

Dryad Arbor



Land Creature — Forest Dryad

(Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "☞: Add ♣ to your mana pool.")

Dryad Arbor is green.

"Touch no tree, break no branch, and speak only the question you wish answered."
—Von Yomm, elder druid, to her initiates

Eric Fortune

1/1

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Forest



Basic Land **Forest**

Veronique Meignaud

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Horizon Canopy



Land

☞, Pay 1 life: Add ♣ or ✱ to your mana pool.

1, ☞, Sacrifice Horizon Canopy: Draw a card.

The day is born within its branches.

240/249 R
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Plains



Basic Land **Plains**

John Avon

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Razorverge Thicket



Land

Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ✱ to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick

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Temple Garden



Land — Forest Plains

(☞: Add ♣ or ✱ to your mana pool.)

As Temple Garden comes into play, you may pay 2 life. If you don't, Temple Garden comes into play tapped instead.

Rob Alexander
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Rob Alexander
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Verdant Catacombs



Land

☞, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card and put it onto the battlefield. Then shuffle your library.

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249/249 R
MM3 • EN VANCE KOVACS
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Windswept Heath



Land

☞, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card and put it onto the battlefield. Then shuffle your library.

Where dragons once roared, their bones now keen.

248/269 R
KTK • EN YEONG-HAO HAN
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Gladecover Scout



Creature — Elf Scout

MY2

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

"The forest is my cover and I hold it close. In such a tight embrace there is no room for wickedness."

Allen Williams

1/1

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Kor Spiritdancer

1



Creature — Kor Wizard

◆

Kor Spiritdancer gets +2/+2 for each Aura attached to it.

Whenever you cast an Aura spell, you may draw a card.

She reaches beyond the physical realm, touching the ideals from which all creatures draw their power.

Scott Chou

0/2

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Kor Spiritdancer 1



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— Scott Chou

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Slippery Bogle



Creature — Beast

Slippery Bogle can't be the target of spells or abilities your opponents control.

Bogles are very tasty if you can get the skin off. It's getting a blade on them that's the problem.

— Dave Allsop

1/1

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Path to Exile



Instant

Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

017/249 U
MM3 • EN • TODD LOCKWOOD

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Daybreak Coronet



Enchantment — Aura

Enchant creature with another Aura attached to it
Enchanted creature gets +3/+3 and has first strike, vigilance, and lifelink. *(Whenever it deals damage, its controller gains that much life.)*

— Scott Hampton

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Ethereal Armor



Enchantment — Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.
Metal is scarce, smiths are pricey, and plate mail is heavy.

— Daarken

™ & © 2012 Wizards of the Coast 9/274

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Gryff's Boon



Enchantment — Aura

Enchant creature
Enchanted creature gets +1/+0 and has flying.
3 *: Return Gryff's Boon from your graveyard to the battlefield attached to target creature. Activate this ability only any time you could cast a sorcery.

020/297 U
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Hyena Umbra



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 and has first strike.

Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

Howard Lyon

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Rancor



Enchant Creature



Enchanted creature gains +2/+0 and trample.

When Rancor is put into a graveyard from play, return Rancor to owner's hand.

Hatred outlives the hateful.

Illus. Kev Walker

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Rancor



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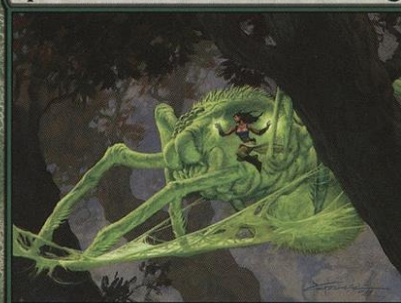
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Spider Umbra



Enchantment — Aura



Enchant creature

Enchanted creature gets +1/+1 and has reach. (It can block creatures with flying.)

Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

Christopher Moeller

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Spirit Mantle  



Enchantment — Aura  

Enchant creature
 Enchanted creature gets +1/+1 and has protection from creatures. *(It can't be blocked, targeted, or dealt damage by creatures.)*
The shield of unimpeachable purity is as strong as any wrought on the anvil.

— Izzy
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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.

164/254 R
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Gaddock Teeg  



Legendary Creature — Kithkin Advisor 

Noncreature spells with converted mana cost 4 or greater can't be played.
 Noncreature spells with  in their mana costs can't be played.
So great is his wisdom and spirit that many who have met him say that they stood before a giant of a man and talked to the wisest of the four winds.

2/2
 — Greg Staples
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Grafdigger's Cage 



Artifact 

Creature cards can't enter the battlefield from graveyards or libraries.
Players can't cast cards in graveyards or libraries.

"If you wind up in one of mine, you can be sure as silver it will be your last."
—Grafdigger Wulmer

—Daniel Ljunggren

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Leyline of Sanctity 



Enchantment 

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.
You can't be the target of spells or abilities your opponents control.

—Ryan Pancoast

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Nature's Claim 



Instant 

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

"On this plane, the use of magic can provoke a ferocious reprisal from nature. Whoever the Eldrazi were, their relics left Zendikar forever enraged."
—Jace Beleren

—Daarken

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Rest in Peace 



Enchantment 

When Rest in Peace enters the battlefield, exile all cards from all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.

—Terese Nielsen

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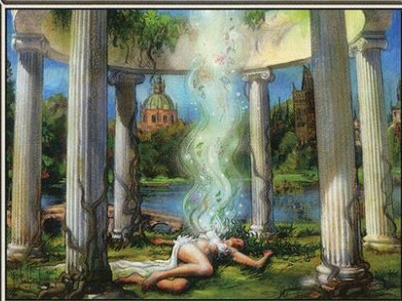
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Terese Nielsen

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Stony Silence

1*



Enchantment



Activated abilities of artifacts can't be activated.

*Let moss grow over gargoyles
—Gavony saying meaning
“forget painful memories”*

Wayne England

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