

Errata and clarifications from the rules team

Latest Oracle Update

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For fans of rules minutiae, here is the latest Oracle update in its entirety.

The **Magic** rules team is constantly working to make sure old cards (written under old rules) are compatible with the current system. As such, some old cards need their wordings "tweaked."

These changes reflect how the cards will be treated in tournaments. If you are playing for fun, the Oracle can be used to clarify old wordings or settle disputes regarding rules.

Some playgroups choose to play cards "as written," but please be aware that the Oracle should be used as the final arbiter when no other resolutions can be reached.

03/01/02 Oracle Changes

The 03/01/02 Oracle update has fixed many minor problems with card wordings. This is a comprehensive list of the significant changes, in four parts:

- Formatting changes. Several card names have been reformatted into ASCII text.
- Functional errata to fix problem cards.
- Errata to correct cards to their printed functionality
- Minor changes to cards, for clarity.

The Oracle can be found [here](#).

1. Formatting Changes

Card names have been changed in Oracle to remove accented characters and the "AE" symbol so that they appear correctly in all languages. This does not change the functionality of any cards:

[AErathi Berserker](#); [AEther Barrier](#); [AEther Burst](#); [AEther Flash](#); [AEther Mutation](#); [AEther Rift](#); [AEther Sting](#); [AEther Storm](#); [AEther Tide](#); [Bosium Strip](#); [Dandan](#); [El-Hajjaj](#); [Ghazban Ogre](#); [Ifh-Biff Efreet](#); [Junun Efreet](#); [Juzam Djinn](#); [Khabal Ghoul](#); [Legions of Lim-Dul](#); [Lim-Dul's Cohort](#); [Lim-Dul's Hex](#); [Lim-Dul's High Guard](#); [Lim-Dul's Paladin](#); [Lim-Dul's Vault](#); [Marton Stromgald](#); [Oath of Lim-Dul](#); [Ring of Ma'ruf](#); [Tainted AEther](#)

There have been several other minor changes to the formatting of Oracle, to make it clearer in ASCII text. The most obvious change is the treatment of mana symbols. Each mana symbol is now enclosed in curly braces "{ }," to distinguish it from a normal number.

2. Errata to correct problems with cards

Old Oracle Text	New Oracle Text	Changes
<p><u>Autumn Willow</u> 4GG Creature — Legend 4/4 Autumn Willow can't be the target of spells or abilities. G: Until end of turn, target player may target Autumn Willow with spells or abilities as though it could be the target of spells or abilities.</p>	<p><u>Autumn Willow</u> {4}{G}{G} Creature -- Legend 4/4 Autumn Willow can't be the target of spells or abilities. {G}: Until end of turn, Autumn Willow may be the target of spells and abilities controlled by target player as though it did not have "Autumn Willow can't be the target of spells or abilities."</p>	<p>The original wording of Autumn Willow fell under our "can/can't" rule. If one effect says you can do something, and another effect says you can't do something, the one that says "can't" wins. The new wording sidesteps this problem.</p>
<p><u>Beasts of Bogardan</u> 4R Creature — Beast 3/3 Protection from red Beasts of Bogardan gets +1/+1 as long as any opponent controls a white card.</p>	<p><u>Beasts of Bogardan</u> {4}{R} Creature -- Beast 3/3 Protection from red Beasts of Bogardan gets +1/+1 as long as any opponent controls a white permanent.</p>	<p>The phrase "controls a white card" had an unintuitive corner case involving spells on the stack. This corner case was removed by changing "card" to "permanent"</p>
<p><u>Broken Visage</u> 4B Instant Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Shadow creature token into play with power and toughness equal to the power and toughness of</p>	<p><u>Broken Visage</u> {4}{B} Instant Destroy target attacking nonartifact creature. It can't be regenerated. Put a black Spirit creature token into play with power and toughness equal to the power and toughness of</p>	<p>The token's name and creature type are now "Spirit". Previously, its name and creature type were "Shadow," which could be confused with the keyword ability of the same name.</p>

that creature. Sacrifice the Shadow token at end of turn.

Call to Arms

1W
Enchantment
As Call to Arms comes into play, choose a color. White creatures get +1/+1.
When any one opponent controls as many or more cards of a single color than the chosen color, sacrifice Call to Arms.

that creature. Sacrifice the Spirit token at end of turn.

Call to Arms

{1}{W}
Enchantment
As Call to Arms comes into play, choose a color and an opponent. White creatures get +1/+1.
When the chosen color isn't the most common color among permanents the chosen opponent controls, sacrifice Call to Arms.

Call to Arms has been returned to its printed functionality of only checking one opponent. Also, the phrase "controls as many or more cards" had an unintuitive corner case involving spells on the stack. This corner case was removed by changing "card" to "permanent"

Camouflage

G
Instant
Turn your attacking creatures face down and arrange them as you choose. When blockers are declared, turn the cards face up again. Remove all illegal blockers from combat. Creatures blocked only by illegal blockers become unblocked.

Camouflage

{G}
Instant
Turn your attacking creatures face down and arrange them as you choose. At the beginning of the declare blockers step, turn those creatures face up again. Creatures blocked only by illegal blockers become unblocked. Remove all illegal blockers from combat.

The old wording would leave all creatures face-down if no blockers were declared. It also had the last two sentences in the incorrect order. Both of these problems have been fixed with the new wording.

Chain Lightning

R
Sorcery
Whenever Chain Lightning deals damage to a creature or player this turn, that player or that creature's controller may pay RR. If he or she does, Chain Lightning deals 3 damage to target

Chain Lightning

{R}
Sorcery
Chain Lightning deals 3 damage to target creature or player. Then that player or that creature's controller may pay {R}{R}. If the player does, he or she may put a copy of this

The new wording now functions correctly. The spell can be countered at any point in the chain of bounces, not just at the start.

creature or player of his or her choice.
Chain Lightning deals 3 damage to target creature or player.

spell on the stack. He or she may choose a new target for that copy.

Chain Stasis

U
Instant
Whenever Chain Stasis taps or untaps a creature this turn, that creature's controller may pay 2U. If that player does, tap or untap target creature.
Tap or untap target creature.

Chain Stasis

{U}
Instant
Tap or untap target creature. Then that creature's controller may pay {2}{U}. If the player does, he or she may put a copy of this spell on the stack. He or she may choose a new target for that copy.

The new wording now functions correctly. The spell can be countered at any point in the chain of bounces, not just at the start.

Desperate Gambit

R
Instant
Choose a spell or permanent you control and flip a coin. If you win the flip, the next time that source would deal damage this turn, double that damage. If you lose the flip, the next time it would deal damage this turn, prevent the damage.

Desperate Gambit

{R}
Instant
Choose a source you control and flip a coin. If you win the flip, the next time that source would deal damage this turn, it deals double that damage instead. If you lose the flip, the next time it would deal damage this turn, prevent that damage.

Changed so that you can now choose any source you control, not just a spell or a permanent.

Encroach

B
Sorcery
Look at target player's hand and choose a nonbasic land card from it. That player discards that card.

Encroach

{B}
Sorcery
Target player reveals his or her hand. Choose a nonbasic land card from it. That player discards that card.

Changed from "look at target player's hand," to "target player reveals his or her hand," so that the resolution can be verified by all players.

Honorable Passage

1W
Instant

Honorable Passage

{1}{W}
Instant

Now says "target creature or player," to match the way it's used

The next time a source of your choice would deal damage to you or target creature this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals that much damage to the source's controller.

in real life. With the previous wording, it was impossible to play the spell if there were no creatures in play.

Inquisition

2B
Sorcery
Look at target player's hand. Inquisition deals X damage to that player, where X is the number of white cards in his or her hand.

Inquisition

{2}{B}
Sorcery
Target player reveals his or her hand. Inquisition deals damage to that player equal to the number of white cards in his or her hand.

Changed from "look at target player's hand," to "target player reveals his or her hand," so that the resolution can be verified by all players.

Ivory Guardians

4WW
Creature — Guardian
3/3
Protection from red
All Guardians get +1/+1 as long as an opponent controls a red card.

Ivory Guardians

{4}{W}{W}
Creature -- Guardian
3/3
Protection from red
All Guardians get +1/+1 as long as an opponent controls a red permanent.

The phrase "controls a red card" had an unintuitive corner case involving spells on the stack. This corner case was removed by changing "card" to "permanent"

Lich

BBBB
Enchantment
When Lich comes into play, your life total becomes 0.
You don't lose the game for having 0 or less life. If you would gain life, draw that many cards instead.
Whenever you're dealt damage, sacrifice that many permanents.

Lich

{B}{B}{B}{B}
Enchantment
As Lich comes into play, your life total becomes 0.
You don't lose the game for having 0 or less life. If you would gain life, draw that many cards instead.
Whenever you're dealt damage, sacrifice that many permanents.

You now lose life as Lich comes into play. It's no longer a triggered ability.

When Lich leaves play, you lose the game.

Lotus Vale

Land
When Lotus Vale comes into play, you may sacrifice two untapped lands. If you don't, sacrifice Lotus Vale. If you do, Lotus Vale gains "T: Add three mana of any one color to your mana pool."

When Lich leaves play, you lose the game.

Lotus Vale

Land
If Lotus Vale would come into play, sacrifice two untapped lands instead. If you do, put Lotus Vale into play. If you don't, put it into its owner's graveyard.
{T}: Add three mana of any one color to your mana pool.

Lined up with the Visions and Alliances lands which have similar functionality (Kjeldoran Outpost and Grasslands, among others)

Maddening Imp

2B
Creature — Imp
1/1
Flying
T: Non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that didn't attack. Play this ability only during an opponent's turn and only before combat.

Maddening Imp

{2}{B}
Creature -- Imp
1/1
Flying
{T}: Non-Wall creatures the active player controls gain "this creature attacks if able" until end of turn. At end of turn, destroy each of those creatures that didn't attack this turn. Play this ability only during an opponent's turn and only before attackers are declared.

In the old wording, "each of those creatures" was ambiguous. The new wording is designed to solve that problem.

Necropolis

5
Artifact Creature — Wall
0/1
#(Walls can't attack.)#
Remove a creature card in your graveyard from the game: Put a +0/+X counter on Necropolis, where X is the removed card's converted mana cost.

Necropolis

{5}
Artifact Creature -- Wall
0/1
#(Walls can't attack.)#
Remove a creature card in your graveyard from the game: Put X +0/+1 counters on Necropolis, where X is the removed card's converted mana cost.

The counters are now X +0/+1 counters, rather than one +0/+X counter. This makes bookkeeping much easier.

Nether Shadow

BB
Creature — Spirit
1/1
Haste # (This creature may attack and T the turn it comes under your control.)#
At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether Shadow into play.

Nether Shadow

{B}{B}
Creature -- Spirit
1/1
Haste # (This creature may attack and #{T}# the turn it comes under your control.)#
At the beginning of your upkeep, if Nether Shadow is in your graveyard with three creature cards above it, you may put Nether Shadow into play.

Nether Shadow's creature type is now "Spirit". Previously, its creature type was "Shadow," which could be confused with the keyword ability of the same name.

Psychic Theft

1U
Sorcery
Look at target player's hand, choose an instant or sorcery card from it, and remove that card from the game. You may play the card as though it were in your hand as long as the card remains removed from the game. At end of turn, if you haven't played the card, return it to its owner's hand.

Psychic Theft

{1}{U}
Sorcery
Target player reveals his or her hand. Choose an instant or sorcery card from it, and remove that card from the game. As long as the card remains removed from the game, you may play it as though it were in your hand. At end of turn, if you haven't played the card, return it to its owner's hand.

Changed from "look at target player's hand," to "target player reveals his or her hand," so that the resolution can be verified by all players.

Recoup

1R
Sorcery
Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. # (Mana cost includes color.)#
Flashback 3R # (You may play this card from your

Recoup

{1}{R}
Sorcery
Target sorcery card in your graveyard gains flashback until end of turn. If you play that card this turn, its flashback cost becomes equal to its mana cost as you play it. # (Mana cost includes color.)#

This new wording is an improved version of the errata from the February Rules Team Rulings post.

graveyard for its flashback cost. Then remove it from the game.)#

Flashback {3}{R} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Runesword

6
Artifact
3, T: Target attacking creature gets +2/+0 until end of turn. When that creature leaves play this turn, sacrifice Runesword. Whenever the creature deals damage to a creature this turn, the creature dealt damage can't be regenerated this turn. If a creature dealt damage by the targeted creature would be put into a graveyard this turn, remove that creature from the game instead.

Runesword

{6}
Artifact
{3}, {T}: Target attacking creature gets +2/+0 until end of turn. When that creature leaves play this turn, sacrifice Runesword. If the creature deals damage to a creature this turn, the creature dealt damage can't be regenerated this turn. If a creature dealt damage by the targeted creature would be put into a graveyard this turn, remove that creature from the game instead.

Previously, the "can't be regenerated" ability was a triggered ability, which could never work. It has been updated to be a continuous effect.

Scorched Ruins

Land
When Scorched Ruins comes into play, you may sacrifice two untapped lands. If you don't, sacrifice Scorched Ruins. If you do, Scorched Ruins gains "T: Add four colorless mana to your mana pool."

Scorched Ruins

Land
If Scorched Ruins would come into play, sacrifice two untapped lands instead. If you do, put Scorched Ruins into play. If you don't, put it into its owner's graveyard.
{T}: Add four colorless mana to your mana pool.

Lined up with the Visions and Alliances lands which have similar functionality (Kjeldoran Outpost and Grasslands, among others)

Shadowbane

1W
Instant
The next time this turn a

Shadowbane

{1}{W}
Instant
The next time this turn a

Now says "target creature or player," to line up with Honorable Passage. With the

source of your choice would deal damage to you or target creature you control, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.

source of your choice would deal damage to target creature or player, prevent that damage. If that source is black, you gain life equal to the damage prevented this way.

previous wording, it was impossible to play the spell if you controlled no creatures.

Skeleton Scavengers

2B
Creature — Skeleton
0/0
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 1 for each +1/+1 counter on Skeleton Scavengers: The next time Skeleton Scavengers would be destroyed this turn, it regenerates and put a +1/+1 counter on it instead.

Skeleton Scavengers

{2}{B}
Creature -- Skeleton
0/0
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay {1} for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers. When it regenerates this way, put a +1/+1 counter on it.

The Scavengers now get the counter as a triggered ability, after they regenerate, rather than when the regeneration shield is used up.

Soldevi Sentry

1
Artifact Creature
1/1
1: The next time Soldevi Sentry would be destroyed this turn, instead it regenerates and target opponent may draw a card.

Soldevi Sentry

{1}
Artifact Creature
1/1
{1}: Regenerate Soldevi Sentry. Target opponent may draw a card.

The opponent now draws the card when the ability is played, not when the regeneration shield is used up.

Unmask

3B
Sorcery
You may remove a black card in your hand from the game rather than pay Unmask's mana cost.
Look at target player's

Unmask

{3}{B}
Sorcery
You may remove a black card in your hand from the game rather than pay Unmask's mana cost.
Target player reveals his

Changed from "look at target player's hand," to "target player reveals his or her hand," so that the resolution can be verified by all players.

hand and choose a nonland card from it. That player discards that card.

or her hand. Choose a nonland card from it. That player discards that card.

3. Errata to restore cards to their printed functionality

Old Oracle Text	New Oracle Text	Changes
<p>Consecrate Land W Enchant Land When Consecrate Land comes into play, destroy all other enchantments enchanting enchanted land. Enchanted land can't be enchanted except by Consecrate Land. If a spell would destroy enchanted land, that land is not destroyed instead.</p>	<p>Consecrate Land {W} Enchant Land Enchanted land can't be enchanted except by Consecrate Land. If enchanted land would be destroyed, remove all damage from it instead.</p>	<p>This wording restores the original functionality of Consecrate Land. It protects the land from all destructions, including from lethal damage (if it is animated).</p>
<p>Goblin Vandal R Creature — Goblin 1/1 R: Destroy target artifact defending player controls and prevent all combat damage Goblin Vandal would deal this turn. Play this ability only once each turn and only if Goblin Vandal is attacking and unblocked.</p>	<p>Goblin Vandal {R} Creature -- Goblin 1/1 {R}: Destroy target artifact defending player controls and prevent all combat damage Goblin Vandal would deal this turn. Play this ability only once each turn, only during the declare blockers step, and only if Goblin Vandal is attacking and unblocked.</p>	<p>The phrase "only during the declare blockers step" has been added to the card, to restore its original functionality. It prevents the ability being used after combat damage has been dealt.</p>
<p>Ley Line 3G Enchantment At the beginning of each</p>	<p>Ley Line {3}{G} Enchantment At the beginning of each</p>	<p>The old wording did not allow the correct player to choose the target for the ability. The new</p>

player's upkeep, that player may put a +1/+1 counter on target creature.

player's upkeep, that player may put a +1/+1 counter on target creature of his or her choice.

wording allows the active player to choose the target.

Oath of Ghouls

1B

Enchantment

At the beginning of each player's upkeep, if there are more creature cards in that player's graveyard than in any of his or her opponents' graveyards, the player may return target creature card from his or her graveyard to his or her hand.

Oath of Ghouls

{1}{B}

Enchantment

At the beginning of each player's upkeep, if there are more creature cards in that player's graveyard than in any of his or her opponents' graveyards, the player may return target creature card of his or her choice from his or her graveyard to his or her hand.

The old wording did not allow the correct player to choose the target for the ability. The new wording allows the active player to choose the target.

Oath of Mages

1R

Enchantment

At the beginning of each player's upkeep, if any of that player's opponents have more life than that player, the player may have Oath of Mages deal 1 damage to that target opponent.

Oath of Mages

{1}{R}

Enchantment

At the beginning of each player's upkeep, that player may have Oath of Mages deal 1 damage to target player of his or her choice who has more life than he or she does and who is his or her opponent.

The old wording did not allow the correct player to choose the target for the ability. The new wording allows the active player to choose the target.

Pandemonium

3R

Enchantment

Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player.

Pandemonium

{3}{R}

Enchantment

Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player of his or her choice.

The old wording did not allow the correct player to choose the target for the ability. The new wording allows the active player to choose the target.

Sewers of Estark

2BB

Instant

Choose one — Target attacking creature is unblockable this turn; or prevent all damage that would be dealt to target blocking creature and all creatures it's blocking this turn.

Sewers of Estark

{2}{B}{B}

Instant

Choose one -- Target attacking creature is unblockable this turn; or prevent all combat damage that would be dealt by target blocking creature and all creatures it's blocking this turn.

The text "dealt to target blocking creature" has been corrected to "dealt by target blocking creature," restoring its original functionality.

Sorrow's Path

Land

T: If target blocking creature can block all creatures that another target blocking creature is blocking, and vice versa, exchange the creatures that those two blocking creatures are blocking. Sorrow's Path deals 2 damage to you and 2 damage to each creature you control.

Sorrow's Path

Land

{T}: Choose two target blocking creatures an opponent controls. If each of those creatures could block all creatures that the other is blocking, remove both of them from combat. Each one then blocks all creatures the other was blocking. Sorrow's Path deals 2 damage to you and 2 damage to each creature you control.

Sorrow's Path has been returned to its printed functionality of only working on an opponent's blocking creatures. Also, the word "exchange" does not work for this card, as it doesn't exchange cards between different players or zones.

Tidal Influence

2U

Enchantment

Tidal Influence comes into play with a tide counter on it.

At the beginning of your upkeep, put a tide counter on Tidal Influence.

As long as there is exactly one tide counter on Tidal Influence, all blue creatures get -2/-0.

As long as there are

Tidal Influence

{2}{U}

Enchantment

Play Tidal Influence only if no permanents named Tidal Influence are in play.

Tidal Influence comes into play with a tide counter on it.

At the beginning of your upkeep, put a tide counter on Tidal Influence.

As long as there is

The first ability was accidentally left out of Oracle. It has been restored.

exactly three tide counters on Tidal Influence, all blue creatures get +2/+0. Whenever there are four tide counters on Tidal Influence, remove all tide counters from it.

exactly one tide counter on Tidal Influence, all blue creatures get -2/-0. As long as there are exactly three tide counters on Tidal Influence, all blue creatures get +2/+0. Whenever there are four tide counters on Tidal Influence, remove all tide counters from it.

4. Cards reworded for clarity

The following cards have received minor changes, for clarity only:

[Aleatory](#); [Amnesia](#); [Backdraft](#); [Breathstealer's Crypt](#); [Camel](#); [Cannibalize](#); [Chaotic Strike](#); [Circling Vultures](#); [Cocoon](#); [Cone of Flame](#); [Contagion](#); [Crooked Scales](#); [Cyclopean Tomb](#); [Drop of Honey](#); [Dwarven Soldier](#); [Ebon Praetor](#); [El-Hajjaj](#); [Elven Rite](#); [Ertai's Meddling](#); [Eureka](#); [Eye for an Eye](#); [Farrelite Priest](#); [Gabriel Angelfire](#); [Game of Chaos](#); [Goblin Artisans](#); [Goblin Lyre](#); [Halfdane](#); [Hazon Tamar](#); [Heartstone](#); [Helm of Awakening](#); [Helm of Obedience](#); [Initiates of the Ebon Hand](#); [Kormus Bell](#); [Lava Burst](#); [Magmasaur](#); [Memory Lapse](#); [Mercenary Informer](#); [Merseine](#); [Morphling](#); [Orcish Captain](#); [Orcish Librarian](#); [Order of Yawgmoth](#); [Personal Incarnation](#); [Phantasmal Fiend](#); [Powerleech](#); [Precognition](#); [Psychic Purge](#); [Quarum Trench Gnomes](#); [Raiding Party](#); [Rayne, Academy Chancellor](#); [Rebel Informer](#); [Retribution](#); [Reveille Squad](#); [Reverse Damage](#); [Sacred Ground](#); [Sand Golem](#); [Silver Wyvern](#); [Soul Burn](#); [Soul Exchange](#); [Spoils of War](#); [Stupor](#); [Suq'Ata Firewalker](#); [Voodoo Doll](#); [Wall of Shadows](#); [Whippoorwill](#); [Wing Storm](#); [Wood Elemental](#)

When a card refers to another card by name, it must use the phrase "named CARDNAME," or a similar phrase. The following cards have been reworded:

[Rohgahh of Kher Keep](#); [Blazing Effigy](#); [Urza's Mine](#); [Urza's Power Plant](#); [Urza's Tower](#)

Many other card games allow players to discard cards from zones other than their hand. Therefore, cards that tell a player to discard one or more cards, or trigger on a player discarding one or more cards must be clear that the discards are from your hand. The following cards have been reworded:

[Casting of Bones](#); [Dream Halls](#); [Guerrilla Tactics](#); [Jandor's Ring](#); [Laquatus's Creativity](#); [Library of Leng](#); [Mangara's Blessing](#); [Megrim](#); [Metrognome](#); [Mind Bomb](#); [Sindbad](#); [Sirocco](#); [Soldevi Sage](#); [Spiritual Focus](#)

The Comprehensive Rulebook allows us to use a more friendly wording for cards that can be returned to your hand or to play from your graveyard. The following cards have been reworded:

[Ashen Ghoul](#); [Coffin Puppets](#); [Hammer of Bogardan](#); [Necrosavant](#); [Shard Phoenix](#); [Whiteout](#)

Quotation marks have been added to the "bands with other" ability. The following cards have been reworded:

[Adventurers' Guildhouse](#); [Cathedral of Serra](#); [Mountain Stronghold](#); [Seafarer's Quay](#); [Shelkin Brownie](#); [Tolaria](#); [Unholy Citadel](#)

Landhome is no longer a keyword ability. The following cards have been reworded:

[Giant Shark](#); [Island Fish Jasconius](#); [Merchant Ship](#); [Vodalian Knights](#)

The wording used for exchanges of control has been clarified. The following cards have been reworded:

[Gauntlets of Chaos](#); [Gilded Drake](#); [Juxtapose](#); [Legerdemain](#); [Phyrexian Infiltrator](#); [Political Trickery](#)

Comments? Email editor@wizards.com.