

Karn, Silver Golem

5



Legendary Artifact Creature — Golem

Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.

1: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.

Illus. Mark Zug
9/3/99

4/4

Dakkon Blackblade

2



Legendary Creature — Human Warrior

Dakkon Blackblade's power and toughness are each equal to the number of lands you control.

"My power is as vast as the plains, my strength is that of mountains. Each wave that crashes upon the shore thunders like blood in my veins."

—Dakkon Blackblade, Memoirs

Illus. © Richard Kane-Ferguson

/

Sleeper Agent

1



Creature — Minion

When Sleeper Agent enters the battlefield, target opponent gains control of it.

At the beginning of your upkeep, Sleeper Agent deals 2 damage to you.

Illus. Randy Gallegos
3/6/99

3/3

Nebuchadnezzar

3



Legendary Creature — Human Wizard

X, >: Name a card. Target opponent reveals X cards at random from his or her hand. Then that player discards all cards with that name revealed this way. Activate this ability only during your turn.

Illus. © Richard Kane-Ferguson

3/3

Overlord

4



Tribal Creature

As Overlord enters the battlefield, choose a creature type. Overlord has that creature type.

You control all creatures that share a creature type with Overlord.

Illus. Iunijavij (DeviantART)

2/2

Wall of Chaos

1



Creature — Wall

Defender

Whenever Wall of Chaos blocks a creature, put that creature on the bottom of its owner's library. Then that creature's controller reveals cards from the top of his or her library until a creature card is revealed, and puts that card onto the battlefield tapped, attacking, and blocked by Wall of Chaos. That player shuffles all other cards revealed this way into his or her library.

Illus. ibon16 (DeviantART)

0/4

Sokenzan Renegade

2



Creature — Ogre Samurai Mercenary

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

At the beginning of your upkeep, if a player has more cards in hand than each other player, the player who has the most cards in hand gains control of Sokenzan Renegade.

Illus. Alan Pollack

3/3

Calming Elk

2



Creature — Elk

At the beginning of your upkeep, sacrifice Calming Elk unless you pay 1.

Creatures can't attack.

As the sacred elk crossed the battlefield, soldiers laid down their arms in reverence.

Illus. Diane Whitehead

1/1

Bazaar Trader

1



Creature — Goblin

: Target player gains control of target artifact, creature, or land you control.

"No need for a hurda? How about these maps to recently discovered tombs? Or these vials of invisible potion? Very fancy..."

Illus. Matt Cavotta

1/1

Academy Rector

3*



Creature — Human Cleric

When Academy Rector dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle your library.

Illus. Heather Hudson
1/99

1/2

Crag Saurian

222



Creature — Lizard

Whenever a source deals damage to Crag Saurian, that source's controller gains control of Crag Saurian.

It follows the strongest leader—the one with the longest whip.

Illus. Matthew Wilson
43/99

4/4

Karadur, Ghost Chieftain

5



Legendary Creature — Centaur Spirit

During each of your turns, you may cast one creature card from your graveyard.

"Death tried to uncrown me. But now I return, king of a greater realm."

Illus. Todd Lockwood
78/99

3/4

Necrotic Ooze

2



Creature — Ooze

As long as Necrotic Ooze is on the battlefield, it has all activated abilities of all creature cards in all graveyards.

"To death all must go, and so in death lies ultimate power."

—Geth, Lord of the Vault

Illus. James Ryman
31/99

4/3

Doomsayer

1



Creature — Human Wizard

8, ☞: Roll on *Extreme Chaos*.

Illus. 29/99

1/1

Spellskite

2



Artifact Creature — Horror

☐: Change the target of target spell or ability to Spellskite. (☐ can be paid with either ☠ or 2 life.)

"Let's show Vorinclex that progress doesn't always need teeth or claws."

—Malcator, Executor of Synthesis

Illus. Chippy
96/99

0/4

Stuffy Doll

5



Artifact Creature — Construct

Indestructible

As Stuffy Doll enters the battlefield, choose a player.

Whenever Stuffy Doll is dealt damage, it deals that much damage to the chosen player.

☞: Stuffy Doll deals 1 damage to itself.

Illus. Dave Aillson
72/99

0/1

Vesuvan Doppelganger

3



Creature — Shapeshifter

You may have Vesuvan Doppelganger enter the battlefield as a copy of any creature on the battlefield except it doesn't copy that creature's color and it gains "At the beginning of your upkeep, you may have this creature become a copy of target creature except it doesn't copy that creature's color. If you do, this creature gains this ability."

Illus. © Quinnton Hoover

0/0

Rubinia Soulsinger

2



Legendary Creature — Faerie

You may choose not to untap Rubinia Soulsinger during your untap step.

☞: Gain control of target creature for as long as you control Rubinia and Rubinia remains tapped.

Illus. © Rob Alexander

2/3

Alí from Cairo

2



Creature — Human

Damage that would reduce your life total to less than 1 reduces it to 1 instead.

Illus. © Mark Poole

0/1

Darksteel Gargoyle

7



Artifact Creature — Gargoyle

Flying
Indestructible

The ultimate treasure is one that guards itself.

Ron Spencer

3/3

Indomitable Ancients

2



Creature — Treefolk Warrior

"Odum and Broadbark were the only beings mighty enough to challenge the giant Moran the Destroyer. Their battle lasted a hundred dawns, until Moran became so exhausted that he fell into namesleep. He awoke as Moran the Gardener."

—The Tale of Odum and Broadbark

Pete Venters

2/10

Ixidron

3



Creature — Illusion

As Ixidron comes into play, turn all other nontoken creatures in play face down. *(They're 2/2 creatures.)*

Ixidron's power and toughness are each equal to the number of face-down creatures on the battlefield.

Terese Nielsen

★/★

Painter's Servant

2



Artifact Creature — Scarecrow

As Painter's Servant enters the battlefield, choose a color.

All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

It gathers hues from the twilight mist so that its master can paint a better world.

Mike Dringenberg

1/3

Goblin Flectomancer

2



Creature — Goblin Wizard

Sacrifice Goblin Flectomancer: You may change the targets of target instant or sorcery spell.

Rerouting magic through a goblin's brain is the surest way to throw it wildly off course.

Matt Cavotta

2/2

Djinn Illuminatus

5



Creature — Djinn

Flying

Each instant and sorcery spell you cast has replicate. The replicate cost is equal to its mana cost. *(When you cast it, copy it for each time you paid the replicate cost. You may choose new targets for the copies.)*

Carl Critchlow

3/5

Whirlpool Drake

3



Creature — Drake

Flying

When Whirlpool Drake enters the battlefield, shuffle the cards from your hand into your library, then draw that many cards.

When Whirlpool Drake dies, shuffle the cards from your hand into your library, then draw that many cards.

Alan Pollack

2/2

Goblin Welder

2



Creature — Goblin Artificer

◇: Exchange target artifact a player controls for target artifact card in that player's graveyard.

"I wrecked your metal guy, boss. But look! I made you an ashtray."

Illus. Scott M. Fischer

1/1

Unstable Shapeshifter

3



Creature — Shapeshifter

Whenever another creature enters the battlefield, Unstable Shapeshifter becomes a copy of that creature and gains this ability.

"In a world of untruths, the living lie rules."

—Oracle en-Vec

Illus. Terese Nielsen
23/99

0/1

Volrath's Shapeshifter

1



Creature — Shapeshifter

As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter has the full text of that card and has the text "2: Discard a card." (*Volrath's Shapeshifter has that card's name, mana cost, types, abilities, power, and toughness.*)

2: Discard a card.

Illus. Ron Spencer
25/99

0/1

Thada Adel, Acquisitor

1



Legendary Creature — Merfolk Rogue

Islandwalk

Whenever Thada Adel, Acquisitor deals combat damage to a player, search that player's library for an artifact card and exile it. Then that player shuffles his or her library. Until end of turn, you may play that card.

—Andrew Robinson
22/99

2/2

Zur the Enchanter

1



Legendary Creature — Human Wizard

Flying

Whenever Zur the Enchanter attacks, you may search your library for an enchantment card with converted mana cost 3 or less and put it onto the battlefield. If you do, shuffle your library.

Zur remained aloof from Terisiare's suffering, intent only on his own perfection.

—Pete Venters
83/99

1/4

Sapling of Colfenor

3



Legendary Creature — Treefolk Shaman

Indestructible

Whenever Sapling of Colfenor attacks, reveal the top card of your library. If it's a creature card, you gain life equal to that card's toughness, lose life equal to its power, then put it into your hand.

Her plans may yet bear fruit.

—John Avon
86/99

2/5

Mirror Entity

2



Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)

✖: Creatures you control become X/X and gain all creature types until end of turn.

Unaware of Lorwyn's diversity, it sees only itself, reflected a thousand times over.

—Zoltan Boros & Gabor Szikszai
9/99

1/1

Ageless Entity

3



Creature — Elemental

Whenever you gain life, put that many +1/+1 counters on Ageless Entity.

Tel-filad's sworn protectors are the trolls, yet more fearsome protectors were created by the Tangle itself.

—Jeff Miracola
54/99

4/4

Æthermuck

3



Creature — Illusion

Whenever Æthermuck blocks a creature, you may put a creature card from your hand onto the battlefield blocking that creature. If you do, remove Æthermuck from combat.

Its fickle form holds hints of a thousand former identities.

—Nottusuo
10/99

1/1

Galepowder Mage

3



Creature — Kithkin Wizard

Flying

Whenever Galepowder Mage attacks, exile another target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

—Jeremy Jarvis
5/99

3/3

Archon of Redemption

3



Creature — Archon

Flying

Whenever Archon of Redemption or another creature with flying enters the battlefield under your control, you may gain life equal to that creature's power.

Until Emeric is freed, he raises his sword in her name.

Steven Belledin

3/4

Azusa, Lost but Seeking

2



Legendary Creature — Human Monk

You may play two additional lands on each of your turns.

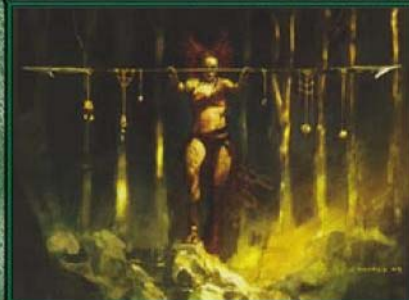
"I do not miss Jukai Forest. It is not my home. My home is Kamigawa, its people my family. Wherever I set my pack and rest my head, I am home."

Todd Lockwood

1/2

Oracle of Mul Daya

3



Creature — Elf Shaman

You may play an additional land on each of your turns.

Play with the top card of your library revealed.

You may play the top card of your library if it's a land card.

Vance Kovacs

2/2

Dr. Frankenstein's Monster

1



Creature — Zombie

As Dr. Frankenstein's Monster enters the battlefield, exile any number of creature cards from graveyards. For each creature card exiled this way, Dr. Frankenstein's Monster enters the battlefield with a +2/+0, +1/+1, or +0/+2 counter on it.

Illus. © Anson Maddocks

0/1

Teferi, Mage of Zhalfir

2



Legendary Creature — Human Wizard

Flash

Creature cards you own that aren't on the battlefield have flash.

Each opponent can cast spells only any time he or she could cast a sorcery.

To save this plane, he must forsake all others.

D. Alexander Gregory & Jeremy Jarvis

3/4

Stoic Angel

1



Creature — Angel

Flying, vigilance

Players can't untap more than one creature during their untap steps.

Even the most battle-hardened soldiers pause in her presence for a moment of introspection.

Volkan Baga

3/4

Wormfang Manta

5



Creature — Nightmare Fish Beast

Flying

When Wormfang Manta enters the battlefield, you skip your next turn.

When Wormfang Manta leaves the battlefield, you take an extra turn after this one.

Illus. Heather Hudson

6/1

Barbed Shocker

3



Creature — Insect

Trample, haste

Whenever Barbed Shocker deals damage to a player, that player discards all the cards in his or her hand, then draws that many cards.

Fervid shamans willingly submit to shockers in hopes of glimpsing the fortunes of the future.

Tony Szczudlo

2/2

Fumiko the Lowblood

2



Legendary Creature — Human Samurai

Fumiko the Lowblood has bushido X, where X is the number of attacking creatures. (When this blocks or becomes blocked, it gets +X/+X until end of turn.)

Creatures your opponents control attack each turn if able.

Michael Sutfin

3/2

Bioplasm

3



Creature — Ooze

Whenever Bioplasm attacks, exile the top card of your library. If it's a creature card, Bioplasm gets +X/+Y until end of turn, where X is the exiled creature card's power and Y is its toughness.

Jon Foster

4/4

Blinding Angel

3



Creature — Angel

Flying

Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.

"Their eyes will shrivel and blacken before faith's true light."

Illus. Todd Lockwood

2/4

Body Double

4



Creature — Shapeshifter

You may have Body Double enter the battlefield as a copy of any creature card in a graveyard.

Where the dead outnumbered the living, mimics scavenged faces from the fallen.

Steve Prescott

0/0

Melira, Sylvok Outcast

1



Legendary Creature — Human Scout

You can't get poison counters.

Creatures you control can't have -1/-1 counters placed on them.

Creatures your opponents control lose infect.

Once a pariah, now Mirrodin's greatest hope.

Min Yum

2/2

Bomb Squad

3



Creature — Dwarf

Put a fuse counter on target creature.

At the beginning of your upkeep, put a fuse counter on each creature with a fuse counter on it.

Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.

Illus. Greg & Tim Hildebrandt

1/1

Bone Dancer

1



Creature — Zombie

Whenever Bone Dancer attacks and isn't blocked, you may put the top creature card of defending player's graveyard onto the battlefield under your control. If you do, Bone Dancer assigns no combat damage this turn.

Illus. Scott Kirschner

2/2

Nacatl War-Pride

3



Creature — Cat Warrior

Nacatl War-Pride must be blocked by exactly one creature if able.

Whenever Nacatl War-Pride attacks, put X tokens that are copies of Nacatl War-Pride onto the battlefield tapped and attacking, where X is the number of creatures defending player controls. Exile the tokens at the beginning of the next end step.

James Kael

3/3

Meloku the Clouded Mirror

4



Legendary Creature — Moonfolk Wizard

Flying

1, Return a land you control to its owner's hand: Put a 1/1 blue Illusion creature token with flying onto the battlefield.

He loved his cities in the clouds. When he traveled to the lands below, he brought many reminders of his home.

Scott M. Fischer

2/4

Long Wall

1



Creature — Wall

Defender

Any player may block with Long Wall.

davidsant (DeviantART)

0/7

Phyrexian Plaguelord

3



Creature — Carrier

➤, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn.

Sacrifice a creature: Target creature gets -1/-1 until end of turn.

"The final stage of the illness: delirium, convulsions, and death."

—Phyrexian progress notes

Illus. Kev Walker
33/99

4/4

Dormant Gomazoa

1



Creature — Jellyfish

Flying

Dormant Gomazoa enters the battlefield tapped.

Dormant Gomazoa doesn't untap during your untap step.

Whenever you become the target of a spell, you may untap Dormant Gomazoa.

Chris Rahn
14/99

5/5

Scute Mob

1



Creature — Insect

At the beginning of your upkeep, if you control five or more lands, put four +1/+1 counters on Scute Mob.

"Survival rule 781: There are always more scute bugs."

—Zurdi, goblin shortcutter

Zoltan Boros & Gabor Szikszai
63/99

1/1

Seedborn Muse

3



Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is wilderness, savage and pure."

—Kamahl, druid acolyte

Illus. Adam Rex
64/99

2/4

Markov Blademaster

1



Creature — Vampire Warrior

Double strike

When Markov Blademaster deals combat damage to a player, put a +1/+1 counter on it.

"Mortals practice swordplay for a few decades at best. How can they ever attain the exquisite mastery that eternity has to offer?"

Jana Schirmer & Johannes Voss
18/99

1/1

Summoner's Egg

4



Artifact Creature — Construct

Imprint—When Summoner's Egg enters the battlefield, you may exile a card from your hand face down.

When Summoner's Egg dies, turn the exiled card face up. If it's a creature card, put it onto the battlefield under your control.

Jim Nelson
98/99

0/4

Aura Thief

3



Creature — Illusion

Flying

When Aura Thief dies, you gain control of all enchantments. (You don't get to move Auras.)

Illusion steals reality from the unwise.

Illus. Ron Spears
11/99

2/2

Laboratory Maniac

2



Creature — Human Wizard

If you would draw a card while your library has no cards in it, you win the game instead.

His mind whirled with grand plans, never thinking of what might happen if he were to succeed.

Jason Felix
17/99

2/2

Shirei, Shizo's Caretaker

4



Legendary Creature — Spirit

Whenever a creature with power 1 or less is put into your graveyard from the battlefield, you may return that card to the battlefield under your control at the beginning of the next end step if Shirei, Shizo's Caretaker is still on the battlefield.

Wayne Reynolds
35/99

2/2

Rogue Skycaptain

2



Creature — Human Rogue Mercenary

Flying

At the beginning of your upkeep, put a wage counter on Rogue Skycaptain. You may pay 2 for each wage counter on it. If you don't, remove all wage counters from Rogue Skycaptain and an opponent gains control of it.

Illus. Randy Asplund
51/99

3/4

Erayo, Soratami Ascendant

1

Flying

Whenever the fourth spell of a turn is cast, flip Erayo, Soratami Ascendant.

Legendary Creature — Moonfolk Monk 1/1



Legendary Enchantment

Counter the first spell played by each opponent each turn.

Erayo's Essence

— Matt Cavotta
15/99

Gwafa Hazid, Racketeer

1



Legendary Creature — Human Rogue

2, ♠: Put a bribery counter on target creature you don't control. Its controller draws a card.

Creatures with bribery counters on them can't attack or block.

"Everyone has a price."

— Todd Lockwood
67/99

2/2

Animar, Soul of Elements

1



Legendary Creature — Elemental

Protection from white and from black
Whenever you cast a creature spell, put a +1/+1 counter on Animar, Soul of Elements.

Creature spells you cast cost 1 less to cast for each +1/+1 counter on Animar.

— Peter Mohrbacher
76/99

1/1

Norin the Wary

2



Legendary Creature — Human Warrior

Whenever a player casts a spell or a creature attacks, exile Norin the Wary. Return it to the battlefield under its owner's control at the beginning of the next end step.

"I have a bad feeling about this."

— Heather Hudson
10/99

2/1

Warping Wurm

2



Creature — Wurm

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.)

During your upkeep, pay 2 ♠ or Warping Wurm phases out.

When Warping Wurm phases in, put a +1/+1 counter on it.

Illus. Scott Fischer
75/99

1/1

Elder Land Wurm

4



Creature — Dragon Wurm

Defender, Trample

When Elder Land Wurm blocks, it loses defender.

Illus. © Quniton Hoover

5/5

Creepy Doll

5



Artifact Creature — Construct

Indestructible

Whenever Creepy Doll deals combat damage to a creature, flip a coin. If you win the flip, destroy that creature.

A child's porcelain doll went missing one night, as did a pair of kitchen shears and the town magistrate.

— Matt Stewart
90/99

1/1

Thromok the Insatiable

3



Legendary Creature — Hellion

Devour X (As this creature enters the battlefield, you may sacrifice any number of creatures. This creature enters the battlefield with X times that many +1/+1 counters on it.), where X is the number of creatures devoured this way.

— Terese Nielsen
71/99

0/0

Zedruu the Magnanimous

1



Legendary Creature — Minotaur Monk

At the beginning of your upkeep, you gain X life and draw X cards, where X is the number of permanents you own that your opponents control.

3: Target opponent gains control of target permanent you control.

Mark Zug

2/4

Lazav, Dimir Mastermind

1



Legendary Creature — Shapeshifter

Hexproof

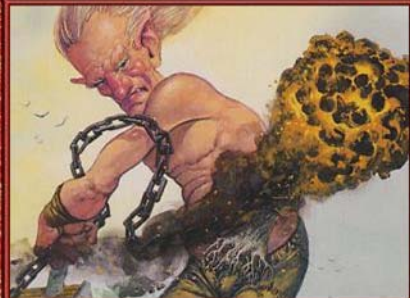
Whenever a creature card is put into an opponent's graveyard from anywhere, you may have Lazav, Dimir Mastermind become a copy of that card except its name is still Lazav, Dimir Mastermind, it's legendary in addition to its other types, and it gains hexproof and this ability.

David Rapoza

3/3

Countryside Crusher

1



Creature — Giant Warrior

At the beginning of your upkeep, reveal the top card of your library. If it's a land card, put it into your graveyard and repeat this process.

Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Countryside Crusher.

Volkan Baga

3/3

Varolz, the Scar-Striped

1



Legendary Creature — Troll Warrior

Each creature card in your graveyard has scavenge. The scavenge cost is equal to its mana cost. (Exile a creature card from your graveyard and pay its mana cost: Put a number of +1/+1 counters equal to that card's power on target creature. Scavenge only as a sorcery.)

Sacrifice another creature: Regenerate Varolz, the Scar-Striped.

Adam Paquette

2/2

Volatile Rig

4



Artifact Creature — Construct

Trample

Volatile Rig attacks each turn if able.

Whenever Volatile Rig is dealt damage, flip a coin. If you lose the flip, sacrifice Volatile Rig. When Volatile Rig dies, flip a coin. If you lose the flip, it deals 4 damage to each creature and each player.

Mathias Kollros

4/4

Rakdos Augermage

1



Creature — Human Wizard

First Strike

Reveal your hand and discard a card of target opponent's choice. Then that player reveals his or her hand and discards a card of your choice. Activate this ability only any time you could cast a sorcery.

"Great minds bleed alike."

Zoltan Boros & Gabor Szikszai

3/2

Deep-Slumber Titan

2



Creature — Giant Warrior

Deep-Slumber Titan enters the battlefield tapped.

Deep-Slumber Titan doesn't untap during your untap step.

Whenever Deep-Slumber Titan is dealt damage, untap it.

Do not disturb.

Steve Prescott

7/7

Sengir Nosferatu

3



Creature — Vampire

Flying

1, Exile Sengir Nosferatu: Put a 1/2 black Bat creature token with flying onto the battlefield. It has "1, Sacrifice this creature: Return an exiled card named Sengir Nosferatu to the battlefield under its owner's control."

Scott M. Fischer

4/4

Dragonmaster Outcast

2



Creature — Human Shaman

At the beginning of your upkeep, if you control six or more lands, put a 5/5 red Dragon creature token with flying onto the battlefield.

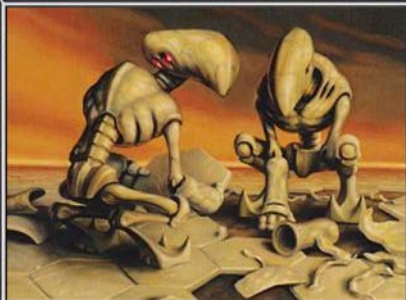
"Cast out by my tribe, I am the pariah trapped in this mammal's carcass. Only my true kin hear my cries."

Raymond Swarland

1/1

Myr Propagator

3



Artifact Creature — Myr

3, ♣: Put a token that's a copy of Myr Propagator onto the battlefield.

"We will ingest and remake this world in our image, not unlike some admirable designs I have seen here."

—Vorinclex, Voice of Hunger

—Ryan Pancoast

1/1

Slumbering Dragon

2



Creature — Dragon

Flying

Slumbering Dragon can't attack or block unless it has five or more +1/+1 counters on it.

Whenever a creature attacks you or a planeswalker you control, put a +1/+1 counter on Slumbering Dragon.

—Chris Rahn

3/3

Galvanic Juggernaut

4



Artifact Creature — Juggernaut

Galvanic Juggernaut attacks each turn if able.

Galvanic Juggernaut doesn't untap during your untap step.

Whenever another creature dies, untap Galvanic Juggernaut.

—Lucas Graciano

5/5

Conundrum Sphinx

2



Creature — Sphinx

Whenever Conundrum Sphinx attacks, each player names a card. Then each player reveals the top card of his or her library. If the card a player revealed is the card he or she named, that player puts it into his or her hand. If it's not, that player puts it on the bottom of his or her library.

—Michael Komarck

4/4

Edric, Spymaster of Trest

1



Legendary Creature — Elf Rogue

Whenever a creature deals combat damage to one of your opponents, its controller may draw a card.

"I am not at liberty to reveal my sources, but I can assure you, the price on your head is high."

—Volkan Baga

2/2

Manaplasm

2



Creature — Ooze

Whenever you cast a spell, Manaplasm gets +X/+X until end of turn, where X is that spell's converted mana cost.

Urak froze when he heard it. That was his first mistake. He turned and cast a dramatic ward spell. That was his last.

—Daarken

1/1

Daxos of Meletis

1



Legendary Creature — Human Soldier

Daxos of Meletis can't be blocked by creatures with power 3 or greater.

Whenever Daxos of Meletis deals combat damage to a player, exile the top card of that player's library. You gain life equal to that card's converted mana cost. Until end of turn, you may cast that card and you may spend mana as though it were mana of any color to cast it.

—Karla Ortiz

2/2

Clone Shell

5



Artifact Creature — Shapeshifter

Imprint — When Clone Shell enters the battlefield, look at the top four cards of your library, exile one face down, then put the rest on the bottom of your library in any order.

When Clone Shell dies, turn the exiled card face up. If it's a creature card, put it onto the battlefield under your control.

—Volkan Baga

2/2

Ancient Ooze

5



Creature — Ooze

Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.

The ooze has always been. The ooze will always be.

Illus. Erica Gassalasca-Jape

55/99

/

Bronze Bombshell

4



Artifact Creature — Construct

When a player other than Bronze Bombshell's owner controls it, that player sacrifices it. If the player does, Bronze Bombshell deals 7 damage to him or her.

"Ooh, shiny! Let's pull off the chain and take her with us."

—Ukl, Gruul raider, last words

—Martina Pilcerova

4/1

Perplexing Chimera

4



Enchantment Creature — Chimera

Whenever an opponent casts a spell, you may exchange control of Perplexing Chimera and that spell. If you do, you may choose new targets for the spell. (If the spell becomes a permanent, you control that permanent.)

—Tyler Jacobson

3/3

Rhys the Chaotic

2



Legendary Creature — Elf Warrior

2 ♣, ♠: Put a 1/1 blue and black Homarid Warrior creature token onto the battlefield.

4 ♣, ♠, ♡, ♢: For each other creature token you control, put a token that's a copy of that creature onto the battlefield.

Whole again in honor and horn.

—Steve Prescott

1/1

Qima, Who Rides a Horse

2



Legendary Creature — Human Soldier

Horsemanship (This creature can't be blocked except by creatures with horsemanship.)

Creatures with flying may block Qima as though it didn't have horsemanship.

"Look at my horse, my horse is amazing!"

—Zhao Mengfu

2/2

Graceful Antelope

2



Creature — Antelope

Plainswalk

Whenever Graceful Antelope deals combat damage to a player, you may have target land become a plains until Graceful Antelope leaves the battlefield.

—Heather Hudson

1/4

Chronomaton

1



Artifact Creature — Golem

1, ♠: Put a +1/+1 counter on Chronomaton.

On the third night, the villagers destroyed their clocks. The sounds of whirring gears and chiming metal held only dread for them.

—Vincent Proce

1/1

Wild Mongrel

1



Creature — Hound

Discard a card: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you to play dead.

Illus. Anthony S. Walters

2/2

Lotus Cobra

1



Creature — Snake

Landfall — Whenever a land enters the battlefield under your control, you may add one mana of any color to your mana pool.

Its scales contain the essence of thousands of lotus blooms.

—Chippy

2/1

Chaos Musician

2



Creature — Human

3, ♠: Roll on a random Chaos List.

—rlanghi (DeviantART)

1/2