LG_GREEN

Tom de Ruyter

LG_GREEN ii

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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

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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)

= Summon Faerie (1/1) Type

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)

= Enchant World Type

= 2GG Cost

= Daniel Gelon Artist 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) = Interrupt Type

Cost = G

= Phil Foglio Artist Print run = LG(212,000)

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

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1.5 Barbary Apes

Barbary Apes

Color = GreenRarity = LG(C1)

Type = Summon Apes (2/2)

Cost = 1G

Artist = Bryon Wackwitz Print run = LG(212,000)

Flavor Text: Unpredictable in the extreme, these carnivorous apes will prey even upon their own kind.

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

Flavor Text: These stealthy felines have survived so many battles that some believe they must possess many lives.

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

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+1/+1 counter and flying ability.
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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 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

Flavor Text: Harthag gave a jolly laugh as he surveyed the army before him. "Ho ho ho! Midgets! You think you can

stand in my way?"

NO RULINGS

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1.10 Deadfall

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Deadfall
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 $\begin{array}{ll} {\sf Color} & = {\sf Green} \\ {\sf Rarity} & = {\sf LG\,(U1)} \end{array}$

Type = Enchantment

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)

Flavor Text: "And the unclean spirits went out, and entered the swine: and the herd ran violently..."

---Mark 5:13

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.

Flavor Text: "Sometimes it is better to be swift of foot than strong of swordarm."
---Elven proverb

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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)

Text(LG): Flying

<GG>: First strike until end of turn.

Text(CR): Flying

<GG>: First strike until end of turn.

Flavor Text: "Flittering, wheeling,

darting in to strike, and then

gone just as you blink."

---"Dragonfly Haiku," poet unknown

NO RULINGS

1.14 Eureka

Eureka

 $\begin{array}{lll} \text{Color} &=& \text{Green} \\ \text{Rarity} &=& \text{LG(R1)} \\ \text{Type} &=& \text{Sorcery} \\ \text{Cost} &=& 2\text{GG} \end{array}$

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

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Fire Sprites

Color = GreenRarity = 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 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.

Flavor Text: "The turtle lives 'twixt plated decks
Which practically conceal its sex.
I think it clever of the turtle
In such a fix to be so fertile."
---Ogden Nash, "The Turtle"

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1.18 Glyph of Reincarnation

Glyph of Reincarnation

 $\begin{array}{lll} \text{Color} & = & \text{Green} \\ \text{Rarity} & = & \text{LG}\left(\text{C1}\right) \\ \text{Type} & = & \text{Instant} \\ \text{Cost} & = & \text{G} \end{array}$

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

Hornet Cobra

Color = GreenRarity = LG(C2)

Type = Summon Cobra (2/1)

Cost = 1GG

Artist = Sandra Everingham

Print run = LG(424,000)

Text(LG): First strike

Flavor Text: "Then inch by inch out of the grass rose up the head and spread hood of Nag, the big black cobra, and he was five feet long from tongue to tail."

---Rudyard Kipling, The Jungle Books

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) LG GREEN 10 / 19

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.

Flavor Text: The communal mind produces a savage strategy, yet no

one could predict that this vicious crossbreed would

unravel the secret of steel.

NO RULINGS

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

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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)

Flavor Text: After the battle, an eerie silence gripped the forest. The losers' remains were lightly dusted with green.

NO RULINGS

1.25 Pixie Queen

Pixie Queen

Color = GreenRarity = 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)

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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
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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

Radjan Spirit

1.28 Radjan Spirit

1.29 Rebirth

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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

 $\begin{array}{lll} \text{Color} & = \text{Green} \\ \text{Rarity} & = \text{LG}(\text{U1}) \\ \text{Type} & = \text{Instant} \\ \text{Cost} & = \text{1GG} \end{array}$

Artist = Edward Beard Jr.

Print run = LG(58,000)

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

 $\begin{array}{lll} \mbox{Rarity} & = \mbox{LG(R1)} \ / \mbox{CR(U1)} \\ \mbox{Type} & = \mbox{Enchant World} \end{array}$

Cost = G

Artist = Kaja Foglio

Print run = LG(19,500) / CR(516,500)

 ${\tt Text}\,({\tt LG}): \, {\tt All} \quad {\tt players} \quad {\tt play} \quad {\tt with} \quad {\tt the} \, \, {\tt cards} \, \, {\tt in} \, \, {\tt their} \, \, {\tt hands} \, \, {\tt face} \, \, {\tt up} \, \, {\tt on} \, \, {\tt the}$

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table.

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

Flavor Text: "Many are in high place, and of renown: but mysteries are revealed unto the meek."
---Ecclesiastes 3:19

NO RULINGS

1.32 Rust

Rust

Color = Green Rarity = LG(C2) Type = Interrupt

Cost = G

Artist = Liz Danforth Print run = LG(424,000)

 $\label{eq:counter} \mbox{Text}\left(\mbox{LG}\right): \mbox{Counter target artifact effect, which must require an activation} \\ \mbox{cost.}$

Flavor Text: "How dull it is to pause, to make an end,

To rust unburnished, not to shine in use,

As though to breathe were life!"

---Alfred, Lord Tennyson, "Ulysses"

Rulings

1.33 Shelkin Brownie

Shelkin Brownie

Color = GreenRarity = LG(C1)

Type = Summon Faerie (1/1)

Cost = 1G

Artist = Douglas Shuler Print run = LG(212,000)

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

Flavor Text: Leave a bowl of milk on your doorstep each night for the brownies, or they'll cause you no end of mischief.

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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)

 ${\tt Text (LG): Storm \ Seeker \ does \ 1 \ damage \ to \ opponent \ for \ every \ card \ in \ his \ or }$

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

 $\begin{array}{lll} {\tt Color} & = {\tt Green} \\ {\tt Rarity} & = {\tt LG(C1)} \\ {\tt Type} & = {\tt Instant} \end{array}$

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

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.

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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

 $\begin{array}{lll} {\tt Color} & = {\tt Green} \\ {\tt Rarity} & = {\tt LG\,(U1)} \\ {\tt Type} & = {\tt Instant} \end{array}$

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

 $\begin{array}{lll} \text{Color} & = & \text{Green} \\ \text{Rarity} & = & \text{LG(R1)} \\ \text{Type} & = & \text{Sorcery} \\ \text{Cost} & = & 2G \end{array}$

Artist = Anson Maddocks Print run = LG(19,500)

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

Flavor Text: Fierce winds ripped across the tropical landscape.

What they did not destroy with their fiery breath

was washed away by torrential rain.

Rulings

1.39 Untamed Wilds

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Untamed Wilds

Color = Green

= LG(U1) / 4E(U)Rarity

= Sorcery Type

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 This does not count towards your one land per turn into play. limit. Reshuffle your library afterwards.

Rulings

1.40 Whirling Dervish

Whirling Dervish

Color = Green

= LG(U1) / 4E(U)Rarity = Summon Dervish (1/1)

= GG Cost

= Susan van Camp Artist

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)

= Summon Satyr (1/1)

= 2GG

Artist = Jeff A. Menges Print run = LG(19,500)

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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

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Winter Blast
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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.

Flavor Text: "Blow, winds, and crack your cheeks! rage! blow!" ---William Shakespeare, King Lear

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

Flavor Text: "Give them great meals of beef and iron and steel, they will eat like wolves and fight like devils."

---William Shakespeare, King Henry V

NO RULINGS

1.44 Wood Elemental

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Wood Elemental

Color = Green Rarity = LG(R1)

Type = Summon Elemental (*/*)

Cost = 3G

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

Text(LG): $\star'\,\text{s}~$ are set to the number of untapped forests you sacrifice when

Wood Elemental is brought into play.