

# **LG\_GREEN**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> LG_GREEN		
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# Chapter 1

## LG\_GREEN

### 1.1 Legends - Green Cards

Legends - Green Cards

Aisling Leprechaun

Arboria

Avoid Fate

Barbary Apes

Cat Warriors

Cocoon

Concordant Crossroads

Craw Giant

Deadfall

Durkwood Boars

Elven Riders

Emerald Dragonfly

Eureka

Fire Sprites

Floral Spuzzem

Giant Turtle

Glyph of Reincarnation

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Hornet Cobra  
Ichneumon Druid  
Killer Bees  
Living Plane  
Master of the Hunt  
Moss Monster  
Pixie Queen  
Pradesh Gypsies  
Rabid Wombat  
Radjan Spirit  
Rebirth  
Reincarnation  
Revelation  
Rust  
Shelkin Brownie  
Storm Seeker  
Subdue  
Sylvan Library  
Sylvan Paradise  
Typhoon  
Untamed Wilds  
Whirling Dervish  
Willow Satyr  
Winter Blast  
Wolverine Pack  
Wood Elemental

## 1.2 Aisling Leprechaun

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Aisling Leprechaun

Color = Green  
Rarity = LG(C1)  
Type = Summon Faerie (1/1)  
Cost = G  
Artist = Quinton Hoover  
Print run = LG(212,000)

Text(LG): All creatures that block or are blocked by Leprechaun become green creatures. Use counters to indicate changed creatures. Cost to tap, maintain, or use a special ability of target creature remains entirely unchanged.

Rulings

### 1.3 Arboria

Arboria

Color = Green  
Rarity = LG(U1)  
Type = Enchant World  
Cost = 2GG  
Artist = Daniel Gelon  
Print run = LG(58,000)

Text(LG): If a player does not cast a spell or put a card into play on his or her turn, no creatures may attack that player until after his or her next turn.

Rulings

### 1.4 Avoid Fate

Avoid Fate

Color = Green  
Rarity = LG(C1)  
Type = Interrupt  
Cost = G  
Artist = Phil Foglio  
Print run = LG(212,000)

Text(LG): Counters target interrupt or enchantment. Can only counter spells that target a permanent under your control.

Rulings

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## 1.5 Barbary Apes

Barbary Apes

Color = Green  
Rarity = LG(C1)  
Type = Summon Apes (2/2)  
Cost = 1G  
Artist = Bryon Wackwitz  
Print run = LG(212,000)

NO RULINGS

## 1.6 Cat Warriors

Cat Warriors

Color = Green  
Rarity = LG(C2) / CR(C3)  
Type = Summon Cat Warriors (2/2)  
Cost = 1GG  
Artist = Melissa Benson  
Print run = LG(424,000) / CR(4,649,000)

Text (LG): Forestwalk

Text (CR): Forestwalk

NO RULINGS

## 1.7 Cocoon

Cocoon

Color = Green  
Rarity = LG(U1) / CR(U3)  
Type = Enchant Creature  
Cost = G  
Artist = Mark Tedin  
Print run = LG(58,000) / CR(1,549,500)

Text (LG): Tap target creature you control and put three counters on it. Target creature does not untap as normal while it has one or more of these counters on it. Remove one counter during your upkeep. During the upkeep phase after the one in which the last counter was removed, Cocoon is destroyed and target creature gains a +1/+1 counter and flying ability.

Text (CR): Tap target creature you control and put three change counters on Cocoon. If there are any change counters on Cocoon, that creature does not untap during your untap phase. During your upkeep, remove one change counter. During the upkeep after the

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one in which the last change counter was removed, put a +1/+1 counter on the creature, the creature gains flying, and bury Cocoon.

Rulings

## 1.8 Concordant Crossroads

Concordant Crossroads

Color = Green  
Rarity = LG(R1) / CR(U1)  
Type = Enchant World  
Cost = G  
Artist = Amy Weber  
Print run = LG(19,500) / CR(516,500)

Text (LG): Creatures may attack or use abilities that include the Tap symbol during the turn they are brought into play.

Text (CR): Creatures can attack or use abilities that include <T> in the activation cost as soon as they come into play on their controller's side.

Rulings

## 1.9 Craw Giant

Craw Giant

Color = Green  
Rarity = LG(U1) / CR(U3)  
Type = Summon Giant (6/4)  
Cost = 3GGGG  
Artist = Christopher Rush  
Print run = LG(58,000) / CR(1,549,500)

Text (LG): Trample, Rampage: 2

Text (CR): Trample, Rampage: 2

NO RULINGS

## 1.10 Deadfall

Deadfall

Color = Green  
Rarity = LG(U1)  
Type = Enchantment

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Cost = 2G  
Artist = NeNe Thomas  
Print run = LG(58,000)

Text(LG): Creatures with forestwalk may be blocked as if they did not have this ability.

NO RULINGS

## 1.11 Durkwood Boars

Durkwood Boars

Color = Green  
Rarity = LG(C2) / 4E(C)  
Type = Summon Boars (4/4)  
Cost = 4G  
Artist = Micheal Kimble  
Print run = LG(424,000) / 4E(3,600,000)

NO RULINGS

## 1.12 Elven Riders

Elven Riders

Color = Green  
Rarity = LG(R1) / 4E(U)  
Type = Summon Riders (3/3)  
Cost = 3GG  
Artist = Melissa Benson  
Print run = LG(19,500) / 4E(1,060,000)

Text(LG): Cannot be blocked by any creatures except walls and flying creatures.

Text(4E): Cannot be blocked except by walls and creatures with flying.

NO RULINGS

## 1.13 Emerald Dragonfly

Emerald Dragonfly

Color = Green  
Rarity = LG(C2) / CR(C3)  
Type = Summon Dragonfly (1/1)  
Cost = 1G  
Artist = Quinton Hoover  
Print run = LG(424,000) / CR(4,649,000)

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Text (LG): Flying  
<GG>: First strike until end of turn.

Text (CR): Flying  
<GG>: First strike until end of turn.

NO RULINGS

## 1.14 Eureka

Eureka

Color = Green  
Rarity = LG(R1)  
Type = Sorcery  
Cost = 2GG  
Artist = Kaja Foglio  
Print run = LG(19,500)

Text (LG): Both players may take any permanent in their hand and put it directly into play. Players take turns playing one card from their hand until neither wants to play more permanents. No other spells or effects of any kind may be used while Eureka is in effect. If a spell has an <X> in its casting cost, X is 0.

Rulings

## 1.15 Fire Sprites

Fire Sprites

Color = Green  
Rarity = LG(C2)  
Type = Summon Faeries (1/1)  
Cost = 1G  
Artist = Julie Baroh  
Print run = LG(424,000)

Text (LG): Flying  
<GT>: Add <R> to your mana pool. This ability is played as an interrupt.

NO RULINGS

## 1.16 Floral Spuzzem

Floral Spuzzem

Color = Green

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Rarity = LG(U1)  
Type = Summon Spuzzem (2/2)  
Cost = 3G  
Artist = Rob Alexander  
Print run = LG(58,000)

Text(LG): If Floral Spuzzem attacks an opponent and is not blocked, then Floral Spuzzem may choose to destroy a target artifact under that opponent's control and deal no damage.

Rulings

## 1.17 Giant Turtle

Giant Turtle

Color = Green  
Rarity = LG(C2)  
Type = Summon Turtle (2/4)  
Cost = 1GG  
Artist = Jeff A. Menges  
Print run = LG(424,000)

Text(LG): Giant Turtle may not attack if it attacked during your last turn.

Rulings

## 1.18 Glyph of Reincarnation

Glyph of Reincarnation

Color = Green  
Rarity = LG(C1)  
Type = Instant  
Cost = G  
Artist = Susan van Camp  
Print run = LG(212,000)

Text(LG): Play after combat is over. All surviving creatures blocked by target wall this turn are buried. For each creature buried in this manner, choose one creature from attacker's graveyard and return it to play under attacker's control. Treat these creatures as if they were just summoned. If there are not enough creatures in attacker's graveyard, all creatures in attacker's graveyard are returned to play.

Rulings

## 1.19 Hornet Cobra

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Hornet Cobra

Color = Green  
Rarity = LG(C2)  
Type = Summon Cobra (2/1)  
Cost = 1GG  
Artist = Sandra Everingham  
Print run = LG(424,000)

Text(LG): First strike

NO RULINGS

## 1.20 Ichneumon Druid

Ichneumon Druid

Color = Green  
Rarity = LG(U1)  
Type = Summon Druid (1/1)  
Cost = 1GG  
Artist = Melissa Benson  
Print run = LG(58,000)

Text(LG): Ichneumon Druid does 4 damage to any opponent casting an instant. This does not apply to the first instant cast by that opponent in each turn.

NO RULINGS

## 1.21 Killer Bees

Killer Bees

Color = Green  
Rarity = LG(R1) / 4E(U)  
Type = Summon Bees (0/1)  
Cost = 1GG  
Artist = Phil Foglio  
Print run = LG(19,500) / 4E(1,060,000)

Text(4E): Flying  
<G>: +1/+1 until end of turn.

Text(LG): Flying  
<G>: +1/+1 until end of turn.

NO RULINGS

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## 1.22 Living Plane

Living Plane

Color = Green  
Rarity = LG(R1)  
Type = Enchant World  
Cost = 2GG  
Artist = Bryon Wackwitz  
Print run = LG(19,500)

Text(LG): Treat all land in play as both lands and 1/1 creatures. They may not be tapped for mana the first turn they are brought into play.

Rulings

## 1.23 Master of the Hunt

Master of the Hunt

Color = Green  
Rarity = LG(R1)  
Type = Summon Master (2/2)  
Cost = 2GG  
Artist = Jeff A. Menges  
Print run = LG(19,500)

Text(LG): <2GG>: Put a Wolves of the Hunt token into play. Treat this token as a 1/1 green creature with the ability bands with other Wolves of the Hunt.

Rulings

## 1.24 Moss Monster

Moss Monster

Color = Green  
Rarity = LG(C2)  
Type = Summon Monster (3/6)  
Cost = 3GG  
Artist = Jesper Myrfors  
Print run = LG(424,000)

NO RULINGS

## 1.25 Pixie Queen

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Pixie Queen

Color = Green  
Rarity = LG(R1)  
Type = Summon Pixie Queen (1/1)  
Cost = 2GG  
Artist = Quinton Hoover  
Print run = LG(19,500)

Text (LG): Flying  
<GGGT>: Target creature gains flying until end of turn.

NO RULINGS

## 1.26 Pradesh Gypsies

Pradesh Gypsies

Color = Green  
Rarity = LG(U1) / 4E(C)  
Type = Summon Gypsies (1/1)  
Cost = 2G  
Artist = Quinton Hoover  
Print run = LG(58,000) / 4E(3,600,000)

Text (LG): <1GT>: Target creature gets -2/-0 until end of turn.

Text (4E): <1GT>: Target creature gets -2/-0 until end of turn.

NO RULINGS

## 1.27 Rabid Wombat

Rabid Wombat

Color = Green  
Rarity = LG(U1) / CR(U3)  
Type = Summon Wombat (0/1)  
Cost = 2GG  
Artist = Kaja Foglio  
Print run = LG(58,000) / CR(1,549,500)

Text (LG): Wombat gains +2/+2 for each creature enchantment on it.  
Attacking does not cause Rabid Wombat to tap.

Text (CR): Rabid Wombat gets +2/+2 for each creature enchantment on it.  
Attacking does not cause Rabid Wombat to tap.

Rulings

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## 1.28 Radjan Spirit

Radjan Spirit

Color = Green  
Rarity = LG(U1) / 4E(U)  
Type = Summon Spirit (3/2)  
Cost = 3G  
Artist = Christopher Rush  
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): <T>: Target creature loses flying ability until end of turn.

Text(4E): <T>: Target creature loses flying until end of turn.

Rulings

## 1.29 Rebirth

Rebirth

Color = Green  
Rarity = LG(R1) / 4E(R)  
Type = Sorcery  
Cost = 3GGG  
Artist = Mark Tedin  
Print run = LG(19,500) / 4E(353,500)

Text(LG): Each player may choose to be healed to 20 life. Any player choosing to be healed antes an additional card from the top of his or her library. Remove this card from your deck before playing if you are not playing for ante.

Text(4E): Each player may be healed to 20 life. Any player choosing to be so healed antes an additional card from the top of his or her library. Remove Rebirth from your deck before playing if not playing for ante.

NO RULINGS

## 1.30 Reincarnation

Reincarnation

Color = Green  
Rarity = LG(U1)  
Type = Instant  
Cost = 1GG  
Artist = Edward Beard Jr.  
Print run = LG(58,000)

Text(LG): If target creature is placed in graveyard this turn, bring a

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creature from that graveyard directly into play under the control of the owner of the target creature. Treat this creature as though it were just summoned.

Rulings

### 1.31 Revelation

Revelation

Color = Green  
Rarity = LG(R1) / CR(U1)  
Type = Enchant World  
Cost = G  
Artist = Kaja Foglio  
Print run = LG(19,500) / CR(516,500)

Text(LG): All players play with the cards in their hands face up on the table.

Text(CR): All players play with the cards in their hands face up on the table.

NO RULINGS

### 1.32 Rust

Rust

Color = Green  
Rarity = LG(C2)  
Type = Interrupt  
Cost = G  
Artist = Liz Danforth  
Print run = LG(424,000)

Text(LG): Counter target artifact effect, which must require an activation cost.

Rulings

### 1.33 Shelkin Brownie

Shelkin Brownie

Color = Green  
Rarity = LG(C1)  
Type = Summon Faerie (1/1)  
Cost = 1G  
Artist = Douglas Shuler

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Print run = LG(212,000)

Text(LG): <T>: Remove the bands with other ability from target creature until end of turn.

Rulings

### 1.34 Storm Seeker

Storm Seeker

Color = Green  
Rarity = LG(U1) / CR(U3)  
Type = Instant  
Cost = 3G  
Artist = Mark Poole  
Print run = LG(58,000) / CR(1,549,500)

Text(LG): Storm Seeker does 1 damage to opponent for every card in his or her hand.

Text(CR): Storm Seeker deals 1 damage to target player for each card in his or her hand.

Rulings

### 1.35 Subdue

Subdue

Color = Green  
Rarity = LG(C1)  
Type = Instant  
Cost = G  
Artist = Brian Snoddy  
Print run = LG(212,000)

Text(LG): Target creature deals no damage during combat but gains X toughness until end of turn; X is target creature's casting cost.

Rulings

### 1.36 Sylvan Library

Sylvan Library

Color = Green  
Rarity = LG(U1) / 4E(R)  
Type = Enchantment  
Cost = 1G

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Artist = Harold McNeill  
Print run = LG(58,000) / 4E(353,500)

Text(LG): You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back on top of your library (in any order) or lose 4 lives per card not replaced. Effects that prevent or redirect damage may not be used to counter this loss of life.

Text(4E): You may draw two extra cards during your draw phase. If you do so, put two of the cards drawn this turn back on top of your library (in any order) or pay 4 life per card not replaced. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Rulings

### 1.37 Sylvan Paradise

Sylvan Paradise

Color = Green  
Rarity = LG(U1)  
Type = Instant  
Cost = G  
Artist = Randy Asplund-Faith  
Print run = LG(58,000)

Text(LG): Changes the color of one or more target creatures to green until end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

NO RULINGS

### 1.38 Typhoon

Typhoon

Color = Green  
Rarity = LG(R1)  
Type = Sorcery  
Cost = 2G  
Artist = Anson Maddocks  
Print run = LG(19,500)

Text(LG): Typhoon does 1 damage to each opponent for each island he or she controls.

Rulings

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### 1.39 Untamed Wilds

Untamed Wilds

Color = Green  
Rarity = LG(U1) / 4E(U)  
Type = Sorcery  
Cost = 2G  
Artist = NeNe Thomas  
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): Search your library for any one basic land and put it into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards.

Text(4E): Search your library for any one basic land and put it directly into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards.

Rulings

### 1.40 Whirling Dervish

Whirling Dervish

Color = Green  
Rarity = LG(U1) / 4E(U)  
Type = Summon Dervish (1/1)  
Cost = GG  
Artist = Susan van Camp  
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): Protection from black.  
Gains +1/+1 (use counters) at the end of each turn in which it does damage to opponent.

Text(4E): Protection from black.  
Put a +1/+1 counter on Whirling Dervish at the end of each turn in which it damages opponent.

Rulings

### 1.41 Willow Satyr

Willow Satyr

Color = Green  
Rarity = LG(R1)  
Type = Summon Satyr (1/1)  
Cost = 2GG  
Artist = Jeff A. Menges  
Print run = LG(19,500)

Text(LG): <T>: Gain control of target legend. If Willow Satyr becomes untapped, you lose control of this legend; you may choose not to untap Willow Satyr as normal. You also lose control of legend if Willow Satyr leaves play, if you lose control of Willow Satyr, or if the game ends.

NO RULINGS

## 1.42 Winter Blast

Winter Blast

Color = Green  
Rarity = LG(R1) / 4E(U)  
Type = Sorcery  
Cost = XG  
Artist = Kaja Foglio  
Print run = LG(19,500) / 4E(1,060,000)

Text(LG): X target creatures become tapped. Winter Blast does 2 damage to each target creature that has flying.

Text(4E): Tap X target creature. Winter Blast deals 2 damage to each of these target creatures with flying.

Rulings

## 1.43 Wolverine Pack

Wolverine Pack

Color = Green  
Rarity = LG(C2)  
Type = Summon Wolverine Pack (2/4)  
Cost = 2GG  
Artist = Jeff A. Menges  
Print run = LG(424,000)

Text(LG): Rampage: 2

NO RULINGS

## 1.44 Wood Elemental

Wood Elemental

Color = Green  
Rarity = LG(R1)  
Type = Summon Elemental (\*/\*)

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Cost = 3G  
Artist = Brian Snoddy  
Print run = LG(19,500)

Text(LG): \*'s are set to the number of untapped forests you sacrifice when Wood Elemental is brought into play.

Rulings

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