

**Allosaurus Shepherd**

**Creature — Elf Shaman**

This spell can't be countered.  
Green spells you control can't be countered.

4: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.

1/1

365 M  
2X2 • EN DOUGLAS SHULER

**Ancient Tomb**

☞: Add ♦♦. Ancient Tomb deals 2 damage to you.

**Land**

021/030 M  
ZNE • EN ADAM PAQUETTE

**Arbor Elf**

**Creature — Elf Druid**

☞: Untap target Forest.

1/1

001/003 P Store Championship  
PRM • EN RIK POST

**Ashaya, Soul of the Wild**

**Legendary Creature — Elemental**

Ashaya, Soul of the Wild's power and toughness are each equal to the number of lands you control.

Nontoken creatures you control are Forest lands in addition to their other types.

★/★

358 M  
ZNR • EN CHASE STONE

**Autumn's Veil**

**Instant**

Spells you control can't be countered by blue or black spells this turn, and creatures you control can't be the targets of blue or black spells this turn.

*The rustling of leaves and a passing shadow are a dryad's only trace.*

Kekai Kotaki

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**Beast Within**

**Instant**

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

*"Kill the weak so they can't drag the strong down to their level. This is true compassion."*  
—Benzir, archdruid of Temple Might

Illus. Dave Allsop

TM & © 2020 Wizards of the Coast 357

**Birds of Paradise**

**Creature — Bird**

Flying

☞: Add one mana of any color.

*Its brilliant plumage painted streaks of color across a sky long darkened by war.*

0/1

439 R  
DMR • EN DARBELL RICHE

**Boreal Druid**

**Snow Creature — Elf Druid**

☞: Add 1 to your mana pool.

*Some creatures are bound to the cold by Rimewind magic. Others seek it out, adapted by two thousand years of the Ice. The Boreal, where Heidar's frigid sway is strongest, is home to both.*

Dan Dos Santos

TM & © 1993–2006 Wizards of the Coast, Inc. 109/153

**Boseiju, Who Endures**

**Legendary Land**

☞: Add ♠.

Channel — 1: Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.

412 R  
NEO • EN えすていお/ESUTHIO



## Boseiju, Who Shelters All

### Legendary Land

Boseiju, Who Shelters All enters the battlefield tapped.

☞, Pay 2 life: Add ☞. If that mana is spent on an instant or sorcery spell, that spell can't be countered.

426 SLD • EN えすていお/ESUTHIO

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## Carpet of Flowers

### Enchantment

At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.

*Winds through silent bloom*

279 SLD • EN JOHANNES VOSS

™ & © 2021 Wizards of the Coast

## Castle Garenbrig

### Land

Castle Garenbrig enters the battlefield tapped unless you control a Forest.

☞: Add ♣.

2 ♣♣, ☞: Add six ♣. Spend this mana only to cast creature spells or activate abilities of creatures.

388 ELD • EN ADAM PIAQUETTE

™ & © 2019 Wizards of the Coast

## Cavern of Souls

### Land

As Cavern of Souls enters the battlefield, choose a creature type.

☞: Add ☞.

☞: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

402 2X2 • EN DREW TUCKER

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## Chord of Calling

### Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Search your library for a creature card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

172/269 R M15 • EN KARL KOPINSKI

™ & © 2014 Wizards of the Coast

## Chrome Mox

### Artifact

**Imprint** — When Chrome Mox enters the battlefield, you may exile a nonartifact, nonland card from your hand.

☞: Add one mana of any of the exiled card's colors to your mana pool.

009/054 S MPS • EN KIERAN YANNER

™ & © 2016 Wizards of the Coast

## Collector Ouphe

### Creature — Ouphe

Activated abilities of artifacts can't be activated.

*"So this orb I got back at Spherecon 1993. It looks a lot like the '94 version but it's actually rounder."*

2/2

1077 SLD • EN ROMAN KLONER

™ & © 2022 Wizards of the Coast

## Crop Rotation

### Instant

As an additional cost to cast this spell, sacrifice a land.

Search your library for a land card, put that card onto the battlefield, then shuffle your library.

*"The end of my cycle draws near. Rise up, young sprouts, and take root in my place."*

349 2XM • EN MARK POOLE

™ & © 2020 Wizards of the Coast

## Eldritch Evolution

### Sorcery

As an additional cost to cast Eldritch Evolution, sacrifice a creature.

Search your library for a creature card with converted mana cost X or less, where X is 2 plus the sacrificed creature's converted mana cost. Put that card onto the battlefield, then shuffle your library. Exile Eldritch Evolution.

155/205 R EMN • EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast



# Elvish Mystic



Creature — Elf Druid

☞: Add ♠.

*"Life grows everywhere. My kin merely find those places where it grows strongest."*  
—Nissa Revane

Illus. Wesley Burt

™ & © 2020 Wizards of the Coast 360

1/1

# Endurance



Creature — Elemental Incarnation

Flash

Reach

When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.

Evoked—Exile a green card from your hand.

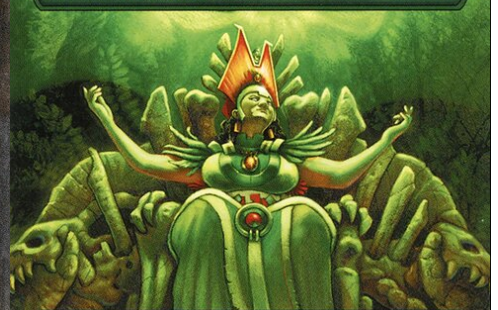
317

MH2 • EN SVETLIN VELINOV

™ & © 2021 Wizards of the Coast

3/4

# Eternal Witness



Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

*"She remembers all those who would otherwise be forgotten."*

388

U 2X2 • EN KEITH GARLETTS

™ & © 2022 Wizards of the Coast

2/1

# Finale of Devastation



Sorcery

Search your library and/or graveyard for a creature card with converted mana cost X or less and put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

*Some spells sing a quiet tune. Others roar.*

160/264 M WAR • EN BAYARD WU

™ & © 2019 Wizards of the Coast

# Force of Vigor



Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.

Destroy up to two target artifacts and/or enchantments.

*The vines overgrew the construct, snapping gears and soaking up aether.*

Illus. Randy Vargas

™ & © 2021 Wizards of the Coast 21/40

# Fyndhorn Elves



Creature — Elf Druid

☞: Add ♠ to your mana pool.

*"Living side by side with the elves for so long leaves me with no doubt that we serve the same goddess."*

—Kolbjörn, elder druid of the Juniper Order

Illus. Justin Hampton

™ & © 1993-2007 Wizards of the Coast LLC 118/195

1/1

# Gaea's Avenger



Creature — Treefolk

Gaea's Avenger's power and toughness are each equal to 1 plus the number of artifacts your opponents control.

Illus. Pete Venters

™ & © 1993-2011 Wizards of the Coast LLC 155/260

1+★/1+★

# Gaea's Cradle



Legendary Land

☞: Add ♠ to your mana pool for each creature you control.

*"Here sprouted the first seedling of Argoth. Here the last tree will fall."*  
—Gamelen, Citanul elder

Illus. Mark Zug

© 1993-1998 Wizards of the Coast, Inc. 321/350

# Garruk, Primal Hunter



Legendary Planeswalker — Garruk

+1: Create a 3/3 green Beast creature token.

-3: Draw cards equal to the greatest power among creatures you control.

-6: Create a 6/6 green Wurm creature token for each land you control.

167/302 M

C19 • EN D. ALEXANDER GREGORY

™ & © 2019 Wizards of the Coast

3



## Gemstone Caverns



### Legendary Land

If Gemstone Caverns is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

☞: Add ☞. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

280/289 M  
TSR • EN • MARTINA PILCEROVA

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## Ghulta, Primal Hunger



### Legendary Creature - Elder Dino...

This spell costs  $X$  less to cast, where  $X$  is the total power of creatures you control.

Trample

JOHANN BODIN

12/12

## Great Oak Guardian



### Creature - Treefolk

Flash

Reach

When Great Oak Guardian enters the battlefield, creatures target player controls get +2/+2 until end of turn. Untap them.

*His roots reach deep and grip hard.*

170/302 U  
C19 • EN • STEVEN BELLEDIN

™ & © 2019 Wizards of the Coast

## Green Sun's Zenith



### Sorcery

Search your library for a green creature card with mana value  $X$  or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

*As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.*

461 R  
2X2 • EN • DAVID RAPOZA

™ & © 2022 Wizards of the Coast

## Homeward Path



### Land

☞: Add 1 to your mana pool.

☞: Each player gains control of all creatures he or she owns.

*"Let your heels point you home."  
—Ancient blessing*

Tomasz Jedruszek  
™ & © 1993–2011 Wizards of the Coast LLC 277/318

## Hyrax Tower Scout



### Creature - Human Scout

When Hyrax Tower Scout enters the battlefield, untap target creature.

*The scouts of Hyrax Tower keep watch at the edge of Setessan territory, protecting the polis from inhuman monsters and enemy armies.*

175/254 C  
THB • EN • MICAH EPSTEIN

™ & © 2020 Wizards of the Coast

## Invigorate



### Instant

If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost. Target creature gets +4/+4 until end of turn.

Illus. Dan Frazier

©1993–1999 Wizards of the Coast, Inc. 254/350

## Jeweled Lotus



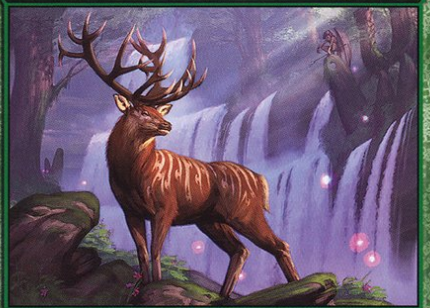
### Artifact

☞, Sacrifice Jeweled Lotus: Add three mana of any one color. Spend this mana only to cast your commander.

695 M  
CMR • EN • ALAYNA DANNER

™ & © 2020 Wizards of the Coast

## Kenrith's Transformation



### Enchantment - Aura

Enchant creature

When Kenrith's Transformation enters the battlefield, draw a card.

Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3.

395 P  
ELD • EN • KIMONAS THEODOSSIOU

™ & © 2019 Wizards of the Coast



**Kogla, the Titan Ape** 3



**Legendary Creature — Ape**

When Kogla, the Titan Ape enters the battlefield, it fights up to one target creature you don't control.

Whenever Kogla attacks, destroy target artifact or enchantment defending player controls.

1 ♣: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.

7/6

328 R  
JKO • EN CHRIS RAHN

**Life's Legacy** 1



**Sorcery**

As an additional cost to cast this spell, sacrifice a creature.

Draw cards equal to the sacrificed creature's power.

*At the instant of death, the mystery of life.*

300 R  
NCC • EN HOWARD LYON

**Llanowar Elves**



**Creature — Elf Druid**

♣: Add ♣.

1/1

1129 R  
SLD • EN KOZYNDAN

**Mana Crypt** 0



**Artifact**

At the beginning of your upkeep, flip a coin. If you lose the flip, Mana Crypt deals 3 damage to you.

♣: Add ♦♦ to your mana pool.

*An utterly silent chamber, submitted by an artificer who wished to remain anonymous.*

016/054 S  
MPS • EN VOLKAN BAGA

**Manglehorn** 2



**Creature — Beast**

When Manglehorn enters the battlefield, you may destroy target artifact.

Artifacts your opponents control enter the battlefield tapped.

2/2

LIUS LASAHIDO

**Momentous Fall** 2



**Instant**

As an additional cost to cast this spell, sacrifice a creature.

You draw cards equal to the sacrificed creature's power, then you gain life equal to its toughness.

*It wasn't long until the elves had developed a use for every part of the Eldrazi.*

173/302 R  
C19 • EN TOMASZ JEDRZEK

**Mouth of Ronom**



**Snow Land**

♣: Add 1 to your mana pool.

4 ♣, ♣, Sacrifice Mouth of Ronom: Mouth of Ronom deals 4 damage to target creature. (♣ can be paid with one mana from a snow permanent.)

Daren Bader

TM & © 1993–2006 Wizards of the Coast, Inc. 148 153

**Mox Diamond** 0



**Artifact**

When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond.

♣: Add one mana of any color to your mana pool. Play this ability as a mana source.

Illus. Dan Frazier

© 1998 Wizards of the Coast, Inc.

**Natural Order** 2



**Sorcery**

As an additional cost to cast this spell, sacrifice a green creature.

Search your library for a green creature card, put it onto the battlefield, then shuffle.

*"Nature is neither cruel nor kind. It operates on necessity, not sentiment."  
—Dina, Witherbloom mage-student*

054/063 M  
STA • EN ANATO FINNSTARK



### Nature's Claim



Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

*"The timeless, tireless jaws of nature shall one day devour us all."*  
—Sildark, artificer of Omu

Illus. Raoul Vitale

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### Null Rod



Artifact

Players cannot play any artifact abilities requiring an activation cost.

Gerrard: "But it doesn't do anything!"  
Hanna: "No—it does nothing."

Illus. Anson Maddocks

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### Nykthos, Shrine to Nyx



Legendary Land

☞: Add ☞.

2, ☞: Choose a color. Add an amount of mana of that color equal to your devotion to that color.

JUNG PARK

### Phyrexian Dreadnought



Artifact Creature

Trample

When Phyrexian Dreadnought comes into play, sacrifice any number of creatures with total power of 12 or more, or bury Phyrexian Dreadnought.

Illus. Pete Venters

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12/12

### Phyrexian Soulgorger



Snow Artifact Creature — Construct

Cumulative upkeep—Sacrifice a creature. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

*The Phyrexian minds that constructed it did not live past its awakening.*

Brian Snoddy

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8/8

### Plaza of Heroes



Land

☞: Add ☞.

☞: Add one mana of any color. Spend this mana only to cast a legendary spell.

☞: Add one mana of any color among legendary permanents you control.

3, ☞, Exile Plaza of Heroes: Target legendary creature gains hexproof and indestructible until end of turn.

421 R DMU • EN GABOR SZIKSZAI

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### Priest of Titania



Creature — Elf Druid

☞: Add ☙ to your mana pool for each Elf on the battlefield.

*Titania rewards all who honor the forest by making them a living part of it.*

Illus. Rebecca Guay

1/1

### Quirion Ranger



Summon Elf

Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn.

*"Respect the earth, for it will one day be your shield and another day your blanket."*  
—Liefellen, Quirion exarch

Illus. Tom Kyffin

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1/1

### Reclamation Sage



Creature — Elf Shaman

When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.

*"What was once formed by masons, shaped by smiths, or given life by mages, I will return to the embrace of the earth."*

Illus. Christopher Moeller

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2/1



# Regal Force

4



Creature – Elemental

When Regal Force enters the battlefield, draw a card for each green creature you control.

5/5

BRANDON KITKOUSKI

# Relic Golem

3



Artifact Creature – Golem

Relic Golem can't attack or block unless an opponent has eight or more cards in their graveyard.  
2, ♣: Target player mills two cards. (They put the top two cards of their library into their graveyard.)

6/6

249/280 U  
ZNR • EN SVETLIN VELINOV

™ & © 2020 Wizards of the Coast

# Return of the Wildspeaker

4



Instant

Choose one —  
• Draw cards equal to the greatest power among non-Human creatures you control.  
• Non-Human creatures you control get +3/+3 until end of turn.

373  
ELD • EN CHRIS RALLIS

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# Rishkar's Expertise

4



Sorcery

Draw cards equal to the greatest power among creatures you control. You may cast a spell with converted mana cost 5 or less from your hand without paying its mana cost.

MAGALI VILLENEUVE

# Scale Up

1



Sorcery

Until end of turn, target creature you control becomes a green Wurm with base power and toughness 6/4.  
Overload 4 ♣♣

Illus. Suzanne Helmigh  
™ & © 2021 Wizards of the Coast 25/40

# Scryb Ranger

1



Creature — Faerie

Flash (You may play this spell any time you could play an instant.)  
Flying, protection from blue  
Return a Forest you control to its owner's hand: Untap target creature. Play this ability only once each turn.

Rebecca Guay

1/1

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# Selvala, Heart of the Wilds

1



Legendary Creature — Elf Scout

Whenever another creature enters the battlefield, its controller may draw a card if its power is greater than each other creature's power.

♣, ♠: Add X mana in any combination of colors to your mana pool, where X is the greatest power among creatures you control.

2/3

037/073 M  
P22 • EN TYLER JACOBSON

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# Shared Summons

3



Instant

Search your library for up to two creature cards with different names, reveal them, put them into your hand, then shuffle your library.

"In times of need, the forest creates its own protectors."  
—Vivien Reid

193/280 R  
M20 • EN AARON MILLER

™ & © 2019 Wizards of the Coast

# Sheltering Ancient

1



Creature — Treefolk

Trample  
Cumulative upkeep—Put a +1/+1 counter on a creature an opponent controls. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Pete Venters

5/5

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329 R  
SLD • EN JUBILEE

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329 R  
SLD • EN JUBILEE

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329 R  
SLD • EN JUBILEE

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SLD • EN JUBILEE

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329 R  
SLD • EN JUBILEE

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Sol Ring

1

Artifact

J

☞: Add ♦♦ to your mana pool.

*It took the reclusive Vēnya Sangmi a lifetime to realize her childhood vision: a band of sunlight made solid.*

024/054  
MPS • EN VOLKAN BAGA

2016 Wizards of the Coast



Soul's Majesty

4

Sorcery

W

Draw cards equal to the power of target creature you control.

*An avatar he sculpts of wisdom and strength.*

131 R  
NEC • EN JESPER EISING

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**Staff of Domination** 3



**Artifact**

1: Untap Staff of Domination.  
 2, ♣: You gain 1 life.  
 3, ♣: Untap target creature.  
 4, ♣: Tap target creature.  
 5, ♣: Draw a card.

048/054 S  
 MPS • EN ZEEHOUT • EN

**Summoner's Pact** 0



**Instant**

Search your library for a green creature card, reveal it, put it into your hand, then shuffle your library.  
 At the beginning of your next upkeep, pay 2 ♣♣. If you don't, you lose the game.

234/289 R  
 TSR • EN CHIPPY

**Survival of the Fittest** 1



**Enchantment**

♣, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

Illus. Pete Venters  
 ©1993-1998 Wizards of the Coast, Inc. 129/143

**Sylvan Library** 1



**Enchantment**

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

441 M  
 DMR • EN MARK POOLE

**Sylvan Safekeeper**



**Creature — Wizard**

Sacrifice a land: Target creature you control can't be the target of spells or abilities this turn.

*"How could someone so small cause so much trouble?"*  
 —Nomad sentry

Illus. Pete Venters  
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**Temur Sabertooth** 2



**Creature — Cat**

1 ♣: You may return another creature you control to its owner's hand. If you do, Temur Sabertooth gains indestructible until end of turn.

*"Kind of a glorified house cat, don't you think? Cool tattoos, though."*  
 —Crocodile Jackson, legendary cowboy

308 R  
 SLD • EN CROCODILE JACKSON

**Tooth and Nail** 5



**Sorcery**

Choose one — Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand onto the battlefield.  
 Entwine 2 (Choose both if you pay the entwine cost.)

Jesper Ejsing  
 TM & © 2013 Wizards of the Coast 170/220

**Turntimber Symbiosis** 4



**Sorcery**

Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has converted mana cost 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.

**Land** ♣: Add ♣.

364 M  
 ZNR • EN RANDY VARGAS

**Turntimber, Serpentine Wood**



**Land**

As Turntimber, Serpentine Wood enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

♣: Add ♣.

**Sorcery** 4 ♣♣♣

364 M  
 ZNR • EN RANDY VARGAS



# Umbral Mantle

3

Artifact — Equipment

Equipped creature has “3, : This creature gets +2/+2 until end of turn.” ( is the untap symbol.)

Equip 0

*It harnesses the power of night in a land where daylight fears to show itself.*

Richard Sardinia

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# Utopia Sprawl

Enchantment — Aura

Enchant Forest

As Utopia Sprawl enters the battlefield, choose a color.

Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

409 R  
SLD • EN • KELOGSLOOPS

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# Veil of Summer

Instant

M20

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (*You and they can't be the targets of blue or black spells or abilities your opponents control.*)

196/280 U  
M20 • EN • LAKE HURWITZ

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# Vines of Vastwood

Instant

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

Target creature can't be the target of spells or abilities your opponents control this turn. If Vines of Vastwood was kicked, that creature gets +4/+4 until end of turn.

168/249 C  
MM2 • EN • CHRISTOPHER MOELLER

™ & © 2015 Wizards of the Coast

# Wandering Archaic

5

Creature — Avatar

Whenever an opponent casts an instant or sorcery spell, they may pay 2. If they don't, you may copy that spell. You may choose new targets for the copy.

Sorcery 3  
286 R  
STX • EN • WAYNE REYNOLDS

4/4

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# Explore the Vastlands

3

Sorcery

Each player looks at the top five cards of their library, reveals a land card and/or an instant or sorcery card from among them, then puts the cards they revealed this way into their hand and the rest on the bottom of their library in a random order. Each player gains 3 life.

Avatar 5  
286 R  
STX • EN • WAYNE REYNOLDS

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# Wild Growth

Enchantment — Aura

EDITION

Enchant land

Whenever enchanted land is tapped for mana, its controller adds an additional .

Illus. Mark Poole

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# Wirewood Lodge

Land

: Add 1 to your mana pool.

: Untap target Elf.

Illus. Anthony S. Waters

™ & © 1993–2002 Wizards of the Coast, Inc. 329/350

# Wirewood Symbiote

Creature — Insect

Return an Elf you control to its owner's hand: Untap target creature. Play this ability only once each turn.

*It drinks fatigue.*

Illus. Thomas M. Baxa

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# Woodland Bellow

4



Creature — Beast



When Woodland Bellow enters the battlefield, you may search your library for a nonlegendary green creature card with converted mana cost 3 or less, put it onto the battlefield, then shuffle your library.

6/5

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ORI • EN JASPER SANDNER

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# Worldly Tutor



Instant



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.

*"Aselbo soon had the rhino eating from his palm and the snake waiting at his heels."*  
—Afari, Tales

Illus. David O'Connor

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# Yavimaya, Cradle of Growth



Legendary Land



Each land is a Forest in addition to its other land types.

*"Multani's heart is a seed, and all of Yavimaya is its flower. There is as much life here as in the rest of Dominaria together."*

—Karn

Illus. Sarah Finnigan

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