

# **HL\_GREEN**

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	<i>TITLE :</i> HL_GREEN		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## HL\_GREEN

### 1.1 Homelands - Green Cards

Homelands - Green Cards

An-Havva Constable

An-Havva Inn

Autumn Willow

Carapace

Daughter of Autumn

Faerie Noble

Folk of An-Havva

Hungry Mist

Joven's Ferrets

Leaping Lizard

Mammoth Harness

Primal Order

Renewal

Root Spider

Roots

Rysorian Badger

Shrink

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Spectral Bears

Willow Faerie

Willow Priestess

## 1.2 An-Havva Constable

An-Havva Constable

Color = Green  
Rarity = HL(U1) / 5E(R)  
Type = Summon Constable (2/1+\*)  
Cost = 1GG  
Artist = Dan Frazier

Text (5E): An-Havva Constable has toughness equal to 1 plus the number of green creatures in play.

Text (HL): An-Havva Constable has toughness equal to 1 plus the total number of green creatures in play.

Flavor Text: "Joskun and the other Constables serve with passion, if not with grace."  
---Devin, Faerie Noble

NO RULINGS

## 1.3 An-Havva Inn

An-Havva Inn

Color = Green  
Rarity = HL(U3)  
Type = Sorcery  
Cost = 1GG  
Artist = Brian Snoddy

Text (HL): Gain 1+\* life where \* is equal to the total number of green creatures in play.

Flavor Text: "The Inn was ever a steady source of good cheer and kindness. Greatly do I miss it, now that I am gone."  
---Ihsan's Shade

NO RULINGS

## 1.4 Autumn Willow

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Autumn Willow

Color = Green  
Rarity = HL(U1)  
Type = Summon Legend (4/4)  
Cost = 4GG  
Artist = Margaret Organ-Kean

Text(HL): Cannot be the target of spells or effects.  
<G>: Target player may target Autumn Willow with spells or effects until end of turn.

Flavor Text: "We must shake her limbs and rattle her brains."  
---Grandmother Sengir

Rulings

## 1.5 Carapace

Carapace

Color = Green  
Rarity = HL(C2/C2) / 5E(C)  
Type = Enchant Creature  
Cost = G  
Artist = Anson Maddocks

NOTE: There are TWO different artworks for this card.

Text(5E): Enchanted creature gets +0/+2.  
Sacrifice Carapace: Regenerate enchanted creature.

Text(HL): Target creature gets +0/+2.  
<0>: Sacrifice Carapace to regenerate creature Carapace enchants.

Flavor Text: "Now that's a fashion statement."  
---Devin, Faerie Noble

Flavor Text: "The tougher to crack, the sweeter the snack."  
---Kakra, Sea Troll

NO RULINGS

## 1.6 Daughter of Autumn

Daughter of Autumn

Color = Green  
Rarity = HL(U1)  
Type = Summon Legend (2/4)  
Cost = 2GG

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Artist = Margaret Organ-Kean

Text (HL): <W>: Redirect to Daughter of Autumn 1 damage dealt to a white creature.

Flavor Text: "Those who say that Serra is dead have never met the Autumn Willow's daughters. They are as kind and as generous as Serra would wish us to be."  
---Gulsen, Abbey Matron

Rulings

## 1.7 Faerie Noble

Faerie Noble

Color = Green  
Rarity = HL(U1)  
Type = Summon Noble (1/2)  
Cost = 2G  
Artist = Susan Van Camp

Text (HL): Flying  
All Faeries you control get +0/+1.  
<T>: All Faeries you control get +1/+0 until end of turn.

Flavor Text: "Faeries talk all in riddles and tricky bits, 'cept the Nobles. Now there's some straight talkers."  
---Joskun, An-Havva Constable

NO RULINGS

## 1.8 Folk of An-Havva

Folk of An-Havva

Color = Green  
Rarity = HL(C2/C2)  
Type = Summon Folk of An-Havva (1/1)  
Cost = G  
Artist = Julie Baroh / Julie Baroh

NOTE: There are TWO different artworks for this card.

Text (HL): If assigned as a blocker, Folk of An-Havva gets +2/+0 until end of turn.

Flavor Text: "There are those who accept being told what to do, what to think, and what to say. Then there are the Folk of An-Havva."  
---Reyhan, Samite Alchemist

Flavor Text: "This town's only good folk. The rest can go to the city."

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---Joskun, An-Havna Constable

NO RULINGS

## 1.9 Hungry Mist

Hungry Mist

Color = Green  
Rarity = HL(C2/C2) / 5E(C)  
Type = Summon Mist (6/2)  
Cost = 2GG  
Artist = Heather Hudson

NOTE: There are TWO different artworks for this card.

Text (5E): During your upkeep, pay <GG> or bury Hungry Mist.

Text (HL): During your upkeep, pay <GG> or bury Hungry Mist.

Flavor Text: "All things must eat, after all. Even the air can hunger."  
---Gemma, Willow Priestess

Flavor Text: "If the air must feed, let it take the self-righteous."  
---Murat, Death Speaker

NO RULINGS

## 1.10 Joven's Ferrets

Joven's Ferrets

Color = Green  
Rarity = HL(C1)  
Type = Summon Ferrets (1/1)  
Cost = G  
Artist = Amy Weber

Text (HL): If declared as an attacker, Joven's Ferrets gets +0/+2 until end of turn. At end of combat, tap any creatures that blocked Joven's Ferrets. Those creatures do not untap during their controller's next untap phase.

Rulings

## 1.11 Leaping Lizard

Leaping Lizard

Color = Green

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Rarity = HL(C1)  
Type = Summon Lizard (2/3)  
Cost = 1GG  
Artist = Amy Weber

Text (HL): <1G>: Flying and -0/-1 until end of turn.

Flavor Text: "I never question the Autumn Willow about her motives, not even when she turns people into Lizards. It's her way."  
---Devin, Faerie Noble

NO RULINGS

## 1.12 Mammoth Harness

Mammoth Harness

Color = Green  
Rarity = HL(U1)  
Type = Enchant Creature  
Cost = 3G  
Artist = Melissa Benson

Text (HL): Target creature loses flying. If any creature is assigned to block the creature Mammoth Harness enchants or has the creature Mammoth Harness enchants assigned to block it, that creature gains first strike until end of turn.

NO RULINGS

## 1.13 Primal Order

Primal Order

Color = Green  
Rarity = HL(U1) / 5E(R)  
Type = Enchantment  
Cost = 2GG  
Artist = Rob Alexander (HL) / David A. Cherry (5E)

Text (5E): During each player's upkeep, Primal Order deals to that player an amount of damage equal to the number of nonbasic lands he or she controls.

Text (HL): During each player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.

Flavor Text: "It's strange, but I can feel it when the land is corrupted. I understand why the Autumn Willow is so protective."  
---Daria

NO RULINGS

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## 1.14 Renewal

Renewal

Color = Green  
Rarity = HL(C1)  
Type = Sorcery  
Cost = 2G  
Artist = Kaja Foglio

Text(HL): Sacrifice a land to search your library for a basic land and put it directly into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

## 1.15 Root Spider

Root Spider

Color = Green  
Rarity = HL(U3)  
Type = Summon Spider (2/2)  
Cost = 3G  
Artist = Michael Kimble

Text(HL): If assigned as a blocker, Root Spider gains first strike and +1/+0 until end of turn.

Flavor Text: "They're not half as fierce if they don't see you coming."  
---Devin, Faerie Noble

NO RULINGS

## 1.16 Roots

Roots

Color = Green  
Rarity = HL(U3)  
Type = Enchant Creature  
Cost = 3G  
Artist = Nicola Leonard

Text(HL): Tap target creature without flying. That creature does not untap during its controller's untap phase.

Flavor Text: "That which nourishes can also bind."  
---Gemma, Willow Priestess

NO RULINGS

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## 1.17 Rysorian Badger

Rysorian Badger

Color = Green  
Rarity = HL(U1)  
Type = Summon Badger (2/2)  
Cost = 2G  
Artist = Heather Hudson

Text(HL): If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, remove from the game up to two target creatures from that player's graveyard. Gain 1 life for each creature removed in this way.

NO RULINGS

## 1.18 Shrink

Shrink

Color = Green  
Rarity = HL(C2/C2) / 5E(C)  
Type = Instant  
Cost = G  
Artist = Liz Danforth

NOTE: There are TWO different artworks for this card.

Text(5E): Target creature gets -5/-0 until end of turn.

Text(HL): Target creature gets -5/-0 until end of turn.

Flavor Text: "Do not fear adversity. Let your courage be your strength."  
---Onatah, Anaba Shaman

Flavor Text: "The smallest beast can yet have the greatest heart."  
---Gemma, Willow Priestess

NO RULINGS

## 1.19 Spectral Bears

Spectral Bears

Color = Green  
Rarity = HL(U3)  
Type = Summon Bears (3/3)  
Cost = 1G  
Artist = Pat Morrissey

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Text (HL): If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during its next untap phase.

Flavor Text: "I hear there are bears - or spirits - that guard caravans passing through the forest."  
---Gulsen, Abbey Matron

Rulings

## 1.20 Willow Faerie

Willow Faerie

Color = Green  
Rarity = HL(C2/C2)  
Type = Summon Faerie (1/2)  
Cost = 1G  
Artist = Susan Van Camp / Susan Van Camp

NOTE: There are TWO different artworks for this card.

Text (HL): Flying

Flavor Text: "Swift as the wind and harder to catch - that's the Faeries for you."  
---Daria

Flavor Text: "The Autumn Willow cannot be everywhere at once - that's what her grandchildren are for."  
---Gulsen, Abbey Matron

NO RULINGS

## 1.21 Willow Priestess

Willow Priestess

Color = Green  
Rarity = HL(U1)  
Type = Summon Faerie (2/2)  
Cost = 2GG  
Artist = Susan Van Camp

Text (HL): <T>: Take a Faerie from your hand and put it directly into play as though it were just summoned.  
<2G>: Target green creature gains protection from black until end of turn.

Flavor Text: "Those of faith are those of strenght."  
---Autumn Willow

Rulings