

**Dauntless Bodyguard****Creature — Human Knight**

As Dauntless Bodyguard enters the battlefield, choose another creature you control.

Sacrifice Dauntless Bodyguard: The chosen creature gains indestructible until end of turn.

*The Benalish aristocracy is hereditary, but the loyalty of its subjects is earned.*

2/1

014/269 U DOM • EN MANUEL CASTANON

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**Esper Sentinel****Artifact Creature — Human Soldier**

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays  $\text{X}$ , where  $\text{X}$  is Esper Sentinel's power.

*The more Esper changes, the more he refuses to.*

1/1

012/303 R MH2 • EN ERIC DESCHAMPS

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**Isamaru, Hound of Konda****Legendary Creature — Dog**

*The hound sniffed the air and let slip a low growl. General Takeno looked down at the faithful Isamaru and calmed him with a touch. "Alert the guard. The kami are coming."*

2/2

201 R J22 • EN CHRISTOPHER MOELLER

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**Kytheon, Hero of Akros****Legendary Creature — Human Soldier**

At end of combat, if Kytheon, Hero of Akros and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.

**2 \*:** Kytheon gains indestructible until end of turn.

2/1

023/272 M ORI • EN WILLIAN MURAI

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**Giver of Runes****Creature — Kor Cleric**

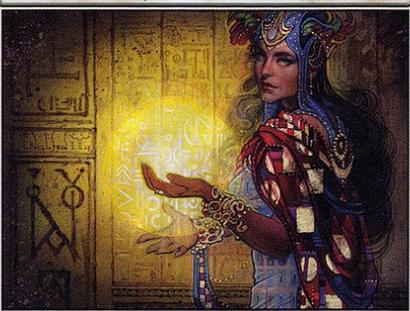
**C:** Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

*She provides marks of protection to those she chooses as family.*

1/2

013/254 R MH1 • EN SEB MCKINNON

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**Mother of Runes****Creature — Human Cleric**

**C:** Target creature you control gains protection from the color of your choice until end of turn.

*She will not touch a weapon, yet she is the greatest protector her people have ever known.*

1/1

020/271 U DDO • EN TERESA NIELSEN

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**Skrelv, Defector Mite****Legendary Artifact Creature — Phyxian Mite**

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

Skrelv, Defector Mite can't block.

**Φ, C:** Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ( $\Phi$  can be paid with either  $*$  or 2 life.)

1/1

033/271 R ONE • EN BRIAN VALEZA

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**Thraben Inspector****Creature — Human Soldier**

When Thraben Inspector enters the battlefield, investigate. (Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")

*If you've been at this as long as I have, nothing can surprise you. That's the hope, at least.*

1/2

255 J22 • EN MATT STEWART

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**Usher of the Fallen****Creature — Spirit Warrior**

**Boast — 1 \***: Create a 1/1 white Human Warrior creature token.  
(Activate this ability only if this creature attacked this turn and only once each turn.)

*"I have led ten thousand through these mists and never lost the way."*

2/1

035/285 U

KHM • EN ➔ ANASTASIA OVCHINNIKOVA

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ILSE GORT

**Bounty Agent****Creature — Human Soldier**

Vigilance

**•**, Sacrifice Bounty Agent: Destroy target legendary permanent that's an artifact, creature, or enchantment.

*"Lately I've seen the biggest bounties of my career—and for the biggest names."*

2/2

002/259 R

GRN • EN ➔ RANDY VARGAS

GRN

R

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**Cathar Commando****Creature — Human Soldier**

Flash

**1**, Sacrifice Cathar Commando: Destroy target artifact or enchantment.

*"Honorable tactics are for honorable foes. These werewolves are preying on innocent travelers. I'll stab them in the back while they sleep if I have to."*

3/1

010/277 C

MID • EN ➔ EYNN FONG

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**Containment Priest****Creature — Human Cleric**

Flash

If a nontoken creature would enter the battlefield and it wasn't cast, exile it instead.

*Some protection requires a bit of finesse.*

2/2

Illus. John Stank

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**Drannith Magistrate****Creature — Human Wizard**

Your opponents can't cast spells from anywhere other than their hands.

*"Our sanctuaries must be beacons of reason and calm or else they will fall."*

1/3

011/274 R

IKA • EN ➔ KIERAN YANNER

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**Adanto Vanguard****Creature — Vampire Soldier**

As long as Adanto Vanguard is attacking, it gets +2/+0.

Pay 4 life: Adanto Vanguard gains indestructible until end of turn.  
(Damage and effects that say "destroy" don't destroy it.)

1/1

001/279 U

XLN • EN ➔ ANNA STEINBAUER

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**Charming Prince****Creature — Human Noble**

When Charming Prince enters the battlefield, choose one —

- Scry 2.
- You gain 3 life.
- Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

008/269 R

ELD • EN ➔ RANDY VARGAS

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R

**Ethersworn Canonist****Artifact Creature — Human Cleric**

Each player who has cast a nonartifact spell this turn can't cast additional nonartifact spells.

*"The noble work of our order is to infuse all life on Esper with etherium. Our goal will be reached more rapidly if new life is . . . suppressed."*

2/2

014/332 R

2XM • EN ➔ IZZY

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GRN

R

R

**Grand Abolisher** 

**Creature — Human Cleric**  2/2

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

*"Your superstitions and mumblings are useless chaff before my righteousness."*

Eric Deschamps  
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**Keleth, Sunmane Familiar** 

**Legendary Creature — Horse**  1/1

Whenever a commander you control attacks, put a +1/+1 counter on it.  
Partner (*You can have two commanders if both have partner.*)

*She chooses her riders carefully and bears them to glory in battle after battle.*

028/361 U CMR • EN ➔ TESPER EISING  
TM & © 2020 Wizards of the Coast

**Leonin Arbiter** 

**Creature — Cat Cleric**  1/1

Players can't search libraries. Any player may pay 2 for that player to ignore this effect until end of turn.

*"Our people are torn by infighting. Until the two sides reconcile, our laws can carry no meaning."*

016/331 R ZNR • EN ➔ SHELLY WAN  
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**Leonin Relic-Warder** 

**Creature — Cat Cleric**  2/2

When Leonin Relic-Warder enters the battlefield, you may exile target artifact or enchantment.  
When Leonin Relic-Warder leaves the battlefield, return the exiled card to the battlefield under its owner's control.

065/309 U C17 • EN ➔ GREG STAPLES  
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**Lion Sash** 

**Artifact Creature — Equipment Cat**  1/1

\*: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.  
Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.  
Reconfigure 2 (2: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

026/302 R NEO • EN ➔ YONGJAE CHOI  
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**Luminarch Aspirant** 

**Creature — Human Cleric**  1/1

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

*"Rally to my light, and together we will drive out this darkness!"*

024/280 R ZNR • EN ➔ MADS ÅHM  
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**Sanctifier en-Vec** 

**Creature — Human Cleric**  2/2

Protection from black and from red.  
When Sanctifier en-Vec enters the battlefield, exile all cards that are black or red from all graveyards.  
If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

027/303 R MH2 • EN ➔ MICHAEL C. HAYES  
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**Seasoned Hallowblade** 

**Creature — Human Warrior**  1/1

Discard a card: Tap Seasoned Hallowblade. It gains indestructible until end of turn.  
(*Damage and effects that say "destroy" don't destroy it.*)

*"I don't know that I'll win every fight. But I have faith, and that's carried me this far."*

034/274 U M21 • EN ➔ MANUEL CASTANON  
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**Selfless Spirit** 

**Creature — Spirit Cleric**  1/1

Flying  
Sacrifice Selfless Spirit: Creatures you control gain indestructible until end of turn.

*"There is always more to give."*

239 R J22 • EN ➔ SEB MCKINNON  
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**Stoneforge Mystic** 1\*

**Creature — Kor Artificer**

When Stoneforge Mystic enters the battlefield, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle your library.

1\*, G: You may put an Equipment card from your hand onto the battlefield.

1/2

031/332 R 2XM • EN MIKE BIEREK TM & © 2020 Wizards of the Coast

**Sungold Sentinel** 1\*

**Creature — Human Soldier**

Whenever Sungold Sentinel enters the battlefield or attacks, exile up to one target card from a graveyard.

Coven — 1\*: Choose a color. Sungold Sentinel gains hexproof from that color until end of turn and can't be blocked by creatures of that color this turn. Activate only if you control three or more creatures with different powers.

3/2

037/277 R MID • EN MARTA NAEL TM & © 2021 Wizards of the Coast

**Thalia, Guardian of Thraben** 1\*

**Legendary Creature — Human Soldier** 25

First strike

Noncreature spells cost 1 more to cast.

"Thraben is our home and I will not see it fall to this unhallowed horde."

2/1

036/249 R A25 • EN JANA SCHIRMER & JOHANNES VOSS TM & © 2018 Wizards of the Coast

**Tithe Taker** 1\*

**Creature — Human Soldier**

During your turn, spells your opponents cast cost 1 more to cast and abilities your opponents activate cost 1 more to activate unless they're mana abilities.

Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

2/1

027/259 R RNA • EN AARON MILLER TM & © 2019 Wizards of the Coast

**Tomik, Distinguished Advokist** 2\*

**Legendary Creature — Human Advisor**

Flying

Lands on the battlefield and land cards in graveyards can't be the targets of spells or abilities your opponents control.

Your opponents can't play land cards from graveyards.

"Some bend the law. I tie it into knots."

2/3

034/264 R WAR • EN JOHANNES VOSS TM & © 2019 Wizards of the Coast

**Vizier of Remedies** 1\*

**Creature — Human Cleric**

If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.

2/1

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**Adeline, Resplendent Cathar** 1\*

**Legendary Creature — Human Knight**

Vigilance

Adeline, Resplendent Cathar's power is equal to the number of creatures you control.

Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.

★/4

001/277 R MID • EN BRYAN SOLA TM & © 2021 Wizards of the Coast

**Annex Sentry** 2\*

**Artifact Creature — Phyrexian Cleric**

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

When Annex Sentry enters the battlefield, exile target artifact or creature an opponent controls with mana value 3 or less until Annex Sentry leaves the battlefield.

There's never a need to change the watch, for the servants of Norn are sleepless.

1/4

002/271 U ONE • EN DAVID ASTRUGA TM & © 2023 Wizards of the Coast

**Aven Mindcensor** 2\*

**Creature — Bird Wizard**

Flash

Flying

If an opponent would search a library, that player searches the top four cards of that library instead.

2/1

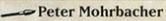
005/289 U TSR • EN REBECCA GUAY TM & © 2020 Wizards of the Coast

**Brimaz, King of Oreskos**  1/3



**Legendary Creature — Cat Soldier** 

Vigilance  
Whenever Brimaz, King of Oreskos attacks, put a 1/1 white Cat Soldier creature token with vigilance onto the battlefield attacking. Whenever Brimaz blocks a creature, put a 1/1 white Cat Soldier creature token with vigilance onto the battlefield blocking that creature.

— Peter Mohrbacher  3/4

**Elite Spellbinder**  2/2



**Creature — Human Cleric** 

Flying  
When Elite Spellbinder enters the battlefield, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs 2 more to cast.

Paulo Vitor Damo da Rosa, World Champion XXVI

017/275 R STX • EN RYAN PANCOAST  TM & © 2021 Wizards of the Coast 3/1

**Heliod, Sun-Crowned**  2/2



**Legendary Enchantment Creature — God** 

Indestructible  
As long as your devotion to white is less than five, Heliod isn't a creature.  
Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.

1\*: Another target creature gains lifelink until end of turn.

018/254 M THB • EN LIUS LASAHIDO  TM & © 2020 Wizards of the Coast 5/5

**Loran of the Third Path**  2/4



**Legendary Creature — Human Artificer** 

Vigilance  
When Loran of the Third Path enters the battlefield, destroy up to one target artifact or enchantment.  
You and target opponent each draw a card.  
*As a scholar, she saw the sylex not as a weapon, but as a key to the past.*

012/287 R BRO • EN STEVEN BELLEDIN  TM & © 2022 Wizards of the Coast 2/1

**Monastery Mentor**  2/2



**Creature — Human Monk** 

Prowess (*Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.*)  
Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.  
*“Speak little. Do much.”*

021/331 M 2X2 • EN MAGALI VILLENEUVE  TM & © 2022 Wizards of the Coast 2/2

**Prava of the Steel Legion**  2/2



**Legendary Creature — Cat Soldier** 

As long as it's your turn, creature tokens you control get +1/+4.  
3\*: Create a 1/1 white Soldier creature token.  
Partner (*You can have two commanders if both have partner.*)

038/361 U CMR • EN MATT STEWART  TM & © 2020 Wizards of the Coast 1/4

**Ranger-Captain of Eos**  1/3

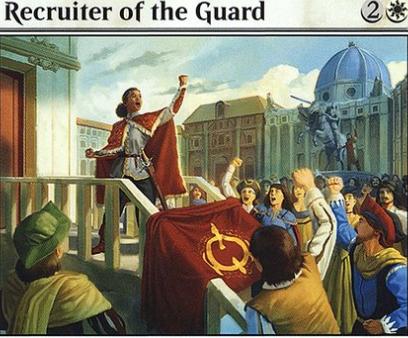


**Creature — Human Soldier** 

When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with converted mana cost 1 or less, reveal it, put it into your hand, then shuffle your library.  
Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn.

021/284 M MH1 • EN RYAN PANCOAST  TM & © 2019 Wizards of the Coast 3/3

**Recruiter of the Guard**  2/2



**Creature — Human Soldier** 

When Recruiter of the Guard enters the battlefield, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle your library.  
*Before a cause can have supporters, it has to have a voice.*

022/221 R CN2 • EN JASON RAINVILLE  TM & © 2016 Wizards of the Coast 1/1

**Skyclave Apparition**  1/3



**Creature — Kor Spirit** 

When Skyclave Apparition enters the battlefield, exile up to one target nonland, nontoken permanent you don't control with converted mana cost 4 or less.  
When Skyclave Apparition leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the converted mana cost of the exiled card.

039/280 R ZNR • EN DONATO GIANCOLA  TM & © 2020 Wizards of the Coast 2/2

**White Plume Adventurer**

2\*

**Creature — Orc Cleric**

When White Plume Adventurer enters the battlefield, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.

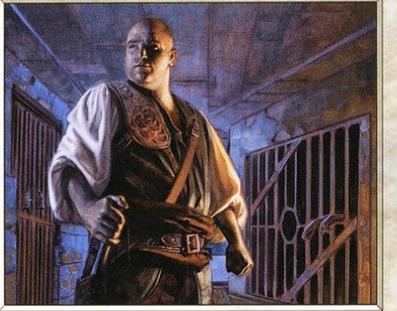
049/361 R  
CLB • EN ➔ JOSEPH WESTON

3/3

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**Palace Jailer**

2\*\*

**Creature — Human Soldier**

When Palace Jailer enters the battlefield, you become the monarch.

When Palace Jailer enters the battlefield, exile target creature an opponent controls until an opponent becomes the monarch.

Illustr. David Palumbo  
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2/2

**Serra Paragon**

2\*\*

**Creature — Angel****Flying**

Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life."

3/4

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**Cemetery Protector**

2\*\*

**Creature — Human Soldier****Flash**

When Cemetery Protector enters the battlefield, exile a card from a graveyard. Whenever you play a land or cast a spell, if it shares a card type with the exiled card, create a 1/1 white Human creature token.

006/277 M  
VOW • EN ➔ CHRIS RALLIS

3/4

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**Restoration Angel**

3\*

**Creature — Angel****Flash****Flying**

When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

233 R  
J22 • EN ➔ LAKE MURRAY

3/4

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**Felidar Guardian**

3\*

**Creature — Cat Beast**

When Felidar Guardian enters the battlefield, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.

*The loyalty of a felidar is hard won but worth the effort.*

1/4

019/184 U  
AER • EN ➔ TAKUB KASPER

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**Seasoned Dungeoneer**

3\*

**Creature — Human Warrior**

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)

3/4

660 R  
CLB • EN ➔ JOHN STANKO

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**Karmic Guide**

3\*\*

**Creature — Angel Spirit****Flying, protection from black**

Echo 3\*\* (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Karmic Guide enters the battlefield, return target creature card from your graveyard to the battlefield.

263/303 R  
MH2 • EN ➔ ALLEN WILLIAMS

2/2

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**Solitude**

3\*\*

**Creature — Elemental Incarnation****Flash****Lifelink**

When Solitude enters the battlefield, exile up to one other target creature. That creature's controller gains life equal to its power.

Evoke—Exile a white card from your hand.

3/2

032/303 M  
MH2 • EN ➔ EVAN SHIPPARD

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**Elesh Norn, Grand Cenobite** 5\***Legendary Creature — Praetor**

Vigilance

Other creatures you control get +2/+2.  
Creatures your opponents control get -2/-2.

*"The Gitaxians whisper among themselves of other worlds. If they exist, we must bring Phyrexia's magnificence to them."*

4/7

018/249 M IMA • EN IGOR KIERYLUK

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**Serra's Emissary** 4\***Creature — Angel**

Flying

As Serra's Emissary enters the battlefield,  
choose a card type.

You and creatures you control have  
protection from the chosen card type.

*Where swords fail, faith transcends.*

7/7

030/303 M MM2 • EN NILS HAMM

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**Iona, Shield of Emeria** 6\***Legendary Creature — Angel**

Flying

As Iona, Shield of Emeria enters the  
battlefield, choose a color.

Your opponents can't cast spells of the  
chosen color.

*No more shall the righteous cower before  
evil.*

7/7

020/249 M MM2 • EN JASON CHAN

TM &amp; © 2015 Wizards of the Coast

**Gideon Blackblade** 1\***Legendary Planeswalker — Gideon**

1\*

As long as it's your turn, Gideon Blackblade  
is a 4/4 Human Soldier creature with  
indestructible that's still a planeswalker.

Prevent all damage that would be dealt to  
Gideon Blackblade during your turn.

Up to one other target creature you control  
+1 : gains your choice of vigilance, lifelink, or  
indestructible until end of turn.

-6 : Exile target nonland permanent.

4

013/264 M WAR • EN VIKTOR TITOV

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**The Wandering Emperor** 2\***Legendary Planeswalker**

2\*

Flash

As long as The Wandering Emperor entered the  
battlefield this turn, you may activate her loyalty  
abilities any time you could cast an instant.

- +1 : Put a +1/+1 counter on up to one target  
creature. It gains first strike until end of turn.
- 1 : Create a 2/2 white Samurai creature token  
with vigilance.
- 2 : Exile target tapped creature. You gain 2 life.

3

042/302 M NEO • EN WILLIAM ARNOLD

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**Elspeth, Sun's Champion** 4\***Planeswalker — Elspeth**

4\*

+1 : Put three 1/1 white Soldier creature  
tokens onto the battlefield.

-3 : Destroy all creatures with power 4 or  
greater.

-7 : You get an emblem with "Creatures you  
control get +2/+2 and have flying."

Eric Deschamps

4

**Condemn****Instant**

WJ1

Put target attacking creature on the  
bottom of its owner's library. Its  
controller gains life equal to its toughness.

*"No doubt the arbiters would put you away,  
after all the documents are signed. But I will  
have justice now."*

—Alovnek, Boros guildmage

Daren Bader

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**Enlightened Tutor****Instant**

WJ1

Search your library for an artifact  
or enchantment card, reveal it, then  
shuffle and put that card on top.

*"Organization is often undervalued but  
rarely unjustified."*

—Frasio, royal archivist

DMR • EN HOWARD LYON

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**Mana Tithe****Instant**

WJ1

Counter target spell unless its  
controller pays **1**.

*"Those who seek to upset the balance  
must be taxed for such ambitions."*

—Verithain, mesa high priest

TSR • EN MARTINA PILCEROVA

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**March of Otherworldly Light** 

Instant

As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs 2 less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.

028/202 R NEO • EN NILS HAMM

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**Path to Exile** 

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

*Her resentment vanished as strange, unknown lands opened up before her.*

023/331 U 2X2 • EN RAF SARMENTO

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**Swords to Plowshares** 

Instant

Exile target creature. Its controller gains life equal to its power.

*"The arc of my blade has carved a path of light for the peace that will follow."*

031/261 U DMR • EN JESPER EISING

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**Fateful Absence** 

Instant

Destroy target creature or planeswalker. Its controller investigates. (*They create a colorless Clue artifact token with "2, Sacrifice this artifact: Draw a card."*)

*Sensing a plot, Sorin raced to his grandfather's resting-crypt. But someone else had gotten there first.*

018/277 R Story Spotlight



mtgstory.com

MID • EN ERIC DESCHAMPS

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**Flawless Maneuver** 

Instant

If you control a commander, you may cast this spell without paying its mana cost. Creatures you control gain indestructible until end of turn.

*"Captain, your units are the tip of our spear. There is zero room for failure."*  
—Jirina Kudro

068 R ONC • EN ZOLTAN BOROS

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**Teferi's Protection** 

Instant

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (*While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.*)

Exile Teferi's Protection.

032/331 R 2X2 • EN CHASE STONE

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**Prismatic Ending** 

Sorcery

**Converge** — Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

*Right before his demise, he experienced a shattering revelation.*

025/303 U MH2 • EN JOHN STANKO

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**Balance** 

Sorcery

Each player chooses a number of lands he or she controls equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

002/249 M EMA • EN KEY WALKER

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**Flicker** 

Sorcery

Remove target nontoken permanent from the game, then return it to play under its owner's control.

*Who is truer: you who are, or you who are to be?*

Illus. Douglas Shuler  
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— Kev Walker

TM & © 2014 Wizards of the Coast 16/210



027/261 R DMR • EN ZOLTAN BOROS

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005/249 M A25 • EN CHRIS RAHN

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033/281 U AFR • EN JOHN STANKO

TM & © 2021 Wizards of the Coast



— Warren Mahy

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— Illus. Greg Staples

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013/254 R THB • EN RYAN YEE

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024/281 R DMU • EN CRISTI BALANESCU

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TM & © 1993–2011 Wizards of the Coast LLC 51a/264

3/2

1/1

**Insectile Aberration**

**Creature — Human Insect**

**Flying**

*"Unfortunately, all my test animals have died or escaped, so I shall be the final subject. I feel no fear. This is a momentous night."*

*—Laboratory notes, final entry*

3/2

Nils Hamm  
TM & © 1993–2011 Wizards of the Coast LLC 51b/264

**Mausoleum Wanderer**

**Creature — Spirit**

**Flying**

Whenever another Spirit enters the battlefield under your control, Mausoleum Wanderer gets +1/+1 until end of turn.

Sacrifice Mausoleum Wanderer: Counter target instant or sorcery spell unless its controller pays  $\text{x}$ , where X is Mausoleum Wanderer's power.

1/1

069/205 R EMN • EN Kieran Yanner  
TM & © 2016 Wizards of the Coast

**Pteramander**

**Creature — Salamander Drake**

**Flying**

**7** **U**: Adapt 4. This ability costs 1 less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)

1/1

047/259 U RNA • EN SIMON DOMINIC  
TM & © 2019 Wizards of the Coast

**Esior, Wardwing Familiar**

**Legendary Creature — Bird**

**Flying**

Spells your opponents cast that target one or more commanders you control cost 3 more to cast.

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

1/3

067/361 U CMR • EN JESPER EISING  
TM & © 2020 Wizards of the Coast

**Faerie Mastermind**

**Creature — Faerie Rogue**

**Flash**  
**Flying**

Whenever an opponent draws their second card each turn, you draw a card.

**3** **U**: Each player draws a card.

Yuta Takahashi, World Champion XXVII

2/1

R 0058 MOM • EN JOSHUA RAPHAEL  
TM & © 2023 Wizards of the Coast

**Faerie Vandal**

**Creature — Faerie Rogue**

**Flash**  
**Flying**

Whenever you draw your second card each turn, put a +1/+1 counter on Faerie Vandal.

*History may be written by the triumphant, but it's often rewritten by the troublesome.*

1/2

296 U J22 • EN PAUL SCOTT CANAVAN  
TM & © 2022 Wizards of the Coast

**Jace, Vryn's Prodigy**

**Legendary Creature — Human Wizard**

**E**: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, Vryn's Prodigy, then return him to the battlefield transformed under his owner's control.

*"People's thoughts just come to me. Sometimes I don't know if it's them or me thinking."*

0/2

060/272 M ORI • EN JAIME JONES  
TM & © 2015 Wizards of the Coast

**Jace, Telepath Unbound**

**Planeswalker — Jace**

**+1**: Up to one target creature gets -2/-0 until your next turn.

**-3**: You may cast target instant or sorcery card from your graveyard this turn. If that card would be put into your graveyard this turn, exile it instead.

**-9**: You get an emblem with "Whenever you cast a spell, target opponent puts the top five cards of his or her library into his or her graveyard."

5

060/272 M ORI • EN JAIME JONES  
TM & © 2015 Wizards of the Coast

**Ledger Shredder**

**Creature — Bird Advisor**

**Flying**

Whenever a player casts their second spell each turn, Ledger Shredder connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

*No evidence, no crime.*

1/3

046/281 R SNC • EN MILA PESIC  
TM & © 2022 Wizards of the Coast

**Snapcaster Mage**

1/1

**Creature — Human Wizard**

Flash

When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (*You may cast that card from your graveyard for its flashback cost. Then exile it.*)

—Volkan Baga

2/1

TM &amp; © 1993–2011 Wizards of the Coast LLC 78/264

**Surge Engine**

2

**Artifact Creature — Construct**

Defender

**6**: Surge Engine loses defender and gains “This creature can’t be blocked.”

**2 6**: Surge Engine becomes blue and has base power and toughness 5/4. Activate only if Surge Engine doesn’t have defender.

**4 6 6**: Draw three cards. Activate only if Surge Engine is blue and only once.

3/2

081/282 M

BRO • EN ➔ DAARKEN



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**The Reality Chip**

1/1

**Legendary Artifact Creature — Equipment Jellyfish**

You may look at the top card of your library any time.

As long as The Reality Chip is attached to a creature, you may play lands and cast spells from the top of your library.

Reconfigure **2 6** (**2 6**: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn’t a creature.)

0/4

074/302 R

NEO • EN ➔ CAMPBELL WHITE

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**Deceiver Exarch**

2/2

**Creature — Cleric**

Flash (*You may cast this spell any time you could cast an instant.*)

When Deceiver Exarch enters the battlefield, choose one —

- Untap target permanent you control.
- Tap target permanent an opponent controls.

1/4

106/221 U

CN2 • EN ➔ IZZY

TM &amp; © 2016 Wizards of the Coast

**Spectral Adversary**

1

**Creature — Spirit**

Flash

Flying

When Spectral Adversary enters the battlefield, you may pay **1** any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Spectral Adversary, then up to that many other target artifacts, creatures, and/or enchantments phase out.

2/1

341 M

URIAH VOTH

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**Spellskite**

2

**Artifact Creature — Horror**

**Φ** : Change a target of target spell or ability to Spellskite. (**Φ** can be paid with either **1** or 2 life.)

“Let’s show Vorinclex that progress doesn’t always need teeth or claws.”

—Malcator, Executor of Synthesis

0/4

289/332 R

2XM • EN ➔ CHIPPY

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**Brazen Borrower**

1

**Creature — Faerie Rogue****Petty Theft****Instant — Adventure**

Flash

Flying

Brazen Borrower can block only creatures with flying.

3/1

281 M

ELD • EN ➔ IRIS COMPIET

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**Emry, Lurker of the Loch**

2/2

**Legendary Creature — Merfolk Wizard**

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

When Emry, Lurker of the Loch enters the battlefield, put the top four cards of your library into your graveyard.

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

1/2

043/269 R

ELD • EN ➔ LIVIA PRIMA

TM &amp; © 2019 Wizards of the Coast

**Hullbreaker**

2

**Creature — Merfolk Pirate**

Flash

If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (*It’s an artifact with “**c**, Sacrifice this artifact: Add one mana of any color.”*)

“I don’t need a map to find riches.”

3/2

074/361 R

CMR • EN ➔ SIDHARTH CHATURVEDI

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**Malcolm, Keen-Eyed Navigator** 2/2

Legendary Creature — Siren Pirate



Flying

Whenever one or more Pirates you control deal damage to your opponents, you create a Treasure token for each opponent dealt damage. (It's an artifact with "Sacrifice this artifact: Add one mana of any color.")

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

2/2

079/361 U  
CMR • EN ➔ ERIC DESCHAMPS

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**Man-o'-War** 2/2

Creature — Jellyfish



When Man-o'-War enters the battlefield, return target creature to its owner's hand.

*"Beauty to the eye does not always translate to the touch."*  
—Naimah, Femeref philosopher

2/2

058/261 C  
DMR • EN ➔ ION I MUTH

TM &amp; © 2023 Wizards of the Coast

**Pestermite** 2/2

Creature — Faerie Rogue



Flash

Flying

When Pestermite enters the battlefield, you may tap or untap target permanent.

*The fae know when they're not wanted. That's precisely why they show up.*

2/1

335/ C  
J22 • EN ➔ CHRISTOPHER MOELLER

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**Sai, Master Thopterist** 2/2

Legendary Creature — Human Artificer



Whenever you cast an artifact spell, create a 1/1 colorless Thopter artifact creature token with flying.

1/1, Sacrifice two artifacts: Draw a card.

*"Industry without artistry is just a fancy way to fill the junkyard."*

1/4

069/280 R  
M19 • EN ➔ ADAM PAQUETTE

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**Spellseeker** 2/2

Creature — Human Wizard



When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.

*Mages and warriors recruited from across Kylem display their skills at Valor's Reach.*

1/1

041/254 R  
BBD • EN ➔ IGOR KIERYLUK

TM &amp; © 2018 Wizards of the Coast

**Syleun of Sea and Sky** 1/2

Legendary Creature — Merfolk God



Syleun of Sea and Sky has indestructible as long as you control at least two other Merfolk.

Whenever Syleun attacks, draw a card.

Other Merfolk you control have ward 1.  
(Whenever another Merfolk you control becomes the target of a spell or ability an opponent controls, counter it unless that player pays 1.)

3/4

356/ M  
J22 • EN ➔ SEB MCKINNON

TM &amp; © 2022 Wizards of the Coast

**True-Name Nemesis** 1/0/0

Creature — Merfolk Rogue



As True-Name Nemesis enters the battlefield, choose a player.

True-Name Nemesis has protection from the chosen player.

Illus. Zack Stella

3/1

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**Vendilion Clique** 1/2/2

Legendary Creature — Faerie Wizard



Flash

Flying

When Vendilion Clique enters the battlefield, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

3/1

368/ M  
J22 • EN ➔ WILLIAN MURAI

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**Phyxian Metamorph** 3/0

Artifact Creature — Shapeshifter



(0 can be paid with either ♦ or 2 life.)

You may have Phyxian Metamorph enter the battlefield as a copy of any artifact or creature on the battlefield, except it's an artifact in addition to its other types.

0/0

061/ 332 R  
2XM • EN ➔ JANA SCHIRMER & JOHANNES VOSS TM & © 2020 Wizards of the Coast



**Narset, Parter of Veils**

1

**Legendary Planeswalker — Narset**

Each opponent can't draw more than one card each turn.

**-2** : Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

5

061/264 U WAR • EN MAGALI VILLENEUVE

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**Jace, the Mind Sculptor**

2

**Legendary Planeswalker — Jace**

**+2** : Look at the top card of target player's library. You may put that card on the bottom of that player's library.

**0** : Draw three cards, then put two cards from your hand on top of your library in any order.

**-1** : Return target creature to its owner's hand.

**-12** : Exile all cards from target player's library, then that player shuffles their hand into their library.

3

056/332 M ZXW • EN JASON CHAN

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**Tezzeret the Seeker**

3

**Planeswalker — Tezzeret**

3C

**+1** : Untap up to two target artifacts.

**-X** : Search your library for an artifact card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.

4

062/249 M MM2 • EN ANTHONY FRANCISCO

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**Will Kenrith**

4

**Legendary Planeswalker — Will**

4

**+2** : Until your next turn, up to two target creatures each have base power and toughness 0/3 and lose all abilities.

**-2** : Target player draws two cards. Until your next turn, instant, sorcery, and planeswalker spells that player casts cost 2 less to cast.

**-8** : Target player gets an emblem with "Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy."

Partner with Rowan Kenrith.  
Will Kenrith can be your commander.

4

001/254 M BBD • EN ANNA STEINBAUER

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**Brainstorm**

1

**Instant**

Draw three cards; then, take two cards from your hand and put them on top of your library in any order.  
*"I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."*

*Gustha Ebbasdotter,  
Kjeldoran Royal Mage*

Illus. Christopher Rush

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**Consider**

1C

**Instant**

Look at the top card of your library. You may put that card into your graveyard.

Draw a card.

*Ivold gasped in surprise. Either a very strange insect had crawled onto one of the lenses or he was seeing geists at last!*

044/277 C MID • EN ZEZHOU CHEN

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**Fading Hope**

1

**Instant**

Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

*"At least I won't become one of... those things."*

051/277 U MID • EN ROVINA CAI

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**Force Spike**

1

**Instant**

Counter target spell unless its controller pays 1.

*"I don't think so."*

Nelson DeCastro

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**Mental Misstep**

1C

**Instant**

( $\diamond$  can be paid with either  $\diamond$  or 2 life.) Counter target spell with converted mana cost 1.

*"Your first mistake was thinking I would let you live long enough to make a second."*  
—Sarnvaax, Gitaxian sective

Erica Yang

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### Mental Note



Instant

Put the top two cards of your library into your graveyard.

Draw a card.

*Some minds are more open than others.*

Illus. Bradley Williams

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### Spell Pierce



Instant

Counter target noncreature spell unless its controller pays **2**.

*"There's a hole in your plan."*  
—Noyan Dar, Tazeem lullmage

063/331 C  
2X2 • EN ➔ VANCE KOVACS

TM & © 2022 Wizards of the Coast

### Spell Snare



Instant

Counter target spell with converted mana cost **2**.

*With practice, the measurement of magic can lead to its mastery.*

132/254 U  
BBD • EN ➔ HIDEAKI TAKAMURA

TM & © 2018 Wizards of the Coast

### Thought Scour



Instant

Target player puts the top two cards of his or her library into his or her graveyard.

Draw a card.

*"As you inject the viscous vitae into the brain stem, don't let the spastic moaning bother you. It will soon become music to your ears."*

—Stitcher Geraf

—David Rapoza

TM & © 1993–2012 Wizards of the Coast LLC 52/158

### Vapor Snag



Instant

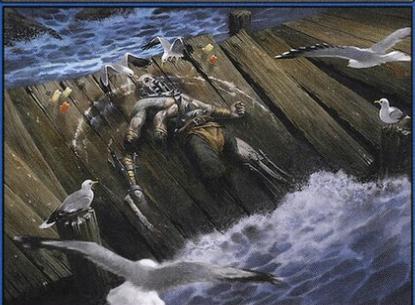
Return target creature to its owner's hand. Its controller loses 1 life.

*"This creature is inadequate. Send it to the splicers for innovation."*  
—Malcator, Executor of Synthesis

066/249 C  
MM2 • EN ➔ RAYMOND SWANLAND

TM & © 2015 Wizards of the Coast

### Wash Away



Instant

Cleave **1**   
(You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Counter target spell [that wasn't cast from its owner's hand].

*"May the ocean take it"*  
—Nephelia expression meaning "good riddance"

087/277 U  
VOW • EN ➔ BRIAN VALEZA

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### Brain Freeze



Instant

Target player puts the top three cards of his or her library into his or her graveyard.

Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Illus. Tim Hildebrandt

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### Counterspell



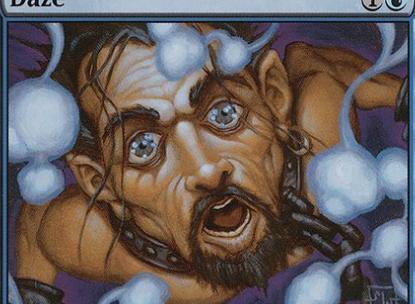
Instant

Counter target spell.

045/261 C  
DMR • EN ➔ ZACK STELLA

TM & © 2023 Wizards of the Coast

### Daze



Instant

You may return an Island you control to its owner's hand rather than pay Daze's mana cost.

Counter target spell unless its controller pays **1**.

Matthew D. Wilson

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**Archmage's Charm**

3C

**Instant**

Choose one —

- Counter target spell.
- Target player draws two cards.
- Gain control of target nonland permanent with converted mana cost 1 or less.

040/284 R MH1 • EN ALAYNA DANNER

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**Force of Negation**

1C

**Instant**

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.

Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

*"Try, if you must."*

050/331 R 2X2 • EN PAUL SCOTT CANAVAN

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**Memory Deluge**

2C

**Instant**

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

**Flashback** 5C (You may cast this card from your graveyard for its flashback cost. Then exile it.)

062/277 R MID • EN LAKE HURWITZ

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**Force of Will**

3C

**Instant**

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.

Counter target spell.

*"Your artillery will burn itself out before I allow my focus to waver."*

050/261 M DMR • EN DONATO GIANCOLA

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**Ancestral Vision**

3C

**Sorcery**

**Suspend** 4—C (Rather than cast this card from your hand, pay C and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)

Target player draws three cards.

052/289 M TSR • EN MARK POOLE

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**Gitaxian Probe**

C

**Sorcery**

(C can be paid with either C or 2 life.)

Look at target player's hand.

Draw a card.

*"My flesh holds no secrets, monster. The spirit of Mirrodin will fight on."*  
—Vy Covalt, Mirran resistance

Chippy

TM

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**Cryptic Command**

1C

**Instant**

Choose two — Counter target spell; or return target permanent to its owner's hand; or tap all creatures your opponents control; or draw a card.

Wayne England

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**Mystic Confluence**

3C

**Instant**

Choose three. You may choose the same mode more than once.

- Counter target spell unless its controller pays 3.
- Return target creature to its owner's hand.
- Draw a card.

Illus. Kieran Yanner

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**Hard Evidence**

C

**Sorcery**

Create a 0/3 blue Crab creature token.

**Investigate.** (Create a colorless Clue artifact token with “2”, Sacrifice this artifact: Draw a card.)

*The investigator felt a pinch on his ankle. When he looked down, something glittered in the sand.*

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Illus. Matthew Wilson  
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067/274 R IKO • EN CAIO MONTEIRO  
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065/280 M M19 • EN JASON CHAN  
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066/269 R KTK • EN AARON MILLER

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081/254 U MH1 • EN SVETLIN VELINOV

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088/269 R AKH • EN JOSH HASS

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423 J22 • EN STEVEN BELLEDIN

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135/325 C VMA • EN WAYNE ENGLAND

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158/361 C CMR • EN JOHN STANKO

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**Bloodghast**

2/2

**Creature — Vampire Spirit**

1/1

**Bloodghast** can't block.**Bloodghast** has haste as long as an opponent has 10 or less life.**Landfall** — Whenever a land enters the battlefield under your control, you may return **Bloodghast** from your graveyard to the battlefield.

Daarken

2/1

**Creature — Human Rogue**

1/1

When **Dogged Detective** enters the battlefield, surveil 2.Whenever an opponent draws their second card each turn, you may return **Dogged Detective** from your graveyard to your hand.

136 R

2/1

NCC • EN CAROLINE GARIBA

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**Artifact Creature — Construct**

3/3

**Scrapheap Scrounger** can't block.**1** **U**, Exile another creature card from your graveyard: Return **Scrapheap Scrounger** from your graveyard to the battlefield.*Some machines refuse to accept their own obsolescence.*

231/264 R

3/2

KLD • EN JASON A. ENGLE

TM &amp; © 2016 Wizards of the Coast

SNC • EN ZARA ALFONSO

TM &amp; © 2022 Wizards of the Coast

**Dark Confidant**

1/1

**Creature — Human Wizard**

3/3

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

*Greatness, at any cost.*

081/332 M

SCOTT M. FISCHER

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**Creature — Human Pirate**

M21

**Flying**When **Kitesail Freebooter** enters the battlefield, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until **Kitesail Freebooter** leaves the battlefield.

107/274 U

M21 • EN DAN SCOTT

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**Creature — Human Warrior**

1/1

**Blitz** — **2** **U**, Pay 2 life. (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)You may cast **Tenacious Underdog** from your graveyard using its blitz ability.

097/281 R

SNC • EN ZARA ALFONSO

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KLD • EN JASON A. ENGLE

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**Dauthi Voidwalker**

2/2

**Creature — Dauthi Rogue**

3/3

*Shadow* (This creature can block or be blocked by only creatures with shadow.)

If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

**S**, **Sacrifice Dauthi Voidwalker:** Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

081/303 R

MHZ • EN SIDHARTH CHATURVEDI

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**Legendary Creature — Elf Scout**

1/1

Whenever **Miara, Thorn of the Glade** or another Elf you control dies, you may pay 1 and 1 life. If you do, draw a card.**Partner** (You can have two commanders if both have partner.)*"Approach from downwind. Tread with care. Aim for the heart."*

133/361 U

CMR • EN JOHANNES VOSS

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**Legendary Artifact Creature — Golem**

2/2

Whenever **Armix, Filigree Thrasher** attacks, you may discard a card. When you do, target creature defending player controls gets -X/-X until end of turn, where X is the number of artifacts you control plus the number of artifact cards in your graveyard.**Partner** (You can have two commanders if both have partner.)

108/361 U

CMR • EN DANIEL LJUNGREN

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KLD • EN JASON A. ENGLE

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**Graveyard Trespasser** 2/2

**Creature — Human Werewolf**

Ward—Discard a card.  
Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Nightbound (If a player casts no spells during their own turn, it becomes night next turn.) 4/4

104/277 R MID • EN ➔ CHRIS RALLIS TM & © 2021 Wizards of the Coast

**Graveyard Glutton** 2/2

**Creature — Werewolf**

Ward—Discard a card.  
Whenever Graveyard Glutton enters the battlefield or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.

Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4

104/277 R MID • EN ➔ CHRIS RALLIS TM & © 2021 Wizards of the Coast

**Midnight Reaper** 2/2

**Creature — Zombie Knight**

Whenever a nontoken creature you control dies, Midnight Reaper deals 1 damage to you and you draw a card.

No one welcomes his visit, yet all must grant him tribute. 3/2

077/259 R GRN • EN ➔ SIDHARTH CHATURVEDI TM & © 2018 Wizards of the Coast

**Murderous Rider** 1/2

**Creature — Zombie Knight**

Swift End 1/2  
**Instant — Adventure**

Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)

Lifelink  
When Murderous Rider dies, put it on the bottom of its owner's library. 2/3

097/269 R ELD • EN ➔ JOSH HASS TM & © 2019 Wizards of the Coast

**Ophiomancer** 2/2

**Creature — Human Shaman**

At the beginning of each upkeep, if you control no Snakes, create a 1/1 black Snake creature token with deathtouch.

"There are dark, ancient arts that fascinate even me."  
—Sorin Markov 2/2

452 R J22 • EN ➔ JOHN STANKO TM & © 2022 Wizards of the Coast

**Opposition Agent** 2/2

**Creature — Human Rogue**

Flash  
You control your opponents while they're searching their libraries.  
While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

141/361 R CMR • EN ➔ SCOTT MURPHY TM & © 2020 Wizards of the Coast

**Woe Strider** 2/2

**Creature — Horror**

When Woe Strider enters the battlefield, create a 0/1 white Goat creature token.  
Sacrifice another creature: Scry 1.  
Escape—3/3, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)  
Woe Strider escapes with two +1/+1 counters on it. 3/2

123/254 R THB • EN ➔ JOHN THACKER TM & © 2020 Wizards of the Coast

**Grief** 2/2

**Creature — Elemental Incarnation**

Menace  
When Grief enters the battlefield, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

Evoke—Exile a black card from your hand. 3/2

087/303 M MH2 • EN ➔ NICHOLAS GREGORY TM & © 2021 Wizards of the Coast

**Sheoldred, the Apocalypse** 2/2

**Legendary Creature — Phyrexian Praetor**

Deathtouch  
Whenever you draw a card, you gain 2 life.  
Whenever an opponent draws a card, they lose 2 life.

"Gix failed. I shall not." 4/5

107/281 M DMU • EN ➔ CHRIS RAHN TM & © 2022 Wizards of the Coast

**Tormod, the Desecrator** 3/3**Legendary Creature — Zombie Wizard**

Whenever one or more cards leave your graveyard, create a tapped 2/2 black Zombie creature token.

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

*"Life is but the precursor to a long and successful death."*

4/2

155/361 U CMR • EN ➔ GRZEGORZ RUTKOWSKI

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**Yawgmoth, Thran Physician** 2/3/3**Legendary Creature — Human Cleric**

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

3/3, Discard a card: Proliferate.  
(Choose any number of permanents and/or players, then give each another counter of each kind already there.)

Illus. Mark Winters

TM &amp; © 2023 Wizards of the Coast 3/15

2/4

**Grave Titan** 4/3/3**Creature — Giant**

**Deathouch**

Whenever Grave Titan enters the battlefield or attacks, put two 2/2 black Zombie creature tokens onto the battlefield.

*Death in form and function.*

6/6

145/337 M C14 • EN ➔ NILS HAMM

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**Massacre Wurm** 3/3/3**Creature — Phyrexian Wurm**

When Massacre Wurm enters the battlefield, creatures your opponents control get -2/-2 until end of turn.  
Whenever a creature an opponent controls dies, that player loses 2 life.

6/5

441 M J22 • EN ➔ JASON CHAN

TM &amp; © 2022 Wizards of the Coast

**Rune-Scarred Demon** 5/5/5**Creature — Demon**

**Flying**

When Rune-Scarred Demon enters the battlefield, search your library for a card, put it into your hand, then shuffle your library.

*The litany of the infernal on his flesh pulses to the beating of his dark heart.*

6/6

106/249 R IMA • EN ➔ MICHAEL KOMARCK

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**Sheoldred, Whispering One** 5/5/5**Legendary Creature — Praetor**

**Swampwalk**

At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.

At the beginning of each opponent's upkeep, that player sacrifices a creature.

6/6

Jana Schirmer &amp; Johannes Voß

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**Archon of Cruelty** 6/6/6**Creature — Archon**

**Flying**

Whenever Archon of Cruelty enters the battlefield or attacks, target opponent sacrifices a creature or planeswalker, discards a card, and loses 3 life. You draw a card and gain 3 life.

*Malice spreads on wings of tyranny.*

6/6

072/303 M MH2 • EN ➔ ANDREW MAR

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**Legendary Creature — Demon**

**Flying, lifelink**

Pay 7 life: Draw seven cards.

*"Avacyn emerged from the broken Helvault, but her freedom came at a price—him."*  
—Thalia, Knight-Cathar

7/7

072/249 M MM3 • EN ➔ IGOR KIERYLUK

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**Planeswalker — Liliana**

+1 : Each player discards a card.

-2 : Target player sacrifices a creature.

-6 : Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of his or her choice.

3

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**Planeswalker — Liliana**

+1 : Up to one target creature gets -2/-1 until your next turn.

-2 : Put the top two cards of your library into your graveyard, then you may return a creature card from your graveyard to your hand.

-7 : You get an emblem with "At the beginning of your end step, put X 2/2 black Zombie creature tokens onto the battlefield, where X is two plus the number of Zombies you control."

3

093/205 M  
EMN • EN ➔ ANNA STEINBAUER

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**Legendary Planeswalker — Szat**

+2 : Create two 0/1 black Thrull creature tokens.

+1 : You may sacrifice another creature or planeswalker. If you do, draw two cards, then draw another card if the sacrificed permanent was a commander.

-10 : Gain control of all commanders. Put all commanders from the command zone onto the battlefield under your control.

Tevesh Szat, Doom of Fools can be your commander.

Partner

4

153/361 M  
CMR • EN ➔ LIVIA PRIMA

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**Instant**

Destroy target creature with total power and toughness 5 or less.

"There can be no mercy, no half measures. When facing Phyrexians, it's kill swiftly or die."  
—Jodah

089/281 U  
DMU • EN ➔ DOMINIK MAYER

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**Instant**

Add to your mana pool.

082/249 C  
A2Z • EN ➔ CLINT LANGLEY

TM &amp; © 2018 Wizards of the Coast

**Instant**

Destroy target creature if it has converted mana cost 2 or less.

*Revolt* — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

093/332 U  
2XM • EN ➔ ERIC DESCHAMPS

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**Instant**

Add to your mana pool.

*Threshold* — Add to your mana pool instead if seven or more cards are in your graveyard.

"Each syllable chills your veins. Each word rattles your mind."  
—Cabal Patriarch

106/325 U  
VMA • EN ➔ GREG HILDEBRANDT

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**Instant**

Destroy target creature or planeswalker with converted mana cost 3 or less.

"Cruelty? No. This is necessity."  
—Kaervek

097/274 U  
M21 • EN ➔ CHRIS COLD

TM &amp; © 2020 Wizards of the Coast

**Instant**

Choose one —

- Destroy target creature with no counters on it.
- Remove up to three counters from target creature.

"It's them or us."  
—General Kudro

091/274 U Story Spotlight  
IKO • EN ➔ RYAN PANCOASTmtgstory.com  
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**Bone Shards****Sorcery**

As an additional cost to cast this spell, sacrifice a creature or discard a card.

Destroy target creature or planeswalker.

*In the Kathari dumping grounds known as the Boneheaps, it's not hard to improvise an offense.*

076/303 C  
MH2 • EN TOMMY ARNOLD

TM & © 2021 Wizards of the Coast

**Duress****Sorcery**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

*"Don't worry. I'm not going to deprive you of all your secrets. Just your most precious one."*

—Liliana Vess

Illus. Steven Belledin

TM & © 2023 Wizards of the Coast 303

**Inquisition of Kozilek****Sorcery**

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

*You will scream out your innermost secrets just to make it stop.*

080/331 U  
2X2 • EN TOmasz Jedruszek

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**Mind Twist****Sorcery**

Opponent must discard X cards at random from hand. If opponent doesn't have enough cards in hand, entire hand is discarded.

Illus. © Julie Baroh

**Raven's Crime****Sorcery**

Target player discards a card.

Retrace (*You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.*)

*It plucks away memories like choice bits of carrion.*

Warren Mahy

TM & © 2013 Wizards of the Coast 95/229

**Reanimate****Sorcery**

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its converted mana cost.

*"You'd better be worth it."*

—Liliana Vess

270 R  
JMP • EN JOHANN BODIN

TM & © 2020 Wizards of the Coast

**Thoughtseize****Sorcery**

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

*"Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind."*

Illus. Aleksi Briclot

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**Unearth****Sorcery**

Return target creature card with mana value 3 or less from your graveyard to the battlefield.

Cycling 2 (2, Discard this card: Draw a card.)

*No matter how deep you bury it, some evil refuses to stay dead.*

096/331 C  
2X2 • EN JEHAN CHOO

TM & © 2022 Wizards of the Coast

**Collective Brutality****Sorcery**

Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more —

- Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card.
- Target creature gets -2/-2 until end of turn.
- Target opponent loses 2 life and you gain 2 life.



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**Demonic Tutor**

1



Sorcery

∞

Search your library for a card, put that card into your hand, then shuffle your library.

*Beware the generosity of demons.*

093/324 R UMA • EN ZACK STELLA

TM &amp; © 2018 Wizards of the Coast

**Exhume**

1



Sorcery

∞

Each player puts a creature card from their graveyard onto the battlefield.

*"Death—an outmoded concept. We sleep, and we change."*

—Sitrik, birth priest

230 U JMP • EN CARL CRITCHLOW

TM &amp; © 2020 Wizards of the Coast

**Persist**

1



Sorcery

∞

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

*In the tight-knit doun of Mistmeadow, death is less important than duty.*

**Unmarked Grave**

1



Sorcery

∞

Search your library for a nonlegendary card, put that card into your graveyard, then shuffle.

*"I'm sure they were once someone important, but I couldn't tell you who they were."*

—Doros, expedition guide

106/303 R MH2 • EN JAMES PACK

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**Toxic Deluge**

2



Sorcery

∞

As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

*"It's a difficult task to quarantine a plague that moves with the clouds."*

—Esara, healer adept

**Damnation**

2



Sorcery

∞

Destroy all creatures.  
They can't be regenerated.

073/331 R 2X2 • EN KEY WALKER

TM &amp; © 2022 Wizards of the Coast

**Feed the Swarm**

1



Sorcery

∞

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's converted mana cost.

*"On vile wings and bloody wind, the swarm will rise."*

—Skyclave inscription

102/280 C ZNR • EN ANDREY KUZINSKIY

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**Buried Alive**

2



Sorcery

∞

Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

*"Is it worse to walk while dead, or to be buried alive? I have witnessed both."*

—Crovax

Illus. Brian Horton

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**From the Catacombs**

3



Sorcery

∞

Put target creature card from a graveyard onto the battlefield under your control with a corpse counter on it. You take the initiative. If that creature would leave the battlefield, exile it instead of putting it anywhere else.

Escape—3 , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

110/332 R 2XM • EN SVETLIN VELINOV

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671 R CLB • EN BEN WOOTTON

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**Living Death**

3



Sorcery

Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.

Illus. Charles Gillespie

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**Animate Dead**

1

**Enchantment — Aura**

Enchant creature card in a graveyard  
When Animate Dead enters the battlefield, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with Animate Dead." Return enchanted creature card to the battlefield under your control and attach Animate Dead to it. When Animate Dead leaves the battlefield, that creature's controller sacrifices it.

Enchanted creature gets -1/-0.

078/249 U  
EMA • EN BASTIEN L. DEHARME

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**Necromancy**

2



Enchantment

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.

Illus. Pete Venters

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**Nihil Spellbomb**

1



Artifact

1, , Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard. When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay . If you do, draw a card.

Franz Vohwinkel

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**Dance of the Dead**

1



Enchantment — Aura

Enchant creature card in a graveyard  
When Dance of the Dead comes into play, if it's in play, it loses "enchant creature card in a graveyard" and gains "enchant creature put into play with Dance of the Dead." Return enchanted creature card to play tapped under your control and attach Dance of the Dead to it. When Dance of the Dead leaves play, that creature's controller sacrifices it.

Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step.

At the beginning of the upkeep of enchanted creature's controller, that player may pay . If he or she does, untap that creature.

Illus. Randy Gallegos

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**Wishclaw Talisman**

1



Artifact

Wishclaw Talisman enters the battlefield with three wish counters on it.

1, , Remove a wish counter from Wishclaw Talisman: Search your library for a card, put it into your hand, then shuffle your library. An opponent gains control of Wishclaw Talisman. Activate this ability only during your turn.

110 / 269 R  
ELD • EN DAARKEN

TM &amp; © 2019 Wizards of the Coast

**Contamination**

2



Enchantment

During your upkeep, sacrifice a creature or sacrifice Contamination.

Whenever a land is tapped for mana, it produces instead of its normal type and amount.

Illus. Stephen Daniele

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**Recurring Nightmare**

2



Enchantment

Sacrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery.

*"I am confined by sleep and defined by nightmare."*

—Crovax

Illus. Jeff Laubenstein

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**Bomat Courier**

1



Artifact Creature — Construct

Haste

Whenever Bomat Courier attacks, exile the top card of your library face down. (*You can't look at it.*)

1, Discard your hand, Sacrifice Bomat Courier: Put all cards exiled with Bomat Courier into their owners' hands.

1/1

199 / 264 R  
KLD • EN CRAIG SPEARING

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**Dragon's Rage Channeler**

**Creature — Human Shaman**

Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)

*Delirium* — As long as there are four or more card types among cards in your graveyard, Dragon's Rage Channeler gets +2/+2, has flying, and attacks each combat if able.

1/1

121/303 U MH2 • EN MARTINA FACKOVA

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**Falkenrath Pit Fighter**

**Creature — Vampire Warrior**

1 **U**, Discard a card, Sacrifice a Vampire: Draw two cards. Activate only if an opponent lost life this turn.

*In the arena, vampires set aside all pretense of honor or civilization and fight like the predators they know themselves to be.*

2/1

137/277 R MID • EN ANNA FEHR

TM & © 2021 Wizards of the Coast

**Fireblade Charger**

**Creature — Goblin Warrior**

As long as Fireblade Charger is equipped, it has haste.

When Fireblade Charger dies, it deals damage equal to its power to any target.

*"Down in flames" isn't a destination, but a journey.*

1/1

139/280 U ZNR • EN LIE SETIawan

TM & © 2020 Wizards of the Coast

**Goblin Guide**

**Creature — Goblin Scout**

Haste

Whenever Goblin Guide attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.

*"I've been all over this world. I even remember some of those places."*

2/2

127/332 R 2XM • EN FILIP BURBURA

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**Goblin Welder**

**Summon Goblin**

**G**: Exchange target artifact a player controls for target artifact card in that player's graveyard.

*"I wrecked your metal guy, boss. But look! I made you an ashtray."*

Illus. Scott M. Fischer  
©1993-1999 Wizards of the Coast, Inc. 80/143

1/1

**Grim Lavamancer**

**Creature — Human Wizard**

**U, R**, Exile two cards from your graveyard: Grim Lavamancer deals 2 damage to any target.

*"Fools dig for water, corpses, or gold. The earth's real treasure is far deeper."*

1/1

126/261 R DMR • EN MICHAEL SUTIN

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**Monastery Swiftspear**

**Creature — Human Monk**

Haste

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

*The calligraphy of combat is written with strokes of sudden blood.*

1/2

118/269 U KTK • EN STEVE ARGYLE

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**Reinforced Ronin**

**Artifact Creature — Human Samurai**

Haste

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

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

158/302 U NEO • EN KEKAI KOTAKI

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**Soul-Scar Mage**

**Creature — Human Wizard**

**Prowess**

If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.

1/2

STEVE ARGYLE



## Zurgo Bellstriker

1/2

### Legendary Creature — Orc Warrior

1/2

Zurgo Bellstriker can't block creatures with power 2 or greater.  
Dash 1 (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

169/264 R  
DTK • EN ➔ JASON RAINVILLE

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## Bloodthirsty Adversary

1/2

### Creature — Vampire

1/2

Haste  
When Bloodthirsty Adversary enters the battlefield, you may pay 2 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Bloodthirsty Adversary, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.

129/277 M  
MTD • EN ➔ HEONIWA CHOE

TM & © 2021 Wizards of the Coast



## Cemetery Gatekeeper

1/2

### Creature — Vampire

1/2

First strike  
When Cemetery Gatekeeper enters the battlefield, exile a card from a graveyard. Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, Cemetery Gatekeeper deals 2 damage to that player.

148/277 M  
VOW • EN ➔ TYLER JACOBSON

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## Dreadhorde Arcanist

1/2

### Creature — Zombie Wizard

1/2

#### Trample

Whenever Dreadhorde Arcanist attacks, you may cast target instant or sorcery card with converted mana cost less than or equal to Dreadhorde Arcanist's power from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

Illus. G-host Lee  
TM & © 2020 Wizards of the Coast 341

1/3



## Earthshaker Khenra

1/2

### Creature — Jackal Warrior

1/2

#### Haste

When Earthshaker Khenra enters the battlefield, target creature with power less than or equal to Earthshaker Khenra's power can't block this turn.

Eternalize 4/2/2

JASON A. ENGLE

2/1



## Feldon, Ronom Excavator

1/2

### Legendary Creature — Human Artificer

1/2

#### Haste

Feldon, Ronom Excavator can't block. Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.

135/287 R  
BRO • EN ➔ HOWARD LYON

TM & © 2022 Wizards of the Coast

2/2



## Kari Zev, Skyship Raider

1/2

### Legendary Creature — Human Pirate

1/2

#### First strike, menace

Whenever Kari Zev, Skyship Raider attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters the battlefield tapped and attacking. Exile that token at end of combat.

Aboard her ship, the Dragon's Smile, Kari follows no one's rules but her own.

1/3



## Krark, the Thumbless

1/2

### Legendary Creature — Goblin Wizard

1/2

Whenever you cast an instant or sorcery spell, flip a coin. If you lose the flip, return that spell to its owner's hand. If you win the flip, copy that spell, and you may choose new targets for the copy.

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

"Double or nothing."

2/2

189/361 R  
CMR • EN ➔ MATHIAS KOLLROS

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## Loyal Apprentice

1/2

### Creature — Human Artificer

1/2

#### Haste

Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

Those with knowledge are wise to listen to those with imagination.

2/1

102 U  
ONC • EN ➔ JOE SLUCHER

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**Magda, Brazen Outlaw**

1/2

**Legendary Creature — Dwarf Berserker**

W/B

Other Dwarves you control get +1/+0.  
Whenever a Dwarf you control becomes tapped, create a Treasure token.

Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle your library.

2/1

142/285 R

KHM • EN SLAWOMIR MANIAK

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**Robber of the Rich**

1/2

**Creature — Human Archer Rogue**

W/B

Reach, haste

Whenever Robber of the Rich attacks, if defending player has more cards in hand than you, exile the top card of their library. During any turn you attacked with a Rogue, you may cast that card and you may spend mana as though it were mana of any color to cast that spell.

2/2

138/269 M

ELD • EN PAUL SCOTT CANAVAN

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**Bonecrusher Giant**

2/2

**Creature — Giant**

W/B

**Stomp** 1/2  
**Instant — Adventure**

Damage can't be prevented this turn.  
Stomp deals 2 damage to any target.

Whenever Bonecrusher Giant becomes the target of a spell, Bonecrusher Giant deals 2 damage to that spell's controller.

*Not every tale ends in glory.*

4/3

115/269 R

ELD • EN VICTOR ADAME MINGUEZ

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**Goblin Rabblemaster**

2/2

**Creature — Goblin Warrior**

W/B

Other Goblin creatures you control attack each combat if able.

At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.

Whenever Goblin Rabblemaster attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

2/2

545 R

J22 • EN SVETLIN VELINOV

TM &amp; © 2022 Wizards of the Coast

**Laelia, the Blade Reforged**

2/2

**Legendary Creature — Spirit Warrior**

W/B

**Haste**  
Whenever Laelia, the Blade Reforged attacks, exile the top card of your library. You may play that card this turn.

Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

2/2

801 R

CLB • EN WISNU TAN

TM &amp; © 2022 Wizards of the Coast

**Legion Warboss**

2/2

**Creature — Goblin Soldier**

W/B

**Mentor** (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.

2/2

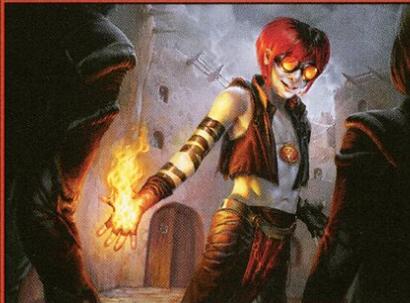
109/259 R

GRN • EN ALEX KONSTAD

TM &amp; © 2018 Wizards of the Coast

**Young Pyromancer**

1/2

**Creature — Human Shaman**

W/B

Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.

*Immolation is the sincerest form of flattery.*

2/1

626 U

J22 • EN CYNTHIA SHEPPARD

TM &amp; © 2022 Wizards of the Coast

**Gut, True Soul Zealot**

2/2

**Legendary Creature — Goblin Shaman**

W/B

Whenever you attack, you may sacrifice another creature or an artifact. If you do, create a 4/1 black Skeleton creature token with menace that's tapped and attacking. (It can't be blocked except by two or more creatures.)

Choose a Background (You can have a Background as a second commander.)

2/2

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**Magus of the Moon**

2/2

**Creature — Human Wizard**

W/B

Nonbasic lands are Mountains.

*Tidal forces of the blood moon wrench and buckle the land, drawing monoliths of stone and soil toward the flaming orb.*

2/2

Franz Vohwinkel

TM &amp; © 2019 Wizards of the Coast, Inc. MYA9















### Splinter Twin

2/2

#### Enchantment — Aura

Enchant creature

Enchanted creature has “ $\text{C}$ : Put a token that's a copy of this creature onto the battlefield. That token has haste. Exile it at the beginning of the next end step.”

“I know just the person for that job.”

—Goran Josic

© 1993–2010 Wizards of the Coast LLC 114/365



#### Creature — Bird

Flying

“ $\text{C}$ : Add one mana of any color.

Sages whisper of an undiscovered natural paradise, a tropical island unspoiled by war.

0/1

151/261 R DMR • EN MARK POOLE

IN & © 2023 Wizards of the Coast



#### Elvish Reclaimer

M20

Elvish Reclaimer gets +2/+2 as long as there are three or more land cards in your graveyard.

2,  $\text{C}$ , Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle your library.

1/2

169/280 R M20 • EN VICTOR ADAME MINGUEZ

TM & © 2019 Wizards of the Coast



### Arbor Elf

3/3

#### Creature — Elf Druid

25

“ $\text{C}$ : Untap target Forest.

1/1

160/249 C A25 • EN RK POST

TM & © 2018 Wizards of the Coast



### Basking Rootwalla

3/3

#### Creature — Lizard

1  $\text{P}$ : Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 (If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)

1/1

—Heather Hudson

© 1993–2009 Wizards of the Coast LLC 2/63



### Boreal Druid

3/3

#### Snow Creature — Elf Druid

W

“ $\text{C}$ : Add 1 to your mana pool.

Some creatures are bound to the cold by Rimerwind magic. Others seek it out, adapted by two thousand years of the Ice. The Boreal, where Heidar's frigid sway is strongest, is home to both.

—Dan Dos Santos

1/1



### Fyndhorn Elves

3/3

#### Creature — Elf Druid

W

“ $\text{C}$ : Add  $\text{P}$ .

“We could no more abandon the forest than the stars could abandon the night sky.”

1/1

228/361 C CMR • EN IGOR KIERYLUK

TM & © 2020 Wizards of the Coast



### Gilded Goose

3/3

#### Creature — Bird

W

Flying

When Gilded Goose enters the battlefield, create a Food token. (It's an artifact with “2,  $\text{C}$ , Sacrifice this artifact: You gain 3 life.”)

1  $\text{P}$ ,  $\text{C}$ : Create a Food token.

“ $\text{C}$ , Sacrifice a Food: Add one mana of any color.

0/2

—LINDSEY LOOK

© 2019 Wizards of the Coast









**Titania, Protector of Argoth** 3 **Legendary Creature — Elemental**

When Titania, Protector of Argoth enters the battlefield, return target land card from your graveyard to the battlefield.

Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token.

5/3

287/303 M MH2 • EN MAGALI VILLENEUVE

TM &amp; © 2021 Wizards of the Coast

**Carnage Tyrant** 4 **Creature — Dinosaur**

Carnage Tyrant can't be countered.  
Trample, hexproof

*Sun Empire commanders are well versed in advanced martial strategy. Still, the correct maneuver is usually to deploy the giant, implacable death lizard.*

7/6

179/279 M XLN • EN YEONG-HAO HAN

TM &amp; © 2017 Wizards of the Coast

**Primeval Titan** 4 **Creature — Giant****Trample**

Whenever Primeval Titan enters the battlefield or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle your library.

*When nature calls, run.*

Illus. Aleksi Briclot

6/6

TM &amp; © 2020 Wizards of the Coast 365

**Vorinclex, Monstrous Raider** 4 **Legendary Creature — Phyrexian Praetor****Trample, haste**

If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down.

6/6

199/285 M KHM • EN DAARKEN

TM &amp; © 2021 Wizards of the Coast

**Elderscale Wurm** 4 **Creature — Wurm****Trample**

When Elderscale Wurm enters the battlefield, if your life total is less than 7, your life total becomes 7.

As long as you have 7 or more life, damage that would reduce your life total to less than 7 reduces it to 7 instead.

7/7

Richard Wright

TM &amp; © 1993–2012 Wizards of the Coast LLC 167/249

**Craterhoof Behemoth** 5 **Creature — Beast****Haste**

When Craterhoof Behemoth enters the battlefield, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

*Its footsteps of today are the lakes of tomorrow.*

5/5

385/500 M JMP • EN CHRIS RAINH

TM &amp; © 2020 Wizards of the Coast

**Kamahl, Heart of Krosa** 6 **Legendary Creature — Human Druid**

At the beginning of combat on your turn, creatures you control get +3/+3 and gain trample until end of turn.

**1** Until end of turn, target land you control becomes a 1/1 Elemental creature with vigilance, indestructible, and haste. It's still a land.

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

5/5

237/361 M CMR • EN KEKAI KOTAKI

TM &amp; © 2020 Wizards of the Coast

**Woodfall Primus** 5 **Creature — Treefolk Shaman****Trample**

When Woodfall Primus enters the battlefield, destroy target noncreature permanent.

**Persist** (*When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.*)

6/6

199/254 R UMA • EN ADAM REX

TM &amp; © 2018 Wizards of the Coast

**Garruk Wildspeaker** 2 **Planeswalker — Garruk**

**+1** : Untap two target lands.

**-1** : Put a 3/3 green Beast creature token onto the battlefield.

**-4** : Creatures you control get +3/+3 and gain trample until end of turn.

3

TM &amp; © 1993–2010 Wizards of the Coast LLC 175/249

**Nissa, Who Shakes the World** 3 **Legendary Planeswalker – Nissa**

Whenever you tap a Forest for mana, add an additional  $\bullet$ .

+1 Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.

-8 You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle your library.

169/264 R WAR • EN CHRIS RALLIS



TM & © 2019 Wizards of the Coast

**Once Upon a Time** 1 **Instant**

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost.

Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

169/269 R ELD • EN MATT STEWART

TM & © 2019 Wizards of the Coast

**Green Sun's Zenith** **Sorcery**

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

*As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.*

150/331 R 2X2 • EN DAVID RAPOZA

TM & © 2022 Wizards of the Coast

**Crop Rotation****Instant**

As an additional cost to cast this spell, sacrifice a land.

Search your library for a land card, put that card onto the battlefield, then shuffle.

*"Hmm . . . maybe lotuses this year."*

154/261 U DMR • EN DITERLIZZI

TM & © 2023 Wizards of the Coast

**Constant Mists** 1 **Instant**

Buyback—Sacrifice a land (You may sacrifice a land in addition to any other costs when you play this spell. If you do, put Constant Mists into your hand instead of your graveyard as part of the spell's effect.)

Creatures deal no combat damage this turn.

Illus. Dermot Power

© 1998 Wizards of the Coast, Inc.

**Beast Within** 2 **Instant**

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

*Kill the weak so they can't drag the strong down to their level. This is true compassion.*

—Benzir, archdruid of Temple Might

Illus. Dave Allsop

TM & © 2020 Wizards of the Coast 357

**Chord of Calling** **Instant**

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)

Search your library for a creature card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.

158/332 R 2XM • EN KARL KOPINSKI

TM & © 2020 Wizards of the Coast

**Green Sun's Zenith** **Sorcery**

Search your library for a Plains, Island, Swamp, or Mountain card and put it onto the battlefield tapped. Then shuffle your library.

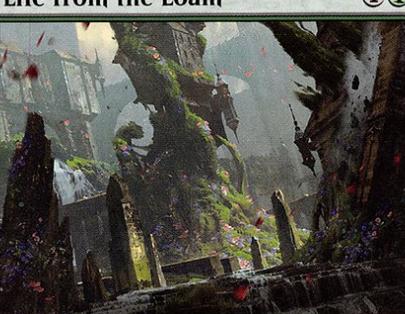
**Sorcery**

Search your library for a Plains, Island, Swamp, or Mountain card and put it onto the battlefield tapped. Then shuffle your library.

*"How truly vast this city must be, that I have traveled so far and seen so much, yet never once found the place where the buildings fail."*

Illus. Martina Pilcerova

TM & © 2020 Wizards of the Coast 363

**Life from the Loam** 1 **Sorcery**

Return up to three target land cards from your graveyard to your hand.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

172/254 R UMA • EN SUNG CHOI

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644 C TM & © 2022 Wizards of the Coast  
J22 • EN ANTHONY PALUMBO



201/280 M TM & © 2018 Wizards of the Coast  
M19 • EN DANIEL LIUNGREN



261/361 U TM & © 2020 Wizards of the Coast  
CHR • EN YEONG-HAO HAN



155/205 R TM & © 2016 Wizards of the Coast  
EMN • EN JASON RAINVILLE



194/287 R TM & © 2022 Wizards of the Coast  
BRO • EN DOMINIK MAYER



193/254 C TM & © 2019 Wizards of the Coast  
M19 • EN ADAM PAQUETTE



229/289 C TM & © 2020 Wizards of the Coast  
TSR • EN GREG STAPLES



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DAARKEN

**Exploration**

Enchantment

You may play an additional land each turn.

*The first explorers found Argoth a storehouse of natural wealth—towering forests grown over rich veins of ore.*

Illus. Brian Snoddy

©1993–1998 Wizards of the Coast, Inc. 250/350

**Survival of the Fittest**

Enchantment

**U**, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

Illus. Pete Venters

©1993–1998 Wizards of the Coast, Inc. 129/143

**Utopia Sprawl**

Enchantment — Aura

Enchant Forest

As Utopia Sprawl enters the battlefield, choose a color.

Whenever enchanted Forest is tapped for mana, its controller adds one mana of the chosen color to his or her mana pool (in addition to the mana the land produces).

192/249 U  
A25 • EN ➔ RON SPEARS

TM &amp; © 2018 Wizards of the Coast

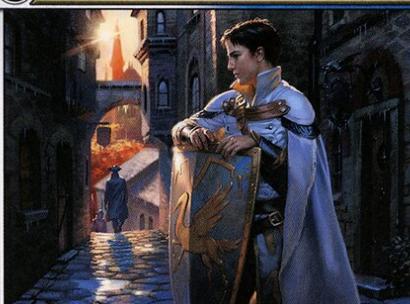
**Sylvan Library**

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

179/261 M  
DMR • EN ➔ YEONG-HAO HAN

TM &amp; © 2023 Wizards of the Coast

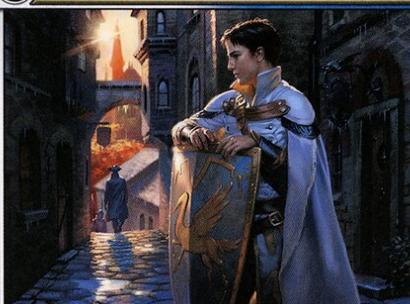
**Azorius Signet**

Artifact

**U**, **U**: Add **\*** **U** to your mana pool.  
*The maze-like design embodies the core of Azorius law—strict structure designed to test wills and stall change.*

215/249 U  
MM3 • EN ➔ RAOUL VITALE

TM &amp; © 2017 Wizards of the Coast

**Dennick, Pious Apprentice**

Legendary Creature — Human Soldier

Lifelink

Cards in graveyards can't be the targets of spells or abilities.

**Disturb** **2** **\*** **U** (You may cast this card from your graveyard transformed for its disturb cost.) **3/2**

217/277 R  
M1D • EN ➔ CHRIS RALLIS

TM &amp; © 2021 Wizards of the Coast

**Wild Growth**

Enchantment — Aura

Enchant land

Whenever enchanted land is tapped for mana, its controller adds an additional **U**.

*If you stop to listen, you can hear it grow.*165/307 C  
C18 • EN ➔ TONY SZCZUDLO

TM &amp; © 2018 Wizards of the Coast

**Pattern of Rebirth**

Enchantment — Aura

Enchant creature

When enchanted creature dies, that creature's controller may search their library for a creature card, put that card onto the battlefield, then shuffle their library.

176/254 R  
UMA • EN ➔ TERESA NIELSEN

TM &amp; © 2018 Wizards of the Coast

**Dennick, Pious Apparition**

Legendary Creature — Spirit Soldier

Flying

Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a colorless Clue artifact token with "2", Sacrifice this artifact: Draw a card.)

If Dennick, Pious Apparition would be put into a graveyard from anywhere, exile it instead.

3/2

217/277 R  
M1D • EN ➔ CHRIS RALLIS

TM &amp; © 2021 Wizards of the Coast







**Hajar, Loyal Bodyguard**

R

**Legendary Creature — Human Soldier**

Sacrifice Hajar, Loyal Bodyguard:  
Legendary creatures you control get  
+1/+0 and gain indestructible until  
end of turn.

*"I've stood by Mishra's side from the  
beginning. I will not abandon him now."*

3/3

211/287 R BRO • EN JOSHUA RAPHAEL

TM &amp; © 2022 Wizards of the Coast

**Mawloc**

X R

**Creature — Tyranid**

Ravenous (*This creature enters the battlefield with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.*)  
Terror from the Deep — When Mawloc enters the battlefield, it fights up to one target creature an opponent controls. If that creature would die this turn, exile it instead.

133/168 R 4OK • EN MATHIAS KOLLROS

TM &amp; © 2022 Wizards of the Coast

2/2

**Territorial Kavu**

R

**Creature — Kavu**

Domain — Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control.  
Whenever Territorial Kavu attacks, choose one —

- Discard a card. If you do, draw a card.
- Exile up to one target card from a graveyard.

★/★

216/303 R MH2 • EN E. M. GIST

TM &amp; © 2021 Wizards of the Coast

**Wrenn and Six**

R

**Legendary Planeswalker — Wrenn**

R

+1 : Return up to one target land card from your graveyard to your hand.

-1 : Wrenn and Six deals 1 damage to any target.

-7 : You get an emblem with "Instant and sorcery cards in your graveyard have retrace."

3

296 / 331 M 2X2 • EN CHASE STONE

TM &amp; © 2022 Wizards of the Coast

**Klothys, God of Destiny**

1 R

**Legendary Enchantment Creature — God****Indestructible**

As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your precombat main phase, exile target card from a graveyard. If it was a land card, add R or G. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.

220/254 M THB • EN MAGALI VILLENEUVE

TM &amp; © 2020 Wizards of the Coast

4/5

**Mina and Denn, Wildborn**

R

**Legendary Creature — Elf Ally**

R

You may play an additional land on each of your turns.

R, Return a land you control to its owner's hand: Target creature gains trample until end of turn.

*Greenweaver Mina and her twin brother Denn lead the last of the Mul Daya into an uncertain future.*

4/4

156 / 184 M OGW • EN IZZY

TM &amp; © 2016 Wizards of the Coast

**Tana, the Bloodsower**

R

**Legendary Creature — Elf Druid**

R

**Trample**

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

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

2/2

045 / 351 M C16 • EN MAGALI VILLENEUVE

TM &amp; © 2016 Wizards of the Coast

**Escape to the Wilds**

3 R

**Sorcery**

Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.

You may play an additional land this turn.

*The guards kindled the hearth and locked the door to Ellwen's chamber. By morning, the fire was out and Ellwen was gone.*

189 / 269 R ELD • EN CHRIS OSTROWSKI

TM &amp; © 2019 Wizards of the Coast

**Avacyn's Pilgrim**

R

**Creature — Human Monk**

R

R : Add \* to your mana pool.

*Avacyn's protection is everywhere. From the holy church to the sacred glade, all that we see is under her blessed watch.*

1/1

119 / 249 C MM3 • EN JANA SCHIRMER &amp; JOHANNES VOSS TM &amp; © 2017 Wizards of the Coast

**Dromoka's Command**

Instant

- Choose two —  
 • Prevent all damage target instant or sorcery spell would deal this turn.  
 • Target player sacrifices an enchantment.  
 • Put a +1/+1 counter on target creature.  
 • Target creature you control fights target creature you don't control.

206/331 R 2X2 • EN ➔ JAMES RYMAN

TM &amp; © 2022 Wizards of the Coast

**Qasali Pridemage**

Creature — Cat Wizard

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

1, Sacrifice Qasali Pridemage: Destroy target artifact or enchantment.

An elder in one pride, of the Sigiled caste in another.

267/331 C 2X2 • EN ➔ CHRIS RAHN

TM &amp; © 2022 Wizards of the Coast

**Eladamri's Call**

Instant

Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

*Tribal rivalries and petty disputes were laid aside at Eladamri's summons.*

197/254 R MH1 • EN ➔ KEY WALKER

TM &amp; © 2019 Wizards of the Coast

**Melira, the Living Cure**

Legendary Creature — Human Scout

If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn.

Exile Melira, the Living Cure: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control.

3/3

209/271 R ONE • EN ➔ MIRANDA MEIKS

TM &amp; © 2023 Wizards of the Coast

**Knight of Autumn**

Creature — Dryad Knight

When Knight of Autumn enters the battlefield, choose one —

- Put two +1/+1 counters on Knight of Autumn.
- Destroy target artifact or enchantment.
- You gain 4 life.

183/259 R GRN • EN ➔ RYAN PANCOAST

TM &amp; © 2018 Wizards of the Coast

2/1

**Knight of the Reliquary**

Creature — Human Knight

Knight of the Reliquary gets +1/+1 for each land card in your graveyard.

1, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle your library.

Illus. Michael Komarck  
TM & © 2020 Wizards of the Coast 379

2/2

**Renegade Rallier**

Creature — Human Warrior

Revolt — When Renegade Rallier enters the battlefield, if a permanent you controlled left the battlefield this turn, return target permanent card with converted mana cost 2 or less from your graveyard to the battlefield.

*"This fight belongs to us all."*

3/2

133/184 U AER • EN ➔ KIERAN YANNER

TM &amp; © 2017 Wizards of the Coast



**Balmor, Battlemage Captain****Legendary Creature — Bird Wizard**

Flying

Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn.

*"Even the most hardened armies are ill-equipped to defend against an onslaught from the sky."*

1/3

196/281 U  
DMU • EN ➔ BRAM SELS

TM &amp; © 2022 Wizards of the Coast

**Expressive Iteration****Sorcery**

Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.

*Prismari students dance in the tension between passion and perfection.*

186/275 U  
STX • EN ➔ ANASTASIA OVCHINNIKOVA

TM &amp; © 2021 Wizards of the Coast

**Izzet Signet****Artifact**

**1**, **U**: Add **U** to your mana pool.

*The Izzet signet is redesigned often, each time becoming closer to a vanity portrait of Niv-Mizzet.*

223/249 U  
MMS • EN ➔ RAOUL VITALE

TM &amp; © 2017 Wizards of the Coast

**Sprite Dragon****Creature — Faerie Dragon**

Flying, haste

Whenever you cast a noncreature spell, put a +1/+1 counter on Sprite Dragon.

*Size of a pixie, rage of a hellkite.*

1/1

211/274 U  
IKO • EN ➔ GÁBOR SZIKSZAI

TM &amp; © 2020 Wizards of the Coast

**Third Path Iconoclast****Creature — Human Monk**

Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.

*"When all you have is a hammer, everything looks like a nail. I merely propose expanding our toolbox."*

2/1

183/287 U  
BRO • EN ➔ MANUEL CASTAÑÓN

TM &amp; © 2022 Wizards of the Coast

**Dack Fayden****Planeswalker — Dack**

**+1**: Target player draws two cards, then discards two cards.

**-2**: Gain control of target artifact.

**-6**: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."

3

199/249 M  
EMA • EN ➔ ERIC DESCHAMPS

TM &amp; © 2016 Wizards of the Coast

**Ludevic, Necro-Alchemist**

1 U 2 W

**Legendary Creature — Human Wizard**

At the beginning of each player's end step, that player may draw a card if a player other than you lost life this turn.

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

*"How does one become a self-taught genius? Naturally, it requires brains."*

1/4

037/351 M  
C16 • EN ➔ AARON MILLER

TM &amp; © 2016 Wizards of the Coast

**Galazeth Prismari**

2 U 2 W

**Legendary Creature — Elder Dragon**

Flying

When Galazeth Prismari enters the battlefield, create a Treasure token. Artifacts you control have "**U**: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell."

3/4

189/275 M  
STX • EN ➔ RAYMOND SWANLAND

TM &amp; © 2021 Wizards of the Coast

**Kraum, Ludevic's Opus**

3 U 2 W

**Legendary Creature — Zombie Horror**

Flying, haste

Whenever an opponent casts his or her second spell each turn, draw a card.

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

*"It lives . . . IT LIVES!"*  
—Ludevic, necro-alchemist

4/4

034/351 R  
C16 • EN ➔ AARON MILLER

TM &amp; © 2016 Wizards of the Coast

**Deathrite Shaman****Creature — Elf Shaman**

**€:** Exile target land card from a graveyard. Add one mana of any color to your mana pool.

**€, €:** Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

**€, €:** Exile target creature card from a graveyard. You gain 2 life.

1/2

215/249 R  
EMA • EN ➔ STEVE ARGYLE

TM &amp; © 2016 Wizards of the Coast

**Abrupt Decay****Instant**

This spell can't be countered.  
Destroy target nonland permanent with converted mana cost 3 or less.  
*The Izzet quickly suspended their policy of lifetime guarantees.*

Illus. Svetlin Velinov

TM &amp; © 2020 Wizards of the Coast 370

**Golgari Signet****Artifact**

**1, €:** Add **€** to your mana pool.

Depending on your point of view, the seal represents a proud guardian of the natural cycle or one who has sold her soul to darkness for eternal life.

220/249 U  
MM3 • EN ➔ RAOUl VITALE

TM &amp; © 2017 Wizards of the Coast

**Grim Flayer****Creature — Human Warrior****Trample**

Whenever Grim Flayer deals combat damage to a player, look at the top three cards of your library. Put any number of them into your graveyard and the rest back on top of your library in any order.

**Delirium** — Grim Flayer gets +2/+2 as long as there are four or more card types among cards in your graveyard.

2/2

222/331 R  
2X2 • EN ➔ MATHIAS KOLLROS

TM &amp; © 2022 Wizards of the Coast

**Assassin's Trophy****Instant**

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

*A power vacuum for the Azorius. A keepsake for Vraska.*

175/331 R  
2X2 • EN ➔ SEB MCKINNON

TM &amp; © 2022 Wizards of the Coast

**Grist, the Hunger Tide****Legendary Planeswalker — Grist**

As long as Grist, the Hunger Tide isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

**+1** Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

**-2** You may sacrifice a creature. When you do, destroy target creature or planeswalker.

**-5** Each opponent loses life equal to the number of creature cards in your graveyard.

3

202/303 M  
MH2 • EN ➔ YONGIAE CHOI

TM &amp; © 2021 Wizards of the Coast

**Pernicious Deed****Enchantment**

**X**, Sacrifice Pernicious Deed: Destroy each artifact, creature, and enchantment with converted mana cost X or less.

"Yawgmoth," Freyalise whispered as she set the bomb, "now you will pay for your treachery."

212/249 R  
A25 • EN ➔ CHRISTOPHER MOELLER

TM &amp; © 2018 Wizards of the Coast

**Reyhan, Last of the Abzan****Legendary Creature — Human Warrior**

Reyhan, Last of the Abzan enters the battlefield with three +1/+1 counters on it.  
Whenever a creature you control dies or is put into the command zone, if it had one or more +1/+1 counters on it, you may put that many +1/+1 counters on target creature.

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

0/0

040/351 R  
C16 • EN ➔ CHRIS RALLIS

TM &amp; © 2016 Wizards of the Coast

**Garruk Relentless****Planeswalker — Garruk**

When Garruk Relentless has two or fewer loyalty counters on him, transform him.

**0** Garruk Relentless deals 3 damage to target creature. That creature deals damage equal to its power to him.

**0** Put a 2/2 green Wolf creature token onto the battlefield.

3

TM &amp; © 1993-2011 Wizards of the Coast LLC 181a/264

Eric Deschamps



**Nahiri, the Harbinger**

2/2\*

**Planeswalker — Nahiri**

+2 : You may discard a card. If you do, draw a card.

-2 : Exile target enchantment, tapped artifact, or tapped creature.

-8 : Search your library for an artifact or creature card, put it onto the battlefield, then shuffle your library. It gains haste. Return it to your hand at the beginning of the next end step.

4

247/297 M  
SOI • EN ➔ ALEKSI BRICLOT

TM &amp; © 2016 Wizards of the Coast

**Winota, Joiner of Forces**

2/2\*

**Legendary Creature — Human Warrior**

Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.

216/274 M  
I KO • EN ➔ MAGALI VILLENEUVE

TM &amp; © 2020 Wizards of the Coast

4/4

**Archangel Avacyn**

3/3\*

**Legendary Creature — Angel**

Flash

Flying, vigilance

When Archangel Avacyn enters the battlefield, creatures you control gain indestructible until end of turn.

When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep.

6/5

005/297 M  
SOI • EN ➔ JAMES RYMAN

TM &amp; © 2016 Wizards of the Coast

4/4

**Avacyn, the Purifier****Legendary Creature — Angel**

Flying

When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent.

"Wings that once bore hope are now stained with blood. She is our guardian no longer."  
—Grete, cathar apostate

6/5

005/297 M  
SOI • EN ➔ JAMES RYMAN

TM &amp; © 2016 Wizards of the Coast

**Velomachus Lorehold**

5/2\*

**Legendary Creature — Elder Dragon**

Flying, vigilance, haste

Whenever Velomachus Lorehold attacks, look at the top seven cards of your library. You may cast an instant or sorcery spell with mana value less than or equal to Velomachus Lorehold's power from among them without paying its mana cost. Put the rest on the bottom of your library in a random order.

5/5

245/275 M  
STX • EN ➔ RAYMOND SWANLAND

TM &amp; © 2021 Wizards of the Coast

**Hydroid Krasis**

X/3\*

**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

228/331 R  
2X2 • EN ➔ JASON FELIX

TM &amp; © 2022 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

192/274 M  
I KO • EN ➔ JASON RAINVILLE

TM &amp; © 2020 Wizards of the Coast

**Neoform****Sorcery**

As an additional cost to cast this spell, sacrifice a 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 with an additional +1/+1 counter on it, then shuffle your library.

206/264 U  
WAR • EN ➔ BRAM SELS

TM &amp; © 2019 Wizards of the Coast

**Simic Signet**

2

**Artifact**

1, ♠♦: Add ♣♦ to your mana pool.

For the Simic Combine, its sigil serves not as an emblem of honor but as a trademark. Its familiar image on any biological commodity attests to superb craftsmanship, ingenious innovation, and higher cost.

227/249 U  
MM3 • EN ➔ MIKE SASS

TM &amp; © 2017 Wizards of the Coast

**Thrasios, Triton Hero**

Legendary Creature — Merfolk Wizard

**4:** Scry 1, then reveal the top card of your library. If it's a land card, put it onto the battlefield tapped. Otherwise, draw a card.  
Partner (*You can have two commanders if both have partner.*)  
*Beneath crashing waves lies an ocean of secrets waiting to be explored.*

046/351 R C16 • EN ➔ IOSU HERNAIZ

TM & © 2016 Wizards of the Coast

**Oko, Thief of Crowns**

Legendary Planeswalker — Oko

**+2:** Create a Food token.  
**+1:** Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.  
**-5:** Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

197/269 M ELD • EN ➔ YONGJAE CHOI

TM & © 2019 Wizards of the Coast

**Koma, Cosmos Serpent**

Legendary Creature — Serpent

This spell can't be countered.  
At the beginning of each upkeep, create a 3/3 blue Serpent creature token named Koma's Coil.  
Sacrifice another Serpent: Choose one —

- Tap target permanent. Its activated abilities can't be activated this turn.
- Koma, Cosmos Serpent gains indestructible until end of turn.

221/285 M KHM • EN ➔ JESPER EISING

TM & © 2021 Wizards of the Coast

**Noble Hierarch**

Creature — Human Druid

**Exalted** (*Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.*)  
**C:** Add ♠, \*, or ♦.  
*She protects the sacred groves from blight, drought, and the Unbeholder.*

0/1

177/332 R 2XM • EN ➔ MARK ZUG

TM & © 2020 Wizards of the Coast

**Rafiq of the Many**

Legendary Creature — Human Knight

**Exalted** (*Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.*)  
Whenever a creature you control attacks alone, it gains double strike until end of turn.  
*Many sigils, one purpose.*

268/331 R 2X2 • EN ➔ MICHAEL KOMARCK

TM & © 2022 Wizards of the Coast

**Aminatou, the Fateshifter**

Legendary Planeswalker — Aminatou

**+1:** Draw a card, then put a card from your hand on top of your library.  
**-1:** Exile another target permanent you own, then return it to the battlefield under your control.  
**-6:** Choose left or right. Each player gains control of all nonland permanents other than Aminatou, the Fateshifter controlled by the next player in the chosen direction.  
Aminatou, the Fateshifter can be your commander.

169/331 M 2X2 • EN ➔ SEB MCKINNON

TM & © 2022 Wizards of the Coast

**Raffine, Scheming Seer**

Legendary Creature — Sphinx Demon

**Flying, ward 1**  
Whenever you attack, target attacking creature connives X, where X is the number of attacking creatures. (*Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.*)

1/4

213/281 M SNC • EN ➔ JOHANNES VOSS

TM & © 2022 Wizards of the Coast

**Goro-Goro and Satoru**

Legendary Creature — Goblin Human

Whenever one or more creatures you control that entered the battlefield this turn deal combat damage to a player, create a 5/5 red Dragon Spirit creature token with flying.  
**1 ②:** Creatures you control gain haste until end of turn.

P 0445 Prerelease MOG • EN ➔ JOHANNES VOSS

TM & © 2023 Wizards of the Coast

**Kess, Dissident Mage**

Legendary Creature — Human Wizard

**Flying**  
During each of your turns, you may cast an instant or sorcery card from your graveyard. If a card cast this way would be put into your graveyard, exile it instead.  
*"Loss has no meaning here. You cannot take from those who have nothing."*

206/254 M MH1 • EN ➔ IZZY

TM & © 2019 Wizards of the Coast

**Ignoble Hierarch**

Creature — Goblin Shaman

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

**C:** Add  $\diamond$ ,  $\heartsuit$ , or  $\clubsuit$ .

He protects the fetid bog from light, life, and the hideous sound of laughter.

0/1

166/303 R  
MM2 • EN ➔ MARK ZUG

TM &amp; © 2021 Wizards of the Coast

**Slimefoot and Squee**

Legendary Creature — Fungus Goblin

Whenever Slimefoot and Squee enters the battlefield or attacks, create a 1/1 green Saproling creature token.

**1  $\diamond$   $\heartsuit$   $\clubsuit$ :** Sacrifice a Saproling: Return Slimefoot and Squee and up to one other target creature card from your graveyard to the battlefield. Activate only as a sorcery.

P 0447 • Provelease  
MOC • EN ➔ VICTOR ADAME MINGUEZ

TM &amp; © 2023 Wizards of the Coast

3/3

**Minsc, Beloved Ranger**

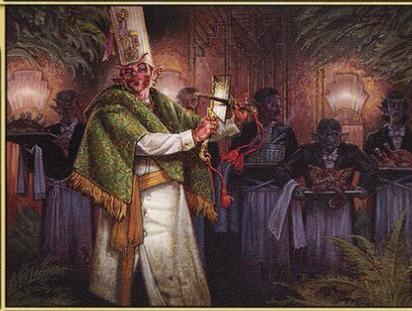
Legendary Creature — Human Ranger

When Minsc, Beloved Ranger enters the battlefield, create Boo, a legendary 1/1 red Hamster creature token with trample and haste.

**X:** Until end of turn, target creature you control has base power and toughness X/X and becomes a Giant in addition to its other types. Activate only as a sorcery.

3/3

TM &amp; © 2021 Wizards of the Coast

**Rocco, Cabaretti Caterer**

Legendary Creature — Elf Druid

When Rocco, Cabaretti Caterer enters the battlefield, if you cast it, you may search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

*They wouldn't admit it, but some people join the Cabaretti just for the food.*

3/1

218/281 U  
SNC • EN ➔ CHRIS SEAMAN

TM &amp; © 2022 Wizards of the Coast

**Jirina Kudro**

Legendary Creature — Human Soldier

When Jirina Kudro enters the battlefield, create a 1/1 white Human Soldier creature token for each time you've cast a commander from the command zone this game.

Other Humans you control get +2/+0.

*"Strength is what keeps us alive. Compassion is what keeps us human."*

3/3

TM &amp; © 2020 Wizards of the Coast

**Animar, Soul of Elements**

Legendary Creature — Elemental

Protection from white and from black  
Whenever you cast a creature spell, put a +1/+1 counter on Animar, Soul of Elements.

Creature spells you cast cost **1** less to cast for each +1/+1 counter on Animar.

1/1

171/331 M  
2X2 • EN ➔ FILIP BURBURAN

TM &amp; © 2022 Wizards of the Coast

**Soul of Windgrace**

Legendary Creature — Cat Avatar

Whenever Soul of Windgrace enters the battlefield or attacks, you may put a land card from a graveyard onto the battlefield tapped under your control.

**1:** Discard a land card: You gain 3 life.

**1  $\heartsuit$ :** Discard a land card: Draw a card.

**2  $\heartsuit$ :** Discard a land card: Soul of Windgrace gains indestructible until end of turn. Tap it.

5/4

220/281 M  
DMU • EN ➔ LIINA SMILSHKALNE

TM &amp; © 2022 Wizards of the Coast

**Dihada, Binder of Wills**

Legendary Planeswalker — Dihada

**+2 :** Up to one target legendary creature gains vigilance, lifelink, and indestructible until your next turn.

**-3 :** Reveal the top four cards of your library. Put any number of legendary cards from among them into your hand and the rest into your graveyard. Create a Treasure token for each card put into your graveyard this way.

**-11 :** Gain control of all nonland permanents until end of turn. Untap them. They gain haste until end of turn.

Dihada, Binder of Wills can be your commander.

5

001/048 M  
DMC • EN ➔ NESTOR OSSANDON LEAL

TM &amp; © 2022 Wizards of the Coast

**Maelstrom Wanderer**

Legendary Creature — Elemental

Creatures you control have haste.  
Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.)

7/5

TM &amp; © 1993–2012 Wizards of the Coast LLC 101/156

008/322 M  
C20 • EN ➔ MAGALI VILLENEUVE





## Walking Ballista

2/2

### Artifact Creature — Construct



Walking Ballista enters the battlefield with X +1/+1 counters on it.

4: Put a +1/+1 counter on Walking Ballista.

Remove a +1/+1 counter from Walking Ballista: It deals 1 damage to any target.

0/0

206 R  
J22 • EN DANIEL LIUNGREN

TM &amp; © 2022 Wizards of the Coast



## Diamond Lion

2

### Artifact Creature — Cat



●, Discard your hand, Sacrifice Diamond Lion: Add three mana of any one color. Activate only as an instant.

*"The merchant asked for riches no one had ever dreamed of. The djinn, smiling, granted his wish."*  
—Afari, Tales

2/2

225/303 R  
MHZ • EN HOWARD LYON

TM &amp; © 2021 Wizards of the Coast



## Painter's Servant

2

### Artifact Creature — Scarecrow



As Painter's Servant enters the battlefield, choose a color.

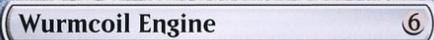
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

*This whimsical automaton helps create beautiful murals, then stands guard as they dry.*

1/3

020/054 S  
MPS • EN MAGALI VILLENEUVE

TM &amp; © 2010 Wizards of the Coast



## Phyrexian Revoker

2

### Artifact Creature — Horror



As Phyrexian Revoker enters the battlefield, choose a nonland card name.

Activated abilities of sources with the chosen name can't be activated.

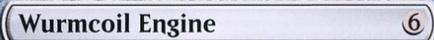
*"To be in the presence of a revoker is to be truly alone."*

—Kara Vrist, Neurok agent

2/1

282/332 R  
2XM • EN KEY WALKER

TM &amp; © 2020 Wizards of the Coast



## Wurmcoil Engine

6

### Artifact Creature — Wurm



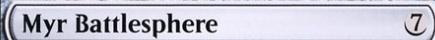
Deathtouch, lifelink

When Wurmcoil Engine dies, create a 3/3 colorless Wurm artifact creature token with deathtouch and a 3/3 colorless Wurm artifact creature token with lifelink.

6/6

308/332 M  
2XM • EN RAYMOND SWANLAND

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## Myr Battlesphere

7

### Artifact Creature — Myr Construct



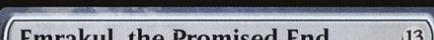
When Myr Battlesphere enters the battlefield, create four 1/1 colorless Myr artifact creature tokens.

Whenever Myr Battlesphere attacks, you may tap X untapped Myr you control. If you do, Myr Battlesphere gets +X/+0 until end of turn and deals X damage to the player or planeswalker it's attacking.

4/7

276/332 R  
2XM • EN FRANZ VOHWINKEL

TM &amp; © 2020 Wizards of the Coast



## Blightsteel Colossus

12

### Artifact Creature — Golem



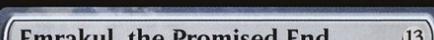
Trample, infect, indestructible

If Blightsteel Colossus would be put into a graveyard from anywhere, reveal Blightsteel Colossus and shuffle it into its owner's library instead.

11/11

235/332 M  
2XM • EN CHRIS RAINH

TM &amp; © 2020 Wizards of the Coast



## Emrakul, the Promised End

13

### Legendary Creature — Eldrazi



Emrakul, the Promised End costs 1 less to cast for each card type among cards in your graveyard.

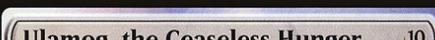
When you cast Emrakul, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants

*An enigma as vexing as life itself.*

13/13

006/205 M  
EMN • EN JAIME JONES

TM &amp; © 2016 Wizards of the Coast



## Ulamog, the Ceaseless Hunger

10

### Legendary Creature — Eldrazi



When you cast Ulamog, the Ceaseless Hunger, exile two target permanents.

Indestructible

Whenever Ulamog attacks, defending player exiles the top twenty cards of his or her library.

*A force as voracious as time itself.*

10/10

015/274 M  
BFZ • EN MICHAEL KOMARCK

TM &amp; © 2015 Wizards of the Coast

**Karn, Scion of Urza**

4

**Legendary Planeswalker — Karn**

- Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.
- +1 : Put a card you own with a silver counter on it from exile into your hand.
- 1 : Create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

001/269 M  
DOM • EN CHASE STONE

TM &amp; © 2018 Wizards of the Coast

5

**Karn Liberated**

7

**Legendary Planeswalker — Karn**

- +4 : Target player exiles a card from their hand.
- 3 : Exile target permanent.
- 14 : Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

001/332 M  
2XM • EN JASON CHAN

TM &amp; © 2020 Wizards of the Coast

6

**Ugin, the Spirit Dragon**

8

**Legendary Planeswalker — Ugin**

- +2 : Ugin, the Spirit Dragon deals 3 damage to any target.
- X : Exile each permanent with converted mana cost X or less that's one or more colors.
- 10 : You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

001/274 M  
M21 • EN RAYMOND SWANLAND

TM &amp; © 2020 Wizards of the Coast

7

**All Is Dust**

7

**Jeweled Amulet**

0

**Artifact**

1, G: Put a charge counter on Jeweled Amulet. Note the type of mana spent to pay this activation cost. Play this ability only if there are no charge counters on Jeweled Amulet.

G, Remove a charge counter from Jeweled Amulet: Add one mana of Jeweled Amulet's last noted type to your mana pool.

Illus. Dan Frazier  
TM & © 1993-2008 Wizards of the Coast LLC 212/245**Tribal Sorcery — Eldrazi**

G

Each player sacrifices all colored permanents he or she controls.

*"The emergence of the Eldrazi isn't necessarily a bad thing, as long as you've already lived a fulfilling and complete life without regrets."*

—Javad Nasrin, Ondu relic hunter

001/249 R  
MM2 • EN JASON FELIX

TM &amp; © 2015 Wizards of the Coast

**Lotus Petal**

0

**Artifact**

G, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.

*"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."*

Illus. April Lee  
© 1997 Wizards of the Coast, Inc.**Mishra's Bauble**

0

**Mox Amber**

0

**Legendary Artifact**

G, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

*"Arcum is a babbling fool! Phyrexian technology is our greatest blessing. Take this delightful trinket for instance . . ."*

—Heidar, Rimewind master

274/332 U  
2XM • EN CHIPPI

TM &amp; © 2020 Wizards of the Coast

224/269 M  
DOM • EN STEVEN BELLEDIN

TM &amp; © 2018 Wizards of the Coast

**Urza's Bauble**

0

**Artifact**

G, Sacrifice Urza's Bauble: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

Illus. Christopher Rush  
TM & © 1993-2007 Wizards of the Coast LLC 170/195

**Zuran Orb****Currency Converter****Expedition Map****Artifact**

3, {C}: Target player puts the top two cards of his or her library into his or her graveyard. If both cards share a color, repeat this process.

*"All attempts to halt the machine failed. We must find a way to repurpose it."*  
—Consulate engineer's log

039/054 S  
MPS • EN ➔ JOHANN BOBIN

TM & © 2017 Wizards of the Coast

**Artifact**

As Pithing Needle enters the battlefield, choose a card name.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

*The fearful want the procedure before a blood festival. The guilty seek it afterward.*

312/331 R  
2X2 • EN ➔ ANTHONY PALUMBO

TM & © 2022 Wizards of the Coast

**Artifact**

{C}: Target player exiles a card from his or her graveyard.

1, Exile Relic of Progenitus: Exile all cards from all graveyards. Draw a card.

*Elves believe the hydra-god Progenitus sleeps beneath Naya, feeding on forgotten magics.*

231/249 U  
EMA • EN ➔ JEAN-SÉBASTIEN ROSSBACH

TM & © 2016 Wizards of the Coast

**Artifact**

3: Untap Retrofitter Foundry.

2, {C}: Create a 1/1 colorless Servo artifact creature token.

1, {C}: Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.

{C}: Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.

000 / 307 R  
P22 • EN ➔ Dmitry Burmak

TM & © 2017 Wizards of the Coast

**Legendary Artifact — Equipment**

Equipped creature gets +1/+1 and has trample and lifelink.

1: Permanents your opponents control lose hexproof and indestructible until end of turn.

Equip 2

*A weapon of darkness for a warrior of light.*

236/254 R  
THB • EN ➔ YEONG-HAO HAN

TM & © 2020 Wizards of the Coast

**Artifact — Equipment**

Equipped creature gets +1/-1.

When equipped creature is put into a graveyard, draw two cards.

Equip 1

*The mind is a beautiful bounty encased in an annoying bone container.*

—Luca Zontini

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### Soul-Guide Lantern

1



#### Artifact

When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.

↙, Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.

1, ↙, Sacrifice Soul-Guide Lantern: Draw a card.

237/254 U  
THB • EN ➔ CLIFF CHILDREN

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### Springleaf Drum

1

#### Artifact

↙, Tap an untapped creature you control: Add one mana of any color.

*"The music is in the drum. I simply coax it out to be heard."*

291/332 U  
2XM • EN ➔ SEB MCKINNON

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### Anvil of Bogardan

2

#### Artifact

Each player skips his or her discard phase.

During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Illus. Roger Raupp

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### Arcane Signet

2

#### Artifact

↙: Add one mana of any color in your commander's color identity.

*"To feel no constraint but the four points of a compass, to tread a path that only you can find . . . these are the flavors of power I've learned to savor."*

—Keon, horizon walker

298/361 U  
CLB • EN ➔ SAM WHITE

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### Coldsteel Heart

2

#### Snow Artifact

Coldsteel Heart enters the battlefield tapped.

As Coldsteel Heart enters the battlefield, choose a color.

↙: Add one mana of the chosen color.

*"There is as much power in winter's chill as in summer's warmth."*

094/361 U  
J22 • EN ➔ IALA

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### Dermotaxi

2

#### Artifact — Vehicle

*Imprint* — As Dermotaxi enters the battlefield, exile a creature card from a graveyard.

Tap two untapped creatures you control: Until end of turn, Dermotaxi becomes a copy of the exiled card, except it's a Vehicle artifact in addition to its other types.

0/0

224/303 R  
MH2 • EN ➔ MARK ZUG

TM & © 2021 Wizards of the Coast



### Fellwar Stone

2

#### Artifact

↙: Add to your mana pool one mana of any color that a land an opponent controls could produce.

*"What do you have that I cannot obtain?"*

—Mairsil, the Pretender

254/342 U  
C15 • EN ➔ JOHN AVON

TM & © 2015 Wizards of the Coast



### Mind Stone

2

#### Artifact

↙: Add ♦.

1, ↙, Sacrifice Mind Stone: Draw a card.

*"What is mana but possibility, an idea not yet given form?"*

—Jhoira, master artificer

232/261 C  
DMR • EN ➔ ADAM REX

TM & © 2023 Wizards of the Coast



### Smuggler's Copter

2

#### Artifact — Vehicle

##### Flying

Whenever Smuggler's Copter attacks or blocks, you may draw a card. If you do, discard a card.

Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/3

235/264 R  
KLD • EN ➔ FLORIAN DE GESINCOURT

TM & © 2016 Wizards of the Coast



### Umezawa's Jitte

(2)

#### Legendary Artifact — Equipment



Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.

Remove a charge counter from Umezawa's Jitte: Choose one — Equipped creature gets +2/+2 until end of turn; or target creature gets -1/-1 until end of turn; or you gain 2 life.

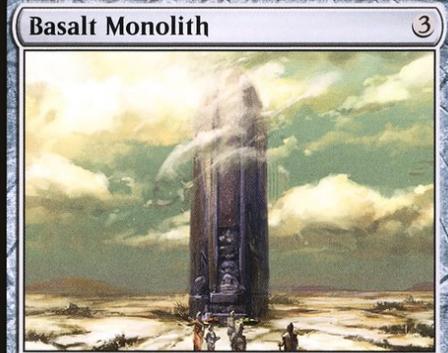
Equip 2

— Christopher Moeller

TM & © 1993–2005 Wizards of the Coast, Inc. 163/165

SNC • EN ➔ CHRIS SEAMAN

TM & © 2022 Wizards of the Coast



### Basalt Monolith

(3)

#### Artifact



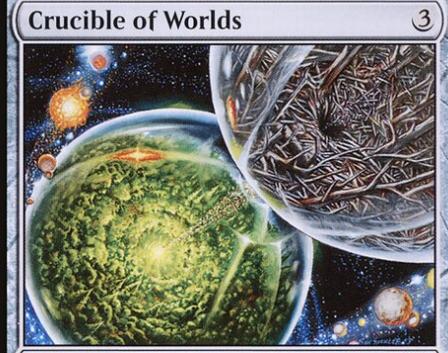
Basalt Monolith doesn't untap during your untap step.

€: Add ♦♦♦.

3: Untap Basalt Monolith.

2XM • EN ➔ YEONG-HAO HAN

TM & © 2020 Wizards of the Coast



### Crucible of Worlds

(3)

#### Artifact



You may play lands from your graveyard.

*Amidst the darkest ashes grow the strongest seeds.*

303 / 331 M  
2XM • EN ➔ RON SPENCER

TM & © 2022 Wizards of the Coast

TITUS LUNTER

TM & © 2020 Wizards of the Coast



### Unlicensed Hearse

(2)

#### Artifact — Vehicle



€: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.

Crew 2

246 / 281 R  
SNC • EN ➔ CHRIS SEAMAN

TM & © 2022 Wizards of the Coast



### Chromatic Lantern

(3)

#### Artifact



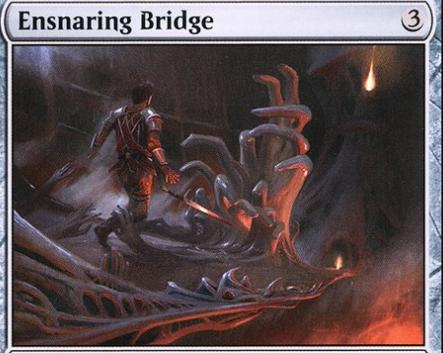
Lands you control have “€: Add one mana of any color.”

€: Add one mana of any color.

*By guild tradition, any puddle of multicolored light on the cobblestones can serve as neutral ground.*

233 / 259 R  
GRN • EN ➔ JUNG PARK

TM & © 2018 Wizards of the Coast



### Ensnaring Bridge

(3)

#### Artifact



Creatures with power greater than the number of cards in your hand can't attack.

*“When I said I needed a hand, I didn’t mean this.”*

— Gerrard Capashen

253 / 332 M  
2XM • EN ➔ TITUS LUNTER

TM & © 2020 Wizards of the Coast

TITUS LUNTER



### Winter Orb

(2)

#### Artifact



As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

*“How could anyone survive this? There is some force at work that stifles even the will to go on.”*

— Naromin, veteran explorer

234 / 249 R  
EMA • EN ➔ BRIAN SNODDY

TM & © 2016 Wizards of the Coast



### Coalition Relic

(3)

#### Artifact



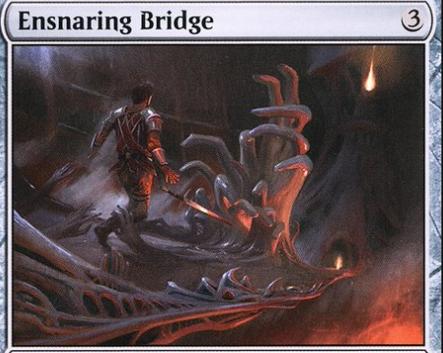
€: Add one mana of any color to your mana pool.

€: Put a charge counter on Coalition Relic.

At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each counter removed this way.

— Donato Giancola

TM & © 1993–2007 Wizards of the Coast, Inc. 161/180



### Grafted Wargear

(3)

#### Artifact — Equipment



Equipped creature gets +3/+2.

Whenever Grafted Wargear becomes unattached from a permanent, sacrifice that permanent.

Equip 0 (0: Attach to target creature you control. Equip only as a sorcery.)

312 / 361 U  
CMR • EN ➔ ALEX HORLEY-ORLANDELL

TM & © 2020 Wizards of the Coast



### Sword of Fire and Ice

(3)

#### Artifact — Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.

Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to any target and you draw a card.

Equip 2

297/332 M 2XM • EN CHRIS RAHN

TM & © 2020 Wizards of the Coast



### Tangle Wire

(3)

#### Artifact

Fading 4 (*This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.*)

At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Illus. Glen Angus

© 1993–2000 Wizards of the Coast, Inc. 139/143



### Vedalken Shackles

(3)

#### Artifact

You may choose not to untap Vedalken Shackles during your untap step.

2, G: Gain control of target creature with power less than or equal to the number of Islands you control as long as Vedalken Shackles remains tapped.

—Mark Zug

TM & © 1993–2004 Wizards of the Coast, Inc. 164/165



### The One Ring

(4)

#### Legendary Artifact

Indestructible

When The One Ring enters the battlefield, if you cast it, you gain protection from everything until your next turn.

At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.

G: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

M 0246  
LTR • EN VELI NYSTRÖM

TM & © 2023 Wizards of the Coast

### Batterskull

(5)

#### Artifact — Equipment

Living weapon (*When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.*)

Equipped creature gets +4/+4 and has vigilance and lifelink.

3: Return Batterskull to its owner's hand.  
Equip 5

—Mark Zug

TM & © 1993–2011 Wizards of the Coast LLC 150/175



### Mindslaver

(6)

#### Legendary Artifact

4, G, Sacrifice Mindslaver: You control target player during that player's next turn. (*You see all cards that player could see and make all decisions for the player.*)

*It's a helm that leaves the head at its most vulnerable.*

—Volkan Baga

TM & © 1993–2010 Wizards of the Coast LLC 176/249



### Kaldra Compleat

(7)

#### Legendary Artifact — Equipment

Living weapon

Indestructible

Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."

Equip 7

227/303 M MH2 • EN VINCENT PROCE

TM & © 2021 Wizards of the Coast



### Portal to Phyrexia

(9)

#### Artifact

When Portal to Phyrexia enters the battlefield, each opponent sacrifices three creatures.

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.

*After five thousand years, the nightmare returned.*

240/287 M Story Spotlight

BRO • EN SVETLIN VELINOV

mtgstory.com



### Dryad Arbor

(8)

*(Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "G: Add P to your mana pool.")*

Dryad Arbor is green.

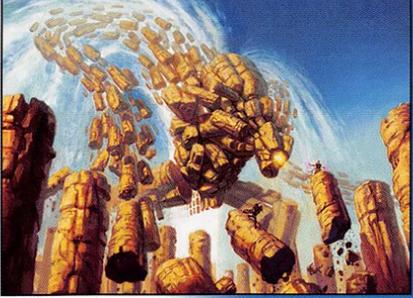
*"Touch no tree, break no branch, and speak only the question you wish answered."*  
—Von Yomm, elder druid, to her initiates

—Eric Fortune

1/1

TM & © 1993–2007 Wizards of the Coast, Inc. 174/180

### Celestial Colonnade



Land



Celestial Colonnade enters the battlefield tapped.

tap: Add \* or .

3 \* : Until end of turn, Celestial Colonnade becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

238/254 R UMA • EN ERIC DESCHAMPS

TM & © 2018 Wizards of the Coast

### Hallowed Fountain



Land — Plains Island



(tap: Add \* or .)

As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*The ever-watchful center of a growing web of eyes.*

261/259 R RNA • EN TEDD CHEVRIER

TM & © 2019 Wizards of the Coast

### Seachrome Coast



Land



Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.

tap: Add \* or . to your mana pool.

*Where the Quicksilver Sea laps over the Razor Fields, the landscape reflects the sun's fading hope.*

Lars Grant-West

TM & © 1993-2010 Wizards of the Coast LLC 229/249

### Tundra



Land

tap: Add either . or \* to your mana pool.  
Counts as both islands and plains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Jesper Myrfors

### Creeping Tar Pit



Land



Creeping Tar Pit enters the battlefield tapped.

tap: Add . or \*

1 . : Creeping Tar Pit becomes a 3/2 blue and black Elemental creature until end of turn and can't be blocked this turn. It's still a land.

239/254 R UMA • EN JASON FELIX

TM & © 2018 Wizards of the Coast

### Darkslick Shores



Land



Darkslick Shores enters the battlefield tapped unless you control two or fewer other lands.

tap: Add . or \*

*Where curiosity meets cruelty, hideous innovations arise.*

250/271 R ONE • EN AARON MILLER

TM & © 2023 Wizards of the Coast

### Underground Sea



Land

Counts as both swamp and islands and is affected by spells that affect either. Tap to add either \* or . to your mana pool.

Illus. © Rob Alexander

### Watery Grave



Land — Island Swamp



(tap: Add . or \*)

As Watery Grave enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*Few believe Duskmantle exists. Fewer find it. None live to bear witness.*

259/259 R GRN • EN CLIFF CHILDS

TM & © 2018 Wizards of the Coast

### Badlands



Land



Counts as both mountains and swamp and is affected by spells that affect either. Tap to add either \* or . to your mana pool.

Illus. © Rob Alexander

**Land**

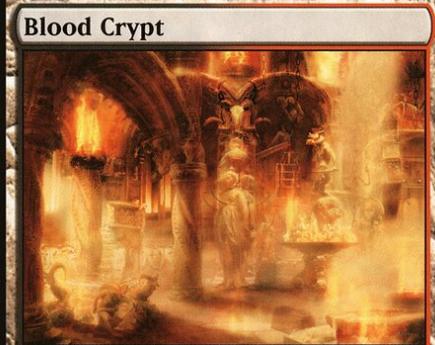
Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

**C:** Add  $\diamond$  or  $\diamond$  to your mana pool.

*Where the Oxidda Chain mingles with the Mephidross, oil-suffused metal crumbles away, leaving walls of blackened bones.*

—Dave Kendall

TM & © 1993–2010 Wizards of the Coast LLC 224/249

**Land — Swamp Mountain**

**(C:** Add  $\diamond$  or  $\diamond$  to your mana pool.)

As Blood Crypt comes into play, you may pay 2 life. If you don't, Blood Crypt comes into play tapped instead.

—Rob Alexander

TM & © 1993–2006 Wizards of the Coast, Inc. 171/180

**Land**

Copperline Gorge enters the battlefield tapped unless you control two or fewer other lands.

**C:** Add  $\diamond$  or  $\diamond$  to your mana pool.

*Where the Tangle overruns the Oxidda mountains, metallic beasts scratch their territories in the verdigris.*

—Zoltan Boros & Gabor Szikszai

TM & © 1993–2010 Wizards of the Coast LLC 225/249

**Land**

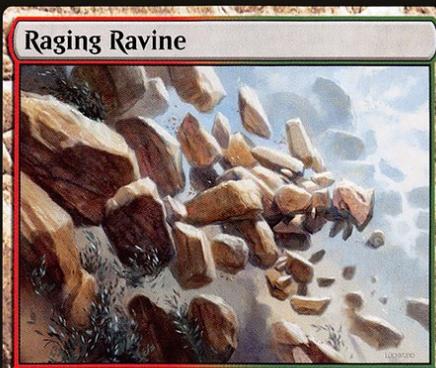
**C:** Add  $\diamond$  to your mana pool.

**C:** Add  $\diamond$  or  $\diamond$  to your mana pool. Each opponent gains 1 life.

*Spring is the most beautiful season in the grove, when the new leaves open from their ember-buds in a race of leaping flames.*

—David Hudnut

TM & © 1993–2007 Wizards of the Coast, Inc. 176/180

**Land**

Raging Ravine enters the battlefield tapped.

**C:** Add  $\diamond$  or  $\diamond$ .

**2  $\diamond$ :** Until end of turn, Raging Ravine becomes a 3/3 red and green Elemental creature with "Whenever this creature attacks, put a +1/+1 counter on it." It's still a land.

249/254 R UMA • EN TODD LOCKWOOD

TM & © 2018 Wizards of the Coast

**Land — Mountain Forest**

**(C:** Add  $\diamond$  or  $\diamond$ .)

As Stomping Ground enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*"What we begin, the End-Raze will finish. Then we will dance in Ravnica's rubble."*  
—Nikya of the Old Ways

259/259 R RNA • EN JAMES PAICK

TM & © 2019 Wizards of the Coast

**Land**

**>**: Add either  $\diamond$  or  $\diamond$  to your mana pool. Counts as both forest and mountains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

**Land**

Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

**C:** Add  $\diamond$  or  $\diamond$  to your mana pool.

*Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.*

—James Paick

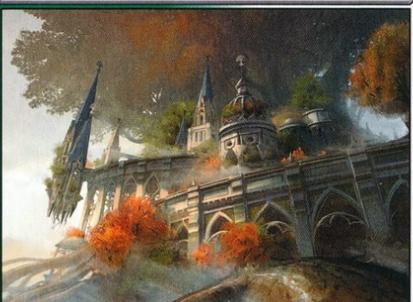
TM & © 1993–2010 Wizards of the Coast LLC 228/249

**Land**

**>**: Add either  $\diamond$  or  $\diamond$  to your mana pool. Counts as both plains and forest and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

### Temple Garden



#### Land – Forest Plains



( $\diamond$ : Add  $\diamond$  or  $*$ .)

As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

"Where the roots reach, there the temple rises."  
—Niszka, Selesnya evangel

258/259 R  
GRN • EN ➔ TITUS LUNTER

### Scrubland



#### Land

$\diamond$ : Add either  $*$  or  $\diamond$  to your mana pool.  
Counts as both plains and swamp and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Jesper Myrfors

### Concealed Courtyard



#### Land



Concealed Courtyard enters the battlefield tapped unless you control two or fewer other lands.

( $\diamond$ : Add  $*$  or  $\diamond$  to your mana pool.

Where high society and dark opportunity intersect.

245/264 R  
KLD • EN ➔ JUNG PARK

TM & © 2016 Wizards of the Coast

### Godless Shrine



#### Land – Plains Swamp



( $\diamond$ : Add  $*$  or  $\diamond$ .)

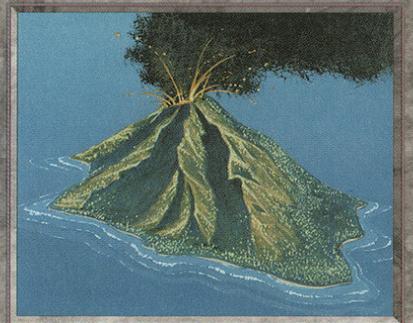
As Godless Shrine enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Sin is debt, and absolution is paid in tithes of gold and blood.

248/259 R  
RNA • EN ➔ TENN RAVENNA

TM & © 2019 Wizards of the Coast

### Volcanic Island



#### Land

$\diamond$ : Add either  $\diamond$  or  $\diamond$  to your mana pool.  
Counts as both islands and mountains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Brian Snoddy

### Bayou



#### Land

$\diamond$ : Add either  $*$  or  $\diamond$  to your mana pool.  
Counts as both swamp and forest and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Jesper Myrfors

### Blooming Marsh



#### Land

Blooming Marsh enters the battlefield tapped unless you control two or fewer other lands.

( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.

A retreat to nature can inspire even the most jaded inventor.

243/264 R  
KLD • EN ➔ ADAM PAQUETTE

TM & © 2016 Wizards of the Coast



### Overgrown Tomb



Land — Swamp Forest

( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, Overgrown Tomb enters the battlefield tapped.

*The best funeral shroud is the fabric of new life.*

— Steven Belledin

TM & © 2012 Wizards of the Coast 243/274



### Inspiring Vantage

Land

Inspiring Vantage enters the battlefield tapped unless you control two or fewer other lands.

( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

*Ghirapur is a beacon of inspiration, attracting the most brilliant minds on Kaladesh.*

246/264 R KLD • EN JONAS DE RO

TM & © 2016 Wizards of the Coast



### Plateau



Land

( $\diamond$ : Add either  $\diamond$  or  $\diamond$  to your mana pool. Counts as both mountains and plains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.)

Illus. © Drew Tucker



### Sacred Foundry



Land — Mountain Plains

( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, Sacred Foundry enters the battlefield tapped.

*Burning fervor and fearsome skill create a lethal beauty terrible to behold.*

— Sam Burley

TM & © 2013 Wizards of the Coast 245/249



### Botanical Sanctum

Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

*Life inspires technology, which expands life's domain.*

244/264 R KLD • EN CHRISTINE CHOI

TM & © 2016 Wizards of the Coast



### Breeding Pool



Land — Forest Island

( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, Breeding Pool enters the battlefield tapped.

*Uncharted depths. Unbounded hopes. Unfathomable mysteries.*

— Mike Bierer

TM & © 2013 Wizards of the Coast 240/249



### Tropical Island



Land

( $\diamond$ : Add either  $\diamond$  or  $\diamond$  to your mana pool. Counts as both forest and islands and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.)

Illus. © Jesper Myrfors

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### Argoth, Sanctum of Nature

Land

Argoth, Sanctum of Nature enters the battlefield tapped unless you control a legendary green creature.

( $\diamond$ : Add  $\diamond$ .)

( $2\diamond\diamond$ ,  $\diamond$ : Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery.)

(Melds with Titania, Voice of Gaea.)

\*

### Arid Mesa



Land

( $\diamond$ , Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.)

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M22 • EN RAYMOND SWANLAND

**Blast Zone****Land**

Blast Zone enters the battlefield with a charge counter on it.  
**C:** Add  $\diamond$ .  
**X X, C:** Put X charge counters on Blast Zone.  
**3, C:** Sacrifice Blast Zone: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Blast Zone.

244/264 R WAR • EN CHRIS OSTROWSKI

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**Bojuka Bog****Land**

Bojuka Bog enters the battlefield tapped.  
When Bojuka Bog enters the battlefield, exile all cards from target player's graveyard.  
**C:** Add  $\diamond$ .

Illus. Howard Lyon

TM &amp; © 2020 Wizards of the Coast 406

**Boseiju, Who Endures****Legendary Land**
**C:** Add  $\clubsuit$ .  
*Channel — 1  $\clubsuit$ , Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.*

266/302 R NEO • EN CHRIS OSTROWSKI

TM &amp; © 2022 Wizards of the Coast

**Cave of the Frost Dragon****Land**

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

**C:** Add  $*$ .  
**4 \*:** Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R AFR • EN JOHANNES VOSS

TM &amp; © 2021 Wizards of the Coast

**Cavern of Souls****Land**

As Cavern of Souls enters the battlefield, choose a creature type.  
**C:** Add  $\mathbb{1}$  to your mana pool.  
**C:** Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

Cliff Childs

TM &amp; © 1993–2012 Wizards of the Coast LLC 226/244

**Command Tower****Land**
**C:** Add one mana of any color in your commander's color identity.

*When defeat is near and guidance is scarce, all eyes look in one direction.*

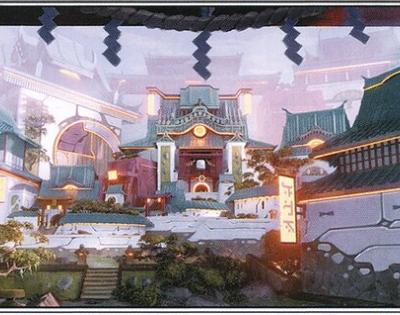
172 VOC • EN RYAN YEE

TM &amp; © 2021 Wizards of the Coast

**Dust Bowl****Land**
**C:** Add one colorless mana to your mana pool.  
**3, C:** Sacrifice a land: Destroy target nonbasic land.

Illus. Ben Thompson

© 1999 Wizards of the Coast, Inc. 316/350

**Eiganjo, Seat of the Empire****Legendary Land**
**C:** Add  $*$ .

*Channel — 2 \*, Discard Eiganjo, Seat of the Empire: It deals 4 damage to target attacking or blocking creature. This ability costs 1 less to activate for each legendary creature you control.*



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NEO • EN JULIAN KOK TOON WEN

268/302 R

### Field of the Dead



Land

M20

Field of the Dead enters the battlefield tapped.

•: Add ♦.

Whenever Field of the Dead or another land enters the battlefield under your control, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.

247/280 R  
M20 • EN ➔ KEY WALKER

TM & © 2019 Wizards of the Coast

### Flooded Strand



Land

W

•, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card and put it onto the battlefield. Then shuffle your library.

Where dragons once slept, their bones now rest.

233/269 R  
KTK • EN ➔ ANDREAS ROCHA

TM & © 2014 Wizards of the Coast

### Hall of Storm Giants



Land

G

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

•: Add ♦.

5 ♦: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward 3. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3.)

257/281 R  
AFR • EN ➔ JOHANNES VOSS

TM & © 2021 Wizards of the Coast

### Hive of the Eye Tyrant



Land

W

If you control two or more other lands, Hive of the Eye Tyrant enters the battlefield tapped.

•: Add ♦.

3 ♦: Until end of turn, Hive of the Eye Tyrant becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

258/281 R  
AFR • EN ➔ JOHANNES VOSS

TM & © 2021 Wizards of the Coast

### Mana Confluence



Land

R

•, Pay 1 life: Add one mana of any color to your mana pool.

042/045 M  
EXP • EN ➔ HOWARD LYON

TM & © 2016 Wizards of the Coast

### Marsh Flats



Land

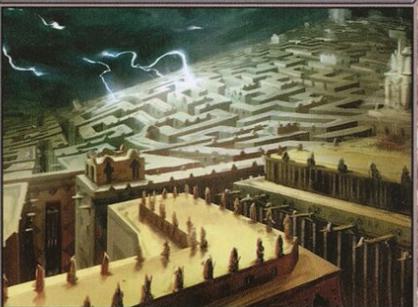
W/O

•, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

248/303 R  
MH2 • EN ➔ IZZY

TM & © 2021 Wizards of the Coast

### Maze of Ith



Land

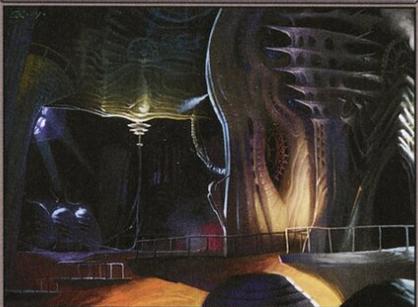
W

•: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

250/261 R  
DMR • EN ➔ YEONG-HAO HAN

TM & © 2023 Wizards of the Coast

### Mishra's Factory



Land

R

•: Add ♦.

1: Mishra's Factory becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.

•: Target Assembly-Worker creature gets +1/+1 until end of turn.

251/261 U  
DMR • EN ➔ SCOTT CHIOU

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### Misty Rainforest



Land

W/O

•, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

250/303 R  
MH2 • EN ➔ SHELLY WAN

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### Temple of the False God



Land

U: Add  $\diamond\diamond$ . Activate this ability only if you control five or more lands.

"When gods become apathetic, the people will worship anyone who answers their pleas."  
—Kiora

285/307 U  
C18 • EN ➔ JAMES ZAPATA

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### Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Urza's Saga gains "U: Add  $\diamond$ ."

II Urza's Saga gains "2, U: Create a 0/0 colorless Construct artifact creature token with 'This creature gets +1/+1 for each artifact you control.'

III Search your library for an artifact card with mana cost 0 or 1, put it onto the battlefield, then shuffle.

Enchantment Land — Urza's Saga



U

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### Verdant Catacombs



Land

U, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

260/303 R  
MH2 • EN ➔ VANCE KOVACS

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### Wasteland



Land

U: Add  $\diamond$  to your mana pool.  
U, Sacrifice Wasteland: Destroy target nonbasic land.

"The land promises nothing and keeps its promise."  
—Oracle en-Vec

EMA • EN ➔ EYTAN ZANA

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### Wooded Foothills



Land

U, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card and put it onto the battlefield. Then shuffle your library.

Where dragons' breath once burned,  
their bones now freeze.

249/269 R  
KTK • EN ➔ JONAS DE RO

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### Valakut, the Molten Pinnacle



Land

Valakut, the Molten Pinnacle enters the battlefield tapped.

Whenever a Mountain enters the battlefield under your control, if you control at least five other Mountains, you may have Valakut, the Molten Pinnacle deal 3 damage to target creature or player.

U: Add  $\diamond$  to your mana pool.

Kieran Yanner

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### Windswept Heath



Land

U, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card and put it onto the battlefield. Then shuffle your library.

Where dragons once roared, their bones now keen.

248/269 R  
KTK • EN ➔ YEONG-HAO HAN

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