PT_GREEN

Christian Gartsen, Roger Gooren, and Robert Woeltjes

COLLABORATORS

	TITLE : PT_GREEN		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Christian Gartsen, Roger Gooren, and Robert Woeltjes	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

PT_GREEN

1.1 Portal - Green Cards

```
                    Portal - Green Cards


        Alluring Scent

        Anaconda

        Bee Sting

        Bull Hippo

        Charging Rhino

        Deep Wood

        Elite Cat Warrior
                Elven Cache
    Elvish Ranger
     Fruition
                    Giant Spider
     Gorilla Warrior
                    Grizzly Bears                    Hurricane


        Jungle Lion

        Mobilize

        Monstrous Growth

        Moon Sprite
                    Natural Order
        Natural Spring

        Nature's Cloak
                Nature's Lore


        Needle Storm
```

```
                              Panther Warriors

                    Plant Elemental

                    Primeval Force
                                    Redwood Treefolk
                    Rowan Treefolk

                     Spined Wurm
                              Stalking Tiger
                  Summer Bloom
                   Sylvan Tutor

                     Thundering Wurm

                     Treetop Defense
                                  Untamed Wilds
                    Whiptail Wurm

                    Willow Dryad

                    Winter's Grasp

                    Wood Elves
```

1.2 Alluring Scent

```
Alluring Scent

Color   = Green
Rarity  = PT(R)
Type    = Sorcery
Cost    = 1GG
Artist  = Ted Naifeh

Text(PT): Choose any one creature. This turn, all creatures able
          to intercept that creature do so.
```

1.3 Anaconda

```
Anaconda

Color   = Green
Rarity  = PT(S/U)
Type    = Summon Creature (3/3)
Cost    = 3G
Artist  = Andrew Robinson

Text(PT): Swampwalk (If defending player has any swamps in
          play, Anaconda can't be intercepted.)
```

1.4 Bee Sting

```
Bee Sting

Color  = Green
Rarity = PT(U)
Type   = Sorcery
Cost   = 3G
Artist = Phil Foglio

Text(pt): Bee Sting deals 2 damage to any one creature or player.
```

1.5 Bull Hippo

```
Bull Hippo

Color  = Green
Rarity = PT(U)
Type   = Summon Creature (3/3)
Cost   = 3G
Artist = Roger Raupp

Text(PT): Islandwalk (If defending player has any islands in
          play, Bull Hippo can't be intercepted.)
```

1.6 Charging Rhino

```
Charging Rhino

Color  = Green
Rarity = PT(R) / TP(U)
Type   = (PT) Summon Creature (4/4) / (TP) Summon Rhino
Cost   = 3GG
Artist = Una Fricker / Daren Bader

Text(TP): Charging Rhino cannot be blocked by more than one creature.

Text(PT): Charging Rhino can't be intercepted by more than
          one creature.
```

1.7 Deep Wood

```
Deep Wood

Color  = Green
Rarity = PT(U)
Type   = Sorcery
Cost   = 1G
```

```
Artist  = Paolo Parente
```

```
Text(PT): Play Deep Wood only after you're attacked, before
          you declare interceptors.
          This turn, all damage dealt to you by attacking
          creatures is reduced to 0.
```

1.8 Elite Cat Warrior

```
Elite Cat Warior
```

```
Color   = Green
Rarity  = PT(C/S)
Type    = Summon Creature (2/3)
Cost    = 2G
Artist  = Eric Peterson
```

```
Text(PT): Forestwalk (If defending player has any forests in
          play, Elite Cat Warrior can't be intercepted.)
```

1.9 Fruition

```
Fruition
```

```
Color   = Green
Rarity  = PT(C)
Type    = Sorcery
Cost    = G
Artist  = Steve Luke
```

```
Text(PT): For each forest you and your opponent have in play,
          you gain 1 life.
```

1.10 Gorilla Warrior

```
Gorilla Warrior
```

```
Color   = Green
Rarity  = PT(C)
Type    = Summon Creature (3/2)
Cost    = 2G
Artist  = John Matson
```

```
Text(PT): n/a
```

1.11 Jungle Lion

```
Jungle Lion

Color   = Green
Rarity  = PT(C)
Type    = Summon Creature (2/1)
Cost    = G
Artist  = Janina Johnston

Text(PT): Jungle Lion can't intercept.
```

1.12 Mobilize

```
Mobilize

Color   = Green
Rarity  = PT(C)
Type    = Sorcery
Cost    = G
Artist  = Rebecca Guay

Text(PT): Untap all your creatures.
```

1.13 Monstrous Growth

```
Monstrous Growth

Color   = Green
Rarity  = PT(C/C)
Type    = Sorcery
Cost    = 1G
Artist  = Dan Frazier/Dan Frazier

Text(PT): Any one creature gets +4[O]/+4[D] until the end of
          the turn. (Version 1)

Text(PT): Any one creature gets +4S/+4D until the end of the
          turn. (For example, a 6[O]/3[D] creature would
          become 10[O]/7[D].) (Version 2)
```

1.14 Moon Sprite

```
Moon Sprite

Color   = Green
Rarity  = PT(U)
Type    = Summon Creature (1/1)
Cost    = 1G
Artist  = Terese Nielsen

Text(PT): Flying
```

1.15   Natural Spring

```
Natural Spring

Color  = Green
Rarity = PT(U) / TP(C)
Type   = Sorcery
Cost   = 3GG
Artist = Janine Johnston / Susan Van Camp

Text(TP): Target player gains 8 life.

Text(PT): You gain 8 life.
```

1.16   Nature`s Cloak

```
Nature's Cloak

Color  = Green
Rarity = PT(R)
Type   = Sorcery
Cost   = 2G
Artist = Rebecca Guay

Text(PT): All your green creatures gain forestwalk until the end
          of the turn. (If defending player has any forests in
          play, none of your green creatures can be intercepted.)
```

1.17   Needle Storm

```
Needle Storm

Color  = Green
Rarity = PT(U) / TP(U)
Type   = Sorcery
Cost   = 2G
Artist = Charles Gillespie / Val Mayerik

Text(TP): Needle Storm deals 4 damage to each creature with flying.

Text(PT): Needle Storm deals 4 damage to each creature with
          flying. (This includes your creatures with flying.)
```

1.18   Plant Elemental

```
Plant Elemental

Color  = Green
Rarity = PT(U)
```

```
Type    = Summon Creature (3/4)
Cost    = 1G
Artist  = Ted Naifeh
```

```
Text(PT): When Plant Elemental comes into play from your
          hand, destroy one of your forests or destroy Plant
          Elemental.
```

1.19 Primeval Force

```
Primeval Force
```

```
Color   = Green
Rarity  = PT(R)
Type    = Summon Creature (8/8)
Cost    = 2GGG
Artist  = Randy Gallegos
```

```
Text(PT): When Primeval Force comes into play from your
          hand, destroy three of your forests or destroy
          Primeval Force.
```

1.20 Rowan Treefolk

```
Rowan Treefolk
```

```
Color   = Green
Rarity  = PT(C)
Type    = Summon Creature (3/4)
Cost    = 3G
Artist  = Gerry Grace
```

```
Text(PT): n/a
```

1.21 Spined Wurm

```
Spined Wurm
```

```
Color   = Green
Rarity  = PT(C)
Type    = Summon Creature (5/4)
Cost    = 4G
Artist  = Colin MacNiel
```

```
Text(PT): n/a
```

1.22 Sylvan Tutor

```
Sylvan Tutor

Color  = Green
Rarity = PT(R)
Type   = Sorcery
Cost   = G
Artist = Kaja Foglio

Text(PT): Search your deck for a summon creature and reveal that card to all
          players. Then shuffle your deck and put the revealed card on top of
          it.
```

1.23 Thundering Wurm

```
Thundering Wurm

Color  = Green
Rarity = PT(R)
Type   = Summon Creature (4/4)
Cost   = 2G
Artist = Paolo Parente

Text(PT): When Thundering Wurm comes into play from your
          hand, discard a land from your hand or destroy
          Thundering Wurm.
```

1.24 Treetop Defense

```
Treetop Defense

Color  = Green
Type   = Sorcery
Cost   = 1G
Artist = Zina Saunders

Text(PT): Play Treetop Defense only after you're attacked,
          before you declare interceptors.
          This turn, all your creatures can intercept as though
          they had flying.
```

1.25 Whyptail Wurm

```
Whiptail Wurm

Color  = Green
Rarity = PT(U)
Type   = Summon Creature (8/5)
```

```
Cost    = 6G
Artist  = Una Fricker

Text(PT): n/a
```

1.26   Willow Dryad

```
Willow Dryad

Color  = Green
Rarity = PT(C)
Type   = Summon Creature (1/1)
Cost   = G
Artist = D. Alexander Gregory

Text(PT): Forestwalk (If defending player has any forests in
          play, Willow Dryad can't be intercepted.)
```

1.27   Winter`s Grasp

```
Winter's Grasp

Color  = Green
Rarity = PT(U)
Type   = Sorcery
Cost   = 1GG
Artist = Paolo Parente

Text(PT): Destroy any one land.
```

1.28   Wood Elves

```
Wood Elves

Color  = Green
Rarity = PT(R)
Type   = Summon Creature (1/1)
Cost   = 2G
Artist = Rebecca Guay

Text(PT): When Wood Elves comes into play from your hand,
          search your deck for a forest and put that card into
          play. Shuffle your deck afterwards.
```