

MI_GREEN

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COLLABORATORS

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

MI_GREEN

1.1 Mirage - Green Cards

Mirage - Green Cards

Afiya Grove

Armor of Thorns

Barbed Foliage

Brushwagg

Canopy Dragon

Crash of Rhinos

Cycle of Life

Decomposition

Early Harvest

Fallow Earth

Femeref Archers
Fog

Foratog

Giant Mantis

Gibbering Hyenas

Granger Guildmage

Hall of Gemstone

Jolrael's Centaur

Jungle Patrol

Jungle Wurm

Karoo Meerkat

Locust Swarm

Lure of Prey

Maro

Mindbender Spores

Mtenda Lion

Natural Balance

Nettletooth Djinn

Preferred Selection

Quirion Elves

Rampant Growth
 Regeneration

Roots of Life

Sabertooth Cobra
 Sandstorm

Seedling Charm

Seeds of Innocence

Serene Heart

Stalking Tiger

Superior Numbers

Tranquil Domain

Tropical Storm

Uktabi Faerie

Uktabi Wildcats

Unseen Walker

Unyaro Bee Sting

Village Elder

Waiting in the Weeds

Wall of Roots

Wild Elephant

Worldly Tutor

1.2 Afiya Grove

Afiya Grove

Color = Green

Rarity = MI (R)

Type = Enchantment

Cost = 1G

Artist = Stuart Griffin

Text (MI): Afiya Grove comes into play with three +1/+1 counters on it.
During your upkeep, put one of these counters on target creature.
If Afiya Give has non of these counters on it, bury it.

Rulings

1.3 Armor of Thorns

Armor of Thorns

Color = Green

Rarity = MI (C)

Type = Enchant Creature

Cost = 1G

Artist = Alan Rabinowitz

Text (MI): You may choose to play Armor of Thorns as an instant; if you do, bury it at end of turn. Play only on a non-black creature.
Enchanted creature gets +2/+2.

Rulings

1.4 Barbed Foliage

Barbed Foliage

Color = Green

Rarity = MI (U)

Type = Enchantment

Cost = 2GG

Artist = Mark Poole

Text (MI): Whenever a creature attacks you, it loses flanking until end of turn. Whenever a creature without flying attacks you, Barbed Foliage deals 1 damage to it.

NO RULINGS

1.5 Brushwagg

Brushwagg

Color = Green
Rarity = MI (R)
Type = Summon Brushwagg (3/2)
Cost = 1GG
Artist = Ian Miller

Text (MI): If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn.

NO RULINGS

1.6 Canopy Dragon

Canopy Dragon

Color = Green
Rarity = MI (R)
Type = Summon Dragon (4/4)
Cost = 4GG
Artist = Alan Rabinowitz

Text (MI): Trample.
<G1>: Flying and loses trample until end of turn.

NO RULINGS

1.7 Crash of Rhinos

Crash of Rhinos

Color = Green
Rarity = MI (C)
Type = Summon Rhinos (8/4)
Cost = 6GG
Artist = Steven White

Text (MI): Trample.

NO RULINGS

1.8 Cycle of Life

Cycle of Life

Color = Green
Rarity = MI (R)
Type = Enchantment
Cost = 1GG
Artist = Chippy

Text (MI): Return Cycle of Life to owner's hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.

Rulings

1.9 Decomposition

Decomposition

Color = Green
Rarity = MI (U)
Type = Enchant Creature
Cost = 1G
Artist = Drew Tucker

Text (MI): Play only on a black creature.
Enchanted creature gains "Cumulative upkeep -1 life."
If enchanted creature is put into the graveyard, its controller loses 2 life.

NO RULINGS

1.10 Early Harvest

Early Harvest

Color = Green
Rarity = MI (R)
Type = Instant
Cost = 1GG
Artist = Janine Johnston

Text (MI): Target player untaps all basic lands he or she controls.

NO RULINGS

1.11 Fallow Earth

Fallow Earth

Color = Green
Rarity = MI(U)
Type = Sorcery
Cost = 2G
Artist = Janine Johnston

Text(MI): Put target land on top of owner's library.

NO RULINGS

1.12 Femeref Archers

Femeref Archers

Color = Green
Rarity = MI(U)
Type = Summon Archers (2/2)
Cost = 2G
Artist = William Donohoe

Text(MI): <T>: Femeref Archers deals 4 damage to target attacking creature with flying.

NO RULINGS

1.13 Foratog

Foratog

Color = Green
Rarity = MI(U)
Type = Summon Atog (1/2)
Cost = 2G
Artist = Mark Poole

Text(MI): <G>: Sacrifice a forest: +2/+2 until end of turn.

NO RULINGS

1.14 Giant Mantis

Giant Mantis

Color = Green
Rarity = MI(C)
Type = Summon Mantis (2/4)
Cost = 3G

Artist = Randy Gallegos

Text(MI): Giant Mantis can block creatures with flying.

NO RULINGS

1.15 Gibbering Hyenas

Gibbering Hyenas

Color = Green

Rarity = MI(C)

Type = Summon Hyenas (3/2)

Cost = 2G

Artist = Una Fricker

Text(MI): Gibbering Hyenas cannot block black creatures.

NO RULINGS

1.16 Granger Guildmage

Granger Guildmage

Color = Green

Rarity = MI(C)

Type = Summon Wizard (1/1)

Cost = G

Artist = Dan Frazier

Text(MI): <WT>: Target creature gains first strike until end of turn.

<RT>: Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.

NO RULINGS

1.17 Hall of Gemstone

Hall of Gemstone

Color = Green

Rarity = MI(R)

Type = Enchant World

Cost = 1GG

Artist = David A. Cherry

Text(MI): During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land produces mana of the chosen color instead of its normal color.

Rulings

1.18 Jolrael's Centaur

Jolrael's Centaur

Color = Green
Rarity = MI (C)
Type = Summon Centaur (2/2)
Cost = 1GG
Artist = Junior Tomlin

Text (MI): Flanking.
Jolrael's Centaur cannot be the target of spells or effects.

NO RULINGS

1.19 Jungle Patrol

Jungle Patrol

Color = Green
Rarity = MI (R)
Type = Summon Soldiers (3/2)
Cost = 3G
Artist = Mark Poole

Text (MI): <1GT>: Put a Wood token into play. Treat this token as a 0/1 green creature that counts as a Wall. Sacrifice a Wood token: Add <R> to your mana pool. Play this ability as a mana source.

Rulings

1.20 Jungle Wurm

Jungle Wurm

Color = Green
Rarity = MI (C)
Type = Summon Wurm (5/5)
Cost = 3GG
Artist = Tom Kyffin

Text (MI): For each creature assigned to block it beyond the first, Jungle Wurm gets -1/-1 until end of turn.

NO RULINGS

1.21 Karoo Meerkat

Karoo Meerkat

Color = Green
Rarity = MI(U)
Type = Summon Meerkat (2/1)
Cost = 1G
Artist = Janine Johnston

Text(MI): Protection from blue.

NO RULINGS

1.22 Locust Swarm

Locust Swarm

Color = Green
Rarity = MI(U)
Type = Summon Swarm (1/1)
Cost = 3G
Artist = William Donohoe

Text(MI): Flying.
<G>: Regenerate.
<G>: Untap Locust Swarm. Use this ability only once each turn.

NO RULINGS

1.23 Lure of Prey

Lure of Prey

Color = Green
Rarity = MI(R)
Type = Instant
Cost = 2GG
Artist = Andrew Robinson

Text(MI): Play only if an opponent successfully cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.

NO RULINGS

1.24 Maro

Maro

Color = Green
Rarity = MI (R)
Type = Summon Nature Spirit (*/*)
Cost = 2GG
Artist = Stuart Griffin

Text (MI): Maro has power and toughness each equal to the number of cards in your hand.

Rulings

1.25 Mindbender Spores

Mindbender Spores

Color = Green
Rarity = MI (R)
Type = Summon Wall (0/1)
Cost = 2G
Artist = Ian Miller

Text (MI): Flying.
Whenever Mindbender Spores blocks any creature, put four fungus counters on that creature. During its controller's untap phase, remove a fungus counter from the creature. As long as the creature has any fungus counters on it, it does not untap during its controller's untap phase.

Rulings

1.26 Mtenda Lion

Mtenda Lion

Color = Green
Rarity = MI (C)
Type = Summon Lion (2/1)
Cost = G
Artist = Stuart Griffin

Text (MI): If Mtenda Lion attacks, defending player may pay <U> to have it deal no combat damage this turn.

NO RULINGS

1.27 Natural Balance

Natural Balance

Color = Green
Rarity = MI (R)
Type = Sorcery
Cost = 2GG
Artist = John Malloy

Text (MI): Each player controlling six or more lands sacrifices enough lands to reduce his or her land total to five. Each player controlling four or fewer lands may search his or her library for enough basic land to bring his or her land total to five and put those lands into play. Those players shuffle their libraries afterwards.

Rulings

1.28 Nettletooth Djinn

Nettletooth Djinn

Color = Green
Rarity = MI (U)
Type = Summon Djinn (4/4)
Cost = 3G
Artist = Janine Johnston

Text (MI): During your upkeep, Nettletooth Djinn deals 1 damage to you.

NO RULINGS

1.29 Preferred Selection

Preferred Selection

Color = Green
Rarity = MI (R)
Type = Enchantment
Cost = 2GG
Artist = Kevin Walker

Text (MI): At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay <2GG> to draw the card.

NO RULINGS

1.30 Quirion Elves

Quirion Elves

Color = Green
Rarity = MI(C)
Type = Summon Elves (1/1)
Cost = 1G
Artist = Randy Gallegos

Text (MI): When you play Quirion Elves, choose a color.
<T>: Add one mana of the chosen color to your mana pool.
Play this ability as a mana source.
<T>: Add <G> to your mana pool.
Play this ability as a mana source.

NO RULINGS

1.31 Rampant Growth

Rampant Growth

Color = Green
Rarity = MI(C)
Type = Sorcery
Cost = 1G
Artist = Pat Morrissey

Text (MI): Search your library for a basic land card and put it into play, tapped. Shuffle your library afterwards.

Rulings

1.32 Roots of Life

Roots of Life

Color = Green
Rarity = MI(U)
Type = Enchantment
Cost = 1GG
Artist = Tony Roberts

Text (MI): When you play Roots of Life, choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

Rulings

1.33 Sabertooth Cobra

Sabertooth Cobra

Color = Green
Rarity = MI(C)
Type = Summon Cobra (2/2)
Cost = 2G
Artist = Andrew Robinson

Text (MI): If Sabertooth Cobra damages a player, he or she gets a poison counter. During that player's next upkeep, he or she gets another poison counter unless he or she pays <2> before then to prevent this effect. If any player has ten or more poison counters, he or she loses the game.

Rulings

1.34 Seedling Charm

Seedling Charm

Color = Green
Rarity = MI(C)
Type = Instant
Cost = G
Artist = Stuart Griffin

Text (MI): Choose one; Return target creature enchantment to owner's hand; or regenerate target green creature; or target creature gains trample until end of turn.

NO RULINGS

1.35 Seeds of Innocence

Seeds of Innocence

Color = Green
Rarity = MI(R)
Type = Sorcery
Cost = 1GG
Artist = Junior Tomlin

Text (MI): Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

NO RULINGS

1.36 Serene Heart

Serene Heart

Color = Green
Rarity = MI(C)
Type = Instant
Cost = 1G
Artist = D. Alexander Gregory

Text(MI): Destroy all local enchantments.

Flavor Text: "If Magic is your crutch, cast it aside
and learn to walk without it"
---Teferi

NO RULINGS

1.37 Stalking Tiger

Stalking Tiger

Color = Green
Rarity = MI(C)
Type = Summon Tiger (3/3)
Cost = 3G
Artist = Terese Nielsen

Text(MI): Stalking Tiger cannot be blocked by more than one creature.

NO RULINGS

1.38 Superior Numbers

Superior Numbers

Color = Green
Rarity = MI(U)
Type = Sorcery
Cost = GG
Artist = Geof Darrow

Text(MI): Superior Numbers deals to target creature 1 damage for each
creature you control in excess of the number of creatures target
opponent controls.

NO RULINGS

1.39 Tranquil Domain

Tranquil Domain

Color = Green
Rarity = MI(C)
Type = Instant
Cost = 1G
Artist = D. Alexander Gregory

Text(MI): Destroy all global enchantments.

NO RULINGS

1.40 Tropical Storm

Tropical Storm

Color = Green
Rarity = MI(U)
Type = Sorcery
Cost = XG
Artist = Richard Kane Ferguson

Text(MI): Tropical Storm deals X damage to each creature with flying and 1 damage to each blue creature.

NO RULINGS

1.41 Uktabi Faerie

Uktabi Faerie

Color = Green
Rarity = MI(C)
Type = Summon Faerie (1/1)
Cost = 1G
Artist = Junior Tomlin

Text(MI): Flying.
<3G>: Sacrifice Uktabi Faerie: Destroy target artifact.

NO RULINGS

1.42 Uktabi Wildcats

Uktabi Wildcats

Color = Green
Rarity = MI(R)
Type = Summon Wildcats (*/*)

Cost = 4G
Artist = John Matson

Text(MI): Uktabi Wildcats has power and toughness each equal to the number of forests you control.
<G>: Sacrifice a forest: Regenerate.

NO RULINGS

1.43 Unseen Walker

Unseen Walker

Color = Green
Rarity = MI(U)
Type = Summon Dryad (1/1)
Cost = 1G
Artist = Alan Rabinowitz

Text(MI): Forestwalk.
<GG1>: Target creature gains forestwalk until end of turn.

NO RULINGS

1.44 Unyaro Bee Sting

Unyaro Bee Sting

Color = Green
Rarity = MI(U)
Type = Sorcery
Cost = 3G
Artist = Pat Morrissey

Text(MI): Unyaro Bee Sting deals 2 damage to target creature or player.

NO RULINGS

1.45 Village Elder

Village Elder

Color = Green
Rarity = MI(C)
Type = Summon Druid (1/1)
Cost = G
Artist = Donato Giancola

Text(MI): <GT>: Sacrifice a forest: Regenerate target creature.

NO RULINGS

1.46 Waiting in the Weeds

Waiting in the Weeds

Color = Green
Rarity = MI (R)
Type = Sorcery
Cost = 1GG
Artist = Susan Van Camp

Text (MI): For each untapped forest he or she controls, each player puts a Cat token into play under his or her control. Treat these tokens as 1/1 green creatures.

NO RULINGS

1.47 Wall of Roots

Wall of Roots

Color = Green
Rarity = MI (C)
Type = Summon Wall (0/5)
Cost = 1G
Artist = John Matson

Text (MI): Put a -0/-1 counter on Wall of Roots: Add <G> to your mana pool. Play this ability as a mana source. Use this ability only once each turn.

NO RULINGS

1.48 Wild Elephant

Wild Elephant

Color = Green
Rarity = MI (C)
Type = Summon Elephant (3/3)
Cost = 3G
Artist = Junior Tomlin

Text (MI): Trample.

NO RULINGS

1.49 Worldly Tutor

Worldly Tutor

Color = Green

Rarity = MI(U)

Type = Instant

Cost = G

Artist = David O'Connor

Text(MI): Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

NO RULINGS
