

LG_GREEN

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	<i>TITLE :</i> LG_GREEN		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	LG_GREEN	1
1.1	Legends - Green Cards	1
1.2	Aisling Leprechaun	2
1.3	Arboria	3
1.4	Avoid Fate	3
1.5	Barbary Apes	3
1.6	Cat Warriors	4
1.7	Cocoon	4
1.8	Concordant Crossroads	5
1.9	Craw Giant	5
1.10	Deadfall	5
1.11	Durkwood Boars	6
1.12	Elven Riders	6
1.13	Emerald Dragonfly	7
1.14	Eureka	7
1.15	Fire Sprites	7
1.16	Floral Spuzzem	8
1.17	Giant Turtle	8
1.18	Glyph of Reincarnation	8
1.19	Hornet Cobra	9
1.20	Ichneumon Druid	9
1.21	Killer Bees	9
1.22	Living Plane	10
1.23	Master of the Hunt	10
1.24	Moss Monster	11
1.25	Pixie Queen	11
1.26	Pradesh Gypsies	11
1.27	Rabid Wombat	11
1.28	Radjan Spirit	12
1.29	Rebirth	12

1.30 Reincarnation	13
1.31 Revelation	13
1.32 Rust	13
1.33 Shelkin Brownie	14
1.34 Storm Seeker	14
1.35 Subdue	14
1.36 Sylvan Library	15
1.37 Sylvan Paradise	15
1.38 Typhoon	16
1.39 Untamed Wilds	16
1.40 Whirling Dervish	16
1.41 Willow Satyr	17
1.42 Winter Blast	17
1.43 Wolverine Pack	18
1.44 Wood Elemental	18

Chapter 1

LG_GREEN

1.1 Legends - Green Cards

Legends - Green Cards

Aisling Leprechaun

Arboria

Avoid Fate

Barbary Apes

Cat Warriors

Cocoon

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Whirling Dervish
Willow Satyr
Winter Blast
Wolverine Pack
Wood Elemental

1.2 Aisling Leprechaun

Aisling Leprechaun

Color = Green
Rarity = LG(C1)
Type = Summon Faerie (1/1)
Cost = G
Artist = Quinton Hoover

Text (LG): All creatures that block or are blocked by Leprechaun become green creatures. Use counters to indicate changed creatures. Cost to tap, maintain, or use a special ability of target creature remains entirely unchanged.

Rulings

1.3 Arboria

Arboria

Color = Green
Rarity = LG(U1)
Type = Enchant World
Cost = 2GG
Artist = Daniel Gelon

Text (LG): If a player does not cast a spell or put a card into play on his or her turn, no creatures may attack that player until after his or her next turn.

Rulings

1.4 Avoid Fate

Avoid Fate

Color = Green
Rarity = LG(C1)
Type = Interrupt
Cost = G
Artist = Phil Foglio

Text (LG): Counters target interrupt or enchantment. Can only counter spells that target a permanent under your control.

Rulings

1.5 Barbary Apes

Barbary Apes

Color = Green
Rarity = LG(C1)
Type = Summon Apes (2/2)
Cost = 1G
Artist = Bryon Wackwitz

Flavor Text: Unpredictable in the extreme, these carnivorous apes will prey even upon their own kind.

NO RULINGS

1.6 Cat Warriors

Cat Warriors

Color = Green
Rarity = LG(C2) / CR(C3)
Type = Summon Cat Warriors (2/2)
Cost = 1GG
Artist = Melissa Benson

Text (LG): Forestwalk

Text (CR): Forestwalk

Flavor Text: These stealthy felines have survived so many battles that some believe they must possess many lives.

NO RULINGS

1.7 Cocoon

Cocoon

Color = Green
Rarity = LG(U1) / CR(U3)
Type = Enchant Creature
Cost = G
Artist = Mark Tedin

Text (LG): Tap target creature you control and put three counters on it. Target creature does not untap as normal while it has one or more of these counters on it. Remove one counter during your upkeep. During the upkeep phase after the one in which the last counter was removed, Cocoon is destroyed and target creature gains a +1/+1 counter and flying ability.

Text (CR): Tap target creature you control and put three change counters on Cocoon. If there are any change counters on Cocoon, that

creature does not untap during your untap phase. During your upkeep, remove one change counter. During the upkeep after the one in which the last change counter was removed, put a +1/+1 counter on the creature, the creature gains flying, and bury Cocoon.

Rulings

1.8 Concordant Crossroads

Concordant Crossroads

Color = Green
Rarity = LG(R) / CR(U1)
Type = Enchant World
Cost = G
Artist = Amy Weber

Text (LG): Creatures may attack or use abilities that include the Tap symbol during the turn they are brought into play.

Text (CR): Creatures can attack or use abilities that include <T> in the activation cost as soon as they come into play on their controller's side.

Rulings

1.9 Craw Giant

Craw Giant

Color = Green
Rarity = LG(U1) / CR(U3)
Type = Summon Giant (6/4)
Cost = 3GGGG
Artist = Christopher Rush

Text (LG): Trample, Rampage: 2

Text (CR): Trample, Rampage: 2

Flavor Text: Harthag gave a jolly laugh as he surveyed the army before him. "Ho ho ho! Midgets! You think you can stand in my way?"

NO RULINGS

1.10 Deadfall

Deadfall

Color = Green
Rarity = LG(U1)
Type = Enchantment
Cost = 2G
Artist = NeNe Thomas

Text(LG): Creatures with forestwalk may be blocked as if they did not have this ability.

NO RULINGS

1.11 Durkwood Boars

Durkwood Boars

Color = Green
Rarity = LG(C2) / 4E(C)
Type = Summon Boars (4/4)
Cost = 4G
Artist = Micheal Kimble

Flavor Text: "And the unclean spirits went out, and entered the swine: and the herd ran violently..."
---Mark 5:13

NO RULINGS

1.12 Elven Riders

Elven Riders

Color = Green
Rarity = LG(R) / 4E(U)
Type = Summon Riders (3/3)
Cost = 3GG
Artist = Melissa Benson

Text(LG): Cannot be blocked by any creatures except walls and flying creatures.

Text(4E): Cannot be blocked except by walls and creatures with flying.

Flavor Text: "Sometimes it is better to be swift of foot than strong of swordarm."
---Elven proverb

NO RULINGS

1.13 Emerald Dragonfly

Emerald Dragonfly

Color = Green
Rarity = LG(C2) / CR(C3)
Type = Summon Dragonfly (1/1)
Cost = 1G
Artist = Quinton Hoover

Text (LG): Flying
<GG>: First strike until end of turn.

Text (CR): Flying
<GG>: First strike until end of turn.

Flavor Text: "Flittering, wheeling,
darting in to strike, and then
gone just as you blink."
---"Dragonfly Haiku," poet unknown

NO RULINGS

1.14 Eureka

Eureka

Color = Green
Rarity = LG(R)
Type = Sorcery
Cost = 2GG
Artist = Kaja Foglio

Text (LG): Both players may take any permanent in their hand and put it directly into play. Players take turns playing one card from their hand until neither wants to play more permanents. No other spells or effects of any kind may be used while Eureka is in effect. If a spell has an <X> in its casting cost, X is 0.

Rulings

1.15 Fire Sprites

Fire Sprites

Color = Green
Rarity = LG(C2)
Type = Summon Faeries (1/1)
Cost = 1G
Artist = Julie Baroh

Text (LG): Flying

<GT>: Add <R> to your mana pool. This ability is played as an interrupt.

Rulings

1.16 Floral Spuzzem

Floral Spuzzem

Color = Green
Rarity = LG(U1)
Type = Summon Spuzzem (2/2)
Cost = 3G
Artist = Rob Alexander

Text(LG): If Floral Spuzzem attacks an opponent and is not blocked, then Floral Spuzzem may choose to destroy a target artifact under that opponent's control and deal no damage.

Rulings

1.17 Giant Turtle

Giant Turtle

Color = Green
Rarity = LG(C2)
Type = Summon Turtle (2/4)
Cost = 1GG
Artist = Jeff A. Menges

Text(LG): Giant Turtle may not attack if it attacked during your last turn.

Flavor Text: "The turtle lives 'twixt plated decks
Which practically conceal its sex.
I think it clever of the turtle
In such a fix to be so fertile."
---Ogden Nash, "The Turtle"

Rulings

1.18 Glyph of Reincarnation

Glyph of Reincarnation

Color = Green
Rarity = LG(C1)
Type = Instant
Cost = G
Artist = Susan van Camp

Text(LG): Play after combat is over. All surviving creatures blocked by target wall this turn are buried. For each creature buried in this manner, choose one creature from attacker's graveyard and return it to play under attacker's control. Treat these creatures as if they were just summoned. If there are not enough creatures in attacker's graveyard, all creatures in attacker's graveyard are returned to play.

Rulings

1.19 Hornet Cobra

Hornet Cobra

Color = Green
Rarity = LG(C2)
Type = Summon Cobra (2/1)
Cost = 1GG
Artist = Sandra Everingham

Text(LG): First strike

Flavor Text: "Then inch by inch out of the grass rose up the head and spread hood of Nag, the big black cobra, and he was five feet long from tongue to tail."
---Rudyard Kipling, The Jungle Books

NO RULINGS

1.20 Ichneumon Druid

Ichneumon Druid

Color = Green
Rarity = LG(U1)
Type = Summon Druid (1/1)
Cost = 1GG
Artist = Melissa Benson

Text(LG): Ichneumon Druid does 4 damage to any opponent casting an instant. This does not apply to the first instant cast by that opponent in each turn.

NO RULINGS

1.21 Killer Bees

Killer Bees

Color = Green
Rarity = LG(R) / 4E(U)
Type = Summon Bees (0/1)
Cost = 1GG
Artist = Phil Foglio

Text (4E): Flying
<G>: +1/+1 until end of turn.

Text (LG): Flying
<G>: +1/+1 until end of turn.

Flavor Text: The communal mind produces a savage strategy, yet no one could predict that this vicious crossbreed would unravel the secret of steel.

NO RULINGS

1.22 Living Plane

Living Plane

Color = Green
Rarity = LG(R)
Type = Enchant World
Cost = 2GG
Artist = Bryon Wackwitz

Text (LG): Treat all land in play as both lands and 1/1 creatures. They may not be tapped for mana the first turn they are brought into play.

Rulings

1.23 Master of the Hunt

Master of the Hunt

Color = Green
Rarity = LG(R)
Type = Summon Master (2/2)
Cost = 2GG
Artist = Jeff A. Menges

Text (LG): <2GG>: Put a Wolves of the Hunt token into play. Treat this token as a 1/1 green creature with the ability bands with other Wolves of the Hunt.

Rulings

1.24 Moss Monster

Moss Monster

Color = Green
Rarity = LG(C2)
Type = Summon Monster (3/6)
Cost = 3GG
Artist = Jesper Myrfors

Flavor Text: After the battle, an eerie silence gripped the forest.
The losers' remains were lightly dusted with green.

NO RULINGS

1.25 Pixie Queen

Pixie Queen

Color = Green
Rarity = LG(R)
Type = Summon Pixie Queen (1/1)
Cost = 2GG
Artist = Quinton Hoover

Text (LG): Flying
<GGGT>: Target creature gains flying until end of turn.

NO RULINGS

1.26 Pradesh Gypsies

Pradesh Gypsies

Color = Green
Rarity = LG(U1) / 4E(C)
Type = Summon Gypsies (1/1)
Cost = 2G
Artist = Quinton Hoover

Text (LG): <1GT>: Target creature gets -2/-0 until end of turn.

Text (4E): <1GT>: Target creature gets -2/-0 until end of turn.

NO RULINGS

1.27 Rabid Wombat

Rabid Wombat

Color = Green
Rarity = LG(U1) / CR(U3)
Type = Summon Wombat (0/1)
Cost = 2GG
Artist = Kaja Foglio

Text(LG): Wombat gains +2/+2 for each creature enchantment on it.
Attacking does not cause Rabid Wombat to tap.

Text(CR): Rabid Wombat gets +2/+2 for each creature enchantment on it.
Attacking does not cause Rabid Wombat to tap.

Rulings

1.28 Radjan Spirit

Radjan Spirit

Color = Green
Rarity = LG(U1) / 4E(U)
Type = Summon Spirit (3/2)
Cost = 3G
Artist = Christopher Rush

Text(LG): <T>: Target creature loses flying ability until end of turn.

Text(4E): <T>: Target creature loses flying until end of turn.

Rulings

1.29 Rebirth

Rebirth

Color = Green
Rarity = LG(R) / 4E(R)
Type = Sorcery
Cost = 3GGG
Artist = Mark Tedin

Text(LG): Each player may choose to be healed to 20 life. Any player choosing to be healed antes an additional card from the top of his or her library. Remove this card from your deck before playing if you are not playing for ante.

Text(4E): Each player may be healed to 20 life. Any player choosing to be so healed antes an additional card from the top of his or her library. Remove Rebirth from your deck before playing if not playing for ante.

Rulings

1.30 Reincarnation

Reincarnation

Color = Green
Rarity = LG(U1)
Type = Instant
Cost = 1GG
Artist = Edward Beard Jr.

Text(LG): If target creature is placed in graveyard this turn, bring a creature from that graveyard directly into play under the control of the owner of the target creature. Treat this creature as though it were just summoned.

Rulings

1.31 Revelation

Revelation

Color = Green
Rarity = LG(R) / CR(U1)
Type = Enchant World
Cost = G
Artist = Kaja Foglio

Text(LG): All players play with the cards in their hands face up on the table.

Text(CR): All players play with the cards in their hands face up on the table.

Flavor Text: "Many are in high place, and of renown: but
mysteries are revealed unto the meek."
---Ecclesiastes 3:19

NO RULINGS

1.32 Rust

Rust

Color = Green
Rarity = LG(C2)
Type = Interrupt
Cost = G

Artist = Liz Danforth

Text(LG): Counter target artifact effect, which must require an activation cost.

Flavor Text: "How dull it is to pause, to make an end,
To rust unburnished, not to shine in use,
As though to breathe were life!"
---Alfred, Lord Tennyson, "Ulysses"

Rulings

1.33 Shelkin Brownie

Shelkin Brownie

Color = Green
Rarity = LG(C1)
Type = Summon Faerie (1/1)
Cost = 1G
Artist = Douglas Shuler

Text(LG): <T>: Remove the bands with other ability from target creature until end of turn.

Flavor Text: Leave a bowl of milk on your doorstep each night for the brownies, or they'll cause you no end of mischief.

Rulings

1.34 Storm Seeker

Storm Seeker

Color = Green
Rarity = LG(U1) / CR(U3)
Type = Instant
Cost = 3G
Artist = Mark Poole

Text(LG): Storm Seeker does 1 damage to opponent for every card in his or her hand.

Text(CR): Storm Seeker deals 1 damage to target player for each card in his or her hand.

Rulings

1.35 Subdue

Subdue

Color = Green
Rarity = LG(C1)
Type = Instant
Cost = G
Artist = Brian Snoddy

Text (LG): Target creature deals no damage during combat but gains X toughness until end of turn; X is target creature's casting cost.

Rulings

1.36 Sylvan Library

Sylvan Library

Color = Green
Rarity = LG(U1) / 4E(R)
Type = Enchantment
Cost = 1G
Artist = Harold McNeill

Text (LG): You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back on top of your library (in any order) or lose 4 lives per card not replaced. Effects that prevent or redirect damage may not be used to counter this loss of life.

Text (4E): You may draw two extra cards during your draw phase. If you do so, put two of the cards drawn this turn back on top of your library (in any order) or pay 4 life per card not replaced. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Rulings

1.37 Sylvan Paradise

Sylvan Paradise

Color = Green
Rarity = LG(U1)
Type = Instant
Cost = G
Artist = Randy Asplund-Faith

Text (LG): Changes the color of one or more target creatures to green until end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

NO RULINGS

1.38 Typhoon

Typhoon

Color = Green
Rarity = LG(R)
Type = Sorcery
Cost = 2G
Artist = Anson Maddocks

Text (LG): Typhoon does 1 damage to each opponent for each island he or she controls.

Flavor Text: Fierce winds ripped across the tropical landscape.
What they did not destroy with their fiery breath
was washed away by torrential rain.

Rulings

1.39 Untamed Wilds

Untamed Wilds

Color = Green
Rarity = LG(U1) / 4E(U)
Type = Sorcery
Cost = 2G
Artist = NeNe Thomas

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

Text (4E): Search your library for any one basic land and put it directly
into play. This does not count towards your one land per turn
limit. Reshuffle your library afterwards.

Rulings

1.40 Whirling Dervish

Whirling Dervish

Color = Green
Rarity = LG(U1) / 4E(U)
Type = Summon Dervish (1/1)
Cost = GG

Artist = Susan van Camp

Text (LG): Protection from black.
Gains +1/+1 (use counters) at the end of each turn in which it does damage to opponent.

Text (4E): Protection from black.
Put a +1/+1 counter on Whirling Dervish at the end of each turn in which it damages opponent.

Rulings

1.41 Willow Satyr

Willow Satyr

Color = Green
Rarity = LG(R)
Type = Summon Satyr (1/1)
Cost = 2GG
Artist = Jeff A. Menges

Text (LG): <T>: Gain control of target legend. If Willow Satyr becomes untapped, you lose control of this legend; you may choose not to untap Willow Satyr as normal. You also lose control of legend if Willow Satyr leaves play, if you lose control of Willow Satyr, or if the game ends.

NO RULINGS

1.42 Winter Blast

Winter Blast

Color = Green
Rarity = LG(R) / 4E(U)
Type = Sorcery
Cost = XG
Artist = Kaja Foglio

Text (LG): X target creatures become tapped. Winter Blast does 2 damage to each target creature that has flying.

Text (4E): Tap X target creature. Winter Blast deals 2 damage to each of these target creatures with flying.

Flavor Text: "Blow, winds, and crack your cheeks! rage! blow!"
---William Shakespeare, King Lear

Rulings

1.43 Wolverine Pack

Wolverine Pack

Color = Green
Rarity = LG(C2)
Type = Summon Wolverine Pack (2/4)
Cost = 2GG
Artist = Jeff A. Menges

Text (LG): Rampage: 2

Flavor Text: "Give them great meals of beef and iron and steel,
they will eat like wolves and fight like devils."
---William Shakespeare, King Henry V

NO RULINGS

1.44 Wood Elemental

Wood Elemental

Color = Green
Rarity = LG(R)
Type = Summon Elemental (*/*)
Cost = 3G
Artist = Brian Snoddy

Text (LG): *'s are set to the number of untapped forests you sacrifice when
Wood Elemental is brought into play.

Rulings
