

VI_GREEN

Roger Gooren, Christian Gartsen, and Robert Woeltjes

COLLABORATORS

	<i>TITLE :</i> VI_GREEN		
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WRITTEN BY	Roger Gooren, Christian Gartsen, and Robert Woeltjes	April 18, 2022	

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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
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Natural Order
Panther Warriors
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Quirion Ranger

River Boa
Rowen
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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.

Flavor Text: Four gray trees and a long, coiling snake. What am I?
-Zhalfirin riddle

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.

Flavor Text: "My horizon was the arcing petals, my new home
resplendent with spires -Naimah, Femeref philosopher

Rulings

1.4 Creeping Mold

Creeping Mold

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

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

Flavor Text: "Mold could catch you."
-Suq'Ata insult

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.

Flavor Text: "How have I angered nature that she would imprison me in a labyrinth of grass?" -Kasib ibn Naji, Letters

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.

Flavor Text: "The elves can hide better than most can look."
-Mwani, Mtenda herder

NO RULINGS

1.7 Emerald Charm

Emerald Charm

Color = Green
Rarity = VI(C)
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.

Flavor Text: No Flavor Text

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.

Flavor Text: "If a rhino's head is lower than its shoulders,
trust me it is not praying." -Mwani, Mtenda herder

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.

Flavor Text: " 'I've seen hornworms big as a man's fist,'
the traveler said, and nodded soberly when our jaws
went slack at his ignorance." -Afari, Tales

NO RULINGS

1.10 Katabatic Winds

Katabatic Winds

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

Text (VI): Phasing.
Creatures with flying cannot attack, block, or use any ability
that includes <T> in the activation cost.

Flavor Text: Wind will win, whatever we wish.

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.

Flavor Text: If you find yourself and a friend being chased
by a King Cheetah, you have but one chance:
Trip your friend. -Suq'Ata wisdom

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.

Flavor Text: No Flavor Text

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

Flavor Text: No Flavor Text

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.

Flavor Text: "Their tears spill over Jamuraa. Mixed with blood,
they wash everything red."
-"Love Song of Night and Day"

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.

Flavor Text: ...but the price of Mangara's freedom was Asmira's life.

Rulings

1.16 Panther Warriors

Panther Warriors

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

Flavor Text: "When you run you're graceful and swift, sleek as a powerful panther." -"Love Song of Night and Day"

NO RULINGS

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.

Flavor Text: "The land has been gracious enough to let you tread upon her for years. That privilege is about to end."
-Liefellen, Quirion exarch

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.

Flavor Text: "Respect the earth, for it will one day be your shield and another day your blanket."
-Liefellen, Quirion exarch

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.

Flavor Text: "But no one heard the snake's gentle hiss for peace over the elephant ↔
's
trumpeting of war."
-Afari, Tales

NO RULINGS

1.20 Rowen

Rowen

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.

Flavor Text: "I've dreamt of a second harvest but fear I will not see it." -Asmira, Holy Avenger

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.

Flavor Text: No Flavor Text

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.

Flavor Text: Prayers for rain are answered with the thunder of hooves.

Rulings

1.23 Summer Bloom

Summer Bloom

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

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

Flavor Text: "Our love is like the river in the summer season of
long rains./For a little while it spilled its banks,
flooding the crops in the fields."
-"Love Song of Night and Day"

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.

Flavor Text: "Is it true that the apes wear furs of gold when
they marry?" -Rana, Suq'Ata market fool

NO RULINGS

1.25 Warthog

Warthog

Color = Green
Rarity = VI(C)
Type = Summon Warthog (3/2)
Cost = 1GG
Artist = Steve White

Text (VI): Swampwalk

Flavor Text: "Too much work-it takes a long time to break them in,
and more than a few recruits."
-Grebog, goblin swine-rider

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.

Flavor Text: "As the winds abated, there was a shower of dragonscales, then nothing more." -Azeworai, "The Unruly Wind"

Rulings
