

MTG_CARD_G

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Chapter 1

MTG_CARD_G

1.1 Card Rulings & Descriptions - G

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Gaea's Avenger

Gaea's Liege

Gaea's Touch

Gangrenous Zombies

Gaseous Form

Gauntlet of Might

Gauntlets of Chaos

Gaze of Pain

General Jarkeld

Ghazban Ogre

Ghostly Flame

Giant Albatross

Giant Shark

Giant Slug

Giant Trap Door Spider

Giant Turtle

Gift of the Woods

Glacial Chasm
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Goblin Artisans
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Granite Gargoyle
Grapeshot Catapult
Gravebind
Gravity Sphere

Greed
Green Mana Battery
Green Ward
Grizzled Wolverine
Guardian Angel
Guardian Beast

1.2 Gaea's Avenger

Gaea's Avenger:

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

1.3 Gaea's Liege

Gaea's Liege:

If you have 5 Forests and your opponent has 10 Forests and the Liege takes 7 damage during an attack, that once the attack is over, the Liege is no longer attacking and will be killed. [bethmo]

The "change to forest" effect cannot be prevented by Consecrate Land or removed by Tranquility because it is not an enchantment. [Snark]

This can change any land (not just basic lands) into a Forest. [bethmo]

A changed land is considered to be the new land type in all ways. This is not just a change of name. It changes the color of mana produced too. [Page 60]

Will not add or remove Snow-Covered nature from a land. [Duelist Magazine #6, Page 132]

The Limited and Unlimited Edition versions of this card define conditions for "attacking" and "defending" when it should say "attacking" and "not-attacking". [Duelist Magazine #3, Page 79]

Card Information

1.4 Gaea's Touch

Gaea's Touch:

Cannot put out multilands which generate green mana because they are not `_basic_ Forests`. They do count as part Forest once they enter play but this spell applies to cards in your hand. [Aahz 08/09/94]

You have to say when you put the land out that it is the one you get because of Gaea's Touch. [Duelist Magazine #6, Page 131] Thus, you cannot put out a Forest, play Gaea's Touch, then play another land claiming that the first one was under Gaea's Touch.

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

Card Information

1.5 Gangrenous Zombies

Gangrenous Zombies:

Whether it does 1 or 2 damage is set on announcement depending on whether you have any Snow-Covered Swamps at that time and it is not changed if you gain or lose such Swamps afterwards. [WotC Rules Team 09/22/95]

Card Information

1.6 Gaseous Form

Gaseous Form:

The Legends version reduced damage dealt to the creature in combat to zero. The Fourth Edition version acts like a single creature Fog effect. [Duelist Magazine #5, Page 10] See the Fog Effects entry in the General Rulings.

Card Information

1.7 Gauntlet of Might

Gauntlet of Might:

Multilands which have Mountain as one of their types produce an extra red mana when tapped for either color. [bethmo]

Mountains do not produce two mana when Conversion is in play because all the Mountains are now Plains instead. [Snark]

If a Mountain is tapped using Twiddle or Icy Manipulator while the

Gauntlet is in play, the owner of the Mountain gets one red mana added to their pool. The Gauntlet says that if the land gets tapped, an additional red mana gets generated. [bethmo]

Was on the Duelists' Convocation restricted list (only 1 per deck) for tournaments from 01/25/94 to 05/01/94. It was removed once Antiquities and Revised Edition made it easier to destroy artifacts.

Card Information

1.8 Gauntlets of Chaos

Gauntlets of Chaos:

Creatures with Artifact Ward on them may be selected, but this will cause the effect to fail and nothing will change hands. [Aahz 07/13/94]

For the Legends version of this card. Only the one creature/land/artifact of your opponent's is selected when you declare this effect. On resolution of the spell, you first take control of that target, then select a target from your cards. If you had no other cards to swap, then you must give back the one you took. If the first target became invalid then the effect fizzles and no swap is made. [Duelist Magazine #2, Page 8]

The Chronicles version of this card targets both cards and swaps them during resolution. [Bethmo 02/28/96] If one of the cards in a swap is not legal on resolution, then that swap fails. [Aahz 03/02/96]

Card Information

1.9 Gaze of Pain

Gaze of Pain:

+ Does not target the creatures. You can choose at any time after blockers are declared and before damage dealing to just have a creature use the ability. [Aahz 07/19/96]

Card Information

1.10 General Jarkeld

General Jarkeld:

If a creature is removed from being a blocker of a specific creature, the effects that would have happened because it was declared as a blocker may or may not happen depending on the creature's blocking effect. [WotC Rules Team 09/22/95] If the card text said that creatures "assigned to block" or "blocks" then the effect is not removed by removing the blocker. If the card text said "blocking", then the effect

probably does not happen. See individual cards for rulings.

If a creature is added as a blocker to a specific creature, the blocking effect of that creature may or may not happen depending on the creature's blocking effect. [WotC Rules Team 09/22/95] If the card text said that creatures "blocking" then the effect happens. If the card text said "assigned to block" or "blocks", then the effect probably does not happen. See individual cards for rulings.

Can target any two attacking creatures but only works if both of them have at least one blocker when it resolves and when you are done choosing new blockers. [Duelist Magazine #7, Page 99]

Card Information

1.11 Ghazban Ogre

Ghazban Ogre:

As errata to the Arabian Nights version of the card, add the text "If you are tied for highest life total, Ghazban Ogre does not change controller. If other players are tied for highest life total and you are not, choose randomly which player gets control of Ghazban Ogre."
[Duelist Magazine #4, Page 136]

It is up to the current controller as to when during upkeep that the Ogre looks for a new master. This can be before or after any other upkeep steps are resolved or spells used. [bethmo]

The Ogre's changing of controllers is a new effect each upkeep so it will take precedence over any other control effects. This means that using Control Magic on a Ghazban Ogre won't guarantee that you keep it.
[Duelist Magazine #7, Page 98] (This is a REVERSAL)

Card Information

1.12 Ghostly Flame

Ghostly Flame:

Does not make red and black spells and permanents colorless. They still have color. A red spell cannot target a creature with Protection from Red due to this. The spells just act like colorless sources when dealing damage. [D'Angelo 06/09/95]

If the source has more than one color but at least one is red or black, then the damage is colorless and all the other colors are forgotten.
[D'Angelo 06/21/95]

It does not change the color of the source, so that things that trigger on a red spell doing damage (such as Justice) will still trigger.
[bethmo 04/18/96] The damage itself thinks it came from a colorless

source, however.

Card Information

1.13 Giant Albatross

Giant Albatross:

The ability is a triggered effect and can only be activated once just after this card goes to the graveyard. [Duelist Magazine #9, Page 37] The activation cannot include more than one payment of the cost.

The ability works no matter how it goes to the graveyard. It seeks out all creatures that damaged it during the turn and buries them. [Aahz 10/25/95]

The ability works even if the damage is redirected to the Albatross. [D'Angelo 01/06/96]

Card Information

1.14 Giant Shark

Giant Shark:

As errata, the card should say "If Giant Shark is assigned to block or a blocker is assigned that has taken damage this turn, ..."
[WotC Rules Team 10/18/95]

The result of the errata is that if a creature enters a blocking situation with the Giant Shark due to being part of a banded group of attackers or by an effect such as General Jarkeld, that the Shark will not get the bonus if that creature is damaged. The bonus happens when the Shark is assigned to a specific creature which is damaged and the bonus is not removed if that creature is removed from the blocking situation by any means. [WotC Rules Team 10/18/95]

Only gains its bonus if the blocking creature was damaged before blocking was declared. Damaging the creature later will not give the Shark the bonus. [Duelist Magazine #3, Page 7]

Only gets the bonus once, regardless of the number of blockers or their condition. [Aahz 10/21/94]

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

Card Information

1.15 Giant Slug

Giant Slug:

The choice of landwalk ability is made during upkeep and not at the time the mana is spent. [Duelist Magazine #2, Page 8]

If the Slug changes controllers after the mana is spent, the player who activates this ability selects a landwalk during their next upkeep even if they don't control it at the time. [Aahz 06/13/96]

Card Information

1.16 Giant Trap Door Spider

Giant Trap Door Spider:

Yes, it does remove itself from the game when used. [D'Angelo 08/02/95]

If removed from play before his effect resolves, the target will still be removed from the game. [D'Angelo 06/21/95]

Card Information

1.17 Giant Turtle

Giant Turtle:

It only cares if it attacked on your last turn, and not your opponent's. This makes a difference if you take control of the Turtle during your opponent's turn after it attacks. You can use it on your turn because it began your turn in play and because you did not attack with it last turn. [bethmo 06/15/94]

Card Information

1.18 Gift of the Woods

Gift of the Woods:

The ability kicks in at the end of declaration of blocking if the creature has any blockers at that time. How the blocker blocked the creature does not matter. [bethmo 06/28/96]

Card Information

1.19 Glacial Chasm

Glacial Chasm:

If there are no lands in play when this enters play, you have to sacrifice this card. [WotC Rules Team 06/15/95]

It requires a land to be sacrificed as a triggered effect just after it enters play. It is not paid on announcement. [D'Angelo 10/27/95]

Consecrate Land will not prevent it from being buried due to not paying the upkeep. [WotC Rules Team 07/24/95] (See errata to)

If put into play when an Ankh of Mishra is in play, it will prevent the damage since the Ankh's effect triggers just after the land enters play. [D'Angelo 10/12/95]

Card Information

1.20 Glasses of Urza

Glasses of Urza:

As errata to the Limited, Unlimited, and Revised versions of this card, it should read "target player" instead of "opponent". This means you can use it on yourself. In multiplayer games this allows you to choose a different player each time it is used. [Duelist Magazine #4, Page 64] The Fourth Edition version of this card says this.

Card Information

1.21 Gloom

Gloom:

There is effectively errata against Gloom to change the word "use" to "activate" due to the rulings below. Although no such errata has been formally issued, the rulings are unchanging at the moment and they make more sense if this errata is applied.

The additional 3 mana cost is colorless. [bethmo]

The additional mana is paid at the same time the effect is announced. [bethmo 06/20/96]

The extra mana is not considered part of the casting cost. A Spell Blast would still only require the original casting cost as X in order to counter the spell. [Aahz 09/02/94]

The extra mana is not considered part of the activation cost. It is a separate cost. [Aahz 09/02/94] If an artifact enchantment (Copy Artifact) with an activation cost were Purelaced, Power Artifact could be used to reduce the base cost, but not the Gloom cost. [Aahz 12/13/94]

The cost applies to each activation. Since you can no longer multiply pump effects, it applies to each use. For example, if Holy Armor were used 5 times, you'd have to pay Gloom 5 times. [D'Angelo 06/28/96] (REVERSAL due to WotC Rules Team 06/27/96)

Farmstead's cost is not an activation cost and so it is not affected by the Revised Gloom.

The Limited and Unlimited versions of this card only affected the casting of white spells and the use of Circles of Protection. The Revised and Fourth Edition cards affect any white spells and the use of white enchantments with activation costs. Players with Holy Armor and such are in for a surprise. Note that this does not include upkeep costs, and that the Revised and Fourth Edition cards will not affect Circles which are xxxxlaced to another color.

Card Information

1.22 Glyph of Delusion

Glyph of Delusion:

Can be played at any time after the wall blocked a creature and can affect any creature that the wall was assigned to block or that was blocked by the wall due to being in a band or by being switched into or out of the block by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

Card Information

1.23 Glyph of Destruction

Glyph of Destruction:

As errata, the card should read "Target blocking wall you control gets +10/+0 until end of turn. Until end of turn, any damage dealt to that wall is reduced to 0. Destroy the wall at end of turn". [Duelist Magazine #5, Page 23]

Can only be played on a blocking wall. [Duelist Magazine #5, Page 23]

Card Information

1.24 Glyph of Doom

Glyph of Doom:

All creatures blocked by the wall at the time this spell resolves are marked for destruction. This mark stays even if the creature is removed from being blocked later. [Aahz 06/13/96]

Being destroyed at "end of combat" happens after damage resolution for normal damage dealing. This can result in a regenerating creature having to regenerate twice... once for damage dealing and once at "end of combat". [Aahz 01/19/95]

Card Information

1.25 Glyph of Life

Glyph of Life:

Yes, you can play this on your opponent's walls to good effect.
[bethmo 06/14/94]

This is not redirection of damage. The wall still takes the damage.
[Duelist Magazine #2, Page 8]

Card Information

1.26 Glyph of Reincarnation

Glyph of Reincarnation:

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

Can be played at any time after combat is over and affects all creatures that the wall was assigned to block or that were blocked by the wall due to being in a band or by being switched into or out of the block by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

First place all the surviving creatures in the graveyard, then choose the appropriate number of creatures from the attacker's graveyard and put them into play. Some or all of them may be the same creatures which were just buried. [bethmo 06/15/94]

Yes, you can play this on your opponent's Walls to good effect.
[bethmo 06/14/94]

The phrase "after combat is over" means "after the attack phase ends".
[D'Angelo 12/31/95]

Card Information

1.27 Goblin Artisans

Goblin Artisans:

As errata to the Aniquities version of this card, the ability is treated as an interrupt because it can counter a spell.

[Duelist Magazine #3, Page 79]

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

The Chronicles version has an activation cost and the Antiquities version did not. Also, the Chronicles version only lets one Artisan try, while the Antiquities version lets each try once.

[Duelist Magazine #7, Page 101]

Card Information

1.28 Goblin Balloon Brigade

Goblin Balloon Brigade:

Does not grant flying to all goblins, just this one card. [PPG Page 225]

Can power it up repeatedly during a turn. This generally has no additional effect, but can use up a red mana each time. [Aahz]

Card Information

1.29 Goblin Caves

Goblin Caves:

Multilands which are part Mountain are not Basic Mountains. [Aahz 08/10/94]

Works even if placed on one of your opponent's Mountains.

[D'Angelo 01/18/95]

Works if placed on a Snow-Covered Mountain. [Duelist Magazine #6, Page 132]

Card Information

1.30 Goblin Chirurgeon

Goblin Chirurgeon:

Can sacrifice itself. [Duelist Magazine #5, Page 123]

Card Information

1.31 Goblin Flotilla

Goblin Flotilla:

As a clarification, the card works as if it read "At the beginning of the attack, pay R or If Goblin Flotilla blocks or is blocked by a creature, that creature gains first strike until end of turn."

[WotC Rules Team 09/22/95]

A creature gains first strike if the creature was assigned to block or was blocked by the Flotilla or was made to block or was blocked due to being in a band or by being switched into the block by an effect like General Jarkeld. The first strike is not lost if the creature is removed from the blocking situation by an effect such as General Jarkeld.

[WotC Rules Team 09/22/95]

Card Information

1.32 Goblin Grenade

Goblin Grenade:

You cannot sacrifice more than one Goblin to get a greater effect.

[Aahz 11/15/94]

When Forked, you do not need to sacrifice another Goblin. The Goblin was part of the cost and need not be repaid when using Fork.

[Duelist Magazine #4, Page 6]

Card Information

1.33 Goblin King

Goblin King:

Grants the abilities to all cards which say "Summon Goblin(s)" and not itself. [PPG Page 225]

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

Grants these abilities to Goblins owned by all players. [Snark]

The Revised and Fourth Edition cards are "Summon Lord" while the Limited and Unlimited Edition ones are "Summon Goblin King". 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

1.34 Goblin Kites

Goblin Kites:

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

Card Information

1.35 Goblin Rock Sled

Goblin Rock Sled:

Is not a Goblin so it does not get Goblin bonuses. [Aahz 08/09/94]

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

Card Information

1.36 Goblin Sappers

Goblin Sappers:

If there is no attack declared this turn or the ability is used after the attack, the creature is not destroyed. [Aahz 11/08/95]

Card Information

1.37 Goblin Shrine

Goblin Shrine:

Multilands which are part Mountain are not Basic Mountains. [Aahz 08/10/94]

Works even if placed on one of your opponent's Mountains.
[D'Angelo 01/18/95]

Works if placed on a Snow-Covered Mountain. [Duelist Magazine #6, Page 132]

Card Information

1.38 Goblin Ski Patrol

Goblin Ski Patrol:

See the Activation Cost entry in the General Rulings for more information on what "Use this...only once" means.

If you activate the ability, then stick this card into a Tawnos's Coffin or Oubliette before the end of the turn, the Flying and +2/+0 will stay since it does not have a duration. [bethmo 02/28/96]

The ability can only be used once during the card's existence, however, since it says "use only once" and not once each turn. [bethmo 02/28/96]

Card Information

1.39 Goblin Snowman

Goblin Snowman:

Since they cannot be assigned damage, if it is the only creature blocking a trampling creature, all the damage goes through to the defender.

[Aahz 06/09/95] This is similar to a built in Fog effect, so see the Fog Effects entry in the General Rulings for more information.

Card Information

1.40 Goblin War Drums

Goblin War Drums:

Multiple War Drums are not cumulative. They are just redundant.

[Aahz 12/032/94]

This card can be simply interpreted as saying that a creature cannot be blocked by exactly one blocker.

If a banded group is used, one member of the band must be blocked by at least 2 creatures at once. You do not need 2 creatures for each member of the band and you cannot use 1 creature each on 2 different members of a band. [WotC Rules Team 12/15/94]

As errata, it should say "defending player" instead of "opponent".

[Duelist Magazine #4, Page 64]

Card Information

1.41 Goblin Warrens

Goblin Warrens:

Yes, the token Goblins can be fed back to the Warrens to generate new Goblins. They are Goblin creatures in every way.

[Duelist Magazine #4, Page 7] Basically, you are paying R2 for each Goblin. But, this removes enchantments from existing Goblins and now all 3 of the new ones entered play this turn and cannot be used until next turn.

See the Token Creatures entry in the General Rulings for more information.

Card Information

1.42 Golgothian Sylex

Golgothian Sylex:

Only affects cards with the Antiquities anvil symbol on them. It does not affect cards that came from the Antiquities expansion into the main set. [bethmo 06/04/94]

It does affect cards from Chronicles with the anvil symbol. [Duelist Magazine #7, Page 98] This does not include the Wall of Shadows from Chronicles with an anvil symbol on it. That card has errata to replace that symbol with a Legends symbol. [Duelist Magazine #7, Page 98]

Creatures may regenerate from being destroyed this way. [Aahz]

Guardian Beast will prevent Antiquities artifacts from being destroyed, but will not stop the Sylex from destroying itself.

As errata, read the word "discarded" as meaning "destroyed". [PPG Page 113]

Card Information

1.43 Gosta Dirk

Gosta Dirk:

Allows any creature controlled by any player to block IslandWalking creatures as if they did not have this ability. It is not limited to just Gosta. [Aahz 06/17/94]

Card Information

1.44 Granite Gargoyle

Granite Gargoyle:

As errata, the Revised Edition version of this card should have "until end of turn" added to the ability. [WotC Rules Team 09/22/95]

Card Information

1.45 Grapeshot Catapult

Grapeshot Catapult:

The Fourth Edition version has an activation cost while the Antiquities version just had an ability to deal damage. [Duelist Magazine #5, Page 10]

Card Information

1.46 Gravebind

Gravebind:

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

Card Information

1.47 Gravity Sphere

Gravity Sphere:

It removes Flying from all creatures in play when it enters play and from each creature as that creature enters play. It does not prevent Flying ability being given to the creature after the Sphere is in play. [Duelist Magazine #2, Page 8] See the Existing Effects entry in the Timing section of the General Rulings for more information.

Card Information

1.48 Greed

Greed:

As errata, the Legends version of this card should read "B: Pay 2 life to draw a card. Effects that prevent or redirect damage may not be used to counter this loss of life." [Duelist Magazine #5, Page 23]

The loss of life is a payment. [Aahz 02/21/95]

You cannot spend more life on Greed than you have. [Duelist Magazine #3, Page 22]

Card Information

1.49 Green Mana Battery

Green Mana Battery:

See Black Mana Battery for rulings.

Card Information

1.50 Green Ward

Green Ward:

See Black Ward for rulings.

Card Information

1.51 Grizzled Wolverine

Grizzled Wolverine:

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

The ability has nothing to do with the number of blockers.

You cannot even pay for more than one use if you want to as a way to sink extra mana. [D'Angelo 06/12/95]

Card Information

1.52 Guardian Angel

Guardian Angel:

Unlike most damage prevention effects, this spell targets the creature or player in addition to targeting the damage. This means it cannot be used on a creature with Protection from White. Other damage prevention effects normally only target the damage. [Aahz 01/17/95]

Card Information

1.53 Guardian Beast

Guardian Beast:

As errata, Guardian Beast cannot prevent an effect from destroying an artifact if the artifact itself is the source of the effect.
[Duelist Magazine #7, Page 99]

Not paying upkeep costs on an artifact is considered to have the artifact as the source of the destroy effect regardless of the source of the upkeep effect. In other words, if an outside source imposes an upkeep cost on an artifact, the artifact is still considered to be destroying itself. [Duelist Magazine #7, Page 99] Cumulative upkeep is just a kind of upkeep.

Will not prevent cards which say "destroy at end of turn" (such as the Rocket Launcher) from being destroyed. [WotC Rules Team 07/24/95]
(This is a REVERSAL due to the errata)

The terms "discarded" or "discard from play" were used in Arabian Nights, Antiquities and the Limited and Unlimited Editions to mean "destroyed" and so can be prevented. [WotC Rules Team 01/29/94]

The term "placed in the graveyard" was used in Antiquities to mean "sacrifice", such effects cannot be prevented by the Beast. [Aahz]

Does prevent enchantment spells from even targeting one of your artifacts. [Duelist Magazine #7, Page 99]

Does not prevent removal from the game as from Dust to Dust. [WotC Rules Team 10/12/94]

Does not prevent you from giving back artifacts that were stolen by Aladdin or Steal Artifact when Aladdin or Steal Artifact are removed. [bethmo]

Does not protect artifact creatures. [Card Text] This includes Animated artifacts. Note that it also prevents Animate Artifact from being cast on a protected artifact. [bethmo]

Does not prevent non-targeted enchantment effects like Titania's Song, or targeted effects which are not enchantments like Xenic Poltergeist. These are particularly useful since they make the artifact into a creature which the Beast will not protect. [Duelist Magazine #2, Page 14]

Card Information
