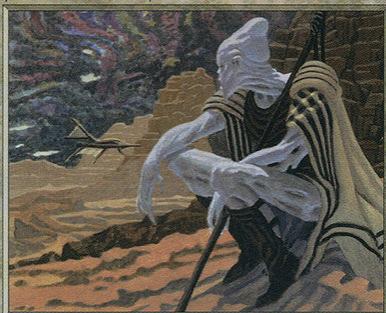


Soltari Foot Soldier



Summon Soldier

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

"Children of the Ruins, raised to be warriors, know that life begins when another speaks their names."

—Soltari Tales of Life

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1/1

Soltari Foot Soldier



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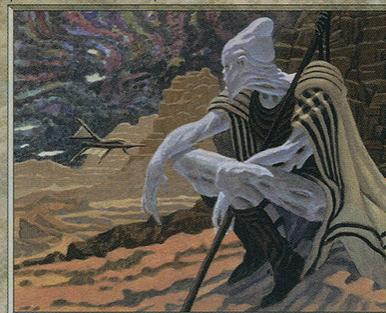
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1/1

Soul Warden



Summon Cleric

Whenever any other creature comes into play, gain 1 life.

Count carefully the souls and see that none are lost.

—Vec teaching

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1/1

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—Vec teaching

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1/1

Master Decoy



Summon Soldier

*, G: Tap target creature.

"A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again."

—Gerrard of the Weatherlight

Illus. Phil Foglio
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1/2

Master Decoy



Summon Soldier

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"A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again."

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Illus. Phil Foglio
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1/2

Master Decoy

1 *



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"A skilled decoy can throw your enemies off your trail. A master decoy can survive to do it again."
—Gerrard of the Weatherlight

Illus. Phil Foglio
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1/2

Shaman en-Kor

1 *



Summon Cleric

0: Redirect 1 damage from Shaman en-Kor to a creature you control.

1 *: Redirect to Shaman en-Kor all damage dealt to any one creature from any one source.

Illus. Jeff Miracola
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1/2

Soltari Monk

**



Summon Cleric

Protection from black; shadow (*This creature can block or be blocked by only creatures with shadow.*)

"Prayer rarely explains."
—Orim, Samite healer

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2/1

Soltari Monk

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Summon Cleric

Protection from black; shadow (*This creature can block or be blocked by only creatures with shadow.*)

"Prayer rarely explains."
—Orim, Samite healer

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2/1

Soltari Priest

**



Summon Cleric

Protection from red; shadow (*This creature can block or be blocked by only creatures with shadow.*)

"In Rath," the priest said, "there is even greater need for prayer."

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2/1

Soltari Priest

**



Summon Cleric

Protection from red; shadow (*This creature can block or be blocked by only creatures with shadow.*)

"In Rath," the priest said, "there is even greater need for prayer."

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2/1

Soltari Trooper

1 *



Summon Soldier

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

If Soltari Trooper attacks, it gets

+1/+1 until end of turn.

"Dauthi blood is Soltari wine."
—Soltari Tales of Life

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1/1

Soltari Trooper

1 *



Summon Soldier

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

If Soltari Trooper attacks, it gets

+1/+1 until end of turn.

"Dauthi blood is Soltari wine."
—Soltari Tales of Life

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1/1



Armor Sliver

2 *

**Summon Sliver**

Each Sliver gains “**2**: This creature gets +0/+1 until end of turn.”

Hanna: “We must learn how they protect each other.”

Mirri: “After they’re done trying to kill us, all right?”

Illus. Scott Kirschner

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2/2**Knight of Dawn**

1 *

**Summon Knight****First strike**

**: Knight of Dawn gains protection from the color of your choice until end of turn.

*Flash like daybreak to the fray.
—Motto of the Knights of Dawn*

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2/2**Knight of Dawn**

1 *

**Summon Knight****First strike**

**: Knight of Dawn gains protection from the color of your choice until end of turn.

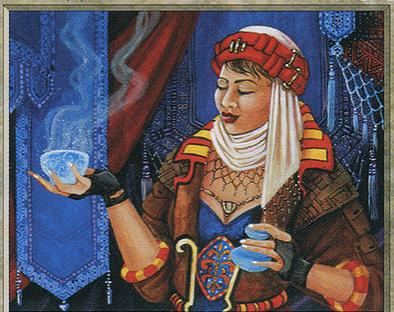
*Flash like daybreak to the fray.
—Motto of the Knights of Dawn*

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2/2**Orim, Samite healer**

1 *

**Summon Legend**

Orim, Samite Healer counts as a Cleric.

Q: Prevent up to 3 damage to any creature or player.

*The silkworm spins itself a new existence.
So the healer weaves the threads of life.*

—Orim, Samite healer

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1/3**Paladin en-Vec**

1 *

**Summon Knight**

First strike, protection from black, protection from red

“Our belief shall be the lance that pierces Volrath’s heart.”

Illus. Randy Elliott

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2/2**Mounted Archers**

3 *

**Summon Soldiers**

Mounted Archers can block creatures with flying.

*: Mounted Archers can block an additional creature this turn. (All blocking assignments must still be legal.)

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2/3**Mounted Archers**

3 *

**Summon Soldiers**

Mounted Archers can block creatures with flying.

*: Mounted Archers can block an additional creature this turn. (All blocking assignments must still be legal.)

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2/3**Spirit en-Kor**

3 *

**Summon Spirit****Flying**

Q: Redirect 1 damage from Spirit en-Kor to a creature you control.

Death free throat from thirst, mouth from speech, feet from earth.

—Kor requiem

Illus. John Marson

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2/2

Spirit en-Kor 3 *



Summon Spirit



Flying

0: Redirect 1 damage from Spirit en-Kor to a creature you control.

Death free throat from thirst, mouth from speech, feet from earth.

—Kor requiem

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2/2

Avenging Angel 3 *



Summon Angel



Flying

If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library.

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3/3

Staunch Defenders 3 *



Summon Soldiers



When Staunch Defenders comes into play, gain 4 life.

"Hold your position! Leave doubt for the dying!"
—Tahngarth of the Weatherlight

Illus. Mark Poole

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3/4

Staunch Defenders 3 *



Summon Soldiers



When Staunch Defenders comes into play, gain 4 life.

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—Tahngarth of the Weatherlight

Illus. Mark Poole

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3/4

Staunch Defenders 3 *



Summon Soldiers



When Staunch Defenders comes into play, gain 4 life.

"Hold your position! Leave doubt for the dying!"
—Tahngarth of the Weatherlight

Illus. Mark Poole

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3/4

Disenchant 1 *



Instant



Destroy target artifact or enchantment.

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

Illus. L. A. Williams

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Temper X 1 *



Instant



Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.

"I don't need a plan, just a goal. The rest will follow on its own."

—Gerrard

Illus. Matthew Wilson

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Kor Chant

2 *



Instant

Redirect to target creature all damage dealt to any one creature you control from any one source.

The true treasure no thief can touch.

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Kor Chant

2 *



Instant

Redirect to target creature all damage dealt to any one creature you control from any one source.

The true treasure no thief can touch.

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Kor Chant

2 *



Instant

Redirect to target creature all damage dealt to any one creature you control from any one source.

The true treasure no thief can touch.

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Pegasus Stampede

1 *



Sorcery

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

Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.

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Illus. Mark Zug
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Repentance

2 *



Sorcery

Target creature deals to itself damage equal to its power.

"The cannon wasn't aimed at you!"

*pleaded Vhati.
"I'm not sure which is more pathetic,"
replied Greven, "your judgment or
your aim."*

Illus. Ron Spencer
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Repentance

2 *



Sorcery

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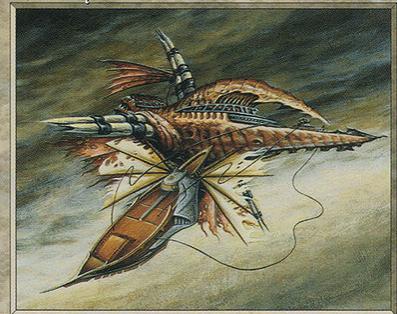
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*pleaded Vhati.
"I'm not sure which is more pathetic,"
replied Greven, "your judgment or
your aim."*

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Cataclysm

2 *



Sorcery

Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight dragged the Predator behind it, the cradle hauling the casket.

Illus. Jim Nelson
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Winds of Rath

3 *



Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."

—Oracle en-VeC

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Flickering Ward

*



Enchant Creature

When you play Flickering Ward, choose a color.

Enchanted creature gains protection from the chosen color.

*: Return Flickering Ward to owner's hand.

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Enchanted creature gains protection from the chosen color.

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Pacifism

1 *



Enchant Creature

Enchanted creature cannot attack or block.

Frozen by conscience, Karn did not resist as the moggs carried him to the Predator.

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Enchant Creature

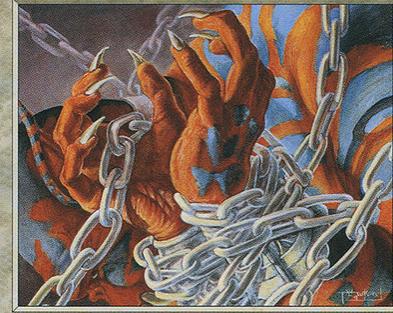
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Shackles

2 *



Enchant Creature

Enchanted creature does not untap during its controller's untap phase.

*: Return Shackles to owner's hand.
Shackles of gold are still shackles.

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Shackles

2 *

Enchant Creature



Enchanted creature does not untap during its controller's untap phase.
*: Return Shackles to owner's hand.
Shackles of gold are still shackles.

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Field of Souls

2 *

Enchantment



Whenever a nontoken creature is put into your graveyard from play, put an Essence token into play. Treat this token as a 1/1 white creature with flying.

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humility

2 *

Enchantment



Each creature loses all abilities and is a 1/1 creature.
"One cannot cleanse the wounds of failure."
—Karn, silver golem

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Spirit Mirror

2 *

Enchantment



During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature.
0: Destroy target Reflection.

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Merfolk Looter

1 *

Summon Merfolk



: Draw a card, then choose and discard a card.

In the depths of Rootwater, salvage and sewage differ only in texture.

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1/1



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1/1



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In the depths of Rootwater, salvage and sewage differ only in texture.

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1/1



Winged Sliver

1 *

Summon Sliver



All Slivers gain flying.

"Everything around here has cut a deal with gravity."
—Gerrard of the Weatherlight

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1/1



















Dauthi Horror

1/1

Summon Beast



Shadow (This creature can block or be blocked by only creatures with shadow.)
Dauthi Horror cannot be blocked by white creatures.

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2/1



Dauthi Slayer

2/2

Summon Soldier



Shadow (This creature can block or be blocked by only creatures with shadow.)
Each turn, Dauthi Slayer attacks if able.
"They have knives for every soul."
—Lyna, Soltari emissary

Illus. Dermot Power
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2/2



Dauthi Slayer

2/2

Summon Soldier



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—Lyna, Soltari emissary

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2/2



Dauthi Slayer

2/2

Summon Soldier



Shadow (This creature can block or be blocked by only creatures with shadow.)
Each turn, Dauthi Slayer attacks if able.

"They have knives for every soul."
—Lyna, Soltari emissary

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2/2



Coffin Queen

2/2

Summon Wizard



You may choose not to untap Coffin Queen during your untap phase.
2 \diamond , 2 \diamond : Put target creature card from any graveyard into play under your control. Remove that creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen.

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1/1



Dauthi Marauder

2/2

Summon Minion



Shadow (This creature can block or be blocked by only creatures with shadow.)
"The Dauthi came from beneath the Ruins one night, and the darkness cast them in the best possible light."
—Soltari Tales of Life

Illus. Andrew Robinson
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3/1



Dauthi Marauder

2/2

Summon Minion



Shadow (This creature can block or be blocked by only creatures with shadow.)
"The Dauthi came from beneath the Ruins one night, and the darkness cast them in the best possible light."
—Soltari Tales of Life

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3/1



Mindwhip Sliver

2/2

Summon Sliver



Each Sliver gains "2". Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery.

"They share more than their thoughts. We must shatter their link quickly!"
—Hanna, to Orim

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2/2



Dauthi Mindripper

3



LAWHAMS

Summon Minion



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

Sacrifice Dauthi Mindripper: Defending player chooses and discards three cards. Use this ability only if Dauthi Mindripper is attacking and unblocked.

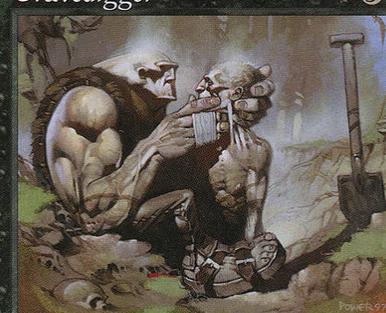
Illus. L. A. Williams

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2/1

Gravedigger

3



POWER97

Summon Zombie



When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

A full coffin is like a full coffer—both are attractive to thieves.

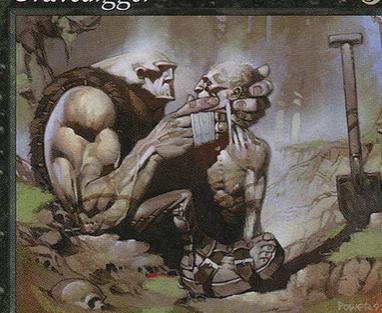
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2/2

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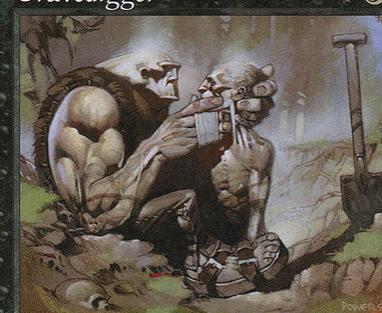
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2/2

Revenant

4



Summon Spirit



Flying

Revenant has power and toughness each equal to the number of creature cards in your graveyard.

"Not again."

—Hans

Illus. Terese Nielsen

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★/★

Revenant

4



Summon Spirit



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Revenant has power and toughness each equal to the number of creature cards in your graveyard.

"Not again."

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Illus. Terese Nielsen

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★/★

Commander Greven il-Vec

3



Summon Legend



When Commander Greven il-Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures.

"Rage is the only freedom left me."

—Greven il-Vec

Illus. Kev Walker

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7/5

Dark Ritual

4



Mana Source



Add to your mana pool.

"If there is such a thing as too much power, I have not discovered it."

—Volrath

Illus. Ken Meyer, Jr.

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Dark Ritual

Mana Source

Diabolic Edict

1



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—Volrath

Illus. Ken Meyer, Jr.

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Corpse Dance

Instant

Corpse Dance

2



Buyback 2 (*You may pay an additional 2 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.*)

Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.

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Put the top creature card from your graveyard into play. That creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.

Diabolic Edict

1



Target player sacrifices a creature.

Greven il-Vec lifted Vhati off his feet. "The fall will give you time to think on your failure."

Illus. Ron Spencer

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Dark Banishing

2



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

"It is the way of most wizards to begin by exiling themselves and to end by exiling everyone else."

—Hanna, Weatherlight navigator

Illus. John Matson

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everyone else."*

—Hanna, Weatherlight navigator

Illus. John Matson
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Slaughter

2

Instant

Buyback—Pay 4 life. (You may pay 4 life in addition to any other costs when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

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

Illus. Pete Venters
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hatred

3

Instant

Pay X life: Target creature gets +X/+0 until end of turn.

*"I will flay the skin from your flesh and
the flesh from your bones and scrape your
bones dry. And still you will not have
suffered enough."*

—Greven il-Vec, to Gerrard

Illus. Brom
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Necrologia

3

Instant

Play Necrologia only during your
discard phase.

Pay X life: Draw X cards.

*"My enemies' death yields threefold
benefit: removal, reuse, and research."*

—Volrath

Illus. Brom
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Lab Rats

1

Sorcery

Buyback 4 (You may pay an additional 4 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

Put a Rat token into play. Treat this token as a 1/1 black creature.

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Reanimate



Reanimate



Disturbed Burial



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EvinCAR's Justice



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Living Death

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Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.
"You will learn to earn death."
—Volrath

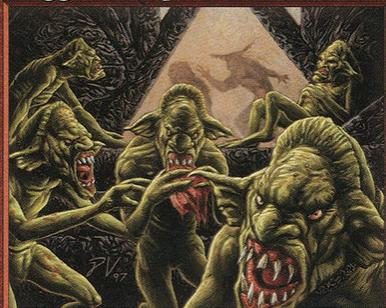
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.
"You will learn to earn death."
—Volrath

Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)
Return target creature card from your graveyard to your hand.

Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)
Return target creature card from your graveyard to your hand.



Mogg Conscripts



Summon Goblins

Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn.

*"Torahn's horns! They've seen us. Now, statue, you must fight to save yourself!"
—Tahngarth, aboard the Predator*

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2/2

Mogg Fanatic



Summon Goblin

Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

"I got it! I got it! I—"

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1/1

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1/1

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1/1

Canyon Wildcat



Summon Cat

Mountainwalk (If defending player controls any mountains, this creature is unblockable.)

"Relative of yours?" Ertai teased. Mirri simply sneered.

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2/1

Canyon Wildcat



Summon Cat

Mountainwalk (If defending player controls any mountains, this creature is unblockable.)

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2/1

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"Relative of yours?" Ertai teased. Mirri simply sneered.

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2/1

Fireslinger



Summon Wizard

 Fireslinger deals 1 damage to target creature or player and 1 damage to you.

*"Remember the moral of the fireslinger fable: with power comes isolation."
—Karn, silver golem*

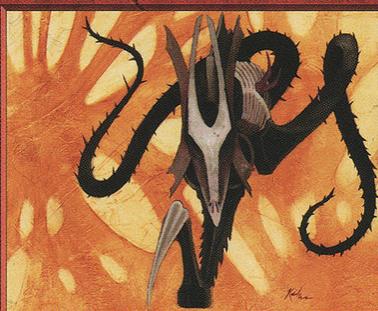
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1/1



Barbed Sliver

2/2



Summon Sliver

Cloud

Each Sliver gains “2: This creature gets +1/+0 until end of turn.”

Spans of spines leapt from one sliver to the next, forming a deadly hedge around the Weatherlight.

Illus. Scott Kirschner

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2/2

Lightning Elemental

3/2



Summon Elemental

Cloud

Lightning Elemental is unaffected by summoning sickness.

A lightning elemental once killed an entire tribe of merfolk—simply by going for a swim.

Illus. D. Alexander Gregory

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4/1

Barbed Sliver

2/2



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Spans of spines leapt from one sliver to the next, forming a deadly hedge around the Weatherlight.

Illus. Scott Kirschner

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2/2

Starke of Rath

1/2/2



Summon Legend

Cloud

“G: Destroy target artifact or creature. That permanent’s controller gains control of Starke of Rath permanently.

I know to whom I owe the most loyalty, and I see him in the mirror every day.

—Starke

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2/2

Lightning Elemental

3/2



Summon Elemental

Cloud

Lightning Elemental is unaffected by summoning sickness.

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4/1

Lightning Elemental

3/2



Summon Elemental

Cloud

Lightning Elemental is unaffected by summoning sickness.

A lightning elemental once killed an entire tribe of merfolk—simply by going for a swim.

Illus. Christopher Rush

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5/5

Rathi Dragon

2/2/2



Summon Dragon

Cloud

Flying

When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon.

*Wrap the flame as twine
Kingdoms will be thine.*

Illus. Christopher Rush

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