

MTG_CARD_G

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Contents

1	MTG_CARD_G	1
1.1	Card Rulings & Descriptions - G	1
1.2	Gaea's Avenger	3
1.3	Gaea's Blessing	4
1.4	Gaea's Liege	4
1.5	Gaea's Touch	4
1.6	Gangrenous Zombies	5
1.7	Gaseous Form	5
1.8	Gate to Phyrexia	5
1.9	Gauntlet of Might	6
1.10	Gauntlets of Chaos	6
1.11	Gaze of Pain	7
1.12	General Jarkeld	7
1.13	Ghazban Ogre	7
1.14	Ghostly Flame	8
1.15	Giant Albatross	8
1.16	Giant Oyster	9
1.17	Giant Shark	9
1.18	Giant Slug	9
1.19	Giant Trap Door Spider	10
1.20	Giant Turtle	10
1.21	Gift of the Woods	10
1.22	Glacial Chasm	10
1.23	Glacial Crevasses	11
1.24	Glaciers	11
1.25	Glasses of Urza	11
1.26	Gloom	11
1.27	Glyph of Delusion	12
1.28	Glyph of Destruction	12
1.29	Glyph of Doom	13

1.30	Glyph of Life	13
1.31	Glyph of Reincarnation	13
1.32	Goblin Artisans	14
1.33	Goblin Balloon Brigade	14
1.34	Goblin Bomb	14
1.35	Goblin Caves	14
1.36	Goblin Chirurgeon	15
1.37	Goblin Flotilla	15
1.38	Goblin Grenade	15
1.39	Goblin King	15
1.40	Goblin Kites	16
1.41	Goblin Lyre	16
1.42	Goblin Recruiter	16
1.43	Goblin Rock Sled	16
1.44	Goblin Sappers	17
1.45	Goblin Scouts	17
1.46	Goblin Shrine	17
1.47	Goblin Ski Patrol	18
1.48	Goblin Snowman	18
1.49	Goblin Swine Rider	18
1.50	Goblin War Drums	19
1.51	Goblin Warrens	19
1.52	Golgothian Sylex	19
1.53	Gossamer Chains	20
1.54	Gosta Dirk	20
1.55	Granite Gargoyle	20
1.56	Grapeshot Catapult	20
1.57	Gravebind	21
1.58	Grave Robbers	21
1.59	Grave Sevitude	21
1.60	Gravity Sphere	21
1.61	Greater Werewolf	22
1.62	Greed	22
1.63	Green Mana Battery	22
1.64	Green Ward	22
1.65	Griffin Canyon	22
1.66	Grim Feast	23
1.67	Grizzled Wolverine	23
1.68	Guardian Angel	23
1.69	Guardian Beast	23
1.70	Guerrilla Tactics	24

Chapter 1

MTG_CARD_G

1.1 Card Rulings & Descriptions - G

- - * - * - G - * - * - -

Gaea's Avenger

Gaea's Blessing

Gaea's Liege

Gaea's Touch

Gangrenous Zombies

Gaseous Form

Gate to Phyrexia

Gauntlet of Might

Gauntlets of Chaos

Gaze of Pain

General Jarkeld

Ghazban Ogre

Ghostly Flame

Giant Albatross

Giant Oyster

Giant Shark

Giant Slug

Giant Trap Door Spider

Giant Turtle

Gift of the Woods

Glacial Chasm

Glacial Crevasses

Glaciers

Glasses of Urza

Gloom

Glyph of Delusion

Glyph of Destruction

Glyph of Doom

Glyph of Life

Glyph of Reincarnation

Goblin Artisans

Goblin Balloon Brigade

Goblin Bomb

Goblin Caves

Goblin Chirurgeon

Goblin Flotilla

Goblin Grenade

Goblin King

Goblin Kites

Goblin Lyre

Goblin Recruiter

Goblin Rock Sled

Goblin Sappers

Goblin Scouts

Goblin Shrine

Goblin Ski Patrol

Goblin Snowman
Goblin Swine Rider
Goblin War Drums
Goblin Warrens
Golgothian Sylex
Gossamer Chains
Gosta Dirk
Granite Gargoyle
Grapeshot Catapult
Gravebind
Grave Robbers
Grave Servitude
Gravity Sphere
Greater Werewolf
Greed
Green Mana Battery
Green Ward
Griffin Canyon
Grim Feast
Grizzled Wolverine
Guardian Angel
Guardian Beast
Guerrilla Tactics

1.2 Gaea's Avenger

Gaea's Avenger

As errata, it should read "Gaea's Avenger's power and toughness are each equal to the number of artifacts target opponent controls plus one."

[Encyclopedia Page 132] I added the "plus one" text since I'm sure they

did not want to change the meaning of the card. [D'Angelo 12/16/96]

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 less useful but stays in play if the target player leaves the game. [Duelist Magazine #4, Page 64]

Card Information

1.3 Gaea's Blessing

Gaea's Blessing

Gaea's Blessing:

+ It targets the player and each of the cards. Thus, it is only a "spell with one target" if you choose to target zero cards. [DeLaney 09/08/97]

Card Information

1.4 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. [Mirage Page 58]

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 "non-attacking". [Duelist Magazine #3, Page 79]

Card Information

1.5 Gaea's Touch

Gaea's Touch

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

Cannot put out multilands which generate green mana because they are not basic Forests. They do count as part Forest but not `_basic_` forests. [Duelist Magazine #10, Page 44]

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

1.6 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. [Duelist Magazine #8, Page 50] See Modal Effects in the General Rulings for more information.

Card Information

1.7 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

1.8 Gate to Phyrexia

Gate to Phyrexia

The sacrifice is not optional. It must be done each upkeep. [Aahz 03/18/97]

The ability does target the artifact. [Aahz 03/18/97]

If there is nothing to target with the destroy, you cannot announce the phase effect and therefore do not have to sacrifice anything. [D'Angelo 04/07/97]

Card Information

1.9 Gauntlet of Might

Gauntlet of Might

As errata, it is of type "Artifact" and not "Continuous Artifact".
[Encyclopedia Page 57]

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

This effect is applied after any land change effects (regardless of which enters play first), so Mountains do not produce two mana when Conversion is in play. See the Land entry in the General Rulings for more information.

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 Type I 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

1.10 Gauntlets of Chaos

Gauntlets of Chaos

As errata, it should read "(5): Sacrifice Gauntlets of Chaos to exchange control of target artifact, creature, or land you control with target permanent of the same type that an opponent controls. Bury all enchantments played on those permanents." [Encyclopedia Page 208]

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]

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]

Before the errata, the Legends version of this card had only the one creature/land/artifact of your opponent's being selected when you declare this effect. On resolution of the spell, you would 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]

Card Information

1.11 Gaze of Pain

Gaze of Pain

Does not target the creatures. [Aahz 07/19/96]

The ability is used as a triggered effect at the end of blocking declaration. At that time, you choose to either have them deal damage or to do damage to a target creature. [D'Angelo 04/07/97]

Card Information

1.12 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

1.13 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

1.14 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.

The effect is continuous and applies whenever something looks at the damage. If this card leaves play, damage from red and black spells will appear as its normal color. In other words, the color was not removed from the damage, the color just could not be determined while this card is in effect. [Aahz 03/17/97]

Card Information

1.15 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]

The effect does not actually prevent burial, it prevents the effect which will cause the burial. [D'Angelo 11/11/96]

Card Information

1.16 Giant Oyster

Giant Oyster

If the creature being held by the Oyster phases out, there is no way to remove the counters it left on the creature. [Aahz 11/04/96] The Oyster considers the creature to have left play, so will not affect it any more.

If the Oyster untaps before the putting of a -1/-1 counter on the creature happens, the -1/-1 counter goes on when the effect resolves and then is removed immediately. [Aahz 12/07/96] The effects of the -1/-1 counter, including possible death of the creature, are applied before the counter is removed. [D'Angelo 04/07/97]

Card Information

1.17 Giant Shark

Giant Shark

As errata, it should read "If Giant Shark is assigned to block a creature that has taken damage this turn, or a creature that has taken damage this turn is assigned to block Giant Shark, Giant Shark gains +2/+0 and trample until end of turn. Giant Shark cannot attack unless defending player controls at least one island. Giant Shark is buried immediately if at any time controller controls no islands." [Encyclopedia Page 209]

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. [Duelist Magazine #11, Page 57]

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]

Card Information

1.18 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

1.19 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] If the effect fizzles with regards to its target, the Spider is not removed from the game because the effect fizzled with regards to all its targets. [D'Angelo 12/09/96]

Card Information

1.20 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

1.21 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

1.22 Glacial Chasm

Glacial Chasm

If there are no lands (other than this one) 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 Consecrate Land)

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

1.23 Glacial Crevasses

Glacial Crevasses

As errata, it should read "(0): Sacrifice a snow-covered mountain to have creatures deal deal no damage in combat this turn." [Encyclopedia Page 82]

Card Information

1.24 Glaciers

Glaciers

As errata, it should read "During your upkeep, pay (W)(U) or bury Glaciers. All mountains become plains." [Encyclopedia Page 83]

Card Information

1.25 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

1.26 Gloom

Gloom

As errata, it should read "White spells cost an additional (3) to cast."

White enchantments with activation costs require an additional (3) to activate." [Encyclopedia Page 30]

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. For example, if Holy Armor were 5 times, you'd have to pay Gloom 5 times. [D'Angelo 06/28/96]

Farmstead's cost is an activation cost and so it is affected by Gloom.
[D'Angelo 01/21/97] As per the errata to Farmstead.

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

1.27 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

1.28 Glyph of Destruction

Glyph of Destruction

As errata, it should read "Target blocking wall you control gains +10/+0 until end of turn. Until end of turn, any damage dealt to that wall is reduced to zero. Destroy the wall at end of turn."
[Encyclopedia Page 209]

Card Information

1.29 Glyph of Doom

Glyph of Doom

As errata, it should read "All creatures blocked by target wall are destroyed at end of combat." [Encyclopedia Page 147]

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. [Duelist Magazine #12, Page 26]

Card Information

1.30 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

1.31 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

1.32 Goblin Artisans

Goblin Artisans

As errata to the Antiquities 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

1.33 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

1.34 Goblin Bomb

Goblin Bomb

Nothing happens if you are to remove a fuse counter from an empty card.
[DeLaney 06/12/97]

+ Just like other phase abilities, this can only be used once per upkeep.
[D'Angelo 06/27/97]

Card Information

1.35 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

1.36 Goblin Chirurgeon

Goblin Chirurgeon

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

Card Information

1.37 Goblin Flotilla

Goblin Flotilla

As errata, it should read "Islandwalk. Whenever a creature blocks or is blocked by Goblin Flotilla, that creature gains first strike until end of turn. You may pay (R) at the beginning of an attack to ignore this effect for this attack." [Encyclopedia Page 209]

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

1.38 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

1.39 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

1.40 Goblin Kites

Goblin Kites

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

Card Information

1.41 Goblin Lyre

Goblin Lyre

As errata, it should read "(0): Sacrifice Goblin Lyre to flip a coin; ..."
[Encyclopedia Page 83]

Card Information

1.42 Goblin Recruiter

Goblin Recruiter

+ You can only put "Summon Goblin" and "Summon Goblins" cards on top of your library. Not any card with "Goblin" in the title. [D'Angelo 06/30/97]

Card Information

1.43 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]

The artist's name, Dennis Detwiller, is spelled incorrectly on The Dark version.

Card Information

1.44 Goblin Sappers

Goblin Sappers

As errata, it is buried (not destroyed) at end of combat when the first ability is used. [WotC Rules Team 10/03/96]

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

1.45 Goblin Scouts

Goblin Scouts

The tokens have the MountainWalk ability, but do not have the text "MountainWalk" on them. This means they cannot be Magical Hacked or Mind Bended to give them a different kind of landwalk. [Aahz 05/19/97]

Card Information

1.46 Goblin Shrine

Goblin Shrine

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]

The 1 damage happens even if it is not on a mountain. [D'Angelo 11/07/96]

The Dark version only worked on basic mountains while the Chronicles version will work on any mountain. Thus, the Chronicles version can be placed on a part-mountain Multiland like Badlands, while The Dark version cannot. [D'Angelo 11/07/96]

Card Information

1.47 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.

As errata, it should read "(1) (R): Flying and +2/+0 until end of turn. At end of turn, bury Goblin Ski Patrol. Use this ability only once and only if you control any snow-covered mountains." [Encyclopedia Page 83]

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]
And it will not forget about being used if it phases out.
[WotC Rules Team 12/03/96]

If it phases out before the end of turn, the bonuses and the bury effects are all removed. [D'Angelo 11/11/96]

Card Information

1.48 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

1.49 Goblin Swine Rider

Goblin Swine Rider

If it is blocked by a Dream Fighter, the order of triggered effects is used to figure out what happens. In this case, the 2 damage is dealt and damage prevention (possible creature death) happens, then the Dream Fighter's phase-out ability happens. [Visions FAQ 02/16/97]

Card Information

1.50 Goblin War Drums

Goblin War Drums

As errata, it should read "Each attacking creature you control that defending player chooses to block may not be blocked with fewer than two creatures." [Encyclopedia Page 182]

Multiple War Drums are not cumulative. They are just redundant.
[Aahz 12/03/94]

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]

Card Information

1.51 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 have summoning sickness.

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

Card Information

1.52 Golgothian Sylex

Golgothian Sylex

As errata, it should read "(1), (Tap): Destroy all cards from the Antiquities expansion." The card type is "Artifact" and not "Mono Artifact".
[Encyclopedia Page 132]

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 in this way.

Card Information

1.53 Gossamer Chains

Gossamer Chains

The return of this card to your hand is part of the activation 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]

Can only be used during an attack after blockers are declared.
[Visions FAQ 02/16/97]

Card Information

1.54 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

1.55 Granite Gargoyle

Granite Gargoyle

As errata, it should read "Flying. (R): +0/+1 until end of turn".
[Encyclopedia Page 53]

Card Information

1.56 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

1.57 Gravebind

Gravebind

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

1.58 Grave Robbers

Grave Robbers

As errata, it should read "(B), (Tap): Remove target artifact in a graveyard from the game. Gain 2 life." [Encyclopedia Page 170]

You do not gain life if the targeted part of the effect fizzles.
[D'Angelo 01/28/97]

Card Information

1.59 Grave Sevitude

Grave Sevitude

The color change lasts only while this card is on the creature.
[Duelist Magazine #16, Page 30]

Card Information

1.60 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

1.61 Greater Werewolf

Greater Werewolf

As errata, it should read "At end of combat, put a -0/-2 counter on each creature that is blocking or is blocked by Greater Werewolf."

[Encyclopedia Page 200]

This effect is triggered at end of combat so it only works if it is still alive at that time. [Aahz 09/11/96]

Card Information

1.62 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]

You cannot spend more life on Greed than you have.

[Duelist Magazine #3, Page 22]

Card Information

1.63 Green Mana Battery

Green Mana Battery

See Black Mana Battery for rulings.

Card Information

1.64 Green Ward

Green Ward

See Black Ward for rulings.

Card Information

1.65 Griffin Canyon

Griffin Canyon

Can target an already untapped Griffin, and gives the bonus regardless.
[DeLaney 02/02/97]

Card Information

1.66 Grim Feast

Grim Feast

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 the game. [D'Angelo 10/15/96]

Card Information

1.67 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] This is because it is a triggered effect.

Card Information

1.68 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

1.69 Guardian Beast

Guardian Beast

The errata on Duelist Magazine #7, Page 99 and the Magic Official Encyclopedia, Page 125 has been removed. There is no errata to this card. [WotC Rules Team 12/03/96]

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.

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]

Cannot prevent any kind of burial or sacrifice. [Mirage Page 11]

Card Information

1.70 Guerrilla Tactics

Guerrilla Tactics

If it is discarded, the damage done by it is done by an effect and not by a spell. So Suffocation cannot be used on that damage. [D'Angelo 11/11/96]

Card Information
