

# **MTG\_CARD\_O**

Tom de Ruyter

<b>COLLABORATORS</b>
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	<i>TITLE :</i> MTG_CARD_O		
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WRITTEN BY	Tom de Ruyter	April 17, 2022	

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## Chapter 1

# MTG\_CARD\_O

### 1.1 Card Rulings & Descriptions - O

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Oasis

Oath of Lim-Dul

Obelisk of Undoing

Ogre Enforcer

Old Man of the Sea

Onulet

Onyx Talisman

Orcish Artillery

Orcish Captain

Orcish Librarian

Orcish Lumberjack

Orcish Mechanics

Orcish Oriflamme

Orcish Squatters

Order of the Sacred Torch

Orgg

Ornithopter

Osai Vultures

Oubliette

Ovinomancer

## 1.2 Oasis

Oasis

The Fourth Edition version has an activation cost, while the Arabian Nights version just had an ability. [Duelist Magazine #5, Page 11]

Card Information

## 1.3 Oath of Lim-Dul

Oath of Lim-Dul

You can sacrifice one Oath of Lim-Dul to another one. You cannot sacrifice it to itself. [Duelist Magazine #14, Page 27]

Cards are destroyed or discarded during the side-effects part of damage prevention (which is the same time Hypnotic Spectre would make you discard). [D'Angelo 12/04/95]

Payments of life count as lost life for this and all other such effects. [Duelist Magazine #10, Page 43]

Does not trigger twice on damage to a player causing loss of life. [DeLaney 02/02/97]

Card Information

## 1.4 Obelisk of Undoing

Obelisk of Undoing

As errata to the Antiquities version of the card, the word "discarded" should be "destroyed". [Duelist Magazine #4, Page 138]

You must be the owner and the controller of the permanent. [Card Text]

Only affects one permanent. All cards which say "any xxx" (where xxx is "creature", "land" or something) mean any single xxx in play. [Duelist Magazine #2, Page 15]

Card Information

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## 1.5 Ogre Enforcer

### Ogre Enforcer

It needs to be damaged fatally by a single spell or permanent in order to die from damage. [Duelist Magazine #17, Page 28]

If its toughness falls to zero or less and it is undamaged, it will stay in play until at least 1 damage is successfully dealt to it or unless it already has at least 1 damage on it. [WotC Rules Team 03/14/97] Note that dealing zero damage to it is the same as not damaging it since there is no such thing as a packet of zero damage.

Trample damage done to an Ogre Enforcer works just like it does for any other creature even if you do not want it to happen that way. For example, if the Ogre blocks a Crash of Rhinos (8/4 trample) banded with a Terenko Griffin (2/2, banding, flying), then the Ogre will take 2 normal and 8 trample damage. By the rules, the 6 trample damage over the Ogre's toughness is redirected to the player *before* checking if the Ogre has lethal damage. The Ogre will be left with 2 damage from the Griffin and 2 from the Rhinos, so it will not die. [Duelist Magazine #17, Page 47]

The Ogre with damage (even if not from one source) greater than or equal to its toughness is considered to have "lethal damage" for any effects that trigger on such damage. Thus, a Disintegrate on an Ogre with lethal damage will remove it from the game even if all the damage is not from one source. [Duelist Magazine #17, Page 47]

It is in no way protected from being destroyed or buried due to non-damage effects. [D'Angelo 03/26/97] Note that lowering of toughness is not a destroying effect, it simply causes the damage on the creature to be rechecked for possible lethal damage.

Card Information

## 1.6 Old Man of the Sea

### Old Man of the Sea

Can be used, at any time fast effects are allowed, to take control of a creature. This includes your opponent's turn. If used during an attack phase, the creature is removed from the attack immediately. [bethmo]

Control of the creature is lost if the Old Man leaves play for any reason. [bethmo 05/09/94]

You do not lose control of a creature controlled by the Old Man even if you lose control of the Old Man itself. Interesting Note: if player A taps an Old Man to control B's Old Man, and during the same instant B taps to control A's Old Man, then at the resolution of the instant, the two Old Men switch sides. Now whoever untaps first will be getting both Old Men. [bethmo]

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You do not lose control if the creature becomes an invalid target at any time after the Old Man steals it. This includes if the card stops being a creature. The check for stealing the creature is made on declaration and on resolution as with any targeted effect plus it checks constantly for the cases listed on the card: power becoming greater than Old Man's and Old Man leaving play. [WotC Rules Team 02/09/95]

Can choose not to untap even if it is not still controlling a creature.  
[WotC Rules Team 12/15/94]

Card Information

## 1.7 Onulet

Onulet

As errata to the Antiquities and Revised Edition versions of this card, is should read "If Onulet goes to the graveyard from play..."  
[Duelist Magazine #4, Page 138] This means that it does not do anything if discarded or countered.

The incorrect artist is listed on the card. It should be Anson Maddocks.

Card Information

## 1.8 Onyx Talisman

Onyx Talisman

See Hematite Talisman for rulings.

Card Information

## 1.9 Orcish Artillery

Orcish Artillery

COP:Red can be used to avoid damage from the artillery. Makes it a nice 2 point directed attack.

You do not take the 3 points of damage if the effect fizzles.  
[Aahz 06/06/94]

The Alpha printing version of this card had a casting cost of "1R". All further printings have had a "1RR" casting cost.

Card Information

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## 1.10 Orcish Captain

Orcish Captain

Flip a coin for each time the cost is paid. [WotC Rules Team 11/16/94]  
You cannot pay the cost more than once in a single activation.

In multiplayer games you can choose a different opposing player each time it is used. [Duelist Magazine #4, Page 64]

Card Information

## 1.11 Orcish Librarian

Orcish Librarian

You do get to look at the remaining 4 cards before deciding which order to put them back in. [Duelist Magazine #7, Page 99]

Card Information

## 1.12 Orcish Lumberjack

Orcish Lumberjack

Orcish Lumberjack

As errata, play the effect as a mana source. [Mirage Page 2]

Card Information

## 1.13 Orcish Mechanics

Orcish Mechanics

As errata, it should read "(Tap), Sacrifice an artifact: Orcish Mechanics deal 2 damage to target creature or player." [Encyclopedia Page 133]  
The Encyclopedia errata entry broke the cost/effect relationship and it has been corrected here. [D'Angelo 01/22/97]

Cannot use the ability unless you have an artifact to sacrifice. It is part of the cost. [Aahz]

The "place in the graveyard" statement is actually a "sacrifice" and is a cost which cannot be prevented. [Duelist Magazine #2, Page 14]

Card Information

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## 1.14 Orcish Oriflamme

Orcish Oriflamme

Was on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments from 01/25/94 to 02/23/94. It was determined to not be that great an advantage at that time.

The casting cost on the Alpha printing version of this card was just "1R", and not "3R" as appears in all other printings.

Card Information

## 1.15 Orcish Squatters

Orcish Squatters

The Fifth Edition version's ability has an activation cost and is played as an instant. The Ice Age version was played as a triggered effect at the end of blocking declaration. [D'Angelo 04/11/97]

Card Information

## 1.16 Order of the Sacred Torch

Order of the Sacred Torch

As errata, it should read "(Tap): Pay 1 life to counters target black spell. Effects..." [Encyclopedia Page 93]

Card Information

## 1.17 Orgg

Orgg

As errata, it should read "Trample. Orgg cannot attack if defending player controls an ..." [Encyclopedia Page 189]

Cannot attack if opponent has any untapped creatures of power greater than 2. [Card Text] It does not matter if those creatures cannot block. [D'Angelo 02/09/95]

Card Information

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## 1.18 Ornithopter

Ornithopter

The zero casting cost is not a misprint.

Card Information

## 1.19 Osai Vultures

Osai Vultures

Only gets one counter per turn, not one per creature. [Aahz 06/16/94]

Does get a counter if creatures died on the turn even if it enters play after they died. [Aahz 12/21/94]

The Fourth Edition version has an activation cost while the Legends version just had an ability. [Duelist Magazine #5, Page 11]

Card Information

## 1.20 Oubliette

Oubliette

The card in the Oubliette acts as if it were phased out, with the exception that it will not come back into play at the beginning of untap like other phased out cards will. The rulings as to what happens when the creature leaves or re-enters play, apply, however. [D'Angelo 10/15/96] See the rulings on Phasing in the General Rulings for more information.

Oubliette differs from normal phasing in, in that the creature enters play with summoning sickness. [Aahz 11/07/96] If a creature enters the Oubliette, then exits it during the same turn, it is still subject to summoning sickness. [WotC Rules Team 04/12/95]

If a creature enters the Oubliette after an effect targets it, then exits before that effect resolves, then the creature is still "locked onto" by the targeted effect. [WotC Rules Team 10/18/95]

The creature returns to play tapped. It does not return to play and then tap afterwards. [Aahz 03/17/97] (REVERSAL)

The creature in the Oubliette may not be selected (and returned to play) by the Ring of Ma'ruf artifact since the card are "out of play" and not "out of the game". [WotC Rules Team 11/10/95]

If City in a Bottle is used, the Oubliette does not protect the creature inside (if it is an Arabian Nights card) from being affected. The Oubliette is removed from play and then the creature is freed and removed from play immediately. Continuous effect artifacts are

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considered to be faster than interrupts.  
[Duelist Magazine #2, Page 15]

If Oubliette is used on token creatures, they are permanently lost.  
[bethmo] The Oubliette stays in play. [Aahz] See the Token Creatures entry in the General Rulings for more information.

If a creature stops being a creature after it enters the Oubliette, it still remains inside. Examples include a Living Land or an Assembly Worker. [Aahz]

Oubliette targets the creature it is taking out of play, hence Protection from Black will prevent this spell from even targeting the creature.  
[WotC Rules Team 02/07/94]

This is not a creature enchantment, so it cannot be moved with effects like Enchantment Alteration.

If this card phases out, the link to the card it is holding out of play is broken, and that card re-enters play. When this card phases back in, it will remain in play without any target. [Aahz 02/16/97]

Card Information

## 1.21 Ovinomancer

Ovinomancer

Can target itself. This will cause it to be returned to your hand during announcement and will result in no sheep since it will not be in play at resolution so the effect fizzles. [bethmo 11/27/96]

Card Information

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