

AI_GREEN

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COLLABORATORS

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

AI_GREEN

1.1 Alliances - Green Cards

Alliances - Green Cards

Bounty of the Hunt

Deadly Insects

Elvish Bard

Elvish Ranger

Elvish Spirit Guide

Fyndhorn Druid

Gargantuan Gorilla

Gift of the Woods

Gorilla Berserkers

Gorilla Chieftain

Hail Storm

Kaysa

Nature's Chosen

Nature's Wrath

Splintering Wind

Taste of Paradise

Tornado

Undergrowth

Whip Vine

Yavimaya Ancients

Yavimaya Ants

1.2 Bounty of the Hunt

Bounty of the Hunt

Color = Green
Rarity = AI(U2)
Type = Instant
Cost = 3GG
Artist = Jeff A. Menges

Text(AI): You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters, distributed any way you choose, on any number of target creatures. Remove these counters at end of turn.

Rulings

1.3 Deadly Insect

Deadly Insect

Color = Green
Rarity = AI(U3/U3)
Type = Summon Insect (6/1)
Cost = 4G
Artist = Scott Kirschner / Scott Kirschner

NOTE: There are TWO different artworks for this card.

Text(AI): Cannot be the target of spells or effects.

Flavor Text: "Beautiful, indeed - but one sting could fell a Giant in a heartbeat."
---Taaveti of Kelsinko, Elvish Hunter

Flavor Text: "There is no time for pain when this beast leaves its terrible sting."
---Jaeuhl Carthalion, Juniper Order Advocate

Rulings

1.4 Elvish Bard

Elvish Bard

Color = Green
Rarity = AI(U2)
Type = Summon Elf (2/4)
Cost = 3GG
Artist = Susan van Camp

Text(AI): All creatures able to block Elvish Bard do so. If this forces a creature to block more attackers than allowed, defending player assigns that creature to block as many of those attackers as allowed.

NO RULINGS

1.5 Elvish Ranger

Elvish Ranger

Color = Green
Rarity = AI(C1/C1)
Type = Summon Elf (4/1)
Cost = 2G
Artist = Terese Nielsen / Terese Nielsen

NOTE: There are TWO different artworks for this card.

Flavor Text: "No one may fault an Elvish Ranger's heart, but the simplest frailty may fell even the proudest warrior."
---Kaysa, Elder Druid of the Juniper Order

Flavor Text: "How can any Human hope to match our skills ? We are children of Fyndhorn, and its sap runs in our veins."
---Taaveti of Kelsinko, Elvish Hunter

NO RULINGS

1.6 Elvish Spirit Guide

Elvish Spirit Guide

Color = Green
Rarity = AI(U2)
Type = Summon Spirit (2/2)
Cost = 2G
Artist = Julie Baroh

Text(AI): If Elvish Spirit Guide is in your hand, you may remove it from the game to add <G> to your mana pool. Play this ability as an interrupt.

Flavor Text: "We are never without guidance, if we but seek it."
---Taaveti of Kelsinko, Elvish Hunter

Rulings

1.7 Fyndhorn Druid

Fyndhorn Druid

Color = Green
Rarity = AI (C1/C1)
Type = Summon Druid (2/2)
Cost = 2G
Artist = Rob Alexander / Rob Alexander

NOTE: There are TWO different artworks for this card.

Text (AI): If Fyndhorn Druid is put into graveyard the same turn it was blocked, gain 4 life.

Flavor Text: "Honor those who honor Fyndhorn above themselves."
---Kolbjorn, High Honored Druid

Flavor Text: "All struggles ultimately require sacrifice. It's just that some sacrifices are dearer than others."
---Jaeuhl Carthalion, Juniper Order Advocate

Rulings

1.8 Gargantuan Gorilla

Gargantuan Gorilla

Color = Green
Rarity = AI (R2)
Type = Summon Gorilla (7/7)
Cost = 4GGG
Artist = Greg Simanson

Text (AI): During your upkeep, sacrifice a forest, or bury Gargantuan Gorilla and Gargantuan Gorilla deals 7 damage to you. If you sacrifice a snow-covered forest in this way, Gargantuan Gorilla gains trample until end of turn.

<T>: Gargantuan Gorilla deals an amount of damage equal to its power to any other target creature. That creature deals an amount of damage equal to its power to Gargantuan Gorilla.

NO RULINGS

1.9 Gift of the Woods

Gift of the Woods

Color = Green
Rarity = AI(C1/C1)
Type = Enchant Creature
Cost = G
Artist = Susan van Camp / Susan van Camp

NOTE: There are TWO different artworks for this card.

Text(AI): If enchanted creature blocks or is blocked by any creatures, enchanted creature gets +0/+3 until end of turn and you gain 1 life.

Rulings

1.10 Gorilla Berserkers

Gorilla Berserkers

Color = Green
Rarity = AI(C1/C2)
Type = Summon Gorillas (2/3)
Cost = 3GG
Artist = John Matson / John Matson

NOTE: There are TWO different artworks for this card.

Text(AI): Trample, rampage: 2
Cannot be blocked by fewer than three creatures.

Flavor Text: "Beneath serenity may lie a hidden rage."
---Jaeuhl Carthalion, Juniper Order Advocate

Flavor Text: "Their fury is their greatest weapon."
---Taaveti of Kelsinko, Elvish Hunter

NO RULINGS

1.11 Gorilla Chieftain

Gorilla Chieftain

Color = Green
Rarity = AI(C1/C1)
Type = Summon Gorilla (3/3)
Cost = 2GG
Artist = Quinton Hoover / Quinton Hoover

NOTE: There are TWO different artworks for this card.

Text (AI): <1G>: Regenerate

Flavor Text: "Oh, no - not you again ?"
---Jaya Ballard, Task Mage

Flavor Text: "In the soil of leadership sprout the seeds of immortality."
---Kaysa, Elder Druid of the Juniper Order

NO RULINGS

1.12 Hail Storm

Hail Storm

Color = Green
Rarity = AI(U2)
Type = Instant
Cost = 1GG
Artist = Jeff A. Menges

Text (AI): Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

Flavor Text: "If they can't take the hail, they'd better stay home."
---Arna Kennerud, Skycaptain

NO RULINGS

1.13 Kaysa

Kaysa

Color = Green
Rarity = AI(R2)
Type = Summon Legend (2/3)
Cost = 3GG
Artist = Rebecca Guay

Text (AI): All green creatures you control get +1/+1.

Flavor Text: Kaysa speaks as the Elder Druid, but the Yavimaya recognizes only one voice: its own.

NO RULINGS

1.14 Nature's Chosen

Nature's Chosen

Color = Green
Rarity = AI(U2)
Type = Enchant Creature
Cost = G
Artist = Rebecca Guay

Text (AI): Play on a creature you control.
<0>: Untap enchanted creature. Use this ability only during your turn and only once each turn.
<0>: Tap enchanted creature to untap target artifact, creature, or land. Use this ability only if enchanted creature is white and only once each turn.

Rulings

1.15 Nature's Wrath

Nature's Wrath

Color = Green
Rarity = AI(R2)
Type = Enchantment
Cost = 4GG
Artist = Liz Danforth

Text (AI): During your upkeep, pay <G> or bury Nature's Wrath. Whenever a player puts a swamp or black permanent into play, he or she sacrifices a swamp or black permanent. Whenever a player puts an island or a blue permanent into play, he or she sacrifices an island or a blue permanent.

Rulings

1.16 Splintering Wind

Splintering Wind

Color = Green
Rarity = AI(R2)
Type = Enchantment
Cost = 2GG
Artist = Ron Spencer

Text (AI): <2G>: Splintering Wind deals 1 damage to target creature. Put a Splinter token into play. Treat this token as a 1/1 green creature with flying and Cumulative Upkeep: <G>. If this token leaves play, it deals 1 damage to you and to each creature you control.

NO RULINGS

1.17 Taste of Paradise

Taste of Paradise

Color = Green
Rarity = AI (C1/C2)
Type = Sorcery
Cost = 3G
Artist = Lawrence Snelly / Lawrence Snelly

NOTE: There are TWO different artworks for this card.

Text(AI): Gain 3 life. Gain 3 life for each <1G> you pay in addition to the casting cost.

Flavor Text: "There is, in each of us, the potential to heal
and the gift of renewed life."
---Kaysa, Elder Druid of the Juniper Order

Flavor Text: "Any who drink of Freyalise's bounty drink
the mead of rebirth."
---Kaysa, Elder Druid of the Juniper Order

NO RULINGS

1.18 Tornado

Tornado

Color = Green
Rarity = AI (R2)
Type = Enchantment
Cost = 4G
Artist = Susan van Camp

Text(AI): Cumulative Upkeep: <G>
<2G>: Pay 3 life for each velocity counter on Tornado. Destroy target permanent and put a velocity counter on Tornado. Use this ability only once each turn. Effects that prevent or redirect damage cannot be used to counter this loss of life.

NO RULINGS

1.19 Undergrowth

Undergrowth

Color = Green
Rarity = AI (C1/C1)
Type = Instant
Cost = G
Artist = Pat Morrissey / Pat Morrissey

NOTE: There are TWO different artworks for this card.

Text(AI): No creatures deal damage in combat this turn. If you pay <2R> in addition to the casting cost, Undergrowth does not affect red creatures.

Flavor Text: "It is the work of sorcery. Burn it !"
---Taaveti of Kelsinko, Elvish Hunter

Flavor Text: "The art of war is turning obstacle to advantage."
---Jaeuhl Carthalion, Juniper Order Advocate

NO RULINGS

1.20 Whip Vine

Whip Vine

Color = Green
Rarity = AI(C1/C1)
Type = Summon Wall (1/4)
Cost = 2G
Artist = L.A. Williams / L.A. Williams

NOTE: There are TWO different artworks for this card.

Text(AI): Can block creatures with flying. You may choose not to untap Whip Vine during your untap phase.
<T>: Tap target creature with flying blocked by Whip Vine. That creature does not untap during its controller's untap phase as long as Whip Vine remains tapped.

NO RULINGS

1.21 Yavimaya Ancients

Yavimaya Ancients

Color = Green
Rarity = AI(C1/C1)
Type = Summon Treefolk (2/7)
Cost = 3GG
Artist = Quinton Hoover / Quinton Hoover

NOTE: There are TWO different artworks for this card.

Text(AI): <G>: +1/-2 until end of turn.

Flavor Text: "The Ancienst teach us that if we can but last,
we shall prevail."
---Kaysa, Elder Druid of the Juniper Order

NO RULINGS

1.22 Yavimaya Ants

Yavimaya Ants

Color = Green
Rarity = AI(U2)
Type = Summon Swarm (5/1)
Cost = 2GG
Artist = Pat Morrissey

Text (AI): Trample.
Cumulative Upkeep: <GG>
Yavimaya Ants can attack the turn it comes into play on your side.

Flavor Text: "Few natural forces are as devastating as hunger."
---Kaysa, Elder Druid of the Juniper Order

NO RULINGS
