

Grenzo, Dungeon Warden

X 2 2

**Legendary Creature — Goblin Rogue**

2/3

Grenzo, Dungeon Warden enters the battlefield with X +1/+1 counters on it.
2: Put the bottom card of your library into your graveyard. If it's a creature card with power less than or equal to Grenzo's power, put it onto the battlefield.

2/2

205/249 R A25 • EN LUCAS GRACIANO

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The Cauldron of Eternity

10 2 2

**Legendary Artifact**

2

This spell costs 2 less to cast for each creature card in your graveyard.
Whenever a creature you control dies, put it on the bottom of its owner's library.
2, **2**, Pay 2 life: Return target creature card from your graveyard to the battlefield. Activate this ability only any time you could cast a sorcery.

082/269 M ELD • EN TOMASZ JEDRUSZEK

TM & © 2019 Wizards of the Coast

Siege-Gang Commander

3 2 2

**Creature — Goblin**

2

When Siege-Gang Commander enters the battlefield, create three 1/1 red Goblin creature tokens.

1, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to any target.

"Ready . . . uh . . . fire!"

2/2

136/261 R DMR • EN AARON MILLER

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Sling-Gang Lieutenant

3 2

**Creature — Goblin**

2

When Sling-Gang Lieutenant enters the battlefield, create two 1/1 red Goblin creature tokens.
Sacrifice a Goblin: Target player loses 1 life and you gain 1 life.

Freshly promoted to "first rock," Zaz was eager to make an impact.

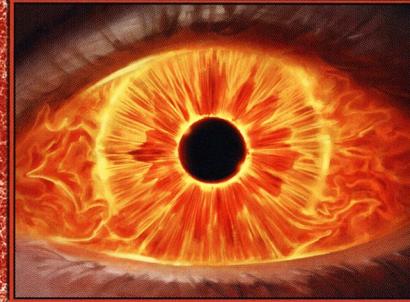
1/1

108/254 U MH1 • EN CRAIG SPEARING

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Fire Prophecy

1 2

**Instant**

2

Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

"Water and bone tell many tales, but fire is fickle. It would rather consume than reveal."
—Rielle, the Everwise

116/274 C IKO • EN KIERAN YANNER

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Skirk Prospector

2

**Creature — Goblin**

2

Sacrifice a Goblin: Add **2**.

Deep beneath the ruined continent of Otaria, there's a mine where goblins still work, ignorant of the destruction above.

1/1

137/261 C DMR • EN SŁAWOMIR MANIAK

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Goblin Matron

2 2

**Creature — Goblin**

2

When Goblin Matron enters the battlefield, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

A mother only a child could love.

1/1

123/261 C DMR • EN JESPER EJSING

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Volcanic Spite

1 2

**Instant**

2

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

None may approach the Ashen Idol without an offering—an edict fortuitously absent from Phyrexian intelligence concerning the world of Azogol.

C 0170 MOM • EN KEVIN SIDHARTA

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Into the Fire

2 2

**Sorcery**

2

Choose one —

- Into the Fire deals 2 damage to each creature, planeswalker, and battle.
- Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

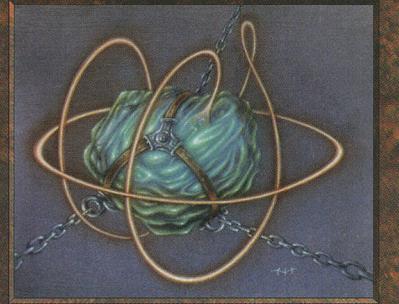
The rest of the Gatewatch retreated. Chandra and Wrenn went in blazing.

R 0144 Story Spotlight MOM • EN GRZEGORZ RUTKOWSKI

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mtgstory.com

heartstone



Artifact

The cost of each creature ability requiring an activation cost is reduced by **1**. This cannot reduce an ability's generic mana cost to less than **1**.

"Finding a true heartstone is even harder than finding a true heart."

—Hanna

Illus. John Matson

© 1998 Wizards of the Coast, Inc.

3

Ashnod's Altar



Artifact

Sacrifice a creature: Add ♦ ♦ .

"If you work at sawing up carcasses, you notice how the joints fit, how the nerves are arrayed, and how the skin peels back."

—Ashnod, to Tawnos

U 0368
CMM • EN ➔ GREG STAPLES

TM & © 2023 Wizards of the Coast

4

Solemn Simulacrum



Artifact Creature — Golem



When Solemn Simulacrum enters the battlefield, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

When Solemn Simulacrum dies, you may draw a card.

2/2

R 0238
MKC • EN ➔ DAN MURAYAMA SCOTT

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△

Valakut Awakening



Instant

2



Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

"My ancestors reshaped the world to their vision. I have a few ideas of my own."

—Tars Olan, stoneforge mystic

Land

GW

U 174/280 R
ZNR • EN ➔ CAMPBELL WHITE

TM & © 2020 Wizards of the Coast

2

Junktroller



Artifact Creature — Golem

4

Defender

GW: Put target card from a graveyard on the bottom of its owner's library.

One man's trash is another man's troller.

0/6

U 0262
RVR • EN ➔ CHIPPI

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Ravenous Chupacabra



Creature — Beast Horror



When Ravenous Chupacabra enters the battlefield, destroy target creature an opponent controls.

Opening Orazca unleashed more horrors than just the Immortal Sun.

2/2

U 0136
MKC • EN ➔ DAARKEN

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Workhorse



Artifact Creature

6

Workhorse comes into play with four +1/+1 counters on it.

Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool. Play this ability as a mana source.

Illus. DiTerlizzi

© 1993–1998 Wizards of the Coast, Inc. 142143

0/0

Mad Auntie



Creature — Goblin Shaman

2



Other Goblin creatures you control get +1/+1.

GW: Regenerate another target Goblin.

One part cunning, one part wise, and many, many parts demented.

Wayne Reynolds

U 90229
CMM • EN ➔ WAYNE REYNOLDS

TM & © 2013 Wizards of the Coast

2/2

Duplicant



Artifact Creature — Shapeshifter

6

Imprint — When Duplicant enters the battlefield, you may exile target nontoken creature.

As long as a card exiled with Duplicant is a creature card, Duplicant has the power, toughness, and creature types of the last creature card exiled with Duplicant. It's still a Shapeshifter.

2/4

R 0946
CMM • EN ➔ THOMAS M. BAXA

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Bronze Walrus

3

**Artifact Creature — Walrus**

When Bronze Walrus enters the battlefield, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

•: Add one mana of any color.

2/2

302/361 C
CLB • EN ➔ JAMES POLLACK

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Palladium Myr

3

**Artifact Creature — Myr**

•: Add ••.

The myr are like the Glimmervoid: blank canvases on which to build grand creations.

2/2

U 0967
CMM • EN ➔ ALAN POLLACK

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Dockside Extortionist

1

**Creature — Goblin Pirate**

When Dockside Extortionist enters the battlefield, create X Treasure tokens, where X is the number of artifacts and enchantments your opponents control. (Treasure tokens are artifacts with “•, Sacrifice this artifact: Add one mana of any color.”)

“It’s just business.”

1/2

107/331 M
2X2 • EN ➔ LIE SETTAWAN

TM & © 2022 Wizards of the Coast

Iron Myr

2

**Artifact Creature — Myr**

•: Add • to your mana pool.

The myr are like rusted metal: gleaming purpose hidden by a thin disguise of debris.

1/1

Alan Pollack

TM & © 1993-2010 Wizards of the Coast LLC 168/249

Leaden Myr

2

**Artifact Creature — Myr**

•: Add • to your mana pool.

The myr are like necrogen: a transformative force unconcerned with the changes they wreak.

1/1

Alan Pollack

TM & © 1993-2010 Wizards of the Coast LLC 170/249

Beetleback Chief

2

**Creature — Goblin Warrior**

When Beetleback Chief enters the battlefield, create two 1/1 red Goblin creature tokens.

Whether trained, ridden, or eaten, few goblin military innovations have rivaled the bug.

2/2

294/331 U
JMP • EN ➔ WAYNE ENGLAND

TM & © 2020 Wizards of the Coast

Pitiless Plunderer

3

**Creature — Human Pirate**

Whenever another creature you control dies, create a Treasure token. (It’s an artifact with “•, Sacrifice this artifact: Add one mana of any color.”)

“Shame to let good gold go to the grave.”

1/4

U 0208
LCC • EN ➔ DAVID PALUMBO

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Conspicuous Snoop

3

**Creature — Goblin Rogue**

Play with the top card of your library revealed.

You may cast Goblin spells from the top of your library.

As long as the top card of your library is a Goblin card, Conspicuous Snoop has all activated abilities of that card.

2/2

139/274 R
M21 • EN ➔ ZOLTAN BOROS

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Imperial Recruiter

2

**Creature — Human Advisor**

When Imperial Recruiter enters the battlefield, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

A passionate recruiter will win a war before the first arrow flies.

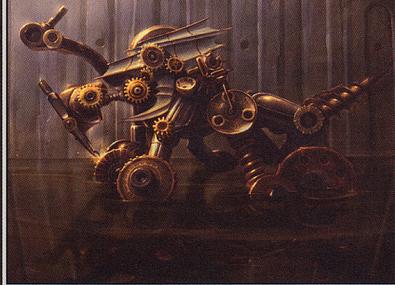
1/1

281/303 M
MH2 • EN ➔ ZACK STELLA

TM & © 2021 Wizards of the Coast

Canal Dredger

4

**Artifact Creature — Construct**

Draft Canal Dredger face up.
Each player passes the last card from each booster pack to a player who drafted a card named Canal Dredger.
C: Put target card from your graveyard on the bottom of your library.

1/5

John Avon

TM & © 2014 Wizards of the Coast 55/210

Judith, the Scourge Diva

1

**Legendary Creature — Human Shaman**

Other creatures you control get +1/+0.
Whenever a nontoken creature you control dies, Judith, the Scourge Diva deals 1 damage to any target.

At the end of the show, she stands alone on a stage brilliant with blood.

2/2

U 0341

CMM • EN ➔ WESLEY BURT

TM & © 2023 Wizards of the Coast

Goblin Chieftain

1

**Creature — Goblin****Haste**

Other Goblin creatures you control get +1/+1 and have haste.

"It's time for the 'Smash, Smash' song!"

2/2

324

R JMP • EN ➔ SAM WOOD

TM & © 2020 Wizards of the Coast

Pawn of Ulamog

1

**Creature — Vampire Shaman**

Whenever Pawn of Ulamog or another nontoken creature you control dies, you may create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this creature: Add ♦ to your mana pool."

2/2

120/309 U

C17 • EN ➔ DAARKEN

TM & © 2017 Wizards of the Coast

Ornithopter of Paradise

2

**Artifact Creature — Thopter****Flying****C:** Add one mana of any color.

"Through even our darkest days, we must never cease creating. Each new invention brings value to the world, be it beauty, utility, or both."

—Rashmi, aether-seer

0/2

C 0966

CMM • EN ➔ RAOUL VITALE

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Rundvelt Hordemaster

1

**Creature — Goblin Warrior**

Other Goblins you control get +1/+1.
Whenever Rundvelt Hordemaster or another Goblin you control dies, exile the top card of your library. If it's a Goblin creature card, you may cast that card until the end of your next turn.

1/1

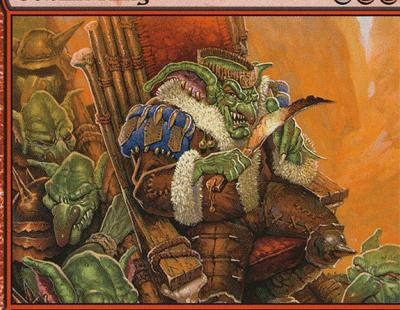
142/281 R

DMU • EN ➔ BRUNO BIAZOTTO

TM & © 2022 Wizards of the Coast 207/383

Goblin King

1

**Creature — Goblin**

Other Goblin creatures get +1/+1 and have mountainwalk. (*They're unblockable as long as defending player controls a Mountain.*)

To be king, Numsgil did in Blog, who did in Unkful, who did in Viddle, who did in Loll, who did in Alrok. . . .

2/2

Ron Spears

109/207 Wizards of the Coast 207/383

Treasonous Ogre

3

**Creature — Ogre Shaman**

Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target.

3 **R**, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.

The thunderhead that leads in the storm.

2/2

133/261 R

DMR • EN ➔ DAYE KENDALL

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**Legendary Creature — Goblin Warrior**

Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target.

3 **R**, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.

The thunderhead that leads in the storm.

2/2

Treasonous Ogre

3

**Creature — Ogre Shaman**

Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)

Pay 3 life: Add ♦ to your mana pool.

"Everything comes with a price. Especially revolution."

—Grenzo, dungeon warden

2/3

Randy Gallegos

142/281 R

TM & © 2014 Wizards of the Coast 36/210

Faithless Looting



Sorcery

Draw two cards, then discard two cards.

Flashback **2** (You may cast this card from your graveyard for its flashback cost. Then exile it.)

C 0165

OTC • EN ➔ KARL KOPINSKI

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2

Demonic Tutor



Sorcery

Search your library for a card, put that card into your hand, then shuffle.

Beware the generosity of demons.

M 0150

CMM • EN ➔ ZACK STELLA

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1

Sinister Waltz



Sorcery

Choose three target creature cards in your graveyard. Return two of them at random to the battlefield and put the other on the bottom of your library.

For one evening, the dueling bloodlines channeled their feuds into elaborate footwork.

O 030/038 R

VOC • EN ➔ JASON RAINVILLE

3

Vandalblast



Sorcery

Destroy target artifact you don't control.

Overload **4** (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

Beauty is in the eye of the exploder.

U 0183

OTC • EN ➔ SEB MCKINNON

TM & © 2024 Wizards of the Coast

2

Dreadbore



Sorcery

Destroy target creature or planeswalker.

In Rakdos-controlled neighborhoods, everyone is part of the show.

R 0180

RVR • EN ➔ WAYNE REYNOLDS

TM & © 2024 Wizards of the Coast

2

Sol Ring



Artifact

•: Add ◊◊.

When the great vault fell, it scattered its wonders across Thunder Junction.

U 0267

OTC • EN ➔ KERAI KOTAKI

1

Arcane Signet



Artifact

•: Add one mana of any color in your commander's color identity.

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

C 0252

OTC • EN ➔ DAN MURAYAMA SCOTT

TM & © 2024 Wizards of the Coast

2

Rakdos Signet



Artifact

1, •: Add ♠♦.

Made of bone and boiled in blood, a Rakdos signet is not considered finished until it has been used as a murder weapon.

U 0265

OTC • EN ➔ MARTINA PILCEROVA

TM & © 2024 Wizards of the Coast

2

Vessel of Endless Rest



Artifact

When Vessel of Endless Rest enters the battlefield, put target card from a graveyard on the bottom of its owner's library.

•: Add one mana of any color.

235/254 C

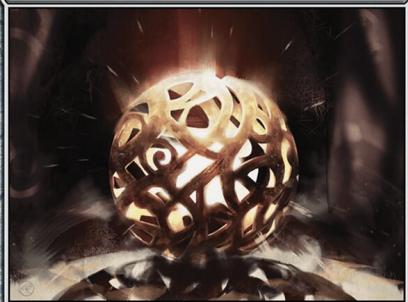
UMA • EN ➔ JOHN AVON

3

TM & © 2018 Wizards of the Coast

Commander's Sphere

3

**Artifact**

C: Add one mana of any color in your commander's color identity.
Sacrifice Commander's Sphere: Draw a card.

It harmonizes with the essence of its master.

C 0301 LCC • EN ➔ RYAN ALEXANDER LEE TM & © 2023 Wizards of the Coast

Braid of Fire

1 2

**Enchantment**

Cumulative upkeep—Add **2** to your mana pool. (*At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.*)

"To a trained mind, the cold is but a momentary distraction."

—Cyril Van Der Haegen
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Damnation

2 3 3

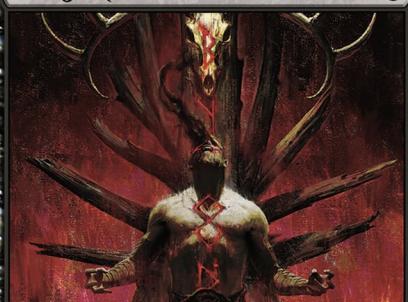
**Sorcery**

Destroy all creatures.
They can't be regenerated.

073/331 R 2X2 • EN ➔ KEY WALKER TM & © 2023 Wizards of the Coast

Village Rites

3

**Instant**

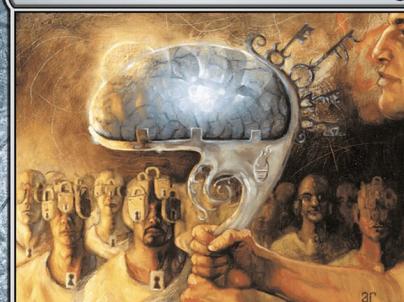
As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

The Skelle raise scorn poles in conquered villages—cursed effigies of wood and bone that sap survivors of physical strength and the will to fight back.

C 0212 LCC • EN ➔ IGOR KIERYLUK TM & © 2023 Wizards of the Coast

Mind Stone

2

**Artifact**

C: Add **◇**.
1, **C**, Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"
—Jhoira, master artificer

U 0232 MLC • EN ➔ ADAM REX TM & © 2024 Wizards of the Coast

Hobgoblin Bandit Lord

1 2 2

**Creature — Goblin Rogue**

Other Goblins you control get +1/+1.
C, C: Hobgoblin Bandit Lord deals damage equal to the number of Goblins that entered the battlefield under your control this turn to any target.

In a hobgoblin's view of the world, the weak owe tribute and fealty to the strong.

2/3

147/281 R AFR • EN ➔ MARK ZUG TM & © 2021 Wizards of the Coast

Munitions Expert

2 3

**Creature — Goblin****Flash**

When Munitions Expert enters the battlefield, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.

When dealing with goblins, if it isn't nailed down, it's headed your way.

1/1

209/254 U MH1 • EN ➔ JESPER EISING TM & © 2019 Wizards of the Coast

Urborg, Tomb of Yawgmoth

4

**Legendary Land**

Each land is a Swamp in addition to its other land types.

"Yawgmoth's corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse."
—Lord Windgrace

287/289 R TSR • EN ➔ JOHN AVON TM & © 2020 Wizards of the Coast

Bojuka Bog

3

**Land**

Bojuka Bog enters the battlefield tapped.

When Bojuka Bog enters the battlefield, exile target player's graveyard.

C: Add **◇**.

C 0273 OTC • EN ➔ HOWARD LYON TM & © 2024 Wizards of the Coast

Cabal Coffers

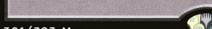


Land

2, {C}: Add {W} for each Swamp you control.

Deep within the Cabal's vault, the Mirari pulsed like a dead sun—and its darkness radiated across Otaria.

301/303 M MH2 • EN © 2021 Wizards of the Coast



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Forgotten Cave



Land

Forgotten Cave enters the battlefield tapped.

{C}: Add {W}.

Cycling {W} ({W}, Discard this card: Draw a card.)

289 C C21 • EN © 2021 Wizards of the Coast

TM & © 2021 Wizards of the Coast

Smoldering Marsh



Land – Swamp Mountain



({C}: Add {W} or {R}).

Smoldering Marsh enters the battlefield tapped unless you control two or more basic lands.

The continent of Guul Draz is a geothermal swampland reeking of heat and decay.

R 0321 OTC • EN © 2024 Wizards of the Coast

TM & © 2024 Wizards of the Coast

Urza's Saga

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

I Urza's Saga gains “{C}: Add {W}.”

II Urza's Saga gains “2, {C}: Create a 0/0 colorless Construct artifact creature token with ‘This creature gets +1/+1 for each artifact you control.’”

III Search your library for an artifact card with mana cost 0 or 1, put it onto the battlefield, then shuffle.

Enchantment Land – Urza's Saga



TM & © 2021 Wizards of the Coast

259/303 R MH2 • EN © 2021 Wizards of the Coast

TM & © 2021 Wizards of the Coast

Command Tower



Land

{C}: Add one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

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TM & © 2024 Wizards of the Coast

Blood Crypt



Land – Swamp Mountain



({C}: Add {W} or {R}).

As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

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Barren Moor



Land

Barren Moor enters the battlefield tapped.

{C}: Add {W}.

Cycling {W} ({W}, Discard this card: Draw a card.)

277 U C21 • EN © 2021 Wizards of the Coast

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Temple of Malice



Land

Temple of Malice enters the battlefield tapped.

When Temple of Malice enters the battlefield, scry 1.

{C}: Add {W} or {R}.

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Graven Cairns



Land

{C}: Add {W}.

{W}, {C}: Add {W}{W}, {W}{R}, or {R}{R}.

“Here did the Extinguisher steal the light from the world. Here will we sacrifice her to bring the Great Rekindling to our people.”
—Ilulia of Nighthearth

320/332 R 2XM • EN © 2020 Wizards of the Coast

TM & © 2020 Wizards of the Coast

Luxury Suite



Land

Luxury Suite enters the battlefield tapped unless you have two or more opponents.

•: Add ♦ or ♠.

In opulent chambers behind closed doors, dynasties are made and broken with but a few murmured words.

355/361 R CLB • EN ➔ TITUS LUNTER

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Haunted Ridge



Land

Haunted Ridge enters the battlefield tapped unless you control two or more other lands.

•: Add ♦ or ♠.

Swirling eddies of ash hide crumbling cliffs, treacherous drops, and the slavering maws of unknown evils.

263/277 R MID • EN ➔ JONAS DE RO

TM & © 2021 Wizards of the Coast



Bloodstained Mire



Land

•, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

A graveyard for conquerors and conquered alike.

R 0216 MHS • EN ➔ BRUCE BRENNISE

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Path of Ancestry



Land

Path of Ancestry enters the battlefield tapped.

•: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

C 0310 OTC • EN ➔ ALAYNA DANNER

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Badlands



Land — Swamp Mountain



(•: Add ♦ or ♠ to your mana pool.)

291/325 R VMA • EN ➔ DAARKEN

TM & © 2014 Wizards of the Coast

Opal Palace



Land

•: Add ♦.

1, •: Add one mana of any color in your commander's color identity. If you spend this mana to cast your commander, it enters the battlefield with a number of additional +1/+1 counters on it equal to the number of times it's been cast from the command zone this game.

C 0422 CMM • EN ➔ JOHN AVON

TM & © 2023 Wizards of the Coast



Marsh Flats



Land

•, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

248/303 R MH2 • EN ➔ IZZY

TM & © 2021 Wizards of the Coast



Arid Mesa



Land

•, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

244/303 R MH2 • EN ➔ RAYMOND SWANLAND

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Bloodfell Caves



Land

Bloodfell Caves enters the battlefield tapped. When Bloodfell Caves enters the battlefield, you gain 1 life.

•: Add ♦ or ♠.

Having learned of New Capenna's Halo supply, Elesh Norn dispatched Atraxa herself to bring the world to heel.

L 0267 MOM • EN ➔ JORGE JACINTO

TM & © 2023 Wizards of the Coast



Phyrexian Vivisector

1

**Creature — Phyrexian Human**

Whenever a creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Before he was the Father of Machines, Yawgmoth was a twisted Thran physician, and his legacy of medical atrocities lives on in New Phyrexia.

2/2

100/281 C
DMU • EN ➔ IRINA NORDSOL

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Nefarious Imp

2

**Creature — Imp**

Flying

Whenever one or more permanents you control leave the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

It listens to all of their plans and plots creative ways to turn them to ruin.

2/1

137/361 C
CLB • EN ➔ KONSTANTIN PORUBOV

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Viscera Seer

3

**Creature — Vampire Wizard**

Sacrifice a creature: Scry 1.

In matters of life and death, he trusts his gut.

1/1

C 0213
LCC • EN ➔ JOHN STANKO

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Treasure Map

2

**Artifact**

1, κ : Scry 1. Put a landmark counter on Treasure Map. Then if there are three or more landmark counters on it, remove those counters, transform Treasure Map, and create three Treasure tokens. (They're artifacts with " κ , Sacrifice this artifact: Add one mana of any color.")

R 0267
LCI • EN ➔ NÉSTOR OSSANDÓN LEAL

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Burnished Hart

3

**Artifact Creature — Elk**

3, Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

Forged by divine hands to wander mortal realms.

2/2

U 0573
CMM • EN ➔ YEONG-HAO HAN

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Pile On

3

**Instant**

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Destroy target creature or planeswalker. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

R 0134
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Dark Confidant

1

**Creature — Human Wizard**

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

Greatness, at any cost.

2/1

M 0071
RVR • EN ➔ ALEX BROCK

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Herald of Leshrak

6

**Creature — Avatar**

Flying

Cumulative upkeep—Gain control of a land you don't control.

Herald of Leshrak gets +1/+1 for each land you control but don't own.

When Herald of Leshrak leaves play, each player gains control of each land he or she owns that you control.

2/4

Alex Horley-Orlandelli

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Ignition Team

5

**Creature — Goblin Warrior**

Ignition Team enters the battlefield with X +1/+1 counters on it, where X is the number of tapped lands on the battlefield.

2, κ , Remove a +1/+1 counter from Ignition Team: Target land becomes a 4/4 red Elemental creature until end of turn. It's still a land.

Karl Kopinski

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0/0

Goblin Ringleader

3/2



Creature — Goblin

M20

Haste (This creature can attack and **c** as soon as it comes under your control.)

When Goblin Ringleader enters the battlefield, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.

2/2

143/280 U
M20 • EN ➔ GABOR SZIKSZA

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Goblin Wizard

2/2



Creature — Goblin Wizard

G

c: You may put a Goblin permanent card from your hand into play.

o: Target Goblin gains protection from white until end of turn.

Illus. Daniel Gelon

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1/1

Tuktuk Scrapper

3/2



Creature — Goblin Artificer Ally

D

Whenever Tuktuk Scrapper or another Ally enters the battlefield under your control, you may destroy target artifact. If that artifact is put into a graveyard this way, Tuktuk Scrapper deals damage to that artifact's controller equal to the number of Allies you control.

2/2

Matt Cavotta

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Takenuma, Abandoned Mire

Legendary Land

A

c: Add **o**.

Channel — 3 **o**, Discard Takenuma, Abandoned Mire: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs 1 less to activate for each legendary creature you control.

278/302 R
NEO • EN ➔ SAM BURLEY

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Sokenzan, Crucible of Defiance

Legendary Land

A

c: Add **o**.

Channel — 3 **o**, Discard Sokenzan, Crucible of Defiance: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs 1 less to activate for each legendary creature you control.

276/302 R
NEO • EN ➔ LUCAS STANIEC

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Cavern of Souls

Land

S

As Cavern of Souls enters the battlefield, choose a creature type.

c: Add **o**.

c: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

M 0269
LCI • EN ➔ ALAYNA DANNER

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Liliana, Heretical Healer

1/2



Legendary Creature — Human Cleric

G

Lifelink

Whenever another nontoken creature you control dies, exile Liliana, Heretical Healer, then return her to the battlefield transformed under her owner's control. If you do, create a 2/2 black Zombie creature token.

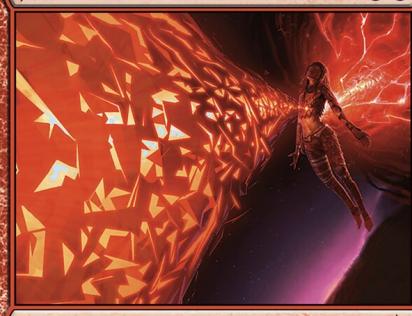
2/3

001/008 M
CC2 • EN ➔ BASTIEN L. DEHARME

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Jeska's Will

2/2



Sorcery

W

Choose one. If you control a commander as you cast this spell, you may choose both.

- Add **o** for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

"Gather your strength. Prepare yourself."
—Jeska, to Radha

R 0156
MKC • EN ➔ IZZY

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