IA_GREEN

Tom de Ruyter

COLLABORATORS			
	TITLE : IA_GREEN		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	February 12, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IA_GREEN

1.1 Ice Age - Green Cards

```
                    Ice Age - Green Cards


        Aurochs

        Balduvian Bears

        Blizzard

        Brown Ouphe

        Chub Toad

        Dire Wolves

        Earthlore

        Elder Druid

        Essence Filter

        Fanatical Fever

        Folk of the Pines

        Forbidden Lore

        Forgotten Lore

        Foxfire

        Freyalise Supplicant

        Freyalise's Charm

        Freyalise's Winds
```

```
        Fyndhorn Brownie

        Fyndhorn Elder

        Fyndhorn Elves

        Fyndhorn Pollen
             Giant Growth

        Gorilla Pack

        Hot Springs
                        Hurricane
        Johtull Wurm

        Juniper Order Druid

        Lhurgoyf
                        Lure
        Maddening Wind

        Nature's Lore

        Pale Bears

        Pygmy Allosaurus

        Pyknite
                        Regeneration
        Rime Dryad

        Ritual of Subdual

        Scaled Wurm

        Shambling Strider

        Snowblind

        Stampede

        Stunted Growth

        Tarpan

        Thermokarst

        Thoughtleech

        Tinder Wall

        Touch of Vitae

        Trailblazer

        Venomous Breath
```

```
                        Wall of Pine Needles

                        Whiteout
                            Wild Growth

                        Wiitigo

                        Woolly Mammoths

                        Woolly Spider

                        Yavimaya Gnats
```

1.2 Aurochs

```
Aurochs

Color  = Green
Rarity = IA(C) (Promo)
Type   = Summon Aurochs (2/3)
Cost   = 3G
Artist = Ken Meyer Jr.

Text(IA): Trample
          When  attacking,  Aurochs  gets +1/+0 for each other Aurochs that
          attacks.

Flavor Text: One Auroch may feed a village, but a herd will flatten it.

   Rulings
```

1.3 Balduvian Bears

```
Balduvian Bears

Color  = Green
Rarity = IA(C)
Type   = Summon Bears (2/2)
Cost   = 1G
Artist = Quinton Hoover

Flavor Text: "They're a hardy bunch, but I'd still bet that they
             just slept through the worst of the cold times."
             ---Disa the Restless, journal entry

 NO RULINGS
```

1.4 Blizzard

```
Blizzard

Color   = Green
Rarity  = IA(R)
Type    = Enchantment
Cost    = GG
Artist  = Anson Maddocks

Text(IA): Cumulative Upkeep: <2>
          You  cannot  cast  Blizzard if you control no snow-covered lands.
          Creatures  with  flying  do  not  untap during their controller's
          untap phase.
```

  NO RULINGS

1.5 Brown Ouphe

```
Brown Ouphe

Color   = Green
Rarity  = IA(C)
Type    = Summon Ouphe (1/1)
Cost    = G
Artist  = Daniel Gelon

Text(IA): <1GT>:  Counter  target artifact ability requiring an activation
          cost.  Play this ability as an interrupt.

Flavor Text: "Ouphes love trinkets and love to take them apart. I only wish
              they wouldn't do so with the magical ones."
              ---Taaveti of Kelsinko, Elvish Hunter
```

  Rulings

1.6 Chub Toad

```
Chub Toad

Color   = Green
Rarity  = IA(C) (Promo)
Type    = Summon Toad (1/1)
Cost    = 2G
Artist  = Daniel Gelon

Text(IA): Chub Toad gets +2/+2 until end of turn when blocking or blocked.

Flavor Text: Chub Toad, Chub Toad
    At the door.
    Run away quick
    Or you'll run no more.
    ---Traditional children's rhyme
```

```
    Rulings
```

1.7 Dire Wolves

```
Dire Wolves

Color   = Green
Rarity  = IA(C) (Promo)
Type    = Summon Wolves (2/2)
Cost    = 2G
Artist  = Ron Spencer

Text(IA): Gains banding if you control any plains.

Flavor Text: "It's amazing how scared a city kid can get at a dog. Now, of
              course, I'd cross Terisiare alone, and keep no watch if I
              had a pack of greys hanging on my flanks as I went."
              ---Oddveig Ulfsson, caravan scout

  NO RULINGS
```

1.8 Earthlore

```
Earthlore

Color   = Green
Rarity  = IA(C)
Type    = Enchant Land
Cost    = G
Artist  = Drew Tucker

Text(IA): When Earthlore comes into play, choose target land you control.
          <0>:  Tap land Earthlore enchants to give target blocking
          creature +1/+2 until end of turn.

Flavor Text: "Even the ground is our friend."
              ---Kolbjorn, Elder Druid of the Juniper Order

   Rulings
```

1.9 Elder Druid

```
Elder Druid

Color   = Green
Rarity  = IA(R)
Type    = Summon Cleric (2/2)
Cost    = 3G
Artist  = Richard Kane-Ferguson
```

Text(IA): <3GT>: Tap or untap target artifact, creature, or land.

Flavor Text: "I am older than any Elder Druid before me, and still no child
             has been born with the Mark to take my place.
             When will the wheel turn?"
             ---Kolbjorn, Elder Druid of the Juniper Order

  Rulings

1.10 Essence Filter

Essence Filter

Color = Green
Rarity = IA(C)
Type   = Sorcery
Cost   = 1GG
Artist = Rick Emond

Text(IA): Destroy all enchantments or destroy all non-white enchantments.

Flavor Text: "Freyalise has cleansed our bodies and minds of the plagues of
             Kjeldor; all she asks in return is that we keep pure our newly
             given home in Fyndhorn."
             ---Kolbjorn, Elder Druid of the Juniper Order

 NO RULINGS

1.11 Fanatical Fever

Fanatical Fever

Color = Green
Rarity = IA(U)
Type   = Instant
Cost   = 2GG
Artist = Julie Baroh

Text(IA): Target creature gains trample and gets +3/+0 until end of turn.

Flavor Text: "Let go your fury, and hone your anger.
             Become the fist of the Freyalise!"
             ---Kolbjorn, Elder Druid of the Juniper Order

 NO RULINGS

1.12 Folk of the Pines

```
Folk of the Pines

Color  = Green
Rarity = IA(C)
Type   = Summon Dryads (2/5)
Cost   = 4G
Artist = NeNe Thomas & Catherine Buck

Text(IA): <1G>: +1/+0 until end of turn

Flavor Text: "Our friends of the forest take many forms,
              yet all serve the will of Freyalise."
              ---Laina of the Elvish Council
```

  NO RULINGS

1.13   Forbidden Lore

```
Forbidden Lore

Color  = Green
Rarity = IA(R)
Type   = Enchant Land
Cost   = 2G
Artist = Christopher Rush

Text(IA): When Forbidden Lore comes into play, choose target land.
          <0>:  Tap  land  Forbidden Lore enchants to give target creature
          +2/+1 until end of turn.
```

  Rulings

1.14   Forgotten Lore

```
Forgotten Lore

Color  = Green
Rarity = IA(U)
Type   = Sorcery
Cost   = G
Artist = Harold McNeill

Text(IA): Target opponent chooses target card from your graveyard.  You may
          pay  <G> to have that opponent choose a new target that he or she
          has not already chosen.  Put the last target card in your hand.

Flavor Text: In ashes are the gems of history.
```

  Rulings

1.15   Foxfire

```
Foxfire

Color   = Green
Rarity  = IA(C)
Type    = Instant
Cost    = 2G
Artist  = Margaret Organ-Kean

Text(IA): Untap  target attacking creature.  That creature neither receives
          nor  deals  damage  in  combat  this  turn.   Draw  a card at the
          beginning of the next turn's upkeep.

Flavor Text: "Only the foolish fear Foxfire."
                ---Kolbjorn, Elder Druid of the Juniper Order

   Rulings
```

1.16   Freyalise Supplicant

```
Freyalise Supplicant

Color   = Green
Rarity  = IA(U)
Type    = Summon Cleric (1/1)
Cost    = 1G
Artist  = Liz Danforth & Douglas Shuler

Text(IA): <T>:  Sacrifice  a  red  or  white  creature  to  have Freyalise
          Supplicant  deal an amount of damage equal to half the creature's
          power, rounded down, to target creature or player.

Flavor Text: "We have joined with the Druids of the Juniper Order.
              Our faith is one."
                ---Laina of the Elvish Council

 NO RULINGS
```

1.17   Freyalise's Charm

```
Freyalise's Charm

Color   = Green
Rarity  = IA(U)
Type    = Enchantment
Cost    = GG
Artist  = Margaret Organ-Kean

Text(IA): <GG>:  When any opponent successfully casts a black spell, draw a
          card.  Use  this  ability  only  once each time a black spell is
          cast.  <GG>:  Return Freyalise's Charm to owner's hand.
```

Rulings

1.18   Freyalise's Winds

```
Freyalise's Winds

Color   = Green
Rarity  = IA(R)
Type    = Enchantment
Cost    = 2GG
Artist  = Mark Tedin
```

Text(IA): Whenever a permanent becomes tapped, put a wind counter on it.
         Permanents with any wind counters on them do not untap during
         their controller's untap phase; instead, remove all wind counters
         from those permanents.

Rulings

1.19   Fyndhorn Brownie

```
Fyndhorn Brownie

Color   = Green
Rarity  = IA(C)
Type    = Summon Brownie (1/1)
Cost    = 2G
Artist  = Richard Thomas
```

Text(IA): <2GT>: Untap target creature.

Flavor Text: "I've been insulted by drunks in a hundred inns, but never as
             skillfully or annoyingly as by those blasted Brownies."
             ---General Jarkeld, the Arctic Fox

NO RULINGS

1.20   Fyndhorn Elder

```
Fyndhorn Elder

Color   = Green
Rarity  = IA(U)
Type    = Summon Elf (1/1)
Cost    = 2G
Artist  = Christopher Rush
```

Text(IA): <T>: Add <GG> to your mana pool.
         Play this ability as an interrupt.

Flavor Text: "Do we know what we're doing? Yes – the will of Freyalise."
                   ---Laina of the Elvish Council

   Rulings

1.21   Fyndhorn Elves

Fyndhorn Elves

Color   = Green
Rarity = IA(C)
Type   = Summon Elves (1/1)
Cost   = G
Artist = Justin Hampton

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

Flavor Text: "Living side by side with the Elves for so long leaves
               me with no doubt that we serve the same goddess."
                   ---Kolbjorn, Elder Druid of the Juniper Order

   Rulings

1.22   Fyndhorn Pollen

Fyndhorn Pollen

Color   = Green
Rarity = IA(R)
Type   = Enchantment
Cost   = 2G
Artist = Phil Foglio

Text(IA): Cumulative Upkeep: <1>
          All creatures get -1/-0.
          <1G>: All creatures get -1/-0 until end of turn.

Flavor Text: "I breathed deeply, and suddenly I knew not
               who or where I was."
                   ---Taaveit of Kelsinko, Elvish Hunter

 NO RULINGS

1.23   Gorilla Pack

Gorilla Pack

Color   = Green

```
Rarity  = IA(C) (Promo)
Type    = Summon Gorilla Pack (3/3)
Cost    = 2G
Artist  = Anthony Waters
```

```
Text(IA): Gorilla  Pack  cannot  attack  if  defending  player  controls  no
          forests.  Bury Gorilla Pack if you control no forests.
```

```
Flavor Text: "We learned this at a dear price: once you cross the great
              river, get through the Yavimaya forest at top speed."
              ---Disa the Restless, journal entry
```

```
  NO RULINGS
```

1.24   Hot Springs

```
Hot Springs
```

```
Color   = Green
Rarity  = IA(R)
Type    = Enchant Land
Cost    = 1G
Artist  = Nicola Leonard
```

```
Text(IA): When Hot Springs comes into play, choose target land you control.
          <0>:  Tap  land  Hot Springs enchants to prevent 1 damage to any
          creature or player.
```

```
Flavor Text: Warmth is life; heat is peace.
```

```
  Rulings
```

1.25   Johtull Wurm

```
Johtull Wurm
```

```
Color   = Green
Rarity  = IA(U)
Type    = Summon Wurm (6/6)
Cost    = 5G
Artist  = Daniel Gelon
```

```
Text(IA): For  each  blocking  creature assigned to Johtull Worm beyond the
          first, Johtull Worm gets -2/-1 until end of turn.
```

```
Flavor Text: "To bring her down we must be on all sides at once -
              leave one avenue open and we'll all be dead."
              ---Taaveti of Kelsinko, Elvish Hunter
```

```
  Rulings
```

1.26   Juniper Order Druid

```
Juniper Order Druid

Color   = Green
Rarity  = IA(C)
Type    = Summon Cleric (1/1)
Cost    = 2G
Artist  = Jeff A. Menges
```

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

Flavor Text: "The filthy towns of Kjeldor are no place for anyone to live.
               Fyndhorn is our home now."
               ---Kolbjorn, Elder Druid of the Juniper Order

  NO RULINGS

1.27   Lhurgoyf

```
Lhurgoyf

Color   = Green
Rarity  = IA(R)
Type    = Summon Lhurgoyf (*/1+*)
Cost    = 2GG
Artist  = Pete Venters
```

Text(IA): Lhurgoyf has power equal to the total number of creatures in all
          graveyards, and toughness equal to 1 plus the total number of
          creatures in all graveyards.

Flavor Text: "Ach! Hans, run! It's the Lhurgoyf!"
               ---Saffi Eriksdotter, last words

   Rulings

1.28   Maddening Wind

```
Maddening Wind

Color   = Green
Rarity  = IA(U)
Type    = Enchant Creature
Cost    = 2G
Artist  = Dameon Willich
```

Text(IA): Cumulative Upkeep: <G>
          During target creature's controller's upkeep, Maddening Wind
          deals 2 damage to that player.

Flavor Text: "It is Freyalise, walking on the world."

```
                    ---Kolbjorn, Elder Druid of the Juniper Order


  NO RULINGS
```

1.29   Nature's Lore

```
Nature's Lore

Color  = Green
Rarity = IA(U)
Type   = Sorcery
Cost   = 1G
Artist = Rick Emond

Text(IA): Search your library for any forest and put it directly into play.
          This  does  not  count  towards  your  one  land  per turn limit.
          Reshuffle your library afterwards.

Flavor Text: "Fyndhorn is our home."
                ---Kolbjorn, Elder Druid of the Juniper Order


  Rulings
```

1.30   Pale Bears

```
Pale Bears

Color  = Green
Rarity = IA(R)
Type   = Summon Bears (2/2)
Cost   = 2G
Artist = Anthony Waters

Text(IA): Islandwalk

Flavor Text: "Daughter, on the day you have killed your Pale Bear,
              then will I give you your true name."
                ---Lovisa Coldeyes, Chieftain


  NO RULINGS
```

1.31   Pygmy Allosaurus

```
Pygmy Allosaurus

Color  = Green
Rarity = IA(R)
Type   = Summon Dinosaur (2/2)
Cost   = 2G
Artist = Anson Maddocks
```

```
Text(IA): Swampwalk
```

```
Flavor Text: "I don't understand the appeal of keeping those things
              as pets, unless you want your children eaten."
              ---General Jarkeld, the Arctic Fox
```

```
 NO RULINGS
```

1.32   Pyknite

```
Pyknite
```

```
Color  = Green
Rarity = IA(C)
Type   = Summon Pyknite (1/1)
Cost   = 2G
Artist = Edward Beard Jr.
```

```
Text(IA): Draw  a  card  at  the  beginning of the upkeep of the turn after
          Pyknite comes into play.
```

```
Flavor Text: "Never cross a Pyknite, if you value your scalp."
             ---Lovisa Coldeyes, Balduvian Chieftain
```

```
  Rulings
```

1.33   Rime Dryad

```
Rime Dryad
```

```
Color  = Green
Rarity = IA(C)
Type   = Summon Dryad (1/2)
Cost   = G
Artist = Heather Hudson
```

```
Text(IA): Snow-covered forestwalk
```

```
Flavor Text: "The Dryads told us to stay, as if no new horros would
              come when it was so cold. Three of us left anyway. The
              rest believed their lies, and their skeletons weren't
              found until the thaw."
              ---Disa the Restless, journal entry
```

```
  Rulings
```

1.34   Ritual of Subdual

```
Ritual of Subdual

Color  = Green
Rarity = IA(R)
Type   = Enchantment
Cost   = 4GG
Artist = Justin Hampton

Text(IA): Cumulative Upkeep: <2>
          All  mana producing lands produce colorless mana instead of their
          normal mana.

Flavor Text: "That which does not bend to the will of
              Freyalise shall surely break."
              ---Kolbjorn, Elder Druid of the Juniper Order

   Rulings
```

1.35 Scaled Wurm

```
Scaled Wurm

Color  = Green
Rarity = IA(C) (Promo)
Type   = Summon Wurm (7/6)
Cost   = 7G
Artist = Daniel Gelon

Flavor Text: "Flourishing during the Ice Age, these Wurms were the bane of
              all Kjeldorans. Their great size and ferocity made them the
              subject of countless nightmares - they embodied the worst of
              the Ice Age."
              ---Kjeldor: Ice Civilization

 NO RULINGS
```

1.36 Shambling Strider

```
Shambling Strider

Color  = Green
Rarity = IA(C)
Type   = Summon Strider (5/5)
Cost   = 4GG
Artist = Douglas Shuler

Text(IA): <RG>: +1/-1 until end of turn

Flavor Text: Freyalise forbid that any stranger should
    wander into the Striders' territory.

 NO RULINGS
```

1.37 Snowblind

```
Snowblind

Color   = Green
Rarity  = IA(R)
Type    = Enchant Creature
Cost    = 3G
Artist  = Douglas Shuler
```

Text(IA): Target creature gets −*/−*. When that creature attacks, * is equal
          to the number of snow-covered lands defending player controls. At
          other times, * is equal to the number of snow-covered lands its
          controller controls.   If this reduces the creature's toughness to
          less than 1, the creature's toughness is 1.

```
 NO RULINGS
```

1.38 Stampede

```
Stampede

Color   = Green
Rarity  = IA(R)
Type    = Instant
Cost    = 1GG
Artist  = Jeff A. Menges
```

Text(IA): All attacking creatures gain trample and get +1/+0 until end of
          turn.

Flavor Text: "We could see the horizon blacken with the great beasts,
             but it was too late. The icefield offered no immediate
             safety, but luckily most of us reached a crevasse in
             which we could take cover."
             ---Disa the Restless, journal entry

```
 NO RULINGS
```

1.39 Stunted Growth

```
Stunted Growth

Color   = Green
Rarity  = IA(R)
Type    = Sorcery
Cost    = 3GG
Artist  = NeNe Thomas
```

Text(IA): Target player chooses three cards from his or her hand and puts
          them on top of his or her library in any order. If that player
          does not have enough cards in hand, his or her entire hand is put

```
          on top of his or her library in any order.

    Rulings
```

1.40 Tarpan

```
Tarpan

Color   = Green
Rarity  = IA(C)
Type    = Summon Tarpan (1/1)
Cost    = G
Artist  = Margaret Organ-Kean

Text(IA): If Tarpan is put into the graveyard from play, gain 1 life.

Flavor Text: "A good Tarpan will serve you, faithful and true.
              A bad one will kick you in the head."
              ---General Jarkeld, the Arctic Fox

   NO RULINGS
```

1.41 Thermokarst

```
Thermokarst

Color   = Green
Rarity  = IA(U)
Type    = Sorcery
Cost    = 1GG
Artist  = Ken Meyer Jr.

Text(IA): Destroy target land.  If that land is a snow-covered land, gain 1
          life.

Flavor Text: "Finally we understand the lesson of our home:
              loss begets renewal."
              ---Kolbjorn, Elder Druid of the Juniper Order

   NO RULINGS
```

1.42 Thoughtleech

```
Thoughtleech

Color   = Green
Rarity  = IA(U)
Type    = Enchantment
Cost    = GG
Artist  = Mark Tedin
```

```
Text(IA): Whenever  an island controlled by target opponent becomes tapped,
         gain 1 life.
```

```
Flavor Text: "A resourceful mage has many sources of information.
              The best one is your foe."
              ---Zur the Enchanter
```

 NO RULINGS

1.43   Tinder Wall

```
Tinder Wall
```

```
Color  = Green
Rarity = IA(C)
Type   = Summon Wall (0/3)
Cost   = G
Artist = Rick Emond
```

```
Text(IA): <0>:  Sacrifice Tinder Wall to add <RR> to your mana pool.  Play
         this ability as an interrupt.
         <R>:  Sacrifice  Tinder  Wall to have it deal 2 damage to target
         creature it blocks.
```

  Rulings

1.44   Touch of Vitae

```
Touch of Vitae
```

```
Color  = Green
Rarity = IA(U)
Type   = Instant
Cost   = 2G
Artist = L.A. Williams
```

```
Text(IA): Target  creature  may  untap one additional time this turn.  That
         creature  may attack or use abilities that require <T> as part of
         the  activation  cost this turn.  Draw a card at the beginning of
         the next turn's upkeep.
```

  Rulings

1.45   Trailblazer

```
Trailblazer
```

```
Color  = Green
Rarity = IA(R)
```

```
Type    = Instant
Cost    = 2GG
Artist  = Julie Baroh


Text(IA): Target creature cannot be blocked this turn.


Flavor Text: "Our Elvish Hunter Taaveti led us swiftly along hidden
             paths through the dense forest. We caught the Orcs
             from behind, and completely by surprise."
             ---Lucilde Fiksdotter,
                Leader of the Order of the White Shield


  NO RULINGS
```

1.46   Venomous Breath

```
Venomous Breath

Color   = Green
Rarity  = IA(U)
Type    = Instant
Cost    = 3G
Artist  = L.A. Williams

Text(IA): At  end  of  combat, destroy all creatures blocking or blocked by
          target creature this turn.


   Rulings
```

1.47   Wall of Pine Needles

```
Wall of Pine Needles

Color   = Green
Rarity  = IA(U)
Type    = Summon Wall (3/3)
Cost    = 3G
Artist  = Brian Snoddy

Text(IA): <G>: Regenerate


Flavor Text: The power of the forest takes a hundred forms.
    Some are more surprising than others.


  NO RULINGS
```

1.48   Whiteout

```
Whiteout

Color   = Green
Rarity  = IA(U)
Type    = Instant
Cost    = 1G
Artist  = NeNe Thomas

Text(IA): All  creatures  with  flying  lose  flying until end of turn.  If
          Whiteout  is  in your graveyard, you may sacrifice a snow-covered
          land to return Whiteout to your hand.
```

  NO RULINGS

1.49   Wiitigo

```
Wiitigo

Color   = Green
Rarity  = IA(R)
Type    = Summon Wiitigo (0/0)
Cost    = 3GGG
Artist  = Melissa Benson

Text(IA): When  Wiitigo  comes  into  play,  put  six +1/+1 counters on it.
          During  your  upkeep,  put  a  +1/+1 counter on Wiitigo if it has
          blocked  or  been  blocked  since  your  last upkeep.  Otherwise,
          remove a +1/+1 counter from Wiitigo.  Ignore this effect if there
          are no counters left on Wiitigo.
```

  Rulings

1.50   Woolly Mammoths

```
Woolly Mammoths

Color   = Green
Rarity  = IA(C)
Type    = Summon Mammoths (3/2)
Cost    = 1GG
Artist  = Dan Frazier

Text(IA): Gains trample as long as you control any snow-covered lands.

Flavor Text: "Mammoths may be good to ride on, but they're
              certainly bad to fall off of!"
              ---Disa the Restless, journal entry
```

  NO RULINGS

1.51   Woolly Spider

```
Woolly Spider

Color  = Green
Rarity = IA(C)
Type   = Summon Spider (2/3)
Cost   = 1GG
Artist = Daniel Gelon

Text(IA): Can block creatures with flying.  If Woolly Spider is assigned to
          block  a creature with flying, Woolly Spider gets +0/+2 until end
          of turn.

Flavor Text: "We need not fear the forces of the air; I've
              yet to see a Spider without an appetite."
              ---Taaveti of Kelsinko, Elvish Hunter

 NO RULINGS
```

1.52   Yavimaya Gnats

```
Yavimaya Gnats

Color  = Green
Rarity = IA(U)
Type   = Summon Insects (0/1)
Cost   = 2G
Artist = Dan Frazier

Text(IA): Flying
          <G>: Regenerate

Flavor Text: "It is our third day of travel on the Yavimaya River, and still
              these creatures plague us. Davin Lansson, our naturalist, has
              facetiously labeled them 'gnats,' and the name has stuck."
              ---Disa the Restless, journal entry

 NO RULINGS
```