

# **VI\_GREEN**

Tom de Ruyter

**COLLABORATORS**

|               |                            |                |                  |
|---------------|----------------------------|----------------|------------------|
|               | <i>TITLE :</i><br>VI_GREEN |                |                  |
| <i>ACTION</i> | <i>NAME</i>                | <i>DATE</i>    | <i>SIGNATURE</i> |
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| NUMBER | DATE | DESCRIPTION | NAME |
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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  
Katabatic Winds  
King Cheetah  
Kyscu Drake  
Lichenthrope  
Mortal Wound  
Natural Order  
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.

NO 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.

NO 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.

NO 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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