

IA_GREEN

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> IA_GREEN		
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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) / 5E(C)
Type = Summon Aurochs (2/3)
Cost = 3G
Artist = Ken Meyer Jr. (IA) / Steve White (5E)

Text (5E): Trample
If Aurochs attacks, it gets +1/+0 until end of turn for each other Aurochs that attacks.

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) / 5E(C)
Type = Summon Toad (1/1)
Cost = 2G
Artist = Daniel Gelon

Text (5E): If Chub Toad blocks or is blocked, it gets +2/+2 until end of turn.

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) / 5E(R)

Type = Summon Cleric (2/2)
Cost = 3G
Artist = Richard Kane-Ferguson

Text (5E): <3GT>: Tap or untap target artifact, creature, or land.

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) / 5E(C)
Type = Instant
Cost = 2G
Artist = Margaret Organ-Kean

Text (5E): Untap target attacking creature. That creature neither deals nor receives combat damage this turn.
Draw a card at the beginning of the next turn.

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) / 5E(U)

Type = Summon Elf (1/1)
Cost = 2G
Artist = Christopher Rush (IA) / Donato Giancola (IA)

Text (5E): <T>: Add <GG> to your mana pool.
Play this ability as a mana source.

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) / 5E(U)
Type = Summon Wurm (6/6)
Cost = 5G
Artist = Daniel Gelon (IA) / Ian Miller (5E)

Text(5E): For each creature assigned to block it beyond the first,

Johtull Wurm gets -2/-1 until end of turn.

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) / 5E(R)
Type = Summon Lhurgoyf (*/1+*)
Cost = 2GG
Artist = Pete Venters

Text (5E): Lhurgoyf has power equal to the number of creature cards in all graveyards and toughness equal to 1 plus the number of creature cards in all graveyards.

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) / 5E(C)
Type = Sorcery
Cost = 1G
Artist = Rick Emond (IA) / Alan Rabinowitz (5E)

Text (5E): Search your library for a forest card and put that card into play.
Shuffle your library afterwards.

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 horrors 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) / 5E(C)
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) / 5E(R)
Type = Instant
Cost = 1GG
Artist = Jeff A. Menges

Text(5E): All attacking creatures get +1/+0 and gain trample until end of turn.

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) / 5E(C)
Type = Summon Tarpan (1/1)
Cost = G
Artist = Margaret Organ-Kean

Text (5E): If Tarpan is put into any graveyard from play, gain 1 life.

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
