

WL_GREEN

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COLLABORATORS

	<i>TITLE :</i> WL_GREEN	
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Chapter 1

WL_GREEN

1.1 Weatherlight - Green Cards

Weatherlight - Green Cards

Aboroth

Arctic Wolves

Barishi

Blossoming Wreath

Briar Shield

Call of the Wild

Choking Vines

Dense Foliage

Downdraft

Fallow Wurm

Familiar Ground

Fungus Elemental

Gaea's Blessing

Harvest Wurm

Liege of the Hollows

Llanowar Behemoth

Llanowar Druid

Llanowar Sentinel
Mwonvuli Ooze
Nature's Kiss
Nature's Resurgence
Redwood Treefolk
Rogue Elephant
Striped Bears
Sylvan Hierophant
Tranquil Grove
Uktabi Efreeth
Veteran Explorer
Vitalize

1.2 Aboroth

Aboroth

Color = Green
Rarity = WL(R)
Type = Summon Aboroth (9/9)
Cost = 4GG
Artist = Brom

Text(WL): Cumulative upkeep: Put a -1/-1 counter on Aboroth

NO RULINGS

1.3 Arctic Wolves

Arctic Wolves

Color = Green
Rarity = WL(U)
Type = Summon Wolves (4/5)
Cost = 3GG
Artist = Steve White

Text(WL): Cumulative upkeep: <2>
When Arctic Wolves comes into play, draw a card.

NO RULINGS

1.4 Barishi

Barishi

Color = Green
Rarity = WL(U)
Type = Summon Barishi (4/3)
Cost = 2GG
Artist = Ted Naifeh

Text(WL): If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Rulings

1.5 Blossoming Wreath

Blossoming Wreath

Color = Green
Rarity = WL(C)
Type = Instant
Cost = G
Artist = Brian Durfee

Text(WL): Gain life equal to the number of creature cards in your graveyard.

Rulings

1.6 Briar Shield

Briar Shield

Color = Green
Rarity = WL(C)
Type = Enchant Creature
Cost = G
Artist = Scott Kirschner

Text(WL): Enchanted creature gets +1/+1.
Sacrifice Briar Shield: Enchanted creature gets +3/+3 until end of turn.

NO RULINGS

1.7 Call of the Wild

Call of the Wild

Color = Green
Rarity = WL(R)
Type = Enchantment
Cost = 2GG
Artist = Brom

Text(WL): <2GG>: Reveal the top card of your library to all players.
If that card is a creature card, put it into play.
Otherwise, bury it.

NO RULINGS

1.8 Choking Vines

Choking Vines

Color = Green
Rarity = WL(C)
Type = Instant
Cost = XG
Artist = Ted Naifeh

Text(WL): Play only when blockers are declared.
X target attacking creatures are considered blocked.
Choking Vines deals 1 damage to each of those creatures.

Rulings

1.9 Dense Foliage

Dense Foliage

Color = Green
Rarity = WL(R)
Type = Enchantment
Cost = 2G
Artist = Alan Rabinowitz

Text(WL): Creatures cannot be the target of spells.

NO RULINGS

1.10 Downdraft

Downdraft

Color = Green
Rarity = WL(U)
Type = Enchantment
Cost = 2G
Artist = John Matson

Text (WL): <G>: Target creature loses flying until end of turn.
Sacrifice Downdraft: Downdraft deals 2 damage to each creature with flying.

NO RULINGS

1.11 Fallow Wurm

Fallow Wurm

Color = Green
Rarity = WL(U)
Type = Summon Wurm (4/4)
Cost = 2G
Artist = Stephen L. Walsh

Text (WL): When Fallow Wurm comes into play, choose and discard a land card or bury Fallow Wurm.

NO RULINGS

1.12 Familiar Ground

Familiar Ground

Color = Green
Rarity = WL(U)
Type = Enchantment
Cost = 2G
Artist = Jeff Miracola

Text (WL): Each creature you control cannot be blocked by more than one creature.

NO RULINGS

1.13 Fungus Elemental

Fungus Elemental

Color = Green

Rarity = WL(R)
Type = Summon Elemental (3/3)
Cost = 3G
Artist = Scott M. Fischer

Text (WL): <G>, Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn.

Rulings

1.14 Gaea's Blessing

Gaea's Blessing

Color = Green
Rarity = WL(U)
Type = Sorcery
Cost = 1G
Artist = Rebecca Guay

Text (WL): Target player shuffles up to three target cards from his or her graveyard into his or her library.
Draw a card.
If Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

Rulings

1.15 Harvest Wurm

Harvest Wurm

Color = Green
Rarity = WL(C)
Type = Summon Wurm (3/2)
Cost = 1G
Artist = Stephen L. Walsh

Text (WL): When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm.

NO RULINGS

1.16 Liege of the Hollows

Liege of the Hollows

Color = Green
Rarity = WL(R)

Type = Summon Spirit (3/4)
Cost = 2GG
Artist = Ron Spencer

Text(WL): If Liege of the Hollows is put into any graveyard from play, each player may pay any amount of mana to put that number of Squirrel tokens into play under his or her control. Treat those tokens as 1/1 green creatures.

NO RULINGS

1.17 Llanowar Behemoth

Llanowar Behemoth

Color = Green
Rarity = WL(U)
Type = Summon Behemoth (4/4)
Cost = 3GG
Artist = Hannibal King

Text(WL): Tap a creature you control: +1/+1 until end of turn

Rulings

1.18 Llanowar Druid

Llanowar Druid

Color = Green
Rarity = WL(C)
Type = Summon Elf (1/2)
Cost = 1G
Artist = Pete Venters

Text(WL): <T>, Sacrifice Llanowar Druid: Untap all forests.

NO RULINGS

1.19 Llanowar Sentinel

Llanowar Sentinel

Color = Green
Rarity = WL(C)
Type = Summon Elf (2/3)
Cost = 2G
Artist = Douglas Shuler

Text(WL): When Llanowar Sentinel comes into play, you may pay <1G>

to search your library for a Llanowar Sentinel card.
Put that card into play. Shuffle your library afterwards.

NO RULINGS

1.20 Mwonvuli Ooze

Mwonvuli Ooze

Color = Green
Rarity = WL(R)
Type = Summon Ooze (1+*/1+*)
Cost = G
Artist = Zina Saunders

Text (WL): Cumulative upkeep: <2>
Mwonvuli Ooze has power and toughness each equal to 1
plus its last paid cumulative upkeep.

Rulings

1.21 Nature's Kiss

Nature's Kiss

Color = Green
Rarity = WL(C)
Type = Enchant Creature
Cost = 1G
Artist = Scott M. Fischer

Text (WL): <1>, Remove the top card in your graveyard from the game:
Enchanted creature gets +1/+1 until end of turn.

NO RULINGS

1.22 Nature's Resurgence

Nature's Resurgence

Color = Green
Rarity = WL(R)
Type = Sorcery
Cost = 2GG
Artist = Scott M. Fischer

Text (WL): Each player draws a number of cards equal to the number
of creature cards in his or her graveyard.

NO RULINGS

1.23 Redwood Treefolk

Redwood Treefolk

Color = Green
Rarity = WL(C)
Type = Summon Treefolk (3/6)
Cost = 4G
Artist = Phil Foglio

NO RULINGS

1.24 Rogue Elephant

Rogue Elephant

Color = Green
Rarity = WL(C)
Type = Summon Elephant (3/3)
Cost = G
Artist = Steve White

Text(WL): When Rogue Elephant comes into play, sacrifice a forest or bury Rogue Elephant.

NO RULINGS

1.25 Striped Bears

Striped Bears

Color = Green
Rarity = WL(C)
Type = Summon Bears (2/2)
Cost = 3G
Artist = Una Fricker

Text(WL): When Striped Bears comes into play, draw a card.

NO RULINGS

1.26 Sylvan Hierophant

Sylvan Hierophant

Color = Green
Rarity = WL(U)
Type = Summon Cleric (1/2)
Cost = 1G

Artist = Brian Durfee

Text(WL): If Sylvan Hierophant is put into any graveyard from play, remove Sylvan Hierophant from the game, then return a creature card from your graveyard to your hand.

Rulings

1.27 Tranquil Grove

Tranquil Grove

Color = Green

Rarity = WL(R)

Type = Enchantment

Cost = 1G

Artist = Dylan Martens

Text(WL): <1GG>: Destroy all other enchantments.

NO RULINGS

1.28 Uktabi Efreet

Uktabi Efreet

Color = Green

Rarity = WL(C)

Type = Summon Efreet (5/4)

Cost = 2GG

Artist = Alan Rabinowitz

Text(WL): Cumulative upkeep: <G>

NO RULINGS

1.29 Veteran Explorer

Veteran Explorer

Color = Green

Rarity = WL(U)

Type = Summon Soldier (1/1)

Cost = G

Artist = David A. Cherry

Text(WL): If Veteran Explorer is put into any graveyard from play, each player may search his or her library for up to two basic land cards and put those lands into play. Each player shuffles his or her library afterwards.

NO RULINGS

1.30 Vitalize

Vitalize

Color = Green

Rarity = WL(C)

Type = Instant

Cost = G

Artist = Pete Venters

Text (WL): Untap all creatures you control.

NO RULINGS
