

Orochi Sustainer

1



Creature — Snake Shaman



☞: Add ♠ to your mana pool.

"Nothing is the same anymore. The forests are not as lush, the waters not as pure, the air not as clear. Without the kami to direct and sustain the forces of nature, it's only a matter of time before we feel their neglect."

rk post

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1/2

Vine Trellis

1



Creature — Plant Wall



Defender

☞: Add ♠ to your mana pool.

Nature twists knots stronger than any rope.

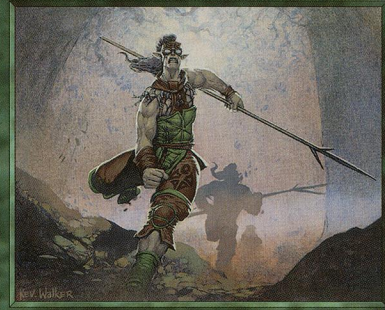
Diferhzi

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0/4

Llanowar Elite

1



Creature — Elf



Kicker 8 (You may pay an additional 8 as you play this spell.)

Trample

If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.

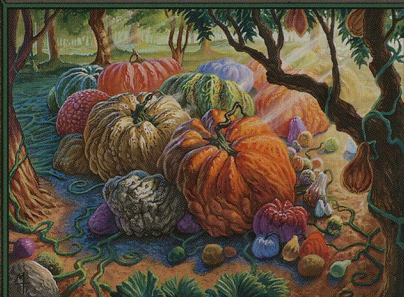
Illus. Kev Walker

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1/1

Fertile Ground

1



Enchantment — Aura



Enchant land

Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Pretty, valuable, and delicious—a boggart thief's trifecta.

Mark Tedin

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Silverglade Elemental

4



Creature — Elemental



When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.

Illus. Chippy

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4/4

Pilgrim's Eye

3



Artifact Creature — Thopter



Flying

When Pilgrim's Eye enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

Charting the Spine of the World is best left to the disposable.

333/361 C

CLB • EN • SEAN MURRAY

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1/1

Sylvok Replica

3



Artifact Creature — Shaman



♣, Sacrifice Sylvok Replica: Destroy target artifact or enchantment.

All the zeal of the Sylvok with only a trace of their conservancy.

Zoltan Boros & Gabor Szekszai

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1/3

Caustic Caterpillar

1



Creature — Insect



1 ♣, Sacrifice Caustic Caterpillar: Destroy target artifact or enchantment.

"That was a Consulate spy thopter. Leave the caterpillar to its meal."
—Pia Nalaar, renegade inventor

086 J22 • EN • 七片藍/AI NANAHIRA

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1/1

Frilled Sandwalla

1



Creature — Lizard



1 ♣: Frilled Sandwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

It basks atop the rubble of Rhonas's monument, which still pulses with latent power.

116/199 C HOU • EN • ZEZHOU CHEN

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1/1

Elvish Branchbender

2



Creature — Elf Druid

☙: Until end of turn, target Forest becomes an X/X Treefolk creature in addition to its other types, where X is the number of Elves you control.

"How do the vinebred feel? Fah! We do not ask the puppet how it feels when the puppeteer bids it dance."

—Ralph Horsley

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2/2

Leery Fogbeast

2



Creature — Beast

Whenever Leery Fogbeast becomes blocked, prevent all combat damage that would be dealt this turn.

It emerges from the mists only to feed.

Illus. Matt Cavotta

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4/2

Algae Gharial

3



Creature — Crocodile

Shroud

Whenever another creature is put into a graveyard from play, you may put a +1/+1 counter on Algae Gharial.

It lurks just under the surface, using the algae-choked tar pits of Jund as both home and hunting blind.

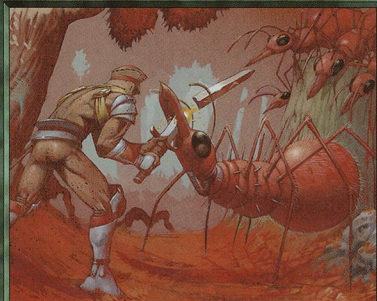
—Michael Ryan

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1/1

Saber Ants

3



Creature — Insect

Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

They stay on the battlefield only long enough to consume the losers.

Illus. Greg Staples

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2/3

Snarling Undorak

2



Creature — Beast

2 **♣**: Target Beast gets +1/+1 until end of turn.

Morph 1 **♣♣♣** (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Most creatures in the Krosan Forest feared the Mirari's power. A few fed upon it.

Illus. Justin Sweet

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3/3

Lone Wolf

2



Creature — Wolf

If Lone Wolf attacks and is blocked, you may choose to have it deal its damage to the defending player instead of to the creatures blocking it.

Illus. Michael Weaver

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2 **♠**/2 **♠**

Darba

3



Creature — Beast

At the beginning of your upkeep, sacrifice Darba unless you pay **♣♣♣**.

Legend has it the darba gave up its wings in return for an extra stomach.

Illus. Heather Hudson

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5/4

Plated Crusher

4



Creature — Beast

Trample, hexproof

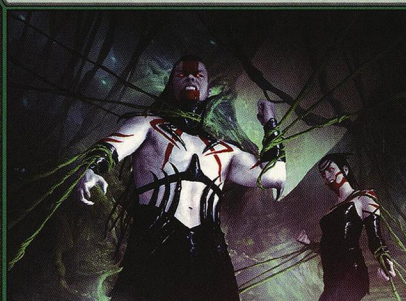
"It might fight the Eldrazi, but don't mistake it for a companion, Gideon. It's not interested in your concept of strength through unity."

—Najiya, leader of the Tajuru

7/6

Vine Snare

2



Instant

Prevent all combat damage that would be dealt this turn by creatures with power 4 or less.

Nissa found that the vines of the marsh could ensnare just as well as forest vines could—maybe even better.

205/272 C
ORI • EN • IGOR KIERYLUK

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Creeping Mold

2



Sorcery

Destroy target artifact, enchantment, or land.

Sanctions, mandates, regulations . . . These things mean nothing to the natural world.

150/264 U
KLD • EN • CLIFF CHILDS

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Feast of Worms

3



Sorcery — Arcane

Destroy target land. If that land is legendary, its controller sacrifices another land.

"The dust beneath our feet was once part of a mighty civilization. Shall we too provide the path for a future generation?"
—Sensei Golden-Tail

—Chippy

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Titanic Growth

1



Instant

M20

Target creature gets +4/+4 until end of turn.

The massive dominate through might. The tiny survive with guile. Beware the tiny who become massive.

343/280 C
M20 • EN • RYAN PANCOAST

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Monstrous Growth

1



Sorcery

Any one creature gets +4/+4 until the end of the turn. (For example, a 6+/3 creature would become 10+/7.)

Illus. Dan Frazier

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Wild Might

1



Instant

Target creature gets +1/+1 until end of turn. That creature gets an additional +4/+4 until end of turn unless any player pays 2.

The hunted can become the fiercest hunters.

Illus. Carl Critchlow

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Gift of Strength

1



Instant

Target creature gets +3/+3 and gains reach until end of turn.

"What greater testament can there be to Rhonas's lessons?"

117/199 C
HOU • EN • KIERAN YANNER

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Vital Surge

1



Instant — Arcane

You gain 3 life.

Splice onto Arcane 1 (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Douglas Shuler

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Ornamental Courage

1



Instant

Untap target creature. It gets +1/+3 until end of turn.

Inspired by the thorns and brambles of the untamed wilds, elvish armor is both beautiful and formidable.

164/264 C
KLD • EN • ANTHONY PALUMBO

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Burr Grafter

3



Creature — Spirit

Sacrifice Burr Grafter: Target creature gets +2/+2 until end of turn.

Soulshift 3 (When this is put into a graveyard from play, you may return target Spirit card with converted mana cost 3 or less from your graveyard to your hand.)

—Heather Hudson

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2/2

Harrier Naga

2



Creature — Naga Warrior

She trusts that the potent poisons of her darts will reach the enemy before the enemy reaches her.

3/3

118/199 C
HOU • EN FILIP BURBURAN

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Viridian Shaman

2



Creature — Elf Shaman

When Viridian Shaman enters the battlefield, destroy target artifact.

She stands as a living symbol of the natural world and an enemy of the forces that threaten it.

2/2

209/342 U
C15 • EN SCOTT M. FISCHER

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Initiate's Companion

1



Creature — Cat

Whenever Initiate's Companion deals combat damage to a player, untap target creature or land.

*"I'd like to say that it's our pet, but the reverse may be closer to the truth."
—Ixor, initiate of Rhet crop*

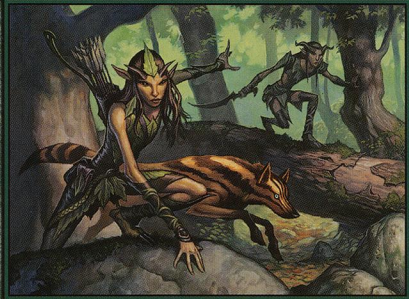
3/1

174/269 C
AKH • EN DAN SCOTT

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Gilt-Leaf Ambush

2



Tribal Instant — Elf

Put two 1/1 green Elf Warrior creature tokens into play. Clash with an opponent. If you win, those creatures gain deathtouch until end of turn. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost. Whenever a creature with deathtouch deals damage to a creature, destroy that creature.)

—Steve Prescott
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Sandstorm



Instant

Sandstorm deals 1 damage to each attacking creature.

Ravaged by decades of war, the land struck back with primal, blinding fury.

174/261 C
DMR • EN GRZEGORZ RUTKOWSKI

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Tranquil Path

4



Sorcery

Destroy all enchantments.
Draw a card.

Freyalise bought the planeswalkers the time they needed by clearing a path through the misshapen hell of Phyrexia.

Illus. John Avon
™ & © 1993–2001 Wizards of the Coast, Inc. 89/143

Uproot

3



Sorcery — Arcane

Put target land on top of its owner's library.

*"We arrived at the battlefield too late. Again. Another error on your part, and you will have to answer to me personally."
—General Takeno, letter to the imperial mapmaker*

—Heather Hudson
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Gingerbread Cabin



Land — Forest

(C : Add C .)

Gingerbread Cabin enters the battlefield tapped unless you control three or more other Forests.

When Gingerbread Cabin enters the battlefield untapped, create a Food token. (It's an artifact with " 2 , C , Sacrifice this artifact: You gain 3 life.")

290
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