

Bayou



Land — Swamp Forest

(: Add  or  to your mana pool.)

293/325 R
VMA • EN ➤ KARL KOPINSKI

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Forest



239/244 L
UNF • EN ➤ ADAM PAQUETTE

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Forest



239/244 L
UNF • EN ➤ ADAM PAQUETTE

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Windswept Heath



, 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.

Land

020/045 M
EXP • EN ➤ VÉRONIQUE MEIGNAUD

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Verdant Catacombs



Land



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

260/303 R
MH2 • EN • VANCE KOVACS

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Verdant Catacombs



Land



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

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260/303 R
MH2 • EN • VANCE KOVACS

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Boseiju, Who Endures



Legendary Land



☞: Add ♣.

Chancel — 1 ♣, Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.

266/302 R
NEO • EN • CHRIS OSTROWSKI

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266/302 R
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Bojuka Bog



Land



Bojuka Bog enters the battlefield tapped.

When Bojuka Bog enters the battlefield, exile all cards from target player's graveyard.

☞: Add ♣.

Illus. Howard Lyon

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Dryad Arbor



Land Creature — Forest Dryad



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

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

277/289 R
TSR • EN • ERIC FORTUNE

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277/289 R
TSR • EN • ERIC FORTUNE

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Lair of the Hydra



Land

If you control two or more other lands, Lair of the Hydra enters the battlefield tapped.

☞: Add ♣.

X ♣: Until end of turn, Lair of the Hydra becomes an X/X green Hydra creature. It's still a land. X can't be 0.

259/281 R
AFR • EN JOHANNES VOSS

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Gaea's Cradle



Legendary Land

☞: Add ♣ to your mana pool for each creature you control.

"Here sprouted the first seedling of Argoth. Here the last tree will fall."
—Gamelen, Citanul elder

Illus. Mark Zug

© 1993, 1998 Wizards of the Coast, Inc. 321/350

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Ignoble Hierarch



Creature — Goblin Shaman

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

☞: Add ♣, ♠, or ♣.

He protects the fetid bog from light, life, and the hideous sound of laughter.

0/1

166/303 R
MH2 • EN MARK ZUG

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166/303 R
MH2 • EN MARK ZUG

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Noble Hierarch



Creature — Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

☞: Add ♣, ✱, or ♠.

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN • MARK ZUG

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Creature — Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

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0/1

177/332 R
2XM • EN • MARK ZUG

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Elvish Reclaimer



Creature — Elf Warrior

M20

Elvish Reclaimer gets +2/+2 as long as there are three or more land cards in your graveyard.

2, ☞, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle your library.

1/2

169/280 R
M20 • EN • VICTOR ADAME MINGUEZ

™ & © 2019 Wizards of the Coast

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169/280 R
M20 • EN • VICTOR ADAME MINGUEZ

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Allosaurus Shepherd



Creature — Elf Shaman

☞

This spell can't be countered.
Green spells you control can't be countered.

4 ☞☞: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.

1/1

132/331 M
2X2 • EN • RANDY VARGAS

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Collector Ouphe



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

2/2

158/254 R
MH1 • EN • FILIP BURBURAN

™ & © 2019 Wizards of the Coast

Orcish Bowmasters



Creature — Orc Archer

☞

Flash

When Orcish Bowmasters enters the battlefield and whenever an opponent draws a card except the first one they draw in each of their draw steps, Orcish Bowmasters deals 1 damage to any target. Then amass Orcs 1.

1/1

R 0103
LTR • EN • MAXIM KOSTIN

© MEE
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1/1

R 0103
LTR • EN • MAXIM KOSTIN

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Grist, the Hunger Tide

1



Legendary Planeswalker — Grist

As long as Grist, the Hunger Tide isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

+1 : Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

-2 : You may sacrifice a creature. When you do, destroy target creature or planeswalker.

-5 : Each opponent loses life equal to the number of creature cards in your graveyard.

3

202/303 M
MH2 • EN • YONGIAE CHOI

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202/303 M
MH2 • EN • YONGIAE CHOI

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Green Sun's Zenith

X



Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.

150/331 R
2X2 • EN • DAVID RAPOZA

™ & © 2022 Wizards of the Coast

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150/331 R
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Fiend Artisan

1



Creature — Nightmare

Fiend Artisan gets +1/+1 for each creature card in your graveyard.

X ♣, ♠, ♣, ♠ : Sacrifice another creature: Search your library for a creature card with converted mana cost X or less, put it onto the battlefield, then shuffle your library. Activate this ability only any time you could cast a sorcery.

1/1

220/274 M
1KO • EN • YIGIT KOROGU

™ & © 2020 Wizards of the Coast

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220/274 M
IKO • EN • YIGIT KOROLU

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Once Upon a Time



Instant



If this spell is the first spell you've cast this game, you may cast it without paying its mana cost.

Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

169/269 R
ELD • EN • MATT STEWART

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169/269 R
ELD • EN • MATT STEWART

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Natural Order



Sorcery



As an additional cost to cast Natural Order, sacrifice a green creature.

Search your library for a green creature card and put it onto the battlefield. Then shuffle your library.

... but the price of Mangara's freedom was Asmira's life.

177/249 M
EMA • EN • TERESE NIELSEN

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177/249 M
EMA • EN • TERESE NIELSEN

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Snuff Out

3



Instant

If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost. Destroy target nonblack creature. It can't be regenerated.

Squee watched his Kyren cousins fall with a mixture of sympathy and relief.

Illus. Mike Ploog

© 1993-1999 Wizards of the Coast, Inc. 102/360

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Craterhoof Behemoth

5



Creature — Beast

Haste

When Craterhoof Behemoth enters the battlefield, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

Its footsteps of today are the lakes of tomorrow.

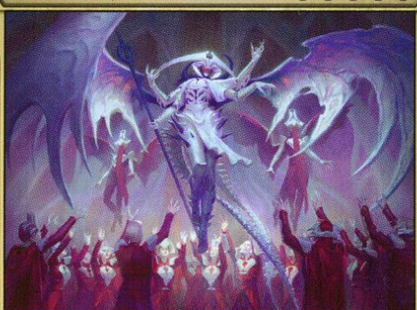
5/5

M 0280
CMM • EN • CHRIS RAHN

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Atraxa, Grand Unifier

3



Legendary Creature — Phyrexian Angel

Flying, vigilance, deathtouch, lifelink
When Atraxa, Grand Unifier enters the battlefield, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

196/271 M
ONE • EN • MARTA NAEL

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Thoughtseize

3



Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

"Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind."

Illus. Aleksi Briclot

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Endurance

1



Creature — Elemental Incarnation

Flash

Reach

When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.

Evoked—Exile a green card from your hand.

3/4

157/303 M
MH2 • EN • ANASTASIA OVCHINNIKOVA

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Endurance 1

Creature — Elemental Incarnation

Flash
Reach

When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.

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157/303 M
MH2 • EN ANASTASIA OVCHINNIKOVA

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Invoke—Exile a green card from your hand.

3/4

157/303 M
MH2 • EN ANASTASIA OVCHINNIKOVA

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

Opposition Agent 2

Creature — Human Rogue

Flash

You control your opponents while they're searching their libraries.

While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

3/2

141/361 R
CMR • EN SCOTT MURPHY

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3/2

141/361 R
CMR • EN SCOTT MURPHY

Dismember 1

Instant

(Φ can be paid with either Φ or 2 life.)

Target creature gets -5/-5 until end of turn.

"You serve Phyrexia. Your pieces would better serve Phyrexia elsewhere."
—Azax-Azog, the Demon Thane

Illus. Jason Felix

118/322 M
MH1 • EN ANASTASIA OVCHINNIKOVA

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