urza's Mine

Urza's Miter

Urza's Power Plant

Urza's Tower

## 1.2 Uncle Istvan

Uncle Istvan

Works even on damage from special abilities of creatures such as the Prodigal Sorcerer ability. [Aahz 08/09/94]

Card Information

## 1.3 Underground Sea

Underground Sea

See Badlands for rulings.

Card Information

## 1.4 Underworld Dreams

Underworld Dreams

Only affects the drawing of cards. It does not affect spells like Demonic Tutor, Millstone, or Petra Sphinx which affect the library but do not say "draw" a card. [bethmo 06/22/94]

You choose one opposing player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play. [Duelist Magazine #4, Page 64]

Affects all draws even if you have to put the cards back afterwards. This ruling applies to things like Sylvan Library and Brainstorm. [D'Angelo 07/11/95]

It triggers separately on each card drawn, even if more than one card is drawn by a single effect. [D'Angelo 07/15/96]

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

Card Information

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## 1.5 Unholy Citadel

Unholy Citadel

See Adventurers' Guildhouse for rulings.

Card Information

## 1.6 Unholy Strength

Unholy Strength

The Fourth Edition version of this card has a different version of the card art. All previous versions had a red pentagram in the background.

Card Information

## 1.7 Unlikely Alliance

Unlikely Alliance

The bonus is not lost if the creature later becomes an attacker or blocker. The limitation is just there to prevent the effect from being used late in an attack. [bethmo 06/20/96]

Card Information

## 1.8 Unstable Mutation

Unstable Mutation

The -1/-1 counters stay even if the enchantment is removed, and that the +3/+3 goes away when the enchantment does. [Card Text]

It's effect is not an upkeep cost, it's just an upkeep effect. [Aahz 02/12/96]

Card Information

## 1.9 Unsummon

Unsummon

This can be used all the way up to the damage dealing phase of an attack, but cannot be used after that if the creature was killed. [Snark]

Unsummoning a creature with Animate Dead on it puts the creature into the

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owner's hand. [Snark]

If this causes an opponent to go over 7 cards when it is not their turn they need not discard until the discard phase of their next turn.

An Unsummoned creature forgets its entire previous life.

Unsummoning a token creature just removes it from the game. [bethmo]

As errata to the Limited, Unlimited and Revised Edition versions of this card, the word "discarded" should be read as "destroyed".  
[Duelist Magazine #4, Page 135]

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

Card Information

## 1.10 Untamed Wilds

Untamed Wilds

Can get a Snow-Covered land out. [Duelist Magazine #6, Page 132]

Card Information

## 1.11 Updraft

Updraft

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

Card Information

## 1.12 Urborg

Urborg

Can be used on a creature without First Strike or Swampwalk but has no effect. [Duelist Magazine #5, Page 23]

Card Information

## 1.13 Ur-Drago

Ur-Drago

Allows any creature controlled by any player to block SwampWalking creatures as if they did not have this ability. It is not limited to just Ur-Drago. [Aahz 06/17/94]

Card Information

## 1.14 Urza's Avenger

Urza's Avenger

The -1/-1 is not permanent. It lasts until the end of the turn as do the abilities that give the -1/-1. [Duelist Magazine #2, Page 15]

Card Information

## 1.15 Urza's Bauble

Urza's Bauble

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

You draw a card on the upkeep of the turn after you use the effect. [Aahz 06/08/95]

Card Information

## 1.16 Urza's Chalice

Urza's Chalice

May not be used on its own casting. It must be in play at the time the artifact becomes successfully cast. [Aahz 07/27/94]

Card Information

## 1.17 Urza's Mine

Urza's Mine

If you have at least one of each of the three Urza's lands in play, you must take the 2 mana instead of just one. [Duelist Magazine #2, Page 15]

The amount of mana to be gained is set on announcement and is not changed if you lose or gain lands before resolution. [WotC Rules Team 09/22/95]

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The Chronicles version has an activation cost and the Antiquities version does not. [Duelist Magazine #7, Page 101]

Card Information

## 1.18 Urza's Miter

Urza's Miter

As errata to the card, the last sentence should read "May not be used when an artifact was placed in the graveyard due to being sacrificed."

[Duelist Magazine #4, Page 138]

Only works when artifact goes to the graveyard from play, not from a player's hand. At that time, the card is not an Artifact. [bethmo]  
You must be the controller of the artifact to use this.

Cannot be used on itself because it cannot be used after it goes to the graveyard.

Card Information

## 1.19 Urza's Power Plant

Urza's Power Plant

If you have at least one of each of the three Urza's lands in play, you must take the 2 mana instead of just one. [Duelist Magazine #2, Page 15]

The amount of mana to be gained is set on announcement and is not changed if you lose or gain lands before resolution. [WotC Rules Team 09/22/95]

The Chronicles version has an activation cost and the Antiquities version does not. [Duelist Magazine #7, Page 101]

Card Information

## 1.20 Urza's Tower

Urza's Tower

If you have at least one of each of the three Urza's lands in play, you must take the 3 mana instead of just one. [Duelist Magazine #2, Page 15]

The amount of mana to be gained is set on announcement and is not changed if you lose or gain lands before resolution. [WotC Rules Team 09/22/95]

The Chronicles version has an activation cost and the Antiquities version does not. [Duelist Magazine #7, Page 101]

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Card Information