

# **VI\_GREEN**

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**COLLABORATORS**

	<i>TITLE :</i> VI_GREEN		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## VI\_GREEN

### 1.1 Visions - Green Cards

Visions - Green Cards

Bull Elephant  
City of Solitude  
Creeping Mold  
Elephant Grass  
Elven Cache  
Emerald Charm  
Feral Instinct  
Giant Caterpillar  
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King Cheetah  
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Mortal Wound  
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Panther Warriors  
Quirion Druid  
Quirion Ranger

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River Boa  
Rowen  
Spider Climb  
Stampeding Wildebeests  
Summer Bloom  
Uktabi Orangutan  
Warthog  
Wind Shear

## 1.2 Bull Elephant

Bull Elephant

Color = Green  
Rarity = VI(C)  
Type = Summon Elephant (4/4)  
Cost = 3G  
Artist = Steve White

Text(VI): When Bull Elephant comes into play, return two forests you control to your hand or bury Bull Elephant.

NO RULINGS

## 1.3 City of Solitude

City of Solitude

Color = Green  
Rarity = VI(R)  
Type = Enchantment  
Cost = 2G  
Artist = Romas Kukalis

Text(VI): Each player may play spells and abilities only during his or her turn.

Rulings

## 1.4 Creeping Mold

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Creeping Mold

Color = Green  
Rarity = VI(U)  
Type = Sorcery  
Cost = 2GG  
Artist = Dave Seeley

Text (VI): Destroy target artifact, land, or enchantment.

NO RULINGS

## 1.5 Elephant Grass

Elephant Grass

Color = Green  
Rarity = VI(U)  
Type = Enchantment  
Cost = G  
Artist = Tony Roberts

Text (VI): Cumulative upkeep: <1>  
Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays an additional <2> for each attacking creature.

NO RULINGS

## 1.6 Elven Cache

Elven Cache

Color = Green  
Rarity = VI(C)  
Type = Sorcery  
Cost = 2GG  
Artist = John Matson

Text (VI): Return target card from your graveyard to your hand.

NO RULINGS

## 1.7 Emerald Charm

Emerald Charm

Color = Green  
Rarity = VI(C)

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Type = Instant  
Cost = G  
Artist = Greg Spalenka

Text (VI): Choose one - Untap target permanent; or destroy target global enchantment; or target creature loses flying until en of turn.

NO RULINGS

## 1.8 Feral Instinct

Feral Instinct

Color = Green  
Rarity = VI(C)  
Type = Instant  
Cost = 1G  
Artist = Una Fricker

Text (VI): Target creature gets +1/+1 until end of turn.  
Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

## 1.9 Giant Caterpillar

Giant Caterpillar

Color = Green  
Rarity = VI(C)  
Type = Summon Caterpillar (3/3)  
Cost = 3G  
Artist = Zina Saunders

Text (VI): <G>, Sacrifice Giant Caterpillar: Put a Butterfly token into play at the end of turn. Treat this as a 1/1 green creature with flying.

NO RULINGS

## 1.10 Katabatic Winds

Katabatic Winds

Color = Green  
Rarity = VI(R)  
Type = Enchantment  
Cost = 2G  
Artist = John Matson

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Text (VI): Phasing.

Creatures with flying cannot attack, block, or use any ability that includes <T> in the activation cost.

NO RULINGS

## 1.11 King Cheetah

King Cheetah

Color = Green  
Rarity = VI(C)  
Type = Summon Cheetah (3/2)  
Cost = 3G  
Artist = Terese Nielsen

Text (VI): You may choose to play King Cheetah whenever you could play an instant.

NO RULINGS

## 1.12 Kyscu Drake

Kyscu Drake

Color = Green  
Rarity = VI(U)  
Type = Summon Drake (2/2)  
Cost = 3G  
Artist = G. Darrow & I. Rabarot

Text (VI): <G>: +0/+1 until end of turn. You cannot spend more than <G> in this way each turn.  
Sacrifice Kyscu Drake and Spitting Drake: Search your library for Viashivan Dragon and put it into play.  
Shuffle your library afterwards.

NO RULINGS

## 1.13 Lichenthrope

Lichenthrope

Color = Green  
Rarity = VI(R)  
Type = Summon Lichenthrope (5/5)  
Cost = 3GG  
Artist = Bob Eggleton

Text (VI): For each 1 damage dealt to Lichenthrope, put a -1/-1 counter

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on it instead.  
During your upkeep, remove one of these -1/-1 counters from Lichenthrope.

Rulings

## 1.14 Mortal Wound

Mortal Wound

Color = Green  
Rarity = VI(C)  
Type = Enchant Creature  
Cost = G  
Artist = Kevin Walker

Text(VI): If damage is dealt to enchanted creature, destroy it.

NO RULINGS

## 1.15 Natural Order

Natural Order

Color = Green  
Rarity = VI(R)  
Type = Sorcery  
Cost = 2GG  
Artist = Terese Nielsen

Text(VI): Sacrifice a green creature: Search your library for a green creature card and put it into play as though it were just played. Shuffle your library afterwards.

Rulings

## 1.16 Panther Warriors

Panther Warriors

Color = Green  
Rarity = VI(C)  
Type = Summon Cat Warriors (6/3)  
Cost = 4G  
Artist = Cecil Fernando

NO RULINGS

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## 1.17 Quirion Druid

Quirion Druid

Color = Green  
Rarity = VI(R)  
Type = Summon Druid (1/2)  
Cost = 2G  
Artist = John Matson

Text(VI): <GT>: Target land becomes a 2/2 green creature permanently.  
That land still counts as a land.

NO RULINGS

## 1.18 Quirion Ranger

Quirion Ranger

Color = Green  
Rarity = VI(C)  
Type = Summon Elf (1/1)  
Cost = G  
Artist = Tom Kyffin

Text(VI): Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn.

Rulings

## 1.19 River Boa

River Boa

Color = Green  
Rarity = VI(C)  
Type = Summon Snake (2/1)  
Cost = 1G  
Artist = Steve White

Text(VI): Islandwalk  
<G>: Regenerate.

NO RULINGS

## 1.20 Rowen

Rowen

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Color = Green  
Rarity = VI (R)  
Type = Enchantment  
Cost = 2GG  
Artist = Jon J. Muth

Text (VI): During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Rulings

## 1.21 Spider Climb

Spider Climb

Color = Green  
Rarity = VI (C)  
Type = Enchant Creature  
Cost = G  
Artist = Ron Spencer

Text (VI): You may choose to play Spider Climb as an instant; if you do, bury it at end of turn.  
Enchanted creature gets +0/+3 and can block creatures with flying.

Rulings

## 1.22 Stampeding Wildebeests

Stampeding Wildebeests

Color = Green  
Rarity = VI (U)  
Type = Summon Wildebeests (5/4)  
Cost = 2GG  
Artist = Randy Gallegos

Text (VI): During your upkeep, return a green creature you control to owner's hand.

Rulings

## 1.23 Summer Bloom

Summer Bloom

Color = Green  
Rarity = VI (U)  
Type = Sorcery  
Cost = 1G

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Artist = Nicola Leonard

Text (VI): You may play up to three additional lands this turn.

NO RULINGS

## 1.24 Uktabi Orangutan

Uktabi Orangutan

Color = Green

Rarity = VI(U)

Type = Summon Ape (2/2)

Cost = 2G

Artist = Una Fricker

Text (VI): When Uktabi Orangutan comes into play destroy target artifact.

NO RULINGS

## 1.25 Warthog

Warthog

Color = Green

Rarity = VI(C)

Type = Summon Warthog (3/2)

Cost = 1GG

Artist = Steve White

Text (VI): Swampwalk

NO RULINGS

## 1.26 Wind Shear

Wind Shear

Color = Green

Rarity = VI(U)

Type = Instant

Cost = 2G

Artist = Gary Gianni

Text (VI): All attacking creatures with flying get -2/-2 and lose flying until end of turn.

Rulings

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