

MTG_CARD_L

Tom de Ruyter

COLLABORATORS

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Chapter 1

MTG_CARD_L

1.1 Card Rulings & Descriptions - L

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Lady Caleria

Lance

Land Equilibrium

Land's Edge

Land Tax

Lapis Lazuli Talisman

Lava Burst

Leshrac's Sigil

Leviathan

Lhurgoyf

Library of Alexandria

Library of Leng

Lich

Lifeblood

Life Chisel

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Lifetap
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Living Artifact
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Llanowar Elves
Lord Magnus
Lord of Atlantis
Lord of the Pit
Lure
Lurker

1.2 Lady Caleria

Lady Caleria:

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

Card Information

1.3 Lance

Lance:

Playing this on a creature which already has First Strike has no effect.
There is no such thing as double First Strike. [Aahz]

Card Information

1.4 Land Equilibrium

Land Equilibrium:

You sacrifice a land after you put one into play and not before.

[D'Angelo 01/18/95]

Land is sacrificed at faster than interrupt speed, so it cannot be tapped for mana before it goes. [WotC Rules Team 12/15/94] You can tap a land for mana before you play a land and then choose to sacrifice the tapped one, however.

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

As errata, it should be read as saying "any opponent".
[Duelist Magazine #4, Page 64]

Card Information

1.5 Land's Edge

Land's Edge:

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 a non-interrupt fast effect (often called an "instant"). It works much like it said "0: discard a land to have Land's Edge deal 2 damage to target player. This ability can be used by any player and not just the controller of Land's Edge."

The discard is part of the effect and not part of the cost.
[Aahz 02/13/96]

Card Information

1.6 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 and remove up to three basic land cards. Show any cards removed in this way to all players and then put those cards into your hand. Reshuffle your library afterwards." [WotC Rules Team 09/22/95] + [Duelist Magazine #4, Page 64]

This is a fast 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]

Card Information

1.7 Lapis Lazuli Talisman

Lapis Lazuli Talisman:

See Hematite Talisman for rulings.

1.8 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]

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] Regeneration effects also work. [D'Angelo 06/29/95]

1.9 Leshrac's Sigil

Leshrac's Sigil:

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

1.10 Leviathan

Leviathan:

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

Card Information

1.11 Lhurgoyf

Lhurgoyf:

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

1.12 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 at any other time in which fast effects are valid, and for which you meet the card's requirements. [bethmo]

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 tournaments since 05/02/94.

Card Information

1.13 Library of Leng

Library of Leng:

If you are forced to discard from your hand you may discard to the top of your library. This cannot be done with a discard of a card in play. [bethmo]

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 if it is in play and untapped when your discard phase would start. It will not do anything if it becomes active during that phase. [WotC Rules Team 10/18/95]

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 version of this card causes you to skip the discard phase entirely. This distinction is very subtle, but the Revised card allows 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.

Card Information

1.14 Lich

Lich:

As errata to the card, it should say "If Lich leaves play for any reason, you lose the game" and "Cards lost in this way are considered sacrificed". [Duelist Magazine #4, Page 133]

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

You cannot destroy a creature which has lethal damage on it if you take damage at the same time. [bethmo]

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

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

Cards are destroyed by the player and not by the Lich. So Protection from Black has no effect. [bethmo]

The phrase "You lose if this enchantment is destroyed" is an absolute statement. Casting a Healing Salve or using a "lucky charm" after the destruction will not save you. [WotC Rules Team 01/29/94]

Note that because a Lich has no life points, "loss of life" effects do nothing to a Lich. They also cannot pay life for anything. This means that Channel cannot be used, Personal Incarnation death and losing in a Shahrazad game do not harm the Lich, and Ali from Cairo cannot help because the Lich does not lose life. [Aahz 06/06/94] Loss of life from the Legends version of Sylvan Library also has no effect on a Lich. The Fourth Edition version of Sylvan Library requires you to pay life and cannot be used by a Lich at all. [Aahz 07/05/95]

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. Similarly, you draw 1 card for each life gained for each Lich.

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.

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]

Card Information

1.15 Lifeblood

Lifeblood:

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

1.16 Life Chisel

Life Chisel:

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

Tapping is not part of the cost, so you can use this as many times as desired during upkeep. [Duelist Magazine #2, Page 8]

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

Card Information

1.17 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

1.18 Lifelace

Lifelace:

See Chaoslace for rulings.

Card Information

1.19 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

1.20 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

1.21 Lightning Blow

Lightning Blow:

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

1.22 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". Tokens 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. [WotC Rules Team 02/07/94]

If you have two or more in play on the same artifact, they cannot use each other's counters. [Aahz]

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

1.23 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

1.24 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

1.25 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

1.26 Llanowar Elves

Llanowar Elves:

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

1.27 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

1.28 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]

Card Information

1.29 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

1.30 Lure

Lure:

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

1.31 Lurker

Lurker:

As a clarification, replace "declared" with "assigned". [WotC Rules Team 09/22/95]

Card Information
