

VI_GOLD

Tom de Ruyter

COLLABORATORS

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|---------------|---------------------------|----------------|------------------|
| | <i>TITLE :</i> VI_GOLD | | |
| <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

VI_GOLD

1.1 Visions - Multicolor Cards

Visions - Multicolor Cards

Army Ants

Breathstealer's Crypt

Corrosion

Femeref Enchantress

Firestorm Hellkite

Guiding Spirit

Mundungu

Pygmy Hippo

Righteous War

Scalebane's Elite

Simoon

Squandered Resources

Suleiman's Legacy

Tempest Drake

Viashivan Dragon

1.2 Army Ants

Army Ants

Color = Black/Red
Rarity = VI(U)
Type = Summon Insects (1/1)
Cost = 1BR
Artist = G. Darrow & I. Rabarot

Text (VI): <T>, Sacrifice a land: Destroy target land.

NO RULINGS

1.3 Breathstealer's Crypt

Breathstealer's Crypt

Color = Blue/Black
Rarity = VI(R)
Type = Enchantment
Cost = 2UB
Artist = Blackie del Rio

Text (VI): Whenever any player draws a card, he or she reveals that card.
If the card is a creature card, that player pays 3 life or discards the card.

Rulings

1.4 Corrosion

Corrosion

Color = Black/Red
Rarity = VI(R)
Type = Enchantment
Cost = 1BR
Artist = Michael Danza

Text (VI): Cumulative upkeep: <1>
During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact.
If Corrosion leaves play, remove all rust counters from the game.

Rulings

1.5 Femeref Enchantress

Femeref Enchantress

Color = Green/White
Rarity = VI (R)
Type = Summon Enchantress (1/2)
Cost = GW
Artist = D. Alexander Gregory

Text (VI): Whenever an enchantment is put into any graveyard from play, draw a card.

NO RULINGS

1.6 Firestorm Hellkite

Firestorm Hellkite

Color = Blue/Red
Rarity = VI (R)
Type = Summon Dragon (6/6)
Cost = 4UR
Artist = Pete Venters

Text (VI): Cumulative upkeep: <UR>
Flying, Trample

NO RULINGS

1.7 Guiding Spirit

Guiding Spirit

Color = White/Blue
Rarity = VI (R)
Type = Summon Angel (1/2)
Cost = 1WU
Artist = Terese Nielsen

Text (VI): Flying
<T>: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library.

NO RULINGS

1.8 Mundungu

Mundungu

Color = Blue/Black

Rarity = VI(U)
Type = Summon Wizard (1/1)
Cost = 1UB
Artist = Terese Nielsen

Text (VI): <T>: Counter target spell unless that spell's caster pays an additional <1> and 1 life. Play this ability as an interrupt.

NO RULINGS

1.9 Pygmy Hippo

Pygmy Hippo

Color = Green/Blue
Rarity = VI(R)
Type = Summon Hippopotamus (2/2)
Cost = GU
Artist = Steve White

Text (VI): If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool.

Rulings

1.10 Righteous War

Righteous War

Color = White/Blue
Rarity = VI(R)
Type = Enchantment
Cost = 1WB
Artist = Ian Miller

Text (VI): All white creatures you control gain protection from black.
All black creatures gain protection from white.

NO RULINGS

1.11 Scalebane's Elite

Scalebane's Elite

Color = White/Green
Rarity = VI(U)
Type = Summon Soldiers (4/4)

Cost = 3WG
Artist = Steve Luke

Text (VI): Protection from black

NO RULINGS

1.12 Simoon

Simoon

Color = Red/Green
Rarity = VI (U)
Type = Instant
Cost = RG
Artist = Randy Gallegos

Text (VI): Simoon deals 1 damage to each creature target opponent controls.

NO RULINGS

1.13 Squandered Resources

Squandered Resources

Color = Black/Green
Rarity = VI (R)
Type = Enchantment
Cost = BG
Artist = Romas Kukalis

Text (VI): Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce. Play this ability as a mana source.

Rulings

1.14 Suleiman's Legacy

Suleiman's Legacy

Color = Red/White
Rarity = VI (R)
Type = Enchantment
Cost = RW
Artist = Kaja Foglio

Text (VI): When Suleiman's Legacy comes into play, bury all Djinn and Efreet. Whenever a Djinn or Efreet comes into play, bury it.

Rulings

1.15 Tempest Drake

Tempest Drake

Color = White/Blue
Rarity = VI(U)
Type = Summon Drake (2/2)
Cost = 1WU
Artist = Gerry Grace

Text (VI): Flying
Attacking does not cause Tempest Drake to tap.

NO RULINGS

1.16 Viashivan Dragon

Viashivan Dragon

Color = Red/Green
Rarity = VI(R)
Type = Summon Dragon (4/4)
Cost = 2RRGG
Artist = Ian Miller

Text (VI): Flying
<R>: +1/+0 until end of turn.
<G>: +0/+1 until end of turn.

NO RULINGS
