

**Mycoloth**

3

**Creature — Fungus**

Devour 2 (*As this comes into play, you may sacrifice any number of creatures. This creature comes into play with twice that many +1/+1 counters on it.*)

At the beginning of your upkeep, put a 1/1 green Saproling creature token into play for each +1/+1 counter on Mycoloth.

4/4

— Raymond Swanland

TM &amp; © 1993–2008 Wizards of the Coast, Inc. 140/249

**Necrogenesis**

3

**Enchantment**

2: Remove target creature card in a graveyard from the game. Put a 1/1 green Saproling creature token into play.

*“Those may be the squirms of one life ending or of another beginning. Either way, I’d leave it alone.”*

—Rakka Mar

— Trevor Claxton

TM &amp; © 1993–2008 Wizards of the Coast, Inc. 181/249

**Morbid Bloom**

4

**Sorcery**

Remove target creature card in a graveyard from the game, then put X 1/1 green Saproling creature tokens into play, where X is the removed card’s toughness.

*“From the damned I make my garden.”*

—Jorshu of Clan Nel Toth

— Trevor Claxton

TM &amp; © 1993–2009 Wizards of the Coast LLC 94/145

**Natural End**

2

**Instant**

Destroy target artifact or enchantment. You gain 3 life.

*The haunted blade shattered, and the geist drifted gratefully to the Blessed Sleep.*

— Scott Choi

TM &amp; © 1993–2012 Wizards of the Coast LLC 185/244

**Night Soil**

3

**Enchantment**

1: Remove two creatures in any graveyard from the game to put a Saproling token into play. Treat this token as a 1/1 green creature.

*“There were often more Thallids after a battle than before.”*

—Sarpadian Empires, vol. III

Illus. Drew Tucker

© 1994 Wizards of the Coast, Inc. All rights reserved.

**Nettlevine Blight**

4

**Enchantment — Aura**

Enchant creature or land

Enchanted permanent has “At the end of your turn, sacrifice this permanent and attach Nettlevine Blight to a creature or land you control.”

— Michael Sutfin

TM &amp; © 1993–2007 Wizards of the Coast, Inc. 131/301

**Nature's Spiral**

1

**Sorcery**

Return target permanent card from your graveyard to your hand. (*A permanent card is an artifact, creature, enchantment, land, or planeswalker card.*)

*Like nature, the fern spirals back on itself, eternally seeking its own center.*

— Terese Nielsen

TM &amp; © 1993–2009 Wizards of the Coast LLC 196/249

**Primal Growth**

2

**Sorcery**

Kicker—Sacrifice a creature. (*You may sacrifice a creature in addition to any other costs as you play this spell.*)

Search your library for a basic land card, put that card into play, then shuffle your library. If you paid the kicker cost, instead search your library for two basic land cards, put them into play, then shuffle your library.

Illus. rk post

© 1993–2001 Wizards of the Coast, Inc. 87/243

**Enchantment — Aura**

Enchant creature

Enchanted creature gets +3/+3.

Dredge 2 (*If you would draw a card, instead you may put exactly two cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.*)

— Wayne England

TM &amp; © 1993–2005 Wizards of the Coast Inc. 173/305