Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

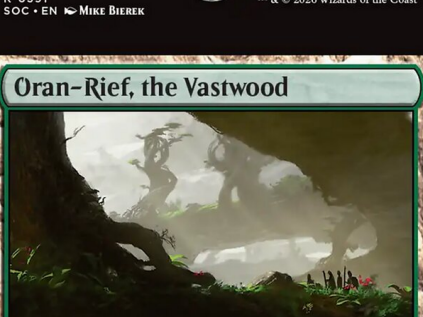
Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

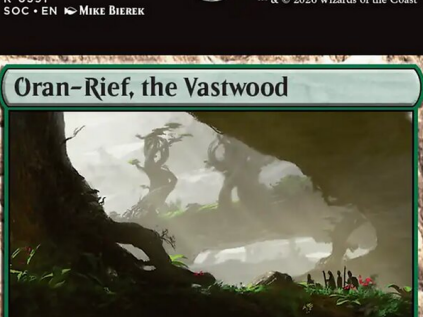
Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

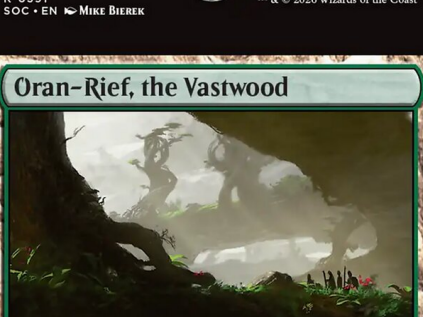
Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

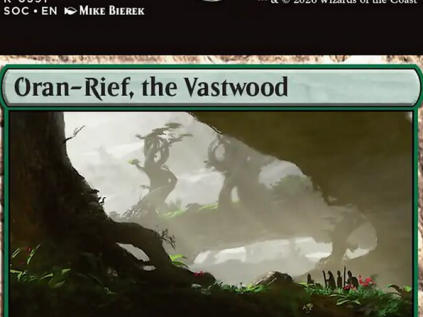
Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood



Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast

Oran-Rief, the Vastwood

Land

This land enters tapped.
{T}: Add {G}.
{T}: Put a +1/+1 counter on each green creature that entered this turn.

R 0391
SOC • EN ✍ Mike Bierek
™ & © 2026 Wizards of the Coast