

**Sek'Kuar, Deathkeeper** 

**Legendary Creature — Orc Shaman**

Whenever another nontoken creature you control is put into a graveyard from play, put a 3/1 black and red Graveborn creature token with haste into play.

*Karplusan legend told of an orc so cruel that he burned his own followers in rage—yet so revered that they rose from their pyres to serve him.*

—Jeff Miracola

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**4/3**

**Serrated Biskelion** 

**Artifact Creature**

**3**

**G:** Put a -1/-1 counter on Serrated Biskelion and a -1/-1 counter on target creature.

*Whereas I was created to protect, the biskelion was created to destroy.*  
—Karn, silver golem

Illus. Ron Spencer  
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**2/2**

**Commander's Sphere** 

**Artifact**

**3**

**G:** 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.*

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**Mana Breach** 

**Enchantment**

**2**

Whenever a player plays a spell, that player returns a land he or she controls to its owner's hand.

*The mana that binds the world together can also tear it apart.*

Illus. Gary Ruddell  
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**Swiftfoot Boots** 

**Artifact — Equipment**

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Equipped creature has hexproof and haste. (*It can't be the target of spells or abilities your opponents control, and it can attack and G as soon as it comes under your control.*)

Equip **1** (**1**: Attach to target creature you control. Equip only as a sorcery.)

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