



### Unnamed



### Galactic Nova



### Green Greens



#### Land — DreamLand Island

• Add ♦.  
• Add ♣. Activate only if you control an Island or a Forest.

— This may look like an island paradise lined with palm trees, but don't expect to have a relaxing time here! You'll have to watch your step as you island hop here or you could end up falling in to the ocean. Kaboola will have you scrambling to dodge her constant attack of cannon balls.

RND • EN M  
No Name  
HTTP://NKS.WF/CCC405595

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#### Legendary Artifact — DreamLand Machine

##### Indestructible

*Tick-Tack-Clock.* All nonland permanents on the battlefield, hand and library gets: "This permanent activate triggered and active abilities only once per turn."

— "OK! 3, 2, 1, GO!".

RND • EN M  
XPLOSIVE MUSHRM  
HTTP://NKS.WF/CCC404129

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#### Land — DreamLand

(Exile 1 card from your hand) If Green Greens is your first Land on your battlefield, you can put another DreamLand type land on the battlefield.

• Add ♣.  
• Add \*. Activates only if you control a Forest or a Plains.

— The story of the Heroe from Popstar begins here.

RND • EN M  
No Name  
HTTP://NKS.WF/CCC405575

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### Unnamed



### Dyna Chick



#### Land — DreamLand

• Add \*.  
• Add ♣. Activate only if you control a Plains or a Swamp.

— You won't find a clear path through these softy billowy clouds! By hiding in the clouds, King Dedede's bullies will find a way to surprise you when you least expect it. The boss Kracko is lightning fast. You'll have to keep moving and keep a clear head in order to beat him!

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No Name  
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#### Token Creature — DreamLand Bird

##### Flying

— Don't mess with Dyna Blade...

1/1

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No Name  
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### Castle Dedede

(As this saga enters and after your draw step, add a lore counter. Sacrifice after V.)

I Add 2 \*, ♦ or ♣ in any combination to your mana pool (Spend this mana only to cast DreamLand type cards).

II Create 2 Food Tokens.

III Create 1 Treasure Token.

IV Search in your library DreamLand Enemy with a mana cost 2 or 1, put it on the battlefield, then shuffle your deck.

V Your DreamLand creatures gets +1/+1.



#### Enchantment — Saga

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No Name  
HTTP://NKS.WF/CCC406845

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### Dyna Blade, Sky Protector

3♦♣

### Overgrown Magic

2♦♣



#### Sorcery — DreamLand

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

— The Forgotten Land is taking control again...

RND • EN R  
CAPWORKS  
HTTP://NKS.WF/CCC407010

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#### Legendary Creature — DreamLand Boss

N

Flying, Trample

Mountain Queen: Whenever a Mountain enters the battlefield, create a tapped Treasure Token.

Forest Blessing: Whenever a Forest enters the battlefield, create 1 Food Token.

Bird Nest (1): (Sacrifice a Food Token) Create 3 Dyna Chick Tokens 1/1 with Flying. Activate only once per turn.

A monstrous bird with white and rainbow-colored bladed wings and huge talons. Challengers who face Dyna Blade are forced to contend with her speed and armor plating that can reflect any attack. The only weak point is her head. In Kirby Super Star the destroying Dream Land's crops, but there's apparently a perfectly good reason for this.

RND • EN M  
JULIA MAE ABAINTOS  
HTTP://NKS.WF/CCC406857

5/5  
N  
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### Needlous

1♦♣



#### Creature — DreamLand Enemy

N

Menace

Needle Nest. At the beginning of your upkeep roll a d6, then trigger the specified ability:

- 1-2: You lose 3 life.
- 3-4: You mill 3 cards.
- 5-6: Tap 3 lands you control.

— Be careful, a cute tiny creature, but very spiky...

2/3

RND • EN C  
SHADOWKITSUNE KIRBY  
HTTP://NKS.WF/CCC407580

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### Raging Combat Spirit

1 2 2



#### Enchantment — DreamLand Aura

Enchant creature.

Put a Rage counter on enchanted creature for each DreamLand creature in your graveyard.

Enchanted creature has haste and gets +X/+0, where X is the number of Rage counters on the enchanted creature.

— Never give up my soldiers!

RND • EN M  
ONEBADNOODLE

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[HTTP://NKS.WF/CCC411268](http://NKS.WF/CCC411268)

### Gold Waddle Dee

2 2



#### Legendary Creature — DreamLand Enemy

Ward 7

Lucky Dee . When Gold Waddle Dee enters the battlefield create a Treasure Token. Choose an opponent, that opponent creates a Treasure Token.

Gold Curse . This creature cannot attack, block and be searched in your library.

Maxim Invocation ⚔ : (Exile this creature) Create a Maxim Tomato.

— You're a Lucky one...

7/7

RND • EN M  
NOT OC

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[HTTP://NKS.WF/CCC411258](http://NKS.WF/CCC411258)

### Capsule J

2



#### Artifact Creature — DreamLand Enemy

Flying, Haste

Jet Boost . All creatures you control have Flying until Capsule J leaves the battlefield.

Jet Lag . Each time a creature with Flying under your control attacks, you lose 2 lifes.

— Miss the old machine buddy!

2/2

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LINKANDORE

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[HTTP://NKS.WF/CCC411493](http://NKS.WF/CCC411493)

### Chameleo Arm

2 \*



#### Legendary Creature — DreamLand Boss

Reach

Colorshift . When Chameleo Arm enters the battlefield, choose a color. Other DreamLand type cards gets protection from that color until Chameleo Arm leaves the battlefield.

Color Curse . At the beginning of your upkeep, choose a color of your commander's color identity, you can't play spells of any other color.

— You can't see me...

5/5

RND • EN M  
RAINBOW SWIRL

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[HTTP://NKS.WF/CCC411083](http://NKS.WF/CCC411083)

### Morpho Knight

2 2 \*



#### Legendary Creature — DreamLand Boss

Flying, Trample, Lifelink

Burning Slice ⚔, ⚔ : Deal 4 damage to any target and 3 damage to any target. If a creature died this way, create a 1/1 Butterfly Token with "Flying, Haste". At the end of your turn, lose 2 lifes.

Butterfly Curse . Morpho Knight gets +1/+1 for each Butterfly on the battlefield. This creature cannot attack players who controls a Butterfly.

— The fluttering fiend that casts judgement upon final battles is drawn toward the isolated isles of Forgo Dreams.

7/5

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EARTHBOUND128

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[HTTP://NKS.WF/CCC411606](http://NKS.WF/CCC411606)

### Heavy Mole

2 \*



#### Artifact Creature — DreamLand Boss

Ward 2

When Heavy Mole enters the battlefield, search in your library a Mountain or a Forest, reveal it and put it in your hand.

Land Control ⚔, ⚔ : Search in your library a basic Mountain or Forest and put it onto the battlefield if a opponent controls more lands than you.

— A sneaky, underhanded underworld figure, Heavy Mole will hit you when you least expect it.

4/4

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BRIDGE0FAUST

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### Forest



#### Basic Land — Forest



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### Mountain



#### Basic Land — Mountain



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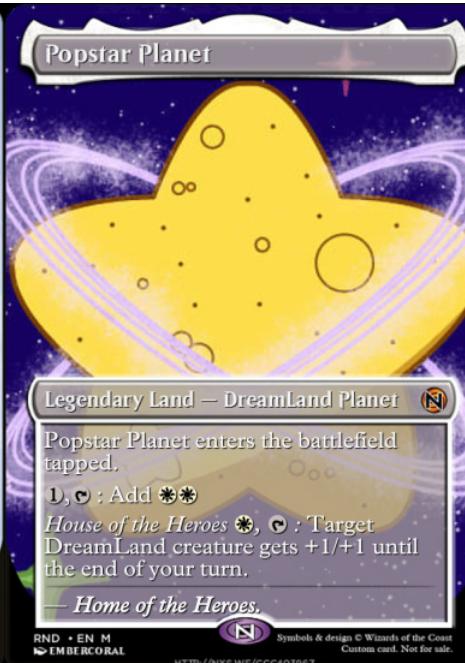
### Plains



#### Basic Land — Plains



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### Gordo

1

Artifact Creature — DreamLand Enemy

Indestructible, Defender, Flying

At the beginning of your upkeep you lose 2 lifes.

*If you touch Gordo, he'll definitely do damage. But I don't think he means to hurt anyone. I asked him once, and he just stared at me with those big eyes of his. Maybe he doesn't even know the answer...*

2/2

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NO NAME

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### Whispy Woods

2

Legendary Creature — DreamLand Boss

Defender

*Forest Blessings* . Whenever you tap a Forest for mana, add an additional .

*Apple Season* . When Whispy Woods blocks an attack, create a Food Token.

*— The ancient tree has awoken from its slumber to block your path.*

0/5

RND • EN M

SYUYASUYABI427

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HTTP://NXSWF/CCC413129



Daroach

1

Legendary Creature — DreamLand Boss

When Daroach enters the battlefield, create a Treasure Token for each opponent's artifacts that produces mana.

*Big Gambler* . Throw a die, then activate triggered ability (Activate this as a sorcery and once per turn):

- 1: Create 3 Treasure Tokens.
- 2: Create 2 Squeak Tokens.
- 3: Gain control of one opponent artifact.
- 4: Gain control of one opponent creature (Return it at the end of turn).
- 5: All creatures you control has trample until the end of turn.
- 6: Nothing.

*— Those bejeweled hearts will be mine!*

3/4

RND • EN M

GSVPARTNERS

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### Heavy Lobster

4

Artifact Creature — DreamLand Machine

Mobilize 2

*Artifact Master* . All artifacts you cast cost 1 less. All artifacts your opponents cast cost 1 more to its mana cost.

*Steam Machine* . If Heavy Lobster deals combat damage, create Treasure Tokens equal to the artifacts that player controls.

*— This time we will succeed! Heavy Lobster, away!*

Captain Vul

4/4

RND • EN R

KNOW YOUR MEME

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### Waddle Doo

0/5

Token Creature — DreamLand Enemy

When Waddle Doo deals damage to a player, deal 1 damage to any target.

*— I'll bet it all on this beam!*  
Waddle Doo

2/1

RND • EN U

WADDLEDOO

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HTTP://NXSWF/CCC412931



### Forgotten Land Curse

0

Target creature has Indestructible and +1/+1 until the end of turn. Draw a card if an opponent casted a blue or black spell this turn

*— The Forgotten Land can't be stop...*

RND • EN M

EYEPODNATION

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### Squeak

2/2

Token Creature — DreamLand Enemy

Haste, Lifelink

Whenever a Squeak deals damage to an opponent, create a Treasure Token.

*— Here comes the Squad!*

2/2

RND • EN C

NOT OC

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### Butterfly

1/1

Token Creature — DreamLand

Flying, Haste

At the end of your turn lose 2 lifes.

RND • EN M

TRIPPINOVERSTARS

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HTTP://NXSWF/CCC411634



### Pep Drew

0

Token Artifact — DreamLand Food

, Sacrifice this Token: Gain 1 life.

*— A Pep Drew for you!*

RND • EN M

MATTHEW DRAKE

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**Token Artifact — DreamLand Food**

Full Health 9,  $\diamond$  (Sacrifice this Token) Your life becomes your base life.

— If your health is low, just eat a Maxim Tomato to fully heal yourself. (They're packed with nutrients!) Did these fall through the same vortex as Kirby and his friends, or were they in the new world already? It's hard to tell, but everyone seems to enjoy them—even the Beast Pack!

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**Token Creature — DreamLand Enemy**

Waddle Dee.

— Waddle Dee.

1/1

RND • EN C  
©CUKIART  
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**Token Artifact — Treasure**

$\diamond$ , Sacrifice this artifact : Add one mana of any color to your mana pool.

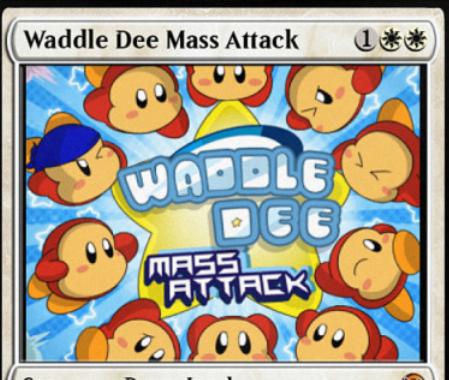
— I find one! It's a Treasure Chest!

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HTTP://NKS.WF/CCC420036

**Sorcery — DreamLand**

Destroy all creatures. Each player creates a 1/1 Waddle Dee Token equal to the number of creatures they controlled that were destroyed this way

— A bunch of Waddle Dee!

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©REYLEEM  
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**Artifact Creature — DreamLand Enemy**

Tactician. When Doc enters the battlefield, put a land from your hand onto the battlefield.

Rat Genius. Whenever an opponent taps an artifact for mana, draw 1 card unless they pay 1.

— My floating friend there, Doc, built my airship. He's a genius when it comes to machines. Right, Doc? Hmm. He's getting on in years now, but I'm sure he's got a lot of big ideas knocking around his head.

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**Token Artifact — Food**

$\diamond$ ,  $\diamond$ , Sacrifice this artifact : You gain 3 life.

— Yumiiii!

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HTTP://NKS.WF/CCC420035

**Token Creature — DreamLand Enemy**

Ant Loyalty  $\diamond$ , Sacrifice this Token : Put +1/+1 on Queen Sectonia or gain 2 lifes.

— For the Queen!

RND • EN R  
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**Legendary Artifact — Dreamland Artifact**

Indestructible

Equipped creature has Indestructible and Vigilance.

Dream Power. Whenever you cast a DreamLand type spell, equipped creature gets +1/+1. If you control Fountain of Dreams, instead put +2/+2 on equipped creature.

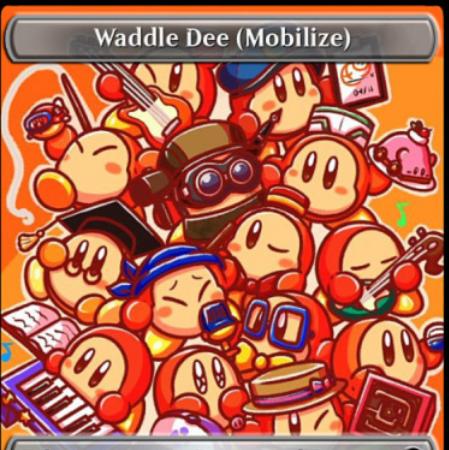
Ultimate Weapon  $\diamond$ . If the equipped creature would leave the battlefield for any effect, instead exile this artifact and redirect the effect to any target.

Equip  $\diamond$

— The most powerful item in DreamLand, control all dreams and nightmares...

RND • EN M  
©PATH OUT  
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**Token Creature — DreamLand Enemy**

Haste

— Waddle Dee and its first cousin, Waddle Doo, will try to gang up on Kirby. Their downfall is their intelligence. They're not too smart.

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1/1



## Buddy Fighters Tower



### Land — DreamLand

• Add to your mana pool one mana of any color in your commander's color identity.

— Now, to finally defeat Kirby, the old rivals have become partners, taking on Kirby as a battle team! And so they sent Kirby a challenge. They lay in wait on the Summit of a lofty tower reaching to the heavens, known as the Buddy Fighters Tower.

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NOT OC  
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## Big Waddle Dee



### Token Creature — DreamLand Enemy

— Just a Waddle Dee, but big.

RND • EN U  
SUDDENDRAFT  
HTTP://NKS.WF/CCC416498

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3/3

## Masked Dedede's Hammer



### Artifact — DreamLand

Equipped creature has Trample and Vigilance.

While King Dedede is on the battlefield, equipped creature gets +1/+1 and the equip cost is reduced to 0.

Equip 1

— The best hammer for the best King!

RND • EN M  
@FD-SAMU  
HTTP://NKS.WF/CCC411052

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3/3

## Powerful Scream



### Instant

Powerful Scream deals 3 damage to target creature or player.

— Chestoooooo!

RND • EN M  
BUMPADUMP2002  
HTTP://NKS.WF/CCC414228

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### Flying

Terrain Boost • You may put a land card from your hand onto the battlefield.

Abduction 2 : Return 1 DreamLand creature from the battlefield to your hand.

— \*Alien noises\*

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NOT OC  
HTTP://NKS.WF/CCC409037

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2/2

## Dubior



### Artifact Creature — DreamLand Machine

#### Flying

Terrain Boost • You may put a land card from your hand onto the battlefield.

Abduction 2 : Return 1 DreamLand creature from the battlefield to your hand.

— \*Alien noises\*

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NOT OC  
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2/2

## Cookie Country



### Land — DreamLand Mountain Forest Plains

(• : Add •, ♣, or •.)

Cookie Country enters the battlefield tapped.

Food Land 1 (•, Create a Food Token.)

— Filled with green trees and delicious chocolate chip flavored hills, the first destination for Kirby and the gang is a bit of a walk in the park.

RND • EN M  
@NAME\_S  
HTTP://NKS.WF/CCC416254

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## King Dedede's Revenge



### Enchantment — DreamLand

Whenever a DreamLand creature enters the battlefield or dies, deal 2 damage to each opponent.

Dedede's Rage 2 • : DreamLand creatures under your control gets +X/+0 until the end of turn, where X is the number of DreamLand creatures on your graveyard (Active this as a sorcery and once per turn).

— King Dedede demands revenge! Will he finally reign victorious over his age-old nemesis?!

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NO NAME  
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## King Doo



### Creature — DreamLand Enemy

When King Doo enters the battlefield, create two Waddle Doo Tokens.

King Order : While King Doo is on the battlefield, other creatures under your control has to defend if able. When a nontoken creature you control dies, create a Waddle Doo Token.

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3/3



### Redgard Forbidden Land



#### Land

(•, Pay 1 life, Sacrifice Redgard Forbidden Land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle your library.

— *Gosh! So much lava! If we don't keep moving, we might start to melt!*  
Elfilin

RND • EN M  
URSULA TEN

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[HTTP://NKS.WF/CCC416930](http://NKS.WF/CCC416930)

### Originull Wasteland



#### Land

(•, Pay 1 life, Sacrifice Originull Wasteland: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

— *This place is just sand, sand, and more sand! I wonder how far it goes...*  
Elfilin

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NOT OC

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### Lab Discovera



#### Land — DreamLand

(•, Sacrifice an artifact or pay 2 life, Sacrifice Lab Discovera: Search your library for a land card and put it onto the battlefield tapped.

— *Kirby... I'm scared... But we can't stop now. We have to keep going!*  
Elfilin

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NOT OC

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### Vegetable Valley



#### Land — Forest Plains

(•: Add ♦ or \* to your mana pool.)

This land enters tapped unless you control two or more basic lands.

— *It's easy to learn the basics of Kirby's Adventure in the relatively tame Vegetable Valley. The boss of this introductory level, Wisp Woods [sic], should be familiar to you from Kirby's earlier adventures!*

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NOT OC

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### Butter Building



#### Land — Mountain Plains

(•: Add ♦ or \* to your mana pool.)

This land enters tapped unless you control two or more basic lands.

— *It's a long and adventurous climb to the top of the Butter Building tower! Your reward is a challenging battle against two of Dedede's toughest baddies on the top floor!*

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NOT OC

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### Yogurt Yard



#### Land — Mountain Forest

(•: Add ♦ or ♣ to your mana pool.)

This land enters tapped unless you control two or more basic lands.

— *Just when you thought you'd reached the top of this world, you'll find yourself hurled down into the heart of a maze of mountain-piercing caverns!*

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NOT OC

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### Yogurt Yard



#### Land — Mountain Forest

(•: Add ♦ or ♣ to your mana pool.)

This land enters tapped unless you control two or more basic lands.

— *Just when you thought you'd reached the top of this world, you'll find yourself hurled down into the heart of a maze of mountain-piercing caverns!*

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NOT OC

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### DreamLand's Blessings



#### Instant

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.)

Exile DreamLand's Blessings

— *We are safe here...*

RND • EN M  
GAMERDRAGON07

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### Journey Together



#### Enchantment — DreamLand

Whenever a DreamLand creature enters the battlefield, draw 1 card.

If Journey Together is removed from the battlefield, draw 1 card.

— *The power of the Star Alleys!*

RND • EN M  
NO NAME

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[HTTP://NKS.WF/CCC407054](http://NKS.WF/CCC407054)

## Frozen Hillside



### Legendary Snow Land — DreamLand

Frozen Hillside enters with 2 *Blizzard* counters.

• : Add \*

*Frozen Era* . At the beginning of each player's upkeep, if Frozen Hillside has a *Blizzard* counter, their creatures get a *Stun* counter unless they pay \* or 2.

At the beginning of your endstep, remove a *Blizzard* counter from Frozen Hillside.

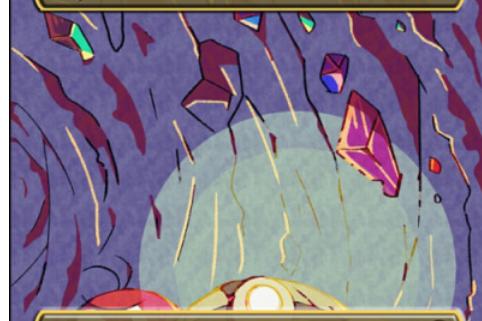
— *Frozen Hillside is a cold and icy course located high up in the frigid mountains. The surrounding landscape beneath the course suggests that it is located near Planet Popstar's Rainbow Resort.*

RND • EN M  
NOT OC

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## Crystal Area



### Land

As this land enters, choose a creature type.

• : Add ♦.

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

— *A lot of ancient treasures are buried here...*

RND • EN M  
ANDROIDLOLITA

HTTP://NKS.WF/CCC417144

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## MT. Dedede



### Legendary Land — DreamLand

MT. Dedede enters tapped unless King Dedede is on the battlefield.

• : Add \*, ♦, or ♣ to your mana pool.

*Dedede's Order* •, • : Search your library for a DreamLand card, reveal it and shuffle your library, then put the card on top of your library (Active this only once per turn).

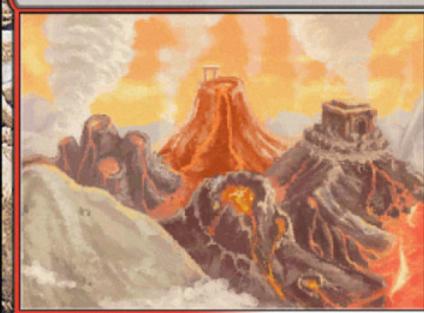
— *King Dedede heard you were coming and he has called for all the stage bosses to return to Mt. Dedede to protect him. This is going to be your toughest battle yet, but if you've come this far, you mustn't give up. Remember, the people of Dream Land are counting on you!*

RND • EN M  
NO NAME

HTTP://NKS.WF/CCC405279

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## Cushy Cloud



### Land — Mountain Forest

• : Add ♦ or ♣ to your mana pool.

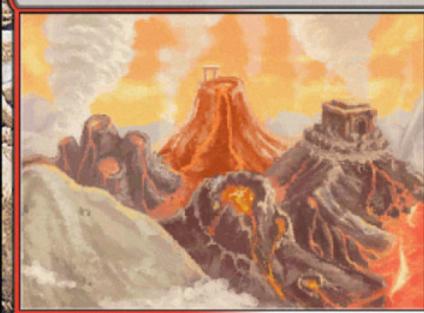
— *Kirby cruises sky-high in the Cushy Cloud world, where he gets a bird's-eye view of the action.*

RND • EN M  
NOT OC

HTTP://NKS.WF/CCC417315

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## Vocal Volcano



### Land — Mountain Plains

• : Add ♦ or \* to your mana pool.

— *Is it getting hot in here? Kirby braves the fiery depths when he ventures into the oven-like Vocal Volcano.*

RND • EN M  
NOT OC

HTTP://NKS.WF/CCC417310

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## Butter Building



### Land — Mountain Plains

(• : Add ♦ or \* to your mana pool.)

This land enters tapped unless you control two or more basic lands.

— *It's a long and adventurous climb to the top of the Butter Building tower! Your reward is a challenging battle against two of Dedede's toughest baddies on the top floor!*

RND • EN M  
NOT OC

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## Grape Garden



### Land

Grape Garden enters the battlefield tapped unless you have two or more opponents.

• : Add ♣ or \*.

— *From the top of the Butter Building, you can reach the huge Grape Garden in the clouds. High-flying action is the order of the day, as the enemies here are accustomed to aerial attacks from their lives in the pleasant, fluffy clouds.*

RND • EN M  
NOT OC

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## Prism Plains



### Land — Forest Plains

• : Add ♣ or \* to your mana pool.

— *The lush grass fields of Prism Plains provide the perfect backdrop for Kirby to begin his quest.*

RND • EN M  
NOT OC

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## Rainbow Resort

LEVEL 7  
RAINBOW RESORT

### Land

Rainbow Resort enters the battlefield tapped unless you have two or more opponents.

• Add ♠ or \*

— Welcome to Rainbow Resort!

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NOT OC

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[HTTP://NKS.WF/CCC417335](http://NKS.WF/CCC417335)

## Jam Jungle

### Land

Jam Jungle enters tapped unless you have two or more opponents.

• Add ♠ or \*

— Jam Jungle's tangle of vines and tropical foliage put Kirby's trailblazing skills to the ultimate test.

RND • EN M  
NOT OC

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[HTTP://NKS.WF/CCC417341](http://NKS.WF/CCC417341)

## Friend Call

### Sorcery — DreamLand Magic

Search your library for a DreamLand creature card with a mana cost of 3 or more, reveal that card and put it into your hand. Then shuffle your library.

— DreamLand! Assemble.

RND • EN M  
NOT OC

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[HTTP://NKS.WF/CCC417486](http://NKS.WF/CCC417486)

## Green Grounds



### Legendary Land — DreamLand

• Add ♠ to your mana pool for each DreamLand creature you control.

— This island is full of greenery and has food aplenty. Maybe that explains how so many of these creatures have grown so large. Take care that you don't get squashed!

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NOT OC

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[HTTP://NKS.WF/CCC417489](http://NKS.WF/CCC417489)

## Dyna Blade's Nest

### Land

• Add ♠.

• Add \*. Activate only if you control a Mountain or a Plains.

— Be careful, Dyna Blade can see you...

RND • EN M  
NOT OC

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[HTTP://NKS.WF/CCC405046](http://NKS.WF/CCC405046)

## Star-Crossed World

### Legendary Land — DreamLand

Star-Crossed World enters the battlefield tapped. When Star-Crossed World enters the battlefield, you may return up to other nonbasic land under your control to your hand and pay 1. If you do, search in your library two basic lands and put those lands onto the battlefield tapped. Then shuffle your library.

• Add one mana of any color to your mana pool, spend that mana only to cast creature spells.

— An adventure between worlds.

RND • EN M  
NOT OC

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[HTTP://NKS.WF/CCC417290](http://NKS.WF/CCC417290)

## White Wafers



### Snow Land — DreamLand Mountain Forest Plains

(• Add ♠, ♣ or \* to your mana pool).

White Wafers enters the battlefield tapped unless you control two or more creatures with \* in its color identity.

Winter Breeze . If White Wafers enters the battlefield untap, put a Stun counter on each opponent creature unless they pay 2.

— A wintry stage that's covered in ice and snow.

RND • EN M  
COSMICPENGUIN

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[HTTP://NKS.WF/CCC417667](http://NKS.WF/CCC417667)

## The Forgotten Land

### Legendary Land — DreamLand

The Forgotten Land enters the battlefield tapped.

• Add ♠, ♣ or \* to your mana pool.

Ancient Boost ♠, ♣, \* : Add one mana of any color in your commander's color identity. Spend that mana only to cast creatures. If you do, that creature enters the battlefield with a +1/+1 counter and has Vigilance.

— What journey awaits Kirby? Take a deep breath and get ready for an unforgettable adventure!

RND • EN M  
KNOW YOUR MEME

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[HTTP://NKS.WF/CCC417135](http://NKS.WF/CCC417135)

## Hammer Flip

### Instant — DreamLand Magic

Choose one —

- Destroy target artifact.
- Destroy target creature if it's blue or black.
- DreamLand creatures can't be blocked this turn.

— Let's give them a taste of hammer power!

RND • EN M  
NOT OC

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[HTTP://NKS.WF/CCC416584](http://NKS.WF/CCC416584)

**Spiky Field**

2 2 2

**Enchantment**

Whenever you receive damage from an opponent source, this enchantment deals 3 damage to the opponent that dealt damage to you.

— Yes, this is a literal spiky shield.

RND • EN R  
MY NAME? GOOEY? MAYBE?

HTTP://NXSWF/CCC407592

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**Sub-Tree Area****Land**

• : Add to your mana pool one mana of any type that a land you control could produce.

— Sub-Tree Area is a subterranean jungle located beneath Dream Land. It is the first area traversed in The Great Cave Offensive and precedes Crystal Area.

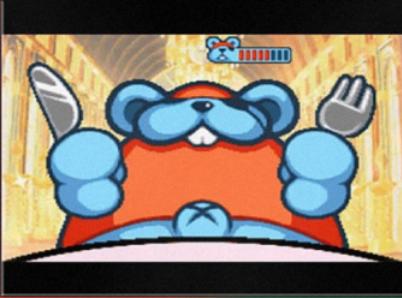
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**Storo**

1 2 2

**Creature — DreamLand Enemy**

Trample

*Big Hunger* . Whenever an opponent casts an artifact, create a Food Token.

*Sneaky Stealth* . Whenever an opponent taps an artifact for mana, create a Treasure Token.

— The fellow behind you goes by the name Storo. He's always been a big guy, but don't worry. He's really a pussycat. So to speak.

Darach

3/3

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