

MTG_CARD_D

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Chapter 1

MTG_CARD_D

1.1 Card Rulings & Descriptions - D

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Damping Field

Dance of Many

Dance of the Dead

Dandan

Daring Apprentice

Dark Heart of the Wood

Dark Maze

Dark Ritual

Dark Sphere

Darkness

Darkpact

D'Avenant Archer

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Divine Intervention
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Drafna's Restoration

Dragon Engine
Dragon Whelp
Drain Life
Drain Power
Dream Coat
Dream Fighter
Dreams of the Dead
Drop of Honey
Drought
Drudge Spell
Dust to Dust
Dwarven Armorer
Dwarven Armory
Dwarven Catapult
Dwarven Hold
Dwarven Ruins
Dwarven Soldier
Dwarven Warriors
Dwarven Weaponsmith

1.2 Damping Field

Damping Field

Does not prevent artifacts (such as Colossus) from untapping during upkeep.

Artifact creatures are artifacts. They untap as artifacts, so only one may untap. If Smoke is also in play, then untapping an artifact creature counts as your one creature and as your one artifact.

Card Information

1.3 Dance of Many

Dance of Many

See the Copy Cards entry in the General Rulings for more information.

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

As errata, the target is chosen when it is played and not when it comes into play. [Duelist Magazine #14, Page 26]

As errata to The Dark version, it is buried (not destroyed).
[WotC Rules Team 10/03/96]

Treat the token as a just-summoned creature of the appropriate type. If that creature normally gets counters upon being cast, the token creature gets counters. [bethmo 08/10/94]

Can be used on any creature which is a Summon card, even if the creature is in play only because of Animate Dead. In the case of Animate Dead, the copy does not have the -1 power penalty. [WotC Rules Team 09/30/94]

Destroying the creature which was copied will not cause the token creature to be destroyed as well. [Aahz 10/21/94]

This spell is targeted and checks the validity of the target when declared and when resolving. If the creature is not still there when the copy resolves, the spell fizzles. [WotC Rules Team 02/09/95]

The casting cost is copied. This makes Dance of Many the only exception to the rule that token creatures have a casting cost of zero.
[Aahz 11/13/95]

The creature is still considered a token creature, so if you happen to copy a Drudge Skeleton, the Skeleton token would still be susceptible to Drudge Spell. [Aahz 03/02/96]

- + The remove from play effects are from Dance of Many and not from the token. [D'Angelo 10/01/96] This means that a copy of the token creature will not be subject to the remove from play effect. [D'Angelo 05/19/97]
- + Each Dance of Many is associated only with its token creature. If one leaves play, only the corresponding token is affect, not all tokens from all instances of Dance of Many. [D'Angelo 05/19/97]

Card Information

1.4 Dance of the Dead

Dance of the 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. [Mirage Page 31]

You can Dance of the Dead a creature which was discarded from a hand and therefore was never in play.

Dance of the Dead is an creature enchantment spell and so it does activate the Rabid Wombat and trigger other cards which use creature enchantments. [Duelist Magazine #6, Page 131] (Based on Animate Dead ruling)

Animated creature cannot attack until it begins its controller's turn in play. [Mirage Page 14]

Animating a dead Clone gets all the Clone's abilities but mimics at +1/+1. [D'Angelo 09/25/95]

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] (Based on Animate Dead ruling)

When Dance of the Dead leaves play, the creature it is buried. 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. [Duelist Magazine #8, Page 51]

Cannot be cast on dead creatures which are in play because of another 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] (Based on Animate Dead ruling)

If more than one Dance of the Dead ends up on a creature, each contributes a +1/+1 and an additional 1B to the untap cost. [D'Angelo 09/25/95]

The caster of Dance of the 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] (Based on Animate Dead ruling)

Card Information

1.5 Dandan

Dandan

As errata to the Arabian Nights version of this card, it should say "defending player" instead of "opponent". [Duelist Magazine #4, Page 64]

As errata to the Arabian Nights version, it is buried (not destroyed) if you have no Islands. [WotC Rules Team 10/01/96]

Card Information

1.6 Daring Apprentice

Daring Apprentice

As errata, the ability is played as an interrupt.
[Duelist Magazine #14, Page 26]

Card Information

1.7 Dark Heart of the Wood

Dark Heart of the Wood

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. [Duelist Magazine #3, Page 22] This is true even under the new rulings made on 12/03/96 for the Crimson Kobold (and other Kobolds).

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

1.8 Dark Maze

Dark Maze

The text about not being able to attack is just reminder text about summoning sickness and is not absolute. If you find a way to ignore summoning sickness, it can attack on the turn it comes under your control. [Aahz 12/07/96]

Card Information

1.9 Darkness

Darkness

As errata, it should read "Creatures deal no combat damage during this turn." [Encyclopedia Page 144] The word "after" is an error.

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

Card Information

1.10 Darkpact

Darkpact

If you use some spell or effect (like Natural Selection) which allows you to peek at cards in the library, you can still use Darkpact.

- + Has been on the Duelists' Convocation banned list (not allowed in a deck) for Type I, Type II, and Type I.5 tournaments since 01/25/94 because it is only used in games for Ante.

Card Information

1.11 Dark Ritual

Dark Ritual

As errata to pre-Mirage versions of the card, play the spell as a mana source. [Mirage Page 2] The spell is actually errata'd to be a "Mana Source" and not an "Interrupt". [WotC Rules Team 10/03/96]

Changed to use mana symbols instead of the word black mana between the Limited/Unlimited Edition and the Revised Edition versions of the card. The Revised and Fourth Edition cards can not be affected by Sleight of Mind.

Card Information

1.12 Dark Sphere

Dark Sphere

Multiple Dark Spheres multiply in effect rather than adding. So two of them will result in 1/4 damage, not zero damage. This is because you apply them sequentially and simultaneously. [Duelist Magazine #3, Page 7]

Card Information

1.13 D'Avenant Archer

D'Avenant Archer

Does damage immediately and may kill the creature before damage dealing. [Aahz 06/17/94]

Card Information

1.14 Dazzling Beauty

Dazzling Beauty

As errata, it targets an attacking creature. [Duelist Magazine #15, Page 28]

Does not trigger most blocking effects since most of them say they happen when a creature blocks, not when the blocked without a creature.

[D'Angelo 11/11/96] Keeper of Tresserhorn's effect can be stopped, as can effects of "Is Not Blocked" creatures.

Works on unblockable creatures. [bethmo 11/18/96] Or on creatures that have special blocking requirements such as when Goblin War Drums is in effect.

[bethmo 01/22/97]

If used on Merchant Ship, it does not stop the "gain 2 life" ability. This is because Merchant Ship actually says (with errata) "If Merchant Ship attacks and no creatures are assigned to block it, ...". [bethmo 01/09/97]

Is not very useful against Trample creatures since Trample damage comes through as if a zero toughness creature blocked the Trampler.

[Duelist Magazine #16, Page 28]

Card Information

1.15 Deadly Insect

Deadly Insect

The no-target ability does not work when it's not in play. So it can be targeted in the graveyard or while being cast. [bethmo 08/21/96]

Card Information

1.16 Deathgrip

Deathgrip

The Limited/Unlimited Edition version of the card says "destroys a green spell as it is being cast" but should be read as "counters a green spell". [bethmo]

Card Information

1.17 Deathlace

Deathlace

See Chaoslace for rulings.

Card Information

1.18 Deep Spawn

Deep Spawn

As errata, it should read "Trample. During your upkeep, take two cards from the top of your library and put them in your graveyard, or bury Deep Spawn. ..." [Encyclopedia Page 179]

The two cards put into the graveyard are not discards from your hand and so Library of Leng does not apply. [Aahz 11/30/94]

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]

Does not prevent enchantments already on it from being used. [Duelist Magazine #5, Page 122]

Card Information

1.19 Deep Water

Deep Water

All affected lands produce just one blue mana regardless of how many it might normally generate. [Duelist Magazine #3, Page 7] So a storage land produces one blue even if you remove zero or three counters. Other lands which produce more than one mana are similarly restricted.

Mana Flare will make the lands provide one extra blue mana. [Duelist Magazine #3, Page 7]

Will remove restrictions on how mana generated by the land is used. [Duelist Magazine #6, Page 131] For example, the blue mana from a Mishra's Workshop can be used for any purpose.

Card Information

1.20 Deflection

Deflection

Only targets the spell being Deflected and not the original or new target of the spell it is affecting. [Aahz 07/09/95]

You cannot choose an invalid target for the new spell. You have to pick a valid target on announcement. If the target of the spell being

Deflected is not valid on resolution, then Deflection fails.
[WotC Rules Team 09/22/95]

Cannot deflect any spell to the Deflection itself since when you are announcing it (and choosing its targets), it is not yet a spell. It becomes a spell once all the costs and targets are successfully chosen.
[Duelist Magazine #7, Page 9]

You cannot make an interrupt (like Counterspell or Deflection) target itself or anything other than what it targets already. This means you cannot create an infinite loop of spells. [Aahz 10/30/96]

Card Information

1.21 Delif's Cone

Delif's Cone

As errata, it should read "(Tap): Sacrifice Delif's Cone to have target attacking creature that is not blocked you control deal no damage to defending player this turn, and to gain life equal to that creature's power." [Encyclopedia Page 209] The errata in the Encyclopedia mistakenly did not include the restriction "that is not blocked". [D'Angelo 01/22/97]

Card Information

1.22 Delif's Cube

Delif's Cube

As errata, is should read "(2), (Tap): If target creature you control attacks and is not blocked, put a cube counter on Delif's Cube and that creature deals no damage to defending player this turn. (2): Remove a cube counter to regenerate a target creature." [Encyclopedia Page 209]

Can be used at any point up until damage is dealt as long as the creature is not blocked. [Aahz 12/02/94]

Card Information

1.23 Delirium

Delirium

See Fog Effects in the general rulings for more information.

Delirium does three separate things, and it works on any creature your opponent controls, regardless of whether it's tapped or not. If the creature isn't already tapped, Delirium taps it. The creature then deals damage to the player. Finally, the creature neither deals nor receives

combat damage. Each part is independent. Even if the creature is already tapped (so the first part fails), the 2nd and 3rd part still happen.
[bethmo 10/16/96]

Tapping the creature is part of the effect and not the cost, therefore you can play it on a tapped creature. [Duelist Magazine #16, Page 28]

Card Information

1.24 Demonic Attorney

Demonic Attorney

As errata, it should read "If target opponent doesn't conceded the game immediately, you and that player must each ante an additional card from the top of your libraries. Remove this card from your deck before playing if you are nor playing for ante." [Encyclopedia Page 52] It affects just one opponent.

+ Has been on the Duelists' Convocation banned list (not allowed in a deck) for Type I, Type II, and Type I.5 tournaments since 01/25/94 because it is only used in games for Ante.

Card Information

1.25 Demonic Consultation

Demonic Consultation

As errata, add "or there are no cards left in your library." to the end of the text. [Encyclopedia Page 77]

The spell fails if you do not find the card before your library is empty. You do not lose the game at that point. You lose on the next time you have to draw. [Aahz 06/08/95]

Because choosing the card to draw for is a casting decision, you cannot change this decision when you Fork this spell. You must dig for the same card. [Aahz 09/05/95]

You must name a card that actually exists in the game of Magic.
[Aahz 10/07/95]

There is no way to make this card affect your opponent. It affects "you", and "you" means the caster. [Duelist Magazine #7, Page 9] It has no targets and cannot be Deflected.

Card Information

1.26 Demonic Hordes

Demonic Hordes

As errata, it should read "During your upkeep, pay (B)(B)(B) or tap Demonic Hordes and sacrifice a land of opponent's choice." [Encyclopedia Page 52]

May not use its ability until its upkeep is paid for that turn. [bethmo]

Paying the Hordes is optional. You may choose not to pay them but then you take the consequences. [bethmo]

The lands destroyed by not paying the Hordes are considered to be sacrificed. [WotC Rules Team 09/22/95]

In multiplayer games, you can choose a different player each time a land is to be destroyed due to not paying upkeep. [Duelist Magazine #4, Page 64]

The Alpha printing version of this card had 'B's where the black mana symbols are in later printings.

Card Information

1.27 Demonic Tutor

Demonic Tutor

This is not a draw and may not be used with Aladdin's Lamp.
[D'Angelo 02/27/95]

You do not show the card you pick out of your library to your opponent.
[bethmo]

This is not a targeted spell. You pick a card on resolution.
[D'Angelo 07/21/95] Because you pick on resolution, this spell can be Forked so that the Fork's caster can pick a different card.
[Aahz 09/05/95]

The artist's name, Shuler, was misspelled on the Limited/Unlimited Edition versions of this card.

+ Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 03/23/94. Has been banned from Type II tournaments since 05/02/95 since it is not in the current edition of The Gathering. Has always been banned from Type I.5 tournaments.

Card Information

1.28 Desert

Desert

As errata, it should read "(Tap): Add one colorless mana to your mana

pool. (Tap): Desert deals 1 damage to target attacking creature at end of combat." [Encyclopedia Page 124]

Can be used on any player's attacking creatures. This includes your own and creatures in an attack you are not involved in (multiplayer games). [bethmo]

Will do damage even if Fog is played since Fog only prevents creatures from damaging each other. [Aahz 03/08/95]

If the Desert leaves play before the end of the attack, the creature still gets damaged. [D'Angelo 04/12/95]

Can still target a single creature in a Banding group. Banding only distributes combat damage.

Card Information

1.29 Desertion

Desertion

The spell really is countered and goes to the graveyard. It is then pulled from the graveyard into play.

The card enters play as if just cast and you get to make all necessary decisions from scratch. [Visions FAQ 02/16/97]

Any X in the casting cost is zero since it is not actually being cast. [DeLaney 02/02/97]

Card Information

1.30 Desert Nomads

Desert Nomads

The text "immune to damage from deserts" means "damage from deserts is reduced to zero". [bethmo 12/03/96]

Card Information

1.31 Desert Twister

Desert Twister

The Arabian Nights and Revised Edition versions only can target cards while the Fourth Edition on can target any permanent (including tokens). [Duelist Magazine #5, Page 10]

Card Information

1.32 Desolation

Desolation

Each Desolation only causes up to one land per turn to be sacrificed. If you have more than one, each will do this. [Visions FAQ 02/16/97]

It works even if it was not in play when the land was tapped for mana. It only has an end of turn effect of checking each player to see if they did tap a land that turn. [bethmo 02/13/97]

It only works if Desolation is in play at the end of the turn. [bethmo 02/26/97]

Card Information

1.33 Detonate

Detonate

The damage is from Detonate, and therefore is a red source. [bethmo]

If the artifact becomes an illegal target before resolution, then no damage is done. [Duelist Magazine #5, Page 23]

X is the artifact's casting cost. [Card Text] You cannot choose to pay anything other than this value when targeting an artifact.

Card Information

1.34 Diamond Valley

Diamond Valley

Can only use this ability when fast effects are allowed. Note that fast effects are not allowed during the damage dealing portion of the attack phase and during damage prevention steps. [bethmo]

+ The sacrifice is part of the cost and not part of the effect. [D'Angelo 05/12/97]

Card Information

1.35 Didgeridoo

Didgeridoo

Bringing a Minotaur into play is a normal instant speed effect and it can be used at any time instants are allowed. [D'Angelo 04/12/96]

Card Information

1.36 Diminishing Returns

Diminishing Returns

You (and the other players) decide upon announcement how many cards to draw. [Duelist Magazine #12, Page 27] You choose first, then your opponent.

You can choose any number from 0 to 7. [Aahz 05/21/96] You are not forced to draw 7 cards.

Card Information

1.37 Dingus Egg

Dingus Egg

If multiple lands are destroyed at once, each land causes the Egg to do 2 points of damage. These are all from the same source but come in separate packets because each land causes a separate triggered effect. [bethmo] This also means each land's damage comes in its own damage prevention step.

Triggers by any effect which puts a land into the graveyard from play. [WotC Rules Team 12/15/94] Does not trigger on phasing out.

Was on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments from 01/25/94 to 05/01/94. It was removed once Antiquities and Revised Edition made it easier to destroy artifacts.

Card Information

1.38 Discordant Spirit

Discordant Spirit

Will not count damage that was dealt but retroactively prevented through an effect such as Reverse Damage. [WotC Rules Team 03/14/97]

+ The target player is chosen when it is cast. [Aahz 05/19/97]

Card Information

1.39 Disenchant

Disenchant

Regenerating artifacts can regenerate from destroy effects like this one.

The Limited and Unlimited Edition versions said "discard" and they should be read as destroy. [PPG Page 113]

Card Information

1.40 Disharmony

Disharmony

If the attacking creature was under the effects of Siren's Call, Nettling Imp or similar effect, it will die at the end of the turn because this spell makes the creature as if it never attacked. [bethmo 06/22/94]

Works even if the attacker was not tapped to attack. [Aahz 12/13/94]

Can work on creatures you control. [Aahz 06/13/96]

You get them untapped regardless of the original tap state of the creature. [Aahz 12/13/94]

The artist is actually Byron Wackwitz, not Phil Foglio. [Duelist Magazine #2, Page 7]

Card Information

1.41 Disintegrate

Disintegrate

As errata, add "and cannot be regenerated" to the Revised Edition version of this card. [Duelist Magazine #3, Page 79]

Creatures killed with Disintegrate cannot regenerate during this turn. The "cannot regenerate" is an effect of Disintegrate targeting the creature and not an effect of the damage. So it works even if the damage is prevented or redirected away. If redirected, the damage does not take this effect with it. [WotC Rules Team 02/07/94]

Disintegrated creatures do not go to the graveyard at all before leaving the game. They do not trigger effects which happen due to a creature going to the graveyard. [WotC Rules Team 09/15/94]

As always "a target" on older cards means any creature or player.

The Limited, Unlimited and Revised Edition versions of this card do not allow the creature to regenerate during this turn (even if all the damage

is prevented or redirected) and if the creature is destroyed by any means, it leaves the game instead of going to the graveyard.
[Duelist Magazine #2, Page 68] The Fourth Edition version only removes the creature from the game if it dies due to lethal damage. Any other destroy effect will send it to the graveyard as normal.
[Duelist Magazine #5, Page 10]

Card Information

1.42 Disrupting Scepter

Disrupting Scepter

Forces discard from a player's hand and not from cards in play.

Can only be used during your turn. [Card Text]

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. In multiplayer games this allows you to choose a different player each time it is used.
[Duelist Magazine #4, Page 64] The Fourth Edition is worded correctly.

Can be used on a player with no cards with no effect.
[Duelist Magazine #5, Page 23]

Card Information

1.43 Dissipate

Dissipate

The card goes to the graveyard before being removed from the game.
[Aahz 12/07/96]

Card Information

1.44 Divine Intervention

Divine Intervention

+ Has been on the Duelists' Convocation banned list (not allowed in a deck) for Type I tournaments since 08/01/94 because it forces a tie and this messes up tournaments. Has always been banned from Type I.5 tournaments.

Card Information

1.45 Divine Offering

Divine Offering

This is not a sacrifice. You may regenerate the creature without losing the life bonus. [Duelist Magazine #2, Page 8]

It can be used on your opponent's artifacts. [bethmo 09/05/94]

If the target artifact becomes illegal before resolution, you do not gain any life. [Duelist Magazine #5, Page 23]

Card Information

1.46 Draconian Cylix

Draconian Cylix

The cards are discarded from your hand during announcement and as a cost. It is not a forced discard, so it cannot be used with Library of Leng. [Duelist Magazine #11, Page 56]

Card Information

1.47 Drafna's Restoration

Drafna's Restoration

As errata, it should read "Return any number of target artifacts to the top of target player's library from that player's graveyard."
[Encyclopedia Page 131] The errata was kinda messed up in the book, so it is corrected above. [D'Angelo 12/16/96]

Card Information

1.48 Dragon Engine

Dragon Engine

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

You cannot pump for more than one use in a single activation. It must be in separate activations. [Duelist Magazine #12, Page 26]

Card Information

1.49 Dragon Whelp

Dragon Whelp

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

As errata, it buries (not destroys) itself at end of turn if pumped up too much. [WotC Rules Team 10/03/96]

Can spend up to RRR each turn without it dying. It does not remember between turns how much was spent on it. [Chris Page]

Card Information

1.50 Drain Life

Drain Life

As errata to the Limited, Unlimited and Revised edition versions of this card, the following text should be added: "If you drain life from a player, you cannot gain more life than that player's life total."
[Duelist Magazine #4, Page 131]

The life total or toughness are checked at the time damage side-effects are applied.

You can put as much Black mana as you want into this spell, but you cannot gain more life than the creature's toughness. You may gain up to the total toughness of the creature even if it was already damaged.
[PPG Page 70]

The amount of mana put into the spell is determined at time of casting, and is spent at that time but is not considered part of the casting cost.
[bethmo]

The artist's name, Shuler, was misspelled on the Limited/Unlimited Edition versions of this card.

The Alpha printing version of this card had a 'B' where the black mana symbol is in later printings.

Card Information

1.51 Drain Power

Drain Power

Since this is a sorcery, your opponent may use instants and interrupts in response to this spell before you get the mana from their mana pool and lands.

If a land can draw more than one color of mana (by choice) then the target player (not the caster of this spell) chooses which colors are drawn at the time they draw it. [bethmo]

If a land has different amounts of mana that can be drawn, the maximum will be drawn from the land. This may cause the land to sacrifice itself (in the case of some lands) or to remove counters in the case of other lands. [D'Angelo 02/15/95] Note that such lands can be tapped by your opponent at interrupt speeds for the lesser amount of mana prior to Drain Power resolving. If this happens, all you get is what is in their pool.

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 Limited/Unlimited Edition versions of this card required tapping of all lands, not just mana producing ones. [Aahz 07/29/94] The Revised and Fourth Edition versions only tap lands for mana.

Card Information

1.52 Dream Coat

Dream Coat

As errata, play the effect as an instant. [Mirage Page 4]

The color change can be used once per turn (either player's turn) and lasts only until the end of that turn. [Duelist Magazine #11, Page 56] Note that it's common to just assume a player is every turn declaring the creature to be of the last color declared instead of forcing them to do so constantly, but if a timing question comes up, this might be important.

The color change is not part of the enchantment and so it will not go away if the enchantment does. It will still last until the end of the turn. [Duelist Magazine #11, Page 56]

Setting the color is not a casting decision. [Aahz 07/25/94]

Since this effect is not permanent, it will not be copied by a Clone. [D'Angelo 05/19/95]

Card Information

1.53 Dream Fighter

Dream Fighter

Affects all creatures that end up blocking it, including ones that are members of bands. [bethmo 09/17/96]

If Dream Fighter is assigned to block a creature with Flanking, the Flanking

effect and the Dream Fighter effect both trigger. The active player's Flanking effect goes first and kill the Dream Fighter with the -1/-1. Then the Dream Fighter effect goes off (remember that destroying the source will not stop the effect from happening) and the attacker phases out. [Aahz 09/24/96]

Since the phasing out is a triggered ability, you cannot cast any spells after it blocks or is blocked and before the phasing out happens. Only other triggered abilities can come before it.
[Duelist Magazine #16, Page 30]

Card Information

1.54 Dreams of the Dead

Dreams of the Dead

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

Removes the creature from the game no matter how it leaves play, including Unsummoning or being killed. [D'Angelo 11/15/95]

If it is removed from the game by Safe Haven, then this effect will not do anything additional. Each player has only one "out of the game" zone, so this effect will not cause the Safe Haven to lose track of the creature. [WotC Rules Team 10/03/96]

Note that the remove from the game is a triggered effect and will only work if the creature is still in the graveyard at the time the effect resolves. If the creature was moved to another zone (like your hand) by a different triggered effect, this one will fail to do anything. [D'Angelo 11/07/96]

Card Information

1.55 Drop of Honey

Drop of Honey

As errata, it should read "...destroy. If at any time there are no creatures in play, bury Drop of Honey." [Encyclopedia Page 124]

Ignore creatures with Protection from Green in choosing which creature it destroys. [WotC Rules Team] Actually ignores any creature it cannot target, like Autumn Willow. [D'Angelo 05/03/96]

Creatures with Protection from Green count in determining if Drop of Honey stays in play. [WotC Rules Team] Actually, any creature which could not be targeted by Drop of Honey, like Autumn Willow, is still counted. [D'Angelo 05/03/96]

If the target becomes invalid after declaration and the effect fizzles, you do not choose another target. [WotC Rules Team 12/03/96] (REVERSAL)

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 if there are no targets at that time, but if there is a target at that time then you must deal with it. [Mirage Page 43]

Card Information

1.56 Drought

Drought

As errata, it should read "During your upkeep, pay (W)(W) or bury Drought. ..." [Encyclopedia Page 78]

You have to sacrifice a Swamp for each black mana in the activation cost. If you use Pestilence with BBBB, that's 4 activations with B each so you sacrifice 4 Swamps. [D'Angelo 06/28/96]

The sacrifice is technically made just prior to the announcement (that's what the "before" on the text means) but this works out the same as "during the announcement" cases except death effects can take place prior to the actual announcement. [Aahz 06/13/96]

Card Information

1.57 Drudge Spell

Drudge Spell

As errata, it should read "(B), Remove from the game two creature cards in your graveyard: Put a..." [Encyclopedia Page 198]

Buries all Skeleton tokens from all sources if it leaves play. It does not just bury ones generated by this Drudge Spell or just ones you control. [Duelist Magazine #9, Page 37]

The creatures in the graveyard are removed from the game during announcement and as a cost. [Duelist Magazine #11, Page 56]

The fact that Skeleton tokens are buried is an aspect of the enchantment and not of the tokens. Thus, only Skeleton tokens which are in play when it leaves play are buried. Ones which are going to appear due to use of the effect but which have not yet appeared are safe. [Duelist Magazine #10, Page 44]

Card Information

1.58 Dust to Dust

Dust to Dust

Since this is "removal from game", it does not count as destruction and is therefore not preventable by Guardian Beast or any form of 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. [Aahz 08/12/94]

Card Information

1.59 Dwarven Armorer

Dwarven Armorer

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. [Duelist Magazine #11, Page 56]

Card Information

1.60 Dwarven Armory

Dwarven Armory

Can be used during your opponent's upkeep as well as your own. [Duelist Magazine #7, Page 100] The upkeep restriction is there to avoid its use during combat.

Card Information

1.61 Dwarven Catapult

Dwarven Catapult

As errata, it should read "Dwarven Catapult does X damage divided evenly among all of target opponent's creatures (round down)." [Encyclopedia Page 179]

Count the number of creatures on resolution of the spell and divide X by that number at that time. [WotC Rules Team 12/15/94] If the number of creatures changes before resolution, the damage done may be different than what you expected.

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

Card Information

1.62 Dwarven Hold

Dwarven Hold

See Bottomless Vault for rulings.

Card Information

1.63 Dwarven Ruins

Dwarven Ruins

When Drain Power or Power Sink resolve and you are forced to "draw all mana" from your lands, you must sacrifice this land if it is untapped.

[D'Angelo 02/15/95] Note that you can tap the land for one mana in response to the Power Sink or Drain Power before they resolve, and keep the land.

Card Information

1.64 Dwarven Soldier

Dwarven Soldier

An Orc blocking or blocked by this card 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, will immediately give the +0/+2 bonus to this card. The bonus is not removed if the Orc is removed from the blocking situation by an effect like General Jarkeld.

[WotC Rules Team 09/22/95]

Card Information

1.65 Dwarven Warriors

Dwarven Warriors

Can be tapped at any time fast effects are legal to make a creature unblockable. For example, if you had Orcish Oriflamme in play, you could tap the Dwarves to make a 2/2 creature unblockable before you declare an attack. Once the attack is declared, the creature is 3/2 because of the Oriflamme. [bethmo]

Can enhance the creature any way you want after the Dwarves make it unblockable without losing the effect. [bethmo/Revised Card Text]

Can be used after a creature is blocked but has no effect. Once a creature is blocked, it cannot be unblocked by anything other than False Orders. [bethmo]

Card Information

1.66 Dwarven Weaponsmith

Dwarven Weaponsmith

As errata, it should read "(Tap), Sacrifice an artifact: Put a +1/+1 counter on target creature. Use this ability only during your upkeep."
[Encyclopedia Page 52]

Card Information
