

Blooming Marsh



Land

Blooming Marsh enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♣ to your mana pool.

A retreat to nature can inspire even the most jaded inventor.

243/264 R
KLD • EN • ADAM PAQUETTE

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Cavern of Souls



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

☞: Add 1 to your mana pool.

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

— Cliff Childs

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Forest



Basic Land  **Forest** ◆

— Veronique Meignaud

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Forest



Basic Land  **Forest** ◆

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Dwynen's Elite 1



Creature — Elf Warrior

When Dwynen's Elite enters the battlefield, if you control another Elf, put a 1/1 green Elf Warrior creature token onto the battlefield.

"Come, my beautiful brothers and sisters. Let us hunt."
—Dwynen, Gilt-Leaf daen

2/2

173/272 U
ORI • EN • LIUS LASAHIDO

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Elvish Archdruid 1



Creature — Elf Druid

Other Elf creatures you control get +1/+1.
☙: Add ♣ to your mana pool for each Elf you control.

He knows the name of every elf born in the last four centuries. More importantly, they all know his.

—Karl Kopinski

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Elvish Clancaller



Creature — Elf Druid

Other Elves you control get +1/+1.
4 ♣♣, ☙: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle your library.

No single root feeds the forest.

1/1

179/280 R
M19 • EN • MATT STEWART

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M19 • EN • MATT STEWART  TM & © 2018 Wizards of the Coast

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1/1

Elvish Mystic 



Creature — Elf Druid 

: Add  to your mana pool.

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

Wesley Burt  TM & © 2013 Wizards of the Coast 119/249

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1/1

Ezuri, Renegade Leader 



Legendary Creature — Elf Warrior 

: Regenerate another target Elf.

2    : Elf creatures you control get +3/+3 and gain trample until end of turn.

The infamous Ezuri commands the highest bounty the vedalken have ever placed upon an outlaw.

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Karl Kopinski

2/2

Heritage Druid

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Creature — Elf Druid

Tap three untapped Elves you control: Add ♣♣♣ to your mana pool.
*"Study the great spirits of our age and those of the past. Prune secrets from the branching trceries of our lineage."
 —Twila, Gilt-Leaf archdruid*

Larry MacDougall

1/1

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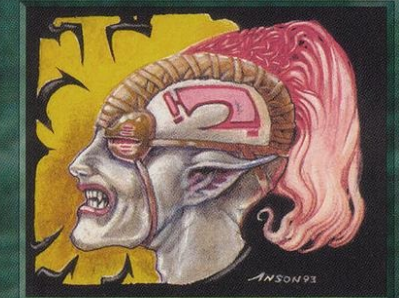
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Llanowar Elves

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Summon Elves

Tap to add 1 green mana to your mana pool. This tap can be played as an interrupt.
Whenever the Llanowar Elves gather the fruits of their forest, they leave one plant of each type untouched, considering that nature's portion.

Illus. © Anson Maddocks

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1/1

Nettle Sentinel 



Creature — Elf Warrior 

Nettle Sentinel doesn't untap during its controller's untap step.
Whenever you play a green spell, you may untap Nettle Sentinel.

Though Shadowmoor's monster-haunted wilds beckon, she never leaves her post.

— Kev Walker 

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Shaman of the Pack 



Creature — Elf Shaman 

When Shaman of the Pack enters the battlefield, target opponent loses life equal to the number of Elves you control.

To the elves, her spear is a compass; to the boggarts, a harbinger of doom.

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Collected Company 



Instant 

Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

Many can stand where one would fall.

177/264 R  DTK • EN • FRANZ VORHINKEL ™ & © 2015 Wizards of the Coast

Collected Company 3



Instant

Look at the top six cards of your library. Put up to two creature cards with converted mana cost 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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177/264 R DTK • EN FRANZ VOHWINKEL

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177/264 R DTK • EN FRANZ VOHWINKEL

Lead the Stampede 2



Sorcery

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

—Efrem Palacios

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Assassin's Trophy



Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

A power vacuum for the Azorius. A keepsake for Vraska.

152/259 R Story Spotlight GRN • EN SED MCKINNON

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152/259 R Story Spotlight GRN • EN SED MCKINNON

Collector Ouphe 1



Creature — Ouphe

Activated abilities of artifacts can't be activated.

"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."
—Jhoira

158/254 R M H1 • EN FILIP BURBURAN

2/2

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Elvish Champion 1



Creature — Lord

All Elves get +1/+1 and have forestwalk. (They're unblockable as long as defending player controls a forest.)

"For what are leaves but countless blades To fight a countless foe on high."
—Skyshroud hymn

Illus. D. Alexander Gregory 2/2

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Essence Warden



Creature — Elf Shaman

Whenever another creature comes into play, you gain 1 life.

"The more our numbers grow, the more I gain hope that Volrath and his cursed stronghold will one day fall."
—Eladamri, Lord of Leaves

—Terese Nielsen 1/1

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Force of Vigor 2



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 MH1 • EN RANDY VARGAS

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164/254 R MH1 • EN RANDY VARGAS

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Fracturing Gust 2



Instant

Destroy all artifacts and enchantments. You gain 2 life for each permanent destroyed this way.

Elvish dawnhands test a relic's worthiness before collecting it for the safehold. If it can't stand up to a stiff breeze, it's left behind.

—Michael Sutfin

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Melira, Sylvok Outcast 1



Legendary Creature — Human Scout

You can't get poison counters. Creatures you control can't have -1/-1 counters placed on them. Creatures your opponents control lose infect.

Once a pariah, now Mirrodin's greatest hope.

—Min Yum 2/2

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Reclamation Sage 2



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."

—Christopher Moeller 2/1

194/269 U M15 • EN CHRISTOPHER MOELLER

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Scavenging Ooze 1



Creature — Ooze

♣: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

—Austin Hsu 2/2

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2/2

191/254 C
MH1 • EN

Weather the Storm
1

Instant

You gain 3 life.

Storm (When you cast this spell, copy it for each spell cast before it this turn.)

"Quell your ego and anywhere can be as calm as a hurricane's eye."

191/254 C
MH1 • EN

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191/254 C
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