

MTG_CARD_B

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Chapter 1

MTG_CARD_B

1.1 Card Rulings & Descriptions - B

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Backdraft

Badlands

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Broken Visage

Bronze Horse

Bronze Tablet

Brood of Cockroaches

Brown Ouphe

Browse

Buried Alive

Burnt Offering

1.2 Backdraft

Backdraft

This is not used during damage prevention. It is used later in the turn to affect a spell which happened earlier that turn. [Aahz 11/08/96]

Can be used even if the spell does no damage. [bethmo 07/01/94]

Can be used on a spell that fizzled or on one that has not resolved, and thereby do zero damage. [bethmo 11/27/96]

Card Information

1.3 Badlands

Badlands

The Revised Edition multilands differ from the Limited and Unlimited Edition ones in that they say that if "one land type is altered, the other is unaffected". This applies only to spells like Conversion which alter a land type. It does not mean that Phantasmal Terrain or any other spell which changes a land card to a different type only changes half of a multiland. [PPG Page 223]

Card Information

1.4 Balance

Balance

As errata, it should read "Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then discard cards in hand and sacrifice creatures in play to equalize them in the same way." [Encyclopedia Page 20]

The way this works, is that you look at the table and find the smallest number of lands and balance those first. Then you balance to the smallest number of cards in hand. Finally, you balance number of creatures. [Card Text]

All cards sacrificed at one time go to the graveyard simulatenously. All cards discarded go to the graveyard simultaneously. As always, you pick the order they end up in the graveyard.

Creatures with Protection from White are not ignored by Balance. This

is not considered a targeted ability so they are both counted and valid choices for being sacrificed. [Aahz 12/02/94]

Consecrate Land and Pyramids do not protect a land from being sacrificed, and Balance is considered to be a sacrificing effect. [Aahz 01/07/95]

Animated lands are considered both as lands and as creatures. Just remove whatever you have to in order to achieve "balance". And yes, this does mean that they get double-counted :-(This double counting may result in you having less land (since creatures are balanced last).

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

Has been on the Duelists' Convocation restricted list (only one allowed in a deck) for Classic (Type I) tournaments since 04/19/95. Was on the Standard (Type II) banned list from 01/01/97 to 04/2/97 when it became banned because it was no longer in the base set. It was previously on the Standard (Type II) restricted list from 04/19/95 to 01/01/97. Has been banned from Classic-Restricted (Type I.5) tournaments since 04/19/96. Has always been banned from Extended tournaments.

Card Information

1.5 Balduvian Horde

Balduvian Horde

The discard is not considered forced. It is considered a phase cost to be paid during the phase it enters play. You may not use Library of Leng on the discarded card. [Duelist Magazine #16, Page 25] (REVERSAL)

You discard a card no matter how you bring him into play.
See the Comes Into Play Effects entry in the General Rulings for more information.

Card Information

1.6 Balduvian Trading Post

Balduvian Trading Post

Mana Flare will let you make an extra Red 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. You may not use the mana source speed ability between the time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost. [WotC Rules Team 12/03/96] (REVERSAL) See Comes Into Play Effects in the General Rulings for more information.

Card Information

1.7 Ball Lightning

Ball Lightning

As errata to the The Dark card, it should read "Bury Ball Lightning at end of any turn." [Duelist Magazine #4, Page 138] The creature is buried at the end of any turn in which it is in play.

Card Information

1.8 Barbarian Guides

Barbarian Guides

Can give Snow-Covered landwalk for basic or non-basic types, but it must be for a specific type. Examples include, MountainWalk, Maze of Ith-Walk, and Tolaria-Walk. Entire classes of landwalk are not supported. [Duelist Magazine #7, Page 99] Legendary Landwalk, Black Landwalk, and so on are not usable.

Card Information

1.9 Barbed Sextant

Barbed Sextant

As errata, play the effect as a mana source. [Mirage Page 2]

As errata, the Ice Age version of this card should have you draw a card at the beginning of the next turn, not the next turn's upkeep. [Duelist Magazine #18, Page 28] This makes it identical to the Fifth Edition version.

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

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

Card Information

1.10 Barishi

Barishi

You still shuffle the creatures cards into the library even if this card is not in your graveyard when the triggered effect resolves. [Aahz 06/13/97]

Card Information

1.11 Barreling Attack

Barreling Attack

As errata, it should read "for each creature blocking it" instead of "for each creature that blocks it". The effect is not permanent and it only counts creatures blocking it on resolution of this spell.

[WotC Rules Team 10/03/96]

Card Information

1.12 Barrow Ghoul

Barrow Ghoul

During the upkeep ability, the creature card is removed from the graveyard as a cost, so if you have two Barrow Ghouls, you need one creature card for each if you want to keep them both. [D'Angelo 12/29/97]

Card Information

1.13 Barl's Cage

Barl's Cage

Does not prevent a creature from untapping during upkeep phase. It just stops the "normal" untap during the untap phase. [Aahz 12/02/94]

Affects the next untap of that creature for whoever controls it at that time. In other words, the effect does not remember the current controller. [bethmo 11/27/96]

Card Information

1.14 Baron Sengir

Baron Sengir

Vampire Bats are not Vampires, they are Bats, so they cannot be regenerated. [Aahz 10/25/95]

The Baron is not a Vampire. [D'Angelo 09/02/97]

Card Information

1.15 Bartel Runeaxe

Bartel Runeaxe

As errata, it should read "Bartel Runeaxe cannot be the target of creature enchantments. Attacking does not cause Bartel Runeaxe to tap."
[Encyclopedia Page 141]

The errata gets rid of the word "spells", so the "cannot be targeted" effect applies to any way to target him with an enchantment, including casting an enchantment spell and all ways to move enchantments onto him.
[WotC Rules Team 05/26/96] Note that this makes Bartel's ability very different from other cards, such as Deadly Insect, which cannot be targeted by spells or effects.

Cannot be targeted by enchant creature spells while in play, and will remove one if you somehow get one there. [Duelist Magazine #6, Page 131]

Animate Dead, Dance of the Dead, and Necromancy become creature enchantments and thus are removed by Bartel's ability. [D'Angelo 06/14/97]

Can be targeted by abilities of enchantments.
[Duelist Magazine #12, Page 26]

Is only immune to Enchant Creature enchantments. Enchant Permanent and other local enchantments which are somehow enabled to target him are not affected by his ability. [DeLaney 01/28/97]

Card Information

1.16 Basal Thrull

Basal Thrull

As errata, play the effect as a mana source. [Mirage Page 2]

Card Information

1.17 Basalt Golem

Basalt Golem

The token creature is put into play as a triggered ability on blocking being declared. It does not wait until the end of combat to enter play.
[D'Angelo 03/13/97]

Card Information

1.18 Basalt Monolith

Basalt Monolith

As errata, it should read "(Tap): Add 3 colorless mana to your mana pool. This mana may not be used to pay for any Basalt Monolith's untap ability. Does not untap as normal during untap phase; you may spend (3) at any other time to have Basalt Monolith untap at the end of the phase. Drawing mana from this artifact is played as a mana source."
[Encyclopedia Page 208] [Mirage Page 2]

The untapping of a Monolith is not an activation cost. [D'Angelo 02/01/95]

Text on this card was changed between the Alpha and Beta printings of the Limited Edition.

Card Information

1.19 Battering Ram

Battering Ram

As errata, the effect should read "Whenever a Battering Ram is blocked by a wall, destroy the wall at end of combat." The entry in the Magic Official Encyclopedia on Page 20 has the words all mangled.

A wall blocking this card gets a "destroy at end of combat" effect placed upon it when it is assigned as a blocker. The effect is added to a wall which becomes a blocker by any means, including being moved into being a blocker by an effect such as General Jarkeld. This mark stays even if the wall is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

Before the errata, the Fourth Edition version of this card destroys the walls at end of combat while the Antiquities version destroys the walls during normal damage dealing. [Duelist Magazine #5, Page 10]

Card Information

1.20 Bayou

Bayou

See

Badlands
for rulings.

Card Information

1.21 Bazaar of Baghdad

Bazaar of Baghdad

As errata, it should read "(Tap): Draw 2 cards; then choose and discard three cards from your hand." [Encyclopedia Page 123]

This is all one effect. You draw 2 and return 3 cards all in the effect's resolution. Only mana sources may be used between the drawing and the returning of cards. [D'Angelo 11/07/96]

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]

You can use the Library of Leng ability to put the discarded cards back on top of your library. [Aahz 07/25/94]

Card Information

1.22 Bazaar of Wonders

Bazaar of Wonders

Because it only looks in play and in the graveyard, you can cast several of the same spell in the same batch of effects. This is because a spell which has been announced but has not yet resolved is in "limbo" and is not checked. [bethmo 11/06/96]

The Bazaar of Wonders only looks at a spell just after the spell is announced, so if a card of the same name goes to the graveyard after announcement but before that spell resolves, the spell will not be countered. [bethmo 11/07/96] If a spell of the same name goes to the graveyard during announcement (discarding as a cost for example), then the spell will be countered. [Aahz 01/17/97]

Cannot counter mana sources since mana sources resolve completely before a trigger like this is deal with. [D'Angelo 11/11/96]

Card Information

1.23 Benalish Missionary

Benalish Missionary

Works even if the creature is "blocked" by an effect rather than actual creatures. [DeLaney 06/12/97]

Card Information

1.24 Benevolent Unicorn

Benevolent Unicorn

Reduces damage at the start of damage prevention if the damage came from a spell. The ability does get re-applied if the damage is redirected because the damage still tracks its original source as being a spell. [D'Angelo 11/21/97]

Card Information

1.25 Berserk

Berserk

As errata, it should read "Until end of turn, target creature gains trample and +X/+0, where X is the creature's power. If it attacks..." [Encyclopedia Page 56] This makes it a one time bonus and not something that recalculates.

The creature can regenerate from dying due to attacking under Berserk.

The creature only dies if it attacks, not if it defends.

If the card stops being a creature before the end of the turn, it is still destroyed. This happens with Jade Statue, and can happen with other animated cards. [WotC Rules Team 02/09/95]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. Was always banned from Type II tournaments because it is not in the current edition. Has always been banned from Type I.5 tournaments.

Card Information

1.26 Bestial Fury

Bestial Fury

The ability kicks in at the end of declaration of blocking if the creature has any blockers at that time. How the blocker blocked the creature does not matter. [bethmo 06/28/96]

Card Information

1.27 Betrayal

Betrayal

Targets a creature an opponent controls, so it buries itself if it is ever on one of your creatures. [bethmo 11/11/97]

Card Information

1.28 Betrothed of Fire

Betrothed of Fire

If this card is on a creature you do not control, you may not use the ability to sacrifice the creature. This is because you cannot sacrifice something you do not control. [D'Angelo 06/16/97]

Card Information

1.29 Birds of Paradise

Birds of Paradise

As errata, play the effect as a mana source. [Mirage Page 2]

Text changed between Alpha and Beta printings to explicitly say "one mana of any color" instead of just "one mana".

Card Information

1.30 Black Lotus

Black Lotus

As errata, it should read "(Tap): Sacrifice Black Lotus to add three mana of any single color to your mana pool. Play this ability as a mana source." It is of type "Artifact" not "Mono Artifact". [Encyclopedia Page 208] [Mirage Page 2]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 01/25/94. It has always been banned from Type II tournaments because it is not in the current edition. Has always been banned from Type I.5 tournaments.

Card Information

1.31 Black Mana Battery

Black Mana Battery

As errata, play the mana gaining effect as a mana source. [Mirage Page 2]

You may not remove mana counters from the Battery except at the time when

you tap it for the one other mana. The effect is pretty much that you tap for X+1 mana where X is the number of counters removed.

[Duelist Magazine #2, Page 8] X can be zero. [D'Angelo 02/03/95]

Can be tapped even if it has no counters. [D'Angelo 05/12/95]

Cannot be affected by Rust since this is a Mana Source effect and cannot be interrupted. [D'Angelo 11/14/96]

Card Information

1.32 Black Vise

Black Vise

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]

Amount of damage is determined in when the effect is resolved and not when it is announced. [D'Angelo 10/05/95]

If you take control of a Vise that targets you, you continue to take damage from it. The "target opponent" check is only made when it is cast and is not checked by the effect again after it is in play. [D'Angelo 01/07/96]

The Fourth Edition version does damage at the end of upkeep. The Limited, Unlimited and Revised Edition versions do damage at a time of your choice during upkeep. [Duelist Magazine #5, Page 10]

Was on the Duelists' Convocation banned list (none allowed in a deck) for Type II tournaments from 01/01/97 to 04/24/97 when it became banned because it is no longer in the base set. Previously, it had been on the restricted list (only 1 per deck) for Type II tournaments from 02/01/96 to 01/01/97. It was on the restricted list for Type I tournaments from 02/01/96 to 04/01/96 and is back on the restricted list as of 07/01/97. Has been banned from Type I.5 tournaments since 02/01/96.

Card Information

1.33 Black Ward

Black Ward

Cannot cause itself to be removed. This is considered errata to the Limited, Unlimited and Revised Edition versions of this card.

[Duelist Magazine #3, Page 79] The Fourth Edition card is correctly worded.

Card Information

1.34 Blanket of Night

Blanket of Night

+ The land can now be tapped for black mana in addition to any other abilities it already has. [Visions FAQ 02/16/97] This works just as if the text "Tap: Add B to your mana pool" was added to each mana-producing land. [D'Angelo 01/26/98]

This effect is applied after the base type of the land is applied, so using a Phantasmal Terrain to change a land's type will not erase the Swamp effect. [Duelist Magazine #17, Page 25] (REVERSAL)

The lands now get the name "Swamp" in addition to their current name. [DeLaney 02/02/97]

Whether the land is a basic land or not is unchanged by this effect. [Duelist Magazine #17, Page 25]

If this effect is applied to a Snow-Covered land, the land is now a Snow-Covered Swamp and not just a regular Swamp. [bethmo 03/23/97]

More than one Blanket of Night has no meaningful additional effect. [D'Angelo 08/22/97]

Card Information

1.35 Blaze of Glory

Blaze of Glory

As errata, it should read "Until end of turn, target blocking creature can and must block all creatures it can legally block." [Encyclopedia Page 56]

The text "controller of target creature may distribute damage among attackers as desired" is a restatement of the combat rules and does not override the attacker's right to distribute damage when attacking with a banded group. [bethmo]

Does not allow a tapped creature to block, or allow a creature to block any creatures it would not normally be able to block. If a Goblin War Drums is in effect and no other creature chooses to block, then this creature could not block. [WotC Rules Team 12/15/94]

A "defending" creature should be read as a "a creature controlled by the defending player" creature under the current rules. [Aahz 07/05/95]

Card Information

1.36 Blazing Effigy

Blazing Effigy

If it dies and there are no creatures in play to target, then the effect does nothing. [Aahz 05/16/95]

The controller when it dies gets to use the effect. [D'Angelo 08/09/95]

The damage happens as a triggered effect of the Effigy going to the graveyard. This damage is resolved immediately in a damage prevention step. [D'Angelo 10/01/96]

Card Information

1.37 Blessed Wine

Blessed Wine

As errata, the Ice Age version of this card should have you draw a card at the beginning of the next turn, not the next turn's upkeep. [Duelist Magazine #18, Page 28] This makes it identical to the Fifth Edition version.

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

Card Information

1.38 Blessing

Blessing

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

Card Information

1.39 Blood Lust

Blood Lust

The text "target creatures gain..." should say "target creature gains" since (as the next sentence shows) the spell only targets one creature. [Duelist Magazine #2, Page 7]

The +4/-4 is applied when the spell resolves and will not lower the toughness below 1. So, if a 1/1 creature has Blood Lust cast on it, it becomes a 5/1 creature. Later spells to modify toughness modify from this base, so a Giant Growth would make it an 8/4 creature. [WotC Rules Team 02/09/95]

If the toughness was below one before Blood Lust took effect, it will not raise the toughness up to one. It just applies a -4, so a creature which was 2/-2 when Blood Lust resolves becomes 6/-6.
[Duelist Magazine #7, Page 100] I don't think a zero or less toughness is possible under the current rules, so this may be a moot ruling.

Card Information

1.40 Blood Moon

Blood Moon

Does affect multilands and all other special lands.
[Duelist Magazine #3, Page 6]

Does not affect snow-covered basic lands. [Duelist Magazine #6, Page 132]

It immediately changes a non-basic land entering play into a Mountain, but it does so only after effects that trigger on the original entering play trigger. The triggered effects resolve after it becomes a Mountain. For example, if a land is played which requires a sacrifice when it enters play, you must do the sacrifice at that time. [Bethmo 07/10/96]

Card Information

1.41 Blood of the Martyr

Blood of the Martyr

The Chronicles version forces you to redirect all the damage to you or to redirect none of it. The Dark version lets you do partial redirections.
[Duelist Magazine #7, Page 100]

This is not a damage prevention effect so it cannot be used during damage prevention. It is used before damage prevention in order to allow its use later in the turn. [Aahz 07/23/96]

Card Information

1.42 Blood Pet

Blood Pet

You can sacrifice it for mana during damage prevention. If you do so, any damage on it never becomes successfully dealt. This stops Trample and other side-effects of damage dealing to the Blood Pet. But, you do have the one black mana to deal with. [D'Angelo 10/20/97]

Card Information

1.43 Bloodrock Cyclops

Bloodrock Cyclops

No penalty if it cannot attack. [DeLaney 06/12/97]

Card Information

1.44 Blossoming Wreath

Blossoming Wreath

Creatures are counted on resolution. [DeLaney 06/12/97]

Card Information

1.45 Blue Elemental Blast

Blue Elemental Blast

As errata, play the effect as an instant when targeting a permanent and as an interrupt when targeting a spell. [Mirage Page 4] The spell is still an "interrupt" and not an "instant" for effects that affect certain spell types. [Aahz 09/19/96]

The decision to counter a spell or destroy a permanent is a decision made on announcement before a target of the proper type is selected. If the spell is redirected, this mode cannot be changed, so only targets of the selected type are valid. [Duelist Magazine #8, Page 50] See the Modal Effects entry in the General Rulings.

The Limited, Unlimited, and Revised Edition versions only can target blue cards or spells while the Fourth Edition one can target any blue permanent (including tokens) or spells. [Duelist Magazine #5, Page 10]

Card Information

1.46 Blue Mana Battery

Blue Mana Battery

See

Black Mana Battery
for rulings.

Card Information

1.47 Blue Ward

Blue Ward

See

Black Ward
for rulings.

Card Information

1.48 Bogardan Firefiend

Bogardan Firefiend

You must pick a target creature, even if you are the only player with creatures in play. [D'Angelo 06/12/97]

Card Information

1.49 Bogardan Phoenix

Bogardan Phoenix

When it dies, it comes back under the control of the player who controlled it when it died. This is because they control the return to play effect. [Aahz 01/29/97]

Card Information

1.50 Bog Rats

Bog Rats

No, these do not affect Plague Rat totals. [Aahz 08/09/94]

Card Information

1.51 Bone Harvest

Bone Harvest

You have to show the creatures you put on top of your library, along with the order you put them there. [Duelist Magazine #16, Page 28]

Card Information

1.52 Bone Mask

Bone Mask

If you do not have enough cards in your library, the damage is still prevented and all the cards in your library are removed.

[D'Angelo 01/22/97]

Card Information

1.53 Bone Shaman

Bone Shaman

The errata issued in Duelist Magazine #6, Page 22 and Magic Official Encyclopedia Page 75 has been removed. There is no longer errata to this card. [WotC Rules Team 12/03/96]

The text "Any creature damaged by Bone Shaman this turn cannot regenerate until end of turn" means that the creature cannot use any regeneration ability or effect during this turn. You cannot and do not just wait until the end of the turn with the creature partly dead and then use regeneration. [D'Angelo 06/14/95]

Since "at end of turn" happens after "until end of turn" effects wear off, the creature could regenerate from a "destroy at end of turn" effect.

[D'Angelo 10/01/96]

The "cannot regenerate" ability works only if some damage to the creature is not prevented. It is a side effect of damaging the creature.

[D'Angelo 01/21/97] Based on Incinerate ruling on similar effect.

Card Information

1.54 Booby Trap

Booby Trap

The card draw is in the player's hand before the trigger is played. This means if the card is a mana source or damage prevention spell, it can be played. [bethmo 11/03/97]

You name a card title when playing this card. [D'Angelo 11/5/97]

Card Information

1.55 Book of Rass

Book of Rass

You cannot spend yourself to below zero life. You cannot spend life you don't have. [Duelist Magazine #9, Page 35]

Card Information

1.56 Boris Devilboon

Boris Devilboon

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

Card Information

1.57 Bosium Strip

Bosium Strip

The part of the effect which removes the spell card from the game is a triggered ability which triggers on the playing (announcing) of the spell. This means the spell gets removed before interrupts or responses can be announced. It also means that the remove from the game trigger is dealt with along with other normal triggers. This makes it possible for an effect such as Bazaar of Wonders to be dealt with first and to have the spell countered before the remove from game effect and to have the remove from game effect fizzle. [Aahz 08/04/97]

Note that even though the spell being cast no longer has a physical card associated with it, it is still a valid spell and can be countered, and so on. [Aahz 06/14/97]

Cards which remove cards from the graveyard as a cost can affect themselves when cast using Bosium Strip. For example, Spinning Darkness will remove itself as a cost before the Strip effect removes it. [Aahz 06/24/97]

Once activated, you can cast as many spells as you want from the graveyard during that turn (which meet the criteria). [D'Angelo 10/13/97]

Because the card is removed from the game as triggered on announcement, a Memory Lapse will not be able to put the card onto the library. [D'Angelo 11/14/97]

Card Information

1.58 Bottle of Suleiman

Bottle of Suleiman

As errata, it should read "(1): Sacrifice Bottle of Suleiman to Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Bottle of Suleiman deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying." [Encyclopedia Page 208]

The Djinn is an artifact creature. [Card Text]

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

The coin is flipped on resolution and not on declaration of the effect. [Aahz 12/21/94]

It cannot be used to attack in the turn in which it is "created" by paying the artifact's cost. It comes into play with summoning sickness like any creature does.

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

The Arabian version of the card required tapping to use it. [Aahz 07/29/94]

Card Information

1.59 Bottomless Vault

Bottomless Vault

Gets a counter if it is tapped when the mandatory untap phase effect resolves during the untap phase. Since mana sources are allowed during untap, you can tap the land for zero mana prior to doing the untap phase effect and then choose not to untap it all during this phase. [Aahz 09/18/96] The counter itself gets added during resolution of the untap effect. [Aahz 12/14/96]

Does not get a counter if Stasis is in play, but does get one if you don't untap it due to Winter Orb. [WotC Rules Team 11/16/94] This is because Stasis causes the untap phase to be skipped and thereby no chance to get a counter, and Winter Orb just makes the choice of keeping it tapped easier.

Can be tapped for zero mana. [Peterson 12/19/94]

It is considered "tapped for mana" for purposes of Mana Flare and Wild Growth even if you choose to take zero mana from it. [WotC Rules Team 12/15/94]

Mana Short will not draw any of the counters out of the land. It just taps the land. [Aahz 12/06/94]

Power Sink and Drain Power both draw mana from lands if they are untapped and will draw from the counters on the land... but if you want, you can interrupt either of these spells to tap the land for zero mana and then it won't be drained. [Aahz 12/06/94] In friendly play, you can assume you are smart enough to defeat this and just assume it taps for zero,

but watch out for picky people in tournament play.

It taps for mana at Mana Source speed. [Mirage Page 2]

Enters play tapped even if an immediate effect like Blood Moon immediately changes it to something else. [WotC Rules Team 12/15/94]

Counters are not lost if the land is changed to another land type. They wait around for the land to change back. [Aahz 03/06/95]

Card Information

1.60 Bounty of the Hunt

Bounty of the Hunt

See Pitch Spells in the General Rulings for more information.

If a creature phases out before the end of turn, it avoids having the counters removed. [bethmo 09/27/96]

Card Information

1.61 Braingeyser

Braingeyser

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Classic (Type I) tournaments since 01/25/94. It has been banned from Standard (Type II) tournaments since 05/02/95 since it is not in the current edition. Has always been banned from Classic-Restricted (Type I.5) and Extended tournaments.

Card Information

1.62 Brainstorm

Brainstorm

This is all one effect. You draw 3 and return 2 cards all in one resolution. Only mana sources may be used between the two. [D'Angelo 11/07/96]

This will count as 3 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

1.63 Brainwash

Brainwash

This effect is paid for during the Declare Attackers step of the attack phase. This is a specialized effect. [Aahz 01/27/95]

If paid once, the creature is not prevented from attacking for the rest of the turn, even if additional attacks can be declared. [Aahz 02/16/97]

Card Information

1.64 Brass Man

Brass Man

The Fourth Edition version has the untapping listed as an activation cost while the Arabian Nights and Revised Edition versions had it as an ability. [Duelist Magazine #5, Page 10]

Card Information

1.65 Breathstealer's Crypt

Breathstealer's Crypt

The revelation and side effect are both dealt with as a triggered effect. If the card is not still in your hand when the trigger is dealt with, then it will not be revealed. [Aahz 02/16/97]

Card Information

1.66 Breeding Pit

Breeding Pit

Must actually be in play at the end of turn in order for you to get a Thrull. The getting of the Thrull is not part of paying the upkeep, it is part of having the card in play. [D'Angelo 04/12/95]

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

Card Information

1.67 Brine Hag

Brine Hag

Effect is permanent. [bethmo 06/16/94]

The effect works on a creature even if the damage was redirected from another target to the Hag. [WotC Rules Team 09/15/94]

This effect changes the base power/toughness of the creature. It does not negate any enchantments or other effects on that creature. [D'Angelo 11/11/96]

Card Information

1.68 Brine Shaman

Brine Shaman

As errata, the second ability should read "(1) (U) (U): Sacrifice a creature to counter target summon spell. Play this ability as an interrupt". [Encyclopedia Page 75]

Card Information

1.69 Broken Visage

Broken Visage

The Shadow token creature gets a fixed power/toughness equal to the power/toughness of the target creature when Broken Visage resolves. This includes the effects of any enchantments or other effects on the target creature. The Shadow token never gets a variable power/toughness. [D'Angelo 10/29/95]

The token creature comes into play under your control regardless of who controlled the target creature. [Duelist Magazine #9, Page 36]

Card Information

1.70 Bronze Horse

Bronze Horse

The damage is reduced to zero at the start of damage prevention. [Aahz 11/08/96]

The various versions of this card all behave the same. [Aahz 11/08/96]

Card Information

1.71 Bronze Tablet

Bronze Tablet

As errata, it should read "Comes into play tapped. {4},{Tap}: Remove Bronze Tablet and target card in play that you do not own from the game. You become the owner of that card, and that card's owner becomes the owner of Bronze Tablet. That player may prevent this exchange by paying 10 life; if he or she does so, bury Bronze Tablet. Effects that prevent or redirect damage cannot be used to counter this loss of life. Remove Bronze Tablet from your deck before playing if not playing for ante." [Encyclopedia Page 208] [Mirage Page 4] [Duelist Magazine #15, Page 28] Note that it is not played as an interrupt any more.

Only cards in play can be targeted. Not just any one your opponent owns. [Duelist Magazine #5, Page 10]

Cannot choose to lose 10 life if you have less than 10 life, but you may choose to give up the game immediately. This has roughly the same effect.

The loss of life cannot be prevented by any spell or effect, including the Conservator. [bethmo]

If the card being targeted by the Bronze Tablet is removed before Tablet takes effect, then the Tablet fails to work and remains tapped.

If using a Copy Artifact of the Tablet, you must trade the Copy Artifact card to your opponent just like you would have traded the Tablet. [bethmo]

You can take control of your opponent's Tablet and in the trade you only have to give them back their Tablet. [Duelist Magazine #2, Page 15]

Has been on the Duelists' Convocation banned list (not allowed in a deck) for Classic (Type I), Standard (Type II), and Classic-Restricted (Type I.5) tournaments since 05/02/94 because it is only used in games for Ante. Now banned in Standard (Type II) because it is not in the base set. Has always been banned from Extended tournaments.

Card Information

1.72 Brood of Cockroaches

Brood of Cockroaches

As errata, you lose life instead of paying life. [Visions FAQ 02/16/97] Should say that it returns itself to "owner's hand" not "your hand". [WotC Rules Team 03/14/97]

The loss of life is not optional. [bethmo 01/28/97]

You can go below zero life. (This is a REVERSAL based on the errata)

The life loss and the return to hand both happen at end of turn as a single effect. It is not two separate effects with the life loss at the time of death. [Visions FAQ 02/16/97]

Card Information

1.73 Brown Ouphe

Brown Ouphe

As errata, it should read "(1) (G), (Tap): Counter target artifact effect requiring an activation cost. Play this ability as an interrupt."
[Encyclopedia Page 75]

Only counters an effect generated by a single activation of the artifact.
[WotC Rules Team 06/15/95]

Attacking is not an activation and cannot be countered. [D'Angelo 07/24/95]

Card Information

1.74 Browse

Browse

If used with less than 5 cards in your library, you put one in your hand and remove the others from the game. This is not an immediate loss of the game. [Bethmo 07/16/96]

Card Information

1.75 Buried Alive

Buried Alive

You can choose zero creatures. [DeLaney 06/12/97]

Card Information

1.76 Burnt Offering

Burnt Offering

As errata, 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]

Card Information