4E_GREEN

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4E_GREEN

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            Fourth Edition - Green Cards


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```

1.2   Aspect of Wolf

```
Aspect of Wolf

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchant Creature
Cost      = 1G
Artist    = Jeff A. Menges
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Increase target creature's power and toughness by half the number
          of  forests  you  control,  rounding  down  for  power and up for
          toughness.

Text(RV): Target   creature's  power and toughness are increased by half the
          number   of  forests you have in play, rounding down for power and
          up for toughness.

Text(UL): Target   creature's  power and toughness are increased by half the
          number   of  forests you have in play, rounding down for power and
          up for toughness.

   Rulings
```

1.3   Birds of Paradise

```
Birds of Paradise

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Mana Birds (0/1)
Cost      = G
Artist    = Mark Poole
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Flying
          <T>:  Add  one  mana  of any color to your mana pool.  Play this
          ability as an interrupt.

Text(RV): Flying
          <T>:   Add one mana of any color to your mana pool.  This ability
          is played as an interrupt.

Text(UL): Flying
          <T>:   Add one mana of any color to your mana pool.  This tap may
          be played as an interrupt.

Text(AL): Flying
          <T>:   Add one mana to your mana pool.  This tap may be played as
          an interrupt.

   Rulings
```

1.4 Channel

```
Channel

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Sorcery
Cost      = GG
Artist    = Richard Thomas
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Until  end  of turn, you may add colorless mana to your mana pool
          at  the  cost  of  1  life per one mana.  Play these additions as
          interrupts.  Effects  that  prevent or redirect damage cannot be
          used to counter this loss of life.

Text(RV): Until  end  of turn, you may add colorless mana to your mana pool
          at  a  cost  of  1  life  per point of mana.  These additions are
          played  with  the speed of an interrupt.  Effects that prevent or
          redirect damage may not be used to counter this loss of life.

Text(UL): Until  end of turn, you may add colorless mana to your mana pool,
          at  a  cost  of 1 life each.  These additions are played with the
          speed  of  an  interrupt.  Effects that prevent damage may not be
          used to counter this loss of life.

Text(AL): Until  end of turn, you may add colorless mana to your mana pool,
          at  a  cost  of 1 life each.  These additions are played with the
          speed of an interrupt.

   Rulings
```

1.5 Cockatrice

```
Cockatrice

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Cockatrice (2/4)
Cost      = 3GG
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Flying
          At  the end of combat, destroy all non-wall creatures blocking or
          blocked by Cockatrice.

Text(RV): Flying
          Any non-wall creature blocking Cockatrice is destroyed, as is any
          creature  blocked by Cockatrice.  Creatures destroyed in this way
          deal their damage before dying.

Text(UL): Flying
          Any non-wall creature blocking Cockatrice is destroyed, as is any
```

```
creature  blocked by Cockatrice.  Creatures destroyed in this way
deal their damage before dying.
```

   Rulings

1.6 Craw Wurm

```
Craw Wurm

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Wurm (6/4)
Cost      = 4GG
Artist    = Daniel Gelon
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

 NO RULINGS

1.7 Elvish Archers

```
Elvish Archers

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Elves (2/1)
Cost      = 1G
Artist    = Anson Maddocks
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): First Strike

Text(RV): First Strike

Text(UL): First Strike

  Rulings

1.8 Fog

```
Fog

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Instant
Cost      = G
Artist    = Jesper Myrfors
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

Text(4E): No creatures deal damage in combat this turn.

Text(RV): Creatures attack and block as normal, but none deal any damage or
         otherwise affect any creature as a result of an attack or block.
         All attacking creatures are still tapped. Play any time before
         attack damage is dealt.

Text(UL): Creatures attack and block as normal, but none deal any damage.
         All attacking creatures are still tapped. Play any time before
         attack damage is dealt.

   Rulings

1.9   Force of Nature

Force of Nature

```
Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Force (8/8)
Cost      = 2GGGG
Artist    = Douglas Shuler
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): Trample
         During your upkeep, pay <GGGG> or Force of Nature deals 8 damage
         to you.

Text(RV): Trample
         You must pay <GGGG> during your upkeep or Force of Nature does 8
         damage to you. You may still attack with Force of Nature even if
         you failed to pay the upkeep.

Text(UL): Trample
         You must pay <GGGG> during your upkeep or Force of Nature does 8
         damage to you. You may still attack with Force of Nature even if
         you failed to pay the upkeep.

   Rulings

1.10   Fungusaur

Fungusaur

```
Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Fungusaur (2/2)
Cost      = 3G
Artist    = Daniel Gelon
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): At the end of any turn in which Fungusaur receives damage but
         does not leave play, put a +1/+1 counter on it.

```
Text(RV): At the end of any turn during which Fungusaur was damaged but not
          destroyed, put a +1/+1 counter on it.

Text(UL): Each  time  Fungusaur  is  damaged but not destroyed, put a +1/+1
          counter on it.
```

Rulings

1.11 Gaea's Liege

```
Gaea's Liege

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Gaea's Liege (*/*)
Cost      = 3GGG
Artist    = Dameon Willich
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Gaea's  Liege has power and toughness each equal to the number of
          forests you control; when Gaea's Liege attacks, these are instead
          equal to the number of forests defending player controls.
          <T>:  Target  land  becomes  a  basic  forest until Gaea's Liege
          leaves play.

Text(RV): <T>: Turn any one land into a basic forest.
          Mark  changed  lands  with  counters,  removing the counters when
          Gaea's  Liege  leaves play.  Gaea's Liege has power and toughness
          equal  to the number of forests controller has in play; when it's
          attacking,  they  are  equal  to  the number of forests defending
          player has in play.

Text(UL): When defending, Gaea's Liege has power and toughness equal to the
          number of forests you have in play; when it's attacking, they are
          equal to the number of forests opponent has in play.  Tap to turn
          any  one land into a forest until Gaea's Liege leaves play.  Mark
          changed  lands  with  counters, removing the counters when Gaea's
          Liege leaves play.
```

Rulings

1.12 Giant Growth

```
Giant Growth

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type      = Instant
Cost      = G
Artist    = Sandra Everingham (A/B/UL/RV/4E) / L.A. Williams (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)
```

```
NOTE: The Ice Age card has different artwork.

Text(IA): Target creature gets +3/+3 until end of turn.

Text(4E): Target creature gets +3/+3 until end of turn.

Text(RV): Target creature gains +3/+3 until end of turn.

Text(UL): Target creature gains +3/+3 until end of turn.
```

  NO RULINGS

1.13 Giant Spider

```
Giant Spider

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Spider (2/4)
Cost      = 3G
Artist    = Sandra Everingham
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Can block creatures with flying.

Text(RV): Does not fly, but can block flying creatures.

Text(UL): Does not fly, but can block flying creatures.
```

  NO RULINGS

1.14 Grizzly Bears

```
Grizzly Bears

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Bears (2/2)
Cost      = 1G
Artist    = Jeff A. Menges
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

  NO RULINGS

1.15 Hurricane

```
Hurricane

Color     = Green
```

```
Rarity    = A/B/UL(U) / RV(U) / 4E(U) / IA(U)
Type      = Sorcery
Cost      = XG
Artist    = Dameon Willich (A/B/UL/RV/4E) / Cornelius Brudi (IA)
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
            IA(606,000)
```

NOTE: The Ice Age card has different artwork.

Text(IA): Hurricane deals X damage to each creature with flying and each
          player.

Text(4E): Hurricane deals X damage to each player and each creature with
          flying.

Text(RV): All players and flying creatures suffer X damage.

Text(UL): All players and flying creatures suffer X damage.

   Rulings

1.16   Instill Energy

```
Instill Energy

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchant Creature
Cost      = G
Artist    = Dameon Willich
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): Target creature can attack the turn it comes into play on your
          side. <0>: During your turn, untap target creature Instill
          Energy enchants. Use this ability only once each turn.

Text(RV): You may untap target creature one additional time during your
          turn. Target creature may also attack the turn it comes into
          play.

Text(UL): You may untap target creature both during your untap phase and
          one additional time during your turn. Target creature may also
          attack the turn it comes into play.

   Rulings

1.17   Ironroot Treefolk

```
Ironroot Treefolk

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
```

```
Type      = Summon Treefolk (3/5)
Cost      = 4G
Artist    = Jesper Myrfors
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

 NO RULINGS

1.18 Ley Druid

```
Ley Druid

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Cleric (1/1)
Cost      = 2G
Artist    = Sandra Everingham
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): <T>: Untap target land. Play this ability as an interrupt.

Text(RV): <T>:   untap a land of your choice. This ability is played as an
          interrupt.

Text(UL): Tap Druid to untap a land of your choice. This action can be
          played as an interrupt.

 NO RULINGS

1.19 Lifeforce

```
Lifeforce

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchantment
Cost      = GG
Artist    = Dameon Willich
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): <GG>: Counter target black spell. Play this ability as an
          interrupt.

Text(RV): <GG>: Counter a black spell as it is being cast. This use is
          played as an interrupt, and does not affect black cards already
          in play.

Text(UL): <GG>: Destroy a black spell as it is being cast. This use may
          be played as an interrupt, and does not affect black cards
          already in play.

  Rulings

1.20   Lifelace

```
Lifelace

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Interrupt
Cost      = G
Artist    = Amy Weber
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Change  the  color  of target spell or target permanent to green.
          Costs  to cast, tap, maintain, or use a special ability of target
          remain unchanged.

Text(RV): Changes  the  color of one card either being played or already in
          play  to  green.   Cost  to cast, tap, maintain, or use a special
          ability of target card remains entirely unchanged.

Text(UL): Changes  the  color of one card either being played or already in
          play  to  green.   Cost  to cast, tap, maintain, or use a special
          ability of target card remains entirely unchanged.

   Rulings
```

1.21   Living Artifact

```
Living Artifact

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchant Artifact
Cost      = G
Artist    = Anson Maddocks
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Put  a  vitality counter on Living Artifact for each damage dealt
          to  you.   <0>:  During your upkeep, remove a vitality counter to
          gain  1  life.   Remove  only one vitality counter during each of
          your upkeeps.

Text(RV): Put  a counter on target artifact for each life you lose.  During
          your  upkeep  you may trade one counter for one life, but you can
          only trade in one counter during each of your upkeeps.

Text(UL): Put  a counter on target artifact for each life you lose.  During
          upkeep  you  may trade one counter for one life, but you can only
          trade in one counter each turn.

   Rulings
```

1.22 Living Lands

```
Living Lands

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchantment
Cost      = 3G
Artist    = Jesper Myrfors
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): All  forests  become  1/1  creatures.  The forests still count as
          lands but cannot be tapped for mana the turn they come into play.

Text(RV): Treat  all  forests  in  play  as 1/1 creatures.  Now they can be
          enchanted,  killed,  and  so forth, and they can be tapped either
          for mana or to attack.

Text(UL): Treat  all  forests  in  play  as 1/1 creatures.  Now they can be
          enchanted,  killed,  and  so forth, and they can be tapped either
          for  mana or to attack.  The living lands have no color; they are
          not considered green cards.

   Rulings
```

1.23 Llanowar Elves

```
Llanowar Elves

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Elves (1/1)
Cost      = G
Artist    = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): <T>: Add <G> to your mana pool. Play this ability as an
          interrupt.

Text(RV): <T>: Add <G> to your mana pool. This ability is played as an
          interrupt.

Text(UL): <T>: Add 1 green mana to your mana pool. This tap can be played
          as an interrupt.

   Rulings
```

1.24 Lure

```
Lure

Color     = Green
```

```
Rarity    = A/B/UL(U) / RV(U) / 4E(U) / IA(U)
Type      = Enchant Creature
Cost      = 1GG
Artist    = Anson Maddocks (A/B/UL/RV/4E) / Phil Foglio (IA)
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
            IA(606,000)
```

NOTE: The Ice Age card has different artwork.

Text(IA): All creatures able to block target creature must do so. Lure
          does not prevent a creature from blocking more than one creature
          if blocker has that ability. If blocker is forced to block more
          creatures than it is allowed to, defender chooses which of these
          creatures to block, but must block as many creatures as allowed.

Text(4E): All creatures able to block target creature must do so. Lure
          does not prevent a creature from blocking more than one creature
          if blocker has that ability. If blocker is forced to block more
          creatures than it is allowed to, defender chooses which of these
          creatures to block, but must block as many as allowed.

Text(RV): All creatures able to block target creature must do so. If a
          creature has the ability to block more than one creature, Lure
          does not prevent this. If there is more than one attacking
          creature with Lure, defender may choose which of them each
          defending creature blocks.

Text(UL): All creatures able to block target creature must do so. If a
          creature has the ability to block more than one creature, Lure
          does not prevent this. If there is more than one attacking
          creature with Lure, defender may choose which of them each
          defending creature blocks.

    Rulings

1.25 Regeneration

```
Regeneration

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type      = Enchant Creature
Cost      = 1G
Artist    = Quinton Hoover (A/B/UL/RV/4E) / Justin Hampton (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)
```

NOTE: The Ice Age card has different artwork.

Text(IA): When Regeneration comes into play, choose target creature.
          <G>: Regenerate creature Regeneration enchants.

Text(4E): <G>: Regenerate target creature Regeneration enchants.

Text(RV): <G>: Target creature regenerates.

```
Text(UL): <G>: Target creature regenerates.
```

Rulings

1.26 Scryb Sprites

```
Scryb Sprites

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Faeries (1/1)
Cost      = G
Artist    = Amy Weber
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Flying

Text(RV): Flying

Text(UL): Flying
```

 NO RULINGS

1.27 Shanodin Dryads

```
Shanodin Dryads

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Nymphs (1/1)
Cost      = G
Artist    = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Forestwalk

Text(RV): Forestwalk

Text(UL): Forestwalk
```

 NO RULINGS

1.28 Stream of Life

```
Stream of Life

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Sorcery
```

```
Cost      = XG
Artist    = Mark Poole
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

Text(4E): Target player gains X life.

Text(RV): Target player gains X life.

Text(UL): Target player gains X life.

  NO RULINGS

1.29 Thicket Basilisk

Thicket Basilisk

```
Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Basilisk (2/4)
Cost      = 3GG
Artist    = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): At the end of combat, destroy all non-wall creatures blocking or
         blocked by Basilisk.

Text(RV): Any non-wall creature blocking Basilisk is destroyed, as is any
         creature blocked by basilisk. Creatures destroyed this way deal
         their damage before dying.

Text(UL): Any non-wall creature blocking Basilisk is destroyed, as is any
         creature blocked by basilisk. Creatures destroyed this way deal
         their damage before dying.

  Rulings

1.30 Timber Wolves

Timber Wolves

```
Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Wolves (1/1)
Cost      = G
Artist    = Melissa Benson
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

Text(4E): Banding

Text(RV): Bands

Text(UL): Bands

```
  NO RULINGS
```

1.31 Tranquility

```
Tranquility

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Sorcery
Cost      = 2G
Artist    = Douglas Shuler
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Destroy all enchantments.

Text(RV): All enchantments in play must be discarded.

Text(UL): All enchantments in play must be discarded.

  Rulings
```

1.32 Tsunami

```
Tsunami

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Sorcery
Cost      = 3G
Artist    = Richard Thomas
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Destroy all islands.

Text(RV): All islands in play are destroyed.

Text(UL): All islands in play are destroyed.

  NO RULINGS
```

1.33 Verduran Enchantress

```
Verduran Enchantress

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Enchantress (0/2)
Cost      = 1GG
Artist    = Kev Brockschmidt
```

```
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): <0>:  Draw a card when you successfully cast an enchantment.  Use
          this effect only once for each enchantment cast.

Text(RV): While  Enchantress  is  in  play, you may immediately draw a card
          from your library each time you cast an enchantment.

Text(UL): While  Enchantress  is  in  play, you may immediately draw a card
          from your library each time you cast an enchantment.

   Rulings
```

1.34   Wall of Brambles

```
Wall of Brambles

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Wall (2/3)
Cost      = 2G
Artist    = Anson Maddocks
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): <G>: Regenerate

Text(RV): <G>: Regenerates

Text(UL): <G>: Regenerates

 NO RULINGS
```

1.35   Wall of Ice

```
Wall of Ice

Color     = Green
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Wall (0/7)
Cost      = 2G
Artist    = Richard Thomas
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

 NO RULINGS
```

1.36   Wall of Wood

```
Wall of Wood

Color     = Green
```

```
Rarity   = A/B/UL(C) / RV(C) / 4E(C)
Type     = Summon Wall (0/3)
Cost     = G
Artist   = Mark Tedin
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

 NO RULINGS

1.37 Wanderlust

```
Wanderlust

Color    = Green
Rarity   = A/B/UL(U) / RV(U) / 4E(U)
Type     = Enchant Creature
Cost     = 2G
Artist   = Cornelius Brudi
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

```
Text(4E): Wanderlust  deals 1 damage to target creature's controller during
          that player's upkeep.
```

```
Text(RV): Wanderlust  does  1 damage to target creature's controller during
          his or her upkeep.
```

```
Text(UL): Wanderlust  does  1 damage to target creature's controller during
          upkeep.
```

 NO RULINGS

1.38 War Mammoth

```
War Mammoth

Color    = Green
Rarity   = A/B/UL(C) / RV(C) / 4E(C)
Type     = Summon Mammoth (3/3)
Cost     = 3G
Artist   = Jeff A. Menges
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

```
Text(4E): Trample
```

```
Text(RV): Trample
```

```
Text(UL): Trample
```

 NO RULINGS

1.39 Web

```
Web

Color     = Green
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchant Creature
Cost      = G
Artist    = Rob Alexander
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Target creature gets +0/+2 and can block creatures with flying.

Text(RV): Target  creature  gains +0/+2 and can now block flying creatures,
          though it does not gain flying ability.

Text(UL): Target  creature  gains +0/+2 and can now block flying creatures,
          though it does not gain the power to fly.


 NO RULINGS
```

1.40 Wild Growth

```
Wild Growth

Color     = Green
Rarity    = A/B/UL(C) / RV(C) / 4E(C) / IA(C)
Type      = Enchant Land
Cost      = G
Artist    = Mark Poole (A/B/UL/RV/4E) / Mike Raabe (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text(IA): Wild  Growth  adds  <G> to your mana pool whenever target land is
          tapped for mana.

Text(4E): Wild  Growth  adds <G> to your mana pool each time target land is
          tapped for mana.

Text(RV): Whenever  the  usual  mana is drawn from target land, Wild Growth
          provides an additional <G>.

Text(UL): When tapped, target land provides 1 green mana in addition to the
          mana it normally provides.


  Rulings
```