MTG_CARD_G

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Contents

Chapter 1

MTG_CARD_G

1.1   Card Rulings & Descriptions - G

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    –      –     *     –     *     – G –      *     –     *     –     –
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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

Gemstone Mine

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 Grenadiers

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

Grindstone

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]

  If Gaea's Blessing is moved into the graveyard by an effect, it is dealt
    with as a triggered effect. This means you wait for the next appropriate
    time before shuffling your graveyard into your library. For Millstone,
    it means you put both cards in at once, so it does not matter whether
    the Gaea's Blessing was the first or second card. [bethmo 11/09/97]

  Does not trigger the "if moved to the graveyard" ability if this card is
    discareded. [D'Angelo 11/28/97]

  It does trigger on Intuition. [D'Angelo 12/01/97]

  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

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too. [Mirage Page 58]
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  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

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Gaea's Touch
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  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

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Gangrenous Zombies
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  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

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Gaseous Form
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  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 Oracle wording, which acts as errata, for the text is "Sacrifice a
  creature: Destroy target artifact. Use this ability only during your
  upkeep." [bethmo 11/06/97]

The sacrifice is now an optional activated ability and no longer a mandatory
  phase ability. [D'Angelo 11/07/97]

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

If there is nothing to target with the destroy, you cannot announce the
  ability 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   Gemstone Mine

Gemstone Mine

  Burying this card when the last counter is removed is a triggered effect.
    It is not part of the last removal. This makes it possible to sacrifice
    this card to Squandered Resources (which is a mana source ability) after
    the last counter is removed. [WotC Rules Team 10/06/97]

  Card Information

1.13   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

1.14 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

1.15 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

1.16   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

1.17   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. The Oyster considers the
    creature to have left play, so will not affect it any more.
    [Aahz 11/04/96] If the Oyster later is used on the same creature again,
    it will again recognize the counters it put there during a previous hold.
    [Aahz 10/21/97]

  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

1.18   Giant Shark

Giant Shark

As errata, it should read "If Giant Shark is assigned to block a creature
that has taken damge this turn, or a creature that has taken damage this
turnn 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

1.19   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

1.20   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

1.21   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

1.22   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

1.23   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

1.24   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

1.25   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

1.26   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

1.27   Gloom

Gloom

  The most current text is "White spells cost an additional <3> to play.
    Activated abilities of white enchantments cost an additional <3> to play."
    [Fifth Edition card text]

  The additional mana is paid at the same time the spell/ability 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 later 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 later edition cards will not affect Circles
  which are xxxxlaced to another color.

Card Information

1.28   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

1.29   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

1.30   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

1.31   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

1.32   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

1.33   Goblin Artisans

Goblin Artisans

  As errata to the Anqituities 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

1.34   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

1.35   Goblin Bomb

Goblin Bomb

+ As errata, change "target opponent" to "an opponent". It does not target
    the opponent, but you still choose an opponent. [WotC Rules Team 02/01/98]

  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.
    [Duelist Magazine #19, Page 34]

  Card Information

1.36   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

1.37   Goblin Chirurgeon

Goblin Chirurgeon

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

  Card Information

1.38   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

1.39   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

1.40   Goblin Grenadiers

Goblin Grenadiers

  See the "Is Not Blocked Ability" entry in the general rulings for more
    information.

  Can target itself for destruction (which will fizzle of course) and still
    destroy the land. [D'Angelo 10/11/97]

  Card Information

1.41   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

1.42   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

1.43   Goblin Lyre

Goblin Lyre

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

   Card Information

1.44   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

1.45   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

1.46   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

1.47   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

1.48   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

1.49 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

1.50 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

1.51 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

1.52   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

1.53   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

1.54   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

1.55 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

1.56 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

1.57 Granite Gargoyle

Granite Gargoyle

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

Card Information

1.58 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

1.59   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

1.60   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

1.61   Grave Sevitude

Grave Sevitude

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

  Card Information

1.62   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

1.63   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

1.64   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

1.65   Green Mana Battery

Green Mana Battery

  See Black Mana Battery for rulings.

  Card Information

1.66   Green Ward

Green Ward

  See Black Ward for rulings.

  Card Information

1.67   Griffin Canyon

Griffin Canyon

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

  Card Information

1.68 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

1.69 Grindstone

Grindstone

  Remember that land cards have no color.

  If the two cards are both colorless, then the effect does not repeat. It
    only repeats if both cards have at least one color and at least one color
    is shared between them. [D'Angelo 01/06/98]

  Card Information

1.70 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

1.71 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

1.72 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

1.73 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