MI_GREEN

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		COLLABORATORS		
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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.

Flavor Text: No Flavor Text

   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.

Flavor Text: No Flavor Text

   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.

Flavor Text: No Flavor Text

 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.

Flavor Text: "Defiantly, the young cyclops popped the brushwagg
              into his mouth. His cheeks suddenly puffed, his eye bulged,
              and he was forced to agree with his elder."
              -Afari,Tales

 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.

Flavor Text: "In the Mwonvuli you must divide your attention between
              what hangs overhead and what lies underfoot."
              -Sidar Jabari

 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.

Flavor Text: Love is like a rhino, short-sighted and hasty;
             if it cannot find a way, it will make a way.
             --Femeref adage

 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.

Flavor Text: Thus does nature assert herself.

  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.

Flavor Text: No Flavor Text

  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.

Flavor Text: "Tonight we'll eat a farewell feast. Cold corn porridge
            is not enough. Let's peel papayas, pineapples, and mangoes,
            drink coconut milk, and bake bananas."
            -"Love Song of Night and Day"

  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.

Flavor Text: "...and when the farmer awoke the next morning, all
            the seeds from his field were once again in their sacks."
            -Afari, Tales

  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.

Flavor Text: "They say a Zhalfirin archer can split the eye of a griffin.
             Nonsense, of course: they have no faith to guide their darts."
             -Nuru, Femeref archer

  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.

Flavor Text: Five hundred years to grow-barely a minute to eat.

  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.

Flavor Text: "I hate insects of every sort. The only mercy is that they
             are generally small." -Mwani, Mtenda goatherd

  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.

Flavor Text: Hyenas laughing-what's the joke? --Femeref phrase meaning
              "that's not funny"

  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.

Flavor Text: Leave no mouth agape, no stomach unfilled.
               --Granger Guild maxim

  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.

Flavor Text: No Flavor Text

  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.

Flavor Text: "What need have I for cavalry when I can have horse and
              rider both in one?" -Jolrael

  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.

Flavor Text: No Flavor Text

  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.

Flavor Text: Broad as a baobab-and about as smart.

  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.

Flavor Text: "Be like the meerkat, my daughters: ever vigilant,
              true to your own, and wary of strangers."
              -Nabil Alamat, Suq'Ata merchant

 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.

Flavor Text: Better a fierce thunderhead than a sky filled with locusts.

 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.

Flavor Text: No Flavor Text

```
   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.

Flavor Text: No two see the same Maro.

   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
          it's controller's untap phase.

Flavor Text: No Flavor Text

   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.

Flavor Text: "The lion drank that lake right up! In thanks,
              he gave Siti the power to speak with lions and make
              them leave the goats alone."
              -Afari, Tales

 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.

Flavor Text: No Flavor Text

  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.

Flavor Text: "The few of us who survived were denied entry to our
              camp for two days-so like the pox were the marks we bore."
              -Travelogue of Najat

 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.

Flavor Text: No Flavor Text

 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.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.31 Rampant Growth

```
Rampant Growth

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

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

Text(MI): Search your library for a basic land card and put it into play,
```

```
          tapped. Shuffle your library afterwards.
```

Flavor Text: "I've never heard growth before."
              -Gowon, Femeref herder

   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.

Flavor Text: No Flavor Text

   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.

Flavor Text: No Flavor Text

   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.

Flavor Text: No Flavor Text

  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.

Flavor Text: "I have hidden from the machinations of Zhalfir for
             centuries. Why should I join your campaign?"
             -Jolrael

  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.

Flavor Text: In the Jamuraan jungles, there is often no separating
             beauty from danger.

  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.

Flavor Text: No Flavor Text

  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.

Flavor Text: "An ancient court mage unified the houses into guilds
             to serve Zhalfir above their own interests. Even during
             the civil war, the guilds stood together, a testament to
             the wisdom of Teferi." -Afari, Tales

```
 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.

Flavor Text: "After the storm, I found a sea turtle dying on the sands,
              a blade of grass driven through its shell."
              -Travelogue of Najat
```

```
 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.

Flavor Text: Victim of the two-toed faerie
              --Suq'Ata expression meaning "broken"
```

```
 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.
```

Flavor Text: No Flavor Text

 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.

Flavor Text: "To pass through the jungle: silence, courtesy,
              ferocity, as the occasion demands."
              -Kamau, "Proper Passage"

 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.

Flavor Text: "Much can be learned from the bees about dying for a cause."
              -Asmira, Holy Avenger

 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.
```

```
Flavor Text: "Enchant me with your tale-telling. Tell about Tree,
             Grass, River, and Wind. Tell why Truth must fight with
             Falsehood, and why Truth will always win."
             -"Love Song of Night and Day"
```

```
 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.
```

```
Flavor Text: The trees have ears, eyes, and teeth.
```

```
 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.
```

```
Flavor Text: Sometimes the wise ones wove their magic
             into living plants; as the plant grew, so
             grew the magic.
```

```
 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.

Flavor Text: "I will tell my father's stories.... How the elephants
             trampled the leopard cub, and its father, though he knew,
             killed nine goats instead." -"Love Song of Night and Day"

 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.

Flavor Text: "Aselbo soon had the rhino eating from his palm and
             the snake waiting at his heels." -Afari, Tales

 NO RULINGS
```