

**Adeline, Resplendent Cathar** **Legendary Creature — Human Knight** 

Vigilance

Adeline, Resplendent Cathar's power is equal to the number of creatures you control.

Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.

**★/4**

001/277 R

M1D • EN ➔ BRYAN SOLA

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**Balin's Tomb**

Ancient Tomb

**Land**

Q: Add Q. Balin's Tomb deals 2 damage to you.

*On the slab runes were deeply graven:*

BALIN  
SON OF FUNDIN  
LORD OF MORIA

M 0357

LTC • EN ➔ ANASTASIA BALAKCHINA

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**Arcane Signet****2****Artifact**

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

*As part of their indoctrination and training, a psyker learns to focus their mental strength through a psycho-reactive staff.*

229  
40K • EN ➔ KIM SOKOL

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**Adriana, Captain of the Guard** **Legendary Creature — Human Knight** 

Melee (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked with a creature this combat.)

Other creatures you control have melee. (If a creature has multiple instances of melee, each triggers separately.)

**4/4**

200/322 R

C20 • EN ➔ CHRIS RALLIS

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**Ajani's Welcome****Enchantment****M19**

Whenever a creature enters the battlefield under your control, you gain 1 life.

*"You cannot defend others if your own well-being is neglected."*

006/280 U

M19 • EN ➔ ERIC DESCHAMPS

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**Andúril, Flame of the West** **Legendary Artifact — Equipment** 

Equipped creature gets +3/+1.

Whenever equipped creature attacks, create two tapped 1/1 white Spirit creature tokens with flying. If that creature is legendary, instead create two of those tokens that are tapped and attacking.

Equip 2

M 0236

LTR • EN ➔ IRVIN RODRIGUEZ

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**Ankle Shanker****Creature — Goblin Berserker****2/2**

Haste

Whenever Ankle Shanker attacks, creatures you control gain first strike and deathtouch until end of turn.

*The stature of the fighter matters less than the depth of the cut.*

164/269 R

KTK • EN ➔ ZOLTAN BOROS

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**Arid Mesa****Land**

Q, 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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**Aurelia, the Warleader** **Legendary Creature — Angel**

Flying, vigilance, haste

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

*Leading from behind had never been her style.*

M 0035

MUL • EN ➔ ALEX DOS DIAZ

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**3/4**









**Krenko, Tin Street Kingpin**

2/2

**Legendary Creature — Goblin**

Whenever Krenko, Tin Street Kingpin attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature tokens equal to Krenko's power.

*"After the people flee, but before the enemy arrives—that's grabbin' time."*

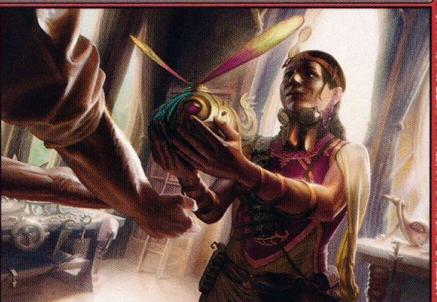
1/2

107 R NEC • EN MARK BEHM

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**Loyal Apprentice**

1/2

**Creature — Human Artificer**

Haste

**Lieutenant** — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

*Those with knowledge are wise to listen to those with imagination.*

2/1

023/307 U C18 • EN IOE SLUCHER

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**Mishra, Claimed by Gix**

2/2

**Legendary Creature — Phyrexian Human Artificer**

Whenever you attack, each opponent loses X life and you gain X life, where X is the number of attacking creatures. If Mishra, Claimed by Gix and a creature named Phyrexian Dragon Engine are attacking, and you both own and control them, exile them, then meld them into Mishra, Lost to Phyrexia. It enters the battlefield tapped and attacking.

9/9

216/287 M BRO • EN CHRIS RAHN

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**Leonin Warleader**

2/2

**Creature — Cat Soldier**

Whenever Leonin Warleader attacks, create two 1/1 white Cat creature tokens with lifelink that are tapped and attacking.

*When one leonin hunts, many more are surely nearby.*

4/4

208 R JAKUB KASPER

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**Luxury Suite****Land**

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

●: Add ● or ●.

*The view is rivaled only by the decadence of the decor.*

082/254 R BBD • EN JONAS DE RO

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**Monologue Tax****Enchantment**

Whenever an opponent casts their second spell each turn, you create a Treasure token.

*Your unsolicited words enrich us all. Please, continue.*

—Yold, professor of cryptorelicology

019/081 R C21 • EN JUSTINE CRUZ

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**Lotho, Corrupt Shirriff**

2/2

**Legendary Creature — Halfling Rogue**

Whenever a player casts their second spell each turn, you lose 1 life and create a Treasure token. (It's an artifact with "●, Sacrifice this artifact: Add one mana of any color.")

*Whatever is wrong in the Shire, Lotho will be at the bottom of it: you can be sure of that.*

—Pippin

R 0213 LTR • EN ILKER YILDIZ

© MEE

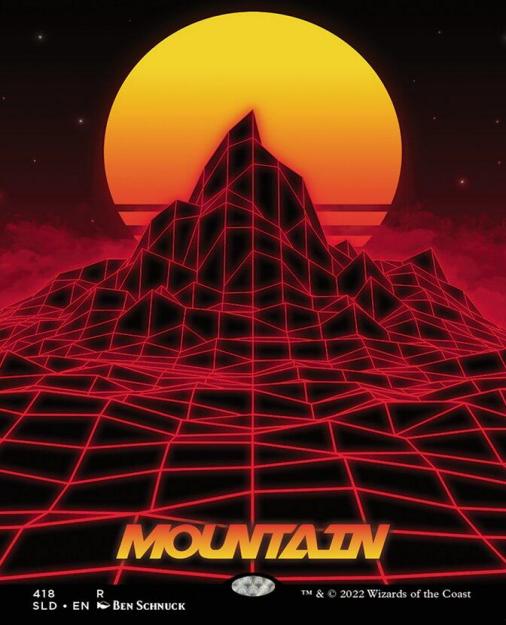
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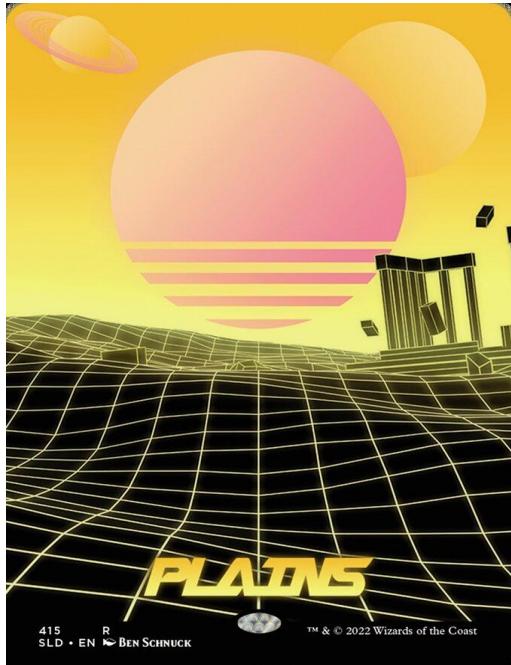
**Marsh Flats****Land**

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

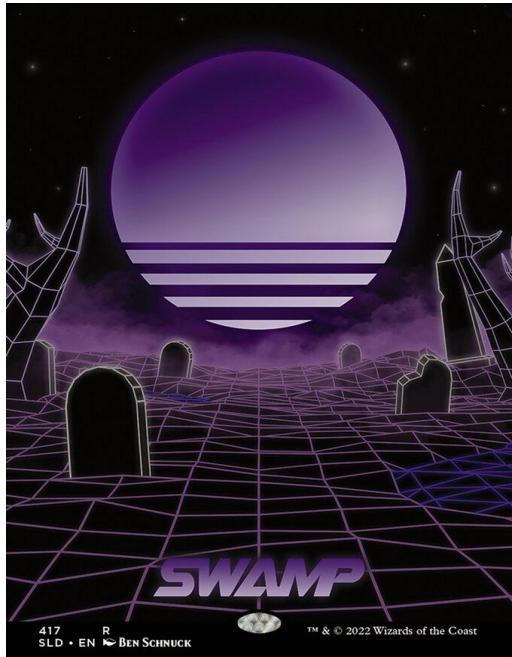
249/303 R MH2 • EN IZZY

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**Swiftfoot Boots** (2)

**Artifact — Equipment**

Equipped creature has hexproof and haste. (*It can't be the target of spells or abilities your opponents control.*)

Equip 1

*"There is great wisdom in rushing headlong into combat . . . if you're prepared."*  
—Kenjek, captain of the Thousand Swords

U 0314 LCC • EN ➔ SVETLIN VELINOV TM & © 2023 Wizards of the Coast

**Taunt from the Rampart** (3) \*

**Sorcery**

Goad all creatures your opponents control. Until your next turn, those creatures can't block. (*Until your next turn, those creatures attack each combat if able and attack a player other than you if able.*)

*"Is it not said that no foe has ever taken the Hornburg, if men defended it?"*  
—Aragorn

R 0071 LTC • EN ➔ LORENZO MASTROIANNI TM & © 2023 Wizards of the Coast

**The One Ring** (4)

**Legendary Artifact**

Indestructible  
When The One Ring enters the battlefield, if you cast it, you gain protection from everything until your next turn.  
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.  
G: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

P 0451 Bundle LTR • EN ➔ MARTA NAEI TM & © 2023 Wizards of the Coast

**The Reaver Cleaver** (2) \*

**Legendary Artifact — Equipment**

Equipped creature gets +1/+1 and has trample and "Whenever this creature deals combat damage to a player or planeswalker, create that many Treasure tokens."

Equip 3

U 008/048 R DMC • EN ➔ YIGIT KOROGLU TM & © 2022 Wizards of the Coast

**Tormented Soul** (1/1)

**Creature — Spirit**

Tormented Soul can't block and can't be blocked.

*Those who raged most bitterly at the world in life are cursed to roam the nether realms in death.*

R 477 J22 • EN ➔ KARL KOPINSKI TM & © 2022 Wizards of the Coast

**Tymna the Weaver** (1) \*

**Legendary Creature — Human Cleric**

Lifelink  
At the beginning of your postcombat main phase, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards.  
Partner (*You can have two commanders if both have partner.*)

0000 / 1158M PRM • EN ➔ Winona Nelson TM & © 2016 Wizards of the Coast

**Urborg, Tomb of Yawgmoth** (M15)

**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

248/269 R M15 • EN ➔ JOHN AVON TM & © 2014 Wizards of the Coast

**Vampiric Tutor** (3) \*

**Instant**

Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.  
*True power is achieved through blood and sweat. But mostly blood.*

112/249 M EMA • EN ➔ RAYMOND SWANLAND TM & © 2016 Wizards of the Coast

**Vault of Champions****Land**

Vault of Champions enters the battlefield tapped unless you have two or more opponents.

**•:** Add \* or ♀.

*Where victors are commemorated and moments of glory immortalized.*

R 0436  
CMM • EN ➔ CLIFF CHILDS

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**Waves of Aggression****Sorcery**

Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.

**Retrace** (*You may play this card from your graveyard by discarding a land card in addition to paying its other costs.*)

→ Jim Pavlic

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**3\*****Vault of the Archangel****Land**

**•:** Add ♀.

**2 \* ♀, •:** Creatures you control gain deathtouch and lifelink until end of turn.

*"For centuries my creation kept this world in balance. Now only her shadow remains."*  
—Sorin Markov

R 0367  
LCC • EN ➔ JOHN AVON

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**3\*****Virtue of Loyalty****Enchantment**

**Ardenvale Fealty 1\***

**Instant — Adventure**

Create a 2/2 white Knight creature token with vigilance.

M 0277  
WOE • EN ➔ KEITH GARLETT

At the beginning of your end step, put a +1/+1 counter on each creature you control. Untap those creatures.

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**3\*****Tear**

Instant

Destroy target enchantment.

**Wear**

Instant

Destroy target artifact.

Fuse (*You may cast one or both halves of this card from your hand.*)

456  
CMR • EN ➔ RYAN PANCOAST

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**3\*****World at War****Sorcery**

After the first postcombat main phase this turn, there's an additional combat phase followed by an additional main phase. At the beginning of that combat, untap all creatures that attacked this turn.

**Rebound** (*If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.*)

→ Igor Kieruluk

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