

Reveillark

(4)*



Creature — Elemental

Flying

When Reveillark leaves play, return up to two target creature cards with power 2 or less from your graveyard to play.

Evoke 5* (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

4/3

Jim Murray
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Pactism

1*



Enchant Creature

Enchanted creature cannot attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

Illus. Robert Bliss

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Hillcomber Giant

(2)*



Creature — Giant Scout

Mountainwalk

The giants believe the fossils they find in Lorwyn's rocky heights are dreams frozen in time, and they treasure them.

3/3

Ralph Horsley
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Hundred-Handed One

(2)*



Creature — Giant

Vigilance

3***: Monstrosity 3. (If this creature isn't monstrous, put three +1/+1 counters on it and it becomes monstrous.)

As long as Hundred-Handed One is monstrous, it has reach and can block an additional ninety-nine creatures each combat.

3/5

Cloudgoat Ranger

(3)*



Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

3/3

Adam Rex

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Feudkiller's Verdict

(4)*



Tribal Sorcery — Giant

You gain 10 life. Then if you have more life than an opponent, put a 5/5 white Giant Warrior creature token into play.

"There are all kinds of strengths, but if you have strength of soul, the others will follow."
—Galanda Feudkiller

Dan Scott

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Grasping Giant

(5)*



Creature — Giant

Vigilance

Whenever Grasping Giant becomes blocked by a creature, exile that creature until Grasping Giant leaves the battlefield.

Mirinthes thought death was seconds away when the giant's fist closed around him. Two days later, he was praying for death's release.

5/7

Jareth, Leonine Titan

(3)*



Legendary Creature — Cat Giant

Whenever Jareth, Leonine Titan blocks, it gets +7/+7 until end of turn.
*: Jareth gains protection from the color of your choice until end of turn.

Light's champion in the stronghold of darkness.

4/7

Cenn's Tactician

*



Creature — Kithkin Soldier

*, *: Put a +1/+1 counter on target Soldier creature.

Each creature you control with a +1/+1 counter on it can block an additional creature.

The choke point was the plan, but devoted camaraderie was always her strategy.

Zoltan Boros & Gabor Sziksza

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1/1

Goldmeadow Harrier



Creature — Kithkin Soldier

*: Tap target creature.

"It's a proven fact that sling-stones from the dawn side of the riverbank sail the farthest and truest."

—Deagan, cenn of Burrenton

Steve Prescott

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1/1

Goldmeadow Stalwart



Creature — Kithkin Soldier

As an additional cost to play Goldmeadow Stalwart, reveal a Kithkin card from your hand or pay 3.

The thoughtweft ties a clachan together. Sharing each other's hopes and fears, all the village's citizens spring into action upon the first threat to any one of them.

Wayne Reynolds

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2/2

Ballyrush Banneret



Creature — Kithkin Soldier

Kithkin spells and Soldier spells you play cost 1 less to play.

Only wool from the side of the springjack turned most often to the sun can be woven into kithkin battle standards. Jackherds record every movement of their woolly-jacks until shearing.

Ralph Horsley

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2/1

Cenn's Heir



Creature — Kithkin Soldier

Whenever Cenn's Heir attacks, it gets +1/+1 until end of turn for each other attacking Kithkin.

His home clachan's familial spirit bolsters his own, but he will be ready to preside over the town as cenn only after he learns to project that strength to others.

Steven Belledin

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1*

Kithkin Greatheart



Creature — Kithkin Soldier

As long as you control a Giant, Kithkin Greatheart gets +1/+1 and has first strike.

Sometimes a curious giant singles out a "little one" to follow for a few days, never realizing the effect it will have on the little one's life.

Greg Staples

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1*

Knight of Meadowgrain



Creature — Kithkin Knight

First strike

Lifelink (Whenever this creature deals damage, you gain that much life.)

"By tradition, we don't speak for two days after battle. If our deeds won't speak for themselves, what else could be said?"

Larry MacDougall

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2/2

Militia's Pride



Tribal Enchantment — Kithkin

Whenever a nontoken creature you control attacks, you may pay *. If you do, put a 1/1 white Kithkin Soldier creature token into play tapped and attacking.

If you pick a fight with one kithkin, be ready to fight them all.

Larry MacDougall

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1*

Order of the Golden Cricket



Creature — Kithkin Knight

Whenever Order of the Golden Cricket attacks, you may pay *. If you do, it gains flying until end of turn.

"Should you take it in mind to ride a springjack, remember: there are easier ways to fly, and harder ways to break your skull."

—Lann of Cloverdell

1*

Patrol Signaler



Creature — Kithkin Soldier

1*, *: Put a 1/1 white Kithkin Soldier creature token into play. (* is the untap symbol.)

Many a keen-eared bogle has run afoul of a clever and silently orchestrated kithkin ambush.

Steve Prescott

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1/1

Surge of Thoughtweft 1 *



Tribal Instant — Kithkin

Creatures you control get +1/+1 until end of turn. If you control a Kithkin, draw a card.

Kithkin weave together their very thoughts, creating a depth of cooperation unknown to other races.

— Randy Gallegos

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Wizened Cenn 2 *



Creature — Kithkin Cleric

Other Kithkin creatures you control get +1/+1.

“Thoughtweft binds us together as one, part of an intricate pattern that would unravel if even one thread came loose.”

— Kev Walker

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Kinsbaile Borderguard 1 *



Creature — Kithkin Soldier

Kinsbaile Borderguard comes into play with a +1/+1 counter on it for each other Kithkin you control.

When Kinsbaile Borderguard is put into a graveyard from play, put a 1/1 white Kithkin Soldier creature token into play for each counter on it.

— Christopher Moeller

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Kithkin Harbinger 2 *



Creature — Kithkin Wizard

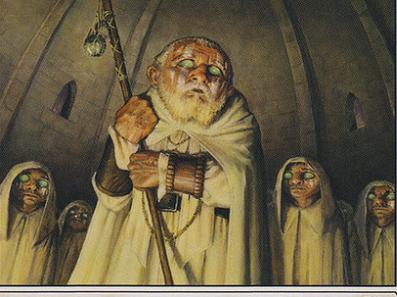
When Kithkin Harbinger comes into play, you may search your library for a Kithkin card, reveal it, then shuffle your library and put that card on top of it.

Her ears are open to even the softest voice.

— Steve Prescott

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Order of Whiteclay 1 *



Creature — Kithkin Cleric

1 **, 0: Return target creature card with converted mana cost 3 or less from your graveyard to play. (0 is the untap symbol.)

Made from the clay of burial mounds, the face paint of the priests is a sign of their respect for those whose rest they interrupt.

— Steven Belledin

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Preeminent Captain 2 *



Creature — Kithkin Soldier

First strike

Whenever Preeminent Captain attacks, you may put a Soldier creature card from your hand into play tapped and attacking.

If you need an example to lead others to the front lines, consider the precedent set.

— Greg Staples

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Brigid, Hero of Kinsbaile 2 **



Legendary Creature — Kithkin Archer

First strike

C: Brigid, Hero of Kinsbaile deals 2 damage to each attacking or blocking creature target player controls.

Thanks to one champion archer, the true borders of Kinsbaile extend an arrow's flight beyond the buildings.

— Steve Prescott

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Kithkin Rabble 3 *



Creature — Kithkin

Vigilance

Kithkin Rabble's power and toughness are each equal to the number of white permanents you control.

If even the slightest hint of panic enters the thoughtweft, bakers, potters, and even medics drop their spoons and salves to take up arms.

— Omar Rayyan

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Thoughtweft Trio 2 **



Creature — Kithkin Soldier

First strike, vigilance

Champion a Kithkin (When this comes into play, sacrifice it unless you remove another Kithkin you control from the game. When this leaves play, that card returns to play.)

Thoughtweft Trio can block any number of creatures.

— Wayne Reynolds

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Judge of Currents 

Creature — Merfolk Wizard 

Whenever a Merfolk you control becomes tapped, you may gain 1 life.
Though the currents of the Lanes shift every year, the merrow never lose track of where they are or where they are going.

Dan Scott 
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1/1

Harpoon Sniper 

Creature — Merfolk Archer 

*: When Harpoon Sniper deals damage to target attacking or blocking creature, where X is the number of Merfolk you control.
Made from whiskergill bones, merrow spinebows can fire bolts through tree trunks.

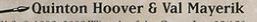
Dominick Domingo 
TM & © 1993–2007 Wizards of the Coast, Inc. 19/301

2/2

Stonybrook Schoolmaster 

Creature — Merfolk Wizard 

Whenever Stonybrook Schoolmaster becomes tapped, you may put a 1/1 blue Merfolk Wizard creature token into play.
Merrow schools rarely form by design. They come together naturally as eager learners surround the wisest teachers.

Quinton Hoover & Val Mayerik 
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1/2

Summon the School 

Tribal Sorcery — Merfolk 

Put two 1/1 blue Merfolk Wizard creature tokens into play.
Tap four untapped Merfolk you control: Return Summon the School from your graveyard to your hand.
"When merrows talk, listeners grow fins."
—Kithkin saying

Dave Dorman 
TM & © 1993–2007 Wizards of the Coast, Inc. 42/301

2/2

Veteran of the Depths 

Creature — Merfolk Soldier 

Whenever Veteran of the Depths becomes tapped, you may put a +1/+1 counter on it.
In the backwaters of the Merrow Lanes lie stones scarred with tallies of countless generations, each representing a victory of merrow soldiers.

Daren Bader 
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2/2

Wellgabber Apothecary 

Creature — Merfolk Cleric 

1*: Prevent all damage that would be dealt to target tapped Merfolk or Kithkin creature this turn.
"You've discovered that boggarts bite, I see. And will the militia be chasing this lot? ... Ah, you're staying in town to avoid Nath's hunt. Wise. Now this poultice..."

Brandon Dorman 
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2/3

Avian Changeling 

Creature — Shapeshifter 

Changeling (*This card is every creature type at all times.*)
Flying
Today it flies with the flock. Tomorrow it may wake to find them gone, its body in an unfamiliar form.

Heather Hudson 
TM & © 1993–2007 Wizards of the Coast, Inc. 4/301

2/2

Crib Swap 

Tribal Instant — Shapeshifter 

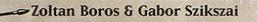
Changeling (*This card is every creature type at all times.*)
Remove target creature from the game. Its controller puts a 1/1 colorless Shapeshifter creature token with changeling into play.

Brandon Dorman 
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Mirror Entity 

Creature — Shapeshifter 

Changeling (*This card is every creature type at all times.*)
X: Creatures you control become X/X and gain all creature types until end of turn.
Unaware of Lorwyn's diversity, it sees only itself, reflected a thousand times over.

Zoltan Boros & Gabor Sziksza 
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1/1

Changeling Sentinel

3*



Creature — Shapeshifter

8

Changeling (*This card is every creature type at all times.*)

Vigilance

There's nothing more unsettling than locking blades with something that looks just like you.

— Chuck Lukacs

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3/2

Changeling Hero

4*



Creature — Shapeshifter

8

Changeling (*This card is every creature type at all times.*)

Champion a creature (*When this comes into play, sacrifice it unless you remove another creature you control from the game. When this leaves play, that card returns to play.*)

Lifelink (*Whenever this creature deals damage, you gain that much life.*)

— Jeff Miracola

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4/4

Indomitable Ancients

2*



Creature — Trefolk Warrior

8

“Odum and Broadbark were the only beings mighty enough to challenge the giant Moran the Destroyer. Their battle lasted a hundred dawns, until Moran became so exhausted that he fell into namesleep. He awoke as Moran the Gardener.”

—The Tale of Odum and Broadbark

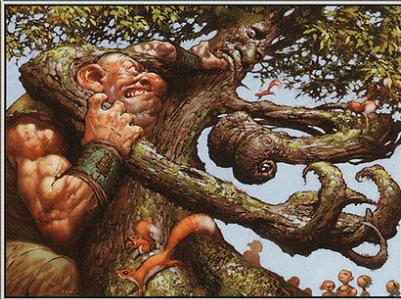
— Pete Venters

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2/10

Oaken Brawler

3*



Creature — Trefolk Warrior

8

When Oaken Brawler comes into play, clash with an opponent. If you win, put a +1/+1 counter on Oaken Brawler.
(*Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.*)

— Jim Murray

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2/4

Coordinated Barrage

8



Instant

8

Choose a creature type. Coordinated Barrage deals damage to target attacking or blocking creature equal to the number of permanents you control of the chosen type.

— Franz Vohwinkel

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Oblivion Ring

2*



Enchantment

8

When Oblivion Ring comes into play, remove another target nonland permanent from the game.

When Oblivion Ring leaves play, return the removed card to play under its owner's control.

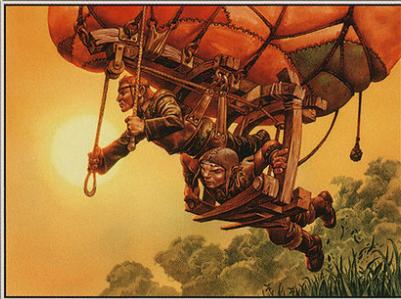
A circle of sugar and a word of forbiddance.

— Wayne England

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Kinsbaile Balloonist

3*



Creature — Kithkin Soldier

8

Flying

Whenever Kinsbaile Balloonist attacks, you may have target creature gain flying until end of turn.

Even when a giant's tantrum turns the sky into a chaotic gale, the path of the balloonist never falters.

— Zoltan Boros & Gabor Sziksai

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2/2

Nevermaker

3*



Creature — Elemental

8

Flying

When Nevermaker leaves play, put target nonland permanent on top of its owner's library.

Evoke 3* (*You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.*)

— Chuck Lukacs

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2/3

Mulldrifter

4*



Creature — Elemental

8

Flying

When Mulldrifter comes into play, draw two cards.

Evoke 2* (*You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.*)

— Eric Fortune

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2/2

Ringskipper



1

Creature — Faerie Wizard

Flying

When Ringskipper is put into a graveyard from play, clash with an opponent. If you win, return Ringskipper to its owner's hand. (Each clashing player reveals the top card of his or her library, then puts that card on the top or bottom. A player wins if his or her card had a higher converted mana cost.)

Heather Hudson

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1/1

Spellstutter Sprite



1

Creature — Faerie Wizard

Flash

Flying

When Spellstutter Sprite comes into play, counter target spell with converted mana cost X or less, where X is the number of Faeries you control.

Rebecca Guay

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1/1

Dewdrop Spy



1

Creature — Faerie Rogue

Flash

Flying

When Dewdrop Spy comes into play, look at the top card of target player's library.

Only in dew from Oona herself is there clarity enough to see a victim's mind.

Wayne England

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2/2

Faerie Trickery



1

Tribal Instant — Faerie

Counter target non-Faerie spell. If that spell is countered this way, remove it from the game instead of putting it into its owner's graveyard.

The fae are so quick and their life spans so short that it's difficult to get retribution for their pranks.

Teresé Nielsen

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1

Pestermite



2

Creature — Faerie Rogue

Flash

Flying

When Pestermite comes into play, you may tap or untap target permanent.

The fae know when they're not wanted. That's precisely why they show up.

Christopher Moeller

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2/1

Scion of Oona



2

Creature — Faerie Soldier

Flash

Flying

Other Faerie creatures you control get +1/+1.

Other Faeries you control have shroud. (A permanent with shroud can't be the target of spells or abilities.)

Eric Fortune

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1/1

Vendilion Clique



1

Legendary Creature — Faerie Wizard

Flash

Flying

When Vendilion Clique comes into play, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of his or her library, then draws a card.

Michael Sutin

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3/1

Faerie Harbinger



3

Creature — Faerie Wizard

Flash

Flying

When Faerie Harbinger comes into play, you may search your library for a Faerie card, reveal it, then shuffle your library and put that card on top of it.

Larry MacDougall

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2/2

Mistbind Clique



3

Creature — Faerie Wizard

Flash

Flying

Champion a Faerie (When this comes into play, sacrifice it unless you remove another Faerie you control from the game. When this leaves play, that card returns to play.)

When a Faerie is championed with Mistbind Clique, tap all lands target player controls.

Ben Thompson

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4/4

Notorious Throng

3



Tribal Sorcery — Rogue

Prowl 5 (You may play this for its prowl cost if you dealt combat damage to a player this turn with a Rogue.)

Put X 1/1 black Faerie Rogue creature tokens with flying into play, where X is the damage dealt to your opponents this turn. If Notorious Throng's prowl cost was paid, take an extra turn after this one.

Thomas Denmark

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Aquitect's Will

3



Tribal Sorcery — Merfolk

Put a flood counter on target land. That land is an Island in addition to its other types as long as it has a flood counter on it. If you control a Merfolk, draw a card.

There is nowhere on Lorwyn that the Merrow Lanes cannot go.

Jeff Easley

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Stream of Unconsciousness

3



Tribal Instant — Wizard

Target creature gets -4/-0 until end of turn. If you control a Wizard, draw a card.

Dreams are tempting because one is so powerful in them. Dreams are dangerous because that power is a lie.

Rebecca Guay

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Tideshaper Mystic

1



Creature — Merfolk Wizard

•: Target land becomes the basic land type of your choice until end of turn. Play this ability only during your turn.

He paints with drop and shimmer a world that exists only in the wistful heart.

Mark Tedin

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1/1

Lord of Atlantis

6



Creature — Merfolk Lord

Other Merfolk get +1/+1 and have islandwalk.

A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. Melissa A. Benson

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Master of the Pearl Trident

3



Creature — Merfolk

Other Merfolk creatures you control get +1/+1 and have islandwalk. (They are unblockable as long as defending player controls an Island.)

Let the land dwellers know the coast is no longer the border between our realms. A new age of empire has begun.

Ryan Pancoast

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2/2

Merrow Commerce

1



Tribal Enchantment — Merfolk

At the end of your turn, untap all Merfolk you control.

Schools meet and mingle on Lorwyn's riverways. In the bustling interplay, the merrow renew their sense of community as they sharpen their wits and hone their trading skills.

Steve Ellis

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1

Silvgill Adept

1



Creature — Merfolk Wizard

As an additional cost to play Silvgill Adept, reveal a Merfolk card from your hand or pay 3.

When Silvgill Adept comes into play, draw a card.

I bring baubles of lore, lost secrets seined from the listening waves.

Matt Cavotta

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Silvgill Douser

1



Creature — Merfolk Wizard

•: Target creature gets -X/-0 until end of turn, where X is the number of Merfolk and/or Faeries you control.

The Silvgill school monitors traffic on the Lanes, ensuring that the riffraff don't interfere with travelers.

Daren Bader

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1/1

Stonybrook Angler



1

Creature — Merfolk Wizard

1 {W}, {W}: You may tap or untap target creature.

"Water is in the air, the trees, and the earth. Understand its motion, speak its language, and the subtle currents that flow through all living things will fall under your command."

—Larry MacDougall

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1/2

Stonybrook Banneret



1

Creature — Merfolk Wizard

Islandwalk

Merfolk spells and Wizard spells you play cost **1** less to play.

Made from trout scales and crawfish whiskers, merrows' shimmering banners flash in the water like lightning.

—Ralph Horsley

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1/1

Deeproot Waters



2

Enchantment

Whenever you cast a Merfolk spell, create a 1/1 blue Merfolk creature token with hexproof. (*A creature with hexproof can't be the target of spells or abilities your opponents control.*)

A visit to the Deeproot Tree and its ancient spring replenishes a merfolk's connection to nature.

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Merfolk Sovereign



1

Creature — Merfolk

M

Other Merfolk creatures you control get +1/+1.

C: Target Merfolk creature is unblockable this turn.

"Be like the sea: flow around that which is unmovable; for everything else, crash into it unrelentingly."

—Jesper Ejsing

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2/2

Merrow Reejerey



2

Creature — Merfolk Soldier

Other Merfolk creatures you control get +1/+1.

Whenever you play a Merfolk spell, you may tap or untap target permanent.

Steady and silent as the deep current, the reejerey guides the course of the school.

—Greg Staples

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2/2

Sage of Fables



2

Creature — Merfolk Wizard

G

Each other Wizard creature you control comes into play with an additional +1/+1 counter on it.

2, Remove a +1/+1 counter from a creature you control: Draw a card.

"There is no secret that cannot be sold."

—Shelly Wan

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2/2

Merrow Harbinger



3

Creature — Merfolk Wizard

W

Islandwalk

When Merrow Harbinger comes into play, you may search your library for a Merfolk card, reveal it, then shuffle your library and put that card on top of it.

—Steve Prescott

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2/3

Seafloor Oracle



2

Creature — Merfolk Wizard

W

Whenever a Merfolk you control deals combat damage to a player, draw a card.

Where the light falls dim and blue on broken ships, secrets lie unclaimed.

051/196 R RIX • EN SIMON DOMINIC

2/3

Surgespanner



2

Creature — Merfolk Wizard

G

Whenever Surgespanner becomes tapped, you may pay **1** {W}. If you do, return target permanent to its owner's hand.

They ride on waves of Æther, washing out anything that might pollute the Merrow Lanes.

—Warren Mahy

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2/2

Waterspout Weavers



Creature — Merfolk Wizard

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Waterspout Weavers, you may reveal it. If you do, each creature you control gains flying until end of turn.

3/3

Eric Fortune
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Wanderwine Prophets



Creature — Merfolk Wizard

Champion a Merfolk (*When this comes into play, sacrifice it unless you remove another Merfolk you control from the game. When this leaves play, that card returns to play.*)
Whenever Wanderwine Prophets deals combat damage to a player, you may sacrifice a Merfolk. If you do, take an extra turn after this one.

4/4

Alex Horley-Orlandelli
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Mothdust Changeling



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
Tap an untapped creature you control: Mothdust Changeling gains flying until end of turn.

"Ever seen a changeling fly into a lantern?"
—Calydd, kithkin farmer

1/1

Shelly Wan
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Amoeboid Changeling



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
• Target creature gains all creature types until end of turn.
• Target creature loses all creature types until end of turn.

1/1

Nils Hamm

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Shapesharer



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
• Target Shapeshifter becomes a copy of target creature until your next turn.

One good mimic deserves another.

1/1

Alan Pollack

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Wings of Velis Vel



Tribal Instant — Shapeshifter

Changeling (*This card is every creature type at all times.*)
Target creature becomes 4/4, gains all creature types, and gains flying until end of turn.

Changeling magic grants unusual wishes.

Jim Pavlec

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Ego Erasure



Tribal Instant — Shapeshifter

Changeling (*This card is every creature type at all times.*)
Creatures target player controls get -2/-0 and lose all creature types until end of turn.

When all is taken away, all are equal.

1/1

Mistwalker



Creature — Shapeshifter

Changeling (*This card is every creature type.*)
• Flying
• Mistwalker gets +1/-1 until end of turn.

"To escape Littjara, follow a bird."
—Tuskeri folklore

1/4

068/285 C
KHM • EN STEVE PRESCOTT

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Turtleshell Changeling



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
• Switch Turtleshell Changeling's power and toughness until end of turn.

A changeling involuntarily mimics the nearest being at hand, sometimes trading a borrowed shell for borrowed claws.

Ron Spencer

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1/4

Steven Belledin

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Disperse

1



Instant

•

Return target nonland permanent to its owner's hand.

Gryffid scowled at the sky. A perfect day for the hunt tainted by clouds. He wished them gone. High above, the clouds looked down, scowled, and made a wish of their own.

Steve Ellis

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Glimmerdust Nap

2



Enchantment — Aura

•

Enchant tapped creature

Enchanted creature doesn't untap during its controller's untap step.

The dreams of giants are as long as time and as deep as the earth. Thus they are prized by the dream-harvesting fae.

Greg Staples

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Shriekmaw

4



Creature — Elemental

•

Fear

When Shriekmaw comes into play, destroy target nonartifact, nonblack creature.

Evoke 1 (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Steve Prescott

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3/2

Gnarroot Trapper

•



Creature — Elf Druid

•

•, Pay 1 life: Add • to your mana pool. Spend this mana only to cast an Elf creature spell.

•: Target attacking Elf you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)

1/1

100/272 U ORI • EN CHRISTOPHER MOELLER

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Prowess of the Fair

1



Tribal Enchantment — Elf

•

Whenever another nontoken Elf is put into your graveyard from play, you may put a 1/1 green Elf Warrior creature token into play.

An elvish duel is a thing of beauty: the warriors' grace, the crash of steel, then the artful spray of blood.

Jeremy Jarvis

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Eyebleight's Ending

2



Tribal Instant — Elf

•

Destroy target non-Elf creature.

"Those without beauty are Lorwyn's greatest tumor. The winnowers have an unpleasant duty, but a necessary one."
—Eidren, perfect of Lys Alana

Ron Spears

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Lys Alana Scarblade

2

•



Creature — Elf Assassin

•

•, Discard an Elf card: Target creature gets -X/-X until end of turn, where X is the number of Elves you control.

In beauty-obsessed Lys Alana, one cut of her blade means the difference between a high society feast and raking through the dungheap for scraps.

1/1

Christopher Moeller

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Ruthless Winnower

3

•



Creature — Elf Rogue

•

At the beginning of each player's upkeep, that player sacrifices a non-Elf creature.

"I count the usurpers with my dagger, one death blow at a time."

010 R KHC • EN ZOLTAN BOROS

4/4

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Nightshade Stinger

3

•



Creature — Faerie Rogue

•

Flying

Nightshade Stinger can't block.

"Most faeries are harmless pranksters. Every now and again, though, you get one that crosses over from mischievous to malicious."
—Gaddock Teeg

Mark Poole

TM & © 1993–2007 Wizards of the Coast, Inc. 132/301

1/1

Peppersmoke



Tribal Instant — Faerie

Target creature gets -1/-1 until end of turn. If you control a Faerie, draw a card.

Like being trapped in a perpetual sneeze, faerie-dust poisoning is both exhilarating and agonizing.

Rebecca Guay

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Bitterblossom



Tribal Enchantment — Faerie

At the beginning of your upkeep, you lose 1 life and put a 1/1 black Faerie Rogue creature token with flying into play.

In Lorwyn's brief evenings, the sun pauses at the horizon long enough for a certain species of violet to bloom with the fragrance of mischief.

Rebecca Guay

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Nectar Faerie



Creature — Faerie Wizard

Flying

•, •: Target Faerie or Elf gains lifelink until end of turn. (*Whenever it deals damage, its controller gains that much life.*)

"The unpredictable fae are just as likely to provide a blight as a boon."
—Desmera, perfect of Wren's Run

Thomas Denmark

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1/1

Oona's Blackguard



Creature — Faerie Rogue

Flying

Each other Rogue creature you control comes into play with an additional +1/+1 counter on it.

Whenever a creature you control with a +1/+1 counter on it deals combat damage to a player, that player discards a card.

Kev Walker

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1/1

Oona's Prowler



Creature — Faerie Rogue

Flying

Discard a card: Oona's Prowler gets -2/-0 until end of turn. Any player may play this ability.

Deep in Glen Elendra blossoms Oona, queen of the faeries, nourished by secrets and pollinated by stolen dreams.

Wayne Reynolds

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3/1

Thieving Sprite



Creature — Faerie Rogue

Flying

When Thieving Sprite comes into play, target player reveals X cards from his or her hand, where X is the number of Faeries you control. You choose one of those cards. That player discards that card.

Dan Scott

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1/1

Final-Sting Faerie



Creature — Faerie Assassin

Flying

When Final-Sting Faerie comes into play, destroy target creature that was dealt damage this turn.

Many heroes' last sight is a grin at the other end of a rapier.

Wayne Reynolds

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3/3

Marsh Flitter



Creature — Faerie Rogue

Flying

When Marsh Flitter comes into play, put two 1/1 black Goblin Rogue creature tokens into play.

Sacrifice a Goblin: Marsh Flitter becomes 3/3 until end of turn.

Wayne Reynolds

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3/3

Rankle, Master of Pranks



Legendary Creature — Faerie Rogue

Flying, haste

Whenever Rankle, Master of Pranks deals combat damage to a player, choose any number —

- Each player discards a card.
- Each player loses 1 life and draws a card.
- Each player sacrifices a creature.

101/ 269 M

ELD • EN DMITRY BURMAK

3/3

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Weirding Shaman



Creature — Goblin Shaman

3 **W**, Sacrifice a Goblin: Put two 1/1 black Goblin Rogue creature tokens into play.

All boggarts have an auntie, but they don't all have a mum.

2/1

Matt Cavotta

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Auntie's Snitch



Creature — Goblin Rogue

Auntie's Snitch can't block.
Prowl **1** **W** (You may play this for its prowl cost if you dealt combat damage to a player this turn with a Goblin or Rogue.)

Whenever a Goblin or Rogue you control deals combat damage to a player, if Auntie's Snitch is in your graveyard, you may return Auntie's Snitch to your hand.

3/1

Warren Mahy

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Boggart Harbinger



Creature — Goblin Shaman

When Boggart Harbinger comes into play, you may search your library for a Goblin card, reveal it, then shuffle your library and put that card on top of it.

2/1

Steve Prescott

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Mad Auntie



Creature — Goblin Shaman

Other Goblin creatures you control get +1/+1.

G: Regenerate another target Goblin.

One part cunning, one part wise, and many, many parts demented.

2/2

Wayne Reynolds

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Warteye Witch



Creature — Goblin Shaman

Whenever Warteye Witch or another creature you control dies, scry 1.

Eyeballs that portend unpleasant futures become slimy snacks instead.

3/2

115/254 C M11 • EN STEVE PRESCOTT

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Boggart Mob



Creature — Goblin Warrior

Champion a Goblin (When this comes into play, sacrifice it unless you remove another Goblin you control from the game. When this leaves play, that card returns to play.)

Whenever a Goblin you control deals combat damage to a player, you may put a 1/1 black Goblin Rogue creature token into play.

5/5

Thomas Denmark

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Fodder Launch



Tribal Sorcery — Goblin

As an additional cost to play Fodder Launch, sacrifice a Goblin.

Target creature gets -5/-5 until end of turn. Fodder Launch deals 5 damage to that creature's controller.

Leave it to a boggart to come up with a projectile as disgusting as it is deadly.

3/3

Nils Hamm

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Sling-Gang Lieutenant



Creature — Goblin

When Sling-Gang Lieutenant enters the battlefield, create two 1/1 red Goblin creature tokens.

Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.

Freshly promoted to "first rock," Zaz was eager to make an impact.

1/1

108/254 U M11 • EN CRAIG SPEARING

TM & © 2019 Wizards of the Coast

Nameless Inversion



Tribal Instant — Shapeshifter

Changeling (This card is every creature type at all times.)

Target creature gets +3/-3 and loses all creature types until end of turn.

Just as a changeling's influence can have dramatic effects, so too can its sudden withdrawal.

Jeff Miracola

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Skeletal Changeling



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
1 Regenerate Skeletal Changeling.
Though they lack true flesh and bone of their own, changelings imitate either with equal ease.

1/1

Alan Pollack

TM & © 1993–2007 Wizards of the Coast, Inc. 140/301

Ghostly Changeling



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
1 Ghostly Changeling gets +1/+1 until end of turn.
In desolate places, changelings may take the shape of fancies, or memories, or fears.

2/2

Chuck Lukacs

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Moonglove Changeling



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
Moonglove Changeling gains deathtouch until end of turn.
(Whenever it deals damage to a creature, destroy that creature.)

2/2

Wayne England

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Graveshifter



Creature — Shapeshifter

Changeling (*This card is every creature type.*)
When Graveshifter enters the battlefield, you may return target creature card from your graveyard to your hand.
“Why throw away a perfectly good identity?”

2/2

U 0198
M3C • EN JAKUB KASPER

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Cairn Wanderer



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
As long as a creature card with flying is in a graveyard, Cairn Wanderer has flying. The same is true for fear, first strike, double strike, deathtouch, haste, landwalk, lifelink, protection, reach, trample, shroud, and vigilance.

4/4

Nils Hammar

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Black Poplar Shaman



Creature — Treefolk Shaman

2 Regenerate target Treefolk.
It absorbs the pain of other treefolk, which leaves it bitter, yet addicted to the sensation of agony.

1/3

Mark Poole

TM & © 1993–2007 Wizards of the Coast, Inc. 99/301

Thorntooth Witch



Creature — Treefolk Shaman

Whenever you play a Treefolk spell, you may have target creature get +3/-3 until end of turn.
The crone's boughs creaked as she spoke.
“You look peaked, little one. Come, sip from my warm brew. It'll have you blooming in no time.”

3/4

William O'Connor

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Flamekin Brawler



Creature — Elemental Warrior

2 Flamekin Brawler gets +1/+0 until end of turn.
When he hits people, they stay hit.

0/2

Daren Bader

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Flamekin Harbinger



Creature — Elemental Shaman

When Flamekin Harbinger comes into play, you may search your library for an Elemental card, reveal it, then shuffle your library and put that card on top of it.

1/1

Steve Prescott

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Ashling the Pilgrim 

Legendary Creature — Elemental Shaman 

1  **2**: Put a +1/+1 counter on Ashling the Pilgrim. If this is the third time this ability has resolved this turn, remove all +1/+1 counters from Ashling the Pilgrim, and it deals that much damage to each creature and each player.

— Wayne Reynolds
© 1993–2007 Wizards of the Coast, Inc. 149/301

1/1

Brighthearth Banneret 

Creature — Elemental Warrior 

1  **2**: Elemental spells and Warrior spells you play cost **1** less to play.
Reinforce 1 — **1**  **(1** ), Discard this card: Put a +1/+1 counter on target creature.)
The banner symbolizes the goodwill of the Brighthearth. Their emissaries bring the mastery of fire to other races.

— Ralph Horsley
© 1993–2008 Wizards of the Coast, Inc. 188/301

1/1

Flamekin Spitfire 

Creature — Elemental Shaman 

1  **2**: Flamekin Spitfire deals 1 damage to target creature or player.
Some flamekin warriors explore the art of coherence, an ancient discipline that harnesses the chaos of fire and focuses it with pinpoint precision.

— Zoltan Boros & Gabor Szikszai
© 1993–2007 Wizards of the Coast, Inc. 168/301

1/1

Smokebraider 

Creature — Elemental Shaman 

G: Add two mana in any combination of colors to your mana pool. Spend this mana only to play Elemental spells or activated abilities of Elementals.
Be silent and listen to your inner fire. Only then can you walk the Path of Flame.

— Anthony S. Waters
© 1993–2007 Wizards of the Coast, Inc. 189/301

1/1

Soulbright Flamekin 

Creature — Elemental Shaman 

2: Target creature gains trample until end of turn. If this is the third time this ability has resolved this turn, you may add **2**  **2**  **2**  **2**  **2**  **2**  to your mana pool.
When provoked, a flamekin's inner fire burns far hotter than any giant's forge.

— Key Walker
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2/1

Sunflare Shaman 

Creature — Elemental Shaman 

1  **G**: Sunflare Shaman deals X damage to target creature or player and X damage to itself, where X is the number of Elemental cards in your graveyard.
A spark to light the guttered heart.

— Dave Dorman
© 1993–2008 Wizards of the Coast, Inc. 186/301

2/1

Incandescent Soulstoke 

Creature — Elemental Shaman 

Other Elemental creatures you control get +1/+1.
1  **2**, **G**: You may put an Elemental creature card from your hand into play. That creature gains haste until end of turn. Sacrifice it at end of turn.

— Todd Lockwood
© 1993–2007 Wizards of the Coast, Inc. 178/301

2/2

Inner-Flame Acolyte 

Creature — Elemental Shaman 

When Inner-Flame Acolyte comes into play, target creature gets +2/+0 and gains haste until end of turn.
Evoke **2** (*You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.*)

— Ron Spears
© 1993–2007 Wizards of the Coast, Inc. 181/301

2/2

Inner-Flame Igniter 

Creature — Elemental Warrior 

2 : Creatures you control get +1/+0 until end of turn. If this is the third time this ability has resolved this turn, creatures you control gain first strike until end of turn.
A light an army can follow.

— Scott Hampton
© 1993–2007 Wizards of the Coast, Inc. 182/301

2/2















Guardian of Cloverdell 5



Creature — Treefolk Shaman

When Guardian of Cloverdell comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

✿, Sacrifice a Kithkin: You gain 1 life.

Although they're protective of all creatures, many treefolk are especially fond of the empathic kithkin.

4/5

Jesper Ejsing

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Woodland Changeling 1



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

Changelings cannot resist the draw of a new shape, even if doing so would be in their best interests.

2/2

Franz Vohwinkel

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Chameleon Colossus 2



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

Protection from black

2✿: Chameleon Colossus gets +X/+X until end of turn, where X is its power.

4/4

Darrell Riche

TM & © 1993–2008 Wizards of the Coast, Inc. 116/301



Changeling Titan 4



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

Champion a creature (*When this comes into play, sacrifice it unless you remove another creature you control from the game. When this leaves play, that card returns to play.*)

7/7

Jesper Ejsing

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Game-Trail Changeling 3



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

Trample

"I pity them, never knowing the pleasures of a single familiar form, but at least they find a noble shape at times."
—Desmera, perfect of Wren's Run

4/4

Martina Pilcerova

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Treefolk Harbinger



Creature — Treefolk Druid

When Treefolk Harbinger comes into play, you may search your library for a Treefolk or Forest card, reveal it, then shuffle your library and put that card on top of it.

0/3

Larry MacDougall

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Assault Formation 1



Enchantment

Each creature you control assigns combat damage equal to its toughness rather than its power.

✿: Target creature with defender can attack this turn as though it didn't have defender.

2✿: Creatures you control get +0/+1 until end of turn.

1/1

173 / 264 R
DTK • EN KIERAN YANNER

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Bosk Banneret 1



Creature — Treefolk Shaman

Treefolk spells and Shaman spells you play cost 1 less to play.

Deep in a murmuring bosk, where the trees' memories span centuries, the simple banner of green and copper signifies an elder whose rings number more than a faerie's days.

1/3

Ralph Horsley

TM & © 1993–2008 Wizards of the Coast, Inc. 114/301



Lignify



Tribal Enchantment — Treefolk Aura

Enchant creature

Enchanted creature is a 0/4 Treefolk with no abilities.

Bulgo paused, puzzled. What was that rustling sound, and why did he feel so thirsty? And how could his feet be so thirsty?

Jesper Ejsing

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Battlewand Oak 

Creature — Treefolk Warrior  2/2

Whenever a Forest comes into play under your control, Battlewand Oak gets +2/+2 until end of turn.
Whenever you play a Treefolk spell, Battlewand Oak gets +2/+2 until end of turn.

— Steve Prescott
© 1993–2008 Wizards of the Coast, Inc. 197/301

1/3

Ambassador Oak  3/3

Creature — Treefolk Warrior  8/8

When Ambassador Oak comes into play, put a 1/1 green Elf Warrior creature token into play.
Treefolk and elves share a common interest in the forests, but really the elves just feel at home with the view from above.

— Steve Prescott
© 1993–2008 Wizards of the Coast, Inc. 113/150

3/3

Dauntless Dourbark  3/3

Creature — Treefolk Warrior 

Dauntless Dourbark's power and toughness are each equal to the number of Forests you control plus the number of Treefolk you control.
Dauntless Dourbark has trample as long as you control another Treefolk.

— Jeremy Jarvis
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★/★

Leaf-Crowned Elder  2/2

Creature — Treefolk Shaman 

Kinship — At the beginning of your upkeep, you may look at the top card of your library. If it shares a creature type with Leaf-Crowned Elder, you may reveal it. If you do, you may play that card without paying its mana cost.

— Wayne Reynolds
© 1993–2008 Wizards of the Coast, Inc. 128/150

3/5

Unstoppable Ash  3/3

Creature — Treefolk Warrior 

Trample
Champion a Treefolk or Warrior (*When this comes into play, sacrifice it unless you remove another Treefolk or Warrior you control from the game. When this leaves play, that card returns to play.*)
Whenever a creature you control becomes blocked, it gets +0/+5 until end of turn.

— Brian Snoddy
© 1993–2008 Wizards of the Coast, Inc. 137/150

5/5

Reach of Branches  4/4

Tribal Instant — Treefolk

Put a 2/5 green Treefolk Shaman creature token into play.
Whenever a Forest comes into play under your control, you may return Reach of Branches from your graveyard to your hand.
Growth has no limits.

— Scott Hampton
© 1993–2008 Wizards of the Coast, Inc. 132/150

Seedguide Ash  4/4

Creature — Treefolk Druid 

When Seedguide Ash is put into a graveyard from play, you may search your library for up to three Forest cards and put them into play tapped. If you do, shuffle your library.
“May you shade three generations of seedlings.”

— John Ayon
© 1993–2008 Wizards of the Coast, Inc. 233/301

4/4

Timber Protector  4/4

Creature — Treefolk Warrior 

Other Treefolk creatures you control get +1/+1.
Other Treefolk and Forests you control are indestructible.
In his presence, an ordinary grove becomes a bastion to turn spells and break armies.

— Terese Nielsen & Philip Tan
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4/6

Orchard Warden  4/4

Creature — Treefolk Shaman

Whenever another Treefolk creature comes into play under your control, you may gain life equal to that creature's toughness.
“After the Rising, a treefolk's mind is as limber and green as its limbs, and is at its most receptive to our teachings.”

— Rebecca Guay
© 1993–2008 Wizards of the Coast, Inc. 131/150

4/6

Hunt Down

Sorcery

Target creature blocks target creature this turn if able.
“Springjacks and faeries can be difficult to hunt, but my favorite prey are the flamekin. They never fail to put up a worthy fight when cornered.”

Christopher Moeller
TM & © 1993–2007 Wizards of the Coast, Inc. 218/301

Earthbrawn

Instant

Target creature gets +3/+3 until end of turn.
Reinforce 1—**1** (1), Discard this card: Put a +1/+1 counter on target creature.
Gremil finally felt in touch with nature—and felt a need to share the experience with others.

Kev Walker
TM & © 1993–2008 Wizards of the Coast, Inc. 119/150

Lace with Moonglove

Instant

Target creature gains deathstroke until end of turn. (Whenever it deals damage to a creature, destroy that creature.)
Draw a card.
“Which is more filled with poison: the flower of the moonglove or the minds of elves?”
—Vessifrus, flamekin demagogue

Rebecca Guay
TM & © 1993–2007 Wizards of the Coast, Inc. 225/301

Embodiment of Spring

Creature — Elemental

1 (1), **0**, Sacrifice Embodiment of Spring: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.
Arel dreamed of winter's end. The next morning she followed a strange trail and found a seedling in the snow.

039/269 C KTK • EN WAYNE REYNOLDS
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Creeping Trailblazer

Creature — Elemental

M20

Other Elementals you control get +1/+0.
2 (2): Creeping Trailblazer gets +1/+1 until end of turn for each Elemental you control.
The destruction of a wildfire with the tenacity of a jungle vine.

207/280 U M20 • EN JOHAN GRENIER
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Risen Reef

Creature — Elemental

M20

Whenever Risen Reef or another Elemental enters the battlefield under your control, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. If you don't put the card onto the battlefield, put it into your hand.
“No, not ‘washed’ ashore. It walked ashore.”
—Shafring Hulm, beachcomber

217/280 U M20 • EN JOHAN GRENIER
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Leafkin Avenger

Creature — Elemental Druid

M21

2 (2)

4/3

4: Add **1** for each creature you control with power 4 or greater.
7 (7): Leafkin Avenger deals damage equal to its power to target player or planeswalker.
“My roots are ash, my heart a smoldering ember. What I could not protect, I will avenge.”

220/274 U M21 • EN FILIP BURBURAN
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Omnath, Locus of the Roil

Legendary Creature — Elemental

M20

1 (1) **U** **W** **W**

3/3

When Omnath, Locus of the Roil enters the battlefield, it deals damage to any target equal to the number of Elementals you control.
Whenever a land enters the battlefield under your control, put a +1/+1 counter on target Elemental you control. If you control eight or more lands, draw a card.

216/280 M M20 • EN LIUS LASAHIDO
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Fusion Elemental

Creature — Elemental

M21

8/8

8 (8)

As the shards merged into the Maelstrom, their mana energies fused into new monstrosities.

Michael Komarck
TM & © 1993–2009 Wizards of the Coast, Inc. 107/145



Brion Stoutarm  2/2*

Legendary Creature — Giant Warrior 

Lifelink (Whenever this creature deals damage, you gain that much life.)
2, 2, Sacrifice a creature other than Brion Stoutarm: Brion Stoutarm deals damage equal to the sacrificed creature's power to target player.

4/4

Zoltan Boros & Gabor Szikszai
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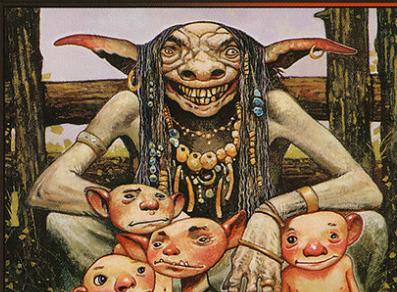
Munitions Expert  2/2*

Creature — Goblin 

Flash
When Munitions Expert enters the battlefield, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.
When dealing with goblins, if it isn't nailed down, it's headed your way.

1/1

209/254 U MH1 • EN DIESPER EISING
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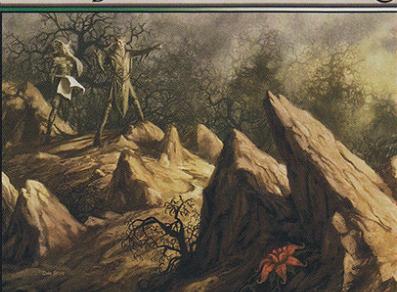
Wort, Boggart Auntie  2/2*

Legendary Creature — Goblin Shaman 

Fear
At the beginning of your upkeep, you may return target Goblin card from your graveyard to your hand.
Auntie always knows which berries to lick, which kithkin to trick, and what to do when either goes wrong.

3/3

Larry MacDougall
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Safewright Quest  *

Sorcery 

Search your library for a Forest or Plains card, reveal it, and put it into your hand. Then shuffle your library.
Elves search for sources of beauty in a nighted world. Meanwhile, the nighted world searches for the blood of elves.

Dan Scott
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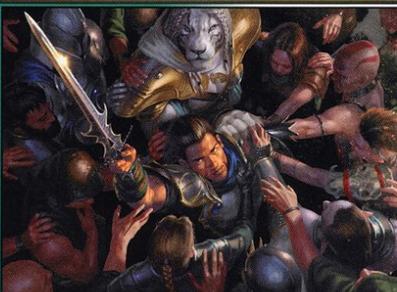
Gaddock Teeg  *

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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Pledge of Unity  1 *

Instant 

Put a +1/+1 counter on each creature you control. You gain 1 life for each creature you control.
"No one hero will save this day. Today we must all be heroes."
—Gideon Jura

210/264 U Spotlight: Act II
WAR • EN CHRIS RALLIS
mtgstory.com
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Sygg, River Guide  *

Legendary Creature — Merfolk Wizard 

Islandwalk
1 *: Target Merfolk you control gains protection from the color of your choice until end of turn.
If there's a place worth going, the Merrow Lanes already do. And if there's a route worth taking, yours truly already has.

Larry MacDougall
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Unsettled Mariner  *

Creature — Shapeshifter 

Changeling (This card is every creature type.)
Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays 1.
The call of the sea shapes many souls.

2/2

216/254 R MH1 • EN JOHN STANKO
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Doran, the Siege Tower  *

Legendary Creature — Treefolk Shaman 

Each creature assigns combat damage equal to its toughness rather than its power.
Each year that passes rings you inwardly with memory and might. Wield your heart, and the world will tremble.

Mark Zug
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Moonglove Extract (3)

Artifact

Sacrifice Moonglove Extract: Moonglove Extract deals 2 damage to target creature or player.
Diluted, moonglove can etch living tissue. Concentrated, a drop will kill a giant.

Terese Nielsen
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Door of Destinies (4)

Artifact

As Door of Destinies enters the battlefield, choose a creature type. Whenever you cast a spell of the chosen type, put a charge counter on Door of Destinies. Creatures you control of the chosen type get +1/+1 for each charge counter on Door of Destinies.

Larry MacDougall
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Vanquisher's Banner (5)

Artifact

As Vanquisher's Banner enters the battlefield, choose a creature type. Creatures you control of the chosen type get +1/+1. Whenever you cast a creature spell of the chosen type, draw a card.

251/279 R
XLN • EN ➔ MILIVOJ ČERAN
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Obelisk of Urd (6)

Artifact

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.) As Obelisk of Urd enters the battlefield, choose a creature type. Creatures you control of the chosen type get +2/+2.

222/269 R
M15 • EN ➔ JOHN SEVERIN BRASSELL
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Exotic Orchard

Land

tap: Add to your mana pool one mana of any color that a land an opponent controls could produce.
"It was a strange morning. When we awoke, we found our trees transformed. We didn't know whether to water them or polish them." —Pulan, Bant orchardist

Steven Belledin
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Flamekin Village

Land

As Flamekin Village enters the battlefield, you may reveal an Elemental card from your hand. If you don't, Flamekin Village enters the battlefield tapped.
tap: Add 2 to your mana pool.
tap, tap: Target creature gains haste until end of turn.

060/337 R
C14 • EN ➔ RON SPEARS
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Primal Beyond

Land

As Primal Beyond comes into play, you may reveal an Elemental card from your hand. If you don't, Primal Beyond comes into play tapped.
tap: Add 1 to your mana pool.
tap: Add one mana of any color to your mana pool. Spend this mana only to play Elemental spells or activated abilities of Elementals.

Mark Tedin
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Gilt-Leaf Palace

Land

As Gilt-Leaf Palace comes into play, you may reveal an Elf card from your hand. If you don't, Gilt-Leaf Palace comes into play tapped.
tap: Add 1 or 2 to your mana pool.
Dawn's Light, greatest palace of Gilt-Leaf Wood, is built on tiers of wood and power.

Christopher Moeller
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Skemfar Elderhall

Land

Skemfar Elderhall enters the battlefield tapped.
tap: Add 1.
2 tap, 2 tap, tap, Sacrifice Skemfar Elderhall: Up to one target creature you don't control gets -2/-2 until end of turn. Create two 1/1 green Elf Warrior creature tokens. Activate this ability only any time you could cast a sorcery.

268/285 U
KHM • EN ➔ JOHANNES VOSS
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Faerie Conclave

Land **X**

Faerie Conclave comes into play tapped.
C: Add ♦ to your mana pool.
1 ♦: Faerie Conclave becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land. (It can't be blocked except by creatures with flying or reach.)

Stephan Martiniere
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Secluded Glen

Land

As Secluded Glen comes into play, you may reveal a Faerie card from your hand. If you don't, Secluded Glen comes into play tapped.
C: Add ♦ or ♣ to your mana pool.
Protected by glamers and guile, Glen Elendra harbors the elusive Oona, queen of the fae.

Terese Nielsen
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Ancient Amphitheater

Land

As Ancient Amphitheater comes into play, you may reveal a Giant card from your hand. If you don't, Ancient Amphitheater comes into play tapped.
C: Add ♦ or ♠ to your mana pool.
The arbiter Galanda Feudkiller judges Lorwyn's squabbles from a lofty perspective.

Rob Alexander
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Thriving Heath

Land

Thriving Heath enters the battlefield tapped.
As Thriving Heath enters the battlefield, choose a color other than white.
C: Add * or one mana of the chosen color.
Wildflowers here bloom not with the season but with the ebb and flow of magic.

035/078 C
JMP • EN ALAYNA DANNER
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Auntie's Hovel

Land

As Auntie's Hovel comes into play, you may reveal a Goblin card from your hand. If you don't, Auntie's Hovel comes into play tapped.
C: Add ♣ or ♦ to your mana pool.
The Stinkdrinker warren's hill of salvaged trinkets is large enough to cut a door in.

Wayne Reynolds
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Unclaimed Territory

Land

As Unclaimed Territory enters the battlefield, choose a creature type.
C: Add ♦ to your mana pool.
C: Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type.

258/279 U
XLN • EN DIMITAR
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Canopy Vista

Land – Forest Plains

(C: Add ♦ or * to your mana pool.)
Canopy Vista enters the battlefield tapped unless you control two or more basic lands.
The continent of Murasa lies beneath a blanket of dense vegetation, its enormous branches tangled so thickly that some inhabitants never see the ground.

234/274 R
BFZ • EN ADAM PAQUETTE
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Rustic Clachan

Land

As Rustic Clachan comes into play, you may reveal a Kithkin card from your hand. If you don't, Rustic Clachan comes into play tapped.
C: Add * to your mana pool.
Reinforce 1—1* (1*, Discard this card: Put a +1/+1 counter on target creature.)

Fred Fields
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Secluded Courtyard

Land

As Secluded Courtyard enters the battlefield, choose a creature type.
C: Add ♦.
C: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature or creature card of the chosen type.

275/302 U
NEO • EN SAM BURLEY
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Wanderwine Hub

Land

As Wanderwine Hub comes into play, you may reveal a Merfolk card from your hand. If you don't, Wanderwine Hub comes into play tapped.

•: Add * or ♦ to your mana pool.

Below the great river, a bustling hub channels the flow of merrow trade.

Warren Mahy
TM & © 1993-2007 Wizards of the Coast, Inc. 280/301

Mutavault

Land

•: Add 1 to your mana pool.
1 : Mutavault becomes a 2/2 creature with all creature types until end of turn. It's still a land.

Some worlds possess a hidden core where life's essence constantly surges.

Fred Fields
TM & © 2013 Wizards of the Coast 228/249

Murmuring Bosk

Land — Forest

•: Add ♦ to your mana pool.)
As Murmuring Bosk comes into play, you may reveal a Treefolk card from your hand. If you don't, Murmuring Bosk comes into play tapped.

•: Add * or ♦ to your mana pool.
Murmuring Bosk deals 1 damage to you.

John Avon
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Sandsteppe Citadel

Land

Sandsteppe Citadel enters the battlefield tapped.

•: Add *, ♦, or ♣ to your mana pool.
That which endures, survives.

241/269 U
KTK • EN ➔ SAM BURLEY
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Vivid Crag

Land

Vivid Crag comes into play tapped with two charge counters on it.

•: Add ♦ to your mana pool.
•: Remove a charge counter from Vivid Crag: Add one mana of any color to your mana pool.

Martina Pilcerova
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Vivid Creek

Land

Vivid Creek comes into play tapped with two charge counters on it.

•: Add ♦ to your mana pool.
•: Remove a charge counter from Vivid Creek: Add one mana of any color to your mana pool.

Fred Fields
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Vivid Grove

Land

Vivid Grove comes into play tapped with two charge counters on it.

•: Add ♦ to your mana pool.
•: Remove a charge counter from Vivid Grove: Add one mana of any color to your mana pool.

Howard Lyon
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Vivid Marsh

Land

Vivid Marsh comes into play tapped with two charge counters on it.

•: Add ♦ to your mana pool.
•: Remove a charge counter from Vivid Marsh: Add one mana of any color to your mana pool.

John Avon
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Vivid Meadow

Land

Vivid Meadow comes into play tapped with two charge counters on it.

•: Add * to your mana pool.
•: Remove a charge counter from Vivid Meadow: Add one mana of any color to your mana pool.

Rob Alexander
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