

Trynn, Champion of Freedom

3



Legendary Creature — Human Soldier

Partner with Silvar, Devourer of the Free (When this creature enters, target player may put Silvar into their hand from their library, then shuffle.)

At the beginning of your end step, if you attacked this turn, create a 1/1 white Human Soldier creature token.

3/3

Zask, Skittering Swarmlord

3



Legendary Creature — Insect

You may play lands and cast Insect spells from your graveyard.

Whenever another Insect you control dies, put it on the bottom of its owner's library, then mill two cards. (Put the top two cards of your library into your graveyard.)

{1}{B/G}: Target Insect gets +1/+0 and gains deathtouch until end of turn. ({B/G} can be paid with either {B} or {G}.)

5/5

Sigarda, Heron's Grace

3



Legendary Creature — Angel

Flying

You and Humans you control have hexproof.

{2}, Exile a card from your graveyard: Create a 1/1 white Human Soldier creature token.

4/5

Emry, Lurker of the Loch

2



Legendary Creature — Merfolk Wizard

This spell costs {1} less to cast for each artifact you control.

When Emry, Lurker of the Loch enters, mill four cards.

{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

Amzu, Swarm's Hunger

3



Legendary Creature — Insect Shaman

Flying, menace

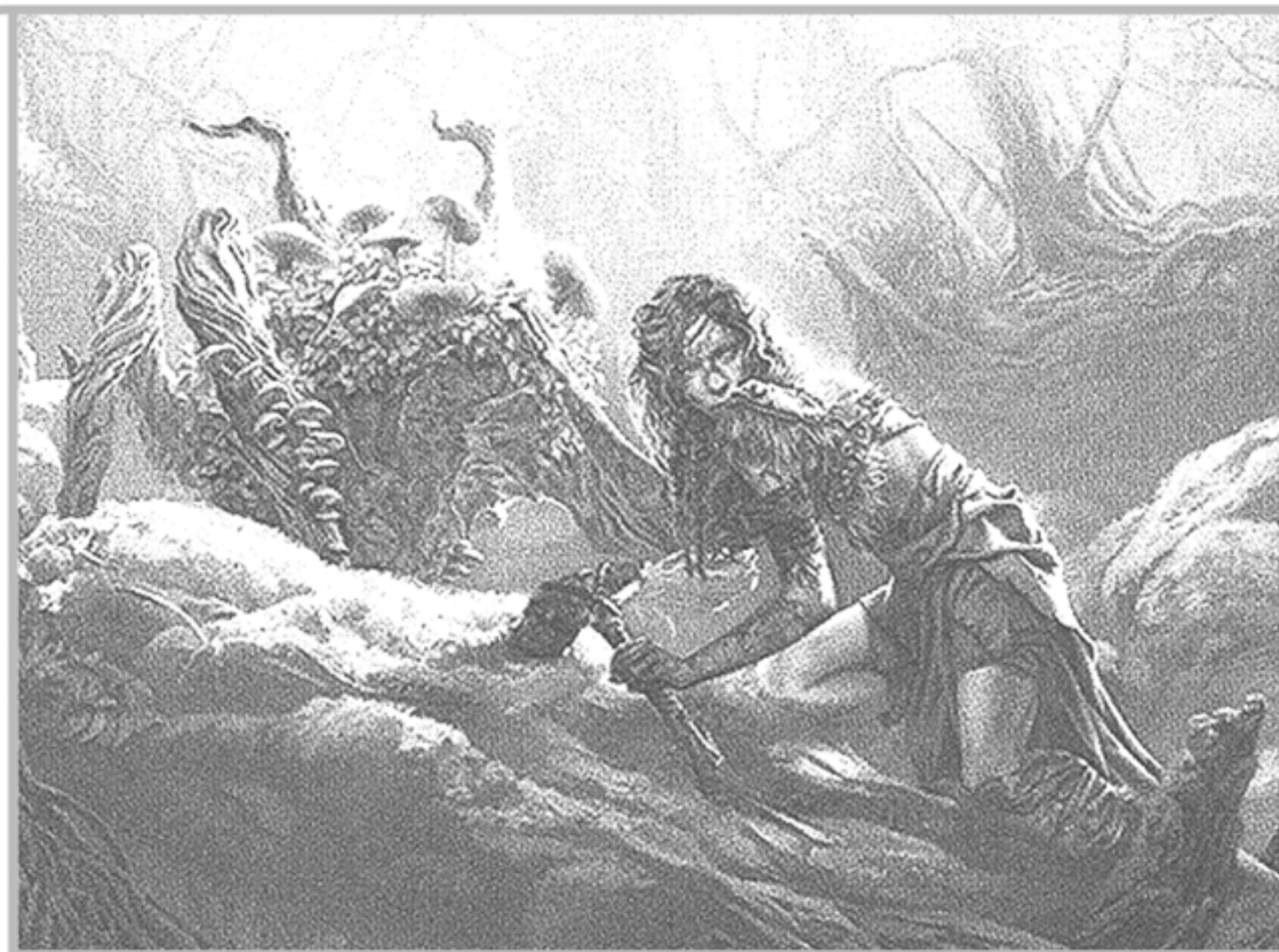
Other Insects you control have menace.

Whenever one or more cards leave your graveyard, you may create a 1/1 black and green Insect creature token, then put a number of +1/+1 counters on it equal to the greatest mana value among those cards. Do this only once each turn.

3/3

Tana, the Bloodsower

2



Legendary Creature — Elf Druid

Trample

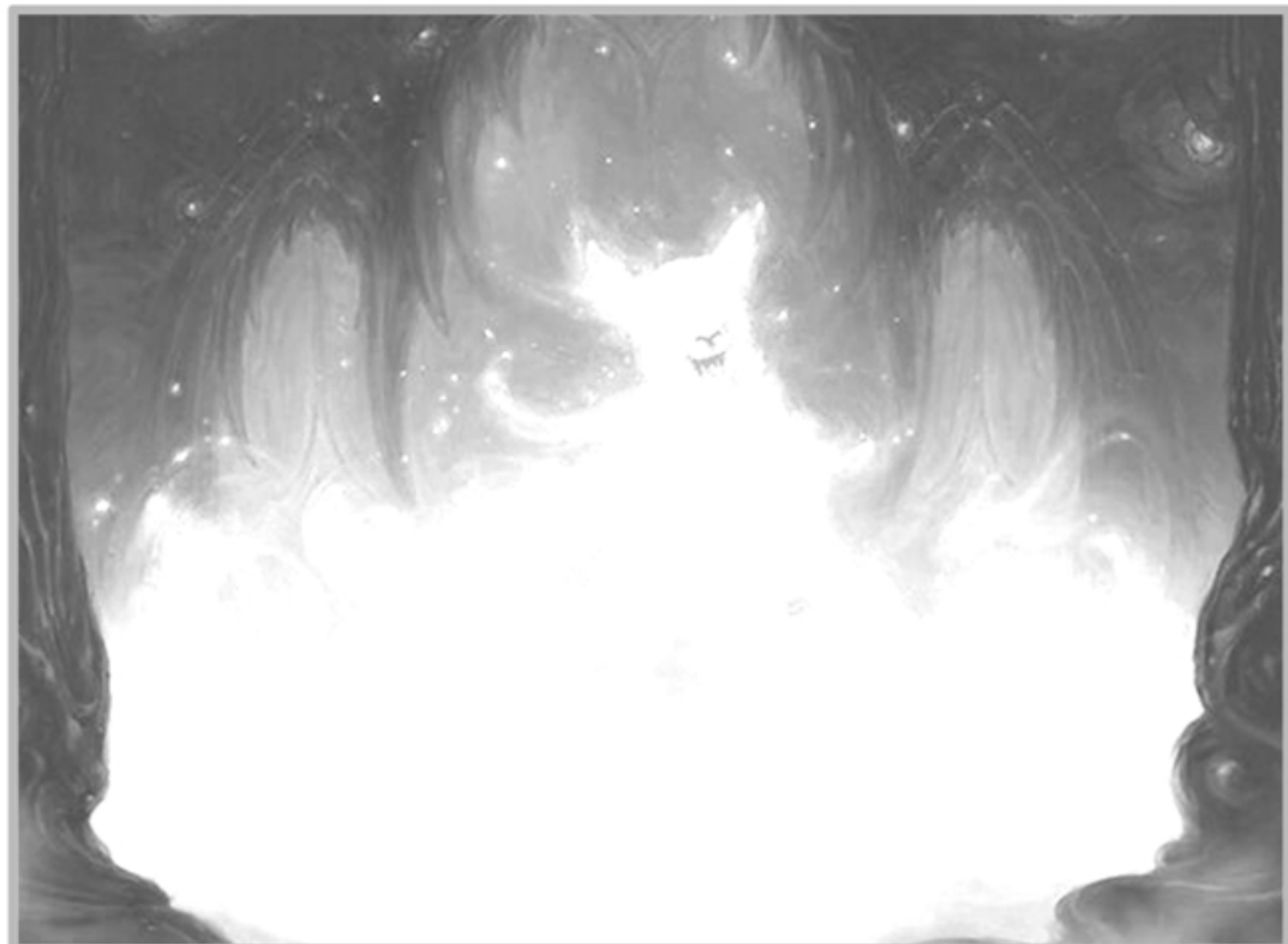
Whenever Tana, the Bloodsower deals combat damage to a player, create that many 1/1 green Saproling creature tokens.

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

2/2

Enduring Innocence

1



Enchantment Creature — Sheep Glimmer

Lifelink

Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.

When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

Naturalize

1



Instant

Destroy target artifact or enchantment.