TP_GREEN

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COLLABORATORS

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Contents

Chapter 1

TP_GREEN

1.1 Tempest - Green Cards

```
                    Tempest - Green Cards


        Aluren

        Apes of Rath

        Bayou Dragonfly

        Broken Fall

        Canopy Spider
            Charging Rhino

        Choke

        Crazed Armodon

        Dirtcowl Wurm

        Earthcraft

        Eladamri's Vineyard

        Eladamri, Lord of Leaves

        Elven Warhounds

        Elvish Fury

        Flailing Drake

        Frog Tongue

        Fugitive Druid

        Harrow
```

Heartwood Dryad

Heartwood Giant

Heartwood Treefolk

Horned Sliver

Krakilin

Mirri's Guile

Mongrel Pack

Muscle Sliver
                Natural Spring
Nature's Revolt
                Needle Storm
Nurturing Licid

Overrun

Pincher Beetles
                Rampant Growth
Reality Anchor

Reap

Recycle

Respite

Root Maze

RootBreaker Wurm

Rootwalla

Scragnoth

Seeker of Skybreak

Skyshroud Elf

Skyshroud Ranger

Skyshroud Troll

Spike Drone

Storm Front

Trained Armodon
                Tranquility
Trumpeting Armodon

```
                    Verdant Force

                    Verdigris
                              Winter's Grasp
```

1.2 Aluren

```
Aluren

Color   = Green
Rarity  = TP(R)
Type    = Enchantment
Cost    = 2GG
Artist  = April Lee

Text(TP): Any player may play a creature card with total casting cost 3 or
          less whenever he or she could play an instant and without
          paying its casting cost.

 No Rulings
```

1.3 Apes of Rath

```
Apes of Rath

Color   = Green
Rarity  = TP(U)
Type    = Summon Apes(5/4)
Cost    = 2GG
Artist  = Jeff Laubenstein

Text(TP): If Apes of Rath attacks, it does not untap during your next
          untap phase.

 No Rulings
```

1.4 Bayou Dragonfly

```
Bayou Dragon Fly

Color   = Green
Rarity  = TP(C)
Type    = Summon Insect(1/1)
Cost    = 1G
Artist  = DiTerLizzi

Text(TP): Flying
          swampwalk (If defending player controls any swamps, this
          creature is unblockable.)
```

```
 No Rulings
```

1.5 Broken Fall

```
Broken Fall

Color   = Green
Rarity  = TP(C)
Type    = Enchantment
Cost    = 2G
Artist  = Zina Saunders

Text(TP): Return Broken Fall to owner's hand: Regenerate target creature.

 No Rulings
```

1.6 Canopy Spider

```
Canope Spider

Color   = Green
Rarity  = TP(C)
Type    = Summon Spider(1/3)
Cost    = 1G
Artist  = Christopher Rush

Text(TP): Canopy Spider can block creatures with flying.

 No Rulings
```

1.7 Choke

```
Choke

Color   = Green
Rarity  = TP(U)
Type    = Enchantment
Cost    = 2G
Artist  = Terese Nielsen

Text(TP): Islands do not untap during their controllers' untap phases.

 No Rulings
```

1.8 Crazed Armodon

```
Crazed Armodon

Color  = Green
Rarity = TP(R)
Type   = Summon Elephant(3/3)
Cost   = 2GG
Artist = Gary Leach
```

Text(TP): <G>: Crazed Armodon gets +3/+0 and gains trample until end of turn.
         At end of turn, destroy Crazed Armodon. Use this ability only once
         each turn.

 No Rulings

1.9   Dirtcowl Wurm

```
Dirtcowl Wurm

Color  = Green
Rarity = TP(R)
Type   = Summon Wurm(3/4)
Cost   = 4G
Artist = Dan Frazier
```

Text(TP): Whenever any opponent plays a land, put a +1/+1 counter on
         Dirtcowl Wurm.

 No Rulings

1.10   Earthcraft

```
Earthcraft

Color  = Green
Rarity = TP(R)
Type   = Enchantment
Cost   = 1G
Artist = Randy Gallegos
```

Text(TP): Tap an untapped creature you control: Untap target basic land.

 No Rulings

1.11   Eladamri's Vineyard

```
Eladamri's Vineyard

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

```
Type    = Enchantment
Cost    = G
Artist  = Ron Chironna
```

Text(TP): At the beginning of each player's main phase, add GG to that
         player's mana pool.

 No Rulings

1.12   Eladamri, Lord of Leaves

```
Eladamri, Lord of Leaves

Color  = Green
Rarity = TP(R)
Type   = Summon Legend(2/2)
Cost   = GG
Artist = Ron Chironna
```

Text(TP): All Elves gain forestwalk. (If defending player controls any
         forests, those creatures are unblockable.)
         Elves cannot be the target of spells or abilities.

 No Rulings

1.13   Elven Warhounds

```
Elven Warhounds

Color  = Green
Rarity = TP(R)
Type   = Summon Hounds(2/2)
Cost   = 3G
Artist = Kev Walker
```

Text(TP): If Elven Warhounds is blocked by any creature, put that creature
         on top of owner's library.

 No Rulings

1.14   Elvish Fury

```
Elvish Fury

Color  = Green
Rarity = TP(C)
Type   = Instant
Cost   = G
Artist = Quinton Hoover
```

```
Text(TP): Buyback 4 (You may pay an additional 4 when you play this spell.
         If you do, put it into your hand instead of your graveyard as part
         of the spell's effect.) Target creature gets +2/+2
         until end of turn.
```

 No Rulings

1.15   Flailing Drake

```
Flailing Drake

Color  = Green
Rarity = TP(U)
Type   = Summon Drake(2/3)
Cost   = 3G
Artist = Heather Hudson

Text(TP): Flying
         If Flailing Drake blocks or is blocked by any creature, that
         creature gets +1/+1 until end of turn.
```

 No Rulings

1.16   Frog Tongue

```
Frog Tongue

Color  = Green
Rarity = TP(C)
Type   = Enchant Creature
Cost   = G
Artist = Phil Foglio

Text(TP): When Frog Tongue comes into play, draw a card.
         Enchanted creature can block creatures with flying.
```

 No Rulings

1.17   Fugitive Druid

```
Fugitive Druid

Color  = Green
Rarity = TP(R)
Type   = Summon Druid(3/2)
Cost   = 3G
Artist = Quinton Hoover

Text(TP): Whenever any player successfully casts an enchantment spell that
         targets Fugitive Druid, draw a card.
```

No Rulings

1.18   Harrow

Harrow

```
Color   = Green
Rarity  = TP(U)
Type    = Instant
Cost    = 2G
Artist  = Eric David Anderson
```

Text(TP): Sacrifice a land: Search your library for up to two basic land
          cards and put them into play. Shuffle your library afterwards.

 No Rulings

1.19   Heartwood Dryad

Heartwood Dryad

```
Color   = Green
Rarity  = TP(C)
Type    = Summon Dryad(2/1)
Cost    = 1G
Artist  = Rebecca Guay
```

Text(TP): Heartwood Dryad can block creatures with shadow.

 No Rulings

1.20   Heartwood Giant

Heartwood Giant

```
Color   = Green
Rarity  = TP(R)
Type    = Summon Giant(4/4)
Cost    = 3GG
Artist  = Randy Elliot
```

Text(TP): <T>: Sacrifice a forest: Heartwood Giant deals 2 damage
         to target player.

 No Rulings

1.21   Heartwood Treefolk

```
Heartwood Treefolk

Color  = Green
Rarity = TP(U)
Type   = Summon Treefolk(3/4)
Cost   = 2GG
Artist = Daren Bader

Text(TP): Forestwalk (If defending player controls any forests, this
          creature is unblockable.)

 No Rulings
```

1.22   Horned Sliver

```
Horned Sliver

Color  = Green
Rarity = TP(U)
Type   = Summon Sliver(2/2)
Cost   = 2G
Artist = L. A. Williams

Text(TP): All Slivers gain trample.

 No Rulings
```

1.23   Krakilin

```
 Krakilin

Color  = Green
Rarity = TP(U)
Type   = Summon Beast(0/0)
Cost   = XGG
Artist = Richard Kane Ferguson

Text(TP): Krakilin comes into play with X +1/+1 counters on it.
          <1G>: Regenerate Krakilin.

 No Rulings
```

1.24   Mirri's Guile

```
Mirri's Guile

Color  = Green
```

```
Rarity  = TP(R)
Type    = Enchantment
Cost    = G
Artist  = Brom

Text(TP): During your upkeep, you may look at the top three cards of your
          library and put them back in any order.
```

 No Rulings

1.25   Mongrel Pack

```
Mongrel Pack

Color   = Green
Rarity  = TP(R)
Type    = Summon Hounds(4/1)
Cost    = 3G
Artist  = Jeff Miracola

Text(TP): If Mongrel Pack is put into any graveyard from play during combat,
          put four Hound tokens into play. Treat these tokens as 1/1 green
          creatures.
```

 No Rulings

1.26   Muscle Sliver

```
Muscle Sliver

Color   = Green
Rarity  = TP(C)
Type    = Summon Sliver(1/1)
Cost    = 1G
Artist  = Richard Kane Ferguson

Text(TP): All Slivers get +1/+1.
```

 No Rulings

1.27   Nature's Revolt

```
Nature's Revolt

Color   = Green
Rarity  = TP(R)
Type    = Enchantment
Cost    = 3GG
Artist  = Donato Giancola
```

```
Text(TP): All lands are 2/2 creatures. (These creatures still count as
         lands.)
```

 No Rulings

1.28   Nurturing Licid

```
Nurturing Licid

Color   = Green
Rarity  = TP(U)
Type    = Summon Licid(1/1)
Cost    = 1G
Artist  = Mark Poole

Text(TP): <GT>: Nurturing Licid loses this ability and becomes a creature
         enchantment that reads "G: Regenerate enchanted creature" instead
         of a creature. Move Nurturing Licid onto target creature. You may
         pay G to end this effect.
```

 No Rulings

1.29   Overrun

```
Overrun

Color   = Green
Rarity  = TP(U)
Type    = Sorcery
Cost    = 2GGG
Artist  = Jeff Miracola

Text(TP): All creatures you control get +3/+3 and gain trample
         until end of turn.
```

 No Rulings

1.30   Pincher Beetles

```
Pincher Beetles

Color   = Green
Rarity  = TP(C)
Type    = Summon Insects(3/1)
Cost    = 2G
Artist  = Stephen Daniele

Text(TP): Pincher Beetles cannot be the target of spells or abilities.
```

 No Rulings

1.31   Reality Anchor

```
Reality Anchor

Color  = Green
Rarity = TP(C)
Type   = Instant
Cost   = 1G
Artist = Randy Gallegos

Text(TP): Target creature loses shadow until end of turn.
          Draw a card.
```

```
 No Rulings
```

1.32   Reap

```
Reap

Color  = Green
Rarity = TP(U)
Type   = Instant
Cost   = 1G
Artist = Ron Chironna

Text(TP): Return any number of target cards from your graveyard to your
          hand. You cannot choose more cards than the number of black
          permanents target opponent controls.
```

```
 No Rulings
```

1.33   Recycle

```
Recycle

Color  = Green
Rarity = TP(R)
Type   = Enchantment
Cost   = 4GG
Artist = Phill Foglio

Text(TP): Skip your draw phase.
          Whenever you play a card, draw a card.
          During your discard phase, choose and discard all but two cards.
```

```
 No Rulings
```

1.34   Respite

```
Respite

Color   = Green
Rarity  = TP(C)
Type    = Instant
Cost    = 1G
Artist  = Rebecca Guay

Text(TP): Creatures deal no combat damage this turn. Gain 1 life for each
          attacking creature.
```

 No Rulings

1.35   Root Maze

```
Root Maze

Color   = Green
Rarity  = TP(R)
Type    = Enchantment
Cost    = G
Artist  = Rebecca Guay

Text(TP): All artifacts and lands come into play tapped.
```

 No Rulings

1.36   Rootbreaker Wurm

```
Rootbreaker Wurm

Color   = Green
Rarity  = TP(C)
Type    = Summon Wurm(6/6)
Cost    = 5GG
Artist  = Richard Kane Ferguson

Text(TP): Trample
```

 No Rulings

1.37   Rootwalla

```
Rootwalla

Color   = Green
Rarity  = TP(C)
Type    = Summon Lizard(2/2)
Cost    = 2G
```

```
Artist  = Roger Raup

Text(TP): <1G>: Rootwalla gets +2/+2 until end of turn.
          Use this ability only once each turn.
```

 No Rulings

1.38 Scragnoth

```
Scragnoth

Color   = Green
Rarity  = TP(U)
Type    = Summon Beast(3/4)
Cost    = 4G
Artist  = Jeff Laubenstein

Text(TP): Protection from blue
          While Scragnoth is being cast, it cannot be countered.
```

   Rulings

1.39 Seeker of Skybreak

```
Seeker of Skybreak

Color   = Green
Rarity  = TP(C)
Type    = Summon Elf(2/1)
Cost    = 1G
Artist  = Daren Bader

Text(TP): <T>: Untap target creature.
```

 No Rulings

1.40 Skyshroud Elf

```
Skyshroud Elf

Color   = Green
Rarity  = TP(C)
Type    = Summon Elf(1/1)
Cost    = 1G
Artist  = Jeff Miracola

Text(TP): <T>: Add G to your mana pool. Play this ability as a mana source.
          <1>: Add W or R to your mana pool. Play this ability as a mana
          source.
```

No Rulings

1.41   Skyshroud Ranger

```
Skyshroud Ranger

Color   = Green
Rarity  = TP(C)
Type    = Summon Elf(1/1)
Cost    = G
Artist  = Steve Luke

Text(TP): <T>: Choose a land card in your hand and put it into play.
          Play this ability as a sorcery.
```

 No Rulings

1.42   Skyshroud Troll

```
Skyshroud Troll

Color   = Green
Rarity  = TP(C)
Type    = Summon Giant(3/3)
Cost    = 2GG
Artist  = Matthew Wilson

Text(TP): <1G>: Regenerate Skyshroud Troll.
```

 No Rulings

1.43   Spike Drone

```
Spike Drone

Color   = Green
Rarity  = TP(C)
Type    = Summon Spike(0/0)
Cost    = G
Artist  = Charles Gillespie

Text(TP): Spike Drone comes into play with one +1/+1 counter on it.
          <2>, Remove a +1/+1 counter from Spike Drone: Put a +1/+1
          counter on target creature.
```

 No Rulings

1.44   Storm Front

```
Storm Front

Color   = Green
Rarity  = TP(U)
Type    = Enchantment
Cost    = G
Artist  = William O'Conner

Text(TP): <GG>: Tap target creature with flying.
```

 No Rulings

1.45   Trained Armodon

```
Trained Armodon

Color   = Green
Rarity  = TP(C)
Type    = Summon Elephant(3/3)
Cost    = 1GG
Artist  = Gary Leach

Text(TP):
```

 No Rulings

1.46   Trumpeting Armodon

```
Trumpeting Armodon

Color   = Green
Rarity  = TP(U)
Type    = Summon Elephant(3/3)
Cost    = 3G
Artist  = Gary Leach

Text(TP): <1G>: Target creature blocks Trumpeting Armodon
          this turn if able.
```

 No Rulings

1.47   Verdant Force

```
Verdant Force

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

```
Type    = Summon ELemental(7/7)
Cost    = 5GGG
Artist  = DiTerLizzi
```

Text(TP): During each player's upkeep, put a Saproling token into play.
        Treat this token as a 1/1 green creature.

 No Rulings

1.48 Verdigris

```
Verdigris

Color   = Green
Rarity  = TP(U)
Type    = Instant
Cost    = 2G
Artist  = Zina Saunders
```

Text(TP): Destroy target artifact.

 No Rulings