

# **MTG\_CARD\_P**

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# Contents

<b>1</b>	<b>MTG_CARD_P</b>	<b>1</b>
1.1	Card Rulings & Descriptions - P	1
1.2	Palladia-Mors	3
1.3	Panic	3
1.4	Paralyze	4
1.5	Parapet	4
1.6	Part Water	5
1.7	Peace Talks	5
1.8	Pearl Medallion	5
1.9	Pendelhaven	5
1.10	Pentagram of the Ages	6
1.11	Personal Incarnation	6
1.12	Pestilence	6
1.13	Pestilence Rats	7
1.14	Petra Sphinx	7
1.15	Phantasmal Forces	7
1.16	Phantasmal Terrain	8
1.17	Phantasmal Sphere	8
1.18	Phyrexian Devourer	8
1.19	Phyrexian Gremlins	9
1.20	Phyrexian Grimoire	9
1.21	Phyrexian Maurader	9
1.22	Phyrexian Portal	9
1.23	Phyrexian Splicer	10
1.24	Piety	10
1.25	Pikemen	10
1.26	Pillar Tombs of Aku	10
1.27	Pirate Ship	11
1.28	Pit Scorpion	11
1.29	Plague Rats	11

---

1.30 Planar Gate . . . . .	11
1.31 Plateau . . . . .	12
1.32 Political Trickery . . . . .	12
1.33 Polymorph . . . . .	12
1.34 Portent . . . . .	13
1.35 Power Artifact . . . . .	13
1.36 Powerleech . . . . .	13
1.37 Power Sink . . . . .	14
1.38 Power Surge . . . . .	15
1.39 Pox . . . . .	15
1.40 Preacher . . . . .	15
1.41 Presence of the Master . . . . .	16
1.42 Priest of Yawgmoth . . . . .	16
1.43 Primal Clay . . . . .	16
1.44 Primitive Justice . . . . .	17
1.45 Primordial Ooze . . . . .	17
1.46 Princess Lucrezia . . . . .	17
1.47 Prismatic Ward . . . . .	17
1.48 Prodigal Sorcerer . . . . .	18
1.49 Propaganda . . . . .	18
1.50 Prophecy . . . . .	18
1.51 Prosperity . . . . .	18
1.52 Psionic Entity . . . . .	19
1.53 Psychic Allergy . . . . .	19
1.54 Psychic Purge . . . . .	19
1.55 Psychic Transfer . . . . .	20
1.56 Psychic Venom . . . . .	20
1.57 Psychic Vortex . . . . .	20
1.58 Puppet Master . . . . .	20
1.59 Purelace . . . . .	21
1.60 Purgatory . . . . .	21
1.61 Pygmy Hippo . . . . .	21
1.62 Pyknite . . . . .	22
1.63 Pyramids . . . . .	22
1.64 Pyroblast . . . . .	22
1.65 Pyrokinesis . . . . .	23
1.66 Pyrotechnics . . . . .	23

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## Chapter 1

# MTG\_CARD\_P

### 1.1 Card Rulings & Descriptions - P

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Palladia-Mors  
Panic  
Paralyze  
Parapet  
Part Water  
Peace Talks  
Pearl Medallion  
Pendelhaven  
Pentagram of the Ages  
Personal Incarnation  
Pestilence  
Pestilence Rats  
Petra Sphinx  
Phantasmal Forces  
Phantasmal Terrain  
Phantasmal Sphere  
Phyrexian Devourer

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Phyrexian Gremlins  
Phyrexian Grinmoire  
Phyrexian Maurader  
Phyrexian Portal  
Phyrexian Splicer  
Piety  
Pikemen  
Pillar Tombs of Aku  
Pirate Ship  
Pit Scorpion  
Plague Rats  
Planar Gate  
Plateau  
Political Trickery  
Polymorph  
Portent  
Power Artifact  
Powerleech  
Power Sink  
Power Surge  
Pox  
Preacher  
Presence of the Master  
Priest of Yawgmoth  
Primal Clay  
Primitive Justice  
Primordial Ooze  
Princess Lucrezia  
Prismatic Ward

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Prodigal Sorcerer

Propaganda

Prophecy

Prosperity

Psionic Entity

Psychic Allergy

Psychic Purge

Psychic Transfer

Psychic Venom

Psychic Vortex

Puppet Master

Purelace

Purgatory

Pygmy Hippo

Pyknite

Pyramids

Pyroblast

Pyrokinesis

Pyrotechnics

## 1.2 Palladia-Mors

Palladia-Mors

As errata, it is of type "Summon Legend" and not "Summon Elder Dragon Legend". [Encyclopedia Page 60]

Card Information

## 1.3 Panic

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Panic

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

## 1.4 Paralyze

Paralyze

Note that the enchantment is a permanent. It does not leave once it is paid. This is a common mistake.

Because Paralyze is paid during upkeep, the creature does avoid restrictions on the untap phase such as Smoke, and can untap when Stasis is in effect, or untap around the Meekstone. [bethmo]

May be paid more than once a turn if you have enough mana.  
[Duelist Magazine #5, Page 123]

If two Paralyzes are on a creature, 8 mana must be spent to untap it. Untap costs are cumulative. It is not mandatory that you pay the mana cost. See Untap Cost in the General Rulings for more information.

The creature becomes tapped when Paralyze is resolved, not when it is declared. [Aahz 07/29/94]

Paralyze can be used on creatures which are already tapped.

The Limited and Unlimited versions of this card said to pay the mana during the untap phase. This is not valid under the current rules and so it should be paid during the upkeep phase, just like the Revised and Fourth Edition versions of the card state. [PPG Page 113]

Card Information

## 1.5 Parapet

Parapet

See Play as a... in the General Rulings for more information.

Card Information

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## 1.6 Part Water

Part Water

The "UXX" casting cost is not a misprint. It means to spend one blue plus two times X colorless to cast the spell. [Duelist Magazine #2, Page 7]

Card Information

## 1.7 Peace Talks

Peace Talks

Can be played after your attack. [bethmo 02/10/97]

It affects the current turn and the next turn. This could affect the same player twice if they have two turns in a row, or it could affect different players. In a multiplayer game it affects exactly two turns, not a full round of turns. [D'Angelo 08/18/97]

Does stop triggered abilities which target a permanent or player from being played. For example, a Nekrataal can be cast, but the "comes into play" triggered ability to bury a creature could not be played. [D'Angelo 01/06/98]

Card Information

## 1.8 Pearl Medallion

Pearl Medallion

See Helm of Awakening for Rulings.

Card Information

## 1.9 Pendelhaven

Pendelhaven

Checks the current power/toughness of the creature and not the text printed on the bottom corner of the card. If the creature is enchanted or otherwise enhanced to not be 1/1 anymore, you cannot use this card on the creature. [D'Angelo 02/03/95]

The creature is checked to see if it is 1/1 when you declare the effect and when it is resolved, so if the creature's total power/toughness is changed from 1/1 to something else between declaration and resolution, then it fizzles. [bethmo 06/22/94]

Card Information

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## 1.10 Pentagram of the Ages

Pentagram of the Ages

Does not remove all damage done this turn from the source, just all damage from that source which is being handled in the current damage prevention step. [Aahz 07/09/95]

Card Information

## 1.11 Personal Incarnation

Personal Incarnation

As errata to the Limited, Unlimited and Revised Edition versions of this card, it should read "...If Personal Incarnation goes to the graveyard from play...". [Duelist Magazine #4, Page 133] And "caster should be read as "owner". [Aahz 11/08/96]

The loss of life caused when the Incarnation dies cannot be prevented by any spell or effect. It is not damage, and it is not prevented by the Conservator, Circle of Protection, Reverse Damage or anything else. [PPG Page 113]

You do not lose life if Swords to Plowshares is used on it since it does not go to the graveyard. [Snark]

If the Incarnation has Creature Bond on it when it dies, the order in which loss of life from the Incarnation and the damage from Creature Bond happens depends on who controls the two triggered effects. [D'Angelo 11/08/96] If one player controls both, then they decide the order. If different players control them, then the current player's effect goes first.

If two Incarnations die at once, you lose half of your life, then half of what is left. [WotC Rules Team]

Note that the owner of the Incarnation loses life when it is destroyed, not the controller. So if you control your opponent's Incarnation you can let it die to make them lose life. [bethmo 09/09/94]

If you have less than zero life when the Incarnation dies, treat it as if you had zero life. You do not gain life. [Aahz 05/30/95]

Card Information

## 1.12 Pestilence

Pestilence

As errata, it should read "At the end of any turn, if there are no creatures in play, bury Pestilence. (B): Pestilence deals 1 damage to each

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creature and player." [Encyclopedia Page 38]

There are a number of rulings on the use of this card. See the Activation Cost entry in the General Rulings for more information.

It is not targeted, so it will damage creatures with Protection from Black, but note that Protection from Color immediately reduces all damage of that color to zero, so the damage goes away and does not hurt the creature. [Mirage Page 21]

Each activation is considered a new damage effect. An activation can only be 1 point of damage. You cannot multiply pump the effect in one activation. [Duelist Magazine #12, Page 26]

It can stay in play if there is a creature which is buried at end of turn if you check the Pestilence prior to burying that creature. Similarly, if a creature comes into play at end of turn, you can check Pestilence after that. [D'Angelo 11/07/96] Remember that "until end of turn" effects wear off before this, so a Mishra's Factory cannot keep Pestilence in play, and that the current player's "at end of turn" effects happen before the other player's.

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

Card Information

## 1.13 Pestilence Rats

Pestilence Rats

Does not count itself for determining power. It only counts `_other_ Rats`. [Card Text]

Card Information

## 1.14 Petra Sphinx

Petra Sphinx

The turning over of a card for the Sphinx does not count as "drawing" a card for purposes of Underworld Dreams or any other effect which looks at cards drawn. [Aahz 06/22/94]

You will not lose the game if there are no cards in your library when the Sphinx is used on you. It simply does not work. [Aahz 06/22/94]

Card Information

## 1.15 Phantasmal Forces

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## Phantasmal Forces

As errata, it should read "Flying. During your upkeep, pay (U) or bury Phantasmal Forces." [Encyclopedia Page 38]

Paying the upkeep is optional, but if you do not pay it the Forces are placed in the graveyard. [Aahz]

The Alpha printing version of this card had a 'U' where the blue mana symbol is on all further printings.

Card Information

## 1.16 Phantasmal Terrain

### Phantasmal Terrain

Only the basic land types can be declared. Multilands are not basic types nor are the expansion set lands. [bethmo]

Multilands and expansion set land cards are valid targets for the spell. [bethmo]

A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced and removes any and all special abilities the land may otherwise have had. [Mirage Page 58]

Will not add or remove Snow-Covered nature from a land. [Duelist Magazine #6, Page 132]

This change lasts until another spell or effect overrides it, or until the enchantment is removed. [bethmo 05/03/94] This works just like all other enchantments.

Card Information

## 1.17 Phantasmal Sphere

### Phantasmal Sphere

The opponent is chosen when the Sphere leaves play. [Bethmo 06/10/96]

Card Information

## 1.18 Phyrexian Devourer

### Phyrexian Devourer

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Is buried immediately upon an effect changing its power to 7 or more.  
[Aahz 05/21/96] This means a Giant Growth or something can kill it.

Card Information

## 1.19 Phyrexian Gremlins

Phyrexian Gremlins

Only prevents artifact from untapping during untap phase. Ones that untap during upkeep are not inhibited. [Aahz]

Can target a tapped artifact. [Duelist Magazine #5, Page 22]

The target artifact cannot untap if the Gremlins start the untap phase tapped, even if it is your artifact and you plan on untapping the Gremlins. [Aahz 06/06/94]

If the Gremlins somehow become an artifact and then tap themselves, they can never be untapped during the untap phase. They must be untapped by an external effect. [Aahz 06/06/94]

Effect does not end if the target stops being valid. For example, if it stops being an artifact. [WotC Rules Team 02/09/95]

Card Information

## 1.20 Phyrexian Grimoire

Phyrexian Grimoire

+ As errata, change "target opponent" to "an opponent". It does not target the opponent, but you still choose an opponent. [WotC Rules Team 02/01/98]

Card Information

## 1.21 Phyrexian Maurader

Phyrexian Maurader

It only counts the +1/+1 counters from itself. It ignores ones put on by other effects. [Visions FAQ 02/16/97]

Card Information

## 1.22 Phyrexian Portal

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Phyrexian Portal

+ As errata, change "target opponent" to "an opponent". It does not target the opponent, but you still choose an opponent. [WotC Rules Team 02/01/98]

The two piles do not have to be the same size. [Aahz 06/28/96]

One of the piles can have zero cards if you like. [Aahz 06/28/96]

Card Information

## 1.23 Phyrexian Splicer

Phyrexian Splicer

If the target which is having the ability removed does not have that ability during the resolution of this effect, then the other target still gains the ability. It was only important for the first target to have the ability during announcement. [D'Angelo 12/29/97]

Card Information

## 1.24 Piety

Piety

Only affects creatures that are currently declared as blockers. It does not affect non-blocking creatures. [Aahz 06/06/94]

Card Information

## 1.25 Pikemen

Pikemen

Artist's name, Dennis Detwiller, is spelled incorrectly.

Card Information

## 1.26 Pillar Tombs of Aku

Pillar Tombs of Aku

You choose whether to sacrifice a creature -or- pay 5 life and bury this card. [Visions FAQ 02/16/97]

Card Information

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## 1.27 Pirate Ship

Pirate Ship

As errata to the Limited, Unlimited and Revised Edition versions of this card, it should say "defending player" instead of "opponent".  
[Duelist Magazine #4, Page 64] And it is buried (not destroyed) if you have no Islands. [WotC Rules Team 10/03/96]

Card Information

## 1.28 Pit Scorpion

Pit Scorpion

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

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

Card Information

## 1.29 Plague Rats

Plague Rats

"Plague Rats in play" means Plague Rats in play controlled by any and all players.

Only counts cards that are "Plague Rats" and not all cards that are "Summon Rats".

Card Information

## 1.30 Planar Gate

Planar Gate

Only reduces the generic mana portion of a spell's cost. If the spell does not accept generic mana or accepts less than 2, you get a reduced or null effect from this card. [bethmo 06/15/94]

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

Only works on Summon spells. It does not work for Artifact Creatures.  
[Aahz 06/16/94]

Although the apparent cost is reduced, the "casting cost" of the spell for

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reasons of Spell Blast or such is still the full amount. [bethmo 06/18/94]  
Just think of the Gate as contributing 2 to the cost, not reducing it.

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

Card Information

### 1.31 Plateau

Plateau

See Badlands for rulings.

The Limited and Unlimited Edition versions of this card had different art  
than later versions. This happened because the original art was lost  
or damaged.

The Revised edition artwork is should be credited to Cornelius Brudi, not  
Drew Tucker.

Card Information

### 1.32 Political Trickery

Political Trickery

Political Trickery

See Exchange in the General Rulings for more information.

If you use this spell and then respond by sacrificing your land, then  
Political Trickery will not do anything. [bethmo 11/06/96]

Card Information

### 1.33 Polymorph

Polymorph

If there are no creatures in the player's library, then the target creature  
is still buried, you see all the cards in that player's library, and then  
they shuffle and continue play. [Duelist Magazine #16, Page 30]

Card Information

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## 1.34 Portent

### Portent

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.

This is not a draw effect and will not cause a player to lose if they have less than 3 cards in their library. It will work and allows you to look at and reorder or shuffle whatever remaining cards there might be.

[Duelist Magazine #6, Page 130]

### Card Information

## 1.35 Power Artifact

### Power Artifact

Can be cast on artifacts with no or zero activation costs, but this has no effect on them. It does not increase the cost to one. [bethmo]

For artifacts with an X use cost (such as the Candelabra of Tawnos or Ice Cauldron) this reduces the amount spent by 2 to a minimum of 1. [WotC Rules Team 09/22/95] If you choose X to be zero, you have to still pay 1. Power Artifact lets you pay the greater of 1 or X-2. [Aahz 09/29/95]

Only affects the generic mana part of activation costs. Colored parts of mana costs are not affected. This rule comes into play if a card like the Northern Paladin gets changed into an artifact by Ashnod's Transmogrant.

Is considered to alter the activation cost on the card it modifies. Thus, each activation costs the new reduced cost. [Aahz 03/03/95]

Does not affect untap costs which are not specified as activation costs. [bethmo] This includes the Basalt Monolith and the Antiquities version of Colossus of Sardia.

### Card Information

## 1.36 Powerleech

### Powerleech

As errata, it should read "Choose target opponent when Powerleech comes into play. Gain 1 life whenever one of that opponent's artifacts becomes tapped, or whenever the activation cost of one of that opponent's artifacts is paid." [Encyclopedia Page 209] Removal of the bit about

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continuous artifacts since it no longer applies. [D'Angelo 12/16/96]

Gives one life whenever an artifact is activated or tapped for any other reason (including attacking). If tapping is part of the cost of activation, only one life is given. [bethmo 05/03/94]

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]

Note that there are no continuous artifacts any more. [Aahz 10/02/96]

Card Information

## 1.37 Power Sink

Power Sink

Only mana from lands and mana pool must be expended. Artifacts and other mana sources need not be used to counter this spell. [bethmo] This means that you need not use anything other than the tapping of lands for mana.

Special lands which cannot provide mana need not be tapped in an attempt to pay the Sink. [WotC Rules Team 09/15/94]

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 mana source speeds for the lesser amount of mana prior to Power Sink resolving. If this happens, all you get is what is in their pool.

If the land provides mana only for specific purposes (like Mishra's Workshop), it does not contribute to the X mana you have to pay unless that purpose is being filled. Mishra's Workshop, like most purposed mana, could not be used to pay for Power Sink. [WotC Rules Team 09/30/94] The land isn't even tapped. [Aahz 01/16/96]

Does not increase the casting cost of the spell. It just requires a separate expenditure in order for it to succeed. [bethmo 05/05/94]

Special purpose mana such as Mishra's Workshop cannot be used to pay the additional cost. [WotC Rules Team 10/18/95]

The decision of which lands to tap to pay for this effect is made when the spell resolves. [D'Angelo 11/06/96]

The Tempest version of this card differs from previous versions. On the previous versions, you tapped lands for mana until X mana was drawn and could not choose to not do so. On the new version, you may pay X mana or you can simply let all your mana producing lands become tapped (not tapped for mana, just tapped). [bethmo 10/09/97]

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Card Information

## 1.38 Power Surge

Power Surge

Does damage during upkeep, but damage amount depends on number of untapped lands at the start of your turn. [PPG Page 113]

Is considered one source of red damage and damage comes in one damaging effect. [bethmo]

Affects all players during multiplayer games.

The number of untapped lands is not counted as a beginning of turn ability. This card just knows how many were untapped even if it was not in play at the beginning of the turn. [Aahz 02/16/97] The number is the number which were untapped prior to beginning of turn effects being dealt with. [D'Angelo 07/07/97]

The Limited and Unlimited Edition should be treated as saying "During a player's upkeep Power Surge does that player 1 damage for each land that player controls that was untapped at the beginning of the turn prior to the untap phase." [Duelist Magazine #3, Page 79] This really means the beginning of the turn prior to any phases.

Card Information

## 1.39 Pox

Pox

Creatures with Protection from Black are not ignored by Pox. This is not considered a targeted effect so they are both counted and valid choices for being destroyed. [D'Angelo 02/01/96]

## 1.40 Preacher

Preacher

+ As errata, it should read "{Tap}: An opponent chooses target creature he or she controls. Gain control of that creature. If Preacher..." [Encyclopedia Page 172] [WotC Rules Team 02/01/98]

Opponent may only choose valid creature targets. A creature with Protection from White is not valid. [bethmo 09/09/94]

Your opponent choose targets on announcement. [Duelist Magazine #9, Page 60] The effect fizzles if target creature is not still valid on resolution. [Duelist Magazine #5, Page 123]

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Can choose not to untap even if it is not still controlling a creature.  
[WotC Rules Team 12/15/94]

The opponent is the one choosing the target for the purpose of things that care, such as Autumn Willow. [D'Angelo 11/08/96]

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

Card Information

## 1.41 Presence of the Master

Presence of the Master

This effect triggers when the spell is announced and prior to allowing interrupts to it. [WotC Rules Team 11/10/95]

Card Information

## 1.42 Priest of Yawgmoth

Priest of Yawgmoth

As errata, it should read "(Tap): Sacrifice an artifact you own. Add to your mana pool an amount of black mana equal to that artifact's casting cost. Play this ability as a mana source." [Encyclopedia Page 134] [Mirage Page 2] Change the errata to show the sacrifice as part of the cost. [D'Angelo 01/28/97]

Can only sacrifice an artifact you own and control. This is a REVERSAL based on the new errata. Rulings used to allow you to affect cards you owned but did not control. [D'Angelo 12/16/96]

Card Information

## 1.43 Primal Clay

Primal Clay

Form is chosen on resolution and not on announcement.  
[Duelist Magazine #5, Page 11] This is a REVERSAL.

Clones and Doppelgangers of this card may not choose a different form than the original. [bethmo]

Ignore the second sentence on the Antiquities version. It is just a reminder that other spells can change the power/toughness and abilities of the creature. [bethmo]

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+ If put into play by a means other than casting it, you choose the form right before it comes into play. [WotC Rules Team 02/01/98] See "When You Play" in the General Rulings.

As errata to the Antiquities and Revised Edition versions of this card, it should say "When you bring Primal Clay into play" and not "When you cast Primal Clay" in order to cover other ways to bring the creature into play. [Aahz 07/29/94]

Card Information

## 1.44 Primitive Justice

Primitive Justice

Cannot target the same artifact more than once, even with different parts of the spell. [Aahz 07/17/96]

Card Information

## 1.45 Primordial Ooze

Primordial Ooze

It becomes tapped even if the damage is prevented.

The Chronicles version gets a counter at the beginning of upkeep and the Legends version does at the end of upkeep. [Duelist Magazine #7, Page 101]  
The Fifth Edition version gets a counter during upkeep, so it differs from the other two.

Card Information

## 1.46 Princess Lucrezia

Princess Lucrezia

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

Card Information

## 1.47 Prismatic Ward

Prismatic Ward

Cannot choose colorless or artifact. [D'Angelo 07/11/95]

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This card has the old white mana symbol on it instead of the new one introduced for Fourth Edition and Ice Age.

Card Information

## 1.48 Prodigal Sorcerer

Prodigal Sorcerer

As always a "target" includes any creature or player.

Card Information

## 1.49 Propaganda

Propaganda

The payment is made during the declare attackers step. [bethmo 10/19/97]

If paid once, the creature is not prevented from attacking for the rest of the turn, even if additional attacks can be declared. [bethmo 10/19/97]

Card Information

## 1.50 Prophecy

Prophecy

The shuffling and drawing of a card next upkeep happens even if the card is not a land. [Aahz 10/25/95]

Card Information

## 1.51 Prosperity

Prosperity

If both players run out of cards during this effect, both players lose. It does not matter which player had more cards. [bethmo 05/08/97]

The active player draws all their cards first, then the other player does. [Aahz 05/19/97] To cover a very specific situation, if the active player draws a Rust, he can use it to counter the use of Aladdin's Lamp by the other player. [Aahz 05/19/97]

Card Information

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## 1.52 Psionic Entity

Psionic Entity

The artist is actually Justin Hampton. [Duelist Magazine #2, Page 7]

Card Information

## 1.53 Psychic Allergy

Psychic Allergy

As errata, it should read "Choose a color when casting Psychic Allergy. During target opponent's upkeep, Psychic Allergy does 1 damage to that opponent for each card of this color he or she controls. Sacrifice two islands during your upkeep or Psychic Allergy is buried."  
[Encyclopedia Page 209]

The sacrifice of islands is an upkeep cost. The last sentence should read "During your upkeep, sacrifice two islands or bury Psychic Allergy."  
[Aahz 12/20/96]

Does not count token creatures because the card says it counts "cards".  
[Aahz 01/24/95]

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]

Card Information

## 1.54 Psychic Purge

Psychic Purge

As errata, it should read "Psychic Purge does 1 damage to any target. If a spell cast by any opponent or a permanent under any opponent's control causes you to discard this card, reveal Psychic Purge and that opponent loses 5 life. Effects that prevent or redirect damage may not be used to counter this loss of life." [Encyclopedia Page 209]

The loss of life cannot be prevented by any means. It is not damage.  
[bethmo 06/15/94]

Not triggered by effects which cause the hand to be reshuffled into the library like Winds of Change, but is triggered by effects which say to discard entire hand such as Wheel of Fortune. [Aahz 06/16/94]

Not triggered by voluntary discard effects like Land's Edge.  
[D'Angelo 10/11/95]

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Is triggered by Cursed Rack which forces you to discard during discard phase. Note that you can choose to do the normal "discard down to 7" after resolving the Cursed Rack during your discard phase. This means that if you had 9 cards in your hand and 5 of them were Purges that you could discard all 5 Purges. [Aahz 06/23/94]

Is triggered even if the discard goes to the top of your library because of the Library of Leng. [WotC Rules Team 05/10/95]

It is not triggered if Psychic Purge is countered and thereby sent to the graveyard. [Duelist Magazine #2, Page 9] This is not a discard.

Card Information

## 1.55 Psychic Transfer

Psychic Transfer

A player with less than 0 life is considered to have 0 life for the check in difference of life and for the effective life total being swapped. [WotC Rules Team 12/03/96]

Card Information

## 1.56 Psychic Venom

Psychic Venom

Whenever the land is tapped for any reason (including by Twiddle or Icy Manipulator), damage is done. [bethmo]

Card Information

## 1.57 Psychic Vortex

Psychic Vortex

You cannot use draw modifying abilities on the draws because you cannot modify costs and the draws are done as a phase cost. [Aahz 06/16/97]

You can use Library of Leng's "discard to the library" ability with cards discarded for this effect. [Duelist Magazine #19, Page 34]

Card Information

## 1.58 Puppet Master

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## Puppet Master

Can pay UUU to reclaim the Puppet Master even if the creature leaves play by means of Unsummon or other effect which would normally destroy this enchantment. [Duelist Magazine #2, Page 9]

The cost must be paid immediately upon the sending of the card to the graveyard. You cannot wait until later. [WotC Rules Team 09/15/94]

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

Card Information

## 1.59 Purelace

### Purelace

See Chaoslace for rulings.

Card Information

## 1.60 Purgatory

### Purgatory

Can only be used once each upkeep. [D'Angelo 10/15/96]

Cannot be used if there are no cards stored under it. This is because you are unable to choose one as required. [WotC Rules Team 10/03/96]

If destroyed at the same time some creatures are destroyed, the destroyed creatures stay in the graveyard. This is because the triggered Purgatory effect checks the cards under it when it is destroyed, and because the "put a card under it" effect cannot happen if it is not in play. [Aahz 11/25/96]

Card Information

## 1.61 Pygmy Hippo

### Pygmy Hippo

The amount of mana gained is equal to the amount emptied from the opponent's mana pool, not the amount forced to be drawn into it.

[Visions FAQ 02/16/97]

Card Information

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## 1.62 Pyknite

### Pyknite

As errata, 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]

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

You draw a card next upkeep when casting a Clone or Doppelganger of this card. [Duelist Magazine #6, Page 132] You do not draw one when changing the Doppelganger form to a Pyknite. [Aahz 06/13/95]

Card Information

## 1.63 Pyramids

### Pyramids

As errata, the card is of type "Artifact" and not "Poly Artfiact". [Encyclopedia Page 127]

The errata on Duelist Magazine #7, Page 99 and part of the entry in the Magic Official Encyclopedia, Page 127 has been removed. [WotC Rules Team 12/03/96]

Not paying upkeep costs on a land is considered to have the land as the source of the destroy effect regardless of the source of the upkeep effect. In other words, if an outside source imposes an upkeep cost on a land, the land is still considered to be destroying itself. [Duelist Magazine #7, Page 99] Cumulative upkeep is just a kind of upkeep.

When used on a land animated by Living Lands (or similar effect), this effectively prevents the land from being killed by causing the land to regenerate without causing it to be tapped like a normal regeneration does. [WotC Rules Team 02/07/94]

Cannot be used to prevent a sacrifice or bury effect.

Card Information

## 1.64 Pyroblast

### Pyroblast

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]

See "Play as a..." in the General Rulings for more information.

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You can target any spell or permanent, it need not be blue. It just does not do anything unless the color matches. [D'Angelo 06/09/95]

You can use Sleight of Mind after announcing this spell to change the color word and make it do something on resolution. [D'Angelo 06/09/95]

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. [WotC Rules Team 09/22/95]  
See Modal Effects in the General Rulings for more information.

Card Information

## 1.65 Pyrokinesis

Pyrokinesis

See Pitch Spells in the General Rulings for more information.

See

Pyrotechnics  
for other rulings.

Card Information

## 1.66 Pyrotechnics

Pyrotechnics

No, you cannot do fractional points of damage. [Duelist Magazine #2, Page 9]

You cannot choose to do zero damage to a target. [WotC Rules Team 07/19/95]

You can assign damage to multiple targets and are not forced to assign the same amount of damage to each target (like you are with Fireball).  
[D'Angelo 03/07/95]

No matter how much you assign to a target, it is only targeted once, and so damage is assigned once per target regardless of the amount of damage assigned to that target. [D'Angelo 03/02/95]

Card Information

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