

Adeline, Resplendent Cathar

1



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
M10 • EN • No Brian Sola

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Adriana, Captain of the Guard

3



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
C10 • EN • No Chris Ball

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Ajani's Welcome

1



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 • No Eric Deshaugh

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Balin's Tomb

Ancient Tomb



Land

☞: Add ☞☞. 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 • No Andriana Balazs

™ & © 2013 Wizards of the Coast

Andúril, Flame of the West

3



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 0358
LTC • EN • No Simon Rodriguez

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Ankle Shanker

2



Creature — Goblin Berserker

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.

2/2

164/269 R
M10 • EN • No Zoltan Boros

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Arcane Signet

2



Artifact

☞: 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 C
40K • EN • No Kim Stearns

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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.

244/305 R
M12 • EN • No Raymond Swanland

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Aurelia, the Warleader

2



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.

3/4

M 0355
M12 • EN • No Alex Dowling

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Authority of the Consuls



Enchantment

Creatures your opponents control enter the battlefield tapped.

Whenever a creature enters the battlefield under an opponent's control, you gain 1 life.

Citizens are free to do as they wish, within the confines of the Consulate's laws.

005/264 R KLD • EN • Lake Shenette TM & © 2014 Wizards of the Coast

Badlands



Land — Swamp Mountain

(**C**: Add **U** or **B** to your mana pool.)

291/025 R YMA • EN • Daarken TM & © 2014 Wizards of the Coast

Battle Angels of Tyr

2



Creature — Angel Knight

Flying, myriad

Whenever Battle Angels of Tyr deals combat damage to a player, draw a card if that player has more cards in hand than each other player. Then you create a Treasure token if that player controls more lands than each other player. Then you gain 3 life if that player has more life than each other player.

4/4

370 R CLB • EN • Aaron Tattersall TM & © 2012 Wizards of the Coast

Blind Obedience

1



Enchantment

Extort (Whenever you cast a spell, you may pay **U**. If you do, each opponent loses 1 life and you gain that much life.)

Artifacts and creatures your opponents control enter the battlefield tapped.

"Oaths are naught but empty air. Take what measures you must to ensure absolute loyalty."
—The Witch's Way

R 0001 WOT • EN • Olena Richards TM & © 2013 Wizards of the Coast

Blood Crypt



Land — Swamp Mountain

(**C**: Add **U** or **B**.)

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

Life is a show, and death its final performance.

245/259 R BVA • EN • Adam Panette TM & © 2014 Wizards of the Coast

Bloodstained Mire



Land

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

Where dragons once triumphed, their bones now molder.

230/269 R KTK • EN • Daarken TM & © 2014 Wizards of the Coast

Bludgeon Brawl

2



Enchantment

Each noncreature, non-Equipment artifact is an Equipment with equip **X** and "Equipped creature gets +X/+0," where X is that artifact's converted mana cost.

—Kee Walker

005/264 R KLD • EN • Lake Shenette TM & © 2014 Wizards of the Coast

Boros Charm

2



Instant

Choose one — Boros Charm deals 4 damage to target player; or permanents you control are indestructible this turn; or target creature gains double strike until end of turn.

"Practice compassion and mercy. But know when they must end."
—Aurelia

005/264 R KLD • EN • Lake Shenette TM & © 2014 Wizards of the Coast

Brave the Sands

1



Enchantment

Creatures you control have vigilance. Each creature you control can block an additional creature.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

005/264 R KTK • EN • Doug Kendall TM & © 2014 Wizards of the Coast

Brutal Hordechief

3



Creature — Orc Warrior

Whenever a creature you control attacks, defending player loses 1 life and you gain 1 life.

3: Creatures your opponents control block this turn if able, and you choose how those creatures block.

3/3

084/195 M
FDP • EN • Trade Federation

™ & © 2013 Wizards of the Coast

Changeling Outcast

1



Creature — Shapeshifter

Changeling (This card is every creature type.)

Changeling Outcast can't block and can't be blocked.

A mercurial face sows distrust. Distrust reaps a lonely life.

1/1

082/194 C
HWT • EN • Michael Epstein

™ & © 2013 Wizards of the Coast

Charismatic Conqueror

1



Creature — Vampire Soldier

Vigilance

Whenever an artifact or creature enters the battlefield untapped and under an opponent's control, they may tap that permanent. If they don't, you create a 1/1 white Vampire creature token with lifelink.

"There's a whole world under the surface, waiting for the light of our salvation."

2/2

0038
LCC • EN • Brian Selss

™ & © 2013 Wizards of the Coast

Command Tower



Land

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

"Approach my tower on bended knee or depart from it as ash upon the wind."
—Gadwick, the Wizened

155 C
ELO • EN • Erik Steinhilber

™ & © 2013 Wizards of the Coast

Commissar Severina Raine

1



Legendary Creature — Human Soldier

Leading from the Front — Whenever Commissar Severina Raine attacks, each opponent loses X life, where X is the number of other attacking creatures.

Summary Execution — 2, Sacrifice another creature: You gain 2 life and draw a card.

2/2

112/168 R
AOK • EN • Mike Mearns

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Company Commander

2



Creature — Human Soldier

Command Section — When Company Commander enters the battlefield, create a number of 1/1 white Soldier creature tokens equal to the number of opponents you have.

Bring it Down! — Whenever Company Commander attacks, creatures you control gain deathtouch until end of turn.

2/4

112/168 R
AOK • EN • Mike Mearns

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Demonic Tutor

1



Sorcery

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

Beware the generosity of demons.

091/254 R
UMA • EN • Zach Stieglitz

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Dolmen Gate

2



Artifact

Prevent all combat damage that would be dealt to attacking creatures you control.

Lorwyn's stones resonate with the place from which they were hewed. Though taken far, still they call to their home when silence is upon the land.

Richard Sarffshagen

Wizards of the Coast

Elas il-Kor, Sadistic Pilgrim

1



Legendary Creature — Phyrexian Kor Cleric

Deathtouch

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

Whenever another creature you control dies, each opponent loses 1 life.

2/2

297 U
DMU • EN • Joe Eaves

™ & © 2013 Wizards of the Coast

Elenda's Hierophant

2

Creature — Vampire Cleric

Flying

Whenever you gain life, put a +1/+1 counter on Elenda's Hierophant.

When Elenda's Hierophant dies, create X 1/1 white Vampire creature tokens with lifelink, where X is its power.

1/1

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LCC • EN • No Mirrored Mark

™ & © 2013 Wizards of the Coast

Enlightened Tutor

1

Instant

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

"Organization is often undervalued but rarely unjustified."
—Frasio, royal archivist

© 2013/249 R
EMA • EN • No Mirrored Mark

™ & © 2013 Wizards of the Coast

Etali, Primal Storm

4

Legendary Creature — Elder Dinosaur

Whenever Etali, Primal Storm attacks, exile the top card of each player's library, then you may cast any number of spells from among those cards without paying their mana costs.

The storm rages and the earth breaks.

6/6

© 2013/251 R
C21 • EN • No Mirrored Mark

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Fervent Charge

1

Enchantment

Whenever a creature you control attacks, it gets +2/+2 until end of turn.

Grovax was nearly buried beneath the weight of his opponents.

Illus. Mark Tedin

© 2013/252 R
LCC • EN • No Mirrored Mark

Flowering of the White Tree

2

Legendary Enchantment

Legendary creatures you control get +2/+1 and have ward 1.

Nonlegendary creatures you control get +1/+1.

Aragorn planted the new tree in the court by the fountain, and swiftly and gladly it began to grow.

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Godless Shrine

Land — Plains Swamp

(C : Add C or C to your mana pool.)

As Godless Shrine enters the battlefield, you may pay 2 life. If you don't, Godless Shrine enters the battlefield tapped.

Judgment without hope.

Cliff Child

© 2013/254 R
LCC • EN • No Mirrored Mark

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Goldspan Dragon

3

Creature — Dragon

Flying, haste

Whenever Goldspan Dragon attacks or becomes the target of a spell, create a Treasure token.

Treasures you control have " C , Sacrifice this artifact: Add two mana of any one color."

4/4

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LCC • EN • No Mirrored Mark

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Grim Hireling

3

Creature — Tiefling Rogue

Whenever one or more creatures you control deal combat damage to a player, create two Treasure tokens.

C , Sacrifice X Treasures: Target creature gets -X/-X until end of turn. Activate only as a sorcery.

3/2

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Gwaihir, Greatest of the Eagles

4

Legendary Creature — Bird Noble

Flying

Whenever Gwaihir attacks, target attacking creature gains flying until end of turn.

At the beginning of each end step, if you gained 3 or more life this turn, create a 3/3 white Bird creature token with flying and "Whenever this creature attacks, target attacking creature gains flying until end of turn."

5/5

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LCC • EN • No Mirrored Mark

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Hammers of Moradin

2



Creature — Dwarf Cleric

Myriad (Whenever this creature attacks, for each opponent other than defending player, you may create a token that's a copy of this creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)

Whenever Hammers of Moradin attacks, for each opponent, tap up to one target creature that player controls.

3/3

025/261 U
CLB • EN • No Text Cost

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Helm of the Host

4



Legendary Artifact — Equipment

At the beginning of combat on your turn, create a token that's a copy of equipped creature, except the token isn't legendary if equipped creature is legendary. That token gains haste.

Equip 5

Forged out of flowstone for the queen of Venova.

277/269 R
DOM • EN • No Text Cost

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Inkshield

3



Instant

Prevent all combat damage that would be dealt to you this turn. For each 1 damage prevented this way, create a 2/1 white and black Inkling creature token with flying.

Silverquill's elite know how to offer a scathing rebuttal without uttering a word.

071/081 R
C21 • EN • No Text Cost

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Inquisitorial Rosette

2



Artifact — Equipment

Inquisition Agents — Whenever equipped creature attacks, create a 2/2 white Astartes Warrior creature token with vigilance that's attacking. Then attacking creatures gain menace until end of turn.

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

159/188 R
40X • EN • No Text Cost

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Iroas, God of Victory

2



Legendary Enchantment Creature — God

Indestructible

As long as your devotion to red and white is less than seven, Iroas isn't a creature.

Creatures you control have menace.

Prevent all damage that would be dealt to attacking creatures you control.

7/4

205/251 M
C16 • EN • No Text Cost

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Isshin, Two Heavens as One

3



Legendary Creature — Human Samurai

If a creature attacking causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

Trained by the Imperials but disillusioned by their rigidity, he gave his heart—and his swords—to the Asari Uprising.

3/4

234/302 R
NEO • EN • No Text Cost

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Jet Medallion

2



Artifact

Black spells you cast cost 1 less to cast.

R 0285
CHM • EN • No Text Cost

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Karlach, Fury of Avernus

4



Legendary Creature — Tiefling Barbarian

Whenever you attack, if it's the first combat phase of the turn, untap all attacking creatures. They gain first strike until end of turn. After this phase, there is an additional combat phase.

Choose a Background

5/4

400 M
CLB • EN • No Text Cost

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Krark, the Thumbless

1



Legendary Creature — Goblin Wizard

Whenever you cast an instant or sorcery spell, flip a coin. If you lose the flip, return that spell to its owner's hand. If you win the flip, copy that spell, and you may choose new targets for the copy.

Partner (You can have two commanders if both have partner.)

"Double or nothing."

2/2

189/261 R
CHM • EN • No Text Cost

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Krenko, Tin Street Kingpin

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 Rose

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Leonin Warleader

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
J22 • EN • Sarah Kupper

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Lotho, Corrupt Shirriff

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 "e, 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

2/1

0213 • R
LFR • EN • Ryan Hume

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Loyal Apprentice

1



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 • Mark Rose

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Luxury Suite



Land

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

e: Add e or e.

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

082/254 • R
BBD • EN • James D. Wu

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Marsh Flats



Land

e, 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 • Ben

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Mishra, Claimed by Gix

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.

3/5

216/287 • R
BRO • EN • Casey Evans

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Monologue Tax

2



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

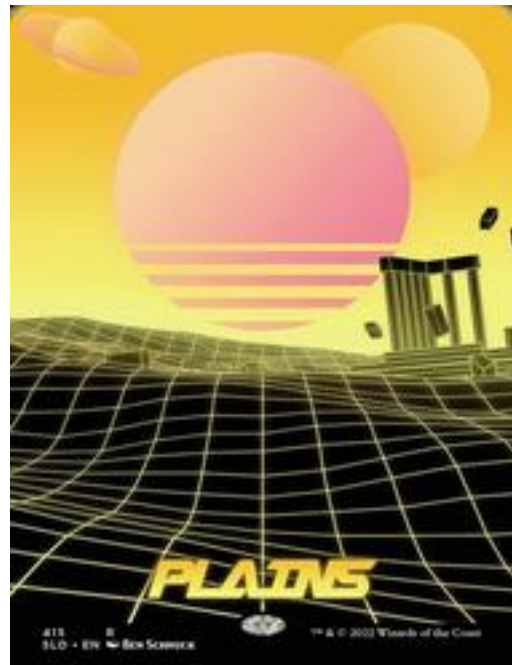
019/040 • R
C25 • EN • James D. Wu

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418 • R
SLO • EN • Ben

™ & © 2022 Wizards of the Coast



PLAINS

415 B
SLO • EN • Ben Schreck

™ & © 2012 Wizards of the Coast

Plateau



Land — Mountain Plains

(: Add or to your mana pool.)

309/325 B
YMA • EN • Nolan Branstetter

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Profane Tutor



Sorcery

Suspend 2—1 (Rather than cast this card from your hand, pay 1 and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)

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

097/202 B
HMQ • EN • Richard Kane Ferguson

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Professional Face-Breaker

2



Creature — Human Warrior

Menace

Whenever one or more creatures you control deal combat damage to a player, create a Treasure token.

Sacrifice a Treasure: Exile the top card of your library. You may play that card this turn.

2/3

116/201 B
SNC • EN • Dan Scott

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Reconnaissance



Instant

: Remove target attacking creature you control from combat and untap it. (That creature neither deals nor receives combat damage this turn.)

War favors the informed.

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Reliquary Tower



Land

You have no maximum hand size.

: Add .

At a certain point, the only thing a wizard wants for is time. And after that, nothing.

U 0462
CRM • EN • Mark Poole

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Resurgence



Sorcery

3

Creatures you control gain first strike and vigilance until end of turn. After this main phase, there is an additional combat phase followed by an additional main phase.

Response



Instant

Response deals 5 damage to target attacking or blocking creature.

229/259 B
GRN • EN • No Dahlen

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Rogue's Passage



Land

: Add .

4, : Target creature can't be blocked this turn.

Rumors quickly spread among thieves about a labyrinth without walls and a prize beyond all measures of worth.

312 U
C21 • EN • No Dahlen

™ & © 2012 Wizards of the Coast

Ruby Medallion

2



Artifact

Red spells you cast cost 1 less to cast.

B 0405
CRM • EN • No Dahlen

™ & © 2012 Wizards of the Coast





417 R
SLO • EN • Ben Schemm

TM & © 2012 Wizards of the Coast

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
LOC • EN • Svetlin Velinov

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Taunt from the Rampart

3 2



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 0075

LTC • EN • Lorenzo Mattioli

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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.

⊙: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

R 0455

LTC • EN • Marka Hall

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The Reaver Cleaver

2 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 006/048

R DMC • EN • Yuri Kuznetsov

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Tormented Soul

3



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.

1/1

R 477

C J22 • EN • Kari Kjosness

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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.)

2/2

W00 / 115M

P00 • EN • Shana Nelson

Urborg, Tomb of Yawgmoth



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 • Scott Aron

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

R DMC • EN • Edmund Goodland

TM & © 2014 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.

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CMM • EN • Cliff Chiang

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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

© 2013
LOC • EN • Scott Jones

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Virtue of Loyalty

3 ♦ ♦ ♦



Enchantment



Ardenvale Fealty 1 ♦

Instant — Adventure

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

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

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WOB • EN • Karna Gonsky

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Waves of Aggression

3 ♦ ♦ ♦



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.)

© 2013
Jim Paivler

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☞



Tear

☞



Instant

Destroy target enchantment.

☞



Wear

☞



Instant

Destroy target artifact.

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

© 2013
CMM • EN • Blair Packer

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World at War

3 ♦ ♦ ♦



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.)

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Igor Kopylov

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