

Gone With the Whim**Mathamagician****That On All Fours****Sorcery****Creature – Goblin Wizard****Creature – Zombie Ghoul**

Enhance target creature. Its controller makes a D6 artifact token with "At the beginning of your upkeep, roll me." (Exile it. Whenever a player rolls its mana value, they may cast it for free.)

Modulate
Instant – Adventure

Ward—Roll a D6. (For fun.)
Mathamagician's power is equal to the highest result rolled this turn.

"Eh, they'll be back..."

Increase the result of the next die you roll this turn by D4.

★/2

Ravage Scavenge
Sorcery – Adventure

Scry D4. (Roll for the value.)

A friendly reminder that prolonged scrying is known to anger mages.

015/253 C UNA • EN ➡ GREG STAPLES

056/253 C UNA • EN ➡ MATHIAS KOLLROS

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2/1

Critical Miss**Guarding Flamestrike****Silly Snatcher****Instant****Instant****Creature – Goblin Pirate**

Target creature you control gets +2/+0 and -1 strike until end of turn. (Triple strike > first strike > regular > last strike > no strike.)

This spell costs 1 less to cast for each die rolled before it this turn.

When you roll a natural 1, return Critical Miss from your graveyard to your hand. (A natural 1 is a roll that displays 1 on the die.)

Guarding Flamestrike deals 4 damage to any target.

"Did I hit it?"

Good as gold.

Instant

Whenever Silly Snatcher deals damage to a player, create a Cash token. (It's a treasure on your turn and has "1, Sac: Draw, discard." on opponents.)

Relive (2), Exile this card from your graveyard. Target creature is additionally Silly Snatcher until end of turn. Its name and size is unchanged. Relive only as a sorcery.)

2/2

121/253 C UNA • EN ➡ BRIAN VALEZA

131/253 C UNA • EN ➡ JOHAN GRENIER

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Mark of the Man**Goblin Creative****Add Odd Odds****Enchantment – Aura****Creature – Goblin Artificer****Instant****Flash**

Enchant creature
When Goblin Creative enters the battlefield, create a real Rock token. (It's a colorless artifact Equipment token with "Equipped creature has '1, Sac: Sacrifice Rock: This creature deals 2 damage to any target' and equip 1". It is represented by a real rock, whatever that means to you.)

Enchanted creature has trample, becomes a Human, and has "Whenever a player rolls an even number on a die, put a +1/+1 counter on this creature."

"Wait that's nota rock!"
—Mint, Goblin Lieutenant, last words

He heed his last haw.

2/1

137/253 C UNA • EN ➡ TWIGBY_ART

128/253 C UNA • EN ➡ TESPER EISING

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201/253 C UNA • EN ➡ DAN SCOTT

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This is just the beginning!

Help From Home



Sorcery

Roll a D4. (These tokens transform between your and your opponents turns.)

- 1 | Create a Trash token. (*Lead into Trinket.*)
- 2 | Create a Cash token. (*Treasure into Loot.*)
- 3 | Create a Stash token. (*Provision into Food.*)
- 4+ | Create each of the above tokens.

"I'm just glad she didn't ask for blood tokens."

017/253 C UNA • EN ➔ MARK POOLE

Chatty Hijacker



Creature — Bird

Flying

When Chatty Hijacker enters the battlefield, create a Trash token. (It has "2, Sac: Draw" on your turn and "1, Sac: Scry 2" on opponents.)

Whenever you cast a spell with flavor text, you must say the flavor text aloud. If you do not, counter that spell or sacrifice Chatty Hijacker.

"Forgetting me is a foul play. Kwaak!"

2/2

043/253 C UNA • EN ➔ GRAFFY STUDIO

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Sneaky Stuffer



Creature — Squirrel

Whenever you gain life, you may create a Provision token. This ability triggers only once each turn. (It's an artifact with "1, Sacrifice this: Put a +1/+1 counter on target creature. Activate only as a sorcery.")

One for me... One for you...

1/2

025/253 C UNA • EN ➔ ANNA PODEDWORNA

TM & 2024 Wizards of the Coast

Rampage Roller



Creature — Donkey

Last Strike (This creature deals combat damage after creatures without last strike.)

Whenever a player rolls a dice, mark the result off Rampage Roller's art with a counter.

Rampage Roller has +1 strike for each marked result. (No strike > last strike > regular > first strike > double strike > triple strike.)

"It MUST be on here somewhere."

2/2

204/253 C UNA • EN ➔ ALEX HORLEY-ORLANDELLI

TM & 2024 Wizards of the Coast

Bring to Reality



Sorcery

Create a token that's a copy of target token. That copy becomes a card. (Token cards continue to exist between zones.)

Flashback—. This spell costs 1 more to cast this way for each line of wordy rules text the target has. (Each line beyond the third is wordy.)

Bringing dreams to life is hard work, and I've got big dreams.

202/253 C UNA • EN ➔ PINDURSKI

TM & 2024 Wizards of the Coast

Lighten the Load



Instant

Move all counters, marked damage, and until end of turn effects from target permanent onto another target permanent.

Draw a card.

"Here, let me take that from you."

203/253 C UNA • EN ➔ WINONA NELSON

TM & 2024 Wizards of the Coast

Upperside Grove



Land

Upperside Grove enters the battlefield tapped, when it does, choose one —

- Sacrifice another land you control. If you do, create a tapped Island land token.
- Sacrifice another land you control. If you do, create a tapped Swamp land token.
- Gain 1 life.

: Add

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Upperside Peak



Land

Upperside Peak enters the battlefield tapped, when it does, choose one —

- Sacrifice another land you control. If you do, create a tapped Plains land token.
- Sacrifice another land you control. If you do, create a tapped Island land token.
- Gain 1 life.

: Add

247/253 C UNA • EN ➔ JONAS DE RO

TM & 2024 Wizards of the Coast

Upperside Reef



Land

Upperside Reef enters the battlefield tapped, when it does, choose one —

- Sacrifice another land you control. If you do, create a tapped Mountain land token.
- Sacrifice another land you control. If you do, create a tapped Forest land token.
- Gain 1 life.

: Add

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248/253 C UNA • EN ➔ JASON FELIX

Upperside Meadow



Land



Upperside Meadow enters the battlefield tapped, when it does, choose one —

- Sacrifice another land you control. If you do, create a tapped Swamp land token.
- Sacrifice another land you control. If you do, create a tapped Mountain land token.
- Gain 1 life.

• Add

248/253 C UNA • EN ➔ DANIEL LJUNGGREN

Upperside Swale



Land



Upperside Swale enters the battlefield tapped, when it does, choose one —

- Sacrifice another land you control. If you do, create a tapped Plains land token.
- Sacrifice another land you control. If you do, create a tapped Forest land token.
- Gain 1 life.

• Add

251/253 C UNA • EN ➔ RAOUL VITALE

Prideline Warrior



Creature — Warrior Cat



Lifelink

Prowless (*Whenever you cast a creature spell, this creature gets +1/+1 until end of turn.*)

Likes: naps, armpit scritches, and the blood of her enemies.

2/1

028/253 C UNA • EN ➔ TESPER EISING

Endless Research



Sorcery



Draw a card, then discard a card.

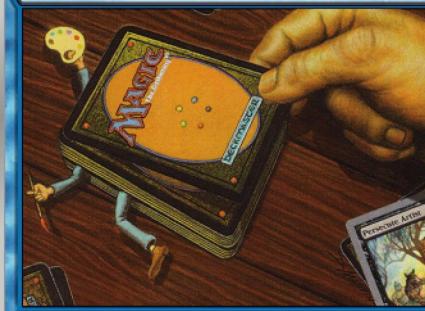
Flashback (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Super-Flashback (You may cast this card from exile for its Super-Flashback cost. Then remove it from the game.)

Innovation will never cease.

123/253 C UNA • EN ➔ GARY RUDDELL

Return to Origins



Enchantment — Aura



Enchant permanent or library

Enchanted permanent is a library for its owner. (It is no longer on the battlefield. Players may use their additional libraries whenever they would use their own.)

Totally, absolutely, completely lost.

067/253 C UNA • EN ➔ DAVID MARTIN

Matters of Fact



Sorcery



Impprovise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for .

Enhance the top two cards of target players library. Roll a D4. (Exile it. Whenever a player rolls its mana value, they may cast it for free.)

057/253 C UNA • EN ➔ VALENTINA REMENAR

Makeshift Champion



Artifact Creature — Automaton



You may exile Makeshift Champion from your hand or graveyard as though it were a D8 you consumed from your dice tray. (Any time you would roll a die, you may exile this card, roll a D8 for that roll instead.)

"I've always got a trick on my sleeve."

055/253 C UNA • EN ➔ JASON FELIX

TM & 2024 Wizards of the Coast

1/2

Unanimous Rejection



Instant

Impprovise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for .

Enhance target spell. Add a D12 to your dice tray. (Exile it. Whenever a player rolls its mana value, they may cast it for free.)

We talked. I would look a lot better casting this.

073/253 C UNA • EN ➔ BOGNA GAWROJSKA

TM & 2024 Wizards of the Coast

1/1

Additive Assembly



Artifact Creature — Modron Construct



Whenever a player rolls Additive Assembly's power, put a +1/+1 counter on Additive Assembly.

"My favorite numbers twenty. What's yours?"

206/253 C UNA • EN ➔ @BADMOONART

TM & 2024 Wizards of the Coast

Dreamy Duodrone

②

**Artifact Creature — Modron**

④

Die-storm (When you cast this spell, copy it for each die rolled before it this turn.)

Damned If You Duo — Other Modrons you control have “Ward—Roll a D6”.

Damned If You Drone — Whenever a player rolls a 2, Dreamy Duodrone gets +1/+0 until end of turn.

1/1

210/253 C
UNA • EN ➔ SEAN MURRAY

TM & 2024 Wizards of the Coast

Tridrone Traveler

③

**Artifact Creature — Modron Construct**

④

When Tridrone Traveler enters the battlefield, create a Cash token. (It's a treasure on your turn and has “1, ④, Sac: Draw, discard.” on opponents.)

Trifecta — You may tap an untapped Modron you control to increase the result of a die rolled by 1.

Three two four three.

3/2

227/253 C
UNA • EN ➔ JOSÉ PARODI

TM & 2024 Wizards of the Coast

Revise History

②

**Sorcery**

④

Target any number of permanent cards in all graveyards with different card types. Separate those cards into two piles. An opponent chooses one of those piles. Put that pile into your hand and you exile the rest. (Permanent card types are land, creature, planeswalker, artifact, enchantment, battle.)

History is mine to claim.

172/253 C
UNA • EN ➔ OLENA RICHARDS

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Bloodthirsty Gobbler

③

**Creature — Goblin Warrior**

④

Deathiertouch (Any amount of damage this deals to a permanent is enough to destroy/defeat it. Thankfully, players are not permanents.)

When Bloodthirsty Gobbler dies, create D4 1/1 green Squirrel creatures tokens. (Roll for the value.)

Never learned to chew his food.

2/2

078/253 C
UNA • EN ➔ JESPER EISING

TM & 2024 Wizards of the Coast

Interplanar Cultural Exchange

②

**Sorcery**

④

Roll a D8, add the number of permanents you control with Goblins in the art. Create a 1/1 red Goblin creature token with:

- 1-3 | Dominaria — Haste
- 4-5 | Eldraine — ① ②: +2/+0 until end of turn.
- 6-7 | Ravnica — Protection from pants.
- 8+ | Cultured — All of the above abilities.

134/253 C
UNA • EN ➔ QUINTON HOOVER

TM & 2024 Wizards of the Coast

The Ones Stuck in the Details

④

**Creature — Devil**

④

Rip To Shreds

①

Instant — Adventure

Haste, menace

Destroy target wordy artifact. (A card is wordy if it has four or more lines of rules text.)

“Too long.”

“Didn’t read!”

5/4

141/253 C
UNA • EN ➔ SVETLIN VELINOV

TM & 2024 Wizards of the Coast

Rigged Spoils

①

**Instant**

④

Target creature you control fights target creature you don't control. If you lose the fight, create two Cash tokens. (You lose a fight if your creature dies. It's a Treasure on your turn and has “1, ④, Sac: Draw, discard.” on opponents.)

“On turn three you get a left hook from the goblin and you go down.”

— Cluck

173/253 C one
UNA • EN ➔ MIKE BURNS

TM & 2024 Wizards of the Coast

A Bear With a Briefcase

①

**Creature — Bear**

④

Drop It — Whenever A Bear With a Briefcase is dealt damage, create a Stash token. (It has “1, ④, Sac: Put a +1/+1 counter on a creature” on your turn and is a Food on opponents.)

What's inside? It could be anything.
It's probably honey...
But it could be anything!

2/2

151/253 C
UNA • EN ➔ ANDREI RIABOVITCHEV

TM & 2024 Wizards of the Coast

Two Bears on Piggyback

②

**Creature — Bear Bear**

④

When Two Bears on Piggyback enters, you may have the Top Bear leave. If it does, this creature loses all abilities of that bear and you create a 2/2 green Bear creature token and gain 2 life.

Top Bear — This creature gets +2/+2 and has trample.

Hop on, there's room for one more.

2/2

181/253 C
UNA • EN ➔ DAVID SILVERMAN

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Three Bears in a Trenchcoat 3 **Creature — Bear Bear Bear** 

When Three Bears in a Trenchcoat enters, you may have up to two bears on this card leave. For each that does, this creature loses all abilities of that bear and you create a 2/2 green Bear creature token and gain 2 life.

Middle Bear — This creature gets +2/+2 and has vigilance.

Top Bear — This creature gets +2/+2 and has reach.

2/2180/253 C
UNA • EN ➔ TWIGBY_ART

TM & 2024 Wizards of the Coast

Boomslinger **Creature — Goblin Pyrotechnic** 

When Boomslinger attacks, roll two D6. Defending player shuffles a number of Ticking-Time-Boom token cards into their deck equal to the difference. (*They are Artifact token cards with "Cycling — Pay 2 life"*)

*tick-tick-tick-tick... BOOM!***1/1**117/253 C
UNA • EN ➔ DAVE ALLSOP

TM & 2024 Wizards of the Coast

Ephemeral Crow **Enchantment Creature — Bird** 

Bestow Artifact —  (When cast for its bestow cost, it's an Aura spell with enchant artifact. It becomes a creature again if it's not attached to a permanent.)

Flying

Enchanted artifact is a copy of Storm Crow and additionally an artifact. (1/2 blue Bird with flying.)

1/2048/253 C
UNA • EN ➔ NOAH BRADLEY

TM & 2024 Wizards of the Coast

Roll-o-dex **Artifact** 

As Roll-o-dex enters the battlefield, all players secretly choose two distinct numbers between 1 and 6. Those choices are revealed, mark all numbers only chosen by one player.

On your mark — Whenever any player rolls a number marked on Roll-o-dex, untap it.

 Add one mana of any color.

221/253 C
UNA • EN ➔ RALPH HORSLEY

TM & 2024 Wizards of the Coast

Skyshine Gargoyle **Artifact Creature — Gargoyle** 

Flying

Remodular 1 (*This enters with one +1/+1 counter. When it dies, you may put its counters on target artifact.*)

*,  Tap target wordy permanent. (*Something is wordy if it has four or more lines of rules text.*)

0/0030/253 C
UNA • EN ➔ HOWARD LYON

TM & 2024 Wizards of the Coast

Squading Hawk **Creature — Bird** 

Flying

When Squading Hawk enters the battlefield, add D4 1/1 white Bird token cards with flying and mana cost  into your hand. (*Roll for the value.*)

Bird up!

1/1032/253 C
UNA • EN ➔ ANGELO BORTOLINI

TM & 2024 Wizards of the Coast

Booty Blast **Sorcery** 

Target creature you control deals damage equal to its toughness to target creature you don't control.

Thicc

153/253 C
UNA • EN ➔ JEREMY JARVIS

TM & 2024 Wizards of the Coast

Generous Squire **Artifact Creature — Human Horse** 

When Generous Squire enters the battlefield, each player may draw a card and gain 1 life. For each opponent who does, you may draw a card from their deck.

His will is steel, his heart is gold, and his skin is ... skin.

2/1012/253 C
UNA • EN ➔ MRAH ELMASLI

TM & 2024 Wizards of the Coast

Glorify **Instant** 

Exile target artifact or enchantment. Create a 3/2 colorless Statue creature that's additionally the exiled card. (*It gains the cards mana cost, colors, types, and text box. Its name and size are unchanged.*)

May this be a monument to my victory.

TM & 2024 Wizards of the Coast



Morbid Transference

1



Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.

Move all counters, marked damage, and until end of turn effects from the sacrificed permanent onto up to one target creature. Draw two cards.

095/253 C UNA • EN ➔ SAM WOLFE CONNELLY

TM & 2024 Wizards of the Coast

Soulsucker

3



Creature — Vampire Bat

Flash, flying

When Soulsucker enters the battlefield, move all counters, marked damage, and until end of turn effects from up to one target permanent onto Soulsucker.

Sucks to suck.

2/2

106/253 C UNA • EN ➔ BEN WOOTTON

TM & 2024 Wizards of the Coast

Bizoa

4



Creature — Elemental Jellyfish

Temporal Shift

1

Instant — Adventure

Phase out target spell or permanent. (A spell's owner may choose new targets when it phases in.)

Flying

When Bizoa dies, create a Trash token. (It has "2", "Sac: Draw" on your turn and "1", "Sac: Scry 2" on opponents.)

3/4

041/253 C UNA • EN ➔ MARCO NELOR

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Productive Prototype

1



Artifact Creature — Construct

d6

Scrapwork — Whenever Productive Prototype or another artifact enters the battlefield under your control, roll a D4.

1-3 | Add a D6 to your dice tray

4-5 | Add a D8 to your dice tray

6-7 | Add a D10 to your dice tray

8-9 | Add a D12 to your dice tray

10+ | Add a D20 to your dice tray

1/3

064/253 C UNA • EN ➔ JASON FELIX

TM & 2024 Wizards of the Coast

Re-Searcher

2



Artifact Creature — Gnome Construct

d6

Remodular 1 (This enters with one +1/+1 counter. When it dies, you may put its counters on target artifact.)

When Re-Searcher enters the battlefield, search your library for a basic land, reveal it, roll a D4.

1 | Shuffle, then put it on top of your library.

2-3 | Put it into your hand. Shuffle.

4+ | Put it onto the battlefield. Shuffle.

0/0

220/253 C UNA • EN ➔ DMITRY BURMAK

TM & 2024 Wizards of the Coast

Infectios Bionic

1



Artifact Creature — Zombie Phyrexian

0/0

Remodular 2 (This enters with two +1/+1 counters. When it dies, you may put its counters on target artifact.)

Infectios Bionic enters the battlefield tapped with a Last Strike counter on it. (This creature deals combat damage after creatures without last strike.)

089/253 C UNA • EN ➔ CARL CRITCHLOW

TM & 2024 Wizards of the Coast

Gamble for Greatness

*



Instant

d6

Die-storm (When you cast this spell, copy it for each die rolled before it this turn.)

Choose target creature, roll a D8.

1-4 | It gets +1/+0 until end of turn.

5-7 | It gains +1 strike until end of turn. (No strike > last strike > regular > first strike > double strike > triple strike.)

8+ | It gets both the above abilities.

011/253 C UNA • EN ➔ JESPER EISING

TM & 2024 Wizards of the Coast

Caring Cube

1



Artifact Creature — Die Warrior

d6

Seal of Oddity

*

Instant — Adventure

Roll a D6. Target creature gets protection from the result until end of turn. (It has protection from cards containing that number.)

Remodular 1 (This enters with one +1/+1 counter. When it dies, you may put its counters on target artifact.)

He's just one hell of a die.

1/1

007/253 C UNA • EN ➔ BROTHERS INTERACTIVE

TM & 2024 Wizards of the Coast

Stinksifter

2



Creature — Goblin

2/2

When Stinksifter dies, an opponent chooses another creature card from a graveyard. Roll a D6. If the result is higher than that creature's mana value, put it onto the battlefield under your control. Otherwise, put it onto your hand.

Someone's gotta do it. And he's glad to be that someone.

107/253 C UNA • EN ➔ WHIT BRACHINA

TM & 2024 Wizards of the Coast

Claw Collector 

Creature — Merfolk Vampire  2/1

Flying

Revolt — When Claw Collector enters the battlefield, if a permanent you controlled left the battlefield this turn, create a Krark's Toeken. (It's an artifact with "Sac: Reroll a die.".)

079/253 C UNA • EN ➔ ROSS TRAN TM & 2024 Wizards of the Coast

Mistmuse Bloodstalker 

Creature — Demon Warrior  2/2

Quirk of Fate 
Sorcery — Adventure

Target opponent reveals a random card from their hand. You discard that card, or pay 1 life to repeat this process instead.

As an additional cost to cast this spell, sacrifice a creature or pay 3.

Prowless (When you cast a creature spell, this creature gets +1/+1 until end of turn.)

093/253 C UNA • EN ➔ MARZENA NEREIDA PIOWAR TM & 2024 Wizards of the Coast

Heartvester 

Creature — Vampire Warrior  1/3

Whenever Heartvester deals damage to a player choose one —

- Add .
- Exile target card from a graveyard.
- Create a Stash token. (It has "1, Sac: Put a +1/+1 counter on a creature" on your turn and is a Food on opponents.)

"Sorry. Um, give me a sec, I never thought I'd get this far."

086/253 C UNA • EN ➔ MIST XG TM & 2024 Wizards of the Coast

Etched Bloodstalker 

Creature — Vampire Horror  2/2

Lifeblood — Whenever you gain life, put a +1/+0 counter on Etched Bloodstalker.

As long as it is not sunny outside, Etched Bloodstalker has flying.

The death of any party.

083/253 C UNA • EN ➔ GENZOMAN TM & 2024 Wizards of the Coast

[In]decisive Edict 

Sorcery 

Cleave 2  (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

[Target opponent] choose[s] two [for you] —

- Each player sacrifices a nontoken creature.
- Each player sacrifices a token creature.
- Each player sacrifices an enchantment.

Decisions, decisions, decisions.

075/253 C UNA • EN ➔ VALERIY VEGERA TM & 2024 Wizards of the Coast

Devour Intent 

Sorcery 

Target player discards two cards. If fewer than two cards were discarded this way, you draw cards equal to the difference from that player's deck. Lose 1 life for each card drawn this way.

Flashback — , Sacrifice two creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

082/253 C UNA • EN ➔ TOOTH WU TM & 2024 Wizards of the Coast

Muncher of Much 

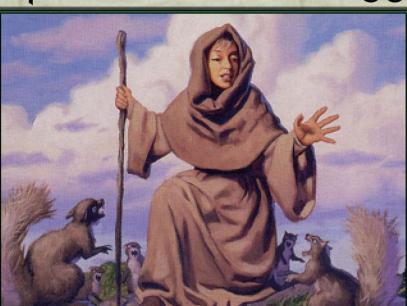
Creature — Ooze Horror  2/2

Double Jeopardy 
Sorcery — Adventure

Target creature in a graveyard dies. You control its death triggers. Exile it.

Sacrifice another artifact or creature: Roll a D6 and add its mana value. If the result is greater than Muncher of Much's power, put a +1/+1 counter on it.

096/253 C UNA • EN ➔ KARL KOPINSKI TM & 2024 Wizards of the Coast

Squirrel Scout 

Creature — Human Druid  2/2

Drop Crumbs 
Instant — Adventure

Create a 1/1 green squirrel creature token and a Stash token. (It has "1, Sac: Put a +1/+1 counter on a creature" on your turn and is a Food on opponents.)

Squirrel Scout gets +1/+0 for each token you control.

"It's all I got. I swear!"

178/253 C UNA • EN ➔ GREG HILDEBRANDT & TIM HILDEBRANDT TM & 2024 Wizards of the Coast

Quick Thinker 

Creature — Human Sorcerer  3/2

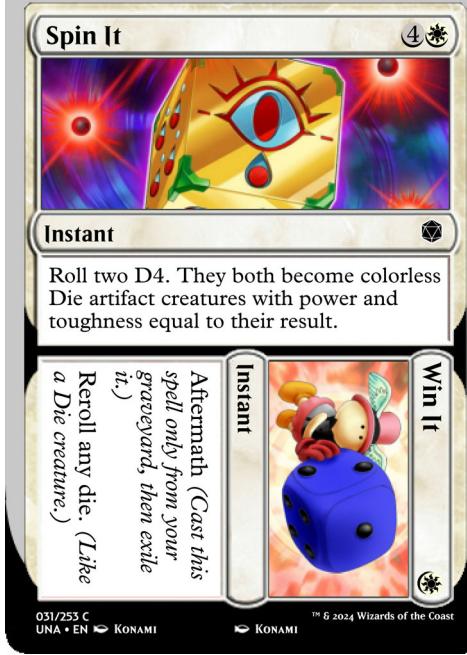
Minimize Thoughts 
Instant — Adventure

Target creature gets -D6/-0 until end of turn. (Roll for the value.)

Disguise Self — You may have Quick Thinker enter the battlefield as a copy of any artifact on the battlefield.

"Get illusid dumbass!"

066/253 C UNA • EN ➔ CD PROJEKT RED | UNCREDITED TM & 2024 Wizards of the Coast





Acorn Acrobat



Creature — Squirrel Performer

When Acorn Acrobat enters the battlefield or dies, put a Cartwheel counter on target permanent. (If it would be tapped, you may remove a Cartwheel counter and rotate it 360 degrees instead.)

He left this world the same way he entered it. Doing a sick flip.

1/1

149/253 C three
UNA • EN ➔ ANTHONY S. WATERS

TM & 2024 Wizards of the Coast



Climb Stalk

(Gain the next level by paying the additional cost while casting this spell.)

You may play an additional land this turn.

1 Level 2

Draw a card.

2 Level 3

At the beginning of your next end step, untap all lands and squirrels you control.

Sorcery — Ascension



Psychic Slip

(Gain the next level by paying its cost while casting this spell.)

Return target nonland permanent to its owners hand.

1 Level 2

Surveil D4. (Roll for the value.)

1 Level 3

Return the target to your hand instead.

Instant — Ascension

065/253 C
UNA • EN ➔ NILS HAMM

TM & 2024 Wizards of the Coast



Feature Creature



Creature — Goblin Warrior

Deathtouch

When Feature Creature enters the battlefield, add a D6 to your dice tray. When it dies, add a D8. When it's discarded, add a D10. When it's exiled, add a D12. When it's removed from the game, add a D20. (Dice in your dice tray may be consumed any time you roll a die as the dice you roll instead.)

2/1

160/253 C ???

UNA • EN ➔ WAYNE REYNOLDS

TM & 2024 Wizards of the Coast



Skittering Sapseeker

Creature — Spider

Reach

Whenever Skittering Sapseeker is moved between zones, you may gain 1 life. (Zones are library, hand, battlefield, graveyard, exile, stack, command, and ante. Reveal it for private zones.)

1/3

176/253 C one
UNA • EN ➔ DAVID ASTRUGA

TM & 2024 Wizards of the Coast



Little Lead

Creature — Human Child

Grow Up

Instant — Adventure

Target creature gets +D6/+D6 until end of turn. (Use a D6 for each value.)

1/1

164/253 C one
UNA • EN ➔ FELIX LIU

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Ranger Off Watch



Creature — Human Ranger

WAKE UP!!

Instant — Adventure

Super-untap target creature. (Untap. If it was already untyped, the next time it would be tapped it becomes untyped instead.)

Reach

Whenever you gain life, bolster 1. (Put a +1/+1 counter on your creature with the least toughness.)

"honk... shoo... mimimi..."

2/3

171/253 C one
UNA • EN ➔ ANNA PODEDWORNA

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Commune With Squirrels

Sorcery

Escalate—Sacrifice a token. (Pay this cost for each mode chosen beyond the first.)

Choose one or more —

- Lands
- Enchantments
- Cards with squirrels in the art
- Creatures
- Artifacts

Mill three. Put all cards of the chosen type milled this way into your hand.

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Funky Foodie

Creature — Guy

When Funky Foodie enters the battlefield, create a Stash token. (It has "1, , Sac: Put a +1/+1 counter on a creature" on your turn and is a Food on opponents.)

To Die For — If you would sacrifice a permanent, you may sacrifice Funky Foodie instead. (The other permanent is treated as the sacrificed one, though it doesn't die.)

0/1

085/253 C one
UNA • EN ➔ MARK TEDIK

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Brilliant Brilliance

1*

**Sorcery**

When you cast this spell, copy it if it's sunny outside. You may choose new targets/choices for the copy.

Choose two. Target creature gets —
 • +2/+1 until end of turn.
 • Vigilance until end of turn.
 • Flying until end of turn.

005/253 C UNA • EN ➔ GLEN ANGUS & ARNIE SWEKEL

Negotiation Stick

1*

**Artifact — Equipment**

Equipped creature has +1 strike as long as it's attacking. (*No strike > last strike > regular > first strike > double strike > triple strike.*)

Vengeance — If you lost the last Magic game you played against defending opponent, equipped creature gets +2 strike instead.

Equip 2

025/253 C UNA • EN ➔ PETE VENTERS

Whats In The Box

2*

**Instant**

Whats In The Box deals D4 damage to target creature. (*Roll for the value.*)

Better Luck Next Time — If that creature survives, add a D8 to your dice tray. (*Dice in your dice tray may be consumed any time you roll a die as the dice you roll instead.*)

Jostle em like a pear.

147/253 C UNA • EN ➔ JASON RAINVILLE

Self Reflection

0*

**Sorcery**

Return up to two target creature and/or artifact cards from your graveyard to your hand which share a species of creature in their art.

Ironically, it was the vampire who learned the most that day.

105/253 C UNA • EN ➔ YEONG-HAO HAN

Hemo Goblin

2*

**Creature — Goblin Warrior****Donation****Sorcery — Adventure**

Create a Cash token. (*Its a treasure on your turn and has "1, , Sac: Draw, discard."* on opponents.)

When Hemo Goblin dies, it deals damage equal to its power to any target.

In his line of work, blood donation is the most stable form of income.

1/1

135/253 C UNA • EN ➔ MATT CAVOTTA

Spurt Sprout

4*

**Creature — Treefolk****Patient Plotting** 1***Sorcery — Adventure**

Roll a D12. Add up to two real dice to your dice tray whose total sides are less than or equal the result. (D2, D4, D6, D8, D10)

Spurt Sprout enters the battlefield with D6 +1/+1 counters on it. (*Roll for the value.*)

They grow up so fast.

0/0

177/253 C five UNA • EN ➔ SIMON DOMINIC

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Airy Artisan

3*

**Creature — Goblin Wizard**

0*

Hexproof from spells not sung

When Airy Artisan enters the battlefield or dies, target instant or sorcery card in your graveyard gains jump-start until end of turn. (*Cast it by paying its costs and discarding a card, then exile it.*)

Despite being fluent in most every language, the Caliman goblins hearts were unmoved by words alone. Song on the other hand...

038/253 C UNA • EN ➔ DITTERLIZZI

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Emergency Evacuation

1*

**Instant**

Uppies — Target creature gets +1/+2 and gains flying for as long as you hold it above the battlefield. (*Once you drop it, the effect ends. No picking it up again.*)

Flashback — 1, Sacrifice a token.

Whatever you do, don't let go!

047/253 C UNA • EN ➔ GREG STAPLES

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Dice

5*

**Artifact Creature — Die Die Die**

2*

The Die**Sorcery — Adventure**

Roll a D4. It becomes a colorless Die artifact creature with power and toughness equal to its result.

When a Die dies, reroll any die. (*Its dice not die, die not dice, and dice not die. Good? Good.)*

Put The Die In Dice

0/3

046/253 C UNA • EN ➔ TOM BABBEY

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