

Benalish Missionary



Summon Cleric

1*, **G**: Target blocked creature deals no combat damage this turn.

"These horn-haters say no gods but theirs exist. I say let him find out for himself—right now!"

—Tahngarth of the Weatherlight

Illus. Pete Venters

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1/1

Infantry Veteran



Summon Soldier

G: Target attacking creature gets +1/+1 until end of turn.

"The true dishonor for a soldier is surviving the war."

—Telim'Tor

Illus. Christopher Rugh

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V

Mitenda Herder



Summon Scout

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

"All animals—even humans—can be herded. The trick is to make them think they choose their own destination."

—Mangara

Illus. Zina Saunders

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1/1

Vigilant Martyr



Summon Martyr

Sacrifice Vigilant Martyr: Regenerate target creature.

******, **G**, Sacrifice Vigilant Martyr: Counter target spell that targets an enchantment in play. Play this ability as an interrupt.

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1/1

Duskriider Falcon



Summon Falcon

Flying, protection from black

"Seaborne ships have their dolphins to dance in their wakes; I have my duskriders."

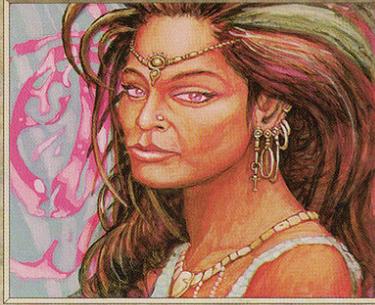
—Sisay, journal

Illus. Cecil Fernando

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1*

Femeref' healer



Summon Cleric

G: Prevent 1 damage to any creature or player.

"Faith is my shield, and hope is my armor; I am vulnerable only to myself."

—Asmira, Holy Avenger

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1/1

Freewind Falcon

1*



Summon Falcon

Flying, protection from red

"That does it! I'm going back to hunting chickens!"

—Rhirkok, goblin archer

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1/1

Longbow Archer



Summon Archer

First strike

Longbow Archer can block creatures with flying.

"If it bears wings, I will pin it to the skies over Tefemburu."

—Ruya, Zhalfirin archer

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Revered Unicorn

1*



Summon Unicorn

Cumulative upkeep 1

If Revered Unicorn leaves play, its controller gains life equal to Revered Unicorn's last paid cumulative upkeep.

"I felt unworthy even to dream of it."

—Hanna, Weatherlight navigator

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2/3

Soul Shepherd



1 *

Summon Cleric



*: Remove a creature card in your graveyard from the game: Gain 1 life.
“The sifar who raised me had a saying:
‘The first step into death is the hardest.’”
—Gerrard of the Weatherlight

Illus. John Coulthart

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2/1

Wall of Resistance



1 *

Summon Wall



Flying

At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it.

Telim’Tor could no longer recall the exact number of assaults—but his troops could.

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0/3

Benalish Knight



2 *

Summon Knight



First strike

You may play Benalish Knight whenever you could play an instant.

“We called them ‘armored lightning.’”
—Gerrard of the Weatherlight

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2/2

Femeref Knight



2 *

Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)
*: Attacking does not cause Femeref Knight to tap this turn.

“I will return / with lizard skins for your sandals. Paint your eyes black and wait for me.” —“Love Song of Night and Day”

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2/2

Knight of Valor



2 *

Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

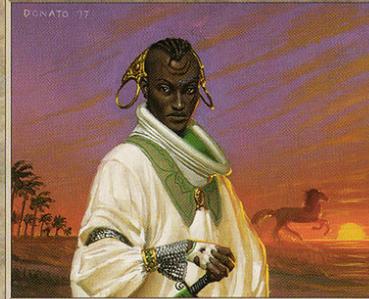
1 *: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn.

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2/2

Peacekeeper



2 *

Summon Peacekeeper



During your upkeep, pay 1 * or bury Peacekeeper.

Creatures cannot attack.

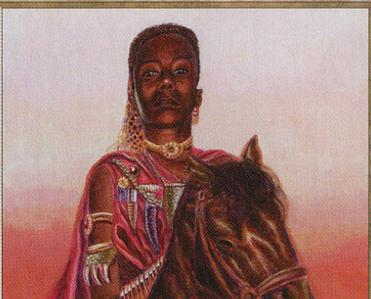
“I have always imagined my mother as such a woman, strong and wise.”
—Sisay, journal

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1/1

Teferi’s honor Guard



2 *

Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

*: Phase out

“They may seem ceremonial, but their swords are still sharp.”
—Kipkemboi, Kukemssa pirate

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2/2

Zhalfirin Commander



2 *

Creature — Human Knight



Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)

1 **: Target Knight gets +1/+1 until end of turn.

“Command is the act of balancing on a vine and convincing others that it is firm ground.”
—Sidar Jabari

Illus. Stuart Griffin

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2/2

Zhalfirin Crusader



1 *

Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

1 *: Redirect 1 damage from Zhalfirin Crusader to target creature or player.

“War is the crucible of leadership.”
—Rashida Scalebane

Illus. Alan Rabinowitz

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2/2

Zhalfirin Knight 2*



Summon Knight

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

* *: First strike until end of turn

"You returned a warrior. . . . Your hair was cut, your eye tattooed with the red triangle of war."
—Love Song of Night and Day

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2/2

Daraja Griffin 3*



Creature — Griffin VI

Flying

Sacrifice Daraja Griffin: Destroy target black creature.

"And the flamingos said, 'Get out of our nest—we can't be seen with the likes of you!' So, the griffin ate them."
—Azeworai, "The Ugly Bird"

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2/2

Ekundu Griffin 3*



Creature — Griffin VI

Flying, first strike

"My goat was a small price to pay for the chance to see the hunting griffin dive and seize it."

—Suq'Ata trader

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2/2

Foriysian Brigade 3*



Summon Soldiers

Foriysian Brigade may block two creatures each combat. (All blocking assignments must still be legal.)

"A double-edged sword lets you cut down your enemies with the backswing as well."
—Gerrard of the Weatherlight

Illus. Key Walker
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2/4

heavy Ballista 3*



Summon Soldiers

♂: Heavy Ballista deals 2 damage to target attacking or blocking creature.

"Archers, ballistae—you can't even get near the island of Avenant."
—Gerrard of the Weatherlight

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2/3

Mistmoon Griffin 3*



Summon Griffin

Flying

If Mistmoon Griffin is put into any graveyard from play, remove Mistmoon Griffin from the game, then put the top creature card from your graveyard into play.

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2/2

Sidar Jabari 3*



Summon Legend

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

If Sidar Jabari attacks, tap target creature defending player controls.

"Prophecy is whatever one makes of it, but destiny cannot be changed."

—Sidar Jabari

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2/2

Southern Paladin 2*



Summon Knight

**, ♂: Destroy target red permanent.

"Look to the south; there you will find peace and serenity."
—The Book of Tal

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3/3

Teremko Griffin 3*



Summon Griffin

Banding, flying

"When we're aloft, I love to lean over the Weatherlight's railing and watch the patterns the griffins' shadows make on the clouds below."

—Sisay, Captain of the Weatherlight

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2/2



Unyaro Griffin

3 *

Summon Griffin

Flying

Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. Play this ability as an interrupt.

The griffin's shadow gives courage to the righteous and dread to the idle.

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2/2



Melesse Spirit

3 *

Summon Angel

Flying, protection from black

Like a laughing knife, immaculate and sharp, is the Melesse.

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3/3



Zuberi, Golden Feather

4 *

Summon Legend

Flying

Zuberi, Golden Feather counts as a Griffin.

All other Griffins get +1/+1.

"If the griffins tell of their gods, perhaps they speak of feathers bright as the Sun."

—Afari, Tales

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3/3



Alabaster Dragon

4 *

Summon Dragon

Flying

If Alabaster Dragon is put into any graveyard from play, shuffle Alabaster Dragon into its owner's library.

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4/4



Archangel

5 *

Summon Angel

Flying

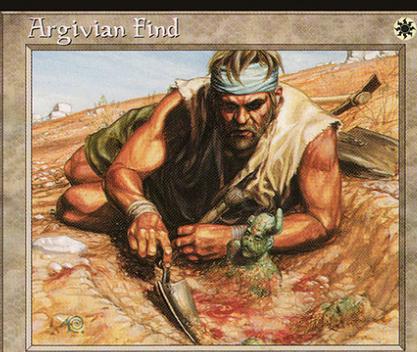
Attacking does not cause Archangel to tap.

"My mother once told me angels sing their swords' names with each strike."
—Sisay, Captain of the Weatherlight

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5/5



Argivian Find

*

Instant

Return target artifact or enchantment card from your graveyard to your hand.

"We often bury our pasts, and then someone comes along and digs them up."

—Gerrard of the Weatherlight

Illus. Roger Raupp

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BOOK



Enlightened Tutor

*

Instant

Search your library for an artifact or enchantment card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

"I do not teach. I simply reveal."
—Daudi, Femeref tutor

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Hope Charm

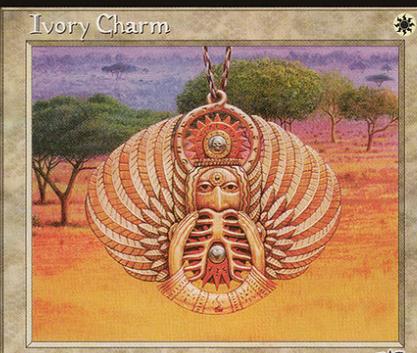
*

Instant

Choose one — Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.

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Ivory Charm

*

Instant

Choose one — All creatures get -2/-0 until end of turn; or prevent 1 damage to any creature or player; or tap target creature.

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BOOK

Abeyance



1 *

Instant

Until end of turn, target player cannot play instants, interrupts, sorceries, or abilities requiring an activation cost.

Draw a card.

"I'm too modest a wizard to reveal the full extent of my abilities."

—Ertai, wizard adept

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Alarum



1 *

Instant

Untap target nonattacking creature. That creature gets +1/+3 until end of turn.

"One timely cry of warning can save nine of surprise."

—Sidar Jabari

Illus. Andrew Robinson

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Disenchant



1 *

Instant

Destroy target artifact or enchantment.

The swarm seemed unmoved by the artificial slivers' destruction. "They clearly were not the leaders," Hanna cursed. "I guess we'll have to do this the hard way."

Illus. L. A. Williams

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Divine Offering



1 *

Instant

Destroy target artifact. Gain an amount of life equal to that artifact's casting cost.

"Suq'Ata believe in trade; Femeref, alms; Zhalfirins, steel. Be warned, Kaervek—now we are joined."

—Sidar Jabari

Illus. Terese Nielsen

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Guided Strike



1 *

Instant

Target creature gets +1/+0 and gains first strike until end of turn.

Draw a card.

"May the Ancestor strengthen my hand and guide my blade."

—Nomad war prayer

Illus. Dave Dorman

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Honorable Passage



1 *

Instant

The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals damage equal to the damage prevented this way to the source's controller.

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Afterlife



2 *

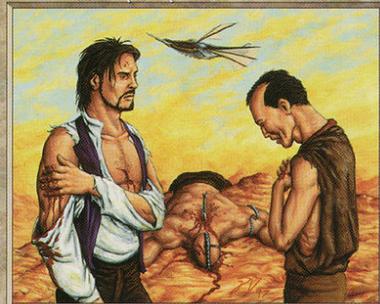
Instant

Destroy target creature. It can't be regenerated. Its controller puts a 1/1 white Spirit creature token with flying into play.

Illus. Brian Snoddy

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Debt of Loyalty



1 *

Instant

Regenerate target creature. Gain control of that creature.

"I killed him because I had to," Starke lied to Gerrard. "But now I pledge my loyalty to you."

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Warrior's Honor



2 *

Instant

All creatures you control get +1/+1 until end of turn.

"We are to be bound together as the reeds of a basket."

—Asmira, Rashida, and Jabari, unity chant

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Jabari's Influence 3*

Instant

Play only after combat.
Gain control of target nonartifact, nonblack creature that attacked you this turn and put a -1/-0 counter on it.

"Common soldiers can't understand what a sidar knows: the enemy can be a resource."
—Sidar Jabari

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Miraculous Recovery 4*

Instant

Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

"You stop breathing for just a few minutes and everyone jumps to conclusions."
—Zarkuu, necrosavant

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Peace Talks 1*

Sorcery

During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

"By the tongues of a thousand serpents, this time I do not lie."
—Ahmahz il Kin, Suq'Ata diplomat

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Tariff 1*

Sorcery

Each player chooses a creature with the highest total casting cost he or she controls, then pays an amount of mana equal to that creature's total casting cost or buries the creature.

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Blinding Light 2*

Sorcery

Tap all nonwhite creatures.
An angel's sword impales only the body; her righteousness penetrates the soul.

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Marble Diamond 2

Artifact

Marble Diamond comes into play tapped.
G: Add * to your mana pool. Play this ability as a mana source.

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Angelic Renewal 1*

Enchantment

If any creatures are put into your graveyard from play, you may bury Angelic Renewal and put one of those creatures into play.

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Favorable Destiny 1*

Enchant Creature

As long as enchanted creature's controller controls at least one other creature, enchanted creature cannot be the target of spells or effects.
As long as enchanted creature is white, it gets +1/+2.

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Gossamer Chains *

Enchantment

Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn.
"Harah swung his sword mightily, but still the air held him fast."
—Azeworai, "Kenechi's Dream"

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Pacifism

1 *



Enchant Creature

†

Enchanted creature cannot attack or block.

For the first time in his life, Grakk felt a little warm and fuzzy inside.

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Sun Clasp

1 *



Enchant Creature

†

Enchanted creature gets +1/+3.

*: Return enchanted creature to owner's hand.

*"And darkness shall be cast from me
For my soul resides in the Sun."*

—Femeref dirge

Illus. John Coulthart

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Aura of Silence

1 *



Enchantment

‡

Artifact and enchantment spells cost target opponent an additional 2 to play.

Sacrifice Aura of Silence: Destroy target artifact or enchantment.

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Celestial Armor

1 *



Enchant Creature

‡

Enchanted creature gets +X/+X, where X is equal to the number of cards in your hand.

"An angel appeared in the smoldering skies above the fray, her clothes as flames, her armor as fire."

—“Hymn of Angelfire”

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Mangara's Equity

1 *



Enchantment

‡

When you play Mangara's Equity, choose black or red.

During your upkeep, pay 1 * or bury Mangara's Equity.

For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.

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Sacred Mesa

2 *



Enchantment

‡

At the beginning of your upkeep, sacrifice Sacred Mesa unless you sacrifice a Pegasus.

1 *: Put a 1/1 white Pegasus creature token with flying into play.

“Do not go there, do not go / unless you rise on wings, unless you walk on hooves.”

—“Song to the Sun,” Femeref song

Illus. Margaret Organ-Kean

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Bay Falcon

1

•



Summon Falcon

‡

Flying

Attacking does not cause Bay Falcon to tap.

*“Wear the falcon's feathers in your hair—
be fast as the falcon, bright as the Sun.”*

—“Rise on Wings,” Zhalfirin song

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Coral Fighters

1

•



Summon Merfolk

‡

If Coral Fighters attacks and is not blocked, look at the top card of defending player's library. You may choose to put that card on the bottom of that player's library.

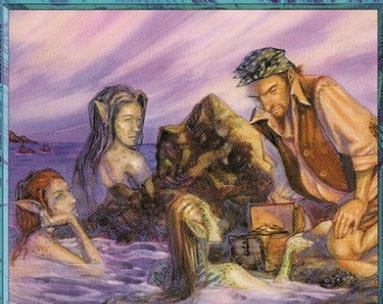
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Merfolk Traders

1

•



Summon Merfolk

‡

When Merfolk Traders comes into play, draw a card, then choose and discard a card.

“As much as I hate water, I do love fish . . .”

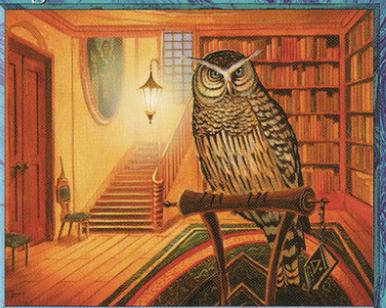
—Mirri of the Weatherlight

Illus. DiTerlizzi

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1/2

Sage Owl



Summon Bird

Flying

When Sage Owl comes into play, look at the top four cards of your library and put them back in any order.

The owl asks but never answers.

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1/1

Sea Scryer



Summon Merfolk

Q: Add one colorless mana to your mana pool. Play this ability as a mana source.

1, Q: Add 6 to your mana pool. Play this ability as a mana source.

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1/1

Tolarian Entrancer



Summon Wizard

Whenever Tolarian Entrancer is blocked by any creature, gain control of that creature at end of combat.

"Why should I boast? The bards will do it for me—and with music."

—Ertai, wizard adept

Illus. Bryan Talbot

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1/1

Azimaet Drake



Summon Drake

Flying

6: +1/+0 until end of turn. You cannot spend more than 6 in this way each turn.

"A vizier's dish, best served drenched in honey and almonds."

—Sug'Ata royal recipe

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2/1

Cloud Elemental



Summon Elemental

Flying

Cloud Elemental can block only creatures with flying.

"You know you've angered the gods when the clouds turn against you."

—Sisay, Captain of the Weatherlight

Illus. Adam Rex

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2/1

Fog Elemental



Summon Elemental

Flying

If Fog Elemental attacks or blocks, bury it at end of combat.

"I've seen fog so thick you could cut it, but none that could cut me."

—Tahngarth of the Weatherlight

Illus. Jon J Muth

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4/4

Knight of the Mists



Summon Knight

Man-o'-War



Summon Jellyfish

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)
When Knight of the Mists comes into play, pay 6 or bury target Knight.

Fear the mists, for they are armed.

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2/1

Noble Benefactor



Summon Cleric

If Noble Benefactor is put into any graveyard from play, each player may search his or her library for any one card and put that card into his or her hand. Each player who searches his or her library shuffles it afterwards.

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2/2

2/2

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2/2



Shimmering Efreet

2/0

Summon Efreet

V

Flying, phasing

When Shimmering Efreet phases in, target creature phases out.

*"Life or death: which is the illusion?"
—Naimah, Femeref philosopher*

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2/2



Suq'Ata Firewalker

1/0/0

Summon Wizard

W

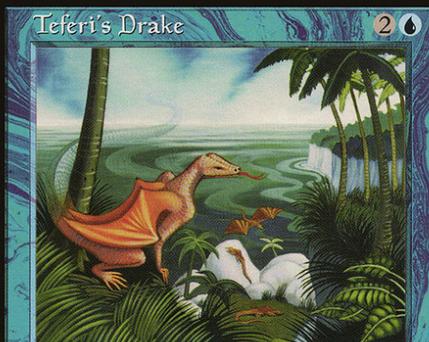
Suq'Ata Firewalker cannot be the target of red spells or effects.

•: Suq'Ata Firewalker deals 1 damage to target creature or player.

*"Comfortable even in a furnace? I've never met one who'd accept my wager."
—Talibah, embermage*

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0/1



Teferi's Drake

2/0

Summon Drake

D

Flying, phasing

"We threw dried fruit to the drakes that rode the air, streaming along the Weatherlight's side as we sailed amidst the clouds."

—Sisay, Captain of the Weatherlight

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3/2



Teferi's Imp

2/0

Summon Imp

I

Flying, phasing

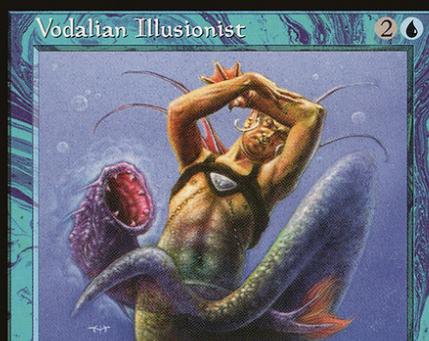
When Teferi's Imp phases out, choose and discard a card.

When Teferi's Imp phases in, draw a card.

Made you look.

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1/1



Vodalian Illusionist

2/0

Summon Merfolk

M

•, •: Target creature phases out.

"Torahn gore these shifty fishtails! You can't even get close to one."

—Tahngarth of the Weatherlight

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2/2



Avizoa

3/0

Summon Avizoa

A

Flying

Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn.

"Maybe we can trap them with bait," thought Tahngarth, eyeing Squee.

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2/2



Breezekerper

3/0

Summon Djinn

D

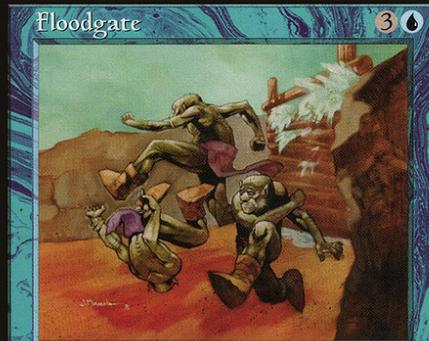
Flying, phasing

"He blows a gust across the cliff to vanish in a breath of wind."

—Song of the Wind Being

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4/4



Floodgate

3/0

Summon Wall

W

If Floodgate gains flying, bury it.

If Floodgate leaves play, it deals to each nonblue creature without flying 1 damage for each two islands you control.

*"Quick, Rhirhok—teach me to swim!"
—Makht, goblin casualty*

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0/5



Rainbow Efreet

3/0

Summon Efreet

V

Flying

•, •: Phase out

"A beauty made more so by its fleeting visitations."

—Teferi

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3/1

Vaporous Djinn 2 ● ●

Summon Djinn

Flying
During your upkeep, pay ● ● or Vaporous Djinn phases out.
"What is taking them so long to fill the waterskins?"
—Mwani, Mtenda goatherd

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3/4

Waterspout Djinn 2 ● ●

Summon Djinn

Flying
During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn.
"Fly us higher, out of its storm."
—Sisay, Captain of the Weatherlight

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4/4

Cerulean Wyvern 4 ●

Summon Wyvern

Flying, protection from green
"Once, a Quirion asked why I was so cautious when the day was clear. I told him of the sky-blue hide of the cerulean wyvern, and he offered me double if I could conjure a strong tailwind!"
—Sisay, Captain of the Weatherlight

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3/3

Sandbar Crocodile 4 ● ●

Summon Crocodile

Phasing
"We've run aground sandbars before, but today, a sandbar ran aground us."
—Kipkemboi, Kukemssa pirate

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6/5

Cloud Djinn 5 ● ●

Summon Djinn

Flying
Cloud Djinn can block only creatures with flying.
As elusive as the footprint of a djinn
—Sug'Ata expression

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5/4

Mist Dragon 4 ● ●

Summon Dragon

0: Flying
0: Loses flying
3 ● ●: Phases out
"Across the plains, farmers who braved the mists began to vanish. Most blamed the goblins; none guessed the truth."
—Hakim, Loreweaver

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4/4

Disrupt ●

Instant

Counter target instant or sorcery spell unless its controller pays 1.
Draw a card.
Teseri wanted no part of Urza's battle plans, but both agreed the Phyrexian portal must be closed.

Illus. Paolo Parente
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Mystical Tutor ●

Instant

Search your library for an instant, interrupt, mana source, or sorcery card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.
"To the tutors, a 'poem of sand' was of little account, a 'poem of ivory,' priceless."
—Afari, Tales

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Power Sink X ●

Interrupt

Counter target spell unless that spell's caster pays an additional X. That player draws and pays all mana from lands and mana pool until X is paid; he or she may also draw and pay mana from other sources if desired.

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Sapphire Charm



Instant

Choose one — Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

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Boomerang



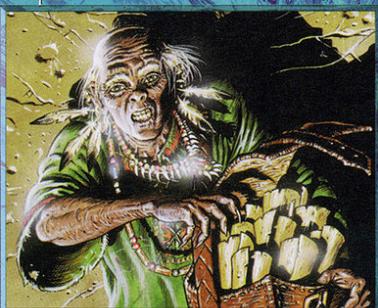
Instant

Return target permanent to owner's hand.

A lie always returns; be careful how you catch it.

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Impulse



Instant

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library. Shuffle your library afterwards.

"Controlling time ensures you need never look impulsive again."

—Teferi

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Memory Lapse



Interrupt

Counter target spell. Put that spell on top of owner's library.

*"The caliph was so intelligent he could not remember what he knew."
—Azeworai, "Three Riddles"*

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Reality Ripple



Instant

Target artifact, creature, or land phases out.

"Can you prepare for the unexpected? No, you cannot. You can prepare only to be surprised."

—Teferi

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Dissipate



Interrupt

Counter target spell. Remove that spell card from the game.

*"If you weren't born with it, you don't need it."
—Grahilah, former trader of Amiqat*

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Three Wishes



Instant

Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

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Tidal Wave



Instant

Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

When mountains ride the sea, waves live upon the fields.

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Ether Well



Instant

Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.

"Whoa—my tail will never fit through that hole!"

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Inspiration



3

Instant



Target player draws two cards.

"Madness and genius are separated only by degrees of success."

—Sidar Jabari

Illus. Zina Saunders

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Ray of Command



3

Instant



Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. Tap the creature if you lose control of it at end of this turn.

"Heel."

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Deserter



3

Interrupt



Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.

"First the insult, then the injury."

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Prosperity



X

Sorcery



Each player draws X cards.

"Wealth is a good thing, compared to poverty—your food is better, your robes are softer, and your companions have bathed more recently."

—Kipkemboi, Kukemissa pirate

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Dream Cache



2

Sorcery



Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.

"Dreams' riches are easily spent."

—Suq'Ata adage

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Flux



2

Sorcery



Each player chooses and discards any number of cards, then draws that many cards.

Draw a card.

"Every spell has the potential to be worthless."

—Ertai, wizard adept

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Undo



1



Sorcery



Return two target creatures to owner's hand.

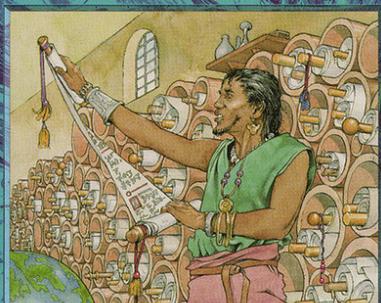
"Oft have I wished to undo past deeds, but never did I imagine they would be undone for me."

—Naimah, Femeref philosopher

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Ancestral Memories



2



Sorcery



Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

"Even the ancient storytellers proclaimed Zhalfir to be dominant over all Jamuraa. Kaervek's invasion shocked us all."

—Hakim, Loreweaver

Illus. William Donohoe

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Sky Diamond



2

Artifact



Sky Diamond comes into play tapped.

G: Add \bullet to your mana pool. Play this ability as a mana source.

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Apathy

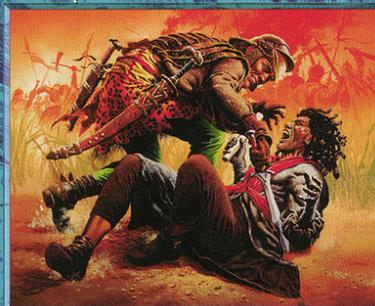


Enchant Creature

Enchanted creature does not untap during its controller's untap phase. During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.

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Betrayal

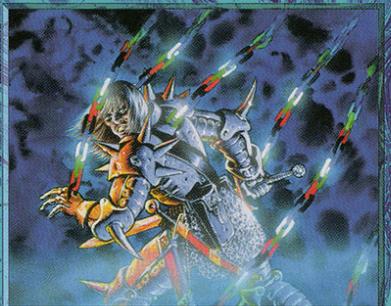


Enchant Creature

Play only on a creature an opponent controls.
If enchanted creature becomes tapped, draw a card.
"Sometimes a burden can be borne only on the shoulders of a willing enemy."
—Sug'Ata aphorism

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Mana Chains



Enchant Creature

Enchanted creature gains "Cumulative upkeep 1."
"The Lord of the Wastes must be destroyed, I am bound to this destiny by the chains of fate. If only Gerrard would see his part."

—Sisay, journal

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Mind Harness

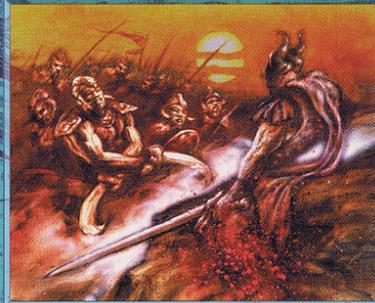


Enchant Creature

Play only on a red or green creature.
Cumulative upkeep 1
Gain control of enchanted creature.
Centuries ago, Mangara won the loyalty of the Quirion not by ruling their minds but by supporting their independence.

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Vanishing



Enchant Creature

••: Enchanted creature phases out.
"Careless, like a child with fire, so was I with time."
—Teferi

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Ancestral Knowledge



Enchantment

Cumulative upkeep 1
When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

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Mystic Veil



Enchant Creature

You may choose to play Mystic Veil as an instant; if you do, bury it at end of turn.
Enchanted creature cannot be the target of spells or effects.

"Magic is my thread, my will the needle. I weave over you as if you never were."
—Poetics of Hanan

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Phantom Wings



Enchant Creature

Enchanted creature gains flying.
Sacrifice Phantom Wings: Return enchanted creature to owner's hand.
"But you said 'when goats fly!'" Squeezed whined.

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Teferi's Curse



Enchant Permanent

Play only on an artifact or creature.
Enchanted permanent gains phasing.
"Stepping through time is like riding a camel. It may get you where you want to go, but the ride is rarely pleasant."
—Teferi

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Abduction

2



Enchant Creature

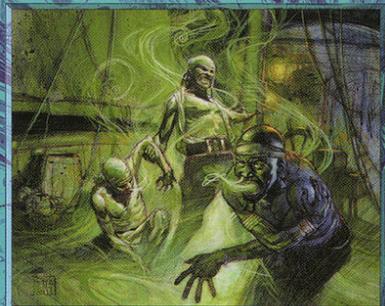
When Abduction comes into play, untap enchanted creature.
Gain control of enchanted creature.
If enchanted creature is put into any graveyard, put that creature into play under its owner's control.

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Pendrell Mists

3



Enchantment

Each creature gains "During your upkeep, pay 1 or bury this creature."
As insubstantial—and as insistent—as appetite.

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Shimmer

2



Enchantment

When you play Shimmer, choose a land type.
All lands of the chosen type gain phasing.
To buy unseen land, pay in unseen coin.
—Sug'Ata maxim

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Sewer Rats

0



Summon Rats

•, Pay 1 life: +1/+0 until end of turn. You cannot spend more than ••• in this way each turn.

You lie down with rats, and the rats run away.

—Sug'Ata insult

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1/1

Abyssal Gatekeeper

1



Summon Gatekeeper

If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls.

"There are two ways for me to pass this gate. One involves you remaining conscious."
—Gerrard of the Weatherlight

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1/1

Brood of Cockroaches

1



Summon Insects

V

If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn.

"It's like waking on a bed of a thousand olives during an earthquake of subtle force."
—Afari, Tales

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1/1

Fallen Askari

1



Summon Knight

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)
Fallen Askari cannot block.

In troubled times, there are few greater sorrows than a wayward savior.

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2/2

Fledgling Djinn

1



Summon Djinn

Flying
During your upkeep, Fledgling Djinn deals 1 damage to you.

"The young can be quite dangerous. Trust me, I should know."
—Ertai, wizard adept

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2/2

Mire Shade

1



Summon Shade

•, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. Play this ability as a sorcery.

"We realized the bog had not given up a soul but had come to claim a new one."
—Scout Ekemet, final journal

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1/1

Skulking Ghost

1 \diamond



Summon Ghost

\diamond

Flying

If Skulking Ghost is the target of a spell or effect, bury Skulking Ghost.

"They exist only so long as the living take no notice."

—Kifimbo, Shadow Guildmage

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2/1

Bone Dancer

1 $\diamond\ddagger$



Summon Zombie

\diamond

0 : Put the top creature card of defending player's graveyard into play under your control. Bone Dancer deals no combat damage this turn. Use this ability only if Bone Dancer is attacking and unblocked and only once each turn.

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2/2

Breathstealer

2 \diamond



Summon Night Stalker

\diamond

\diamond : +1/-1 until end of turn

"As a child, I slept with a cloth over my face, to hide from the spirits that might pull the air from my lungs."

—Mosi, Femeref weaver

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2/2

Cadaverous Knight

2 \diamond



Summon Knight

\diamond

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

1 $\diamond\ddagger$: Regenerate

Grieve for the soul in death dishonored.
—Shadow Guild saying

Illus. Dermot Power

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2/2

Crypt Rats

2 \diamond



Summon Rats

V

X : Crypt Rats deals X damage to each creature and player. Spend only black mana in this way.

"Once I dreamt of death, but now it dreams of me / And only rats and rotting flesh can hear my silent plea."
—Mundungu chant

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1/1

Feral Shadow

2 \diamond



Summon Night Stalker

\diamond

Flying

"The night stalkers are such a minor power in Urborg. Their sad eagerness to elevate themselves makes them willing tools in the plundering of little Femeref."

—Kaervek

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2/1

hidden horror

1 $\diamond\ddagger$



Summon Undead

\diamond

When Hidden Horror comes into play, choose and discard a creature card or bury Hidden Horror.

Lifespan is measured by its dreadful length.

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4/4

Mischiefous Poltergeist

2 \diamond



Summon Ghost

\diamond

Flying

Pay 1 life: Regenerate

"The past is a ghost that haunts you from the moment it exists until the moment you don't."
—Gerrard of the Weatherlight

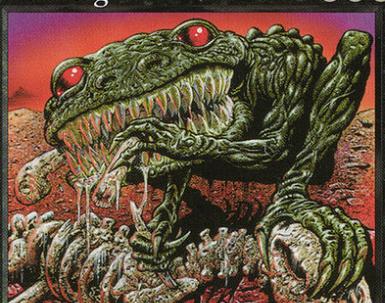
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1/1

Necratog

1 \diamond



Summon Atog

\diamond

Remove the top creature card in your graveyard from the game: +2/+2 until end of turn

The necratog can always dig up a meal.

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1/2

Razortooth Rats

2/0



Summon Rats



Razortooth Rats cannot be blocked except by artifact creatures and black creatures.

"Men and rats both hunger: we for our playthings; they, for us."

—Crovax

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2/1

Tar Pit Warrior

2/0



Summon Cyclops



If Tar Pit Warrior is the target of a spell or effect, bury Tar Pit Warrior.

"The cyclops shrugged off savage blows, but casual insults made him weep."
—Azeworai, "The Cyclops who Couldn't"

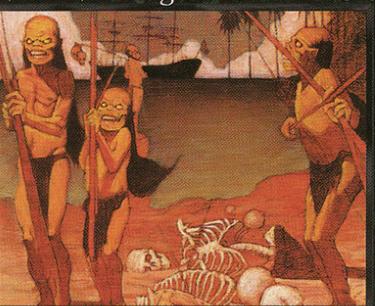
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3/4

Zombie Scavengers

2/0



Summon Zombies



Remove the top creature card in your graveyard from the game: Regenerate

"Pick a shell upon my shore and put it to your ear. That sound isn't the sea, but the whispers of the fallen."

—Crovax

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3/1

Dirtwater Wraith

3/0



Summon Wraith



Swampwalk (If defending player controls any swamps, this creature is unblockable.)

\diamond : +1/+0 until end of turn.

"The foul entities of the Uuserk swamp had never before dared to spread their influence to the very heart of Zhalfir."

—Hakim, Loreweaver

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1/3

Gravebane Zombie

3/0



Summon Zombie



If Gravebane Zombie is put into the graveyard from play, put Gravebane Zombie on top of owner's library.

"A zombie's bed must be a lumpy one or he wouldn't leave it so often."
—Rana, Suq'Ata market fool

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3/2

Harbinger of Night

2/0



Summon Spirit



During your upkeep, put a -1/-1 counter on each creature.

Embrace the Harbinger
—Suq'Ata expression meaning "abandon hope"

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2/3

Nekrataal

2/0



Summon Nekrataal



First strike

When Nekrataal comes into play, bury target nonartifact, nonblack creature.

"I have seen the horrors Kaervek has freed. My betrayal is certain—but of Kaervek or of Jamuraa, I cannot say."

—Jolrael

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2/1

Odylic Wraith

3/0



Summon Undead



Swampwalk

If Odylic Wraith damages any player, that player chooses and discards a card.

By the time you've seen it, you won't remember that you did.

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2/2

Shadow Rider

2/0



Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

In its world of complete darkness, it has no shadows to fear.

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3/3

Tainted Specter

3 $\spadesuit\clubsuit$



Summon Specter

Flying

1 $\spadesuit\clubsuit\clubsuit$, \clubsuit : Target player chooses a card from his or her hand and then chooses either to discard that card or put it on top of his or her library. If the card is discarded, Tainted Specter deals 1 damage to each creature and player. Play this ability as a sorcery.

Illus. Chippy

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2/2

Urborg Stalker

3 $\spadesuit\clubsuit$



Summon Undead

During each player's upkeep, if that player controls any nonblack permanents other than lands, Urborg Stalker deals 1 damage to that player.

"May you be a stalker's dream."
—Urborg curse

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2/4

Wake of Vultures

3 $\spadesuit\clubsuit$



Summon Vultures

V

Flying

1 \spadesuit , Sacrifice a creature: Regenerate "So the vulture said to the griffin,
'You gonna eat that?'"
—Azeworai, "The Ugly Bird"

Illus. Jeff Miracola

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3/1

Gallowbraid

3 $\spadesuit\clubsuit\clubsuit$



Summon Legend

Trample

Cumulative upkeep—1 life

"If its skin looks like stone, it is only to match its heart."
—Crovax

Illus. Carl Critchlow

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5/5

Morinfen

3 $\spadesuit\clubsuit\clubsuit$



Summon Legend

Flying

Cumulative upkeep—1 life

"I looked into its eyes, and its soul was so empty I saw no reflection, no light there."
—Crovax

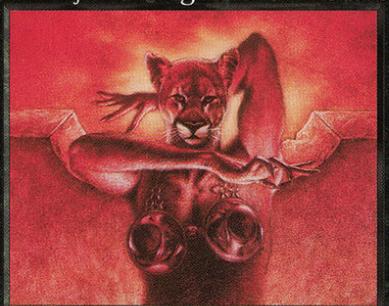
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5/4

Purraj of Urborg

3 $\spadesuit\clubsuit$



Summon Legend

First strike when attacking

\clubsuit : Put a +1/+1 counter on Purraj of Urborg. Use this ability only when a black spell is successfully cast and only once for each such spell.

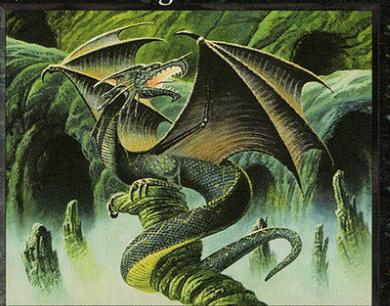
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2/3

Catacomb Dragon

4 $\spadesuit\clubsuit\clubsuit$



Summon Dragon

Flying

Whenever Catacomb Dragon is blocked by any nonartifact, non-Dragon creature, that creature's power is halved, rounded up, until end of turn.

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4/4

Necrosavant

3 $\spadesuit\clubsuit\clubsuit$



Summon Necrosavant

V

3 $\spadesuit\clubsuit$, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard.

"Ah, I remember my first death."
—Zarkuu, necrosavant

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5/5

Dark Ritual

3 $\spadesuit\clubsuit$



Mana Source

Add $\spadesuit\clubsuit\clubsuit$ to your mana pool.

"The ceremony ended with a voice from the shadows, a voice with vast, ominous power."
—Kifimbo, Shadow Guildmage

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Ebony Charm



Instant

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

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Fatal Blow



Instant

Bury target creature that was damaged this turn.

"What is crueler? To let a wound of the heart fester, or to simply cut it out?"

—Crovax

Illus. George Pratt

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Funeral Charm



Instant

Choose one — Target player discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.

Illus. Greg Spalenka

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Vampiric Tutor



Instant

V

Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."

—Shauku, Endbringer

Illus. Gary Leach

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Shallow Grave



Instant

1 W

Put the top creature card from your graveyard into play as though it were just played. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Good help is hard to dig up.

Illus. John Coulthart

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Soul Rend



Instant

W

Bury target creature if it is white. Draw a card at the beginning of the next turn's upkeep.

"Since I cannot stop death, I choose to stop life."

—Kaervek

Illus. Jeff Miracola

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Urborg Justice



Instant

V

Target opponent chooses and buries a number of creatures he or she controls equal to the number of creatures put into your graveyard from play so far this turn.

"It is a narrow line between justice and vengeance."

—Crovax

Illus. Gary Leach

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Wicked Reward



Instant

V

Sacrifice a creature: Target creature gets +4/+2 until end of turn.

"The blood on my hands is merely proof of my ambition."

—Kaervek

Illus. D. Alexander Gregory

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Withering Boon



Interrupt

W

Pay 3 life: Counter target summon spell.

"Life for life: this is the immutable law."

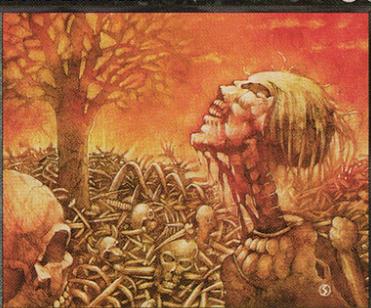
—Panya, Granger Guildmage

Illus. Robert Bliss

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Bone Harvest

2



Instant

Put any number of target creature cards from your graveyard on top of your library.

Draw a card at the beginning of the next turn's upkeep.

"Only fools believe they will face my armies but once." —Kaervek

Illus. Greg Simanson

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Carrion

1



Instant

Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these tokens as 0/1 black creatures.

King or herder, the maggots care not.

Illus. Geof Darrow

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Dark Banishing

2



Instant

Destroy target nonblack creature. That creature cannot be regenerated this turn.

"It is the way of most wizards to begin by exiling themselves and to end by exiling everyone else." —Hanna, Weatherlight navigator

Illus. John Matson

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Infernal harvest

1



Sorcery

V

Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way you choose, among any number of target creatures.

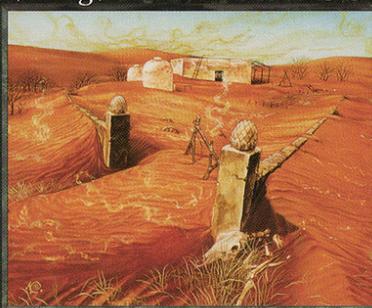
"I offered you eternal life; I just didn't say where." —Shauku, Endbringer

Illus. Nathalie Hertz

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Choking Sands

1



Sorcery

W

Destroy target nonswamp land. If that land is a nonbasic land, Choking Sands deals 2 damage to the land's controller.

"The people wiped the sand from their eyes and cursed—and left the barren land to the hyenas and vipers." —Afari, Tales

Illus. Roger Raapp

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Coercion

2



Sorcery

V

Look at target opponent's hand. Choose a card from that player's hand. That player discards that card.

"A rhino's bargain"
—Femeref expression meaning
"a situation with no choices"

Illus. DiTerlizzi

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Infernal Contract

3



Sorcery

W

Pay half your life, rounded up: Draw four cards.

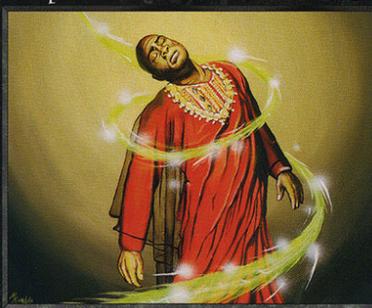
"But I signed nothing!"
—Taraneh, Suq'Ata mage

Illus. Roger Raapp

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Stupor

2



Sorcery

W

Target opponent discards a card at random, then discards a card.

"There are medicines for all afflictions but idleness."
—Suq'Ata saying

Illus. Mike Kimble

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Agonizing Memories

2



Sorcery

V

Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

"An innocent man died because of my anger. That knowledge will haunt me for all eternity." —Karn, silver golem

Illus. Mike Dringenberg

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Charcoal Diamond

②



Artifact

W

Charcoal Diamond comes into play tapped.
G: Add \diamond to your mana pool. Play this ability as a mana source.

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Enfeeblement

③④



Enchant Creature

W

Enchanted creature gets $-2/-2$.
“If it is weak, either kill it or ignore it. Anything else honors it.”
—Kaervek

Illus. John Bolton

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Death Watch

④



Enchant Creature

V

If enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.

“Watch death wait / Wait, death, watch / Steal breath swiftly / but steal life slowly.”
—Sug'Ata dirge

Illus. Brian Horton

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Coils of the Medusa

①



Enchant Creature

W

Enchanted creature gets $+1/-1$.
Sacrifice Coils of the Medusa: Destroy all non-Wall creatures blocking enchanted creature.

Serpentine locks shape ornate rocks.

Illus. Darbury Stenderup

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Necromancy

②



Enchantment

V

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.
When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

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Strands of Night

②③④



Enchantment

W

$\diamond\diamond$, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.

“I have seen the night torn into thin darkling strips and woven into shapes too bleak for dreams.”
—Crovax

Illus. Patrick Kochakji

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Tombstone Stairwell

②③④



Enchant World

W

Cumulative upkeep 1 \diamond
During each upkeep, each player puts into play a Tombspawn token for each summon card in his or her graveyard. Treat these tokens as 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. At end of any turn or if Tombstone Stairwell leaves play, bury all of these tokens.

Illus. Dom!

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Cinder Wall



Summon Wall

2

If Cinder Wall blocks, destroy it at end of combat.

"Easy. All ya gotta do is push somebody into it."

—Squee, goblin cabin hand,
scouting report

Illus. Randy Gallegos

3/3

Keeper of Kookus



Summon Goblin

2

•: Protection from red until end of turn

Wanted: Thick-skinned goblin for guarding mean ol' Kookus. Must like fires. Must heal quickly.

Illus. Scott Hampton

1/1

Goblin Vandal



Summon Goblin

3

•: Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn.

Illus. Franz Vohwinkel

1/1

Keeper of Kookus



Summon Goblin

V

•: Protection from red until end of turn

Wanted: Thick-skinned goblin for guarding mean ol' Kookus. Must like fires. Must heal quickly.

Illus. Scott Hampton

1/1

Orcish Settlers



Summon Orcs

1 2

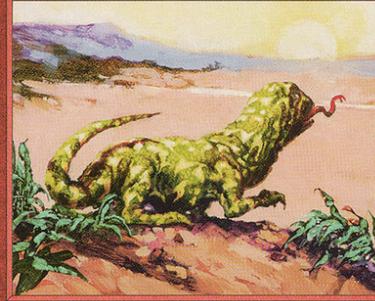
• • 2, •, Sacrifice Orcish Settlers: Destroy X target lands.

They wouldn't know their house from a charred hole in the ground.

Illus. Pete Venters

1/1

Pyric Salamander



Summon Salamander

1 2

•: +1/+0 until end of turn. Bury Pyric Salamander at end of turn.

When you've been chased by a dragon, you run from every lizard.

—Sug'Ata saying

Illus. Tony Roberts

1/1

Bloodrock Cyclops



Summon Cyclops

2 2

Bloodrock Cyclops attacks each turn if able.

"He's big an'dumb an'ready to fight. A lot like ol' Hornhead here."

—Squee, goblin cabin hand,
scouting report

Illus. Tom Wånerstrand

3/3

Bogardan Firefiend **2/2**



Summon Spirit



If Bogardan Firefiend is put into any graveyard from play, it deals 2 damage to target creature.

"The next one who tells me to relax and curl up by a fire is dead."
—Mirri of the Weatherlight

Illus. Terese Nielsen

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2/1

Burning Shield Askari **2/2**



Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

2/2: First strike until end of turn

"Any day that I ride my horse up to my ankles in the remains of my enemies is a good day."
—Akin, seasoned askari

Illus. Dan Frazier

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Dwarven Nomad **2/2**



Summon Dwarf



G: Target creature with power 2 or less is unblockable this turn.

A dwarf's life belongs as much to the land as to the dwarf.
—Creed of the Stonethrow Clan

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1/1

Dwarven Vigilantes **2/2**



Summon Dwarves



If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Dwarven Vigilantes deals an amount of damage equal to its power to target creature.

Some dwarves can only be pushed so far.

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2/2

Hurloon Shaman **1 2/2**



Summon Minotaur



If Hurloon Shaman is put into any graveyard from play, each player chooses and buries a land he or she controls.

"I believe it when they say they're connected to the land—looks like somebody plowed her face."
—Tahngarth of the Weatherlight

Illus. Scott M. Fischer

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2/3

Raging Gorilla **2/2**



Summon Gorilla



If Raging Gorilla blocks or is blocked, it gets +2/-2 until end of turn.

"Every temper tantrum makes another angry gorilla."
—Femeref children's myth

Illus. Tom Kiyffin

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2/3

Scaring Spear Askari **2/2**



Summon Knight



Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

1 2: Scaring Spear Askari cannot be blocked by only one creature this turn.

When the other soldiers of Zhalfir fall, the askaris will yet stand.

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2/2

Suq'Ata Lancer **2/2**



Creature — Human Knight



Haste

Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)

"Never stop 'til you see your lance come out the other side."
—Telim'Tor

Illus. Jeff Miracola

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2/2

Viashino Sandstalker **1 2/2**



Summon Viashino



Viashino Sandstalker is unaffected by summoning sickness.

At the end of any turn, return Viashino Sandstalker to owner's hand.

"Some believe Sandstalkers to be illusions; those with scars know better."
—Zhalfirin Guide to the Desert

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4/2

Lava hounds

2 2 2



Summon Hounds



Lava Hounds is unaffected by summoning sickness.

When Lava Hounds comes into play, it deals 4 damage to you.

What cats bury, dogs eat.

—Urborg aphorism

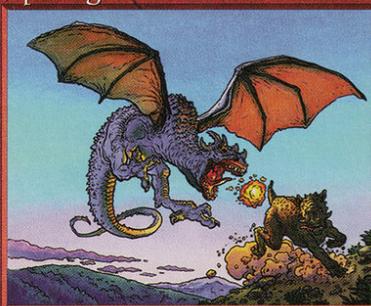
Illus. Steve White

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4/4

Spitting Drake

3 2



Summon Drake



Flying

2: +1/+0 until end of turn. You cannot spend more than 2 in this way each turn.

It prefers its meals cooked.

Illus. G. Darrow & I. Rabarot

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2/2

Raging Spirit

3 2



Summon Spirit



2: Raging Spirit is colorless until end of turn.

"Its burning power is more elusive than shade on the Unyaro Plains, more perilous than the horn of a rhino."

—Akin, seasoned askari

Illus. Scott Fischer

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3/3

Reckless Embermage

3 2



Creature — Wizard



1 2: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.

Those who play with fire are bound to get burned.

Illus. Bob Petillo

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2/2

Wildfire Emissary

3 2



Creature — Efreet



Protection from white

1 2: Wildfire Emissary gets +1/+0 until end of turn.

"The efreet is a striding storm with a voice that crackles like fire."

—Qhattib, vizier of Amiqat

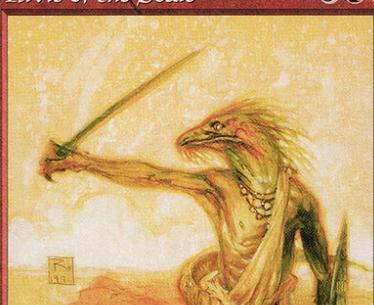
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2/4

Hivis of the Scale

3 2 2



Summon Legend



You may choose not to untap Hivis of the Scale during your untap phase.

2: Gain control of target Dragon. If Hivis becomes untapped or you lose control of Hivis, lose control of that Dragon.

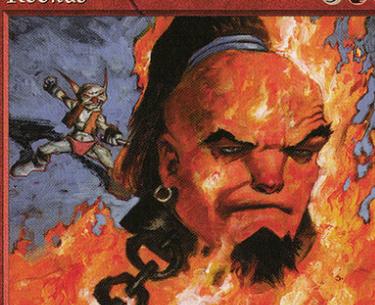
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3/4

Kookus

3 2 2



Summon Djinn



Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

2: +1/+0 until end of turn

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3/5

Ogre Enforcer 

Summon Ogre

3  

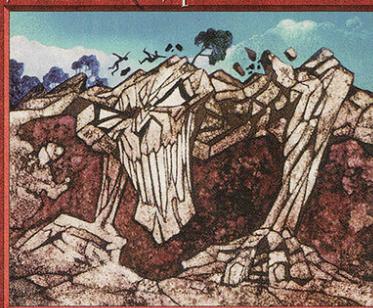
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it.
"Ate up all of his siblings in the first week. A good beginning for one destined to command."

—Suka, ogre matron

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4/4

Subterranean Spirit 

Summon Elemental

3  

Protection from red

• Subterranean Spirit deals 1 damage to each creature without flying.

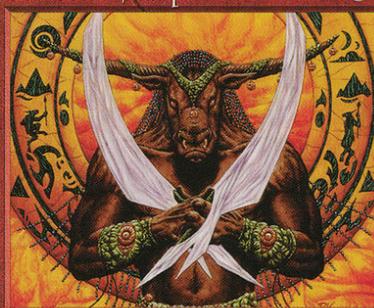
"Air hot with sulfur. / Earth heaves beneath me. / Could it be the mountain / ate something bad?"

—Dwarven mining song

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3/3

Talruum Champion 

Summon Minotaur

4  

First strike

Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn.

In the Talruum language, there is no word for "surprised."

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3/3

Talruum Piper 

Summon Minotaur

4  

All creatures with flying able to block Talruum Piper do so.

When the Talruum began to play, the dragons fell from the sky to squash the obnoxious noise.

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3/3

Telim'Tor 

Summon Legend

4  

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

If Telim'Tor attacks, all attacking creatures with flanking get +1/+1 until end of turn.

"The curious merely amass knowledge. The ambitious use it."

—Telim'Tor

Illus. Kevin Walker

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2/2

Thundermare 

Summon Thundermare

5  

Thundermare is unaffected by summoning sickness.

When Thundermare comes into play, tap all other creatures.

Its hooves strike lightning and the thunder follows quickly after.

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5/5

Volcanic Dragon 

Summon Dragon

4  

Flying

Volcanic Dragon is unaffected by summoning sickness.

Speed and fire are always a deadly combination.

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4/4

Firestorm 

Instant

2

Choose and discard X cards: Firestorm deals X damage to each of X target creatures and/or players.

"Glok loved storms! He'd sit an' watch an' laugh through the whole thing. I miss him."

—Squee, goblin cabin hand

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Bearth Charm 

Instant

2

Choose one — Destroy target artifact creature; or all attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

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Rock Slide



Instant

V

Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

"Good ol' rock. Nothing beats rock."
—Rhirkok, goblin archer

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Final Fortune



Instant

W

Take another turn after this one. You lose the game at the end of that turn.

Want all, lose all.
—Zhalfirin aphorism

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Incinerate



Instant

W

Incinerate deals 3 damage to target creature or player. A creature damaged by Incinerate cannot regenerate this turn.

"Never taunt an embermage, 'What are you going to do about it?'"
—Akin, seasoned askari

Illus. Brian Snoddy
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Thunderbolt



Instant

W

Thunderbolt deals 3 damage to target player or 4 damage to target creature with flying.

"Most wizards consider a thunderbolt to be a proper retort."
—Ertai, wizard adept

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Volcanic Geyser



Instant

W

Volcanic Geyser deals X damage to target creature or player.

My thunder comes before the lightning; my lightning comes before the clouds; my rain dries all the land it touches. What am I?

—Femeref riddle

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Boiling Blood



Instant

W

Target creature attacks this turn if able. Draw a card.

Your father has no horns! Your mother wears a bell! You drink the milk of goats!
—Talruum taunts

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Fireblast



Instant

V

You may sacrifice two mountains instead of paying Fireblast's casting cost.

Fireblast deals 4 damage to target creature or player.

Embermages aren't well known for their diplomatic skills.

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Kaervek's Torch



Sorcery

W

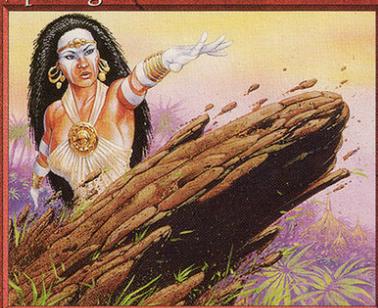
Interrupts that target Kaervek's Torch each cost an additional 2 to play.

Kaervek's Torch deals X damage to target creature or player.

The pulsing heat of the midday Sun burns in the Lion's eye.
—Stone inscription, source unknown

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Spitting Earth



Sorcery

W

Spitting Earth deals to target creature an amount of damage equal to the number of mountains you control.

"There are times solid ground gives precious little comfort."
—Talibah, embermage

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Torrent of Lava

X 2 2



Sorcery

Torrent of Lava deals X damage to each creature without flying.
Each creature gains “ \diamond : Prevent 1 damage to this creature from Torrent of Lava.”

The mountain's voice shouts us all down.

Illus. Kathryn Rathke

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Reign of Chaos

2 2 2



Sorcery

Destroy target plains and target white creature, or destroy target island and target blue creature.

“The Burning Isles are the home to a dozen lords who claim dominion. Jamuraa will look to only one leader: me.”
—Kaervek

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hammer of Bogardan

1 2 2



Sorcery

Hammer of Bogardan deals 3 damage to target creature or player.
 $\diamond 2 2 2$: Return Hammer of Bogardan to your hand. Use this ability only during your upkeep and only if Hammer of Bogardan is in your graveyard.

Illus. Ron Spencer

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Stone Rain

2 2



Sorcery

Destroy target land.

“What rainbow could possibly come of this rain?”

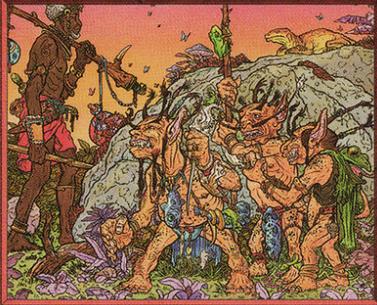
—Asmira, Holy Avenger

Illus. Tony Roberts

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Goblin Scouts

3 2 2



Sorcery

Put three Goblin Scout tokens into play. Treat these tokens as 1/1 red creatures with mountainwalk that count as Goblins (if defending player controls any mountains, these creatures are unblockable).

“Pathetic—like I wouldn't know a goblin painted up to look like a dwarf!”
—Pashad ibn Asim, Suq'Ata trader

Illus. Geof Darrow

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Fire Diamond

2



Artifact

Fire Diamond comes into play tapped.

\diamond : Add \diamond to your mana pool. Play this ability as a mana source.

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Agility

1 2



Enchant Creature

Enchanted creature gets +1/+1 and gains flanking (whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn).

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Betrothed of Fire



Enchant Creature

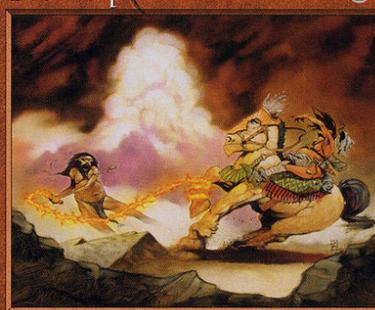
Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn.
Sacrifice enchanted creature: All creatures you control get +2/+0 until end of turn.

Illus. Clint Langley

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1 2

Fire Whip



Enchantment — Aura

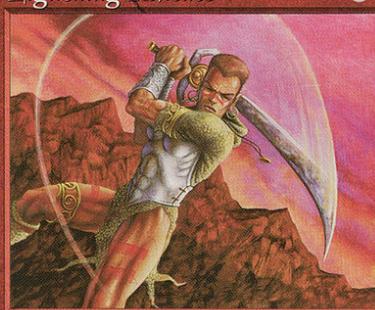
Enchant creature you control
Enchanted creature has “ C : This creature deals 1 damage to target creature or player.”
Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.

Illus. Jeff Miracola

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1 2

Lightning Reflexes



Enchant Creature

You may choose to play Lightning Reflexes as an instant; if you do, bury it at end of turn.
Enchanted creature gets +1/+0 and gains first strike.
“Inhale. Kill. Exhale.”

Illus. Tom Kyffin

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1 2

Chaosphere



Enchant World

Creatures with flying cannot block creatures without flying.
Creatures without flying can block creatures with flying.
“I dance the nothing dance, / Feet in the air, knives in the ground.”
—Femeref chant

Illus. Steve Luke

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2 2

heat Wave



Enchantment

Cumulative upkeep 2
Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.

Illus. Alan Rabinowitz

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2 2

Heart of Bogardan



Enchantment

Cumulative upkeep 2
If Heart of Bogardan’s cumulative upkeep cost is not paid, Heart of Bogardan deals damage equal to its last paid cumulative upkeep to target player and each creature he or she controls.

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2 2 2

Mtenda Lion



Summon Lion

If Mtenda Lion attacks, defending player may pay C to have it deal no combat damage this turn.

“The lion drank that lake right up!
In thanks, he gave Siti the power to
speak with lions and make them leave
the goats alone.” —Afari, Tales

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2/1

Quirion Ranger



Summon Elf

Return a forest you control to owner’s hand; Untap target creature. Use this ability only once each turn.

“Respect the earth, for it will one day be
your shield and another day your blanket.”
—Lieffelen, Quirion exarch

Illus. Tom Kyffin

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1/1

Rogue Elephant



Summon Elephant

When Rogue Elephant comes into play, sacrifice a forest or bury Rogue Elephant.

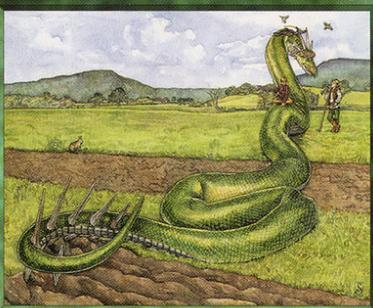
“When are trees like grass?”
—The One Thousand Questions

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3/3

harvest Wurm



Summon Wurm

When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm.

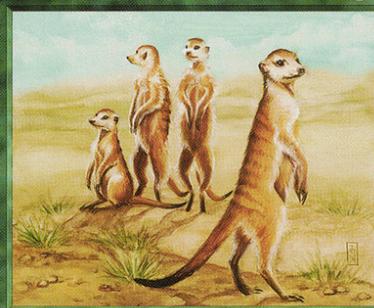
The worm's weave
—Elvish expression meaning
“plowed fields”

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1

3/2

Karoo Meerkat



Summon Meerkat

Protection from blue

*“Be like the meerkat, my daughters:
ever vigilant, true to your own, and
wary of strangers.”*
—Nabil Alamat, Suq’Ata merchant

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1

2/1

Llanowar Druid



Summon Elf

Sacrifice Llanowar Druid: Untap all forests.

*“This forest means more to the druids
than their own kin. The loss of a tree is
like the loss of a child.”*
—Mirri of the Weatherlight

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1

Quirion Elves



Creature — Elf

As Quirion Elves comes into play,
choose a color.

: Add to your mana pool.

: Add one mana of the chosen
color to your mana pool.

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1

1/1

River Boa



Summon Snake

Islandwalk (If defending player controls
an island, this creature is unblockable.)

: Regenerate

*“But no one heard the snake’s gentle
hiss for peace over the elephant’s
trumpeting of war.”*
—Afari, Tales

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1

2/1

Sylvan Hierophant



Summon Cleric

If Sylvan Hierophant is put into any
graveyard from play, remove Sylvan
Hierophant from the game, then
return a creature card from your
graveyard to your hand.

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1

Uktabi Faerie



Summon Faerie

Flying

, Sacrifice Uktabi Faerie: Destroy
target artifact.

Victim of the two-toed faerie
—Suq’Ata expression meaning “broken”

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1

1/1

Unseen Walker



Summon Dryad

Forestwalk (If defending player controls
any forests, this creature is unblockable.)

Target creature gains forestwalk
until end of turn.

*“To pass through the jungle: silence, courtesy,
ferocity, as the occasion demands.”*
—Kamau, “Proper Passage”

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1

1/1

Wall of Roots



Creature — Plant Wall

Defender

Put a -0/1 counter on Wall of
Roots: Add to your mana pool.
Play this ability only once each turn.

*Sometimes the wise ones wove their
magic into living plants; as the plant
grew, so grew the magic.*

Illus. John Matson
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0/5

Fallow Wurm



Summon Wurm

When Fallow Wurm comes into play, choose and discard a land card or bury Fallow Wurm.

The worm's wake

—Elvish expression meaning
“ruined crops”

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2

4/4

Femeref Archers



Summon Archers

当他 Femeref Archers deals 4 damage to target attacking creature with flying.

“They say a Zhalfirin archer can split the eye of a griffin. Nonsense, of course: they have no faith to guide their darts.”

—Nuru, Femeref archer

Illus. William Donohoe

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2

2/2

Gibbering Hyenas



Summon Hyenas

Gibbering Hyenas cannot block black creatures.

Hyenas laughing—what’s the joke?
—Femeref phrase meaning
“that’s not funny”

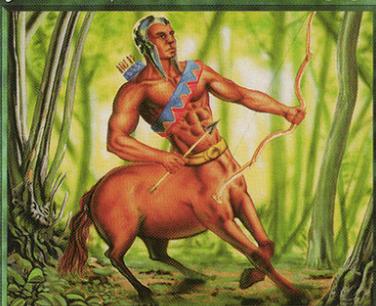
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2

3/2

Jolrael's Centaur



Summon Centaur

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)
Jolrael's Centaur cannot be the target of spells or effects.

“What need have I for cavalry when I can have horse and rider both in one?”

—Jolrael

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1

2/2

Llanowar Sentinel



Summon Elf

When Llanowar Sentinel comes into play, you may pay 1 to search your library for a Llanowar Sentinel card. Put that card into play. Shuffle your library afterwards.

“The forest has as many eyes as leaves.”

—Mirri of the Weatherlight

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2

2/3

Llanowar Sentinel



Summon Elf

When Llanowar Sentinel comes into play, you may pay 1 to search your library for a Llanowar Sentinel card. Put that card into play. Shuffle your library afterwards.

“The forest has as many eyes as leaves.”

—Mirri of the Weatherlight

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2

2/3

Quirion Druid



Summon Druid

Target land becomes a 2/2 green creature permanently. That land still counts as a land.

“The land has been gracious enough to let you tread upon her for years. That privilege is about to end.”

—Liefellen, Quirion exarch

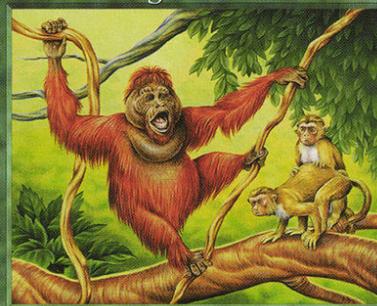
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2

1/2

Uktabi Orangutan



Summon Ape

When Uktabi Orangutan comes into play, destroy target artifact.

“Is it true that the apes wear furs of gold when they marry?”

—Rana, Suq’Ata market fool

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2

2/2

Warthog



Summon Warthog

Swampwalk (If defending player controls any swamps, this creature is unblockable.)

“Too much work—it takes a long time to break them in, and more than a few recruits.”

—Grebog, goblin swine-rider

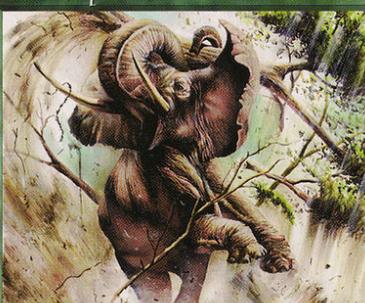
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1

3/2

Bull Elephant



Summon Elephant

3

V

When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant.

*Four gray trees and a long, coiling snake.
What am I?*

—Zhalfirin riddle

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4/4

King Cheetah



Summon Cheetah

3

V

You may choose to play King Cheetah whenever you could play an instant.

If you find yourself and a friend being chased by a King Cheetah, you have but one chance: Trip your friend.

—Suq'Ata wisdom

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3/2

Giant Caterpillar



Creature — Insect

3

V

T, Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

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3/3

Liege of the Hollows



Summon Spirit

2

V

If Liege of the Hollows is put into any graveyard from play, each player may pay any amount of mana to put that number of Squirrel tokens into play under his or her control. Treat those tokens as 1/1 green creatures.

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3/4

Giant Mantis



Summon Mantis

3

V

Giant Mantis can block creatures with flying.

"I hate insects of every sort. The only mercy is that they are generally small."

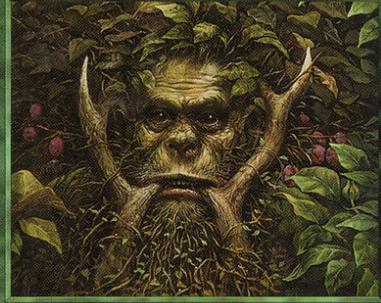
—Mwani, Mtenda goatherd

Illus. Randy Gallegos

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2/4

Maro



Summon Nature Spirit

2

V

Maro has power and toughness each equal to the number of cards in your hand.

No two see the same Maro.

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/

Nettletooth Djinn



Summon Djinn

3

V

During your upkeep, Nettletooth Djinn deals 1 damage to you.

"The few of us who survived were denied entry to our camp for two days—so like the pox were the marks we bore."

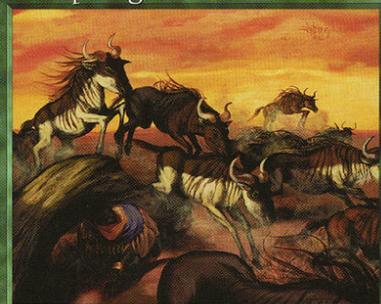
—Travelogue of Najat

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4/4

Stampeding Wildebeests



Summon Wildebeests

2

V

Trample

During your upkeep, return a green creature you control to owner's hand.

Prayers for rain are answered with the thunder of hooves.

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5/4

Striped Bears



Summon Bears

3

V

When Striped Bears comes into play, draw a card.

"The bear is never cautious—which is why it wasn't born a human."

—Mirri of the Weatherlight

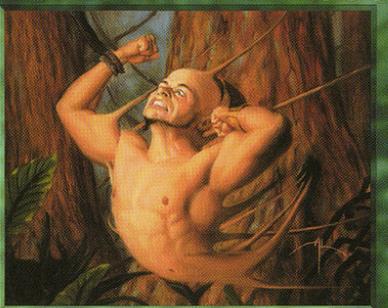
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2/2

Uktabi Efreet

2



Summon Efreet



Cumulative upkeep

"The Uktabi efreet and I have something in common: both of our mothers wanted to give us back."

—Mirri of the Weatherlight

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5/4

Lichenthrope

3



Summon Lichenthrope



For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead.

During your upkeep, remove one of these -1/-1 counters from Lichenthrope.

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5/5

Llanowar Behemoth

3



Summon Behemoth



Tap a creature you control: +1/+1 until end of turn

"Most people can't build decent weapons out of stone or steel. Trust the elves to do it with only mud and vines."

—Gerrard of the Weatherlight

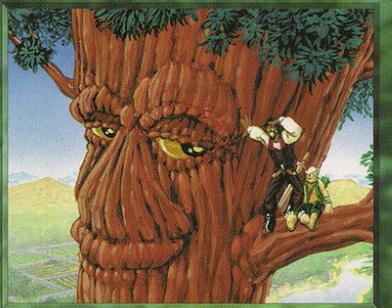
Illus. Hannibal King

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4/4

Redwood Treefolk

4



Summon Treefolk



"In the heart of Llanowar the magic is so strong that trees cannot stay rooted."

—Mirri of the Weatherlight

Illus. Phil Foglio

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3/6

Canopy Dragon

4



Summon Dragon



Trample

1 Flying and loses trample until end of turn

"In the Mwonwuli you must divide your attention between what hangs overhead and what lies underfoot."

—Sidar Jabari

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4/4

Emerald Charm

4



Instant



Choose one — Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.

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Fog

4



Instant



Creatures deal no combat damage this turn.

"More armies have been lost in the confusion of the jungle mists than to any battle."

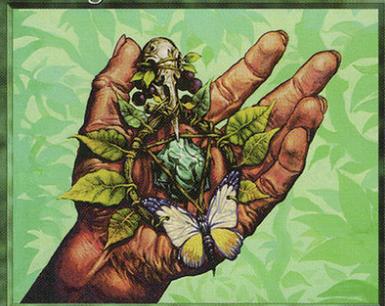
—Jolrael

Illus. Harold McNeill

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Seedling Charm

4



Instant



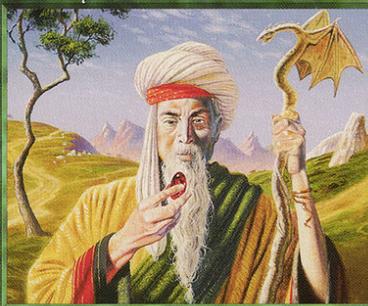
Choose one — Return target creature enchantment to owner's hand; or regenerate target green creature; or target creature gains trample until end of turn.

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Worldly Tutor

4



Instant



Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

"Aselbo soon had the rhino eating from his palm and the snake waiting at his heels."

—Afari, Tales

Illus. David O'Connor

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Feral Instinct



Instant

(1)

Target creature gets +1/+1 until end of turn.
Draw a card at the beginning of the next turn's upkeep.
"If a rhino's head is lower than its shoulders, trust me—it is not praying."
—Mwani, Mtenda herder

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Wind Shear



Instant

(2)

All attacking creatures with flying get -2/-2 and lose flying until end of turn.
"As the winds abated, there was a shower of dragonscales, then nothing more."
—Azeworai, "The Unruly Wind"

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Lure of Prey



Instant

(2)

Play only if an opponent successfully cast a summon spell this turn.
Put a green summon card from your hand into play as though it were just played.

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Tropical Storm



Sorcery

(X)

Tropical Storm deals X damage to each creature with flying and 1 damage to each blue creature.
"After the storm, I found a sea turtle dying on the sands, a blade of grass driven through its shell."
—Travelogue of Najat

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Gaea's Blessing



Sorcery

(1)

Target player shuffles up to three target cards from his or her graveyard into his or her library.
Draw a card.
If Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

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Rampant Growth



Sorcery

(1)

Search your library for a basic land card and put it into play, tapped.
Shuffle your library afterwards.
"I've never heard growth before."
—Gowon, Femeref herder

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Fallow Earth



Sorcery

(2)

Put target land on top of owner's library.
"... and when the farmer awoke the next morning, all the seeds from his field were once again in their sacks."
—Afari, Tales

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Creeping Mold



Sorcery

(2)

Destroy target artifact, land, or enchantment.
"Mold could catch you."
—Suq'Ata insult

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Unyaro Bee Sting



Sorcery

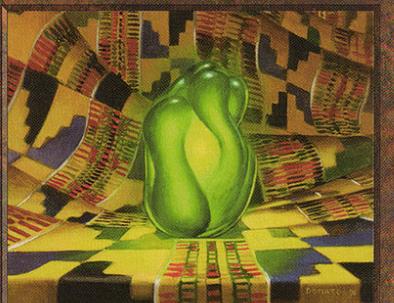
(3)

Unyaro Bee Sting deals 2 damage to target creature or player.
"Much can be learned from the bees about dying for a cause."
—Asmira, Holy Avenger

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Moss Diamond 



Artifact

Moss Diamond comes into play tapped.
G: Add  to your mana pool. Play this ability as a mana source.

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Briar Shield 



Enchant Creature

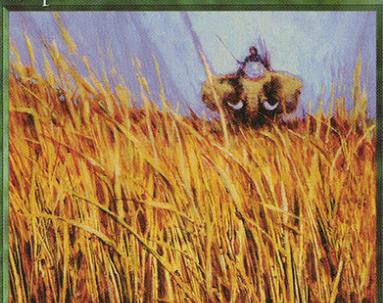
Enchanted creature gets +1/+1.
Sacrifice Briar Shield: Enchanted creature gets +3/+3 until end of turn.

In all its forms, the forest is the elves' best protector.

Illus. Scott Kirschner

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Elephant Grass 



Enchantment

Cumulative upkeep 1
Black creatures cannot attack you.
Nonblack creatures cannot attack you unless their controller pays an additional 2 for each attacking creature.

"How have I angered nature that she would imprison me in a labyrinth of grass?"
—Kasib ibn Naji, Letters

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Mortal Wound 



Enchant Creature

V

If damage is dealt to enchanted creature, destroy it.

"Their tears spill over Jamuraa. Mixed with blood, they wash everything red."
—“Love Song of Night and Day”

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Afiya Grove 



Enchantment

V

Afiya Grove comes into play with three +1/+1 counters on it.

During your upkeep, put one of these counters on target creature.
If Afiya Grove has none of these counters on it, bury it.

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Armor of Thorns 



Enchant Creature

V

You may choose to play Armor of Thorns as an instant; if you do, bury it at end of turn.
Play only on a nonblack creature.
Enchanted creature gets +2/+2.

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Regeneration 



Enchant Creature

V

G: Regenerate enchanted creature.

“Death is not a debt I am yet willing to pay.”
—Purraj of Urborg

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City of Solitude 



Enchantment

V

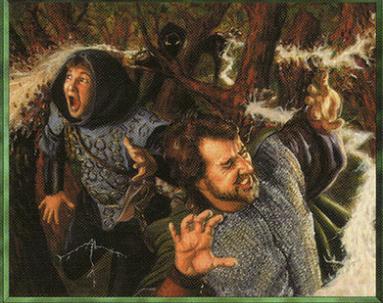
Each player may play spells and abilities only during his or her turn.

“My horizon was the arcing petals, my new home resplendent with spires of weeds and pillows of fragrant pollen.”
—Naimah, Femeref philosopher

Illus. Romas Kukalis

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Dense Foliage 



Enchantment

V

Creatures cannot be the target of spells.

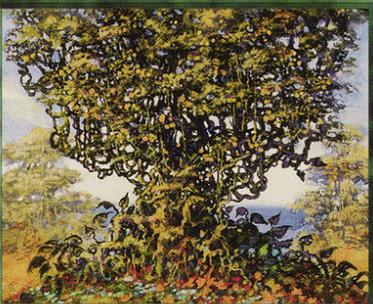
“Big plants not only good for hidin’, but full o’ tasty bugs, too.”
—Squee, goblin cabin hand

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Roots of Life

1



Enchantment



When you play Roots of Life, choose islands or swamps.
Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

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Call of the Wild

2



Enchantment



2 : Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.

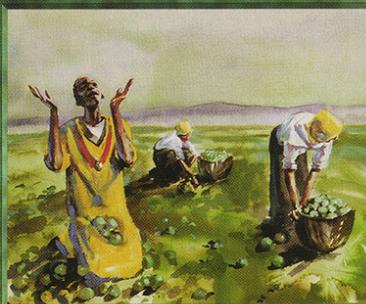
Thinking of dinner made Squee realize that the forest was probably thinking the same thing.

Illus. Brom

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Rowen

2



Enchantment



During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

"I've dreamt of a second harvest but fear I will not see it."

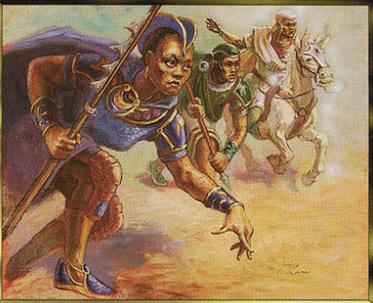
—Asmira, Holy Avenger

Illus. Jon J Muth

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Prismatic Boon

X



Instant



X target creatures gain protection from a single color of your choice until end of turn.

"How ironic that the greatest forge of civilization is battle."

—Mangara

Illus. Tom Gianni

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Tempest Drake

1



Summon Drake



Flying

Attacking does not cause Tempest Drake to tap.

"Its speed will be equaled only by the swiftness of my enemy's fall."

—Kaervek

Illus. Gerry Grace

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Hazerider Drake

2



Summon Drake



Flying, protection from red

"The hazerider danced in the thunderstorm and sang to its music."

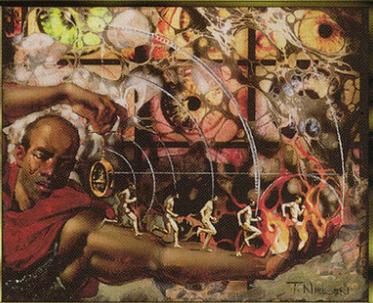
—Afari, Tales

Illus. Zina Saunders

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Sealed Fate

X



Sorcery



Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library in any order.

It's good to know more about your enemy's fate than your enemy does.

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Mundungu

1



Summon Wizard



➊ Counter target spell unless that spell's caster pays an additional 1 and 1 life. Play this ability as an interrupt.

"Our buried kings silently await the revolt of dead peasants."

—Turwile, mundungu of Aku

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Unfulfilled Desires

1



Enchantment



1, Pay 1 life: Draw a card, then choose and discard a card.

"Like Day from Night, / I'll live my life apart from you, just glimpsing you across the sky, / because you cannot change, my dear, and nor can I."

—“Love Song of Night and Day”

Illus. D. Alexander Gregory

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1/1

Kaervek's Purge

X



Sorcery

Destroy target creature with casting cost equal to X. If that creature is put into the graveyard in this way, Kaervek's Purge deals to the creature's controller an amount of damage equal to the creature's power.

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Delirium

1



Instant

Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player an amount of damage equal to its power. The creature neither deals nor receives combat damage this turn.

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Phyrexian Purge

2



Sorcery

Pay 3 life per target: Destroy any number of target creatures.
Only those who have nothing have nothing to fear.

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Savage Twister

X



Sorcery

Savage Twister deals X damage to each creature.
"Frozen, we watched the funnel pluck up three of the goats—pook! pook! pook!—before we ran for the wadi."
—Travelogue of Najat

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Jungle Troll

1



Summon Troll

Regenerate
 Regenerate
"You eat plants; I eat plants. You eat beasts; I eat you."
—Drulvurg, troll king

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Viashivan Dragon

2



Summon Dragon

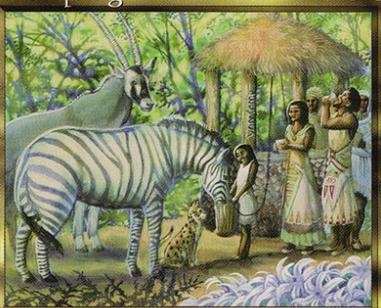
Flying
 +1/+0 until end of turn
 +0/+1 until end of turn
The Viashivan understand that cruelty arises from opportunity.

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4/4

Wellspring

1



Enchant Land

When Wellspring comes into play, gain control of enchanted land.
At the end of each of your turns, lose control of enchanted land.
At the beginning of each of your turns, gain control of enchanted land.

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Asmira, holy Avenger

2



Summon Legend

Flying
At the end of each turn, put a +1/+1 counter on Asmira, Holy Avenger for each creature put into your graveyard from play that turn.
"Omens lie in this early harvest's fruit."
—Asmira, Holy Avenger

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Scalebane's Elite

3



Summon Soldiers

Protection from black
"With Rashida's blades, my guiding vision and the luck of the blessed, today we will free Mangara!"
—Asmira, Holy Avenger

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4/4

2/3

Purgatory

2 * * *



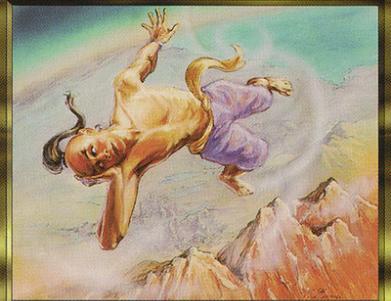
Enchantment

Whenever a summon card is put into your graveyard from play, put that card face up under Purgatory.
During your upkeep, you may pay 4 and 2 life to put any card under Purgatory into play as though it were just played. If Purgatory leaves play, remove all cards under it from the game.

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Frenetic Efreet

1 * * *



Summon Efreet

Flying

0 : Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet.

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2/1

Squandered Resources

* * *



Enchantment

Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce. Play this ability as a mana source.

"He traded sand for skins, skins for gold, gold for life. In the end, he traded life for sand."
—Afari, Tales

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Reflect Damage

3 * * *



Instant

Redirect all damage dealt by any one source to that source's controller.
From you to me, so me to you.
—Femeref children's taunt

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Pygmy Hippo

* * *



Summon Hippopotamus

V

If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool.

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2/2

Civic Guildmage

* * *



Summon Wizard

*, G: Target creature gets +0/+1 until end of turn.
*, G: Put target creature you control on top of owner's library.
To condemn the innocent you must first condemn yourself.
—Civic Guild maxim

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1/1

Shaper Guildmage

*



Summon Wizard

*, G: Target creature gains first strike until end of turn.
*, G: Target creature gets +1/+0 until end of turn.

Shape this world in Zhalfir's image.
—Shaper Guild maxim

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1/1

Shadow Guildmage

*



Creature — Human Wizard

X

*, G: Put target creature you control on top of its owner's library.
*, G: Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you.

To keep the dead so others may live.
—Shadow Guild maxim

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1/1

Armorer Guildmage

*



Summon Wizard

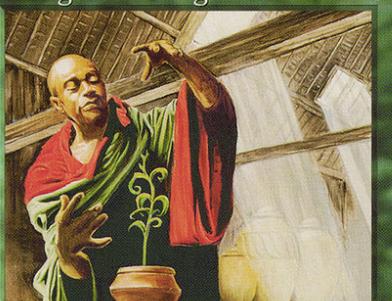
*, G: Target creature gets +1/+0 until end of turn.
*, G: Target creature gets +0/+1 until end of turn.

Zhalfir's destiny rings in tempered steel.
—Armorer Guild maxim

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1/1

Granger Guildmage



Summon Wizard

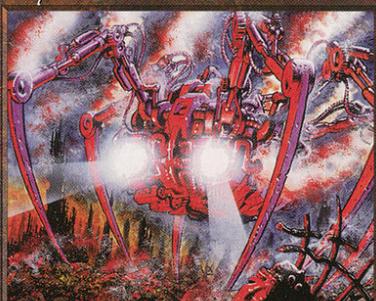
*¹, G: Target creature gains first strike until end of turn.
G, G: Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.
Leave no mouth agape, no stomach unfilled.
—Granger Guild maxim

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1/1

Phyrexian Walker



Artifact Creature

"I have heard terrible tales of black rains, ashen fields, and metal that screams. I have consoled myself that the tales were a myth of some fevered mind. But today I saw a walker—and now I fear the truth."
—Kasib Ibn Naji, Letters

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0

Serrated Biskelion



Artifact Creature

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

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3

Phyrexian Furnace



Artifact

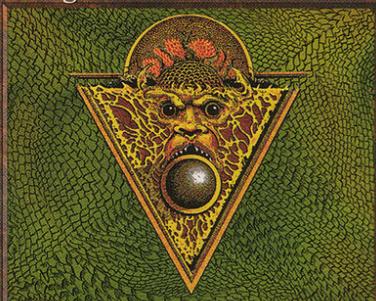
G: Remove the bottom card of target player's graveyard from the game.
1, Sacrifice Phyrexian Furnace: Remove target card in any graveyard from the game and draw a card.

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1

Triangle of War



Artifact

2, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.

The Zhalfirin war triangle represents a trinity of might, faith, and guile.

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1

Cursed Totem



Artifact

Players cannot play any creature abilities requiring an activation cost.

Pass me from soul to soul / soldier to herder, herder to beast, beast to soil / until I am everywhere. / Then pass me those souls.

—Totem inscription (translated)

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2

Mind Stone



Artifact

G: Add one colorless mana to your mana pool. Play this ability as a mana source.
1, G: Sacrifice Mind Stone: Draw a card.

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2

Wand of Denial



Artifact

G: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.
You'll never miss what you never had.

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2

Chimeric Sphere



Artifact

2: Until end of turn, Chimeric Sphere is a 2/1 artifact creature with flying.
2: Until end of turn, Chimeric Sphere is a 3/2 artifact creature without flying.

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3

Mana Web

③



Artifact

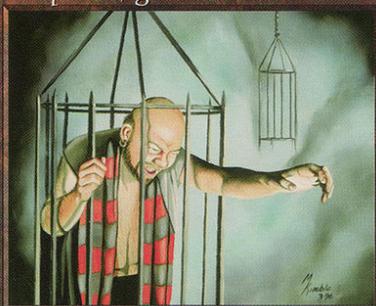
Whenever any land target opponent controls is tapped for mana, tap all lands he or she controls that can produce any type of mana that land can produce.

Illus. Hannibal King

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Paupers' Cage

③



Artifact

At end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

A cage may keep you in, but it does not keep the stones out.

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Well of Knowledge

③



Artifact

Any player may pay ② during his or her draw phase to draw a card. Players may use this ability as many times as they choose.

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Acidic Dagger

④



Artifact

4, ♂: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger. Use this ability only before defense is chosen.

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Diamond Kaleidoscope

④



Artifact

3, ♂: Put a Prism token into play. Treat this token as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool. Play this ability as a mana source.

"A pretty toy. Now show me its tactical applications."

—Telim'Tor

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Dingus Staff

④



Artifact

Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.

"A sharp conscience is the weapon of the soul."

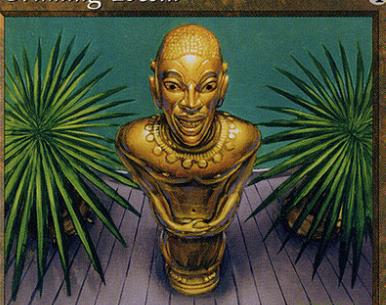
—Hanna, Weatherlight navigator

Illus. Richard Kane Ferguson

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Grinning Totem

④



Artifact

2, ♂, Sacrifice Grinning Totem: Search target opponent's library for a card and remove it from the game. Then that player shuffles his or her library. Until the beginning of your next upkeep, you may play that card. At the beginning of your next upkeep, if you haven't played it, put it into its owner's graveyard.

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Sands of Time

④



Artifact

Each player skips his or her untap phase. At the beginning of each player's turn, untap each tapped artifact, creature, and land he or she controls and tap each untapped artifact, creature, and land he or she controls.

"But once, with a magician's help, Time was stopped and Day stood still."

—Love Song of Night and Day

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Sisay's Ring

④



Artifact

♂: Add two colorless mana to your mana pool. Play this ability as a mana source.

"With this ring, you have friends in worlds you've never heard of."

—Sisay, Captain of the Weatherlight

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Snake Basket

④



Artifact

V

X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.

*"Uh, does anyone have a flute?"
—Rana, Sug'Ata market fool*

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Teferi's Puzzle Box

④



Artifact

V

During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and then draws that number of cards.

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Amulet of Unmaking

⑤



Artifact

V

5, **G**, Remove Amulet of Unmaking from the game: Remove target artifact, creature, or land from the game. Play this ability as a sorcery.

*Trade to trade, not to keep.
—Sug'Ata motto*

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Bad River

④



Land

④

Bad River comes into play tapped.
G, Sacrifice Bad River: Search your library for an island or swamp card. Put that land into play. Shuffle your library afterwards.

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Bad River

④



Land

④

Bad River comes into play tapped.
G, Sacrifice Bad River: Search your library for an island or swamp card. Put that land into play. Shuffle your library afterwards.

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Crystal Vein

④



Land

V

G: Add one colorless mana to your mana pool.
G, Sacrifice Crystal Vein: Add two colorless mana to your mana pool.

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Flood Plain

④



Land

④

Flood Plain comes into play tapped.
G, Sacrifice Flood Plain: Search your library for a plains or island card. Put that land into play. Shuffle your library afterwards.

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Flood Plain

④



Land

④

Flood Plain comes into play tapped.
G, Sacrifice Flood Plain: Search your library for a plains or island card. Put that land into play. Shuffle your library afterwards.

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Gemstone Mine

④



Land

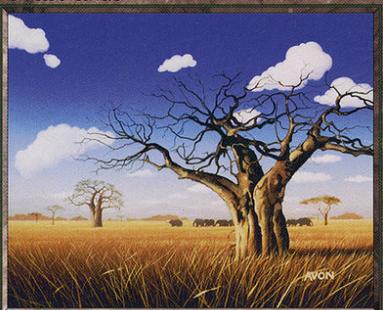
V

Gemstone Mine comes into play with three mining counters on it.
G, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, sacrifice it.

Illus. Brom

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Grasslands



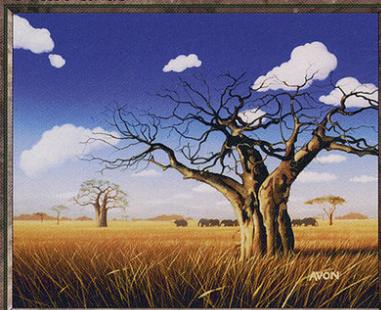
Land

Grasslands comes into play tapped.
G, Sacrifice Grasslands: Search your library for a forest or plains card. Put that land into play. Shuffle your library afterwards.

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Grasslands



Land

Grasslands comes into play tapped.
G, Sacrifice Grasslands: Search your library for a forest or plains card. Put that land into play. Shuffle your library afterwards.

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Lotus Vale



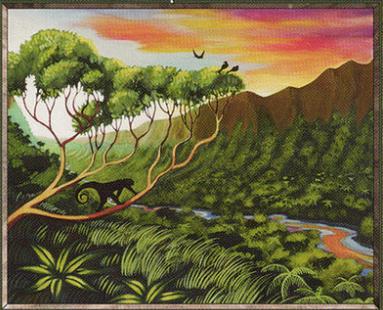
Land

When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale.
G: Add three mana of any one color to your mana pool.
At what price beauty?

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Mountain Valley



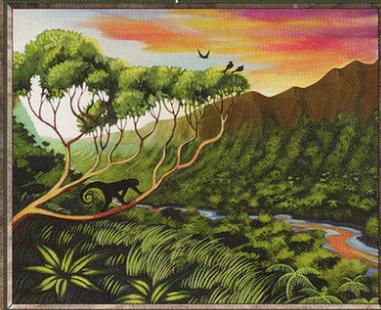
Land

Mountain Valley comes into play tapped.
G, Sacrifice Mountain Valley: Search your library for a mountain or forest card. Put that land into play. Shuffle your library afterwards.

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Mountain Valley



Land

Mountain Valley comes into play tapped.
G, Sacrifice Mountain Valley: Search your library for a mountain or forest card. Put that land into play. Shuffle your library afterwards.

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Quicksand



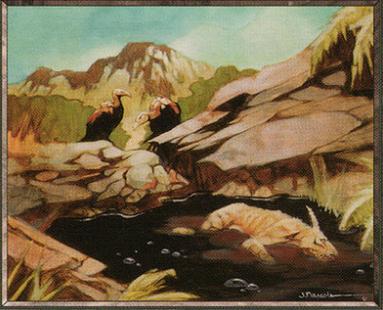
Land

G: Add one colorless mana to your mana pool.
G, Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.

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Rocky Tar Pit



Land

Rocky Tar Pit comes into play tapped.
G, Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain card. Put that land into play. Shuffle your library afterwards.

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Rocky Tar Pit



Land

Rocky Tar Pit comes into play tapped.
G, Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain card. Put that land into play. Shuffle your library afterwards.

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Undiscovered Paradise



Land

G: Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.
Jolrael's choice of homes was far better than her choice of allies.

Illus. David O'Connor

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