

MTG_CARD_L

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Chapter 1

MTG_CARD_L

1.1 Card Rulings & Descriptions - L

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Labyrinth Minotaur

Lady Caleria

Lake of the Dead

Lance

Land Equilibrium

Land's Edge

Land Tax

Lapis Lazuli Talisman

Lat-Nam's Legacy

Lava Burst

Leshrac's Sigil

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Library of Lat-Nam

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Lich

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Lord Magnus
Lord of Atlantis
Lord of the Pit
Lord of Tresserhorn
Lotus Vale
Lure
Lurker

1.2 Labyrinth Minotaur

Labyrinth Minotaur

The Homelands version only affected creatures it was assigned to block.
The Fifth Edition version affects any creature it blocks or ends up blocking. [D'Angelo 05/13/97]

Card Information

1.3 Lady Caleria

Lady Caleria

Does damage immediately and may kill the creature before damage dealing.
[Aahz 06/17/94]

Card Information

1.4 Lake of the Dead

Lake of the Dead

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.

The tap and sacrifice counts as tapping the land for mana for purposes of Manabarbs. [D'Angelo 07/17/96]

Card Information

1.5 Lance

Lance

Playing this on a creature which already has First Strike has no effect.
There is no additional effect from having First Strike twice. [Aahz]

Card Information

1.6 Land Equilibrium

Land Equilibrium

As errata, it should read "Whenever any opponent puts a land into play, if he or she controls at least as much land as you do, he or she sacrifices a land." [Encyclopedia Page 151]

You sacrifice a land after you put one into play and not before.
[D'Angelo 01/18/95]

This is a triggered effect, so it's possible to tap the land that just entered play for mana (as a mana source) prior to dealing with the trigger. [D'Angelo 11/07/96]

The effect is cumulative. If you have 2 of them, the other player must sacrifice two lands for each one put into play.

Card Information

1.7 Land's Edge

Land's Edge

As errata, it should read "Any player may choose to discard a card from his or her hand; if that card is a land, Land's Edge deals 2 damage to target player." [Encyclopedia Page 64]

The discard is a cost. [Aahz 11/07/96]

The damage done when you discard a land only applies to lands which are discarded by choice using the Land's Edge ability. It does not work on forced discards of any type. [Duelist Magazine #2, Page 8]

You cannot use the Library of Leng ability to place a discarded card on top of your library when using the Land's Edge ability to discard when you want to because this is a discard by choice. [Aahz 07/25/94]

The effect is an instant speed effect. It works as if it said "discard a land: Land's Edge deals 2 damage to target player. This ability can be used by any player and not just the controller of Land's Edge."

Card Information

1.8 Land Tax

Land Tax

As errata, the card should read "During your upkeep, if any opponent controls more land than you, you may search your library, remove up to three basic land cards, reveal them to all players, and put them into your hand. Shuffle your library afterwards." [Encyclopedia Page 34]

This is a phase effect used during your upkeep. If you have two of them, you can use each of them once each turn. [bethmo 07/26/94]

Can get a Snow-Covered land out. [Duelist Magazine #6, Page 132]

Only counts lands when announced and will not fail if you no longer have

fewer lands when it resolves. [Duelist Magazine #7, Page 100]

A common strategy is to use Strip Mine if both players have the same amount of land. Use a Strip Mine to destroy an opponent's land, then use Land Tax in response. At that time your Strip Mine is gone, but the opponent's land is not destroyed yet. [Bethmo 05/22/96]

Was on the Duelists' Convocation banned list (none allowed in a deck) for Type II tournaments from 01/01/97 to 04/24/97 and is now banned because it is no longer in the base set. It was previously on the restricted list (only 1 per deck) for Type II tournaments from 07/01/96 to 01/01/97. Was been banned from type I.5 tournaments from 07/01/96 unto 04/01/97.

Card Information

1.9 Lapis Lazuli Talisman

Lapis Lazuli Talisman

See Hematite Talisman for rulings.

Card Information

1.10 Lat-Nam's Legacy

Lat-Nam's Legacy

+ As errata, the cards are drawn at the beginning of the next turn, not the beginning of the next turn's upkeep. [bethmo 06/20/97]

Card Information

1.11 Lava Burst

Lava Burst

Only creatures cannot have this damage prevented or redirected. Players can prevent or redirect the damage normally. [Duelist Magazine #7, Page 8]

Automatic abilities which prevent or redirect damage are not prevented by Lava Burst from doing so. Only spells/abilities for which you have to choose whether or not to use them are prohibited from working. [Aahz 11/07/96]

Effects which reduce damage to zero are not considered the same as spells and effects that prevent damage, so these effects still work when Lava Burst is used. [Duelist Magazine #7, Page 9]

Card Information

1.12 Leshrac's Sigil

Leshrac's Sigil

See the Activation Cost entry in the General Rulings for more information on what "once each time" means.

Card Information

1.13 Leviathan

Leviathan

Don't have to pay the untap cost if it is untapped outside the upkeep phase or by an effect. [Duelist Magazine #3, Page 7]

The Fifth Edition version has an activation cost on the untap ability where The Dark and Fourth Edition versions did not. [D'Angelo 04/11/97]

Card Information

1.14 Lhurgoyf

Lhurgoyf

See Creature in the Graveyard in the General Rulings for more information.

Card Information

1.15 Library of Alexandria

Library of Alexandria

You can tap this card before you draw for a turn, and still draw as normal. [Arab FAQ 01/05/94]

You may tap multiples of these in the same instant because the requirement for 7 cards is checked only at the time of tapping and not at the time of drawing. Only targeted effects are checked at both declaration and resolution. [Aahz 06/22/94]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for Type I tournaments since 05/02/94. Has always been banned for Type I.5 tournaments.

Card Information

1.16 Library of Lat-Nam

Library of Lat-Nam

+ As errata, the cards are drawn at the beginning of the next turn, not the beginning of the next turn's upkeep. [bethmo 06/20/97]

Card Information

1.17 Library of Leng

Library of Leng

You can discard to the top of the library when using Bazaar of Baghdad, Sindbad or Wheel of Fortune because they are forcing you to discard. [Aahz 07/26/94]

You cannot discard to the top of the library when using Land's Edge because this is a voluntary rather than forced discard. [Aahz 07/25/94]

A card put on top of your library still counts as discarded for effects such as Psychic Purge. [WotC Rules Team 05/10/95]

Your opponent does not get to see the card you put on top of your library. [WotC Rules Team 05/10/95]

The Library of Leng only has an effect on your discard phase if it is in play and untapped when your discard phase would start. It will not make you skip the phase if it becomes active during that phase. [WotC Rules Team 10/18/95] See Phase Skipping in the General Rulings for more information.

If more than one card is discarded due to a single effect, you get to decide whether or not to use the Library on each of the cards in the discard. It is not an all-or-nothing effect. [Aahz 06/11/96]
If the discard is chosen, the order of discarding is chosen by the player who is discarding. If the discard is random, then randomly choose one card at a time and decide on the use of the Library of Leng after each card is chosen. [Mirage Page 54]

The Limited and Unlimited versions of this card would not allow you to discard during discard phase even if you had more than 7 cards in your hand. The Revised and Fourth Edition versions of this card cause you to skip the discard phase entirely. This distinction is very subtle, but the newer cards allow you to avoid spells such as Cursed Rack.

If the Limited or Unlimited Edition Library of Leng is destroyed during the discard phase, then you must discard down to 7 cards as per normal.

The Fifth Edition version no longer has the reminder text that you can look at a randomly discarded card before choosing where it goes. This is still true, however. [D'Angelo 04/11/97]

Card Information

1.18 Lich

Lich

As errata, it should read "You lose all life. If you gain life in the game, instead draw one card from your library for each life. For each 1 damage dealt to you, sacrifice a card in play. If Lich leaves play, you lose the game." [Encyclopedia Page 57]

When this enters play, your life total is reduced to zero. You do not lose by having 0 or less life while Lich is in play. [Aahz 11/08/96]

If you are at negative life points, Lich will not raise you back up to zero life. It only lowers you to zero if you have a positive life total. [WotC Rules Team 09/22/95]

You can lose life, and thereby have a negative life total, while Lich is in play. Losing life is not damage and will not cause you to sacrifice cards. [Aahz 11/08/96]

You cannot pay life, just like any player at less than one life cannot pay life (well, maybe zero life).

This can only be played on yourself, not on opponents. [PPG Page 221]

Cards destroyed by taking damage generate death events and in all ways are similar to normal sacrifice actions. [Aahz 07/05/95]

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

Cards are sacrificed so Protection from Black has no effect. [bethmo]

The phrase "If Lich leaves play, you lose the game" is an absolute statement. Casting a Healing Salve or using a "lucky charm" after the destruction (or other means of leaving play) will not save you. [WotC Rules Team 01/29/94]

The loss of life from Greed is a payment, so Greed cannot be used by a Lich (since a Lich has no life to pay). [Aahz 02/21/95]

If you play Simulacrum after destroying some cards, you do not get them back. [bethmo]

If you have multiple Lich cards in play, you must destroy 1 card for each damage done to you for each Lich. This is because the destruction is a triggered effect. But you only draw 1 card for each life gained regardless of how many Liches you have. This is because the draw is a replacement effect and not a triggered one. [WotC Rules Team 12/03/96] (REVERSAL) You lose if any one of the Liches leaves play.

If you take more than one damage at a time, sacrifice the cards for that

damage simultaneously. [WotC Rules Team 06/15/95] This allows you to sacrifice both a creature and the Animate Dead that is on it all at once.

Card Information

1.19 Lichenthrope

Lichenthrope

The actual -1/-1 counter to be removed is chosen when the counter is removed. It is not chosen when the upkeep effect is announced.

[WotC Rules Team 06/01/97] [Duelist Magazine #19, Page 31] This matters if you announce the upkeep effect while it has no -1/-1 counters and then it gets damaged before the upkeep effect resolves.

+ This card's effect replaces damage with placement of -1/-1 counters, so side-effects of damage to it will not trigger. [bethmo 10/14/97]

Card Information

1.20 Lightning Reflexes

Lightning Reflexes

+ See "Play as a..." in the General Rulings for more information.

Card Information

1.21 Lifeblood

Lifeblood

As errata, it should read "You gain 1 life each time one of target opponent's mountains becomes tapped." [Encyclopedia Page 153]

You choose one opposing 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]

Card Information

1.22 Life Chisel

Life Chisel

You can't sacrifice creatures you don't control. [Page 62]

This is a phase effect used during upkeep. It can only be used once each upkeep. [Aahz 11/08/96]

You are not forced to sacrifice anything. It's an option. [bethmo 06/17/94]

Card Information

1.23 Lifeforce

Lifeforce

The Limited/Unlimited Edition version of the card says "destroys a black spell as it is being cast" but should be read as "counters a black spell". [bethmo]

Card Information

1.24 Lifelace

Lifelace

See Chaoslace for rulings.

Card Information

1.25 Life Matrix

Life Matrix

Once the counter is placed on the creature, the counter is used by the player who put the counter on the creature. This might not be the same as the player who is the creature's controller or the Matrix's controller. [Wotc Rules Team 02/09/95]

The counters can be used even if the Matrix leaves play. [WotC Rules Team 02/09/95]

Card Information

1.26 Lifetap

Lifetap

This card gives one life for each and every Forest tapped. [bethmo]

Since it detects a Forest becoming tapped, it even works if the Forest is

tapped with Twiddle or Icy Manipulator.

It also works if the land being tapped is only part Forest or "counts as a Forest" regardless of what mana type it is tapped for. [Aahz 07/28/94]

You choose one opposing 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]

Card Information

1.27 Lightning Blow

Lightning Blow

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.

Card Information

1.28 Lim-Dul's Paladin

Lim-Dul's Paladin

The bonus happens when creatures are assigned to block the Paladin; no bonus for something else in the band being blocked. The second part of his ability is like the Keeper: it activates automatically after blocking assignment is finished if nothing is currently blocking him. So if he attacks as part of a band and one of the other members is blocked, he's just a plain old 0/3. [bethmo 06/28/96]

This is a forced discard, so it can be used with Library of Leng. [bethmo 10/03/96]

Card Information

1.29 Lion's Eye Diamond

Lion's Eye Diamond

You can discard a hand of zero cards to use this effect. [Duelist Magazine #16, Page 28]

Card Information

1.30 Living Artifact

Living Artifact

As errata to the Limited, Unlimited and Revised Edition versions of this card, change "on target artifact" to "on Living Artifact". Counters are associated with the Living Artifact card so counters go away if the enchantment is removed. [Duelist Magazine #2, Page 68]

As errata to the Limited, Unlimited and Revised Edition versions of this card, change "for each life you lose" to "for each point of damage you take". [PPG Page 133] Duelist Magazine #5, Page 11 points out the difference in card text but does not override this errata to make the pre-Fourth Edition version not get counters for loss of life.

If you have two or more in play, you may trade in one counter from each during each of your upkeeps. [WotC Rules Team 02/07/94]

You can play it on your opponent's artifacts. The controller of the enchantment (not the controller of the artifact) uses the Living Artifact ability. [bethmo]

Card Information

1.31 Living Lands

Living Lands

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

Living Lands is identical in effect to the Kormus Bell (except it animates Forests instead of Swamps), so see its entry for rulings.

Card Information

1.32 Living Plane

Living Plane

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

Even affects Mishra's Factory by turning it into a 1/1 creature. The Factory can still use its ability to become an Assembly Worker. Any Assembly Workers already activated when Living Plane is cast become 1/1 creatures. [Duelist Magazine #2, Page 8]

Card Information

1.33 Living Wall

Living Wall

The card says "Counts as a wall" and it means that it is a Wall in all ways. [bethmo 05/03/94]

Card Information

1.34 Livonya Silone

Livonya Silone

This is one of the only cards that can get the class Legendary Landwalk. Only Illusionary Presence can also grant this broad ability. [D'Angelo 04/17/97]

Card Information

1.35 Llanowar Behemoth

Llanowar Behemoth

+ You can use its ability to tap creatures which have summoning sickness. Summoning sickness only prevents the payment of abilities with a tap symbol in the cost, not the tapping by other cards as a cost. [Duelist Magazine #19, Page 34]

Can tap itself even if it has summoning sickness. [Aahz 06/25/97] This is because summoning sickness only prevents abilities with the {Tap} symbol in the cost. Summoning sickness does not affect other ways of tapping a creature.

Card Information

1.36 Llanowar Elves

Llanowar Elves

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

A green mana symbol was put in place of the words "green mana" between the Limited/Unlimited and Revised Editions of this card. The Revised and Fourth Edition cards cannot be affected by Sleight of Mind. [Aahz 07/29/94]

Card Information

1.37 Lord Magnus

Lord Magnus

The statement that creatures with PlainsWalk or ForestWalk can be blocked applies to all creatures in play blocking them, and not just to Lord Magnus. [Duelist Magazine #2, Page 9]

Card Information

1.38 Lord of Atlantis

Lord of Atlantis

Does not grant the abilities to itself. [PPG Page 225]

The abilities begin once the Lord is in play and immediately cease if it leaves play.

Grants the abilities to all Merfolk controlled by all players. [Snark]

The Revised and Fourth Edition cards are "Summon Lord" while the Limited and Unlimited Edition ones are "Summon Lord of Atlantis". This currently has no effect on play, however. [Aahz 10/06/94] Actually, the An-Zerrin Ruins can be affected by this difference.

Card Information

1.39 Lord of the Pit

Lord of the Pit

If you have a creature, you must sacrifice it. The "or take 7 damage" option can only be taken if no creature can be sacrificed. [Duelist Magazine #3, Page 15]

You can sacrifice a Lord of the Pit to a different Lord of the Pit, but you cannot simultaneously sacrifice them to each other. [Aahz 09/14/94]

A sacrifice of a creature cannot be prevented by either player. [Page 62]

Can select creatures with Protection from Black to be sacrificed. [Aahz]

COP:Black can be used to avoid damage from being unable to pay the upkeep. [Snark]

The Revised and Fourth Edition versions of this card say that it cannot be sacrificed to itself while the Limited and Unlimited Editions do not say this. It seems like errata to the pre-Revised cards will be issued, but it has not yet.

Card Information

1.40 Lord of Tresserhorn

Lord of Tresserhorn

As errata, it should read "When Lord of Tresserhorn comes into play, lose 2 life and sacrifice 2 creatures, and..." [Encyclopedia Page 113]

Since this is a loss of life and not a payment, your life total can be reduced below zero by this. [Duelist Magazine #13, Page 27]

If he enters play, you do as much of the "when he enters play" text as possible. If you have less than 2 creatures in play, he must be one of the ones sacrificed. [Duelist Magazine #12, Page 32]

Card Information

1.41 Lotus Vale

Lotus Vale

+ Cannot tap it for mana until after you sacrifice the two lands. This is because the comes into play text is a cost that must be paid before you can use the ability. [Duelist Magazine #19, Page 34]

Card Information

1.42 Lure

Lure

Remember that Lure does not give a creature the ability to block the Lured creature, it just forces those creatures which are already able to block the Lured creature to do so.

Opponent does not have to power special effects in an attempt to make all creatures block the Lured creature. For example, you do not need to power a Goblin Balloon Brigade to block a flying creature with Lure, but if you do power it, the Brigade must block. [bethmo]

If a Lured creature is in a band, only blockers able to block the Lured creature are affected by the Lure. [bethmo]

Card Information

1.43 Lurker

Lurker

As errata, it should read "Lurker cannot be the target of spells unless it

was assigned as an attacker or blocker this turn." [Encyclopedia Page 171]

Card Information
