

All Will Remain

003/253

MARTINA PILCEROVA

TM & 2024 Wizards of the Coast



Legendary Enchantment — Addendum

(Rule: 514.2) — All “until end of turn” and “this turn” effects don’t end.

Cheeky Checker

008/253

TREVOR HAIRLINE

TM & 2024 Wizards of the Coast



Enchantment

When Cheeky Checker enters the battlefield, create a Krark’s Tooken. (It’s an artifact with “**C**, Sac: Reroll a die.”)

Dice are not ignored. (Whenever you would ignore a roll, like when rerolling dice, copy the effect for each of the ignored rolls if possible.)

“What I count, counts.”

All Will Comply

039/253

RYAN YEE

TM & 2024 Wizards of the Coast

Legendary Enchantment — Addendum

(Rule: 405.1) — The stack is a queue. (Spells and abilities are placed on the bottom of the stack)

Tolarian Talent Show

011/253

VIKO MENEZES

TM & 2024 Wizards of the Coast

Instant

Name an Instant or Sorcery with mana value 3 or less. All opponents and you take turns naming another that starts with the last letter of the previously named spell. When no unique spell is named within 10 seconds of the last, cast a copy of the last named spell without paying its mana cost. Exile this.

Bring on the chaff.

All Will Endure

076/253

CHUCK LUKACS

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Legendary Enchantment — Addendum

(Rule: 122.2) — Counters are retained when cards are moved between zones.

All on Red

114/253

DAN SCOTT

TM & 2024 Wizards of the Coast

Sorcery

Roll a D20 for target creature, while the dice are in the air, each player shouts a number. All on Red deals damage to that creature equal to the result. For each result which matches a shouted number, that player creates a Cash token. (All dice are rolled at once)

Overload **4** **2** **2** (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of “target” with “each”.)

All Will Suffer

071/253

NOAH BRADLEY

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Legendary Enchantment — Addendum

(Rule: 120.6) — Damage is marked on creatures using counters and is not removed during the cleanup step.

Vivified Peaks

252/253

NOAH BRADLEY

TM & 2024 Wizards of the Coast

Land



C: Add **2**. Flip Vivified Peaks.

Steamside Cliffs

246/253

NOAH BRADLEY

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Land



C: Add **2**. Flip Steamside Cliffs.

016/253

CHUCK LUKACS

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NOAH BRADLEY

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Guardian Allwalk

246/253

NOAH BRADLEY

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Magmactic Vents

Seekheart Channel

€: Add ♠. Flip Seekheart Channel.

Land



Land

€: Add ♠. Flip Mosslight Shrine

Mosslight Shrine

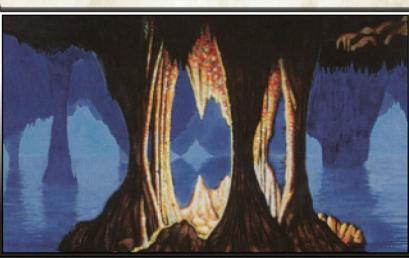
244/253 R UNA • EN ➔ RAOUL VITALE

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Godlight Cavern

€: Add *. Flip Godlight Cavern.

Land



Land

€: Add ♠. Flip Ancient Silkspire

Ancient Silkspire

254/253 R UNA • EN ➔ FRANZ VOHWINKEL

TM & 2024 Wizards of the Coast

Endless Branchway

€: Add ♦. Flip Endless Branchway.

Land



Land

€: Add ♦. Flip Somber Cloudtop

Somber Cloudtop

252/253 R UNA • EN ➔ JOHANNES VOSS

TM & 2024 Wizards of the Coast

All Will Comprise

2/2



Legendary Enchantment — Addendum

Swin, Chittering Mystic

2/2



Legendary Planeswalker — Swinnin

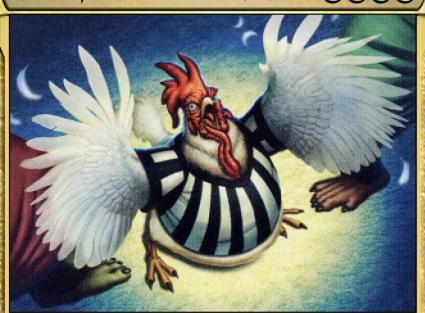
D6

- +1 : Roll a D6.
- 2 : Roll two D12. For each.
- 5 : Roll three D20. For each.
1-4 | Create a 1/1 green Squirrel creature token.
5-10 | Exile the top card of each library. You may play those cards until end of turn.
11-16 | Add ♪ for each squirrel you control.
17+ | Choose a library. You get an emblem with "Play with the top card of that library revealed. Permanents on top of that library are on the battlefield under your control and have haste."

4

Cluck, Stuck in the Middle

2/2



Legendary Creature — Bird Advisor

Nontoken goblins you control have squirrellink. (Damage dealt by this creature also causes you to create that many 1/1 green Squirrel creature tokens.)

Nontoken squirrels you control have goblinlink. (Create that many 1/1 red Goblin creature tokens.)

€: Target creature you control fights another target creature you control.

Who needs friends with enemies like these.

3/3

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Teemi, Conjurer of Fate

2/2



Legendary Creature — Tefling Weird

D6

Close Enough

1/2

Sorcery — Adventure

Roll three D20. Add the closest real dice to the results to your dice tray. (Round down. D2, D4, D6, D8, D10, D12, D20)

Flash, flying, menace
Whenever your opponent would roll a die, you may consume a die from your dice tray to have them roll that die instead.

"Good luck, you'll need it."

4/1

Strictly Better Lotus

0



Artifact

D6

- €, Sacrifice Strictly Better Lotus: Roll a D6.
- 1 | Add D4 *. (Roll for the value of D4.)
- 2 | Add D4 ♦.
- 3 | Add D4 ♣.
- 4 | Add D4 ♤.
- 5 | Add D4 ♦.
- 6+ | Add D4 ♦.

Parasitoyf

1/1



Creature — Lhurgoyf Fungus

D6

When Parasitoyf enters the battlefield, add a D10 to your dice tray. (Dice in your dice tray may be consumed any time you roll a die as the dice you roll instead.)

Parasitoyf's power is equal to the number of distinct dice in all dice trays and its toughness is equal to that number plus 1.

If you think this is scary, you don't want to see the guys on Kaladesh.

★/1★

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Purrfect Playthings

2*



Enchantment

Whenever you would add a dice to your dice tray, you may consume another die from your dice tray. If you do, add a DX to your dice tray instead, where X is the sum of the sides of the two dice.

When Purrfect Playthings or a "real cat" enters the battlefield, add a D6 to your dice tray and create a 2/2 white Warrior Cat creature token with lifelink. (The cat must come of its own free will.)

Cats are level 5 judges.

029/253 R UNA • EN AYAKO ISHIKAWA

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Majesty Overseer

5



Legendary Artifact Planeswalker – Decatron

D6

Whenever a player rolls Majesty Overseer's loyalty, put a loyalty counter on it.

+2 : Create a Krark's Toeken. (It's an artifact with "Sac: Reroll a die.")

-3 : Create a *3 colorless Modron artifact creature token with "This creature's power is equal to the result of the last die rolled."

-10 : You get an emblem with "Double the result of all dice you roll."

2D4

215/253 R UNA • EN TONY D'ITERLIZZI

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The Great Modron March

4

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

Phase out all creatures until The Great Modron March leaves the battlefield. For each creature phased out this way, its controller creates a *3 colorless Modron artifact creature token with "This creature's power is equal to the result of the last die rolled."

II Look at the top D6 cards of an opponents library.

III Exile all Modrons. Scry that many cards.



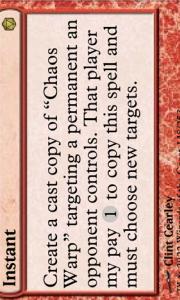
Enchantment Artifact – Saga

D6

213/253 R UNA • EN JUSTIN GERARD

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222

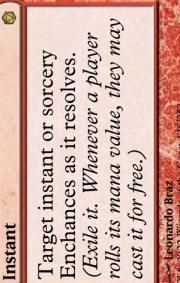
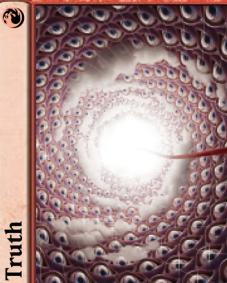


Instant

Create a cast copy of "Chaos Warp" targeting a permanent an opponent controls. That player may pay 1 to copy this spell and must choose new targets.

Clint Cearley
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3



Instant

Target instant or sorcery Enhances as it resolves. (Exile it. Whenever a player rolls its mana value, they may cast it for free.)

Leonardo Braga
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Rollmaster

3*



Artifact Creature – Die Demon

D6

When Rollmaster enters the battlefield, roll five D6 and store those results on it.

Whenever Rollmaster attacks, you may reroll any number of results on it.

Rollmaster gets +1/+1 for each pair of equal values among results on it. (3 equal dice are 3 pairs. 4 are 6 pairs. 5 are 24 pairs.)

Yaht or be yoted.

1/1

102/253 R UNA • EN KONAMI

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Martyr

1*



Instant

Target creature gets +2/+0 until end of turn. When that creature dies this turn, create a 2/2 white Warrior Cat creature token with lifelink.

Sorcery Aftermath Target creature or planeswalker in your graveyard and your commander Move it to the command zone.



2*

024/253 R UNA • EN DAN SCOTT

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Essence Reset

5*



Sorcery

D6

Shuffle all creatures into a new shared library. (All players may use this library whenever they would use their own.)

Sharing is caring.

049/253 R UNA • EN STEVE ARGYLE

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B-I-N-G-O Jr.

1*



Creature – Dog

D6

Menace

Whenever a player rolls a die, put a chip counter on its result.

B-I-N-G-O Jr. gets +9/+9 for each set of three numbers in a row with chip counters on them.

There was a hound, had a dog ...

1/1

077/253 R UNA • EN RON SPENCER

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Twitch the Witch Lich

2*

**Legendary Creature – Zombie Warlock**

All graveyards are also your graveyards.
Each creature card in your graveyard has relive 1. (1, Exile this from your graveyard: Target creature is additionally this card until end of turn. Its name and size is unchanged. Relive only as a sorcery.)

Which lich? Twitch!

3/3

199/253 R
UNA • EN ➔ ANNA PODEDWORNA

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Dankpact

1*

**Sorcery**

Create a 5/5 black Demon creature token with flying. If this spell was cast from being suspended, each opponent creates the token instead.

Exile Dankpact with thirty time counters on it, it gains suspend.

At the beginning of your upkeep, if Dankpact is suspended, remove D20 time counter from it.

081/253 R
UNA • EN ➔ MARK HYZER

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Curm, Trashmaster Mage

1*

**Legendary Creature – Goblin Wizard****Multikicker 2**

When Curm, Trashmaster Mage enters the battlefield, if it was kicked, create token copies of two random Common colorless equipment cards. Increase the rarity of the random cards for each additional time it was kicked.

(bit.ly/trash-{rarity})

c, u, r, m

2/2

122/253 R
UNA • EN ➔ TESPER EISING

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Curse of Mockery

3*

**Enchantment – Aura Curse****Enchant player**

Whenever enchanted player taps for mana, draws cards, or mills cards. Any other player may copy their actions. If they do, that player also adds mana, draws, or mills for the same amount.

"I hear it's more of a curse of flattery."

188/253 R
UNA • EN ➔ IRVIN RODRIGUEZ

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Impromptu Interlude

1*

**Instant**

Roll two D12. For each, you get the resulting extra phases one by one right now. (Like right right now, the stack doesn't resolve until the bonus phases end.)

- 1 | Ending phase. (Heal creatures, EOT effects end.)
- 2-4 | Main phase (Play a land, cast spells.)
- 5-8 | Combat phase. (Attackers, blockers, damage.)
- 9-11 | Beginning Phase. (Untap, upkeep, draw.)
- 12+ | A whole turns worth of phases in regular order.

192/253 R
UNA • EN ➔ TOOTH WU

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All Out Aggressor

4*

**Creature – Dragon****Flying, haste**

Postcombat main phases do not exist. All Out Aggressor attacks every combat if able. (This includes opponents combats.)

"A more than satisfying conclusion."

5/5

115/253 R
UNA • EN ➔ LAUREL D AUSTIN

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Akroma, of Broken Wings

X X 2*

**Legendary Planeswalker – Akroma**

- +1 : Put a random ability counter from among Akroma, Angel of Wrath's abilities onto up to one target creature. (Flying, first strike, vigilance, trample, haste, protection from black and from red.)
- 1 : Create a 1/1 white Bird creature token with flying. It's additionally Akroma, Angel of Wrath until end of turn. (It's still a 1/1)
- 8 : Akroma becomes a copy of Akroma, Angel of Wrath. (The aforementioned 6/6 angel.)

XD4

186/253 R
UNA • EN ➔ CHIPPI

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Flagrant Filching

3*

**Enchantment**

Sacrifice Flagrant Filching if there are three or more Peck counters on it.

Return all stolen permanents when Flagrant Filching leaves the battlefield.

Once each turn, you may attempt to steal a permanent an opponent controls without them noticing. (For example while they're distracted reading this.) If they catch you in the act, return the stolen permanent and put a Peck counter on this card.

051/253 R
UNA • EN ➔ LAUREL D AUSTIN

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Mallon, Literary Scholar

3*

**Legendary Planeswalker – Mallon**

- +2 : Put a +1/+1 counter on up to one target creature, it gains scrylink until end of turn.
- 1 : Create a 2/2 white Boar creature token with +5. When this creature deals damage to a player, create a Trash token.
- 5 : Choose Clue, Treasure, or Food. You get an emblem with "All permanent's you control are additionally the chosen token."

3

023/253 R
UNA • EN ➔ ALICIA KAPUSTKA

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Waste of Luck



Land



•: Add ♦. Flip a coin. If you win the flip, untap Waste of Luck. If you lose the flip, Waste of Luck deals 2 damage to you.

Statistically “ancient tomb” ancient tomb.

253/253 M UNA • EN ➔ DAVID MARTIN

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Zeviz, Curator of Consequence 1 * ● ●



Legendary Enchantment Creature – Sphinx



When Zeviz enters the battlefield, reveal the top three cards of your library. An opponent separates them along with the following counters into two piles. First strike, flying, menace, vigilance, lifelink, deathouch, shield. Put one pile in your hand and the counters on Zeviz. Put the other in your graveyard.

3/2

200/253 M UNA • EN ➔ SVETLIN YELINOV

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Land of Nuts and Acorns



Legendary Land



•: Add ♦.

•: Add one mana of any color. Spend this mana only on cards with squirrels in the art. Whenever you would sacrifice a token, you may sacrifice Land of Nuts and Acorns instead. (The other permanent is still treated as the sacrificed one, though it does not die.)

240/253 M UNA • EN ➔ PAUL MAFAYON

TM & 2024 Wizards of the Coast

Goblin Base Camp



Legendary Land



•: Add ♦.

•: Add one mana of any color. Spend this mana only on cards with goblins in the art.

•, Sacrifice Goblin Base Camp: Increase the result of the next die you roll this turn by D6.

235/253 M UNA • EN ➔ DAVE ALLSOP

TM & 2024 Wizards of the Coast

City of Dweomerheart



Legendary Land



•, Pay 1 life: Roll a D6.

1 | Add *.

2 | Add ♦.

3 | Add ♣.

4 | Add ♠.

5 | Add ♤.

6+ | Add ♦♦.

250/253 M UNA • EN ➔ CHRISTOPHER RUSH

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The Grand Forge of Bablovia 2 ♦ ♦



Legendary Artifact



Mad Lies 2 ♦

Instant – Adventure

Replace all instances of a card type word in the text box of any Magic card with another of your choice. (This lasts between zones.)

250/253 R UNA • EN ➔ STEVE PRESCOTT

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Lighterra



Land



Lighterra enters the battlefield tapped.

•: Add ♦ or ♠.

3 ♦ ♠: Lighterra becomes a 0/2 blue and red Elemental creature with flying until end of turn. It's still a land.

Whenever Lighterra attacks, it gets +D4/+0 until end of turn.

241/253 R UNA • EN ➔ NOAH BRADLEY

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Elementerra



Land



Elementerra enters the battlefield tapped.

•: Add ♠ or *.

1 ♠*: Elementerra becomes a red and white Elemental creature with D6 power and D6 toughness until end of turn. It's still a land. (Use two D6.)

251/253 R UNA • EN ➔ LUCAS GRACIANO

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Chitterra



Land



Chitterra enters the battlefield tapped.

•: Add ♣ or ♤.

4 ♣♣: Chitterra becomes a *4 black and green Elemental creature with power equal to your devotion to squirrels until end of turn. It's still a land. (It's the number of squirrels in the art of permanents you control.)

254/253 R two UNA • EN ➔ IRIS COMPTON

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Spirterra



Land



Spirterra enters the battlefield tapped.

•: Add * or ♠.

2 * ♠: Spirterra becomes a 2/2 white and black Elemental creature until end of turn. It's still a land.

Whenever Spirterra attacks, treat it as though it had all until end of turn effects and counters of another target attacking creature until end of turn.

245/253 R UNA • EN ➔ HELGE C. BALZER

Rooterra



Land



Rooterra enters the battlefield tapped.

•: Add ♣ or ♦.

♣ ♦: Rooterra becomes a copy of target token until end of turn. It's additionally a green and blue Elemental land.

243/253 R UNA • EN ➔ RANDY GALLEGOS

Freight of Saint Chaff



Legendary Artifact Creature – Spirit

3

Hrexproof

Whenever Freight of Saint Chaff attacks, put a random common creature you own from outside the game onto the battlefield tapped and attacking. Exile that card at end of combat.

When there's a bump in the night some lost in the mist can still hear the howls of kessig wolves coming from the floor of the LGS.

2/2

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Lordy Lordy

3



Legendary Artifact Creature – Construct Lord



As Lordy Lordy enters the battlefield, choose a species of creature. (Species are creature types like squirrel, goblin, human, beeble, goblin, elf, gooblin, wolf, gooblin...)

Spells with that species of creature in their art cost 1 less to cast and have ward 1. (Creature cards are only spells on the stack.)

Look who made it into the 40.

2/2

214/253 R UNA • EN ➔ SŁAWOMIR MANIAK

TM & 2024 Wizards of the Coast

Rondure of Yonder

2



Artifact



Double From Doubt 2

Sorcery – Adventure

Exile a Choosy card from your hand. Split the card into two token cards and add them to your hand. (Split by adventure half, card modes, card faces...)

Choosy spells you cast cost 1 less to cast. (They are any cards with multiple modes. Split cards, Adventures, Modal cards, MDFC's...)

222/253 R one UNA • EN ➔ NIELS HAMM

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Scurry Fury

3



Enchantment



Squirrelfall — Whenever a permanent with a Squirrel in the art enters the battlefield under your control, gain 1 life.

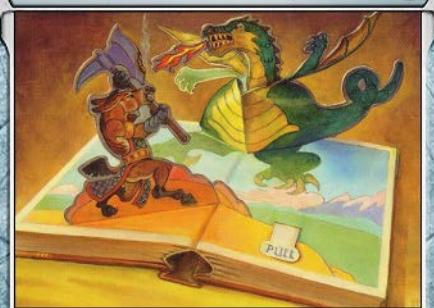
Life you've gained this turn is also that many green 1/1 squirrel tokens with haste. (They cease to exist at end of turn. They do not enter or leave the battlefield. Squirrels simply are.)

Better not to question the squirrels, else they may begin to question you.

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Tome of Various But Limited Possibilities

2



Legendary Artifact



3, •: Roll a D6.

1 | Mill D6.

3 | Survey D6.

2 | Scry D6.

4 | Discover D6.

5 | Exile the top D6 cards of your library, you may play them this turn.

6+ | Enchance the top D6 cards of your library.

After Karn threatened to call the FTC, the so called "Tome of the Infinite" got a slight name change.

225/253 R UNA • EN ➔ HEATHER HUDSON

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Bring on the Odd

1 * *



Enchantment



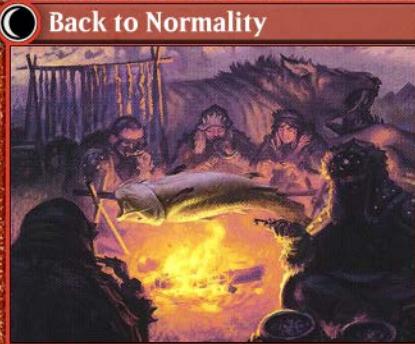
When this enchantment enters the battlefield or transforms into Bring on the Odd, put a +?D4?/+0 counter on target creature you control. (Each time that creature's power is needed, roll a D4, that creature gets +X/+0 for that instance.)

At the beginning of each upkeep, if no spells were cast last turn, transform Bring on the Odd.

006a/253 R UNA • EN ➔ LIZ DANFORTH

TM & 2024 Wizards of the Coast

Back to Normality



Enchantment



Humans and Dwarves you control get +1/+1.

At the beginning of each upkeep, if a player cast two or more spells last turn, transform Back to Normality.

006b/253 R UNA • EN ➔ WINONA NELSON

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