

Blade-Blizzard Kitsune

2*

**Creature – Fox Ninja**

Ninjutsu 3* (3*, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Double strike

In the time it takes most to master one blade, he mastered two.

2/2

005/302 U

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Golden-Tail Disciple

2*

**Enchantment Creature – Fox Monk**

Lifelink

Students of the kitsune-led Golden-Tail Academy in Eiganjo are unparalleled in both martial skill and dedication to the Imperial cause.

2/3

015/302 C

NEO • EN ➔ JESPER EISING

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Kitsune Ace

1*

**Creature – Fox Pilot**

Whenever a Vehicle you control attacks, choose one —

- That Vehicle gains first strike until end of turn.
- Untap Kitsune Ace.

"Oh, sorry—we're racing?"

2/2

022/302 C

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Light the Way

1*

**Instant**

Choose one —

- Put a +1/+1 counter on target creature or Vehicle. Untap it.
- Return target permanent you control to its owner's hand.

"That way lies death. This way, a chance."

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024/302 C

NEO • EN ➔ BENJAMIN EE

Regent's Authority

1*

**Instant**

Target creature gets +2/+2 until end of turn. If it's an enchantment creature or legendary creature, instead put a +1/+1 counter on it and it gets +1/+1 until end of turn.

Before her spark pulled her away again, the Emperor appointed the wise Light-Paws to guide Kamigawa in her absence.

032/302 C

Story Spotlight

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Regent's Authority

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**Instant**

Target creature gets +2/+2 until end of turn. If it's an enchantment creature or legendary creature, instead put a +1/+1 counter on it and it gets +1/+1 until end of turn.

Before her spark pulled her away again, the Emperor appointed the wise Light-Paws to guide Kamigawa in her absence.

032/302 C

Story Spotlight

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Imperial Recovery Unit

2*

**Artifact – Vehicle**

Whenever Imperial Recovery Unit attacks, return target creature or Vehicle card with mana value 2 or less from your graveyard to your hand.

Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

3/4

018/302 U

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Mothrider Patrol

1*

**Creature – Fox Warrior**

Flying

3*, C: Tap target creature.

"Be proud, young pup! You've earned your wings. Rise and become the western wind."
—Swift-Arm, Golden-Tail headmaster

1/1

030/302 C

NEO • EN ➔ ILSE GORT

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Anchor to Reality

2*

**Sorcery**

As an additional cost to cast this spell, sacrifice an artifact or creature.

Search your library for an Equipment or Vehicle card, put that card onto the battlefield, then shuffle. If it has mana value less than the sacrificed permanent's mana value, scry 2.

The Wanderer sighed in relief as the Reality Chip tethered her wayward spark to Kamigawa.

045/302 U

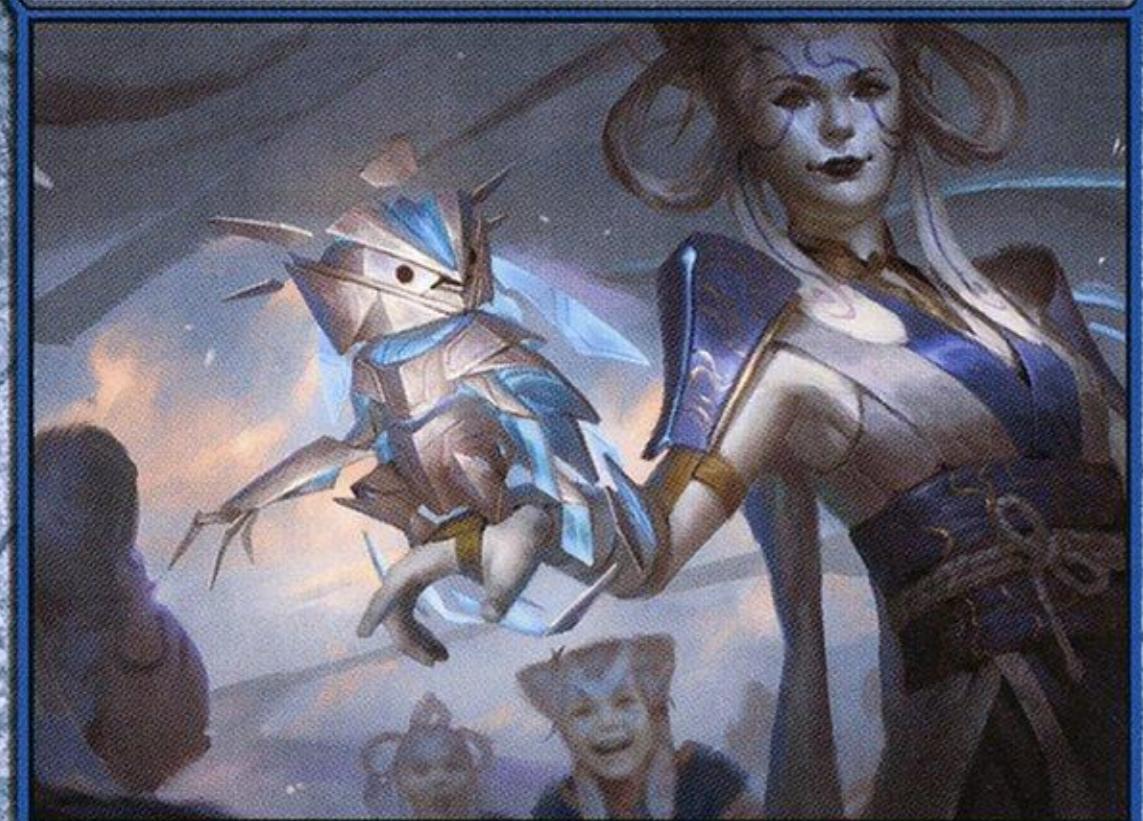
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Armguard Familiar

1



Artifact Creature — Equipment Beast

Ward 2 (Whenever this permanent becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)
Equipped creature gets +2/+1 and has ward 2.
Reconfigure 4 (4: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

2/1

046/302 C
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Futurist Sentinel

3



Artifact — Vehicle

Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

"I folded a model in paper first to test the relative tensile strength of the plates."
—Katsumasa, the Animator

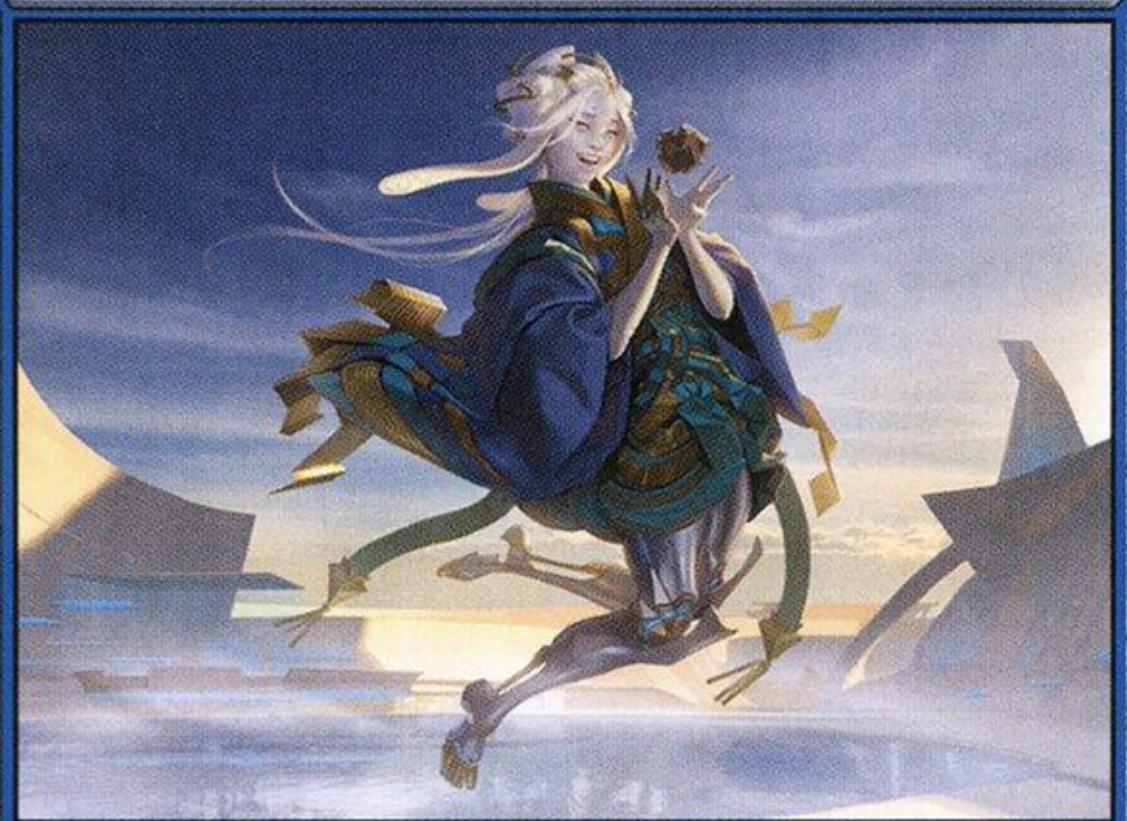
6/6

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Moonfolk Puzzlemaker

2



Artifact Creature — Moonfolk Wizard

Flying

Whenever Moonfolk Puzzlemaker becomes tapped, scry 1.

"Research is hardly the dry, serious pastime outsiders make it out to be."

1/4

068/302 C
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Network Disruptor

1



Artifact Creature — Moonfolk Rogue

Flying

When Network Disruptor enters the battlefield, tap target permanent.

"Just as I suspected. They thought they'd hidden the terminal, so they got lazy with the encryption."

1/1

071/302 C
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Saiba Trespassers

4



Artifact Creature — Moonfolk Ninja

Channel — 3, Discard Saiba Trespassers: Tap up to two target creatures you don't control. Those creatures don't untap during their controller's next untap step.

"One to clear the way, another to erase their trail."

3/5

077/302 C
NEO • EN ➔ EVYN FONG

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Short Circuit

1



Enchantment — Aura

Flash

Enchant artifact or creature

As long as enchanted permanent is a creature, it gets -3/-0 and loses flying.

078/302 C
NEO • EN ➔ ANDREAS ZAFIRATOS

Skyswimmer Koi

3



Creature — Fish

Flying

Whenever an artifact enters the battlefield under your control, you may draw a card. If you do, discard a card.

"Once they swam alone among the clouds, but now the people of Kamigawa have built high enough to reach them."

3/3

079/302 C
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Suit Up

2



Instant

Until end of turn, target creature or Vehicle becomes an artifact creature with base power and toughness 4/5.

Draw a card.

"With a reckless leap into the pilot's seat, Hirori went from smallest kid on the block to biggest hero in the city."

081/302 C
NEO • EN ➔ MIGUEL MERCADO

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Chainflail Centipede

2



Whenever Chainflail Centipede or equipped creature attacks, it gets +2/+0 until end of turn.

Reconfigure 2 (2: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

2/2

090/302 C
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Chainflail Centipede

2/2

**Artifact Creature – Equipment Insect**

Whenever Chainflail Centipede or equipped creature attacks, it gets +2/+0 until end of turn.

Reconfigure 2 (2: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

2/2

090/302 C
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Enormous Energy Blade

2/2

**Artifact – Equipment**

Equipped creature gets +4/+0.

Whenever Enormous Energy Blade becomes attached to a creature, tap that creature.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

"Heavy? Maybe for you."

096/302 U
NEO • EN ➔ CAMPBELL WHITE

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Debt to the Kami

2/2

**Instant**

Choose one —

- Target opponent exiles a creature they control.
- Target opponent exiles an enchantment they control.

The masters weren't speaking figuratively when they said guilt could be all-consuming.

092/302 C
NEO • EN ➔ JODIE MUIR

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Dokuchi Shadow-Walker

4/4

**Creature – Ogre Ninja**

Ninjutsu 3/4 (3/4, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Don't fear the blade, fear the shadows.

5/5

094/302 C
NEO • EN ➔ MANUEL CASTAÑON

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Reckoner Shakedown

2/2

**Sorcery**

Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player discards that card. If you don't, put two +1/+1 counters on a creature or Vehicle you control.

"That's a start. What else do you have for us?"
—Takumi, Reckoner enforcer

119/302 C
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Akki Ember-Keeper

1/2

**Enchantment Creature – Goblin Warrior**

Whenever a nontoken modified creature you control dies, create a 1/1 colorless Spirit creature token. (Equipment, Auras you control, and counters are modifications.)

"Follow my lantern, little ones."

2/1

130/302 C
NEO • EN ➔ APRIL PRIME

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Ambitious Assault

2/2

**Instant**

Creatures you control get +2/+0 until end of turn. If you control a modified creature, draw a card. (Equipment, Auras you control, and counters are modifications.)

In the clangor and chaos of the akki attack, few even noticed the frogs on their heads.

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Bronzeplate Boar

2



Artifact Creature — Equipment Boar



Trample

Equipped creature gets +3/+2 and has trample.

Reconfigure **5** (**5**: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

3/2

135/302 U

NEO • EN ➔ CAMPBELL WHITE

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Explosive Entry

1



Sorcery



Destroy up to one target artifact. Put a +1/+1 counter on up to one target creature.

Kaito and Tamiyo charged headlong into Jin-Gitaxias's secret lab, unaware that the praetor was eagerly awaiting their arrival.

139/302 C Story Spotlight

NEO • EN ➔ MARTA NAEL

mtgstory.com

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March of Reckless Joy

X



Instant



As an additional cost to cast this spell, you may exile any number of red cards from your hand. This spell costs **2** less to cast for each card exiled this way.

Exile the top X cards of your library. You may play up to two of those cards until the end of your next turn.



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Peerless Samurai

2



Creature — Human Samurai



Menace (This creature can't be blocked except by two or more creatures.)

Whenever a Samurai or Warrior you control attacks alone, the next spell you cast this turn costs **1** less to cast.

"I fear I have run out of worthy opponents."

2/3

156/302 C

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Reinforced Ronin

2



Artifact Creature — Human Samurai



Haste

At the beginning of your end step, return Reinforced Ronin to its owner's hand.

Channel — **1** , Discard Reinforced Ronin: Draw a card.

2/2

158/302 U

NEO • EN ➔ KEKAI KOTAKI

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3

Scrapyard Steelbreaker

3



Artifact Creature — Human Warrior



1, Sacrifice another artifact: Scrapyard Steelbreaker gets +2/+1 until end of turn.

"You've got about three seconds to get out of here before you get a faceful of metal."

3/4

160/302 C

NEO • EN ➔ ERIC WILKERSON

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Seismic Wave

2



Instant



Seismic Wave deals 2 damage to any target and 1 damage to each nonartifact creature target opponent controls.

"Step carefully, Imperial. Even the earth rises against you."

161/302 U

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Simian Sling

2



Artifact Creature — Equipment Monkey



Equipped creature gets +1/+1.

Whenever Simian Sling or equipped creature becomes blocked, it deals 1 damage to defending player.

Reconfigure **2** (**2**: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

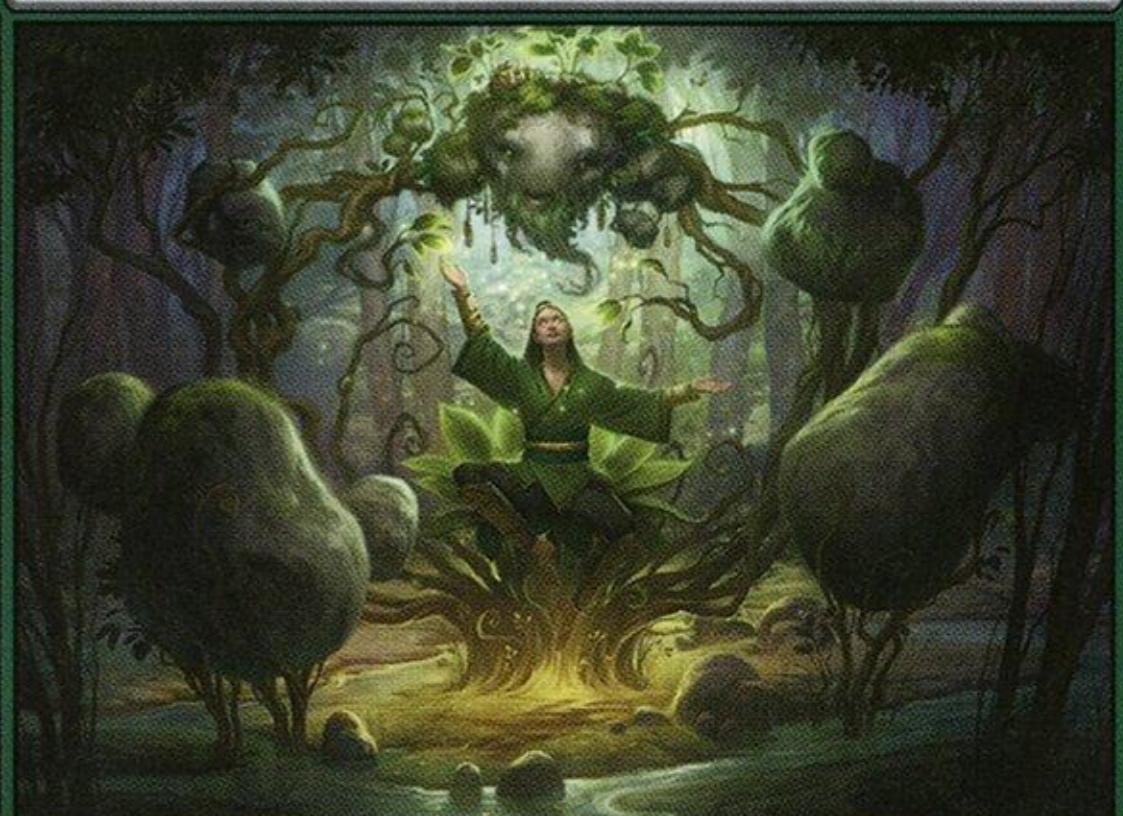
163/302 C

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Favor of Jukai

3



Enchantment — Aura



Enchant artifact or creature

As long as enchanted permanent is a creature, it gets +3/+3 and has reach.

Channel — **1** , Discard Favor of Jukai: Target creature gets +3/+3 and gains reach until end of turn.

The land chooses its own champions.

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Harmonious Emergence

3



Enchantment – Aura



Enchant land you control

Enchanted land is a 4/5 green Spirit creature with vigilance and haste. It's still a land.

If enchanted land would be destroyed, instead sacrifice Harmonious Emergence and that land gains indestructible until end of turn.

Where the spirit and mortal realms overlap, the laws of reality are rewritten.

190/302 C
NEO • EN ➔ SIMON DOMINIC

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Naomi, Pillar of Order

3



Legendary Creature – Human Advisor



Whenever Naomi, Pillar of Order enters the battlefield or attacks, if you control an artifact and an enchantment, create a 2/2 white Samurai creature token with vigilance.

"Progress comes only when we rise above our petty quarrels."

4/4

229/302 U
NEO • EN ➔ JOSHUA RAPHAEL

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Season of Renewal

2



Instant



Choose one or both —

- Return target creature card from your graveyard to your hand.
- Return target enchantment card from your graveyard to your hand.

Pavement ripped like paper as the ancient kami awoke from her long slumber beneath the city.

205/302 C
NEO • EN ➔ ROVINA CAI

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Greasefang, Okiba Boss

1



Legendary Creature – Rat Pilot



At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.

It's hard to say which is more deadly: her bike or her bite.

4/3

220/302 R
NEO • EN ➔ VICTOR ADAME MINGUEZ

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Sokenzan, Crucible of Defiance

3



Legendary Land



•: Add •.

Channel — 3 •, 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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Thornwood Falls

2



Land



Thornwood Falls enters the battlefield tapped.

When Thornwood Falls enters the battlefield, you gain 1 life.

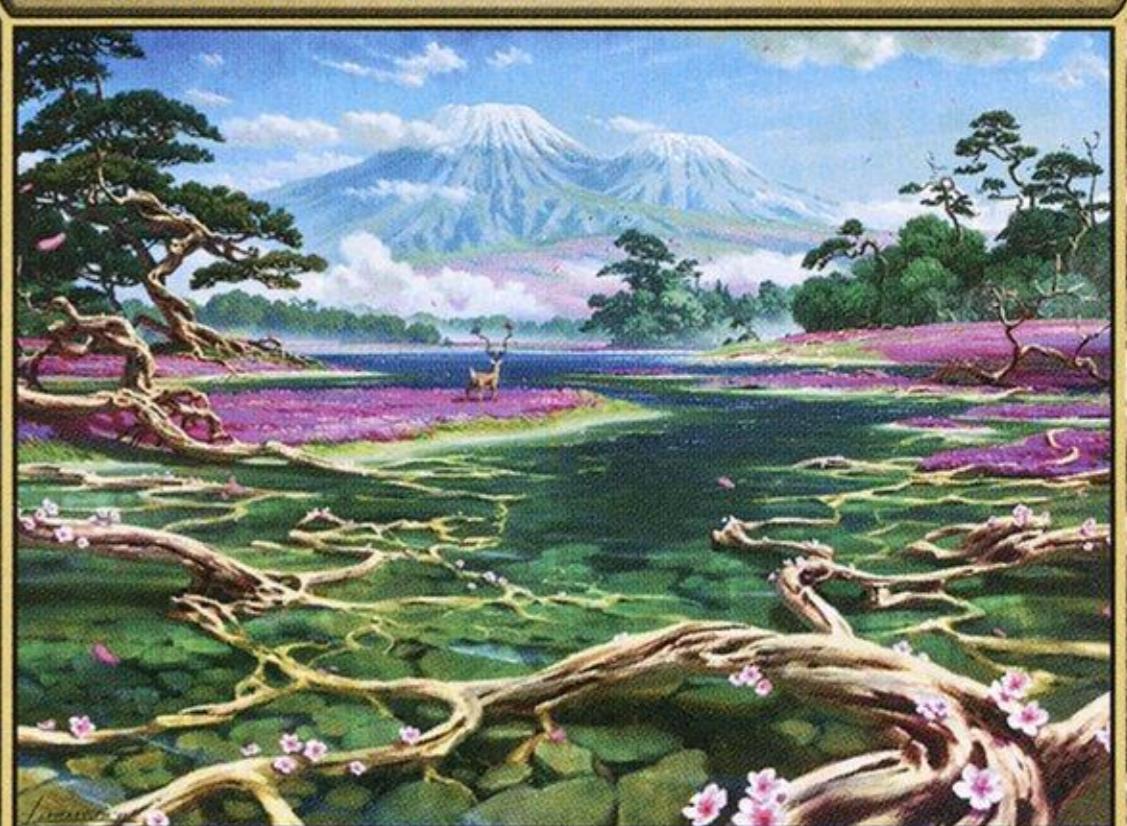
•: Add • or •.

279/302 L
NEO • EN ➔ SAM BURLEY

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Uncharted Haven

1



Land



Uncharted Haven enters the battlefield tapped.

As Uncharted Haven enters the battlefield, choose a color.

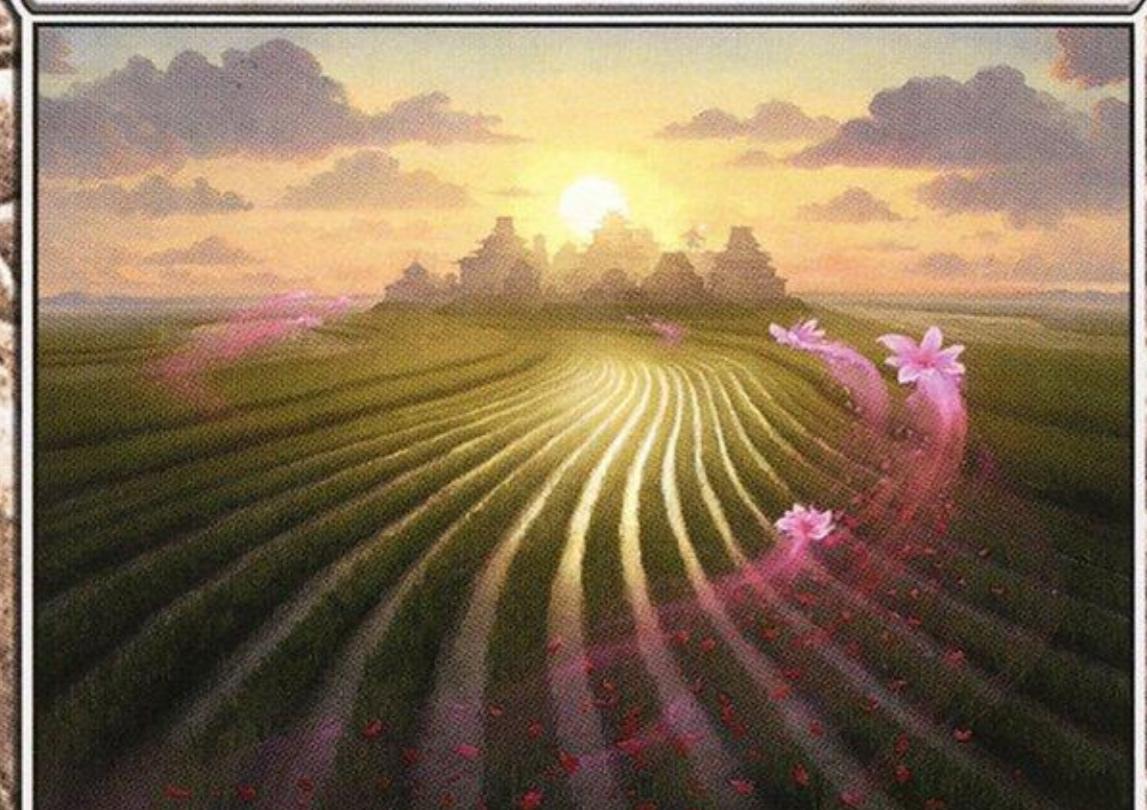
•: Add one mana of the chosen color.

Untouched by mortal or kami, unspoiled by their wars.

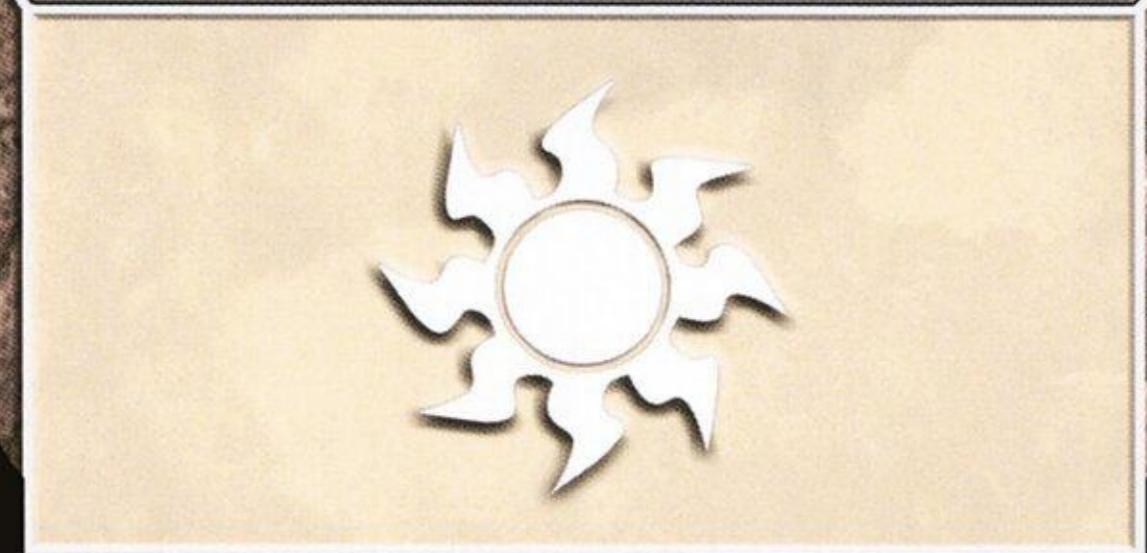
281/302 C
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Plains



Basic Land — Plains

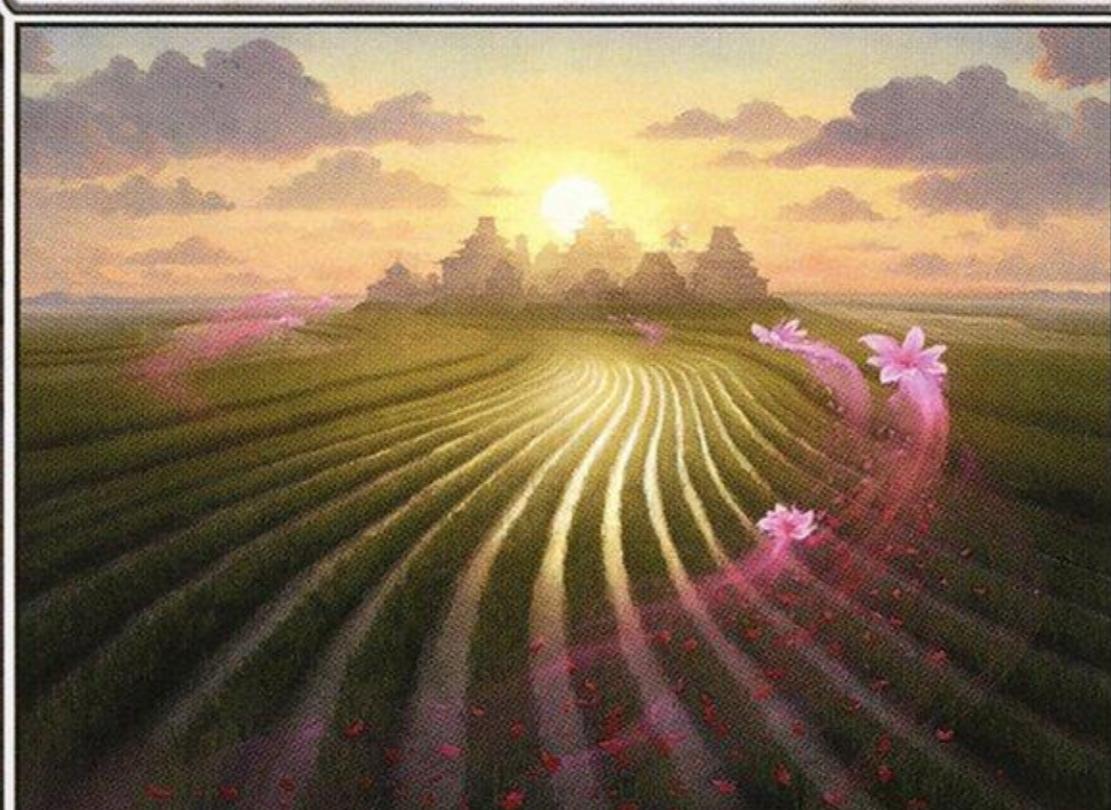


283/302 L

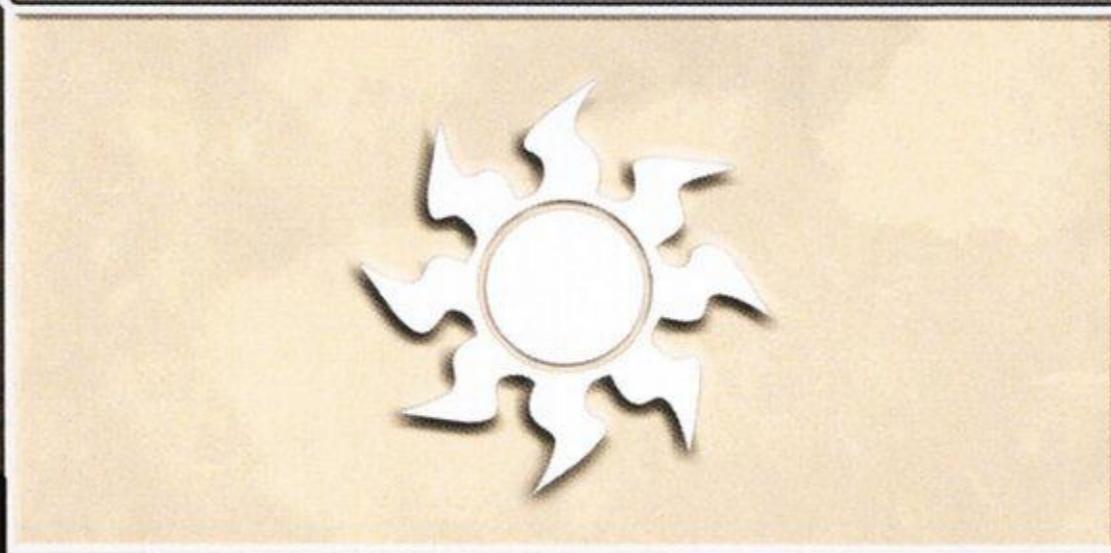
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Plains



Basic Land — Plains

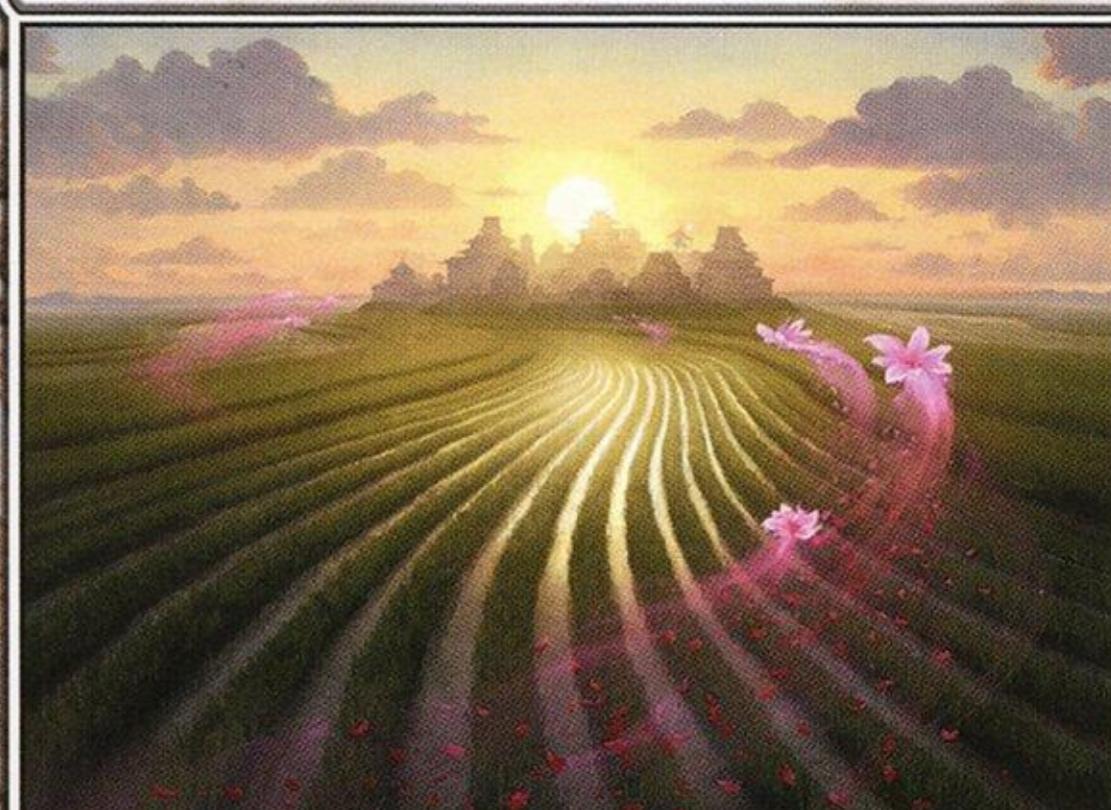


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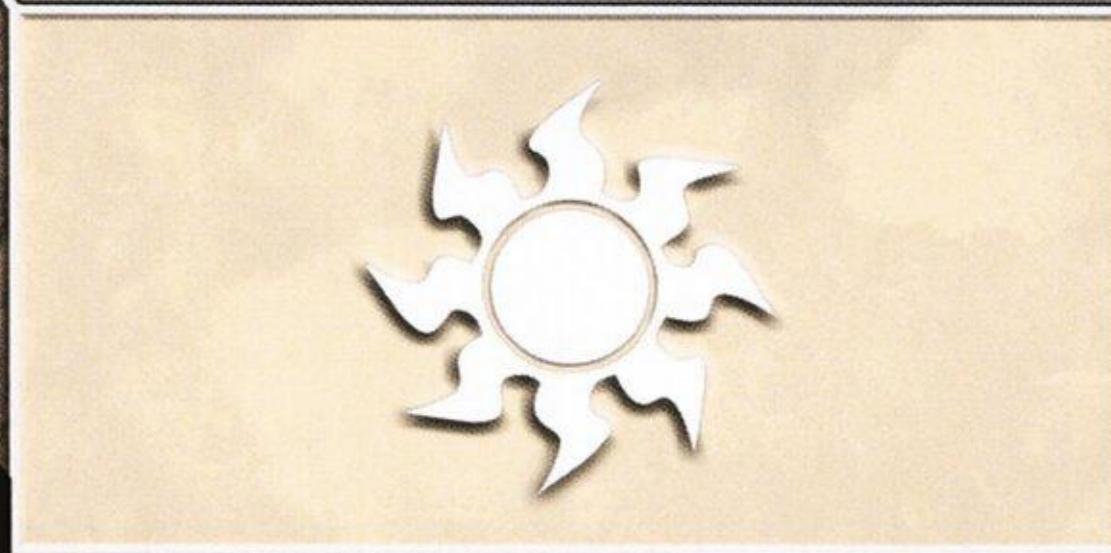
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Plains



Basic Land — Plains

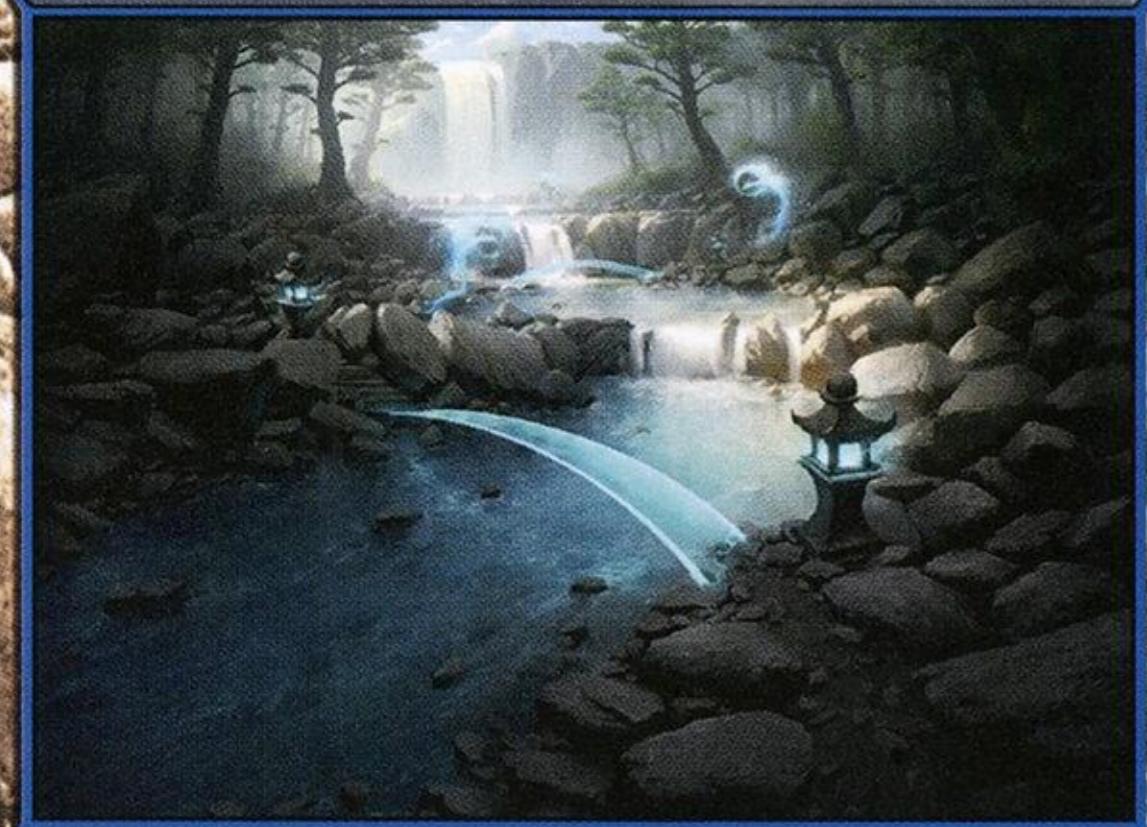


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Island



Basic Land — Island

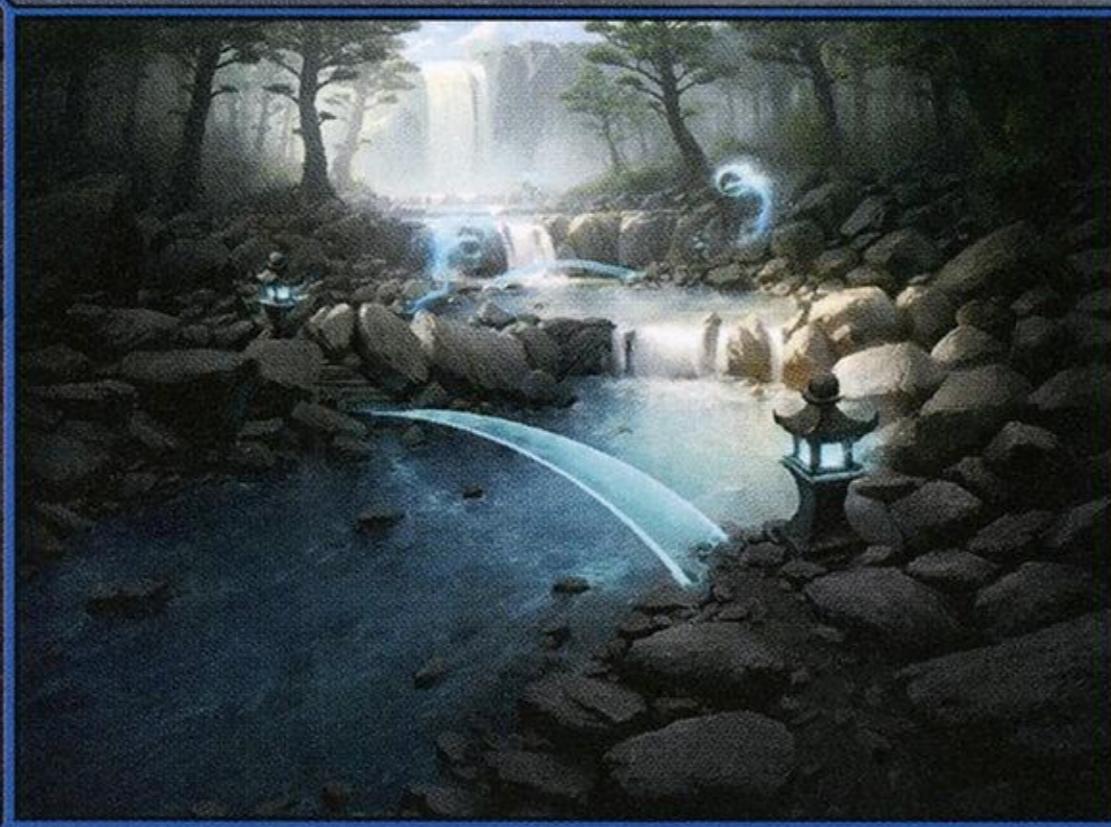


285/302 L

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Island



Basic Land — Island



285/302 L

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Swamp



Basic Land — Swamp



287/302 L

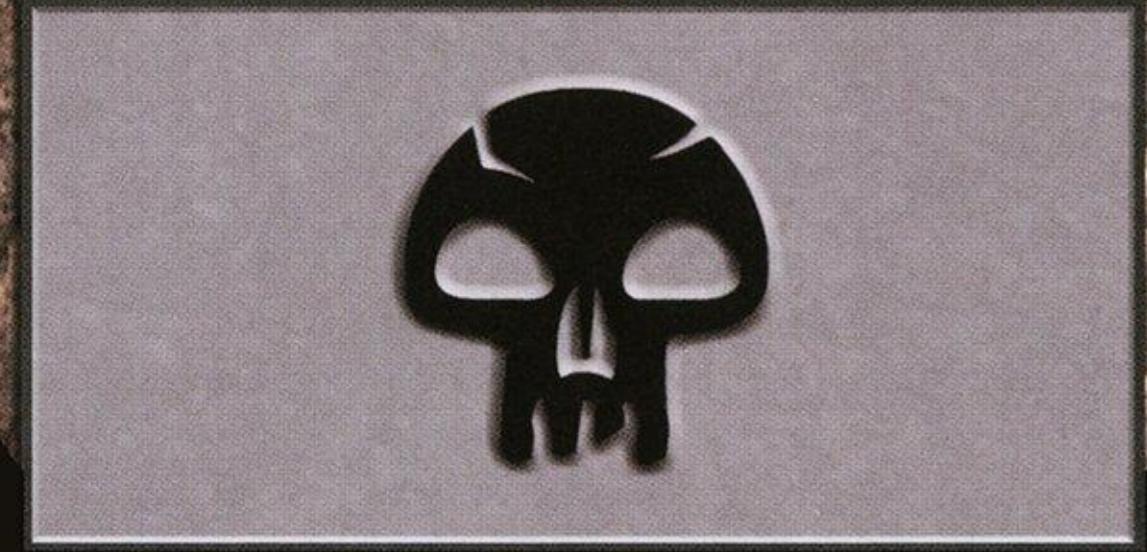
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Swamp



Basic Land — Swamp



287/302 L

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Swamp



Basic Land — Swamp



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Swamp



Basic Land — Swamp

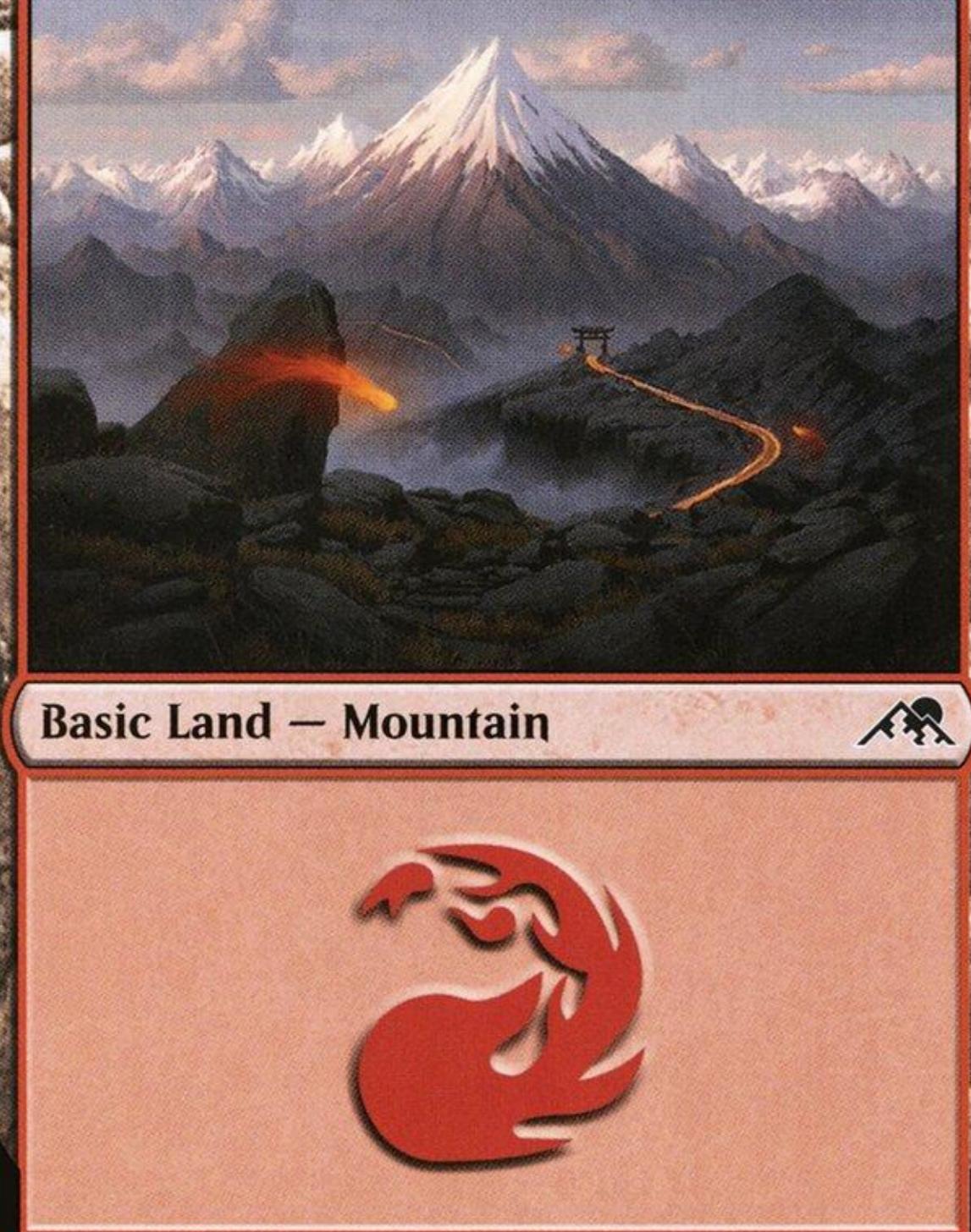


287/302 L

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Mountain



Basic Land — Mountain



289/302 L
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Mountain

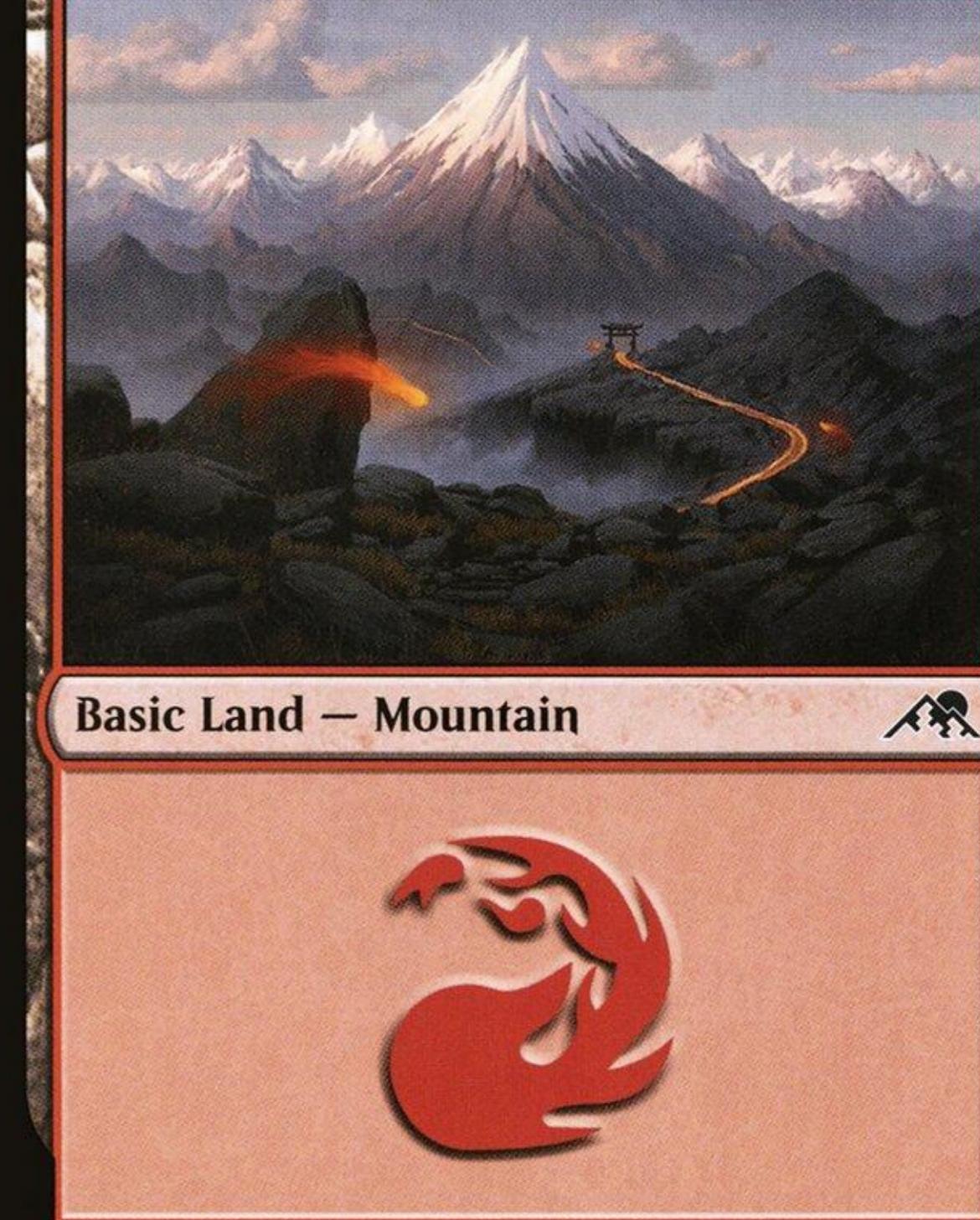


Basic Land — Mountain



289/302 L
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Mountain



Basic Land — Mountain



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Forest



Basic Land — Forest



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