

Mono Green Landfall

Your phone guide. Standard Showdown, **21:15**.
Confirmed list: **60 main + 15 side**.

Before every land: can I play a landfall card first?
Have I used my land plays already? Which creature
needs to get through?

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Your main deck

CREATURES - 17

- 4 Llanowar Elves
- 4 Sazh's Chocobo
- 4 Icetill Explorer
- 3 Mightform Harmonizer
- 1 Surrak, Elusive Hunter
- 1 Ouroboroid

OTHER SPELLS - 17

- 4 Esper Origins
- 4 Shared Roots
- 4 Earthbender Ascension
- 3 Sapling Nursery
- 1 Lumbering Worldwagon
- 1 Meltstrider's Resolve

LANDS - 26

- 14 Forest
- 4 Fabled Passage
- 3 Escape Tunnel
- 3 Ba Sing Se
- 1 Demolition Field
- 1 Elven Passage

Your sidebar

3 Leatherhead, Swamp Stalker

3 Mossborn Hydra

2 Meltstrider's Resolve

2 Webstrike Elite

2 Warg Tactics

1 Sapling Nursery

1 Soul-Guide Lantern

1 Surrak, Elusive Hunter

Totals across the 75

Meltstrider 3 = 1 main + 2 side.

Nursery 4 = 3 main + 1 side.

Surrak 2 = 1 main + 1 side.

This is your version with **3 Leatherhead, 2 Warg Tactics and 1 Lantern**. Origin of Metalbending is not in the 75.

The plans on pages 15-17 always start from the original main deck. Do not automatically combine them.

READING COSTS

{G} = one green mana. {2} = two mana of any type. So {2}{G} costs three mana in total. Tap means turning the card sideways; untap means turning it upright.

A hand worth keeping

Look for **2-3 lands, an early play and ways to develop**: Llanowar Elves or Chocobo, then Shared Roots / Ascension and a threat.

For tomorrow, I would avoid one-land hands that depend on Llanowar Elves, or hands full of expensive cards with no early plays. Before deciding on a mulligan, check whether you have green mana available right away.

A hand to keep

2 Forest, Fabled Passage, Llanowar Elves, Earthbender Ascension, Icetill Explorer, Mightform Harmonizer.

IDEAL SEQUENCE, WITH NO OPPOSING ANSWERS

T1: Forest, Llanowar Elves.

T2: Forest, Ascension with three mana. Animate a land and search for Forest: you have three lands.

T3: three lands + Llanowar Elves pay for Icetill. Only then play Fabled Passage.

The animated land stays tapped if you tapped it to pay for Ascension. Llanowar Elves cannot produce mana on the turn it enters.

Another 12 examples with explanations: pages 18-23. KEEP = keep your hand; MULLIGAN = shuffle it back and look for a better hand.

[Ascension: text and rulings](#)

Icefill + Fabled

Starting position

Icefill is on the battlefield. You have not played any lands this turn. You have Fabled Passage in your hand or graveyard.

1. Play Fabled Passage.

First land entering.

2. Tap and sacrifice it; search for Forest.

Second land entering.

3. Play the same Fabled from your graveyard, using your additional land play.

Third land entering.

4. Sacrifice it again and search for Forest.

Fourth land entering.

FOUR LANDFALL EVENTS, TWO LAND PLAYS

The Forests you search for do not use up land plays. With one Icefill, you have two land plays in total on your turn, not two extra.

Resolve the triggers and mill one card for each land entering. To play a land again, it must be your main phase with an empty stack.

[Icefill Explorer](#)

Do not crack them out of habit

Playing a fetch land gives you one land entering. Sacrificing it to search for Forest gives you another: **you can save that second event for later.**

Example

You have enough mana this turn. Leave Escape Tunnel on the battlefield. Next turn, cast Mightform using your other lands, then sacrifice Tunnel: the Forest gives you a power doubling you would not have had last turn.

With Nursery you get a token; with Chocobo you get a counter. If you need mana to develop your board instead, search for the Forest right away.

WITH ASCENSION: ANOTHER OPTION

You can animate a fetch land already on the battlefield. When you sacrifice it, it dies as a creature: earthbend returns it tapped; the land you searched for enters too. That is two new lands entering.

You cannot immediately sacrifice the fetch again after it returns tapped. Do not confuse this line with the two land plays from Ictill.

[Earthbending: official rules](#)

Setting up lethal damage

Mightform doubles power whenever a land enters, until end of turn. A power of 4 becomes 8, then 16. Toughness does not double.

Choose a creature that can already attack. A freshly cast Mightform can boost your other creatures, but normally cannot attack. Warp costs {2}{G}, does not give haste, and exiles it at the beginning of the next end step.

Chocobo + Mightform

If a land triggers both, let the Chocobo counter resolve first, then the doubling. A power of 3 becomes 4, then 8.

Ouroboroid: play it before combat. Its ability distributes counters equal to its power as the ability resolves; that includes counters on itself.

Before attacking, check for **trample**: an active Ascension, Warg, or chapter III of Maduin. A huge creature without trample can be stopped by a token.

[Mightform Harmonizer](#)

[Ouroboroid](#)

Lumbering Worldwagon

When it enters, search for a basic land and put it onto the battlefield tapped. **You do not need to crew it for this effect.**

CREW 4

Tap other untapped creatures with total power of at least 4: one with power 4, two with power 2, or power 3 + Llanowar Elves. No mana; no sacrifices.

It becomes an artifact creature until end of turn: its power equals the number of lands you control, and its toughness is 4. Crewing does not tap the wagon.

When it attacks, search for another basic land and put it onto the battlefield tapped, before blockers. With five lands it is 5/4; after the search it becomes 6/4.

Creatures that just entered can crew. A wagon that just entered cannot attack without haste.

You can also crew during your opponent's turn before blockers if the wagon is untapped. You must crew it again: the previous effect ends at end of turn.

[Lumbering Worldwagon](#)

Esper Origins

FROM YOUR HAND: {1}{G}

Surveil 2: look at the top two cards, put any of them into your graveyard, and put the rest back on top in any order. **You do not draw them.** Then gain 2 life; Origins goes to your graveyard.

How to choose

Keep what you need now on top. A land in your graveyard can be useful with Icetill; another Origins can still be cast with flashback. Do not automatically bin lands if you are short on mana.

FROM YOUR GRAVEYARD: FLASHBACK {3}{G}

Cast it again: surveil 2 and gain another 2 life. Then it enters transformed as **Esper Maduin 4/4**, with a finality counter.

You can use flashback even if Icetill milled Origins directly. You do not have to cast it from your hand first. It is a sorcery: normally you cast it during your main phase with an empty stack.

[Esper Origins / Maduin](#)

Maduin's three chapters

TURN 4: ENTERS, CHAPTER I

Reveal the top card. If it is a permanent card, put it into your hand; otherwise it stays on top. Maduin is 4/4: it can block, but normally cannot attack yet.

TURN 5: CHAPTER II

At the beginning of your first main phase, after your draw, you get {G}{G}. Use it during that phase: you cannot save it for the next turn or for combat. Maduin can now attack.

TURN 6: CHAPTER III

The other creatures you control as it resolves get **+2/+2 and trample** until end of turn. Then sacrifice Maduin: finality exiles it. Maduin does not attack that turn.

Prepare for turn 6

Have creatures ready. The chapter bonus, followed by Mightform landfall triggers, can set up the decisive attack.

The finality counter is separate from the lore counters: it does not make the Saga start at chapter II.

[Maduin and Saga rules](#)

Ascension and Nursery

EARTHBENDER ASCENSION

When it enters, animate a land already on the battlefield and search for a basic land, which enters tapped. That basic land also starts its landfall count.

Each land entering adds a quest counter. **Starting with the fourth**, each land entering gives the chosen creature +1/+1 and trample. The counters stay; trample lasts until end of turn.

SAPLING NURSERY

It costs $\{6\}\{G\}\{G\}$, reduced by $\{1\}$ for each **Forest**. With five Forests it costs $\{1\}\{G\}\{G\}$; with six it costs $\{G\}\{G\}$. Ba Sing Se and fetch lands are not Forests.

Each landfall trigger creates a **3/4 token with reach**. Newly created tokens normally cannot attack immediately.

Protection: $\{1\}\{G\}$ and exile Nursery

Give Treefolk and Forests you control indestructible. This does not automatically protect Icetill, Chocobo, Surrak, or your entire board.

[Ascension](#)

[Sapling Nursery](#)

Lands and mana

Fabled Passage: search for a basic land, which enters tapped; then untap it if you control at least four lands. Count your lands after the search.

Elven Passage: pay 1 life and search for a basic land, which enters tapped. You can reveal an Elf from your hand or choose one you control to untap it. Llanowar Elves works.

Escape Tunnel: its second ability makes a creature with power 2 or less unblockable. Let it resolve before making the creature bigger: it will remain unblockable that turn. This mode does not search for a land.

Ba Sing Se: enters untapped if you control a basic land. To earthbend, pay $\{2\}\{G\}$ and tap Ba Sing Se: it cannot also pay part of its own activation cost.

Demolition Field: produces colorless mana. To activate it, pay $\{2\}$, tap it and sacrifice it; your opponent must have a nonbasic land you can legally target.

An animated land tapped for mana cannot also attack or crew until it is untapped.

[Fabled Passage](#)

[Escape Tunnel](#)

Your answers

Warg Tactics - {1}{G}: destroys a creature with flying, or gives one of your creatures a +1/+1 counter, trample and hexproof. Respond to targeted removal before it resolves.

Meltstrider - {G}: the Aura gives +0/+2; when it enters, it makes your creature fight up to one opposing creature. Check power, damage and possible opposing responses. It does not give trample.

Webstrike - {G}{G}: a 3/3 with reach. Or cycle it for {X}{G}{G}: destroy an artifact/enchantment with mana value **exactly X**, then draw. Tablet needs X=3: you pay five mana.

Leatherhead: must hit the player to destroy an artifact/enchantment. You can remove a +1/+1 counter instead of its hexproof counter, if it has one.

Surrak: lets you draw when your opponent targets your creatures or creature spells; it does not stop their answer from resolving.

Lantern: exiles one card when it enters. Tap + sacrifice exiles the opposing graveyard; {1} + tap + sacrifice draws a card. These are alternative uses.

[Warg Tactics](#)

[Webstrike Elite](#)

Who you want to face

Mono-Green: what matters is who starts stronger and who disrupts the opposing engine.

Dimir Midrange: generally good for the archetype; do not put everything into one creature.

Izzet Spellements: unfavorable. Sunderflock turns the board around.

Selesnya Landfall: close; their removal helps in the mirror.

Azorius Momo / fliers: difficult before sideboarding. Warg and reach help.

4C / Jeskai control: depends on board wipes and answers to Nursery.

Orzhov Lifegain: generally good; power doubling can outpace the life they gain.

Fast combo: difficult; you need pressure and cannot afford much hesitation.

This is an assessment of your list, not a prediction of your percentages at Galactus. We do not know what decks the participants will bring.

Competitive context: Karsten, 3 September

Sideboard: ground and mirror

FAST GROUND AGGRO

IN: 2 Meltstrider, 2 Webstrike Elite

OUT: 2 Nursery, 1 Ouroboroid, 1 Mightform

Stabilize the board before trying to set up a huge attack. Webstrike is a two-mana blocker; Meltstrider removes a threat if the fight is safe.

MONO-GREEN / SELESNYA LANDFALL

IN: 3 Mossborn Hydra, 2 Meltstrider

OUT: 2 Esper Origins, 1 Shared Roots, 1 Worldwagon, 1 Nursery

Hydra adds pressure; Meltstrider can disrupt Icetill or Mightform. Against Erode, consider Warg: to add two, you can remove another 2 Esper Origins from this plan.

In the mirror

A new Hydra starts as a 1/1. A fetch land, followed by the basic land it finds, takes it to 2/2 and then 4/4, with no other modifiers.

Against Lifegain, keep Mightform. If their attackers fly, use the fliers plan on page 16 instead.

Sideboard: Izzet and Dimir

IZZET SPELLEMENTALS

IN: 2 Warg Tactics, 1 Surrak, 1 Soul-Guide Lantern

OUT: 2 Esper Origins, 1 Worldwagon, 1 Mightform

Apply pressure. Lantern can empty their graveyard **before** they use the cost reductions on Crab / Hearth: doing it after the spell is cast does not increase the cost they have already paid.

DIMIR MIDRANGE

IN: 2 Warg Tactics, 1 Surrak, 2 Webstrike Elite

OUT: 1 Worldwagon, 1 Ouroboroid, 2 Shared Roots, 1 Mightform

Surrak punishes targeted answers. Warg protects a creature or removes a flier; Webstrike can block to stop easy card draws.

AZORIUS MOMO / FLIERS

IN: 2 Warg Tactics, 2 Webstrike Elite

OUT: 1 Ouroboroid, 1 Nursery, 2 Shared Roots

Wan Shi Tong on the battlefield?

Your searches give it counters and let its controller draw cards. If possible, use Warg before chaining more fetch lands.

These suggestions are based on what the cards do and on your list, not plans tested over a sample of games.

Sideboard: control and combo

CONTROL WITH BOARD WIPES

IN: 2 Leatherhead, 1 Surrak, 1 Nursery

OUT: 1 Meltstrider, 2 Mightform, 1 Shared Roots

Do not play every threat if your board already applies enough pressure. Save something to rebuild with. Nursery and animated lands can force them to have different answers.

KEY ARTIFACTS / ENCHANTMENTS

IN: 2 Webstrike Elite, 3 Leatherhead

OUT: 1 Meltstrider, 2 Mightform, 2 Esper Origins

Webstrike provides an answer from your hand; Leatherhead needs to hit the player. The second plan is for targets that are central to their strategy, not an incidental artifact.

COMBO

Keep Mightform and a fast curve. If the combo uses the graveyard: +1 Lantern, -1 Worldwagon. Bring in Warg only if it removes a relevant creature with flying.

Your 75 do not include Torpor Orb. You do not have a universal answer to combo: do not turn your deck into a hand full of useless answers.

Opening hands 1-2

The ideal curve - KEEP

Game 1, on the play or on the draw

2x Forest, Fabled Passage, Llanowar Elves, Earthbender Ascension, Icetill Explorer, Mightform

Three lands, Llanowar Elves, ramp and two engines: every turn has a job.

T1 Forest + Llanowar Elves. T2 Forest + Ascension. T3 cast Icetill using three lands and Llanowar Elves, before playing Fabled. If nobody disrupts you, start the four-landfall sequence.

Do not play Fabled before Icetill if you can already pay four mana.

Good even without Llanowar Elves - KEEP

Game 1

2x Forest, Ba Sing Se, Sazh's Chocobo, Shared Roots, Icetill Explorer, Nursery

Chocobo applies pressure, Roots ramps you toward four mana, and Nursery is a plan for later.

T1 Forest + Chocobo. T2 Forest, then Roots: two counters on Chocobo. T3 Ba Sing Se enters untapped and provides the fourth mana for Icetill. You can play another land only if you have one available.

Sometimes you need to play your land before Icetill to cast it: that is fine.

Opening hands 3-4

The one-land trap - MULLIGAN

Game 1: a cautious choice for tomorrow

Forest, Llanowar Elves, Sazh's Chocobo, Icetill Explorer, Mightform, Nursery, Esper Origins

It looks strong, but depends on Llanowar Elves surviving and on your next draws. Too many cards are stuck in your hand.

I would look for six cards with at least two lands and ways to develop. Being on the draw improves your chance of finding a land, but does not automatically make this a good hand.

Count the spells you can actually cast, not how strong they are in theory.

Seven lands - MULLIGAN

Game 1

3x Forest, 2x Fabled Passage, Escape Tunnel, Ba Sing Se

Perfect mana, but no engine or threat: you depend entirely on your draws.

Mulligan. Ba Sing Se has a use in the long game, but that is not enough to make this a good opening hand.

Landfall needs both lands and cards that get something from them.

Opening hands 5-6

Three lands, no start - MULLIGAN

Game 1: especially against fast decks

2x Forest, Fabled Passage, 2x Icetill Explorer, Mightform, Nursery

You have three lands but no useful play in the first two turns. Your fourth mana is not guaranteed.

I would look for a hand with Llanowar Elves, Chocobo, Roots, or at least Origins. Having Icetill is not enough if it arrives too late.

A hand with the right number of lands can still be too slow.

Four lands can work - KEEP

Game 1

2x Forest, 2x Fabled Passage, Sazh's Chocobo, Earthbender Ascension, Esper Origins

The lands fuel Chocobo and Ascension. Origins can filter your draws and remains usable from the graveyard.

T1 Forest + Chocobo. T2 Fabled, then search for Forest: two landfall events. T3 the second Forest from your hand gives you three mana for Ascension.

Four lands with a working curve are not the same as four lands and three expensive cards.

Opening hands 7-8

Four lands, no green right away - **DEPENDS**

A possible keep against a slow deck; a mulligan is safer against aggro

Fabled Passage, Escape Tunnel, Ba Sing Se, Demolition Field, Llanowar Elves, Sazh's Chocobo, Icetill Explorer

You have lands and plays, but no turn 1 start: the first two fetch lands find tapped lands, and Ba Sing Se enters tapped without a basic land.

If you keep: T1 Fabled, search for Forest. T2 Ba Sing Se now enters untapped: you can play Llanowar Elves and Chocobo. Icetill may still arrive late if you do not draw an untapped mana source.

Check when your mana is usable, not just how many lands you have.

Elven Passage with Llanowar Elves - **KEEP**

Game 1

Elven Passage, Forest, Llanowar Elves, Sazh's Chocobo, Shared Roots, Icetill Explorer, Mightform

Elven Passage can provide green right away because you can reveal Llanowar Elves from your hand.

T1 Elven: pay 1 life, search for Forest, reveal Llanowar Elves to untap it, then cast Llanowar Elves. T2 Forest: play Chocobo first, then Roots with the remaining mana. T3 you have three lands and Llanowar Elves for Icetill.

Revealing Llanowar Elves does not discard it or use it up.

Opening hands 9-10

Resources, but little pressure - **DEPENDS**

More acceptable against control; too slow against fast aggro

2x Forest, Fabled Passage, 2x Esper Origins, Shared Roots, Nursery

Roots develops your mana and Origins looks for an engine, but for now you have neither cheap creatures nor Icecill.

Against a slow deck, you can keep and choose between Roots for mana and Origins to find action. Against a fast deck, I would look for an opening that interacts or provides a blocker.

The same hand changes value when you know what you are facing.

After sideboarding against aggro - **KEEP**

Using the guide's aggro plan

2x Forest, Fabled Passage, Llanowar Elves, Webstrike Elite, Meltstrider, Nursery

You can develop and block early. Webstrike plus Meltstrider can remove a creature and leave you with a sturdy body.

T1 Forest + Llanowar Elves. T2 Forest: you can cast Webstrike and, if the target is suitable, Meltstrider. Do not force a losing fight; Nursery remains your plan for later.

Against aggro, a hand that stabilizes can be better than a hand built for huge damage.

Opening hands 11-12

Answers without a plan - MULLIGAN

After sideboarding against Izzet

2x Forest, Fabled Passage, Warg Tactics, Soul-Guide Lantern, 2x Nursery

You have two answers, but no pressure or ramp. Izzet has time to set up while you wait for Nursery.

I would look for a curve with a threat. Do not keep just because you drew sideboard cards.

Your answers should support your plan, not replace it.

After a mulligan: which six? - KEEP AT 6

You have shuffled back once and drawn seven again

2x Forest, Fabled Passage, Llanowar Elves, Shared Roots, Icetill Explorer, Nursery

I would put Nursery on the bottom. You keep three lands, ramp and Icetill: a complete six-card hand.

T1 Forest + Llanowar Elves. T2 Forest + Roots. T3 you can pay for Icetill before playing your land for the turn. With the London mulligan, choose what to put on the bottom only after deciding to keep.

Six cards that work together are often better than seven that do nothing.

Before you sit down

Bring: deck and sideboard kept separate, matching sleeves, dice, distinct counters, 3/4 Treefolk tokens, paper and a pen.

Every turn: Maduin's chapter after the draw; how many lands you have played; landfall triggers and milling; Ouroboroid at the beginning of combat.

After each game: count the cards you sideboard in and out. Before the next match, restore the original 60. Follow the judge's instructions on using your phone during the event.

Do not mix up protections

Hexproof does not stop global effects. Indestructible does not stop exile or bounce. Sunderflock also bounces animated lands; earthbend does not return them after a bounce.

Card texts checked on Scryfall on 10 September 2026. Tap names in the lists to open them. The rules come from the card texts; matchups and sideboard plans are reasoned advice for your version.

[Official Magic rules](#)

[Notes: Icetill, Mightform, Warp](#)

[Notes: Earthbending and Ascension](#)

[Notes: Esper Origins and Sagas](#)

[Reference list: ice100, 6 September](#)