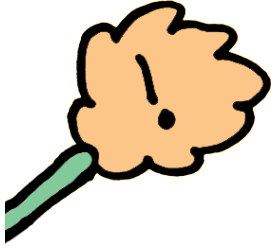
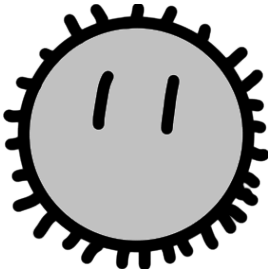
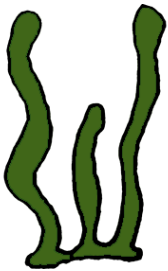

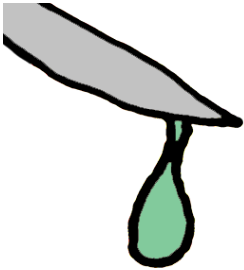

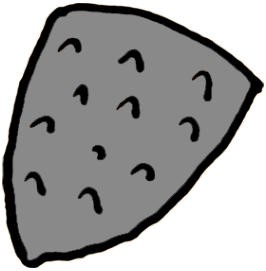



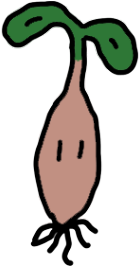



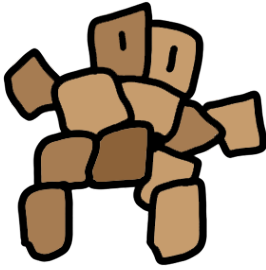









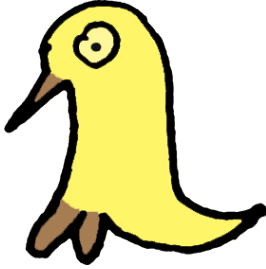


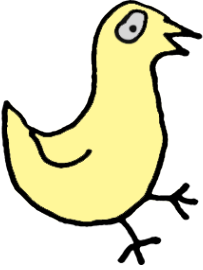









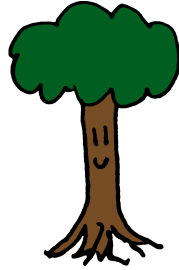


<p><b>Alarm Pheromone</b> ▼</p>  <p><b>Spell</b></p> <p>If you control an ▼ creature, draw 2 cards.</p>	<p><b>Ash Sprite</b> ▼</p>  <p><b>Creature</b></p> <p>Can provide either ▼ or ▲ when channeled.</p>	<p><b>Awakened Vines</b> ▼</p>  <p><b>Creature</b></p>
<p><b>Carnivorous Fern</b> ▼</p>  <p><b>Creature</b></p> <p>At the end of your opponent's turn, if they control a creature, you may summon this from your hand.</p>	<p><b>Contact Poison</b> ▼</p>  <p><b>Spell - Enchantment</b></p> <p>Enchant a creature. It gains +2 / -1.</p>	<p><b>Enchanted Pebbles</b> ▼</p>  <p><b>Creature</b></p> <p>You may only play this card if you have cast an ▼ spell this turn.</p>
<p><b>Evolve Scales</b> ▼</p>  <p><b>Spell - Reaction</b></p> <p>Cast when a friendly creature is attacked. Give it +0 / +4 until the end of this turn.</p>	<p><b>Forest Sprite</b> ▼</p>  <p><b>Creature</b></p> <p>The next ▼ creature you play this turn costs ▼ less.</p>	<p><b>Growth</b> ▼</p>  <p><b>Spell - Enchantment</b></p> <p>Enchant a creature. It gains +1 / +1. Draw a card.</p>
<p>2 / 1</p>	<p>+2 / -1</p>	<p>2 / 2</p>
<p>1 / 1</p>	<p>+1 / +1</p>	<p>1 / 1</p>

<p><b>Peach Sapling</b> </p>  <p><b>Creature</b> Draw a card.</p> <p><b>1 / 1</b></p>	<p><b>Savagery</b> </p>  <p><b>Spell - Reaction</b> Cast when you declare a counterattack. Give your creatures +2 / +0 until the end of this turn.</p>	<p><b>Ash Golem</b> </p>  <p><b>Creature</b> Whenever this creature would take damage, it takes 1 less damage.</p> <p> <b>2 / 2</b></p>
<p><b>Evolving Shrub</b> </p>  <p><b>Creature</b>  spells you cast targeting this cost nothing.</p> <p> <b>0 / 3</b></p>	<p><b>Large Worm</b> </p>  <p><b>Creature</b></p> <p> <b>2 / 2</b></p>	<p><b>Mana Sapper</b> </p>  <p><b>Creature</b> When this creature damages an opponent, exile the top card of their mana pool to draw a card.</p> <p> <b>1 / 2</b></p>
<p><b>Relentless Eagle</b> </p>  <p><b>Creature</b> The first time this creature is destroyed, resummon it.</p> <p> <b>1 / 1</b></p>	<p><b>Spore-Infested Boar</b> </p>  <p><b>Creature</b> When this is destroyed by combat damage, <b>search</b> for an  card.</p> <p> <b>2 / 1</b></p>	<p><b>Armoured Crocodile</b> </p>  <p><b>Creature</b></p> <p>  <b>3 / 3</b></p>

**Ash Elemental****Creature**

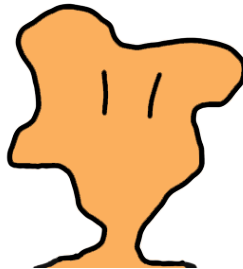
Draw a card.

**2 / 3****Awakened Oak****Creature**

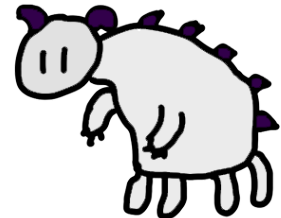
Spells your opponent casts that can target this creature must target this.

**2 / 4****Earth Spiritsinger****Creature**

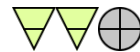
Whenever you summon an creature, **search** for an spell.

**2 / 2****Protector of the Forest****Creature****3 / 3****Sand Elemental****Creature**

Destroy the active field spell.

**3 / 4****Blighted Druid****Creature**

Your creatures cost less.

**4 / 2****Restless Willow****Creature****4 / 4**