

Magic Rulings & Errata

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GENERAL RULES

1) Rule 410.5 stated that if an optional triggered ability had a simple enough effect (you may do what this ability states or do nothing), its controller could choose not to put it on the stack. This led some players to think a triggered ability is "played" by its controller, which caused confusion over exactly when an optional triggered ability had to go on the stack.

This rule has been eliminated. Now, when a triggered ability's trigger event occurs, the ability simply goes on the stack (unless it has an "if" clause that isn't true at the time--see the *Comprehensive Rules* glossary entry for "if"). Its controller makes all choices for the ability when it resolves.

2) If an effect causes a player to put two or more cards on the top or bottom of his or her library, the owner of the cards chooses their order. Furthermore, the owner doesn't need to reveal the chosen order to any other player. This applies to cards such as Abundance, Harmonic Convergence, and Plow Under.

3) A "limited-duration" effect is a continuous effect that lasts "until" some time or "as long as" a condition is true. An "unlimited-duration" effect is a continuous effect that lasts indefinitely, even if the effect enables a player to end it somehow. (For example, the unlimited-duration effect that makes a Ligid an enchant creature can be ended by paying some mana.) The distinction between these two classes of continuous effects is relevant for phasing; limited-duration effects end when a permanent phases out, but unlimited-duration effects don't.

4) Some replacement effects "redirect" damage from one creature or player to another; they cause the damage to be dealt to the second creature or player instead of to the first. A new rule applies to these effects: If either creature is no longer in play or is no longer a creature when the replacement effect would occur, the effect does nothing. Likewise, if either player is no longer in the game, the effect does nothing.

5) Some cards have trigger events that read, "Whenever [this creature] becomes blocked by [some number of] creatures," If later effects add

enough blockers to trigger the ability, it will trigger. If blockers are replaced, however, the new blocker doesn't count as an additional blocker.

For example, Johtull Wurm reads, "Whenever Johtull Wurm becomes blocked by two or more creatures, it gets -2/-1 until end of turn for each creature blocking it beyond the first." Let's say Johtull Wurm attacks and is blocked by one creature. If an effect later causes an additional creature to block the Wurm, its ability will trigger. But if an effect switches the first blocker for another one, the Wurm's ability won't trigger. In other words, the Wurm's trigger event means "Whenever Johtull Wurm becomes blocked by two or more creatures at the same time,"

ERRATA

1) Three *Nemesis* cards--Parallax Nexus, Parallax Tide, and Parallax Wave--were worded in a way that made them work differently than intended. Here are the corrected wordings for these cards:

Fading 5

Remove a fade counter from Parallax Nexus: Target opponent removes a card in his or her hand from the game if Parallax Nexus is in play. Play this ability only any time you could play a sorcery.

When Parallax Nexus leaves play, each player returns to his or her hand all cards he or she owns removed from the game with Parallax Nexus.

Fading 5

Remove a fade counter from Parallax Tide: Remove target land from the game if Parallax Tide is in play.

When Parallax Tide leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Tide.

Fading 5

Remove a fade counter from Parallax Wave: Remove target creature from the game if Parallax Wave is in play.

When Parallax Wave leaves play, each player returns to play all cards other than Parallax Wave he or she owns removed from the game with Parallax Wave.

This wording means if the card is no longer in play when its activated ability starts to resolve, nothing will be removed from the game. Additionally, Parallax Wave can no longer return itself to play. This prevents unintended interactions with cards such as Opalescence.

2) When the *Visions* "bounce lands" were corrected last month, a similar card was overlooked: Glacial Chasm, an *Ice Age* land card. Glacial Chasm is now worded the same as Coral Atoll and so on:

Cumulative upkeep--Pay 2 life
If Glacial Chasm would come into play, sacrifice a land instead. If you do, put Glacial Chasm into play. If you don't, put it into its owner's graveyard.
Skip your combat phase.
Prevent all damage that would be dealt to you.

This wording means there's no way to avoid sacrificing a land to put the Chasm into play. We apologize for the delay on this correction.

SPECIFIC CARD RULINGS

1) Some players have asked if it's ever mandatory to pay a cost, such as when the cost is 0. The answer is no. For example, let's say your opponent attacks with a creature enchanted with Lure ("All creatures able to block enchanted creature do so"). You control War Cadence ("XR: Creatures can't block this turn unless their controller pays X for each blocking creature he or she controls"). What happens if you play War Cadence's ability, choosing 0 for X? You'll have to pay 0 for each of your creatures to block. Because War Cadence imposes a cost to block, you can choose not to pay it--even though the cost is 0. If you don't pay it, your creatures won't be able to block the attacker enchanted with Lure.