



Chamber Sentry

Artifact Creature — Construct

Chamber Sentry enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.

X, {W}, Remove X +1/+1 counters from Chamber Sentry: It deals X damage to any target.

* {W}{W}{W}: Return Chamber Sentry from your graveyard to your hand.

0/0

L 0205 R JMP • EN ADAM PAQUETTE 197/303 M MH2 • EN MICAH EPSTEIN

Garth One-Eye

Legendary Creature — Human Wizard

{W}: Choose a card name that hasn't been chosen from among Disenchant, Braingeyser, Terror, Shivan Dragon, Regrowth, and Black Lotus. Create a copy of the card with the chosen name. You may cast the copy. (You still pay its costs.)

A humble appearance belies a master's skill.

5/5

TM & © 2021 Wizards of the Coast

Ash Barrens

Land

{W}: Add {W}.

Basic landcycling 1 (1, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

809 C J22 • EN JONAS DE RO

TM & © 2022 Wizards of the Coast

Forest

Basic Land — Forest

L 0205 WHO • EN SVETLIN VELINOV 197/303 M MH2 • EN SVETLIN VELINOV

TM & © 2023 Wizards of the Coast

Island

Basic Land — Island

L 0199 WHO • EN SVETLIN VELINOV 355/361 C CMR • EN JAIME JONES

TM & © 2023 Wizards of the Coast

Mountain

Basic Land — Mountain

L 0203 WHO • EN SVETLIN VELINOV

TM & © 2023 Wizards of the Coast

Plains

Basic Land — Plains

L 0197 WHO • EN SVETLIN VELINOV

TM & © 2023 Wizards of the Coast

Rupture Spire

Land

Rupture Spire enters the battlefield tapped.

When Rupture Spire enters the battlefield, sacrifice it unless you pay 1.

{W}: Add one mana of any color.

355/361 C CMR • EN JAIME JONES

TM & © 2020 Wizards of the Coast

Swamp

Basic Land — Swamp

L 0201 WHO • EN SVETLIN VELINOV

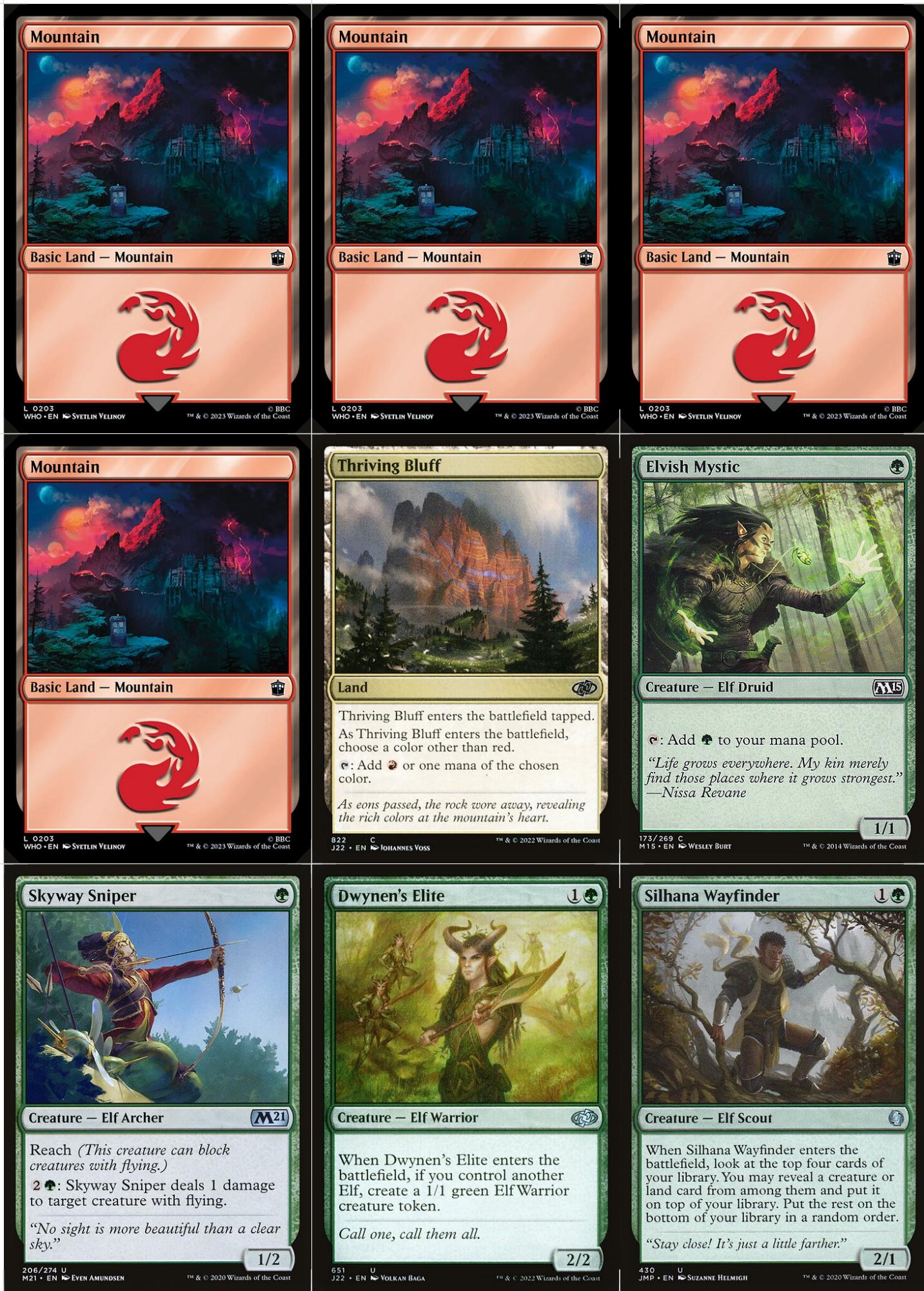
TM & © 2023 Wizards of the Coast

























Sporoloth Ancient 

Creature — Fungus  3/3

At the beginning of your upkeep, put a spore counter on Sporoloth Ancient.

Creatures you control have "Remove two spore counters from this creature: Create a 1/1 green Saproling creature token."

4/4

232/289 C TSR • EN ➔ JAMES KEI TM & © 2020 Wizards of the Coast

Tendershoot Dryad 

Creature — Dryad  4/4

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

Saprolings you control get +2/+2 as long as you have the city's blessing.

2/2

147/196 R RIX • EN ➔ YONGAE CHOI TM & © 2018 Wizards of the Coast

Smell Fear 

Sorcery 

Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

Target creature you control fights up to one target creature you don't control.

"It's fun when they run a little."
—Wasitora, Nekoru queen

173/305 C MH2 • EN ➔ CRISTI BALANESCU TM & © 2021 Wizards of the Coast

Overrun 

Sorcery  2/3

Creatures you control get +3/+3 and gain trample until end of turn.

Nature doesn't walk.

201 SCD • EN ➔ CARL CRITCHLOW TM & © 2022 Wizards of the Coast

Fungal Plots 

Enchantment  1/1

1, Exile a creature card from your graveyard: Create a 1/1 green Saproling creature token.

Sacrifice two Saprolings: You gain 2 life and draw a card.

Thallids nurture saplings, entertain them, and eat them.

160/269 U DOM • EN ➔ EVEN AMUNDSEN TM & © 2018 Wizards of the Coast

Forest 

Basic Land — Forest 

L 0205 WHO • EN ➔ SVETLIN VELINOV © BBC TM & © 2023 Wizards of the Coast

Forest 

Basic Land — Forest 

L 0205 WHO • EN ➔ SVETLIN VELINOV © BBC TM & © 2023 Wizards of the Coast

Forest 

Basic Land — Forest 

L 0205 WHO • EN ➔ SVETLIN VELINOV © BBC TM & © 2023 Wizards of the Coast

Forest 

Basic Land — Forest 

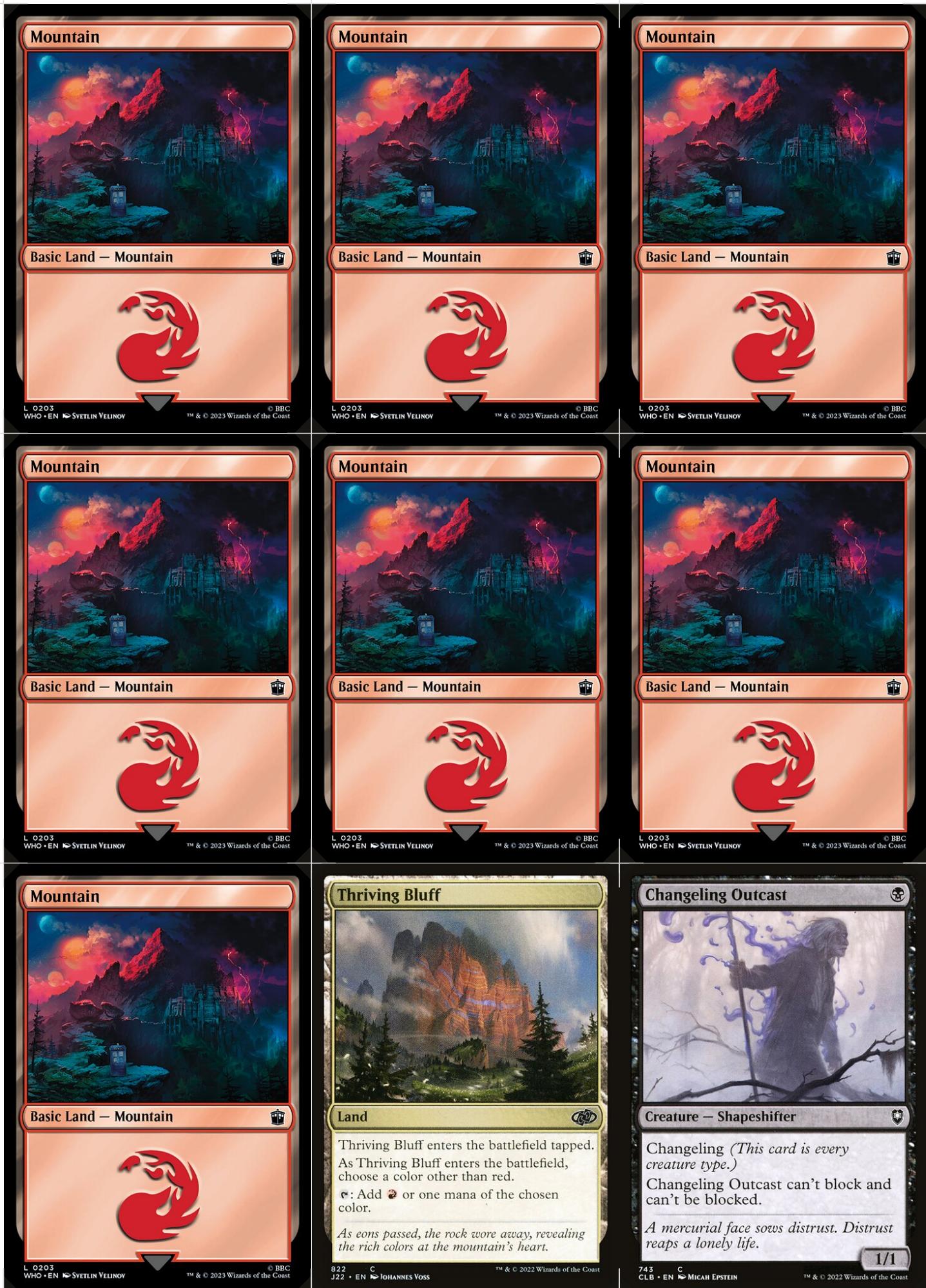
L 0205 WHO • EN ➔ SVETLIN VELINOV © BBC TM & © 2023 Wizards of the Coast













Kaito's Pursuit 

Sorcery 

Target player discards two cards. Ninjas and Rogues you control gain menace until end of turn. (*They can't be blocked except by two or more creatures.*)

Kaito knew every rooftop in the city, and closed in quickly on his quarry—but he knew nothing of the Planar Bridge until it was already too late.

103/302 C Story Spotlight
NEO • EN ➔ CRISTI BALANESCU
mtgstory.com
™ & © 2022 Wizards of the Coast

Clawing Torment 

Enchantment — Aura 

Enchant artifact or creature
As long as enchanted permanent is a creature, it gets -1/-1 and can't block.
Enchanted permanent has "At the beginning of your upkeep, you lose 1 life."
A kami's anger never fades, never sleeps, never loosens its grasp.

091/302 C
NEO • EN ➔ ROVINA CAI
™ & © 2022 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast

Swamp 

Basic Land — Swamp 

L 0201 WHO • EN ➔ SVETLIN VELINOV
© BBC
™ & © 2023 Wizards of the Coast







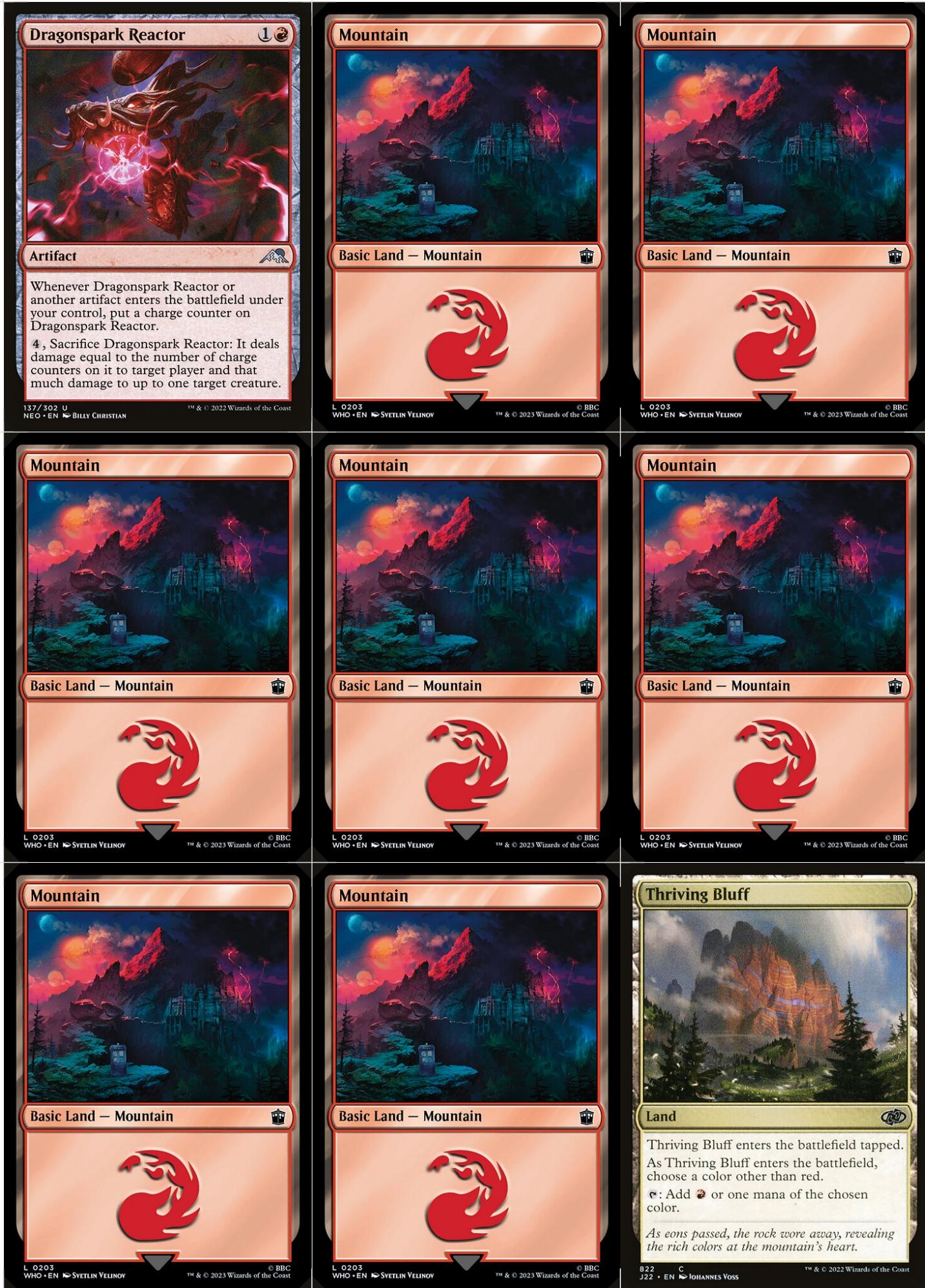






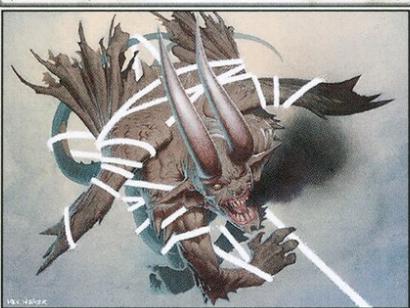








Faith's Fetters 



Enchantment — Aura 

Enchant permanent
When Faith's Fetters enters the battlefield, you gain 4 life.
Enchanted permanent can't attack or block, and its activated abilities can't be activated unless they're mana abilities.

181 U J22 • EN KEV WALKER TM & © 2022 Wizards of the Coast

Blessed Sanctuary 



Enchantment 

Prevent all noncombat damage that would be dealt to you and creatures you control.
Whenever a nontoken creature enters the battlefield under your control, create a 2/2 white Unicorn creature token.

157 R J22 • EN ANASTASIA OCHCHINNIKOVA TM & © 2022 Wizards of the Coast

Emiel the Blessed 



Legendary Creature — Unicorn 

3: Exile another target creature you control, then return it to the battlefield under its owner's control.
Whenever another creature enters the battlefield under your control, you may pay *: If you do, put a +1/+1 counter on it. If it's a Unicorn, put two +1/+1 counters on it instead. (* can be paid with either ♠ or *.)

180 M J22 • EN ANTONIO JOSE MANZANEDO TM & © 2022 Wizards of the Coast

Plains



Basic Land — Plains 



L 0197 WHO • EN SVETLIN VELINOV TM & © 2023 Wizards of the Coast

Plains



Basic Land — Plains 



L 0197 WHO • EN SVETLIN VELINOV TM & © 2023 Wizards of the Coast

Plains



Basic Land — Plains 



L 0197 WHO • EN SVETLIN VELINOV TM & © 2023 Wizards of the Coast

Plains



Basic Land — Plains 



L 0197 WHO • EN SVETLIN VELINOV TM & © 2023 Wizards of the Coast

Plains



Basic Land — Plains 



L 0197 WHO • EN SVETLIN VELINOV TM & © 2023 Wizards of the Coast

Plains



Basic Land — Plains 



L 0197 WHO • EN SVETLIN VELINOV TM & © 2023 Wizards of the Coast



Steel Dromedary 3

Artifact Creature – Camel

Steel Dromedary enters the battlefield tapped with two +1/+1 counters on it. Steel Dromedary doesn't untap during your untap step if it has a +1/+1 counter on it. At the beginning of combat on your turn, you may move a +1/+1 counter from Steel Dromedary onto target creature.

2/2

237/303 U MH2 • EN ➔ JOE SLUCHER TM & © 2021 Wizards of the Coast

Introduction to Annihilation 5

Sorcery – Lesson

Exile target nonland permanent. Its controller draws a card.

"I've never seen a student fail quite so spectacularly. There's potential in that."
—Hostram, professor of arcanochemistry

003/275 C STX • EN ➔ NICHOLAS GREGORY TM & © 2021 Wizards of the Coast

Springjaw Trap 1

Artifact

Flash
4, **U**, Sacrifice Springjaw Trap: It deals 3 damage to any target.

"Stop trying to pierce the hide. Hit where it's softest: ankle, sole, hamstring."
—Master Hunter Chevill

241/274 C IKO • EN ➔ ZOLTAN BOROS TM & © 2020 Wizards of the Coast

Armory of Iroas 2

Artifact – Equipment

Whenever equipped creature attacks, put a +1/+1 counter on it.
Equip **2** (**2**: Attach to target creature you control. Equip only as a sorcery.)
Each weapon is as unique as the champion who carried it to battle.

299/361 C CMR • EN ➔ YOUNG-HAO HAN TM & © 2020 Wizards of the Coast

Ecologist's Terrarium 2

Artifact

When Ecologist's Terrarium enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.
2, **U**, Sacrifice Ecologist's Terrarium: Put a +1/+1 counter on target creature. Activate only as a sorcery.

246/302 C NEO • EN ➔ DANIEL LIUNGREN TM & © 2022 Wizards of the Coast

Cave of Temptation

Land

U: Add **U**.
1, **U**: Add one mana of any color.
4, **U**, Sacrifice Cave of Temptation: Put two +1/+1 counters on target creature. Activate this ability only any time you could cast a sorcery.

237/254 C MH1 • EN ➔ WINONA NELSON TM & © 2019 Wizards of the Coast

Uncharted Haven

Land

Uncharted Haven enters the battlefield tapped.
As Uncharted Haven enters the battlefield, choose a color.
U: Add one mana of the chosen color.
Untouched by mortal or kami, unspoiled by their wars.

281/302 C NEO • EN ➔ LORENZO LANFRANCONI TM & © 2022 Wizards of the Coast

Wastes

Basic Land

184/184 C OGW • EN ➔ RAYMOND SWANLAND TM & © 2016 Wizards of the Coast

Wastes

Basic Land

183/184 C OGW • EN ➔ JASON FELIX TM & © 2016 Wizards of the Coast









