

MTG_CARD_W

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Contents

1	MTG_CARD_W	1
1.1	Card Rulings & Descriptions - W	1
1.2	Walking Wall	2
1.3	Wall of Caltrops	2
1.4	Wall of Dust	3
1.5	Wall of Fire	3
1.6	Wall of Shadows	3
1.7	Wall of Spears	4
1.8	Wall of Tombstones	4
1.9	Wall of Vapor	4
1.10	Wall of Water	5
1.11	Wall of Wonder	5
1.12	Wand of Ith	5
1.13	Warp Artifact	5
1.14	Water Wurm	6
1.15	Weakstone	6
1.16	Wheel of Fortune	6
1.17	Whippoorwill	6
1.18	Whirling Dervish	7
1.19	White Mana Battery	7
1.20	White Ward	7
1.21	Wiitigo	7
1.22	Wild Growth	7
1.23	Winds of Change	8
1.24	Willow Priestess	8
1.25	Winter Blast	8
1.26	Winter Orb	8
1.27	Winter's Chill	9
1.28	Witch Hunter	9
1.29	Wood Elemental	9

1.30	Wooden Sphere	10
1.31	Word of Command	10
1.32	Worms of the Earth	11
1.33	Wrath of God	12
1.34	The Wretched	12

Chapter 1

MTG_CARD_W

1.1 Card Rulings & Descriptions - W

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Walking Wall

Wall of Caltrops

Wall of Dust

Wall of Fire

Wall of Shadows

Wall of Spears

Wall of Tombstones

Wall of Vapor

Wall of Water

Wall of Wonder

Wand of Ith

Warp Artifact

Water Wurm

Weakstone

Wheel of Fortune

Whippoorwill

Whirling Dervish

White Mana Battery
White Ward
Wiitigo
Wild Growth
Winds of Change
Willow Priestess
Winter Blast
Winter Orb
Winter's Chill
Witch Hunter
Wood Elemental
Wooden Sphere
Word of Command
Worms of the Earth
Wrath of God
The Wretched

1.2 Walking Wall

Walking Wall:

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

The ability to allow it to attack only overrides the rule that a Wall cannot attack but it does not override summoning sickness or allow any other kind of illegal attack. [Duelist Magazine #7, Page 9]

1.3 Wall of Caltrops

Wall of Caltrops:

As a clarification, the card works as if it read "If Wall of Caltrops, at least one other wall, and no non-wall creatures are assigned to block an attacker, Wall of Caltrops gains banding until end of turn."
[WotC Rules Team 09/22/95]

The bonus is gained at the end of the Declare Blockers step of the attack if the criteria is met. [WotC Rules Team 09/22/95]

Card Information

1.4 Wall of Dust

Wall of Dust:

A creature blocking or blocked by this card is marked with a "cannot attack next turn" effect when this card is assigned to block it. A creature is also marked if it is blocked by any means, including being part of a band which is blocked or by being moved into being blocked by an effect such as General Jarkeld. The effect is not removed if the creature is removed from the blocking situation by an effect like General Jarkeld. [WotC Rules Team 09/22/95]

Remove the counters during the Heal Creatures portion of your opponent's next turn. [bethmo 06/16/94]

As errata, read "your opponent" as "their controller". [Duelist Magazine #4, Page 64]

Card Information

1.5 Wall of Fire

Wall of Fire:

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

Card Information

1.6 Wall of Shadows

Wall of Shadows:

As errata, it should read "Damage dealt to Wall of Shadows by creatures it is blocking is reduced to 0. Effects that target only walls may not target Wall of Shadows." [WotC Rules Team 09/22/95]

By the original wording, once a creature was blocked by the Wall, the creature could not damage the wall for the remainder of that turn. Under the new wording, the creature cannot damage the wall by any means during the combat. If an Instill Energy was on an attacking Prodigal Sorcerer, and the Sorcerer untapped after attacking and being blocked by the Wall, if it tried to poke the Wall before the end of combat, the damage would be reduced to zero. [D'Angelo 09/25/95]

Can be destroyed by a Battering Ram because combat effects are not targeted. [Page 63]

The Chronicles version of this card has an Antiquities anvil symbol instead of the Legends symbol on it. As errata, it should be played as if it had a Legends symbol on it. [Duelist Magazine #7, Page 98]

It is not affected by the Golgothian Sylex. [D'Angelo 08/16/95]

Card Information

1.7 Wall of Spears

Wall of Spears:

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

Card Information

1.8 Wall of Tombstones

Wall of Tombstones:

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

When first brought into play, * is zero. [Duelist Magazine #2, Page 9]

Card Information

1.9 Wall of Vapor

Wall of Vapor:

As errata, it should read "Damage dealt to Wall of Vapor by creatures it is blocking is reduced to 0." [WotC Rules Team 09/22/95]

By the original wording, once a creature was blocked by the Wall, the creature could not damage the wall for the remainder of that turn. Under the new wording, the creature cannot damage the wall by any means during the combat. If an Instill Energy was on an attacking Prodigal Sorcerer, and the Sorcerer untapped after attacking and being blocked by the Wall, if it tried to poke the Wall before the end of combat, the damage would be reduced to zero. [D'Angelo 09/25/95]

Card Information

1.10 Wall of Water

Wall of Water:

As errata, the Revised Edition version should add "until end of turn" to the ability. [WotC Rules Team 09/22/95] All other versions are correct.

1.11 Wall of Wonder

Wall of Wonder:

As errata, the Legends version should add "until end of turn" to the ability. [WotC Rules Team 09/22/95]

Paying to make the Wall capable of attacking does not override the normal rule that a creature may not attack unless it began your turn in play. [Duelist Magazine #2, Page 9]

You can apply the +4/-4 bonus as many times as you have mana to pay for it. Of course if it does not have enough toughness, it'll die. [Aahz 06/16/94]

Card Information

1.12 Wand of Ith

Wand of Ith:

Any X in the casting cost of a spell is zero for purposes of the Wand. [Aahz 08/10/94]

The card is picked during resolution of this effect. [D'Angelo 02/01/95]
This gives the player a chance to cast any instant speed spells prior to having a random card selected from their hand.

Card Information

1.13 Warp Artifact

Warp Artifact:

The Limited and Unlimited edition versions of this card says it does damage "at the start of each turn". It means "each of the controller's turns". [D'Angelo 04/29/96]

Card Information

1.14 Water Wurm

Water Wurm:

Only gets the bonus once even if more than one opponent has an Island in play. [Aahz 12/25/94]

Gets the bonus in a multiplayer game if any opponent controls an Island [WotC Rules Team 01/27/95] (This is a correction to the text in Duelist Magazine #4, Page 64 that says only the defending player counts)

Card Information

1.15 Weakstone

Weakstone:

The -1/-0 applies to attacking creatures from all players. [Aahz]

Card Information

1.16 Wheel of Fortune

Wheel of Fortune:

This is a discard and so Library of Leng can be used. [D'Angelo 07/13/95]

Applies to all players in multiplayer games. [Duelist Magazine #4, Page 64]

Has been on the Duelists' Convocation restricted list (only 1 per deck) for tournaments since 03/23/94.

Card Information

1.17 Whippoorwill

Whippoorwill:

Trample damage is not considered damage redirection and so is not prevented by Whippoorwill. [Aahz 12/06/94]

Card Information

1.18 Whirling Dervish

Whirling Dervish:

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

Card Information

1.19 White Mana Battery

White Mana Battery:

See Black Mana Battery for rulings.

Card Information

1.20 White Ward

White Ward:

See Black Ward for rulings.

Card Information

1.21 Wiitigo

Wiitigo:

The last sentence about ignoring the effect applies to the entire card.
Once it runs out of counters, it can never gain or lose counters again.
[WotC Rules Team 07/19/95] (REVERSAL)

Only the +1/+1 counters he gives himself work for the ability. You cannot use externally gathered +1/+1 counters. [Aahz 07/24/95]

1.22 Wild Growth

Wild Growth:

As errata to all versions of Wild Growth, it always provides mana when the land is tapped for mana and adds that mana to the land's controller's mana pool. [Duelist Magazine #6, Page 131]

Before the errata, the Limited and Unlimited versions of this card had the land provide the mana no matter how it is tapped. This includes tapping it for mana, tapping to attack (as with a Living Land) or tapping it with

Twiddle. The Revised, Fourth Edition and Ice Age versions of this card had the enchantment provide the mana only when the land is tapped for mana and makes it useless on lands that do not normally provide mana.

Before the errata, the Limited and Unlimited versions of this have the land provide the mana, so the land's controller gets the mana. The Fourth Edition and Ice Age versions had the enchantment provide the mana, so the controller of the enchantment (and not the land) gets the mana. The Revised Edition one is unclear, so was assumed to follow the Limited and Unlimited Edition one.

Card Information

1.23 Winds of Change

Winds of Change:

The number of cards you "originally" had is the number of cards in your hand when this spell is resolved, and not when it is cast. In other words, if you start with 7 cards, cast Winds of Change, and then cast 5 other instants in the same batch, then you will get 1 new card and not 6 or 7.
[Aahz 09/06/94]

Card Information

1.24 Willow Priestess

Willow Priestess:

Bringing a Faerie into play is a normal instant speed effect and it can be used at any time instants are allowed. [D'Angelo 04/12/96]

1.25 Winter Blast

Winter Blast:

Will succeed on already tapped creatures and do damage to them.
[Duelist Magazine #5, Page 22]

Checks if the creatures are Flying on resolution and not on announcement.
[D'Angelo 10/05/95]

Card Information

1.26 Winter Orb

Winter Orb:

Lands animated by Living Lands or Kormus Bell are affected by this spell.

Card Information

1.27 Winter's Chill

Winter's Chill:

The payments are made when the spell resolves. [Aahz 06/08/95] The three options are: pay 2 to let creature act as normal, pay 1 to have creature neither deal or receive damage, or pay nothing and the creature does not deal or receive damage and it will be destroyed at end of combat.

1.28 Witch Hunter

Witch Hunter:

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

Card Information

1.29 Wood Elemental

Wood Elemental:

You cannot sacrifice lands you don't control. [Page 62]

You do not choose how many to sacrifice until it enters play.
[D'Angelo 11/21/95]

The *'s are equal to the number of Forests sacrificed when the creature is brought into play. This includes Clone, Doppelganger, Animate Dead, or Resurrection. In all these cases Forests need to be sacrificed.
[bethmo 06/25/94]

A creature leaving Oubliette or Tawnos's Coffin does not cause "comes into play" effects to happen again so it will not require a sacrifice in those cases. [Aahz 07/05/95]

A Doppelganger switching forms to a Wood Elemental will not require a sacrifice. [Aahz 07/05/95]

The Forests are sacrificed as a triggered effect just after the Elemental enters play. This means you can use Magical Hack to change the land type which needs to be sacrificed. [D'Angelo 10/27/95] The change must be made during casting. Using Magical Hack once it is in play accomplishes

nothing. [bethmo 09/22/94]

Card Information

1.30 Wooden Sphere

Wooden Sphere:

See the Lucky Charms entry in the General Rulings for related rulings.

Card Information

1.31 Word of Command

Word of Command:

The caster of Word of Command controls all aspects of the spell they have the opponent cast, including the amount of mana and target of the spell. Note that if the spell just enables something, you cannot power it in addition to casting it. For example, you cannot cast Pestilence then tap additional mana to power the card, or summon a Nether Shadow and declare an attack with it. Spells with an X casting cost have X decided by the player. [WotC Rules Team 01/24/94] The decisions apply to ones made on announcement and ones made on resolution. [D'Angelo 04/11/95]

Since casting this spell is an action, your opponent gets a chance to cast interrupts and instants in response to your spell. Once the current batch of effects is resolved, then you can look at your opponent's hand. Note that if damage occurs during this instant, it must be resolved before the Commanded spell. [bethmo 05/18/94] It is standard practice to use up any spells or mana you can before letting your opponent at your hand.

Your opponent cannot counter the Word of Command once they let you look at his hand, but they can attempt to counter the spell you force them to cast. [WotC rules team 01/24/94]

You must order your opponent to cast a spell if it is possible to do so. [Card Text]

The spell which is cast is considered as being cast by the player targeted by Word of Command and not by the caster of Word of Command. [Arab FAQ 01/05/94]

The words "legally cast" are there to remind you that you are ordering the player to cast something and you can't make them cast something that they could not have legally cast at that time on their own. So no summonings unless it is their main phase, etc. [D'Angelo 08/11/95]

Consider the spell cast under the effects of Word of Command as being the first spell in a new batch of effects. The spell itself can be responded

to as any spell can. [WotC Rules Team 09/15/94] The new spell stack starts even before interrupts can be declared. [D'Angelo 02/03/95]

Only land and mana pool are available to the caster. Other sources of mana are not allowed.

You do get to choose which lands get tapped. [bethmo] This means you can choose ones with Psychic Venom or other bad effects on them, but does not allow you to tap a wrong amount of mana (possibly causing mana burn) is there is a possible way to tap the right amount of mana. For example, if one Forest and one Forest with Wild Growth are available, you may not use the one with Wild Growth to cast Giant Growth (cost 'G'). [Aahz] You can make them choose an optional mana generating ability of the land that is tapped, such as making them sacrifice a Dwarven Ruins. [WotC Rules Team 12/15/94]

You may Command your opponent to play a land (if they have not already done so this turn). [Aahz]

With Channel, the amount of mana converted is not a decision in the casting of the spell. [WotC Rules Team 01/24/94]

You cannot announce a Word of Command between someone tapping mana for a spell and them announcing the spell. [Aahz 07/09/95] (This is a REVERSAL of a ruling I had in here before)

If used with a Demonic Tutor being the card the other player casts, you do not get to look through that player's library. You get to name a card for them to take. If it is in the library, they take it. If not, you name another card. Repeat until you name one that they have. [D'Angelo 04/11/95]

As errata to the card, it should read "target player" instead of "opponent". This means you can use it on yourself. [Duelist Magazine #4, Page 64]

Card Information

1.32 Worms of the Earth

Worms of the Earth:

A land which is somehow put in an Oubliette or Tawnos's Coffin can return to play since it is not considered a "new land". [Duelist Magazine #6, Page 132]

A land which is somehow put into a Safe Haven will leave the game forever if it tries to return while Worms of the Earth is in play. [Duelist Magazine #6, Page 132]

If you play an effect like Untamed Wilds which lets you put a land into play, the effect fails. With Untamed Wilds you still shuffle the library. [Duelist Magazine #6, Page 132]

Eureka will not allow a land to enter play. [WotC Rules Team 06/15/95]

Card Information

1.33 Wrath of God

Wrath of God:

White-Warded creatures cannot avoid this spell's effects. Destruction by means of Wrath of God is not targeted. [Snark]

Card Information

1.34 The Wretched

The Wretched:

As errata, the card should read "At end of combat, gain control of all creatures that are blocking The Wretched..." [WotC Rules Team 09/22/95]

This means it affects ones currently being blocked by this card at the end of combat and not ones that might have been removed by an effect such as General Jarkeld.