

4E_GREEN

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> 4E_GREEN		
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WRITTEN BY	Tom de Ruyter	February 12, 2023	

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Chapter 1

4E_GREEN

1.1 Fourth Edition - Green Cards

Fourth Edition - Green Cards

Aspect of Wolf
Birds of Paradise
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Crumble
Desert Twister
Durkwood Boars
Elven Riders
Elvish Archers
Fog
Force of Nature
Fungusaur
Gaea's Liege
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Giant Spider
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Living Lands

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Untamed Wilds

Venom

Verduran Enchantress

Wall of Brambles

Wall of Ice

Wall of Wood

Wanderlust

War Mammoth

Web

Whirling Dervish

Wild Growth

Winter Blast

1.2 Aspect of Wolf

Aspect of Wolf

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Enchant Creature
Cost = 1G
Artist = Jeff A. Menges

Text (4E): Increase target creature's power and toughness by half the number of forests you control, rounding down for power and up for toughness.

Text (RV): Target creature's power and toughness are increased by half the number of forests you have in play, rounding down for power and up for toughness.

Text (UL): Target creature's power and toughness are increased by half the number of forests you have in play, rounding down for power and up for toughness.

Rulings

1.3 Birds of Paradise

Birds of Paradise

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Mana Birds (0/1)
Cost = G
Artist = Mark Poole

Text (4E): Flying
<T>: Add one mana of any color to your mana pool. Play this ability as an interrupt.

Text (RV): Flying
<T>: Add one mana of any color to your mana pool. This ability is played as an interrupt.

Text (UL): Flying
<T>: Add one mana of any color to your mana pool. This tap may be played as an interrupt.

Text (AL): Flying
<T>: Add one mana to your mana pool. This tap may be played as an interrupt.

Rulings

1.4 Channel

Channel

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Sorcery
Cost = GG
Artist = Richard Thomas

Text(4E): Until end of turn, you may add colorless mana to your mana pool at the cost of 1 life per one mana. Play these additions as interrupts. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Text(RV): Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per point of mana. These additions are played with the speed of an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Text(UL): Until end of turn, you may add colorless mana to your mana pool, at a cost of 1 life each. These additions are played with the speed of an interrupt. Effects that prevent damage may not be used to counter this loss of life.

Text(AL): Until end of turn, you may add colorless mana to your mana pool, at a cost of 1 life each. These additions are played with the speed of an interrupt.

Rulings

1.5 Cockatrice

Cockatrice

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Cockatrice (2/4)
Cost = 3GG
Artist = Dan Frazier

Text(4E): Flying
At the end of combat, destroy all non-wall creatures blocking or blocked by Cockatrice.

Text(RV): Flying
Any non-wall creature blocking Cockatrice is destroyed, as is any creature blocked by Cockatrice. Creatures destroyed in this way deal their damage before dying.

Text(UL): Flying
Any non-wall creature blocking Cockatrice is destroyed, as is any creature blocked by Cockatrice. Creatures destroyed in this way deal their damage before dying.

Rulings

1.6 Craw Wurm

Craw Wurm

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Summon Wurm (6/4)
Cost = 4GG
Artist = Daniel Gelon

Flavor Text: The most terrifying thing about the Craw Wurm is probably the horrible crashing sound it makes as it speeds through the forest. This noise is so loud it echoes through the trees and seems to come from all directions at once.

NO RULINGS

1.7 Elvish Archers

Elvish Archers

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Elves (2/1)
Cost = 1G
Artist = Anson Maddocks

Text(4E): First Strike

Text(RV): First Strike

Text(UL): First Strike

Flavor Text: I tell you, there was so many arrows flying about you couldn't hardly see the sun. So I says to young Angus, "Well, at least now we're fighting in the shade!"

Rulings

1.8 Fog

Fog

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C) / MI(C)
Type = Instant
Cost = G

Artist = Jesper Myrfors (A/B/UL/RV/4E) / Harold McNeill (MI)

NOTE: The Mirage card has different artwork. It also had Flavor Text added to the card's text.

Text (MI): Creatures deal no combat damage this turn.

Text (4E): No creatures deal damage in combat this turn.

Text (RV): Creatures attack and block as normal, but none deal any damage or otherwise affect any creature as a result of an attack or block. All attacking creatures are still tapped. Play any time before attack damage is dealt.

Text (UL): Creatures attack and block as normal, but none deal any damage. All attacking creatures are still tapped. Play any time before attack damage is dealt.

Rulings

1.9 Force of Nature

Force of Nature

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Force (8/8)
Cost = 2GGGG
Artist = Douglas Shuler

Text (4E): Trample
During your upkeep, pay <GGGG> or Force of Nature deals 8 damage to you.

Text (RV): Trample
You must pay <GGGG> during your upkeep or Force of Nature does 8 damage to you. You may still attack with Force of Nature even if you failed to pay the upkeep.

Text (UL): Trample
You must pay <GGGG> during your upkeep or Force of Nature does 8 damage to you. You may still attack with Force of Nature even if you failed to pay the upkeep.

Rulings

1.10 Fungusaur

Fungusaur

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)

Type = Summon Fungusaur (2/2)
 Cost = 3G
 Artist = Daniel Gelon

Text (4E): At the end of any turn in which Fungusaur receives damage but does not leave play, put a +1/+1 counter on it.

Text (RV): At the end of any turn during which Fungusaur was damaged but not destroyed, put a +1/+1 counter on it.

Text (UL): Each time Fungusaur is damaged but not destroyed, put a +1/+1 counter on it.

Flavor Text: Rather than sheltering her young, the female Fungusaur often injures her own offspring, thereby ensuring their rapid growth.

Rulings

1.11 Gaea's Liege

Gaea's Liege

Color = Green
 Rarity = A/B/UL(R) / RV(R) / 4E(R)
 Type = Summon Gaea's Liege (*/*)
 Cost = 3GGG
 Artist = Dameon Willich

Text (4E): Gaea's Liege has power and toughness each equal to the number of forests you control; when Gaea's Liege attacks, these are instead equal to the number of forests defending player controls.
 <T>: Target land becomes a basic forest until Gaea's Liege leaves play.

Text (RV): <T>: Turn any one land into a basic forest.
 Mark changed lands with counters, removing the counters when Gaea's Liege leaves play. Gaea's Liege has power and toughness equal to the number of forests controller has in play; when it's attacking, they are equal to the number of forests defending player has in play.

Text (UL): When defending, Gaea's Liege has power and toughness equal to the number of forests you have in play; when it's attacking, they are equal to the number of forests opponent has in play. Tap to turn any one land into a forest until Gaea's Liege leaves play. Mark changed lands with counters, removing the counters when Gaea's Liege leaves play.

Rulings

1.12 Giant Growth

Giant Growth

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Instant
 Cost = G
 Artist = Sandra Everingham (A/B/UL/RV/4E) / L.A. Williams (IA)

NOTE: The Ice Age card has different artwork. It also had Flavor Text added to the card's text.

Text(IA): Target creature gets +3/+3 until end of turn.

Text(4E): Target creature gets +3/+3 until end of turn.

Text(RV): Target creature gains +3/+3 until end of turn.

Text(UL): Target creature gains +3/+3 until end of turn.

Flavor Text: "Here in Fyndhorn, the goddess Freyalise is generous to her children."
 ---Kolbjorn, Elder Druid of the Juniper Order

NO RULINGS

1.13 Giant Spider

Giant Spider

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Spider (2/4)
 Cost = 3G
 Artist = Sandra Everingham

Text(4E): Can block creatures with flying.

Text(RV): Does not fly, but can block flying creatures.

Text(UL): Does not fly, but can block flying creatures.

Flavor Text: While it possesses potent venom, the Giant Spider often chooses not to paralyze its victims. Perhaps the creature enjoys the gentle rocking motion caused by its captives' struggles to escape its web.

NO RULINGS

1.14 Grizzly Bears

Grizzly Bears

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Bears (2/2)
 Cost = 1G
 Artist = Jeff A. Menges

Flavor Text: Don't try to outrun one of Dominia's Grizzlies; it'll catch you, knock you down, and eat you. Of course, you could run up a tree. In that case you'll get a nice view before it knocks the tree down and eats you.

NO RULINGS

1.15 Hurricane

Hurricane

Color = Green
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / IA(U)
 Type = Sorcery
 Cost = XG
 Artist = Dameon Willich (A/B/UL/RV/4E) / Cornelius Brudi (IA)

NOTE: The Ice Age card has different artwork. It also had Flavor Text added to the card's text.

Text (IA): Hurricane deals X damage to each creature with flying and each player.

Text (4E): Hurricane deals X damage to each player and each creature with flying.

Text (RV): All players and flying creatures suffer X damage.

Text (UL): All players and flying creatures suffer X damage.

Flavor Text: "This was quite possibly the least pleasant occurrence on the entire expedition."
 ---Disa the Restless, journal entry

Rulings

1.16 Instill Energy

Instill Energy

Color = Green
 Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Enchant Creature
 Cost = G
 Artist = Dameon Willich

Text (4E): Target creature can attack the turn it comes into play on your side. <0>: During your turn, untap target creature Instill Energy enchants. Use this ability only once each turn.

Text (RV): You may untap target creature one additional time during your turn. Target creature may also attack the turn it comes into play.

Text (UL): You may untap target creature both during your untap phase and one additional time during your turn. Target creature may also attack the turn it comes into play.

Rulings

1.17 Ironroot Treefolk

Ironroot Treefolk

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Treefolk (3/5)
 Cost = 4G
 Artist = Jesper Myrfors

Flavor Text: The mating habits of Treefolk, particularly the stalwart Ironroot Treefolk, are truly absurd. Molasses comes to mind. It's amazing the species can survive at all given such protracted periods of mate selection, conjugation, and gestation.

NO RULINGS

1.18 Ley Druid

Ley Druid

Color = Green
 Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Summon Cleric (1/1)
 Cost = 2G
 Artist = Sandra Everingham

Text (4E): <T>: Untap target land. Play this ability as an interrupt.

Text (RV): <T>: Untap a land of your choice. This ability is played as an interrupt.

Text (UL): Tap Druid to untap a land of your choice. This action can be played as an interrupt.

Flavor Text: After years of training, the Druid becomes one

with nature, drawing power from the land and returning it when needed.

NO RULINGS

1.19 Lifeforce

Lifeforce

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Enchantment
Cost = GG
Artist = Dameon Willich

Text (4E): <GG>: Counter target black spell. Play this ability as an interrupt.

Text (RV): <GG>: Counter a black spell as it is being cast. This use is played as an interrupt, and does not affect black cards already in play.

Text (UL): <GG>: Destroy a black spell as it is being cast. This use may be played as an interrupt, and does not affect black cards already in play.

Rulings

1.20 Lifelace

Lifelace

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Interrupt
Cost = G
Artist = Amy Weber

Text (4E): Change the color of target spell or target permanent to green. Costs to cast, tap, maintain, or use a special ability of target remain unchanged.

Text (RV): Changes the color of one card either being played or already in play to green. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Text (UL): Changes the color of one card either being played or already in play to green. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Rulings

1.21 Living Artifact

Living Artifact

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Enchant Artifact
Cost = G
Artist = Anson Maddocks

Text(4E): Put a vitality counter on Living Artifact for each damage dealt to you. <0>: During your upkeep, remove a vitality counter to gain 1 life. Remove only one vitality counter during each of your upkeeps.

Text(RV): Put a counter on target artifact for each life you lose. During your upkeep you may trade one counter for one life, but you can only trade in one counter during each of your upkeeps.

Text(UL): Put a counter on target artifact for each life you lose. During upkeep you may trade one counter for one life, but you can only trade in one counter each turn.

Rulings

1.22 Living Lands

Living Lands

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Enchantment
Cost = 3G
Artist = Jesper Myrfors

Text(4E): All forests become 1/1 creatures. The forests still count as lands but cannot be tapped for mana the turn they come into play.

Text(RV): Treat all forests in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Text(UL): Treat all forests in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack. The living lands have no color; they are not considered green cards.

Rulings

1.23 Llanowar Elves

Llanowar Elves

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Summon Elves (1/1)
Cost = G
Artist = Anson Maddocks

Text (4E): <T>: Add <G> to your mana pool. Play this ability as an interrupt.

Text (RV): <T>: Add <G> to your mana pool. This ability is played as an interrupt.

Text (UL): <T>: Add 1 green mana to your mana pool. This tap can be played as an interrupt.

Flavor Text: Hardened by their life in the haunted Llanowar Forest, these fierce beings are outcards among elvenkind.

Rulings

1.24 Lure

Lure

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U) / IA(U)
Type = Enchant Creature
Cost = 1GG
Artist = Anson Maddocks (A/B/UL/RV/4E) / Phil Foglio (IA)

NOTE: The Ice Age card has different artwork.

Text (IA): All creatures able to block target creature must do so. Lure does not prevent a creature from blocking more than one creature if blocker has that ability. If blocker is forced to block more creatures than it is allowed to, defender chooses which of these creatures to block, but must block as many creatures as allowed.

Text (4E): All creatures able to block target creature must do so. Lure does not prevent a creature from blocking more than one creature if blocker has that ability. If blocker is forced to block more creatures than it is allowed to, defender chooses which of these creatures to block, but must block as many as allowed.

Text (RV): All creatures able to block target creature must do so. If a creature has the ability to block more than one creature, Lure does not prevent this. If there is more than one attacking creature with Lure, defender may choose which of them each defending creature blocks.

Text (UL): All creatures able to block target creature must do so. If a creature has the ability to block more than one creature, Lure

does not prevent this. If there is more than one attacking creature with Lure, defender may choose which of them each defending creature blocks.

Rulings

1.25 Regeneration

Regeneration

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / MI(C)
 Type = Enchant Creature
 Cost = 1G
 Artist = Quinton Hoover (A/B/UL/RV/4E) / Justin Hampton (IA)
 Charles Gillespie (MI)

NOTE: Both the Ice Age & Mirage cards have different artwork.
 They also have Flavor Text added to the card's text.

Text (MI): <G>: Regenerate enchanted creature.

Text (IA): When Regeneration comes into play, choose target creature.
 <G>: Regenerate creature Regeneration enchants.

Text (4E): <G>: Regenerate target creature Regeneration enchants.

Text (RV): <G>: Target creature regenerates.

Text (UL): <G>: Target creature regenerates.

Flavor Text: "Faith in Freyalise has given me the gift, not the curse,
 of unprecedented longevity."
 ---Laina of the Elvish Council

Rulings

1.26 Scryb Sprites

Scryb Sprites

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Summon Faeries (1/1)
 Cost = G
 Artist = Amy Weber

Text (4E): Flying

Text (RV): Flying

Text (UL): Flying

Flavor Text: The only sound was the gentle clicking of the Faeries' wings. Then those intruders who were still standing turned and fled. One thing was certain: they didn't think the Scryb were very funny anymore.

NO RULINGS

1.27 Shanodin Dryads

Shanodin Dryads

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Summon Nymphs (1/1)
Cost = G
Artist = Anson Maddocks

Text (4E): Forestwalk

Text (RV): Forestwalk

Text (UL): Forestwalk

Flavor Text: Moving without sound, swift figures pass through branches and undergrowth completely unhindered. One with the trees around them, the Dryads of Shanodin Forest are seen only when they wish to be.

NO RULINGS

1.28 Stream of Life

Stream of Life

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Sorcery
Cost = XG
Artist = Mark Poole

Text (4E): Target player gains X life.

Text (RV): Target player gains X life.

Text (UL): Target player gains X life.

NO RULINGS

1.29 Thicket Basilisk

Thicket Basilisk

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Summon Basilisk (2/4)
Cost = 3GG
Artist = Dan Frazier

Text (4E): At the end of combat, destroy all non-wall creatures blocking or blocked by Basilisk.

Text (RV): Any non-wall creature blocking Basilisk is destroyed, as is any creature blocked by basilisk. Creatures destroyed this way deal their damage before dying.

Text (UL): Any non-wall creature blocking Basilisk is destroyed, as is any creature blocked by basilisk. Creatures destroyed this way deal their damage before dying.

Flavor Text: Moss-covered statues littered the area, a macabre monument to the Basilisk's power.

Rulings

1.30 Timber Wolves

Timber Wolves

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Wolves (1/1)
Cost = G
Artist = Melissa Benson

Text (4E): Banding

Text (RV): Bands

Text (UL): Bands

Flavor Text: Though many think of Wolves as solitary predators, they are actually extremely social animals. During a hunt they often call to each other, which can be quite unsettling for their prey.

NO RULINGS

1.31 Tranquility

Tranquility

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Sorcery
Cost = 2G
Artist = Douglas Shuler

Text (4E): Destroy all enchantments.

Text (RV): All enchantments in play must be discarded.

Text (UL): All enchantments in play must be discarded.

Rulings

1.32 Tsunami

Tsunami

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Sorcery
Cost = 3G
Artist = Richard Thomas

Text (4E): Destroy all islands.

Text (RV): All islands in play are destroyed.

Text (UL): All islands in play are destroyed.

NO RULINGS

1.33 Verduran Enchantress

Verduran Enchantress

Color = Green
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Enchantress (0/2)
Cost = 1GG
Artist = Kev Brockschmidt

Text (4E): <0>: Draw a card when you successfully cast an enchantment. Use this effect only once for each enchantment cast.

Text (RV): While Enchantress is in play, you may immediately draw a card from your library each time you cast an enchantment.

Text (UL): While Enchantress is in play, you may immediately draw a card from your library each time you cast an enchantment.

Flavor Text: Some say magic was first practiced by women,

who have always felt strong ties to the land.

Rulings

1.34 Wall of Brambles

Wall of Brambles

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Summon Wall (2/3)
Cost = 2G
Artist = Anson Maddocks

Text (4E): <G>: Regenerate

Text (RV): <G>: Regenerates

Text (UL): <G>: Regenerates

Flavor Text: "What else, when chaos draws all forces inward
to shape a single leaf."
Conrad Aiken

NO RULINGS

1.35 Wall of Ice

Wall of Ice

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Summon Wall (0/7)
Cost = 2G
Artist = Richard Thomas

Flavor Text: "And through the drifts the snowy cliffs Did send a
dismal sheen: Nor shapes of men nor beasts we ken -
The ice was all between."
---Samuel Coleridge, "The Rime of the Ancient Mariner"

NO RULINGS

1.36 Wall of Wood

Wall of Wood

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Summon Wall (0/3)

Cost = G
Artist = Mark Tedin

Flavor Text: Everybody knows that to ward off trouble, you knock on wood. But usually it's better to make a wall out of the wood and let trouble do the knocking.

NO RULINGS

1.37 Wanderlust

Wanderlust

Color = Green
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Enchant Creature
Cost = 2G
Artist = Cornelius Brudi

Text (4E): Wanderlust deals 1 damage to target creature's controller during that player's upkeep.

Text (RV): Wanderlust does 1 damage to target creature's controller during his or her upkeep.

Text (UL): Wanderlust does 1 damage to target creature's controller during upkeep.

NO RULINGS

1.38 War Mammoth

War Mammoth

Color = Green
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Summon Mammoth (3/3)
Cost = 3G
Artist = Jeff A. Menges

Text (4E): Trample

Text (RV): Trample

Text (UL): Trample

Flavor Text: I didn't think Mammoths could ever hold a candle to a well-trained battle horse. Then one day I turned my back on a drunken soldier. His blow never landed; Mi'cha flung the brute over ten meters.

NO RULINGS

1.39 Web

Web

Color = Green
 Rarity = A/B/UL(R) / RV(R) / 4E(R)
 Type = Enchant Creature
 Cost = G
 Artist = Rob Alexander

Text(4E): Target creature gets +0/+2 and can block creatures with flying.

Text(RV): Target creature gains +0/+2 and can now block flying creatures, though it does not gain flying ability.

Text(UL): Target creature gains +0/+2 and can now block flying creatures, though it does not gain the power to fly.

NO RULINGS

1.40 Wild Growth

Wild Growth

Color = Green
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
 Type = Enchant Land
 Cost = G
 Artist = Mark Poole (A/B/UL/RV/4E) / Mike Raabe (IA)

NOTE: The Ice Age card has different artwork. It also had Flavor Text added to the card's text.

Text(IA): Wild Growth adds <G> to your mana pool whenever target land is tapped for mana.

Text(4E): Wild Growth adds <G> to your mana pool each time target land is tapped for mana.

Text(RV): Whenever the usual mana is drawn from target land, Wild Growth provides an additional <G>.

Text(UL): When tapped, target land provides 1 green mana in addition to the mana it normally provides.

Flavor Text: "Here in Fyndhorn, where Freyalise's power is strongest, the forest has its own opinion."
 ---Laina of the Elvish Council

Rulings
