

Bushi Tenderfoot

When a creature dealt damage by Bushi Tenderfoot this turn is put into a graveyard, flip Bushi Tenderfoot.

Creature — Human Soldier

1/1



Legendary Creature — Human Samurai

3/4

Double strike; bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

Kenzo the Hardhearted

Mark Zug

™ & © 1993–2004 Wizards of the Coast, Inc. 2/306

Devoted Retainer



Creature — Human Samurai

1/1

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Deep within Eiganjo Castle lay the Palace of Infinite Halls, a seemingly endless network of corridors once guarded by a seemingly endless legion of samurai.

Greg Hildebrandt

™ & © 1993–2004 Wizards of the Coast, Inc. 7/306

Konda's Hatamoto

1*



Creature — Human Samurai

1/2

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

As long as you control a legendary Samurai, Konda's Hatamoto gets +1/+2 and has vigilance. (Attacking doesn't cause this creature to tap.)

Lars Grant-West

™ & © 1993–2004 Wizards of the Coast, Inc. 31/306

Kitsune Blademaster

2*



Creature — Fox Samurai

2/2

First strike

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

Those kitsune trained in the blade preferred to fight with a blade-catching jitte in the off hand, buying them just enough time to deliver the first deadly cut.

Keith Galletts

™ & © 1993–2004 Wizards of the Coast, Inc. 25/306

Mothrider Samurai

3*



Creature — Human Samurai

2/2

Flying

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

When the night blossoms open, the wings of Eiganjo take flight.

Mark Zug

™ & © 1993–2004 Wizards of the Coast, Inc. 34/306

Nagao, Bound by Honor

3*



Legendary Creature — Human Samurai

3/3

Bushido 1 (When this blocks or becomes blocked, it gets +1/+1 until end of turn.)

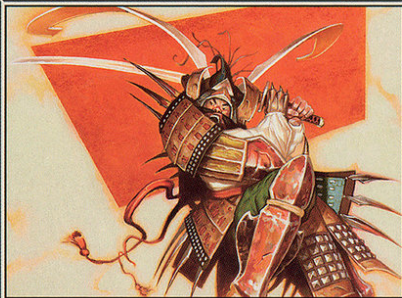
Whenever Nagao, Bound by Honor attacks, Samurai you control get +1/+1 until end of turn.

Dave Dorman

™ & © 1993–2004 Wizards of the Coast, Inc. 36/306

Takeno, Samurai General

5*



Legendary Creature — Human Samurai

3/3

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

Each other Samurai you control gets +1/+1 for each point of bushido it has.

Matt Cavotta

™ & © 1993–2004 Wizards of the Coast, Inc. 46/306

Samurai Enforcers

4*



Creature — Human Samurai

4/4

Bushido 2 (When this blocks or becomes blocked, it gets +2/+2 until end of turn.)

From the moment they swore their oaths, they belonged to their lord, sword and soul.

Mitch Cotie

™ & © 1993–2004 Wizards of the Coast, Inc. 42/306

Blessed Breath

*



Instant — Arcane

1/1

Target creature you control gains protection from the color of your choice until end of turn.

Splice onto Arcane * (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Tsutomu Kawade

™ & © 1993–2004 Wizards of the Coast, Inc. 1/306

Reciprocate *



Instant

Exile target creature that dealt damage to you this turn.

"Just as the noble soul calls virtue to itself, the evil soul summons harm."
—Teachings of Eight-and-a-Half-Tails

—Pat Lee

TM & © 1993-2011 Wizards of the Coast LLC 24/81

Vigilance *



Enchant Creature

Enchanted creature has vigilance.
(Attacking doesn't cause it to tap.)

"Put a spear in a peasant's hands, and you have an expendable troop. Put a purpose in his heart, and you win a warrior."
—Sensei Golden-Tail

—Tsutomu Kawade

TM & © 1993-2004 Wizards of the Coast, Inc. 49/306

Call to Glory 1*



Instant

Untap all creatures you control. Samurai you control get +1/+1 until end of turn.

"General Takeno glared at us as if we were the enemy. 'The day is not over yet,' he shouted, 'and unless you have a nezumi's heart, you will stand and fight!'"
—Battle of Akagi River: A Survivor's Tale

—Wayne Reynolds

TM & © 1993-2004 Wizards of the Coast, Inc. 4/306

Candles' Glow 1*



Instant — Arcane

Prevent the next 3 damage that would be dealt to target creature or player this turn. You gain 1 life for each damage prevented this way.

Splice onto Arcane 1* (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Alan Pollack

TM & © 1993-2004 Wizards of the Coast, Inc. 5/306

Indomitable Will 1*



Enchantment — Aura

Flash
Enchant creature
Enchanted creature gets +1/+2.

"Charge bravely. Fight selflessly. Act honorably. Iroas will watch over you."
—Verenis, priest of Iroas

109 JMP • EN MICAH EPSTEIN

TM & © 2020 Wizards of the Coast

Otherworldly Journey 1*



Instant — Arcane 3C

Exile target creature. At the beginning of the next end step, return that card to the battlefield under its owner's control with a +1/+1 counter on it.

"The landscape shimmered and I felt a chill breeze. When my vision cleared, I found myself alone among the corpses of my fallen friends."
—Journal found in Numai

030/249 C MM2 • EN VANCE KOVACS

TM & © 2015 Wizards of the Coast

Cage of Hands 2*



Enchantment — Aura

Enchant creature
Enchanted creature can't attack or block.

1*: Return Cage of Hands to its owner's hand.

014/361 C CMR • EN MARK TEDIN

TM & © 2020 Wizards of the Coast

Hold the Line 1**



Instant

Blocking creatures get +7/+7 until end of turn.

"Forgive me, Master Kami, but in the interest of my people I must halt your advance."

066/082 R DDN • EN RON SPEARS

TM & © 2014 Wizards of the Coast

No-Dachi 2



Artifact — Equipment

Equipped creature gets +2/+0 and has first strike.

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

Not keen-edged enough for cutting armor, the no-dachi slew by folding its victim rapidly and violently under the weight of its impact.

—Christopher Rush

TM & © 1993-2004 Wizards of the Coast, Inc. 264/306

