Heraldic Banner 3
Artifact
As Heraldic Banner enters the battlefield, choose a color.
Creatures you control of the chosen color get +1/+0.
: Add one mana of the chosen color.
222/269 U
ELD • EN Jenn Ravenna
™ & © 2019 Wizards of the Coast

Simic Locket 3
Artifact
: Add or .
, , Sacrifice Simic Locket: Draw two cards.
"Like our guild itself, this locket can stand for many things. You must discern what it means for you."
—Vannifar
240/259 C
RNA • EN Yeong-Hao Han
™ & © 2019 Wizards of the Coast

Cavalier of Thorns 2
Creature — Elemental Knight
Reach
When Cavalier of Thorns enters the battlefield, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.
When Cavalier of Thorns dies, you may exile it. If you do, put another target card from your graveyard on top of your library.
5/6
167/280 M
M20 • EN Iehan Choo
™ & © 2019 Wizards of the Coast

Voracious Greatshark 3
Creature — Shark
Flash
When Voracious Greatshark enters the battlefield, counter target artifact or creature spell.
5/4
320 R
IKO • EN Mathias Kollros
™ & © 2020 Wizards of the Coast

Nyx Lotus 4
Legendary Artifact
Nyx Lotus enters the battlefield tapped.
: Choose a color. Add an amount of mana of that color equal to your devotion to that color.
344 R
THB • EN Raoul Vitale
™ & © 2020 Wizards of the Coast

The Great Henge 7
Legendary Artifact
This spell costs X less to cast, where X is the greatest power among creatures you control.
: Add . You gain 2 life.
Whenever a nontoken creature enters the battlefield under your control, put a +1/+1 counter on it and draw a card.
161/269 M
ELD • EN Adam Paquette
™ & © 2019 Wizards of the Coast

Mana Geode 3
Artifact
When Mana Geode enters the battlefield, scry 1.
: Add one mana of any color.
"I don't care if it's an all-powerful relic or a street vendor's lucky charm. If it brings you courage, wear it."
—Saheeli Rai
241/264 C
WAR • EN Raoul Vitale
™ & © 2019 Wizards of the Coast

Arcane Signet 2
Artifact
: Add one mana of any color in your commander's color identity.
It started as a mere drop of water. The Magic Mirror crystallized it into much more.
237/322 C
C20 • EN Dan Scott
™ & © 2020 Wizards of the Coast

Paradise Druid
1
Creature — Elf Druid
Paradise Druid has hexproof as long as it's untapped.
: Add one mana of any color.
"There are many kinds of duty, and mine is to see our world grow and endure."
2/1
171/264 P FNM
WAR★EN Nils Hamm
™ & © 2019 Wizards of the Coast

Shifting Ceratops
2
Creature — Dinosaur
M20
This spell can't be countered.
Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.)
: Shifting Ceratops gains your choice of reach, trample, or haste until end of turn.
5/4
194/280 R
M20 • EN Izzy
™ & © 2019 Wizards of the Coast

Yorvo, Lord of Garenbrig
Legendary Creature — Giant Noble
Yorvo, Lord of Garenbrig enters the battlefield with four +1/+1 counters on it.
Whenever another green creature enters the battlefield under your control, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo.
0/0
185/269 R
ELD • EN Zack Stella
™ & © 2019 Wizards of the Coast

Gilded Goose
Creature — Bird
Flying
When Gilded Goose enters the battlefield, create a Food token.
1 , : Create a Food token.
, Sacrifice a Food: Add one mana of any color.
0/2
369 R
ELD • EN Lindsey Look
™ & © 2019 Wizards of the Coast

Humble Naturalist
1
Creature — Human Druid
: Add one mana of any color. Spend this mana only to cast a creature spell.
"The key to bonding with monsters, no matter their size, is knowing where they like to be scratched."
1/3
160/274 C
IKO • EN Matt Stewart
™ & © 2020 Wizards of the Coast

Questing Beast
2
Legendary Creature — Beast
Vigilance, deathtouch, haste
Questing Beast can't be blocked by creatures with power 2 or less.
Combat damage that would be dealt by creatures you control can't be prevented.
Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.
4/4
372 M
ELD • EN Igor Kieryluk
™ & © 2019 Wizards of the Coast

Incubation Druid
1
19–20 January 2019
Creature — Elf Druid
: Add one mana of any type that a land you control could produce. If Incubation Druid has a +1/+1 counter on it, add three mana of that type instead.
3 : Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)
0/2
131/259 R
RNA★EN Daniel Ljunggren
™ & © 2019 Wizards of the Coast

Leafkin Druid
1
Creature — Elemental Druid
M20
: Add . If you control four or more creatures, add instead.
"I am rooted in the life of all that thrives around me. You cannot move me."
0/3
178/280 C
M20 • EN Filip Burburan
™ & © 2019 Wizards of the Coast

Thorn Mammoth
5
Creature — Elephant
Trample
Whenever Thorn Mammoth or another creature enters the battlefield under your control, Thorn Mammoth fights up to one target creature you don't control.
It will come to the defense of all wild things, from the shivering wren to the towering giant.
6/6
323 R
ELD • EN Svetlin Velinov
™ & © 2019 Wizards of the Coast

God-Eternal Rhonas
3
Legendary Creature — Zombie God
Deathtouch
When God-Eternal Rhonas enters the battlefield, double the power of each other creature you control until end of turn. Those creatures gain vigilance until end of turn.
When God-Eternal Rhonas dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.
5/5
163/264 M SDCC
WAR★EN Adam Paquette
™ & © 2019 Wizards of the Coast

Agent of Treachery
5
Creature — Human Rogue
M20
When Agent of Treachery enters the battlefield, gain control of target permanent.
At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.
"The more secrets you have, the more easily you become my pawn."
2/3
043/280 R
M20 • EN Igor Kieryluk
™ & © 2019 Wizards of the Coast

Prime Speaker Vannifar
2
Legendary Creature — Elf Ooze Wizard
, Sacrifice another creature: Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature's converted mana cost, put that card onto the battlefield, then shuffle your library. Activate this ability only any time you could cast a sorcery.
2/4
195/259 M
RNA • EN Kieran Yanner
™ & © 2019 Wizards of the Coast

Kinnan, Bonder Prodigy
Legendary Creature — Human Druid
Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.
5 : Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.
2/2
338 M
IKO • EN Jason Rainville
™ & © 2020 Wizards of the Coast

Ilysian Caryatid
1
Creature — Plant
: Add one mana of any color. If you control a creature with power 4 or greater, add two mana of any one color instead.
Those who die as heroes are permitted to dwell in Ilysia, a protected realm of the Underworld as tranquil and vibrant as the rest is bleak.
1/1
174/254 C
THB • EN Winona Nelson
™ & © 2020 Wizards of the Coast

Gyre Engineer
1
Creature — Vedalken Wizard
: Add .
"As I contemplate what is, I dive ever deeper into the depths of possibility. Then I set an experiment in motion and watch the truth rise to the surface."
1/1
180/259 U
RNA • EN Anthony Palumbo
™ & © 2019 Wizards of the Coast

End-Raze Forerunners
5
19–20 January 2019
Creature — Boar
Vigilance, trample, haste
When End-Raze Forerunners enters the battlefield, other creatures you control get +2/+2 and gain vigilance and trample until end of turn.
"Smash this city to pieces."
—Domri Rade
7/7
124/259 R
RNA★EN Mathias Kollros
™ & © 2019 Wizards of the Coast

Hydroid Krasis
Creature — Jellyfish Hydra Beast
When you cast this spell, you gain half X life and draw half X cards. Round down each time.
Flying, trample
Hydroid Krasis enters the battlefield with X +1/+1 counters on it.
Havoc is a small price to pay for data.
0/0
183/259 M
RNA • EN
Jason Felix
™ & © 2019 Wizards of the Coast

Maraleaf Pixie
Creature — Faerie
Flying
: Add or .
Neither hostile nor friendly, pixies flit through the forest seeking the treasures of the wilds.
2/2
196/269 U
ELD • EN
Matt Cavotta
™ & © 2019 Wizards of the Coast

Finale of Devastation
27–28 April 2019
Sorcery
Search your library and/or graveyard for a creature card with converted mana cost X or less and put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.
Some spells sing a quiet tune. Others roar.
160/264 M
WAR • EN
Bayard Wu
™ & © 2019 Wizards of the Coast

Veil of Summer
Instant
Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)
198/280 U
M20 • EN
Lake Hurwitz
™ & © 2019 Wizards of the Coast

Frilled Mystic
Creature — Elf Lizard Wizard
Flash
When Frilled Mystic enters the battlefield, you may counter target spell.
"Your arrival was expected . . . and unwelcome."
3/2
174/259 U
RNA • EN
Randy Vargas
™ & © 2019 Wizards of the Coast

Stonecoil Serpent
Artifact Creature — Snake
Reach, trample, protection from multicolored
Stonecoil Serpent enters the battlefield with X +1/+1 counters on it.
Cast out of Garenbrig for his crimes, Ennor turned to fae magic to fashion the perfect weapon for his revenge.
0/0
235/269 R
ELD • EN
Mark Poole
™ & © 2019 Wizards of the Coast

Meteor Golem
Artifact Creature — Golem
When Meteor Golem enters the battlefield, destroy target nonland permanent an opponent controls.
The impact sent the soldiers scattering—then something came out of the crater.
3/3
218/302 U
C19 • EN
Lake Hurwitz
™ & © 2019 Wizards of the Coast

Titanoth Rex
Creature — Dinosaur Beast
Trample
Cycling 1 (1 , Discard this card: Draw a card.)
When you cycle Titanoth Rex, put a trample counter on target creature you control.
11/11
174/274 U
IKO • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

ビヒモスを招く者、キオーラ
2
2019年4月27～28日
伝説のプレインズウォーカー — キオーラ
パワーが４以上のクリーチャーが１体あなたのコントロール下で戦場に出るたび、カードを１枚引く。
−1 : パーマネント１つを対象とし、それをアンタップする。
7
232/264 U
WAR JP 山本章史 / Yamamoto Akifumi
™ & © 2019 Wizards of the Coast

人知を超えるもの、ウギン
6
2019年4月27～28日
伝説のプレインズウォーカー — ウギン
あなたが無色の呪文を唱えるためのコストは 2 少なくなる。
+1 : あなたのライブラリーの一番上のカードを裏向きに追放し、それを見る。無色の２/２のスピリット・クリーチャー・トークンを１体生成する。そのトークンが戦場を離れたとき、その追放したカードをあなたの手札に加える。
−3 : １色以上の色を持つパーマネント１つを対象とし、それを破壊する。
4
002/264 R
WAR JP 前河悠一 / Maekawa Yuichi
™ & © 2019 Wizards of the Coast

Vivien, Monsters' Advocate
3
Legendary Planeswalker — Vivien
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
+1 : Create a 3/3 green Beast creature token. Put your choice of a vigilance counter, a reach counter, or a trample counter on it.
−2 : When you cast your next creature spell this turn, search your library for a creature card with lesser converted mana cost, put it onto the battlefield, then shuffle your library.
3
175/274 M
IKO • EN Lius Lasahido
™ & © 2020 Wizards of the Coast

世界を揺るがす者、ニッサ
3
2019年4月27～28日
伝説のプレインズウォーカー — ニッサ
あなたがマナを引き出す目的で森をタップするたび、追加で ♠ を加える。
+1 : あなたがコントロールしていてクリーチャーでない土地最大１つを対象とし、それの上に＋1/＋1カウンターを３個置く。それをアンタップする。それは警戒と速攻を持つ0/0のエレメンタル・クリーチャーになる。それは土地でもある。
−8 : あなたは「あなたがコントロールしている土地は破壊不能を持つ。」を持つ紋章を得る。あなたのライブラリーから森・カード望む枚数を探し、それらをタップ状態で戦場に出し、その後あなたのライブラリーを切り直す。
5
169/264 R
WAR JP ひと和 / Hitowa
™ & © 2019 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Island
Basic Land — Island
251/254 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Castle Vantress
Land
Castle Vantress enters the battlefield tapped unless you control an Island.
: Add .
2 , : Scry 2.
Without Vantress's knowledge, the realm would lose itself in darkness.
242/269 R
ELD • EN John Avon
™ & © 2019 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
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287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Forest
Basic Land — Forest
287 L
THB • EN Sam Burley
™ & © 2020 Wizards of the Coast

Temple of Mystery
Land
M20
Temple of Mystery enters the battlefield tapped.
When Temple of Mystery enters the battlefield, scry 1.
: Add or .
255/280 R
M20 • EN
Piotr Dura
™ & © 2019 Wizards of the Coast

Breeding Pool
Land — Forest Island
(: Add or .)
As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
"One beginning, many paths."
—Vannifar
246/259 R
RNA • EN
Jenn Ravenna
™ & © 2019 Wizards of the Coast

Bonders' Enclave
Land
: Add .
3 , : Draw a card. Activate this ability only if you control a creature with power 4 or greater.
There is a sanctuary that reveals itself only to those graced by the eludha—the mystical connection between bonder and monster.
245/274 R
IKO • EN
Cliff Childs
™ & © 2020 Wizards of the Coast

Fabled Passage
Land
, Sacrifice Fabled Passage: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library. Then if you control four or more lands, untap that land.
From here, the path to anywhere may be found.
244/269 R
ELD • EN
Howard Lyon
™ & © 2019 Wizards of the Coast