

# **MTG\_CARD\_W**

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COLLABORATORS

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## 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				Ward of Light				
		Warmth				Warp Artifact				
		Waterspout Djinn				Water Wurm				
		Wave of Terror				Weakstone				
		Wellspring				Wheel of Fortune				
		Whippoorwill				Whirling Dervish				
		White Mana Battery				White Ward				
		Wicked Reward				Wiitigo				
		Wild Growth				Willow Priestess				
		Wind Shear				Winds of Change				
		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

As errata, it should read "...control. You cannot spend more than three mana in this way each turn." [Encyclopedia Page 101]

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]

Card Information

### 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 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]

As errata to the Legends version, read "your opponent" as "its 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

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### Wall of Shadows

As errata, it should read "Damage dealt to Wall of Shadows by creatures it is blocking is reduced to 0. Wall of Shadows cannot be the target of spells or effects that can target only walls." [Encyclopedia Page 208]

As errata, the Chronicles version should have the Legends symbol and not the Antiquities symbol on it. [Encyclopedia Page 208]

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 Prodigious 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]

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]

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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

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## 1.13 Ward of Light

Ward of Light

See Play as a... in the General Rulings for more information.

Card Information

## 1.14 Warmth

Warmth

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.  
[Aahz 11/17/97]

Card Information

## 1.15 Waterspout Djinn

Waterspout Djinn

The return of a land to your hand is a phase cost, so the land is returned to your hand as a cost. This means if you have two Waterspout Djinns, they must each be pointed at different Islands. [D'Angelo 12/19/97]

Card Information

## 1.16 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

## 1.17 Water Wurm

Water Wurm

As errata, it should read "As long as any opponent controls at least one island, Water Wurm gets +0/+1." [Encyclopedia Page 175]

Only gets the bonus once even if more than one opponent has an Island in

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play. [Aahz 12/25/94]

Card Information

## 1.18 Wave of Terror

Wave of Terror

As errata, it should say "total casting cost", not just "casting cost".  
[Aahz 06/17/97]

Will not kill 0 cost creatures. [bethmo 06/12/97]

Only kills creatures with an exact cost of N, not N or less (where N is the last paid cumulative upkeep). [bethmo 06/12/97]

Card Information

## 1.19 Weakstone

Weakstone

As errata, the card is of type "Artifact" and not "Continuous Artifact".  
[Encyclopedia Page 137]

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

Card Information

## 1.20 Wellspring

Wellspring

The control gain happens just before the beginning of untap. [Aahz 09/20/96]

If the land is animated, you get it without summoning sickness.  
[Aahz 10/01/96]

The "lose control" effect just removes the all "gain control" effects made by this card, not any "gain control" effects on the card from other sources. [Aahz 03/17/97]

Card Information

## 1.21 Wheel of Fortune

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## 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 Classic (Type I) tournaments since 03/23/94. Was on the Standard (Type II) restricted list until 05/02/95 when it became banned because it is not in the current edition of The Gathering. Has always been banned from Classic-Restricted (Type I.5) and Extended tournaments.

Card Information

## 1.22 Whippoorwill

### Whippoorwill

Trample damage is not prevented by Whippoorwill because Whippoorwill does not affect automatic damage redirection. [Aahz 11/07/96]

Card Information

## 1.23 Whirling Dervish

### Whirling Dervish

As errata, it should read "...in which it damages any opponent."  
[Encyclopedia Page 48]

Card Information

## 1.24 White Mana Battery

### White Mana Battery

See Black Mana Battery for rulings.

Card Information

## 1.25 White Ward

### White Ward

See Black Ward for rulings.

Card Information

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## 1.26 Wicked Reward

### Wicked Reward

The sacrifice of a creature is part of the casting 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]

Card Information

## 1.27 Wiitigo

### Wiitigo

As errata, it should say "Wiitigo comes into play with six...".  
[WotC Rules Team 03/14/97] Otherwise, it would die before the "comes into play" trigger got dealt with.

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.  
[Duelist Magazine #10, Page 43]

Any +1/+1 counter from any source can be used with his ability.  
[D'Angelo 11/25/97]

Card Information

## 1.28 Wild Growth

### Wild Growth

As errata, it should read "Whenever enchanted land is tapped for mana, it produces an additional (G)." [Encyclopedia Page 49]

The mana is provided when the triggered ability resolves.  
[Duelist Magazine #18, Page 29] (REVERSAL) It used to actually modify the mana generating effect to make more mana.

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 that makes it useless on lands that do not normally provide mana.

Before the errata, the Limited and Unlimited versions of this had 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) got the mana. The Revised Edition one is unclear, so was assumed to follow the Limited and Unlimited Edition one.

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Card Information

## 1.29 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]

Card Information

## 1.30 Wind Shear

Wind Shear

The -2/-2 and loss of Flying both last until end of turn. The -2/-2 is not permanent. [D'Angelo 01/28/97]

Card Information

## 1.31 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

## 1.32 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]

Cannot target the same thing more than once.

Card Information

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### 1.33 Winter Orb

Winter Orb

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

Card Information

### 1.34 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.

Card Information

### 1.35 Witch Hunter

Witch Hunter

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

Card Information

### 1.36 Wood Elemental

Wood Elemental

You do not choose how many forests 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

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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]

May sacrifice lands that count as a forest. [D'Angelo 11/11/96]

Card Information

## 1.37 Wooden Sphere

Wooden Sphere

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

Card Information

## 1.38 Word of Command

Word of Command

As errata, it should read "You may look at target player's hand and choose any card that player can legally play using mana from his or her mana pool or lands. That player must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at the player's hand. [Encyclopedia Page 208]

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 it is in 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 or play a land if it is possible to do so. [Card Text]

The spell which is cast is considered as being cast by the player

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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]

The spell cast under Word of Command is cast during the resolution of Word of Command and it resolves immediately without any chance to respond with other effects. Once that spell resolves, the current batch of effects continues to resolve. [WotC Rules Team 03/14/97] (REVERSAL)  
The spell used to start the next batch of spells/abilities.

The spell being cast by Word of Command's effect can be interrupted as normal. It just is being cast at an unusual time which does not allow non-interrupt responses. [D'Angelo 03/26/97]

Only spells/abilities that would be legal for the player to start a batch with during the current phase are legal. [WotC Rules Team 03/14/97]

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 (or color) of mana (possibly causing mana burn) if 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]

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] Remember that even on-resolution decisions are made by the Word of Command caster.

If there is a non-mana way to cast a spell, as with Pitch Spells, you may require that way to be used if it is possible to do so.  
[D'Angelo 03/26/97]

Card Information

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## 1.39 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

## 1.40 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

## 1.41 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. [Duelist Magazine #8, Page 47]

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