

MTG_CARD_K

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COLLABORATORS

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Chapter 1

MTG_CARD_K

1.1 Card Rulings & Descriptions - K

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Kaervek's Spite

Kaervek's Torch

Karakas

Karma

Karplusan Giant

Karplusan Yeti

Keeper of Tresserhorn

Keldon Warlord

Khabal Ghoul

King Suleiman

Kird Ape

Kismet

Kjeldoran Dead

Kjeldoran Elite Guard

Kjeldoran Frostbeast

Kjeldoran Guard

Kjeldoran Home Guard

Kjeldoran Outpost
Kjeldoran Pride
Kjeldoran Royal Guard
Knight of the Mists
Knight of Valor
Knowledge Vault
Kobold Drill Sergeant
Kobold Overlord
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Kormus Bell
Krovikan Fetish
Krovikan Plague
Krovikan Sorcerer
Krovikan Vampire
Kry Shield
Kudzu

1.2 Kaervek's Spite

Kaervek's Spite

The sacrifice of all your permanents and discarding of your hand is part of the casting cost and is paid on announcement. You do not have a choice to pay this cost zero times or more than one time in order to multiply the effect. [D'Angelo 01/28/97]

As always, you cannot sacrifice things you do not control.
[Duelist Magazine #17, Page 30]

Card Information

1.3 Kaervek's Torch

Kaervek's Torch

The extra cost applies to all interrupts and not just to spells. For example, the Daring Apprentice's effect would require 2 mana in addition to its other costs. [Aahz 01/22/97]

Card Information

1.4 Karakas

Karakas

+ Can only be used on "Summon Legend" cards, not on cards from the Legends expansion, and not Legendary Land or other Legendary cards. [D'Angelo 10/11/97]

Card Information

1.5 Karma

Karma

Is considered one source of white damage and the damage comes in one packet. [Aahz 07/29/94]

Amount of damage is locked in when effect is resolved and not when it is announced. [D'Angelo 10/05/95]

The text was changed between the Alpha and Beta printings of the Limited Edition.

Card Information

1.6 Karplusan Giant

Karplusan Giant

The land is tapped during announcement and as a cost.

[Duelist Magazine #11, Page 56] The effect cannot be announced if the land is not in an untapped state. [D'Angelo 12/23/96]

Card Information

1.7 Karplusan Yeti

Karplusan Yeti

See Tracker for rulings.

Card Information

1.8 Keeper of Tresserhorn

Keeper of Tresserhorn

The loss of life happens as a triggered effect that triggers when defense is chosen and resolves as soon as blocking choices are done. It triggers if it has no blockers at that time. [Aahz 06/24/96]

Card Information

1.9 Keldon Warlord

Keldon Warlord

The power/toughness adjusts itself as a continuous effect that is recalculated after each effect resolves or anything happens which might change it.

Card Information

1.10 Khabal Ghoul

Khabal Ghoul

Can collect counters for creatures that died during the turn in which it enters play, even if it enters play after they die. [bethmo]

Card Information

1.11 King Suleiman

King Suleiman

Can destroy any Djinn or Efreet, including the one in the main set, or any Clone or Doppelganger of one. [bethmo]

Card Information

1.12 Kird Ape

Kird Ape

+ Has always been on the Duelists' Convocation banned list (not allowed in a deck) for Extended tournaments.

Card Information

1.13 Kismet

Kismet

Cards enter play tapped. They do not come into play untapped and then immediately tap, therefore they do not trigger any effects due to tapping. [Aahz 06/28/94] Face-down creatures due to Illusionary Mask will come into play tapped and face-down.

You choose one player on casting and it only affects that one player. This target is not changed even if this card changes controllers. It becomes useless but stays in play if the target player leaves play. [Duelist Magazine #4, Page 64]

+ Does not affect cards phasing in. [Duelist Magazine #19, Page 30]

As errata to the Legends version of the card, it should read "target player" instead of "opponent". This means you can use it on yourself. [Duelist Magazine #4, Page 64] The Fourth Edition version says this.

The Legends version only affects lands, creatures and artifacts played from your hand. The Fourth Edition version affects generated token creatures, creatures brought into play by Animate Dead, and any other way to get a permanent into play. [bethmo 01/23/96]

Card Information

1.14 Kjeldoran Dead

Kjeldoran Dead

If there are no creatures in play (other than this one) when it enters play, you have to sacrifice this card. [Duelist Magazine #6, Page 132]

The sacrifice is a triggered effect and not a cost. [WotC Rules Team 12/03/96]

Card Information

1.15 Kjeldoran Elite Guard

Kjeldoran Elite Guard

Can be assigned as a blocker and then have its ability used.

[WotC Rules Team 06/15/95]

Can be used when opponent is declaring attack and defense. Not just when you are. [Duelist Magazine #7, Page 99]

Card Information

1.16 Kjeldoran Frostbeast

Kjeldoran Frostbeast

As errata, it should read "Whenever Kjeldoran Frostbeast blocks or is blocked by a creature, destroy that creature at end of combat."

[Encyclopedia Page 87]

Card Information

1.17 Kjeldoran Guard

Kjeldoran Guard

Can be assigned as a blocker and then have its ability used.

[WotC Rules Team 06/15/95]

Can be used when opponent is declaring attack and defense. Not just when you are. [Duelist Magazine #7, Page 99]

Card Information

1.18 Kjeldoran Home Guard

Kjeldoran Home Guard

The effect does not trigger when declared as attacking or blocking. It is checked later. [Aahz 05/21/96]

Card Information

1.19 Kjeldoran Outpost

Kjeldoran Outpost

You have the choice when it enters play to sacrifice the land or let this card be buried. You may not use the mana source speed ability between the

time when it enters play and before it gets buried because the sacrifice or burial is considered a phase cost. [WotC Rules Team 12/03/96]
(REVERSAL) See Comes Into Play Effects in the General Rulings for more information.

Card Information

1.20 Kjeldoran Pride

Kjeldoran Pride

Does not target the creature it is moving itself to at the time it is moved.
[bethmo 07/20/96] Once on that creature, it targets the creature like any enchantment would.

Card Information

1.21 Kjeldoran Royal Guard

Kjeldoran Royal Guard

Only usable on combat damage from unblocked attacking creatures. Any damage from effects (even while it is attacking and is unblocked) is not valid.
[Duelist Magazine #7, Page 99]

Can be used during damage prevention, or it may be used earlier in the turn.
[Aahz 11/07/96]

If used earlier in the turn, it only works as long as it is in play. Once it leaves play, the effect continues to try to redirect the damage but there is no place to redirect it so the damage stays where it is.
[Aahz 11/07/96]

Card Information

1.22 Knight of the Mists

Knight of the Mists

Can bury an opponent's knight. [Visions FAQ 02/16/97]

If no other knights are in play, pay the mana or bury this card.
[Visions FAQ 02/16/97]

Card Information

1.23 Knight of Valor

Knight of Valor

The ability is not Flanking and is not removed by an effect that removes Flanking. [Duelist Magazine #17, Page 30]

The activated ability is not exactly the same as Flanking. It affects all creatures blocking the Knight and not only ones assigned to block it. [DeLaney 02/02/97]

Card Information

1.24 Knowledge Vault

Knowledge Vault

As errata, it should read "...into your hand. If you lose control of Knowledge Vault, bury all cards under it." [Encyclopedia Page 151]

Taking a card from the library and placing it under the Vault does not count as drawing a card. [Aahz 08/11/94]

The cost to retrieve the cards is like "0, Sacrifice Knowledge Vault:", except it is not really an activation cost. The "2, Tap" cost only applies to putting a card under the Vault. [D'Angelo 11/08/96]

The cards "under it" refers to the ones set aside by it. If it is in the graveyard, it does not refer to the graveyard.

+ The card taken from your library must be from the top of the library. [Aahz 07/07/97]

Card Information

1.25 Kobold Drill Sergeant

Kobold Drill Sergeant

He is not a Kobold, so he does not give himself abilities. [Aahz 07/15/94]

Card Information

1.26 Kobold Overlord

Kobold Overlord

He is not a Kobold, so he does not give himself abilities. [Aahz 07/15/94]

Card Information

1.27 Kobolds of Kher Keep

Kobolds of Kher Keep

As errata, it should read "This card is considered a red card."
[Encyclopedia Page 152]

See Crimson Kobolds for rulings.

Card Information

1.28 Kobold Taskmaster

Kobold Taskmaster

He is not a Kobold, so he does not give himself abilities. [Aahz 07/15/94]

Card Information

1.29 Kormus Bell

Kormus Bell

As errata, the Fourth Edition version of this card should not say "black".
The created creatures are not given a color.
[Duelist Magazine #5, Page 11]

See the Animated Lands and Artifacts entry in the General Rulings for
more information.

The Swamps are both lands and creatures at the same time.

This does mean Swamps owned by any and all players.

The lands can be killed as creatures or lands, so Wrath of God, Armageddon,
Smoke, Winter Orb, and many others affect them.

With Balance, consider them both as lands and as creatures. Just remove
whatever you have to in order to achieve "balance". And yes, this does
mean that they get double-counted :-)

Consecrate Land does not protect the land from being affected by the Bell.
[bethmo]

Card Information

1.30 Krovikan Fetish

Krovikan Fetish

As errata, this card should have you draw a card at the beginning of the next turn, not the next turn's upkeep. [Duelist Magazine #18, Page 28]

See the Cantrip entry in the General Rulings for more information.

If it is moved to a new creature by something that moves enchantments, the controller of the Fetish get to draw another card.
[Duelist Magazine #6, Page 132]

You do not get a card if the target becomes illegal before it resolves.
[D'Angelo 06/20/95]

Card Information

1.31 Krovikan Plague

Krovikan Plague

It is played on a non-wall creature you control. This is considered to be a targeting restriction. The enchantment will bury itself if you lose control of the creature or if it somehow becomes a Wall.
[Duelist Magazine #11, Page 54]

Card Information

1.32 Krovikan Sorcerer

Krovikan Sorcerer

The cards are discarded from your hand during announcement and as a cost.
[Duelist Magazine #11, Page 56]

It is not a forced discard, so it cannot be used with Library of Leng.
[Duelist Magazine #11, Page 56]

The Fifth Edition version of the card has 2 abilities instead of one, but the behavior of the card is identical to the Ice Age version since the Ice Age one was modal. [D'Angelo 04/11/97] (See Modal Effects in the General Rulings)

Card Information

1.33 Krovikan Vampire

Krovikan Vampire

You do not get the creature back if the creature is not still in the

graveyard at the end of the turn. [Aahz 06/10/95]

If the creature goes to the graveyard, then leaves the graveyard by some means, then the Vampire effect loses track of it. It will not give you control of the creature even if the creature goes back to the graveyard before the end of the turn. [Aahz 11/21/95]

You do get the permanent back if the card that went to the graveyard is no longer a creature. [Aahz 07/12/95]

Works no matter how he damages the creature: in combat, in the Arena, or by some other effect. [D'Angelo 08/01/95]

The Krovikan Vampire effect remembers who was controlling it when it damaged the creature. At the end of the turn, the creature will come under that player's control. If at that time, the player does not also control the Vampire, the creature is immediately buried again (as per the Vampire's text that you bury the creature if you lose control of the Vampire). [Aahz 11/08/95]

Card Information

1.34 Kry Shield

Kry Shield

Using the Shield does not undo any damage already dealt this turn. [Aahz 10/21/94]

Can be used during upkeep to prevent damage due to not paying a creature's upkeep. [D'Angelo 05/12/95]

Card Information

1.35 Kudzu

Kudzu

As errata, it should read "If enchanted land becomes tapped, destroy that land, and its controller moves Kudzu to another legal target. If he or she cannot, bury Kudzu." [Encyclopedia Page 53]

If the land with Kudzu on it is destroyed by some spell or effect (rather than tapping) Kudzu is placed in the graveyard. [Snark]

Yes, you can move it to any other player's land whenever you get to move it. [Card text]

Leaves play once there are no lands which it can be placed on. Consecrated lands are protected. [bethmo]

Although the person making choices with this spell changes regularly, the

"controller" of the enchantment does not change. It is always the caster who is the controller.

If it is on a Strip Mine which is used, the Kudzu ability is triggered at the same time the Mine is sacrificed, but the Kudzu is buried as a continuous effect before the trigger resolves. Thus, the Kudzu does not move on. [D'Angelo 11/08/96]

Note that it is not treated as if "just cast" when moved to the new target.

Card Information
