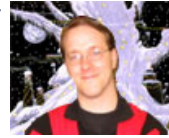


Home > Games > Magic > Magicthegathering.com > Columns



Regionals Welcomes the New Standard

John Carter
Saturday School
Saturday, May 13,
2006



Send your rules questions to Level Four Judge [John Carter](#). Can't find the answer to your question somewhere else, like the [Magic Comprehensive Rules](#)? Maybe he's already answered it! Try the [Saturday School Searchable Rules Database](#).

As of Saturday, May 20th, *Dissension* is legal in Constructed. Japan is flying the big cup home from an eventful weekend in Prague. And, of course, we have tons of questions to get through, so let's get started...

Q: I have three copies of *Plumes of Peace* in hand and the mana to forecast each of them, will I be allowed to forecast all the copies and tap three creatures, or am I restricted by the verbiage of the card and only forecast once? --Alan K.

A: The only-once per turn restriction applies only that copy of the card. You can forecast all three if you'd like.

***Extra*:** Cards that change zones are considered new cards. If a forecast card leaves your

hand and returns before the upkeep is over, it can be forecast again since it's considered a different card.

Q: *Palliation Accord* says, "becomes tapped." Does that mean that even if an opponent's tapping a creature to attack or only if some other sort of force taps it? --Curran S.

A: "Becomes tapped" means any way of changing from untapped to tapped. Attacking with a (non-vigilant) creature, activating and ability that requires tapping, or resolving an effect that forces a tap will all trigger the Accord.

***Extra*:** Creatures that come into play tapped, like *Skyshroud Behemoth*, or are put into play tapped, such as from ninjutsu or *Dance of the Dead*, do not trigger the Accord.

Q: Can *Vigean Hydropon* give its five counters to my newly played *Simic Initiate*? --Eric M.

A: No, graft only triggers once per creature that comes into play and allows only one counter to be moved at a time.

Q: Can *Aquastrand Spider*'s activated ability be used to allow *Vigean Hydropon* to block? --Erik M.

A: No, in **Magic** terms "can't" trumps "can." [CR 103.2] Saying something can block <thing> will lose out to an effect that says that something can't block.

Q: Can you respond to the activation of *Nihilistic Glee*'s hellbent ability by activating it again? --Nate

A: Yes, the ability only cares about the size of your hand when you announce the ability, not when it resolves. Respond to your own activations with more activations until you run out of mana or life like a good little nihilist.

Q: In a deck with graft creatures, is *Cytoshape* removal? --Efrén R.

A: Quite likely, yes. The key is that copying a creature doesn't copy the counters or Auras on that creature. The graft creatures (like the Spikes before them) are all 0/0 naturally. If something copies a naturally 0/0 creature and doesn't have an external boost, that copy will be put into the graveyard the next time state-based effects are resolved.

Q: *Cytoshape* says to "choose" a nonlegendary creature in play. Does "choose" mean the same as "target"? Could I use *Cytoshape* on a *Giant Solifuge*? --Eric S.



PRODUCTS

All Magic products

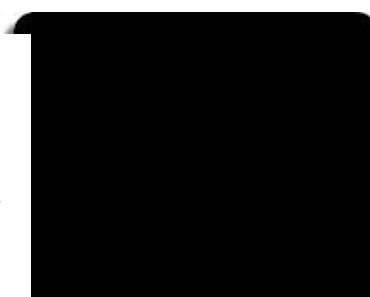
RULES

MESSAGE BOARDS

Magic General Forum
magicthegathering.com Forum

MAGIC ONLINE

Download Now!
Magic Online III Launch Info



A: Yes, you can choose Solifuge for **Cytoshape**. Modern card wordings are very exact, and the two words are designed to be different. "Target" essentially means to select in an immediately obvious and necessary way. "Choose" is more like to select from a number of available options. They are similar, but choose doesn't have the added rules baggage that target does. Targets must be specified on the announcement of a targeted spell or ability, whereas choices are done as a spell or ability is resolving. Making all targets illegal means the spell or ability is countered. Eliminating all available choices generally means the spell isn't very effect.

***Extra*:** **Cytoshape** does limit what choices you have, much like targeting. You couldn't target **Simic Sky Swallower** with **Cytoshape** because it can be targeted, and you can't choose **Momir Vig**, **Simic Visionary** because it's Legendary.



Q: A friend of mine lost when he was forced to sacrifice his **Flame-Kin War Scout** when his opponent played a creature. Why is there an *if* statement if the ability is a *must* effect? --Caleb M.

A: The *if* is there for the damage, not the sacrifice. For example, your opponent plays **Scatter the Seeds**. The War Scout triggers three times - it will be sacrificed. Since it is sacrificed only once though, only one of the Saprolings will take 4 damage.

Q: With graft, I'm about to move a counter onto my just played creature when my opponent kills it. What happens here? --Paul

A: The ability does nothing; the counter stays where it is.

Q: Does **Proper Burial** read the printed toughness on the card, or the toughness when it was sent to the graveyard? --Darcy J.

A: Grafters will gain you no life from being properly buried after grafting away their last counter. **Proper Burial** has a leaves-play triggered ability. Leaves-play triggers must look back in the game to see who controls what and so forth. [CR 410.10d] **Proper Burial** looks to immediately prior to the grafter's death and sees a 0/0 with state-based effects bringing around the death cart in the background.

Q: What would happen if I had two Anthems of Rakdos out, and attacked with a creature? Would each double the damage dealt by the other infinitely? --Dakota W.

A: **Anthem of Rakdos** (like everything else with a doubling effect) is a replacement ability. Replacement abilities only apply (not trigger) once per event. [CR 419.6a] If you attack with a creature, each Anthem's triggered ability would give the creature +2/+0, and they'd each deal one damage to you. For each of those damage events, the first Anthem would turn the 1 damage into 2 damage, and then the second Anthem would turn the 2 damage into 4 damage.



Q: Targets are declared and then costs are paid. I would therefore like to know if I could declare that I will activate **Ghost Quarter** targeting itself... --Nate P.

A: You can, but you probably don't want to. When the **Ghost Quarter** ability tries to resolve, it sees that all its targets are illegal, so the ability is countered, and you'll get no land.

Q: May I use the ability of the **Helium Squirter** on a creature with two or more +1/+1 counters on it? --Mauro C.

A: Yes, the grafter abilities that target a creature with a +1/+1 counter on it can target a creature with multiple counters as well.

Q: I was just a bit confused by a ruling I had found out that pointed out that Shoals and **Dark Confidant** work different from one another. I guess my confusion is the conflict on **Dark Confidant** and the Shoals when it comes to the new split cards. --Carl

A: That's entirely understandable. Both cards are asking the same question (what's your converted mana cost?), but they listen to the answer differently. The Shoals only listen for a particular number (the number you chose when you said what the Shoal's X value). **Dark Confidant** hears all numbers the card says. For example, **Disrupting Shoal** asks if **Research // Development** has a converted mana cost equal to X. If X is 2 or 4, it does. The Shoal can't be used with X of 6 because neither 2 nor 4 match 6. **Dark Confidant** just asks what the numbers are, hears "2 and 4," and translates that into 6 life lost.

Q: If I play **Quicken** during my opponent's turn, would that allow me to use **Rix Maadi**, **Dungeon Palace**? --Wyatt

A: No, **Quicken** only affects sorceries. Even if an effect allows you to play a sorcery at some odd time, the game rule still exists covering when they're actually playable, and the rule will limit the Dungeon.

Q: What happens if I target a spell with multiple "extra effect" counterspells? --Richard H.

A: You're likely to have wasted multiple counters. Unless the spell can't be countered by spells or abilities, the first counter to resolve will counter the spell. The remaining counters will each be countered in turn for lack of legal target.

Q: If I have **Goblin Warchief** in play and **Tin Street Hooligan** in hand, is there anything I can do to destroy an artifact? --Alex C.

A: No, the Hooligan will only cost ♠ , and you can't pay more than that ♠ .

***Extra*:** Additional costs like **Chill** or **Chorus of the Conclave** could raise the cost so the enhanced effect could happen though.

Q: I have a **Pariah's Shield** attached to a **Phytohydra**. When I mana burn myself at the end of turn, will it make my Phyto grow? --Jurgen W.

A: Mana burn causes loss of life, not damage. The Shield won't redirect, and the **Phytohydra** won't grow.

Q: When I dredge a card, can I choose the order in which the dredged cards go into the graveyard? --Michael S.

A: Yes, once you've revealed all of the cards for that dredging, you can order as you wish and put them into the graveyard. Might I suggest **Ashen Ghouls** and **Nether Shadows** on the bottom with their friend Mr. **Krovikan Horror**?



Q: I have **Halcyon Glaze** in play. I play **Clone**, and the triggered ability from **Halcyon Glaze** goes on the stack. It resolves, and the Glaze becomes a creature. When the **Clone** resolves, can I choose to make **Clone** a 4/4 flying Illusion creature? --Shaun E.

A: **Clone** becomes a copy of the card as printed plus copy effects (none) on that card. You get an unanimated **Halcyon Glaze**.

Q: When I play the card **Quickchange** and choose which colors, is it limited to the five main colors of **Magic**, or is it any color I want? --Chris

A: Yes, you must choose one of the five colors.

***Extra*:** Unless you're in *Un-*land in which case it's five colors plus pink.

Q: One player in our group believes **Dwarven Driller** destroyed a land every turn unless the other player controlled/owned another copy of **Dwarven Driller**. Most of us believe that it is the land's controller's choice whether to be dealt two damage or to lose the land. --Steven

A: The land's controller chooses damage or dead land. **Dwarven Driller** is a fireman on the Fahrenheit 451 library tour. Like its "punisher" cousin **Book Burning**, the affected player has a choice about damage or another effect. Owning, possessing, or otherwise being in contact with the punisher card doesn't matter. The unfortunate line break on **Book Burning** doesn't mean that there is a phantom comma on that card or any other.

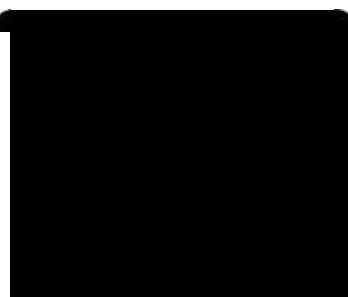
Q: I was playing a multi-player game with friends/family. I put a **Gaseous Form** on a creature, thinking it would no longer be able to do damage to anyone. The others said that it still does damage to players because "combat damage" is only when two creatures interact in combat. Could you clear this up for us? --Ryan

A: Combat damage is any damage a creature would have put onto the stack as a result of attacking or blocking. Creatures deal combat damage to players as well as to other creatures. The **Gaseous Form** prevents damage to creatures and players.

Q: I search up a **Mist Dragon** with **Zirilan of the Claw**. **Zirilan of the Claw**'s ability says, "Remove the creature at the end of any turn." Does this mean you remove it at the end of the turn you used the ability or at the end of any turn of your choice? --Bryan

A: "Any" was removed from the official text, so the sacrifice happens only when the next end of turn step begins.

***Extra*:** Removing the Dragon from the game and returning it will make it a new permanent, which would break Zirilan's grip though.



Q: I played at the *Dissension* release event at my regular gaming store, and I have two questions. Is untapping optional? Are there sportsmanship rules that can stop a player from affecting my game like an opponent did with his table talk? --Andrew

A: Untapping isn't optional. If you forget, your opponent is required to remind you. If you both forget, then you fix it when you realize the mistake.

Any and all DCI sanctioned events have sportsmanship guidelines. At marquee events like the Pro Tour, the standards are very high. At local stores for friendlier events, the atmosphere is more relaxed. In any event, it is the responsibility of the staff to curtail any player (or spectator) who is being disruptive, rude, or abusive. If your opponent was going to far with the talking, it helps immensely if you'll tell the player to stop. If the player doesn't respect the request and is crossing into being rude, then alert a judge. Staff might not always have your perspective, and the heads up lets them know to keep eyes and ears peeled. Patently offensive players have been disqualified and suspended for their behavior. The DCI wants enjoyable events for all regardless of the level of competition.



Speaking of competition, next weekend there will be [Regional](#) events all over the place. The format is Standard constructed, and this Saturday is the first day for decks with *Dissension*. Check out the after-event coverage here, or share your own war stories on the message boards.

Class Dismissed.

--Carter

*Carter has been playing **Magic** since 1994 and has been a certified judge since 1997. He has judged at every size and type of event, and he's always interested in new ideas to make events and **Magic** better for the gaming community. Carter enjoys helping players understand the rules, even if his analogies aren't as funny as he thinks they are.*



[Discuss](#) on the message boards



[Respond](#) via email



[John Carter](#) archive

[About Us](#) | [Jobs](#) | [New to the Game?](#) | [Inside Wizards](#) | [Find a Store](#) | [Press](#) | [Help](#) | [Sitemap](#)

© 1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.
[Terms of Use](#) - [Privacy Statement](#)

