

# **MTG\_CARD\_O**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> MTG_CARD_O		
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<b>REVISION HISTORY</b>
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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

Old Man of the Sea

Onulet

Onyx Talisman

Orcish Artillery

Orcish Captain

Orcish Librarian

Orcish Mechanics

Orcish Oriflamme

Order of the Sacred Torch

Orgg

Ornithopter

Osai Vultures

Oubliette

## 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:

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]

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

## 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 card. [Card Text]

Only affects one card. All cards which say "any xxx" mean any single xxx in play. [Duelist Magazine #2, Page 15]

Treat this effect as usable on cards you "own" rather than card you "cast".  
[bethmo 08/10/94]

Card Information

## 1.5 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

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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]

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 affect 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

## 1.6 Onulet

Onulet:

As official errata to the card, it 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

## 1.7 Onyx Talisman

Onyx Talisman:

See Hematite Talisman for rulings.

## 1.8 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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## 1.9 Orcish Captain

Orcish Captain:

Flip a coin for each time the cost is paid. [WotC Rules Team 11/16/94]  
You can 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

## 1.10 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]

## 1.11 Orcish Mechanics

Orcish Mechanics:

As errata to the card, it should read "Tap: Sacrifice an artifact. Orcish Mechanics deal 2 damage to any target." [Duelist Magazine #4, Page 138]

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

## 1.12 Orcish Oriflamme

Orcish Oriflamme:

Was on the Duelists' Convocation restricted list (only 1 per deck) for 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

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### 1.13 Order of the Sacred Torch

Order of the Sacred Torch:

Should say "Counters black spell" and not "destroys". [Aahz 06/08/95]

### 1.14 Orgg

Orgg:

As errata, it should say "defending player" instead of "opponent".  
[Duelist Magazine #4, Page 64]

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

### 1.15 Ornithopter

Ornithopter:

The zero casting cost is not a misprint.

Card Information

### 1.16 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

### 1.17 Oubliette

Oubliette:

The creature is considered "out of the game". The creature inside will survive anything which destroys the enchantment and it is immune to

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being killed. [Duelist Magazine #2, Page 15]

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

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 considered to be faster than an 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 something happens which removes the creature from the Oubliette, the Oubliette still hangs around. It is not discarded. [bethmo]

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]

While out of play, time does not pass for the creature. It does not untap, it is not affected by any effects during upkeep, and it cannot be targeted by any spell. In other words, just ignore it for a while.  
[Duelist Magazine #2, Page 15]

Any damage on a creature is removed immediately when removed from play. Any "at end of turn" effects (i.e. destroy at end of turn) are also removed. [Duelist Magazine #2, Page 15]

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]

Remember that the creature, when removed from the Oubliette cannot attack or be tapped until you begin a turn with it in play.  
[Duelist Magazine #2, Page 15]

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]

A creature in the Oubliette is considered to be in suspended animation. When it returns, you need not pay any costs or deal with any effects that happen because the creature re-entered play. For example, you do not choose a new creature for a Clone or sacrifice Forests to a Wood Elemental. [WotC Rules Team 09/15/94]

Creatures like Stangg and Hazon Tamar which get token creatures when they enter play do not get those creatures when they re-enter.  
[WotC Rules Team 09/15/94]

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The creature returns to play, and if not already tapped, it taps at that time. This does cause any effects which trigger off the creature becoming tapped. [WotC Rules Team 09/15/94]

A creature in Oubliette does not have its Cumulative Upkeep continue to climb but it also does not reset this value.  
[Duelist Magazine #7, Page 99]

Card Information

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