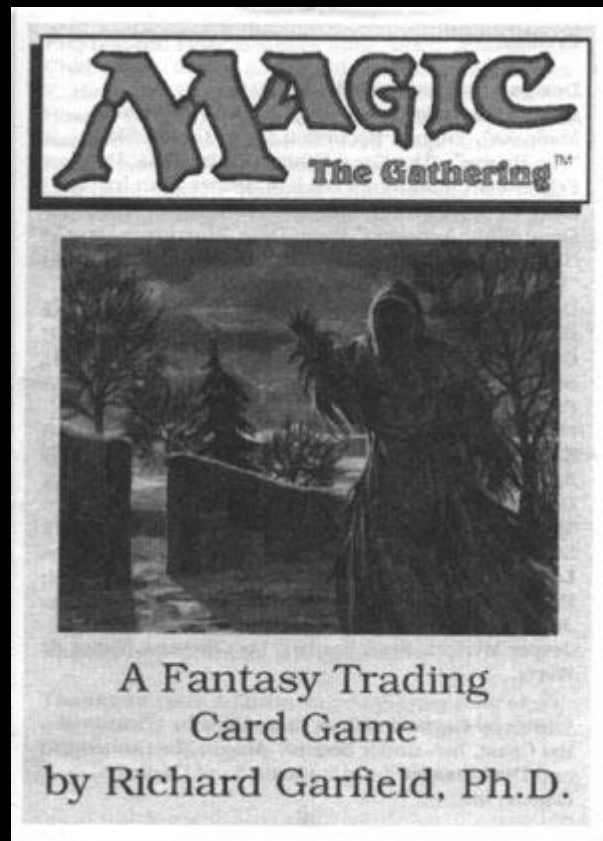


MAGIC The Gathering® Old School



Rules to know and FAQ

Rules and FAQ

This document is based on "Old School Rules FAQ" document made by Brother Scott, July 2019 and further expanded by Allan Linderup Smed, May 2022

Continuous effects – timestamp and layers

Timestamps and Layers are the two central concepts used for figuring out how continuous effects interact with one another.

Timestamps are basically the order in which things entered the battlefield or were cast. Knowing the timestamp order for things is often needed when you're trying to understand the interaction between multiple effects which apply in the same layer.

Layers are the way various characteristic defining and modifying abilities apply in which order they apply so you can stack them properly.

To determine an object's characteristics, *you start with what's printed on the card and start applying relevant effects in order of the layers:*

C.C.T.T-C.A.P.

Layer 1 is **C**opy effects

Layer 2 is **C**ontrol-changing effects

Layer 3 is **T**ext-changing effects

Layer 4 is **T**ype-changing effects

Layer 5 is **C**olor-changing effects

Layer 6 is **A**bility adding/removing effects

Layer 7 is **P**ower/Toughness-altering effects and has sublayers:

- a) Characteristic-defining abilities.
- b) P/T set to a specific number.
- c) Other altering effects not setting to a specific number.
- d) Counters.
- e) P/T switching effects.

If multiple continuous effects would apply *in the same layer, you apply them in timestamp order*. This means the oldest effect is applied first, then the next oldest, and so on up to the newest effect.

It's possible for multiple continuous effects in a single layer to share a dependency. One effect is dependent on another if the other changes the text/existence of the first and either neither or both are from characteristic-defining abilities. If so, you apply the "independent" effect first and then the dependent one. If a dependency relationship forms a "loop", then you just go back to timestamps.

Triggered abilities – APNAP order

When two or more triggered abilities attempt to *go on the stack at the same time* they go on **AP-NAP** order.

AP-NAP stands for *Active Player, Non-active Player*.

It means that those triggers that are controlled by the *active player* go on the stack *in whatever order* he or she wants, *followed by those triggered abilities* that are controlled by the *non-active player in whatever order* he or she wants.

As items on the top of the stack resolve first, *the triggered abilities controlled by the non-active player will resolve first*.

In many cases the order that triggered abilities go on the stack and resolve does not matter and these triggers can be dealt with in a somewhat out of order fashion. All that matters is that they are all legally resolved, and the game state is not 'harmed' by taking shortcuts. However sometimes the order that triggered abilities go on the stack DOES matter, and it is important that both players make sure the game is progressing legally

It is also important to remember that every time a trigger resolves each player get a chance to react to it by playing instants, activate abilities etc. and put this on the stack in AP-NAP order. When both players pass, trigger resolves.

Example 1:

You have an active Land tax and Ivory Tower in play and 6 cards in hand. Opponent has a Black vise in Play



Q1: It is your turn. In your upkeep step what happens?

As the active player your triggered abilities is put first on the stack – BUT you can choose in what order your triggered abilities is put on the stack. You choose to put Ivory tower effect first on stack and then Land tax effect for 3 basic lands.

Opponent's (non-active player) Black Vise effect is put last on the stack

As items on the top of the stack resolve first Black Vise effect will deal 2 damage to you as you have 6 cards in hand. Then you tax for 3 basic lands increasing your hand size. Last you gain 5 lives from the Ivory Tower effect as you have 9 cards in hand.

Q2: Can I cast Disenchant on Black Vise during my upkeep to avoid taking damage from it?

You can cast it to remove the black Vise, but the effect is still put on the stack and will resolve.

Q3: Can my opponent cast Disenchant on Ivory Tower during my upkeep to prevent me from gaining life from it?

You can cast it to remove the Ivory Tower, but the effect is still put on the stack and will resolve.

If you want to avoid the effect of the black Vise or Ivory Tower, then you must remove the cards before the upkeep step – for example during the main phase or end step of previous turn.

The stack and priority

Active Player always gains priority first.

When a player casts a spell or an ability is put on the stack:

- 1) Spell/ability is put on the stack.
- 2) The player that put the spell/ability on the stack retains priority
- 3) If this player casts a spell/activates ability, go to step 1. If they pass priority, go to step 4.
- 4) If the player who cast the spell/activated the ability wasn't the active player, the active player gains priority again. Otherwise, the next player in turn (non-active player) gains priority.
- 5) If this player casts a spell/activates ability, go to step 1. If they pass priority, go to step 6.
- 6) Repeat steps 4 and 5 until all players have pass priority
- 7) Once all players have passed priority, the next spell/ ability on the stack resolves. If there are no spells/abilities on the stack, go to step 8. Otherwise, the active player goes to step 2.
- 8) Stack is fully resolved.

In summary, there are basically three things to keep in mind:

- 1) When a player plays a spell or ability, that player keeps priority.
- 2) When a spell resolves, the active player (the player whose turn it is), gets priority.
- 3) The thing on top of the stack resolves when both players pass in a row.

Protection from color

This ability represents a magical resistance to certain types of magic, often a specific color

Protection is commonly misunderstood as complete exemption from permanents, and effects created by cards, with the specified quality. However, protection is defined by a relatively narrow set of rules, which are often communicated using the mnemonic acronym **DEBT**.

The permanent or player with protection cannot be:

Damaged by sources with the specified quality. (All such damage is prevented.)

Enchanted, equipped, or fortified by permanents with the specified quality.

Blocked by creatures with the specified quality.

Targeted by spells with the specified quality, or by abilities from sources of that quality.

Protection only works against spells or effects that *target the permanent*. Cards like Wrath of God, Balance and Drop of Honey do not target specific cards and protection does not work against these. The Abyss target non-artifact permanents and protection from black will thus protect a creature against the Abyss.

Damage

When Magic 2010 was released a few fundamental changes to the way Magic had been played were made. One of those changes was that combat damage no longer uses the stack. Prior to this change, creatures in combat would assign damage, this damage would go on the stack as one item on the stack (assuming that first strike was not involved), and when this item resolved all combat damage was dealt as it was assigned. The important wrinkle here is that after combat damage is assigned and before it resolves players could play spells and abilities. If a creature in combat left the battlefield it would still have its damage dealt. This proved to be very unintuitive to newer players and created a 'trick' of the rules that gave a considerable advantage only relied on a player having a little more experience.

This was changed when Magic 2010 was released. Now **Combat damage does not use the stack, and it is dealt immediately after it is assigned**. Anything that you intend to play before a creature deals or receive combat damage now must be played before combat damage is assigned.

This means if you want to cast Giant Growth and Berserk on your 1/1 Grizzly Bear, then you must do it at the latest in the beginning of the damage step, while you still have priority if you want to be sure. If you wait and passes priority to opponent and opponent is not doing anything. You automatically move on to damage resolution and the grizzly Bear will deal 2 damage.

Banding

Banding boils down to two things:




- **When attacking** - Any number of creatures with banding plus up to one creature without banding can be chosen to form a band when attacking. Then (a) if one creature in an attacking band is blocked, the whole band is blocked, but also (b) the controller of the band gets to decide how damage from the blocking creature(s) is distributed among creatures in the band. Point (a) is a

drawback, but point (b) can be quite useful to you in combat.

- **When blocking** – If a creature with Banding is blocking a creature, either alone or with other blockers, the Banding creature’s controller chooses how any damage dealt by the blocked creature is assigned.

Banding Cheat Sheet

MTG Comprehensive Rule 702.21

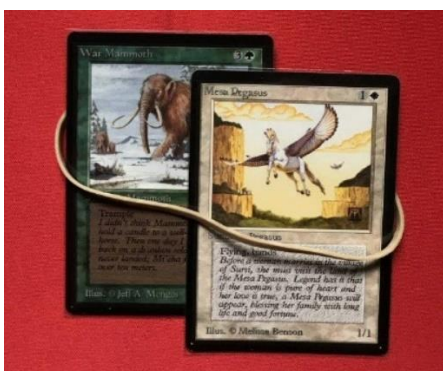
	Evasion Abilities	Combat damage dealt <i>by attacking</i> creatures	Combat damage dealt <i>by blocking</i> creatures
Normal (No Banding) <i>No attacking Band.</i> <i>No blockers with banding.</i>	Normal	<i>Attacking player</i> assigns damage to blockers in whatever order they want. If trample, may assign excess damage to defending player.	If blocking more than one attacker (rare), <i>defending player</i> assigns damage to attackers in whatever order they want.
Attacking with a Band <i>Band is blocked by no blockers with banding.</i> No more than one non-banding creature can attack in a Band. <i>Note: "Bands with other" is an exception. One "bands with other [TYPE]" creature can attack in a Band with any number of [TYPE]s.</i>	If a defending creature could block any creature in the Band, it can block the entire band.	<i>Attacking player Assigns All Damage</i>	
		Normal (<i>Attacking player</i> assigns damage to blockers)	<i>Attacking player</i> assigns blockers' damage to their attackers in the Band however they want (can assign more or less than lethal).
Blockers with banding <i>At least one blocker has banding.</i> <i>Blocking a normal attacker, not a Band.</i> <i>Note: A "bands with other [TYPE]" blocker only counts as having banding if at least one [TYPE] creature is blocking with it.</i>	Normal	<i>Defending Player Assigns All Damage</i>	
		<i>Defending player</i> assigns attackers' damage to their blockers however they want (can assign more or less than lethal, including using up excess trample damage).	Normal (<i>Defending player</i> assigns damage to attacker(s))
Banding on Both Sides <i>Attacking Band is blocked by at least one creature with banding.</i>	If a defending creature could block any creature in the Band, it can block the entire band.	<i>Assigning Damage is Backwards</i>	
		<i>Defending player</i> assigns attackers' damage to their blockers however they want (can assign more or less than lethal, including using up excess trample damage).	<i>Attacking player</i> assigns blockers' damage to their attackers in the Band however they want (can assign more or less than lethal).

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www.TheChaosOrb.com



For some attacking examples let's imagine as an example that you choose to form a band consisting of two creatures: Mesa Pegasus (1/1 flying banding) and War Mammoth (3/3 trample), and then attack.



Q1: Can a creature without flying block my band?

Yes. The mammoth doesn't have flying, and if your opponent blocks it (say, with a 5/4 Water Elemental) the whole band is then blocked due to point (a) above.

Q2: If he does block like that, can I choose all 5 damage of the Water Elemental's damage to be dealt to the Pegasus?

Yes. Point (b) above means you get to assign the damage and can assign all 5 to Mesa Pegasus even though that's more than enough to kill it. The Water Elemental will take 4 damage and die, so you'll end up trading a Pegasus for the Elemental, and the War Mammoth will survive (you could also choose the Mammoth to take the 5 damage if you preferred the Pegasus to survive).

Q3: What happens if I block a creature with Trample using a creature with Banding?

Let's say a Force of Nature (8/8 trample) is attacking, and you block with your Mesa Pegasus and War Mammoth. Normally your opponent would choose to deal 1 damage to the Pegasus, 3 to the Mammoth, and 4 trample damage to you. But with banding YOU get to choose how damage is done. So you can choose to assign all 8 damage to the Mesa Pegasus (or the Mammoth). If you do, none will trample over to you or kill your other creature. Even if you chump block with just the Mesa Pegasus you can still choose for it to take all 8 damage, with none trampling over.

Trample

Trample changes **where** damage can be assigned.

Standard rules make a small 1/1 creature blocking a 10/10 attacking creature capable of blocking all damage, however Trample is an ability that changes the rules for assigning damage in the Combat Damage Step. An attacker with trample *deals excess damage to the defending player even if it is blocked*.

The controller of an attacking creature with trample first assigns damage to the creature(s) blocking it. Once all those blocking creatures are assigned lethal damage, any excess damage is assigned as its controller chooses among those blocking creatures and the player the creature is attacking. When checking for assigned lethal damage, take into account damage already marked on the creature and damage from other creatures that's being assigned during the same combat damage step, but not any abilities or effects that might change the amount of damage that's actually dealt. The attacking creature's controller need not assign lethal damage to all those blocking creatures but in that case can't assign any damage to the player it's attacking.

Trample in connection with banding

If blocking creatures has banding this changes the damage assignment. According to the banding rules (see above) the controller of the blocking creature that has banding gets to assign damage being dealt, instead of the controller of the attacking creature. When the defending player assigns damage, he chooses all the damage assignments.

He can choose to assign all the damage to only one of two 1/1 creatures blocking the attacking creature with trampling, *even though this is going to be in excess of lethal damage*. As a result, no damage will be assigned to the defending player, since lethal damage was not assigned *to all of* the blocking creatures.

The same would apply if blocking player blocks a 3/3 War Mammoth *with trample* with only one 1/1 Benalish Hero *with banding*. Then according to the banding rules the blocking player is allowed to assign *more than lethal damage* to the Benalish Hero thus preventing all the trample damage.

Specific Cards

Maze of Ith

Maze of Ith can target an untapped attacking creature. It will still prevent the combat damage it would deal and be dealt. The creature isn't removed from combat; it just has its damage prevented. It's still an attacking creature until the combat phase is complete.

You can activate Maze of Ith's ability targeting an attacking creature you control during the **combat damage step** OR at the **end of combat step**. If used during the end of combat step It'll be untapped and the damage it had already dealt *won't be undone*.

Whilst players normally use the Maze to untap an opponent's creature before it has a chance to deal combat damage, don't forget that a creature continues to be "attacking" right up to the End of Combat Step – which is after combat damage has been dealt (its the same step when Desert can be used to deal 1 damage). This means that you can attack with one of your creatures, deal damage, and then use the Maze of Ith to untap it in the End of Combat Step. This can be a useful way to untap a creature that otherwise would be costly or impossible to untap (eg Colossus of Sardia, or due to Paralyze or Meekstone). Just remember that only **ATTACKING** creatures can be untapped.

Maze of Ith in connection with banding

Maze of Ith can also be used effectively together with banding ability:

Example A:



Q1: After I attack with a Benalish Hero banding with my Gray ogre - Can I assign the two damage from the Grizzly bear to the Benalish Hero and save my Benalish Hero from dying using my Maze of Ith during damage step?

The Abyss

Q1: Can I regenerate my Sedge Troll to save it from The Abyss?

No – The Abyss says on it that creatures it targets can't be regenerated! (You can pay one black mana if you really want to use the regeneration ability, but the Troll will still die.)

Q2: Can The Abyss destroy a White Knight, bearing in mind it has Protection from Black?

No it can't – The Abyss requires a target, and a black card can't target something with Protection from Black. Another target must be chosen, if possible.

Blood Moon

Q1: My opponent plays Blood Moon and in response I activate my Mishra's Factory to make it a 2/2 creature. What is it once Blood Moon resolves?

Until the end of the turn it's a mountain that's also a 2/2 artifact creature. Note that it will no longer have its other abilities, including the ability to give an assembly worker +1/+1. From the next turn onwards, it simply becomes a mountain, and no longer a creature.

Q2: My opponent has both Blood Moon and Library of Alexandria in play. I play City in a Bottle. Does my opponent have to sacrifice her Library?

Yes. Although it's now a mountain, its NAME is still "Library of Alexandria", and because Library of Alexandria was first printed in Arabian Nights it must be sacrificed.



Blood Moon in connection with Magical Hack

Example 1:

One Blood Moon in play. Magical Hack is cast on Blood Moon, changing Mountain to Islands



Q1: What happens with the non-basic lands?

In this case it is simple - All non-basic lands become Islands when Magical Hack resolves and changes the text on Blood Moon.

Example 2:

One Blood Moon #1 in play on opponent's side. One Blood Moon #2 in play on your side - Bloodmoon #2 came into play after #1



Q1: What Happens If you play Magical Hack on Blood Moon #1 and change to island? Does Time Stamp 1 say Islands, Timestamp 2 say mountains and timestamp 2 is later, so they are mountains?

Q2: What Happens If you play Magical Hack on Bloodmoon #2 and change to island? Does Time Stamp 1 say Mountain, Timestamp 2 say Island and timestamp 2 is later, so they are Islands?

Both Correct - The timestamp is locked (see beginning of document on time stamps) at the time the Blood Moon in question enters the battlefield.

If you cast it on Bloodmoon #2, then non-basic lands would be Islands as Bloodmoon #2 effect would be latest in timestamp order.

If you on the other hand cast, it on Blood Moon #1 which is first in the timestamp order it will not stop Bloodmoon #2 from overwriting the effect from Bloodmoon #1 with the Macigal Hack effect that changed its text to Islands. Bloodmoon #2 effect will thus change non-basic lands from Islands back to Mountains.

Chains of Mephistopheles

The effect of this card is best visualised as a flow chart, such as this one created by the user “silvercut” on mtgsalvation:



Q: What happens if there are two copies of Chains of Mephistopheles in play?

The player's first card drawn in their draw step is still unaffected. Otherwise, any time that a player would draw a card, they go through the flowchart instead. What this means in practice is:

- If the player doesn't have any cards in hand, then Chains #1 causes the draw to be replaced by milling 1 card. Chains #2 has no effect since the player is no longer drawing a card (they're milling one instead).
- If the player has two or more cards in their hand they will end up having to discard two cards (one to each copy of Chains) before being allowed to draw one.
- If the player has exactly one card in hand then they will have to discard it to Chains #1. Chains #2 now sees them as having no cards in hand, so then replaces the card draw with milling a card instead.

If a player would draw multiple cards (for example, due to Ancestral Recall or Time Twister) remember “draw 3 cards” is really just “draw a card” three times, so follow the flowchart and bullet points above for each card draw one at a time.

Chaos Orb

Note also the most used errata for Chaos Orb in old school does not “target”, but rather says “1, Tap: Choose a *non-token* permanent on the battlefield...”. This means that when activating Chaos Orb you don’t need to say what you’re going to flip it at until the ability actually resolves. If your opponent responds to the Chaos Orb’s activation (for example, by removing counters from the Triskelion you were thinking of destroying, say) you can change your mind and flip it at something else. You only have to say what you’re aiming at just before you flip it.

Q1: My opponent activates his Chaos Orb – if I Disenchant it in response, will that stop its ability?

Yes. When the opponent activates the Orb its ability goes on the stack. If you disenchant the Orb in response, then when its ability resolves there is no Orb in play any more to flip onto the table. The Orb’s ability will therefore fizzle.

Q2: If I play Disenchant to destroy the Orb, is my opponent allowed to respond by using it?

Yes. Disenchant goes on the stack, and they can use the Orb in response – in which case the Orb will do its flip and potentially destroy something before Disenchant resolves. By the time Disenchant resolves the Orb is gone and disenchant will just fizzle.

Q3: My opponent’s Chaos Orb flip has landed so that just the very edge of the Orb’s sleeve is touching the very edge of my Serra Angel’s sleeve – is it still destroyed?



Yes – card sleeves count as the card, so the Angel is destroyed.

Q4: Can I wait to see what the Orb is aiming for and whether it hits before I use Triskelion’s counters / pay B to regenerate my Sedge Troll / sacrifice something to pump my Atog etc?

No. Once the Orb is flipped the ability has resolved, and if it hits then the chosen card is destroyed. If you want to do any of those things you have to do it in response to the Orb being activated, not after the flip has already happened.

Q5: I want to use Chaos Orb to destroy a wasp from The Hive, but my opponent is using a dice as a token. Does she have to switch it for a card for the purposes of the flip?

Chaos Orb can only target cards and not tokens – you can’t use it to target a wasp!

City in a Bottle

Q1: My opponent is using Mountains from the Arabian Nights set. Does she have to sacrifice them when I play City in a Bottle?

No. Only cards first printed in Arabian Nights are sacrificed, and Mountain was in Alpha/Beta and Unlimited too.

Q2: If a City in a Bottle is in play can I play a second City in a Bottle?

No. The card actually says "While City in a Bottle is in play, no further cards from Arabian Nights can be played" and that includes playing more copies of City in a Bottle itself.

Q3: What happens if two or more Cities in a Bottle end up in play at the same time, perhaps because someone used Copy Artifact, or Eureka caused both players to put a City in a Bottle into play?

They will all be sacrificed. City in a Bottle #1 causes City in a Bottle #2 to be sacrificed (and vice versa).

Q4: Does City in a Bottle kill my Rukh token which enters play at end of turn after Rukh Egg is destroyed?

No – as written only CARDS from Arabian Nights are sacrificed, and tokens are not cards. This is still true under the latest Oracle wording which says "Whenever another non-token permanent with a name originally printed in the Arabian Nights expansion is on the battlefield, its controller sacrifices it."

City of Brass

Q: I'm on 1 life and my opponent is on 3. Can I use a red mana from City of Brass to kill them with Lightning Bolt or Chain Lightning, or would that kill me?

You can tap City of Brass to generate a red mana. This will put a trigger on the stack for you to be dealt 1 damage. You can respond to that trigger by playing Lightning Bolt to kill your opponent. However, you CANNOT respond to that trigger by playing Chain Lightning, because it's a Sorcery, so it can only be played when the stack is empty.

Copy Artifact

TIP: I find it easiest to think about any copy effects (Copy Artifact, Clone etc) as if the copy is literally a copy of the card, rather than a copy of what's on the battlefield. So just imagine that rather than copying it, you've ripped open a pack, taken one out, and put it into play.

Q1: Can I copy a Mishra's Factory that's currently activated and hence is an artifact? If so what's the copy?

The copy is an (inactivated) Mishra's Factory, exactly as if you'd just played a Mishra's Factory fresh from a pack (except that it's also an enchantment as well, because Copy Artifact says so).

Q2: If I copy a Triskelion with no counters left, how many counters does the copy have?

Three. Again, just imagine you've played a brand-new Triskelion.

Q3: If I play Copy Artifact hoping to copy a Su Chi, but the opponent destroys Su Chi in response, when Copy Artifact resolves does it fizzle or can I/must I choose something else?

You only choose what to copy when it resolves (it doesn't target) so if there's another artifact in play, you can choose to copy that instead. If there are no other artifacts in play (or you choose not to copy anything) then Copy Artifact will just come into play as a blue enchantment that does nothing (it will NOT fizzle and go to the graveyard!).

Q4: What happens if I cast a Copy artifact and use it to copy a City in a Bottle #1 in play?

When Copy artifact resolves and become a City in a Bottle - they will both be sacrificed. City in a Bottle #1 causes City in a Bottle #2 to be sacrificed (and vice versa). This can be a very sneaky and effective way to get rid of an opponent's City in a Bottle in play

Dance of many + Boomerang OR Karakas + Stangg / Hazon Tamar

There is a special synergy ruling if you play Dance of many targets a creature in play to copy, but in response to this removing Dance of Many before it resolves.



The ruling is: If Dance of Many leaves the battlefield before its first ability has resolved, its second ability will trigger and do nothing. Then its first ability will resolve and put a token onto the battlefield. That token won't have any connection to a Dance of Many permanent, so it won't be exiled when a Dance of Many leaves the battlefield. This means you can boomerang your Dance of many and still get a copy in play of the target creature now unconnected to the Dance of Many enchantments, which then can be played again later from your hand and thus re-used.



The same applies if you play Stangg or Hazezon Tamar and use your Karakas to bounce back before the ability of Stangg or Hazezon Tamar resolves. Then you will still get a Stangg Twin Token in play now unconnected to the original Stangg or X 1/1 warriors next upkeep - now unconnected to Hazezon Tamar. In this way you can play Stangg or Hazezon Tamar again and again to get the a Twin Token or X warriors benefit each and every time

Earthquake

Q: I'm on 3 life and my opponent is on 5 life. I cast Earthquake for 5. What's the result of the game?

It's a draw. The damage happens at the same time, so you go to -2 and your opponent to 0 simultaneously. When the game checks the situation, it simply sees that both players are dead, and so calls it a draw. Psionic Blast and Hurricane can cause the same effect.

Energy Flux

Q1: Can I not pay the upkeep on Su Chi, then use its 4 mana to pay for other artifacts?

Yes. If Energy Flux is in play all your artifacts have a trigger that says "At the beginning of your upkeep, sacrifice this artifact unless you pay 2." You can stack those triggers in any order you like, which means you can stack them such that Su Chi's resolves first, and you can sacrifice him to get 4 mana to pay for other triggers.

Q2: If I destroy Energy Flux in my upkeep (i.e. in response to the triggers) do I still have to pay 2 or lose each artifact?

Yes. Even if the Energy Flux is destroyed, its triggers will still be on the stack.

False Orders

False Orders is a very flexible card as it circumvents the normal declare blocker legal requirements rules as the Oracle text for the card says, "You may have it block an attacking creature of your choice". The spell effect does not care about the normal rules that affect choices of legal blocks as the text does not list any requirements for this effect. This means that the card still can be used in following examples:

Q1: Can False Orders be used on a creature which was not already declared as a blocker?

Yes. The only target criteria are "creature defending player controls"

Q2: Can False Orders be used to make a tapped creature – block another attacker?

Yes. It is not the turn-based action that causes a creature to block but False Orders effect – so if a creature is tapped or not is irrelevant for False Orders to work.

Q2: Can False Orders be used to make a Creature perform a block it could normally not do?

Yes. Same reason as previous answer Protection or evasive abilities (like flying) only apply to turn-based actions and not the effect of False Orders. So, a non-flying creature can be ordered to block a flying creature and a Knight with protection black can be ordered to block a black creature (however it does not take damage).

Q3: Can False Orders be used on my own Creature being buffed with Giant Growth?

Yes. If you are the Defending Player, then your creatures are "creatures defending Player controls". It doesn't matter if Giant Growth is on the creature or not.

Fork

When you want to cast fork – it is important to be aware that the correct use of it slightly differs depending on if you want to Fork a Sorcery or instant played by your opponent or a Sorcery or instant played by yourself.

If you want to cast Fork on a sorcery or instant played your opponent:

You just play it in response to the card played by your opponent. For example, casting fork a Demonic Tutor, Ancestral recall or Lightning Bolt allows you to look for a card in your Library, draw 3 cards or deal 3 damage first and before the opponent's spell resolves. This is due to your fork is cast in response to the opponent's play and your Fork effect is put on the stack last and then resolves first.

If you want to cast Fork on a sorcery or instant played by yourself:

You Play your instant or Sorcery - for example an ancestral recall - as normally, BUT immediately in connection to playing the card – tell your opponent that you MAINTAIN PRIORITY and then play your Fork on top of it. If you do not do this, then the ancestral Recall goes on the stack and priority automatically passes to your opponent (non-Active Player) - which did nothing - and therefore the Ancestral Recall resolves and there are nothing to Fork.

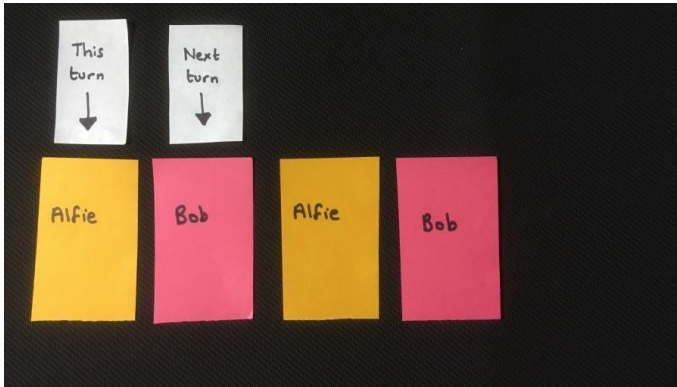
Fork in connection with Time walk

Q1: If Time Walk is forked, who gets the next turn? And who gets the one after that?

Imagine that future turns form a queue, and any new extra turn effects join the queue by pushing their way to the front, such that the most recently created extra turn is always the next one to occur.

For example - let's say that the following happens:

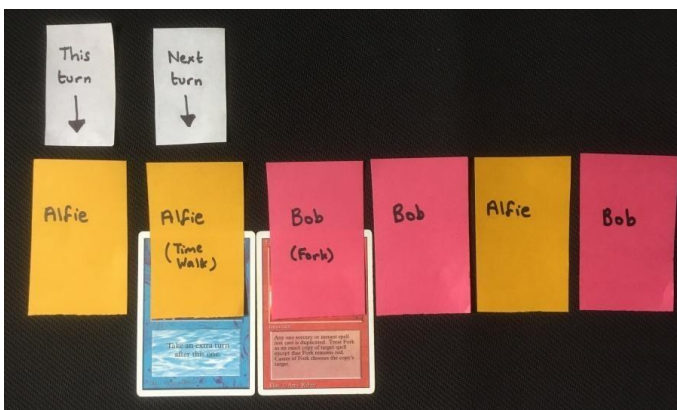
It's Alfie's turn. This means that normally the next turn would be his opponent Bob to play. The front of the turn queue is therefore "Bob's next turn" followed by "Alfie's next turn" (and then alternating).



Alfie plays Time Walk. In response Bob plays Fork to copy Time Walk. Fork resolves first as it's on top of the stack, causing a new turn to join the queue called "Bob's Fork turn" which pushes to the front. However, immediately after that Time Walk then resolves, creating a further new turn "Alfie's Time Walk turn" which again pushes to the front.

This means that the queue will then be "Alfie's Time Walk turn", followed by "Bob's Fork turn", followed by the rest of the previous queue i.e. "Bob's next turn" then "Alfie's next turn" etc.

Thinking about that queue then makes the answer clear - when this turn ends Alfie has another turn (his second in a row), after which Bob has two turns in a row, after which it returns to normal.



Fungusaur

Q1: Can I kill a 2/2 or 3/3 Fungusaur with Triskelion, or does targeting it just make it bigger as fast as I damage it?

You can kill it if you're crafty. Remove a counter from Triskelion to deal Fungusaur 1 damage. This creates a trigger for Fungusaur to get a +1/+1 counter. However, you can then respond to the trigger to remove another counter to deal another 1 damage before the trigger resolves. That will kill Fungusaur if it's a 2/2. If it already has a counter, you simply repeat the process to deal it a third damage. Multiple Prodigal Sorcerers can kill a Fungusaur in the same way.



Icy Manipulator

Q1: My opponent activates his Icy – if I Disenchant it in response, will that stop its ability?

No. You can play Disenchant targeting the Icy in response to the activation if you want to, and the Icy will be destroyed, but its ability is already on the stack, and when the ability resolves it will still tap whatever was targeted even though the Icy is now gone.

Q2: If I play Disenchant to destroy an Icy, is my opponent allowed to respond by using it?

Yes. The Icy will be destroyed, but its ability will still resolve and tap whatever was targeted.

Island Sanctuary

TIP: Don't forget that you're allowed to skip any card draw that happens in your draw phase to get this effect. This could be your normal card draw for the turn, but could equally be any other Instant-speed card or ability that would otherwise draw you a card, such as: Howling Mine, Sylvan Library, Jayemdae Tome, Library of Alexandria etc as long as it occurs in your draw step. Note that if an effect causes you to draw multiple cards you only need to skip one (for example, you can play Ancestral Recall and draw two of the cards before deciding whether or not to skip the third one to use Island Sanctuary).

Land Tax

You can only search for basic lands with Land Tax, so you can't search out dual lands such as Savannah (yes it's a Plains and a Forest – but it isn't a BASIC Plains or a BASIC Forest). You need to reveal which lands you chose to your opponent to prove it really was basic lands that you searched out.

As long as Land Tax triggers you have the option of searching through your library and shuffling it afterwards. "Up to three" lands can be zero, which means that you can 'search' your library even if you know for sure that there aren't any basic lands left in it or don't want to take any, for example if you just want a reason to shuffle your library. This can be an effective strategy combined with a Sylvan Library in play

Cards searched out by Land Tax are not "drawn," so they don't trigger Underworld Dreams, they don't interact with Chains of Mephistopheles and they can't be put back onto your library with Sylvan Library later in the turn.

Mirror Universe

Q: My opponent activates their Mirror Universe – if I Disenchant it in response, will that stop its ability?

No – you aren't allowed to play Disenchant here! Mirror Universe is sacrificed as part of using its ability, so there is nothing left in play to Disenchant.

Nevinyrral's Disk

Q1: My opponent activates the Disk – if I Disenchant it in response, will that stop everything being destroyed?

No. You can Disenchant the Disk in response if you really want to, but it's probably a waste of a Disenchant because the Disk's ability will still resolve and destroy everything.

Q2: If I play Disenchant to destroy the Disk, is my opponent allowed to respond by using it?

Yes. If you try and Disenchant an untapped Disk, then Disenchant will go on the stack and the opponent can therefore respond to Disenchant by activating the Disk. You need to destroy the Disk whilst it's still tapped (or whilst the opponent has no mana available) to prevent the world being blown up.

Preacher / Old Man of the Sea / Rubinia Soulsinger

Q1: My opponent has a Preacher in play and activates its ability to get control of a target creature chosen by me. I have a Fallen Angel and a Sorceress Queen in play. What happens if I choose Sorceress Queen as target and then immediately after sacrificing it to the fallen angel while the Preacher's activated ability is still on the stack?



As the target creature is chosen and “locked” on the stack when Preacher’s ability is activated it must be the same target creature when ability resolves. If target creature in the meantime is no longer in play the ability will be countered / fizzles.

The same would happen you choose Sorceress Queen as target and then immediately after sacrificing it to your Diamond Valley to gain 1 life.

The same mechanic also applies for Old man of the Sea and Rubina Soulsinger.

Q2: My opponent has taken control of one of my 2/2 creature with a tapped Preacher (or Old Man of the Sea) in play. What happens if I target the Preacher (or Old Man of the Sea) with a control magic?

You get control of the tapped Preacher or Old man of the Sea. However your 2/2 creature REMAINS under the control of your opponent. This is due to their abilities doesn't care whether Old Man of the Sea or Preacher remains under your control, *only* that they remain tapped. First when you untap them or they leave play the creature is returned to you.

Rubina Soulsinger **works differently** in this situation as her ability is stated as “Gain control of target creature for as long as *you control* Rubinia *and* Rubinia remains *tapped*. If you target a tapped Rubinia Soulsinger with a Control Magic you would also gain your creature back that was under her control



Q3: An opponent animates their Mishra's Factory (and it's their only creature) and I take control of it with my Preacher --- at end of turn when the assembly worker becomes a land again, do my opponent get the land back?

No, you get to keep the land and can now use it as long as Preacher remains tapped.

Q4: My opponent has a Mahamothi Djinn and a non-activated Mishra's factory in play. I activate my Preacher to get control of the Mahamothi Djinn. Can my opponent respond to it by activating the factory and choose to give me this instead.

The opponent CAN'T activate their factory in response to the preacher's ability. Preacher's ability is targeted. The target is chosen as the ability is activated (before anyone can respond, the opponent must choose the target at the time of activation).

The fact that your opponent does the choosing doesn't change that.

So technically, they can animate the Factory in response — before Preacher's ability resolves — but it will be too late to choose the Factory as the target of the Preacher's ability.

Sylvan Library

Q1: Can I play a card in between my normal card draw and using Sylvan Library? For example, if I draw Disenchant as my normal card draw for the turn, can I use it to disenchant Underworld Dreams before I use the Library?

Yes. Your normal card draw is always the first thing that happens in the draw step. In this example, if you're lucky enough to draw a Disenchant you can disenchant Underworld Dreams before Sylvan Library's trigger resolves. Note that you will still suffer 1 damage from the Underworld Dreams in respect of your normal card draw, as you drew it before the Dreams was destroyed.

Q2: There is a Howling Mine in play, and I have a Sylvan Library. Both trigger in my draw step. Am I allowed to choose which order their triggers happen in?

It depends!

- if the Howling Mine is yours, both triggers are yours and you can therefore choose the order.
- if the Howling Mine is your opponent's, the Howling Mine trigger resolves first, before you can use the Sylvan Library. This is because when two sets of triggers would happen at the same time, the active player's triggers go on the stack first, with the non-active player's triggers above them (and so the non-active player's triggers resolve first). This is often known as the "APNAP" rule ("Active Player->Non-Active Player").

Q3: If the Howling Mine ability resolves first then can I use the card I drew with Howling Mine as one of the 1-2 cards that I put back on my library with Sylvan Library?

Yes. It's a card you drew "this turn" and Sylvan Library's only requirement is that cards put back are drawn this turn. You could also put back cards drawn from any instant-speed source such as Jayemdae Tome, Ancestral Recall, Sage of Lat-Nam, that you have activated before the Sylvan Library trigger resolves. Note that once the Sylvan Library trigger resolves and you draw 2 cards from it, you must then finish resolving it

by deciding to put 0-2 cards back (you **can't**, for example, draw 2 with the Sylvan Library, then – before deciding what to put back – play Ancestral Recall to draw 3 more).

Q4: If I have two Sylvan Libraries in play, how do I resolve them?

The key thing to remember is to completely resolve the first Sylvan Library's effect before you move on to the second one. In your Draw phase following will happen:

1. Draw your normal card draw for the turn.
2. Resolve Sylvan Library #1. Firstly draw 2 cards, then put back on your library 0, 1 or 2 cards (which can be ones that you just drew with Sylvan Library and/or your normal card draw for the turn). You then lose 0 life, 4 life or 8 life depending upon how many you put back.
3. Resolve Sylvan Library #2. Firstly draw 2 cards. Note that if you put 2 cards back on top of your library with Sylvan #1 then you will just draw those same two again! If you put 1 card back with Sylvan #1 then you will draw that one again plus one previously unseen card. Only if you drew both cards with Sylvan #1 and lost 8 life will you get to see 2 brand new cards with Sylvan #2. You will then have to put back on your library 0, 1 or 2 cards (which can be either the ones that you just drew with Sylvan #2, or ones you drew and kept with Sylvan #1, or your normal card draw for the turn). You then lose a further 0 life, 4 life or 8 life depending upon how many you put back.

Finally, whilst you won't usually want to, it is possible to play Instants and use abilities between Sylvan #1 resolving and Sylvan #2 resolving.

Tawnos's Coffin

Q1: I have a Triskelion with three +1/+1 counters on it. My opponent puts it into their Tawnos's Coffin. I then Disenchant the Coffin. How many counters does Triskelion come back into play with?

Six. Three from its own ability AND three more from the Coffin.

If this seems odd, remember that whereas to you it feels like the 'old' Triskelion is returning to play, the rules of Magic see a 'new' Triskelion entering play (so it gets 3 counters) and then Tawnos's Coffin says "I noted three counters when this was exiled, so please add three counters now it's back" (so it gets another 3).



Q2: I moved 3 counters off my Tetravus to create 3 Tetravites, then put my 1/1 Tetravus into my Tawnos's Coffin. If I later untap the Coffin, does Tetravus come back with 3 new counters?

Yes it does, for the same reason as Triskelion above (the game sees it as new Tetravus entering play). However, remember that any Tetravites created from the 'old' Tetravus before it was exiled would no longer be able to move back onto the 'new' Tetravus, as Tetravites can only be moved back onto their original 'mother' Tetravus.

Q3: If I activate Tawnos Coffin targeting a creature with the effect on the stack – what happens if the coffin gets sacrificed to Sage of Latnam or is disenchanting before it triggers?

If the coffin is removed with its activated ability on the stack resolves - the delayed trigger that should return the creature to play never triggers. This means that the creature targeted is exiled and does not return. This way the coffin will work as a "cantrip kill" effectively removing the creature forever.

Q4: If I have activated Tawnos Coffin and exiled a target creature under it - what happens if someone play Titanias song?

The Coffin will lose its abilities and is now a 4/4 artifact creature but the creature exiled beneath it will still return if untapped as this is a delayed trigger effect waiting from when Coffin resolved (and thus not an effect tied to the current changed ability of the coffin).

Q4: If I have activated Tawnos Coffin on a Copy artifact that has copied a creature – what happens if the Copy artifact is returned to play again if I untap Coffin?

As Coffin *exiles* the creature when the copy artifact is returned to play the copy artifact ability triggers again and a new copy artifact target must be chosen (this is different from if the copy artifact card was phased out – see Oubliette)

Oubliette

Q1: If I have cast Oubliette and targeted a Copy artifact that has copied a creature – what happens when the Copy artifact is returned to play again if Oubliette is disenchanting?

As Coffin *phases out* the creature - when the copy artifact is returned to play the copy artifact ability does NOT trigger again and it enters as the same creature it had copied previously (this is different from if the copy artifact card was exiled – see Tawnos Coffin)

Q2: If I have cast Oubliette and targeted a Triskelion or Tetravus – what happens when the creature is returned to play again if Oubliette is disenchanting?

Same answer as before. Nothing so you do not get to add new counters on the Triskelion or new Tetravite counters. The reason is that *phasing out* doesn't cause any "leaves the battlefield" abilities to trigger. Similarly, *phasing in* won't cause any "enters the battlefield" abilities to trigger.

Choices made for permanents as they entered the battlefield are remembered when they phase in. This is opposite the effect of Tawnos Coffin that *exiles* creatures.

Timetwister

Just a general reminder – DON'T shuffle in Timetwister itself! After it finishes resolving place it in your graveyard (it is NOT removed from the game) and also be careful not to shuffle in any cards that HAVE been

removed from the game (eg Recall, or creatures exiled by Swords to Plowshares). Just casually wandering around tables at the Urborg Feast I saw all three of those errors made!

Time Vault

Q1: If I skip a turn to untap Time Vault do I still get to untap all my other things?

No – you must skip your entire turn, including your untap step. You will just untap your Time Vault, then it will be the opponent's turn.

Q2: I tap Time Vault to take an extra turn on the same turn someone already played Time Walk or tapped another Time Vault. Who gets the next turn?

Whoever most recently gained an extra turn will take the next turn – but you may want to read the answer under Fork above for a more detailed explanation.

Q3: Can I disenchant my opponents Time Vault in play when he skips his turn in the start of his phase?

No - The choice of whether to skip a turn is made as that turn would begin, and only if Time Vault is tapped at that time. If opponent choose to skip his turn, Time Vault untaps before anything else happens in the next turn.

Q3: Can I disenchant my opponents untapped Time Vault in play when he taps it to take an extra turn?

Yes – but the ability is still put on the stack so after disenchanting Time Vault the ability still resolves on the stack. (Similar answer as written under Icy Manipulator)

Transmute Artifact

Q1: Can I tap a Mox, Sol Ring or other mana-producing artifact that I am sacrificing to help pay the cost difference between itself and the artifact for which I am searching?

Only if you float the mana from the artifact that you intend to sacrifice BEFORE Transmute Artifact begins to resolve. You won't be able to activate its mana ability while Transmute is resolving because sacrificing that artifact is the first thing you do when resolving Transmute Artifact - it will therefore be gone by the time you're required to pay any extra mana cost.

Q2: Can I sacrifice a Su-Chi to Transmute Artifact and use the mana generated by the Su-Chi to pay the difference in costs?

No, you cannot. The mana generated by the Su-Chi is a triggered ability that will resolve only after Transmute has finished resolving.

Triskelion

Q: Can my Triskelion with three +1/+1 counters block and kill a 3/3 War Mammoth, and then later in the turn remove the three counters to deal three damage to my opponent?

No. After combat the Triskelion will be a 4/4 creature with 3 damage marked on it (from the mammoth). If you remove one counter, it then becomes a 3/3 creature with 3 damage marked on it. At the point it will die as a state-based effect before you get the opportunity to remove further counters.

Underworld Dreams

Q1: My opponent and I are both on 1 life and they have Underworld Dreams in play. I draw a card and it's a Lightning Bolt! Am I dead or can I bolt them?

You can bolt them! When you draw the card an Underworld Dreams trigger will go on the stack. In response to that trigger, you can bolt the opponent. They will be dead before the Underworld Dreams trigger resolves and kills you.

Q2: My opponent and I are both on 1 life and we BOTH have Underworld Dreams in play. I play Wheel of Fortune. Who wins?

Hang on a minute – we need to come at this one slowly, because it's complicated!

Firstly, note that you both discard your hand and draw 7 cards before we can even start to think about who might have won the game. That's because you need to fully resolve Wheel of Fortune before anything else can happen.

Secondly, 14 Underworld Dreams triggers go on the stack. Because of the APNAP rule (see Sylvan Library above) your 7 triggers go on the stack first with your opponent's 7 on top of them.

Thirdly, both players (starting with you) will have the opportunity to respond to the first trigger with Instants or abilities. This could be very relevant if one of you has drawn an Instant that gains life or deals damage!

Finally, once both players pass priority, the first trigger will resolve. As your opponent's triggers are on the top of the stack, the first one that resolves will kill you, and they win. The other 13 triggers never get to resolve.

Note that you will in fact lose the game if you have any amount of life between 1 and 7, because all 7 of your opponent's triggers will resolve before any of yours resolve and start dealing damage to them.

Wheel of Fortune

Q: I have 2 cards left in my library and my opponent has 5. She plays Wheel of Fortune. What's the game result?

It's a draw. You both try to draw 7 cards. Neither of you is able to do so, so you both lose the game, making the game a draw. It doesn't matter that you run out of cards "first" – the game only checks to see who's won or lost once Wheel of Fortune is completely finished resolving, by which time you've both lost.