Tapping The Knowledge Vault

RD: P. Waterman

Dear Scrye,

What would happen if you used Copy Artifact on a Bronze Tablet, then used it? Would your opponent get the Copy Artifact?

Zapyo

A Copy Artifact completely copies its target–it is, for all intents and purposes, exactly the same as the original Artifact. Since Bronze Tablet allows you to exchange the Tablet for any card your opponent has in play and keep it, you can use a Copy of the Bronze Tablet in the same way. You end up with your opponent's card and she ends up with your Copy Artifact. Of course, now that Copy Artifact is out of print and Bronze Tablet is in print, you might want to think twice before doing this!

Dear Scrye:

Every time my friend and I decide to play a friendly game of Magic, it turns somewhat hostile. We have these recurring arguments and were hoping you could answer some questions. Can a Library of Leng prevent someone from being Millstoned? If so, then shouldn't it do the same for a Deep Spawn?

The effect of a Millstone is to take the top two cards from a player's library and put them in his graveyard. Library of Leng says, "If a spell or effect forces you to discard…" Since the Millstone isn't making you discard (it's simply taking the cards from your library and placing them into your graveyard) it can't stop a Millstone. Deep Spawn is worded the same way and also cannot be stopped by a Library of Leng.

After a creature has been controlled with Control Magic, can it attack that same turn, or does it suffer from summoning sickness?

Summoning sickness is a very misunderstood term, partly because it's really a misnomer–it doesn't just happen when a creature has been summoned. The concise rule is this: You cannot attack with a creature or use a creature ability which requires tapping unless the card (or token) has been under your control since the start of your most recent turn.

(This is a minor change from the old ruling which said that the card must have started one of your turns under your control. It only makes a difference with relatively unusual combinations like a Seasinger untapping to release a creature and then tapping later to take it back.)

Abilities that don't require tapping as a cost, such as regeneration (it taps the creature as a result, not as a cost) or "pump" abilities (like on a Frozen Shade or Shivan Dragon) can be used right away. Also, remember that the card doesn't have to have been a creature since the start of your last turn–it simply must have been under your control (this affects cards like Mishra's Factory or Living Lands).

Does The Fallen still do damage after it has been destroyed?

In Scrye #3 one of our retailers said, "Black has The Fallen, who do a point of damage to a player every turn, even after it has been destroyed", in his retail advisory. That would be really nice, but it's unfortunately not the case. Once The Fallen has done damage to an opponent, it will do 1 point of damage to that opponent during each of its controller's upkeeps. When it is destroyed and in the graveyard, however, it can no longer deal damage to the opponent.

Here's another situation: Miles attacked with a Dragon Whelp enchanted with Farrel's Mantle. He also made it unblockable with a Dwarven Warrior. Matt had a Maze of Ith and a Jandor's Saddlebags, Could Matt untap it with either to prevent Miles from doing damage to one of his creatures?

*Matt and Miles
Union County, KY*

Farrel's Mantle doesn't care whether the creature it enchants is tapped or untapped, or whether it deals damage as a result of combat or not. It only cares that the creature it

enchants attacks and is not blocked. If both of those conditions are met, it can choose to deal its power plus two to a target creature. Jandor's Saddlebags merely untaps a creature and Maze of Ith untaps an attacking creature and prevents it from dealing or receiving damage as a result of combat. Neither card removes a creature from the attack, so if you can't block it (because of the Dwarven Warriors), Farrel's Mantle can still be used.

Try using Ebony Horse, which removes the creature from the attack, instead.

Dear Scrye:

I recently got a Homarid Spawning Bed. It said put X Camarid tokens into play instead of Homarid tokens. Is this a misprinted card?

*J. Jordan
Granite Falls, WA*

No, it's not a misprint. Just as dogs produce puppies and cats produce kittens, homarids produce camarids and thallids produce saprolings.

Greetings Scrye:

I have a couple of Spellfire cards that say 403 of 420, etc. I have not been able to find many cards to this set. Is there a 420 card set out there, and if so where? Or, are the twenty cards that were added to the second edition these very cards?

*J. Carr
Punxsutawney, PA*

Spellfire First Edition is a 400 card set marked "First Edition" on the back and numbered 1 to 400 of 400. When Second Edition came out, TSR removed 25 rare cards from the set and added 20 new rare cards. These new cards are numbered 401 to 420 of 420, and are marked "First Edition" on the back even though they are distributed in Second Edition decks.

Dear Scrye:

If a Mahamoti Djinn (or any other card) goes to the graveyard, and someone uses Animate Dead on it, when you have a Vesuvan Doppelganger or Clone, does it also have to take the -1/-0 or not?

*J. Murdock
San Marcos, CA*

Well, unfortunately, you cannot Clone or Doppel a card that is Animated. The WotC Rules Team has said "Clone and Doppelganger can only copy permanents created by a 'Summon' or 'Artifact Creature' spell, or tokens that inherently count as creatures. They may not copy permanents which are only creatures due to some sort of animation such as Animate Dead."

Dear Scrye:

When I cast a Control Magic on my opponent's Leviathan (for example) and my opponent casts a Control Magic on the Leviathan, who gets control of the Leviathan?

*S. Fouladgar-Mercer
Manlius, NY*

The Magic rules say "Whenever you have multiple existing effects in play, apply them in the order that they occurred." This means that since you and your opponent have conflicting enchantments on the Leviathan (you can't both control it), you apply the Control Magics in the order they were cast. Thus, the first Control Magic gives you control over the Leviathan, but the second Control Magic then gives the control back to your opponent. If his Control Magic were to be removed for any reason, control would revert to you.

Dear Scrye:

If I tap my Orcish Spy (to reveal my opponent's top three cards in his library) would my opponent get to look at the cards?

*C. Louis
Richmond, BC, Canada*

Orcish Spy says "Look at the top three cards of target player's library." Since the card doesn't say "Show your opponent," only you get to see the cards.

Dear Scrye:

I have just one question. I want to know why Serendib Efreet has a green border, but it requires blue Mana to unleash it. Is this a misprint and if so what color is it supposed to be?

E. Grimenstein
Audubon, NJ

Yes, this is most definitely a misprint. In the Revised Edition, Serendib Efreet was amazingly butchered. The card text and casting cost was correct, but the border and artwork were from the Arabian Nights Ifh-Biff Efreet. Even though the card has a green border, it is considered a blue card because, as the Magic rules say, "The color of a card is determined by the type of Mana you need to cast it, as specified in the upper right corner of the card. If a card takes more than one color of Mana to cast, it is considered all those colors at once. If the card requires no particular color of Mana or no Mana at all to cast, as with Artifacts and Land, then the card is colorless."

Dear Scrye:

If I were to Fork a Fireball or Disintegrate with ten Mana pumped into it, would I have to pay the ten Mana all over again? Or do I get the Mana pumped in too?

D. Stallings
Mill Creek, WA

When you Fork a spell it copies everything about the spell except the targets (if any). This means that any casting costs, number of targets, etc. are copied. In the case of a Fireball, you get a Fireball with the same number of targets doing the same amount of damage. You cannot change the number of targets or add or subtract Mana from the Forked Fireball.

Dear Scrye:

Can I sacrifice my opponent's goblins for Goblin Grenade? It says "sacrifice a goblin." Can I throw 4 Goblin Grenades on only one goblin? Or do I need 4 goblins?

Sure you can sacrifice an opponent's goblin–if you control it. The rules say "You cannot sacrifice a card under another player's control, nor can you sacrifice a creature that has taken lethal damage or is otherwise headed to the graveyard."

As for sacrificing one goblin for four Goblin Grenades, the sacrifice is part of the cost of casting a Goblin Grenade. Just as you can't use the same 1 red Mana to cast four Goblin Grenades, you can't use the same one goblin to cast four Goblin Grenades.

Dear Scrye,

I just bought my first Booster packs of Ice Age and I have a question. I didn't buy a starter deck because I already have enough Land and since the Land in starter decks is the only reason I would need to buy one unless I was just starting out or I needed a rulebook. So I bought three Booster packs. And since I didn't buy a starter deck I don't have a rulebook. So please answer this one question: What does cumulative upkeep mean?

Lou Frascogna
Jackson, MS

Well, first of all, let me point out that Ice Age has a special type of basic Land called "snow-covered Land" which can only be found in starter decks. These snow-covered Lands are affected by or affect other cards in the Ice Age expansion, so between that and getting a rulebook, those of you who are staying away from starter decks to avoid basic Lands may want to think twice.

Cumulative upkeep is a special type of upkeep that gets bigger each turn. If a card has a cumulative

upkeep of 1 Mana, for example, you would have to pay 1 Mana during the first upkeep after the card comes into play, 2 Mana during the second upkeep, 3 during the third, and so on. This can get pretty expensive after a while, and if you choose to not pay the upkeep, the card is buried.

Dear Scrye:

White Knight attacks. Land Leeches block. Who dies? What's up with the M:TG Collector's Edition? I bought an Icy for ten.

D. Perkel
Atlanta, GA

The White Knight is a 2/2 creature with first strike, and the Land Leeches are a

Singing Tree
Summon Singing Tree

Tap to reduce an attacking creature's power to 0.

Illus. © Rob Alexander   0/3

2/2 creature with first strike. When you go to resolve combat damage, all creatures with first strike simultaneously deal their damage first, and then you check for creature deaths. Then any creatures without first strike that are still alive get to deal their damage and you check for creature deaths again. In the situation above, the White Knight and the Land Leeches will each deal two damage to the other and both will die.

The Collector's Edition was a boxed set of all the cards that were in the Beta Edition (363 cards). There were 10,000 of the U.S. Collector's Edition and 5,000 of the International

Collector's Edition sold. The Collector's Edition cards can be easily distinguished from standard Magic cards because they have square corners, a gold border, and "Collector's Edition" prominently written on the back in gold. Collector's Edition cards are not legal in most tournaments.

Dear Scrye,

Will this combo work? You have out a Maze of Ith with Wild Growth on it and a Ley Druid. The Ley Druid attacks. You use the Maze of Ith to untap it, giving you a Mana (from the Wild Growth). Then you tap the Ley Druid to untap the Maze of Ith. Then the cycle starts over. But is the Ley Druid now considered an attacking creature?

C. Dobbins
Pittsburgh, PA

I know... You're probably thinking "Didn't last month's Knowledge Vault start out with this question?" Yes, it did–but the answer given was incorrect, so here's the correct answer: This combination used to work–if you were using a pre-Revised Edition Wild Growth. However, on June 15, the WotC Rules Team issued this errata to Wild Growth: "Wild Growth only provides Mana when the target Land is tapped for Mana... This applies to all versions of Wild Growth."
Thus, you can use a Maze of Ith and an attacking Ley Druid to untap each other as many times as you want, but no matter how many times you tap the Maze of Ith you won't get any Mana.

Here's how it works: There are myriad chances for fast effects during an attack. First, you declare that you're making an

attack. Then both parties can do fast effects. Then attackers are declared. Then more fast effects. Then blockers are declared. Then–you guessed it–more fast effects. During each of those chances for fast effects, any player may perform as many fast effects as she wants. So...The Ley Druid is declared as an attacker, and is tapped for that. Then the Maze of Ith is used on the Ley Druid.

This has two effects: First, it untaps the Ley Druid. Second, it makes it so that the Ley Druid won't be able to deal or receive any damage as a result of combat. Maze of Ith doesn't remove the attacking creature from the attack, so the Ley Druid is still in every way an attacker. Since the Ley Druid is now untapped, you can tap it to untap the Maze of Ith, and then tap the Maze of Ith to untap the Ley Druid (which is still an attacker). This can go on as long as you like.

Of course, you can still use this infinite tapping combination for other things. For instance, try putting a Psychic Venom on the Maze of Ith and then casting Reverse Damage after tapping it a few hundred times. You can even combine this with a Channel to get as much Mana as you want, but it becomes a pretty complicated combo!