

Indefinite

1



Creature — Spirit

If Indefinite would leave the battlefield, exile it instead. Return Indefinite to the battlefield at the beginning of the next end step.

1/1

3/63

Taniwha

3



Legendary Creature — Serpent

Trample

Phasing (*This phases in or out before you untap during each of your untap steps. While it's phased out, it's treated as though it doesn't exist.*)

At the beginning of your upkeep, all lands you control phase out.

Illus. Ian Miller

7/7

9/63

Butcher Orgg

4



Creature — Orgg

You may assign Butcher Orgg's combat damage divided as you choose among defending player and/or any number of creatures he or she controls.

*It can kill you with three arms tied behind its back.*

Illus. Kev Walker

6/6

22/63

Army of Clones

6



Creature — Shapeshifter

Army of Clones enters the battlefield with 3d6 Clone counters on it.

You may have Army of Clones enter the battlefield as a copy of any creature on the battlefield.

If Army of Clones would leave play, you may remove a Clone counter from Army of Clones instead.

TOKYO MX

0/0

10/63

Colossus of Sardia

9



Artifact Creature — Golem

Trample

Colossus of Sardia doesn't untap during your untap step.

9: Untap Colossus of Sardia. Activate this ability only during your upkeep.

*From the Sardinian mountains wakes ancient doom:*

*Warrior born from a rocky tomb.*

Illus. © Jesper Myrfors

9/9

60/63

Skyshroud Behemoth

5



Creature — Beast

Fading 2 (*This creature enters the battlefield with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)

Skyshroud Behemoth enters the battlefield tapped.

Eric Peterson

10/10

33/63

Neo-Omnath, Locus of Mana

2



Legendary Creature — Elemental

Colored mana doesn't empty from your mana pool as steps and phases end.

Neo-Omnath, Locus of Mana gets +1/+1 for each colored mana in your mana pool.

*It gathers against the coming storm.*

1/1

Mike Bierek

31/63

Godhead of Awe

4



Creature — Spirit Avatar

Flying

Other creatures are 1/1.

*"What she saw crawling upon this world repulsed her. Yet she could not tear her gaze away."*

—The Seer's Parables

Mark Zug

4/4

56/63

Mossbridge Troll

5



Creature — Troll

If Mossbridge Troll would be destroyed, regenerate it.

Tap any number of untapped creatures you control other than Mossbridge Troll with total power 10 or greater: Mossbridge Troll gets +20/+20 until end of turn.

Jeremy Jarvis

5/5

30/63



## Heartless Hidetsugu

3



Legendary Creature — Ogre Shaman

☞: Heartless Hidetsugu deals damage to each player equal to half that player's life total, rounded down.

*Hidetsugu held over a dozen oni in blood oath. At his touch, rocks scorched. At his word cities burned.*

Carl Critchlow

4/3

## Protean Hulk

5



Creature — Beast

When Protean Hulk dies, search your library for any number of creature cards with total converted mana cost 6 or less and put them onto the battlefield. Then shuffle your library.

*"Meat and eggs. We eat!"*  
—Borborygmus

Matt Cavotta

6/6

## Gaian Egg

2



Creature — Egg

When Gaian Egg dies, draw a card from a random creature deck, then put that card onto the battlefield.

AlexandraF

0/3

## Fiend of the Shadows

3



Creature — Vampire Wizard

Flying

Whenever Fiend of the Shadows deals combat damage to a player, that player exiles a card from his or her hand. You may play that card for as long as it remains exiled.

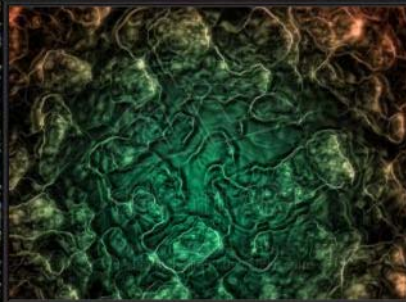
Sacrifice a Human: Regenerate Fiend of the Shadows.

Igor Kieryluk

3/3

## Virus

3



Creature — Virus

At the beginning of your upkeep, lose 1 life.

When Virus dies, you may have target opponent put two tokens that are copies of Virus onto the battlefield.

Whenever Virus attacks and isn't blocked, defending player puts a token that's a copy of Virus onto the battlefield.

deadlygoalie (DeviantART)

0/1

## World Queller

3



Creature — Avatar

At the beginning of your upkeep, you may choose a card type. If you do, each player sacrifices a permanent of that type.

*"Why fight the world when you know who will win?"*  
—Nissa Revane

James Paick

4/4

## Niv-Mizzet, the Firemind

2



Legendary Creature — Dragon Wizard

Flying

Whenever you draw a card, Niv-Mizzet, the Firemind deals 1 damage to target creature or player.

☞: Draw a card.

*As brilliant as a cut diamond, and with just as cruel an edge.*

Todd Lockwood

4/4

## Orgg

3



Creature — Orgg

Trample

Orgg can't attack if defending player controls an untapped creature with power 3 or greater.

Orgg can't block creatures with power 3 or greater.

*It's bigger than it thinks.*

Daniel Gelon

6/6

## Platinum Angel

7



Artifact Creature — Angel

Flying

You can't lose the game and your opponents can't win the game.

*She is the apex of the artificer's craft, the spirit of the divine called out of base metal.*

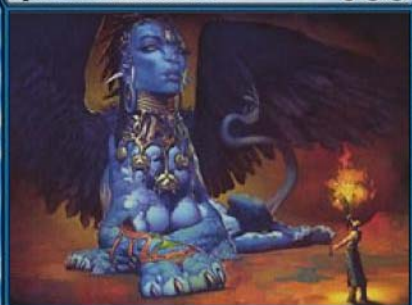
Brom

4/4



### Sphinx Ambassador

5



#### Creature — Sphinx

Flying

Whenever Sphinx Ambassador deals combat damage to a player, search that player's library for a card, then that player names a card. If you searched for a creature card that isn't the named card, you may put it onto the battlefield under your control. Then that player shuffles his or her library.

— Jim Murray

5/5

### Sphinx of the Steel Wind

5



#### Artifact Creature — Sphinx

Flying, first strike, vigilance, lifelink, protection from red and from green

*No one has properly answered her favorite riddle: "Why should I spare your life?"*

— Kev Walker

6/6

### Woebringer Demon

3



#### Creature — Demon

Flying

At the beginning of each player's upkeep, that player sacrifices a creature. If the player can't, sacrifice Woebringer Demon.

*Each soul he devours adds its hunger to his own.*

— Daren Bader

4/4

### Thraximundar

4



#### Legendary Creature — Zombie Assassin

Haste

Whenever Thraximundar attacks, defending player sacrifices a creature.

Whenever a player sacrifices a creature, you may put a +1/+1 counter on Thraximundar.

*His name means "he who paints the earth red."*

— Raymond Swanland

6/6

### Nemesis of Reason

3



#### Creature — Leviathan Horror

Whenever Nemesis of Reason attacks, defending player puts the top ten cards of his or her library into his or her graveyard.

*Words describing it fail. Pages relating it shrivel. Tales recounting it end.*

— Mark Tedin

3/7

### Oona, Faerie Queen

3



#### Legendary Creature — Faerie Wizard

Flying

**X**: Choose a color. Target opponent exiles the top X cards of his or her library. For each card of the chosen color exiled this way, put a 1/1 blue and black Faerie Rogue creature token with flying onto the battlefield.

— Adam Rex

5/5

### Adarkar Valkyrie

4



#### Snow Creature — Angel

Flying, vigilance

**C**: When target creature other than Adarkar Valkyrie dies this turn, return that card to the battlefield under your control.

*She doesn't escort the dead to the afterlife, but instead raises them to fight and die again.*

— Jeremy Jarvis

4/5

### Anowon, the Ruin Sage

3



#### Legendary Creature — Vampire Shaman

At the beginning of your upkeep, each player sacrifice a non-Vampire creature.

*"So many have died in search of that map. And now it appears in the hands of the arrogant child Chandra Nalaar."*

— Dan Scott

4/3

### Archdemon of Unx

5



#### Creature — Demon

Flying, trample

At the beginning of your upkeep, sacrifice a non-Zombie creature, then put a 2/2 black Zombie creature token onto the battlefield.

*"The necropolis at Unx was once a living city, its streets untrodden by death."*

— Dave Allsop

6/6



# Rakdos the Defiler

2 3 3 2 2



## Legendary Creature — Demon

Flying, trample

Whenever Rakdos the Defiler attacks, sacrifice half the non-Demon permanents you control, rounded up.

Whenever Rakdos deals combat damage to a player, that player sacrifices half the non-Demon permanents he or she controls, rounded up.

— Zoltan Boros & Gabor Szikszai

7/6

# Sen Triplets

2 3 3 3



## Legendary Artifact Creature — Human Wizard

At the beginning of your upkeep, choose target opponent. This turn, that player can't cast spells or activate abilities and plays with his or her hand revealed. You may play cards from that player's hand this turn.

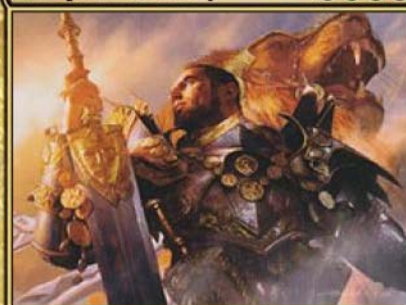
*They are the masters of your mind.*

— Greg Staples

3/3

# Rafiq of the Many

1 3 3 3



## Legendary Creature — Human Knight

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

Whenever a creature you control attacks alone, it gains double strike until end of turn.

— Wayne Reynolds

3/3

# Beast of Burden

6



## Artifact Creature — Golem

Beast of Burden's power and toughness are each equal to the number of creatures on the battlefield.

*"If it is meant to be nothing but a machine," Karn finally asked Jhoira, "why did Urza build it to be like me?"*

Illus. Ron Spears

59/63

\*/\*

# Szadek, Lord of Secrets

3 3 3 3



## Legendary Creature — Vampire

Flying

If Szadek, Lord of Secrets would deal combat damage to a player, instead put that many +1/+1 counters on Szadek and that player puts that many cards from the top of his or her library into his or her graveyard.

— Donata Giancola

36/63

5/5

# Benthicore

6



## Creature — Elemental

When Benthicore enters the battlefield, put two 1/1 blue Merfolk Wizard creature tokens onto the battlefield.

Tap two untapped Merfolk you control: Untap Benthicore. It gains shroud until end of turn. (It can't be the target of spells or abilities.)

— Jim Nelson

6/63

5/5

# Kokusho, the Evening Star

4 3 3 3



## Legendary Creature — Dragon Spirit

Flying

When Kokusho, the Evening Star dies, each opponent loses 5 life. You gain life equal to the life lost this way.

*The fall of the evening star never heralds a gentle dawn.*

— Tsutomu Kawade

14/63

5/5

# Witch-Maw Nephilim

3 3 3 3



## Creature — Nephilim

Whenever you cast a spell, you may put two +1/+1 counters on Witch-Maw Nephilim.

Whenever Witch-Maw Nephilim attacks, it gains trample until end of turn if its power is 10 or greater.

*When it awoke, it shattered the hillsides to make way for its passage.*

— Greg Staples

55/63

1/1

# Borborygmus

3 3 3 3



## Legendary Creature — Cyclops

Trample

Whenever Borborygmus deals combat damage to a player, put a +1/+1 counter on each creature you control.

*"It's easy to see why those Gruul dirtbags follow him—the only orders he gives are 'Crush them' and 'We eat'."*

— Teyssa

— Todd Lockwood

39/63

6/7



**Wurmcoil Engine** 6



**Artifact Creature — Wurm**

Deathtouch, lifelink

When Wurmcoil Engine dies, put a 3/3 colorless Wurm artifact creature token with deathtouch and a 3/3 colorless Wurm artifact creature token with lifelink onto the battlefield.

Raymond Swanland 6/6

**Melding Spore** 4



**Creature — Fungus**

Shroud

Sacrifice Melding Spore: Target creature becomes a fungus named Melding Spore and gains Melding Spore's abilities (including this ability.)

12d3 (DeviantART) 1/1

**Thought Gorger** 2



**Creature — Horror**

Trample

When Thought Gorger enters the battlefield, put a +1/+1 counter on it for each card in your hand. If you do, discard your hand.

When Thought Gorger leaves the battlefield, draw a card for each +1/+1 counter on it.

Jason Felix 2/2

**Isleback Spawn** 5



**Creature — Kraken**

Shroud

Isleback Spawn gets +4/+8 as long as a library has twenty or fewer cards in it.

*The more deadly the lake monster, the shorter the tale.*

Mark Tedin 4/8

**Verdant Force** 5



**Creature — Elemental**

At the beginning of each upkeep, put a 1/1 green Saproling creature token onto the battlefield.

*Left to itself, nature overflows any container, overthrows any restriction, and overreaches any boundary.*

DiTerlizzi 7/7

**Experiment Kraj** 2



**Legendary Creature — Ooze Mutant**

Experiment Kraj has all activated abilities of each other creature with a +1/+1 counter on it.

☞ Put a +1/+1 counter on target creature.

*"Of course it will grow beyond control—it was designed to choose its own evolution."*

—Momir Vig

Mark Tedin 4/6

**Sigarda, Host of Herons** 2



**Legendary Creature — Angel**

Flying, hexproof

Spells and abilities your opponents control can't cause you to sacrifice permanents.

*Great devotion yields great reward.*

Chris Rahn 5/5

**Kiyomaro, First to Stand** 3



**Legendary Creature — Spirit**

Kiyomaro, First to Stand's power and toughness are each equal to the number of cards in your hand.

As long as you have four or more cards in hand, Kiyomaro has vigilance.

Whenever Kiyomaro deals damage, if you have seven or more cards in hand, you gain 7 life.

Kev Walker ★★

**Kiki-Jiki, Mirror Breaker** 2



**Legendary Goblin Shaman**

Haste

☞ Put a token that's a copy of target nonlegendary creature you control onto the battlefield. That token has haste. Sacrifice it at the beginning of the next end step.

Steven Belledin 2/2



# Shauku, Endbringer

5



Legendary Creature — Vampire

Flying

Shauku, Endbringer can't attack if there's another creature on the battlefield.

At the beginning of your upkeep, you lose 3 life.

☞: Exile target creature and put a +1/+1 counter on Shauku.

Illus. Pete Venters  
18/63

5/5

# Jhoira of the Ghitu

1



Legendary Creature — Human Wizard

2, Exile a nonland card from your hand: Put four time counters on the exiled card. If it doesn't have suspend, it gains suspend. *(At the beginning of your upkeep, remove a time counter from that card. When the last is removed, cast it without paying its mana cost. If it's a creature, it has haste.)*

— Kev Walker  
42/63

2/2

# Damia, Sage of Stone

4



Legendary Creature — Gorgon Wizard

Deathtouch

Skip your draw step.

At the beginning of your upkeep, if you have fewer than seven cards in hand, draw cards equal to the difference.

*Ask your query and be on your way. Just don't look her in the eye.*

— Steve Argyle  
48/63

4/4

# Aurelia, the Warleader

2



Legendary Creature — Angel

Flying, vigilance, haste

Whenever Aurelia, the Warleader attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase.

*Where Razia was aloof and untouchable, Aurelia is on the frontlines, calling for war.*

— Slawomir Maniak  
44/63

3/4

# Phyrexian Vatmother

2



Creature — Horror

Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*

At the beginning of your upkeep, you get a poison counter.

— Stephan Martiniere  
17/63

4/5

# Chorus of the Conclave

4



Legendary Creature — Dryad

Forestwalk

As an additional cost to cast creature spells, you may pay any amount of mana. If you do, that creature enters the battlefield with that many additional +1/+1 counters on it.

*"We are many, yet one. We are separate in body, yet speak with a single voice. Join us in our chorus."*

— Brian Despain  
40/63

3/8

# Dominus of Fealty

4



Creature — Spirit Avatar

Flying

At the beginning of your upkeep, you may gain control of target permanent until end of turn. If you do, untap it and it gains haste until end of turn.

*"Nothing is truly your own. It is his, whether you know it or not."*

—The Seer's Parables

— Kev Walker  
38/63

4/4

# Precursor Golem

5



Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

— Chippy  
62/63

3/3

# Boros Battleshaper

5



Creature — Minotaur Soldier

At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat.

*Leaders shape the minds of their allies. It takes a master to shape the minds of enemies.*

— Zoltan Boros  
45/63

5/5



## Dragon Mage

5 2 2



Creature — Dragon Wizard

Flying

Whenever Dragon Mage deals combat damage to a player, each player discard his or her hand and draws seven cards.

*"You'll bend to my will—with or without your precious sanity."*

Matthew D. Wilson  
23/63

5/5

## Ghawe, Guru of Spores

2 3 3 \*



Legendary Creature — Fungus Shaman

Ghawe, Guru of Spores enters the battlefield with five +1/+1 counters on it.

1, Remove a +1/+1 counter from a creature you control: Put a 1/1 green Saproling creature token onto the battlefield.

1, Sacrifice a creature: Put a +1/+1 counter on target creature.

James Paick  
49/63

0/0

## Maelstrom Archangel

\* 6 6 6 \*



Creature — Angel

Flying

Whenever Maelstrom Archangel deals combat damage to a player, you may cast a nonland card from your hand without paying its mana cost.

*There is no world where angels fear to tread.*

Cyril Van Der Haegen  
50/63

5/5

## Lord of the Void

4 3 3 3



Creature — Demon

Flying

Whenever Lord of the Void deals combat damage to a player, exile the top seven cards of that player's library, then put a creature card from among them onto the battlefield under your control.

Chris Rahn  
15/63

7/7

## Akron Legionnaire

6 \*



Creature — Giant Soldier

Except for creatures named Akron Legionnaire and artifact creatures, creatures you control can't attack.

Mark Poole  
2/63

8/4

## Master of Cruelties

3 3 3



Creature — Demon

First strike, deathtouch

Master of Cruelties can only attack alone.

Whenever Master of Cruelties attacks a player and isn't blocked, that player's life total becomes 1. Master of Cruelties assigns no combat damage this combat.

Chase Stone  
37/63

1/4

## Prophet of Kruphix

3 3 3



Creature — Human Wizard

Untap all creatures and lands you control during each other player's untap step.

You may cast creature cards as though they had flash.

*"Time is fluid as a dance, and truth as fleeting."*

Winona Nelson  
47/63

2/3

## Planegorger Goblin

2 2 2



Creature — Nightmare Goblin

As Planegorger Goblin enters the battlefield, exile all other permanents.

When Planegorger Goblin leaves the battlefield, return the exiled cards to the battlefield under their owners' control.

[Jonas] JensenArt (DeviantART)  
1/63

1/1

## Phylactery Lich

3 3 3



Creature — Zombie

Indestructible

As Phylactery Lich enters the battlefield, put a phylactery counter on an artifact you control.

When you control no permanents with phylactery counters on them, sacrifice Phylactery Lich.

Michael Komarck  
16/63

5/5