

Niko, Light of Hope  2/3

Legendary Creature — Human Wizard 

When Niko, Light of Hope enters, create two Shard tokens. (They're enchantments with "2", Sacrifice this enchantment: Scry 1, then draw a card.)

2, : Exile target nonlegendary creature you control. Shards you control become copies of it until the beginning of the next end step. Return it to the battlefield under its owner's control at the beginning of the next end step.

M 0224 DSK • EN ➔ AURORA FOLNY  TM & © 2024 Wizards of the Coast

Brago, King Eternal  2/3

Legendary Creature — Spirit Noble 

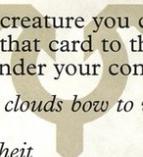
Flying

Whenever Brago, King Eternal deals combat damage to a player, exile any number of target nonland permanents you control, then return those cards to the battlefield under their owner's control.

"My rule persists beyond death itself."

O82 R KHC • EN ➔ KARLA ORTIZ  TM & © 2021 Wizards of the Coast

Cloudshift  2/3

Instant 

Exile target creature you control, then return that card to the battlefield under your control.

"Even storm clouds bow to worship Avacyn."

—Elder Rimheit

007/249 C A25 • EN ➔ HOWARD LYON  TM & © 2018 Wizards of the Coast

Essence Flux  0/1

Instant 

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

A spirit is both fettered and free—bound in some ways to its previous existence, yet able to transcend much of the corporeal.

C 0064 INR • EN ➔ SEB MCKINNON  TM & © 2025 Wizards of the Coast

Flicker of Fate  1/1

Instant 

Exile target creature or enchantment, then return it to the battlefield under its owner's control.

"Sure, I've got nine lives, but that doesn't mean I'm keen to waste one now."

O56 C J22 • EN ➔ SILA  TM & © 2022 Wizards of the Coast

Justiciar's Portal  1/1

Instant 

Exile target creature you control, then return that card to the battlefield under its owner's control. It gains first strike until end of turn.

With the new guildmaster's innovations, arresters can arrive on the scene moments before a crime is committed.

202 C J22 • EN ➔ MICAH EPSTEIN  TM & © 2022 Wizards of the Coast

Aether Channeler  2/3

Creature — Human Wizard 

When Aether Channeler enters, choose one —

- Create a 1/1 white Bird creature token with flying.
- Return another target nonland permanent to its owner's hand.
- Draw a card.

R 0283 J25 • EN ➔ CAIO MONTEIRO  TM & © 2024 Wizards of the Coast

Dour Port-Mage  1/1

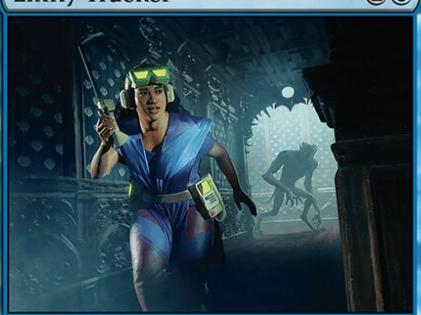
Creature — Frog Wizard 

Whenever one or more other creatures you control leave the battlefield without dying, draw a card.

1, : Return another target creature you control to its owner's hand.

"Find your mooring and stop clogging the shipping lanes!"

R 0047 BLB • EN ➔ RYAN PANCOAST  TM & © 2024 Wizards of the Coast

Entity Tracker  2/3

Creature — Human Scout 

Flash

Eerie — Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.

"The readings are off the charts! Whatever it is, it's close."

R 0290 DSK • EN ➔ CRISTI BALANESCU  TM & © 2024 Wizards of the Coast

Ephara, God of the Polis 
Legendary Enchantment Creature – God 

Indestructible
As long as your devotion to white and blue is less than seven, Ephara isn't a creature.
At the beginning of each upkeep, if you had another creature enter the battlefield under your control last turn, draw a card.

072 M SLD • EN ➔ JASON A. ENGLE  6/5  TM & © 2020 Wizards of the Coast

Niko Aris 
Legendary Planeswalker – Niko 

When Niko Aris enters the battlefield, create X Shard tokens. (They're enchantments with "2, Sacrifice this enchantment: Scry 1, then draw a card.")
+1: Up to one target creature you control can't be blocked this turn. Whenever that creature deals damage this turn, return it to its owner's hand.
-1: Niko Aris deals 2 damage to target tapped creature for each card you've drawn this turn.
-1: Create a Shard token.

225/295 M KHM • EN ➔ WINONA NELSON  3  TM & © 2021 Wizards of the Coast

Silundi Vision 
Instant 

Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
"Feel the current? Rough waters lie ahead."
—Jori En, expedition leader

Land  Add  080/280 U ZNR • EN ➔ RANDY VARGAS  TM & © 2020 Wizards of the Coast

Silundi Isle 
Land 

Silundi Isle enters the battlefield tapped.
є: Add  2 

"From the hedron fields of Agadeem to the Faduum of Jwar Isle, the islands of the Silundi Sea offer one mystery after another."
—Jori En, expedition leader

Instant 2  080/280 U ZNR • EN ➔ RANDY VARGAS  TM & © 2020 Wizards of the Coast

Aarakocra Sneak 
Creature – Bird Rogue 

Flying
When Aarakocra Sneak enters the battlefield, you take the initiative.
"Shhh! I think I hear goblins. And I definitely smell them."

054/361 C CLB • EN ➔ ANDREA RADECK  1/4  TM & © 2022 Wizards of the Coast

Felidar Guardian 
Creature – Cat Beast 

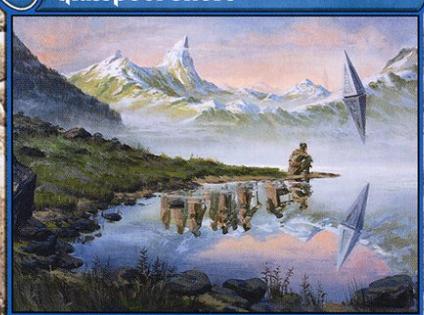
When Felidar Guardian enters the battlefield, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.
The loyalty of a felidar is hard won but worth the effort.

019/184 U AER • EN ➔ JAKUB KASPER  1/4  TM & © 2017 Wizards of the Coast

Glasspool Mimic 
Creature – Shapeshifter Rogue 

You may have Glasspool Mimic enter the battlefield as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.
"When I touched the Glasspool, I tasted infinite possibility."
—Ashen Wal, Akoum Expeditionary House

Land  Add  0/0  060/280 R ZNR • EN ➔ JOHAN GRENIER  TM & © 2020 Wizards of the Coast

Glasspool Shore 
Land 

Glasspool Shore enters the battlefield tapped.
є: Add  2 

"Past and possibility come together in the vastness of infinite reflection."
—Ashen Wal, Akoum Expeditionary House

Rogue 2  TM & © 2020 Wizards of the Coast

Loran of the Third Path 
Legendary Creature – Human Artificer 

Vigilance
When Loran of the Third Path enters, destroy up to one target artifact or enchantment.
є: 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.

R 0143 BLC • EN ➔ STEVEN BELLEDIN  2/1  TM & © 2024 Wizards of the Coast

Restoration Angel 

Creature — Angel

Flash
Flying

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

3/4

R 0038 INR • EN → JOHANNES VOSS TM & © 2025 Wizards of the Coast

Archaeomancer 

Creature — Human Wizard

When Archaeomancer enters, return target instant or sorcery card from your graveyard to your hand.

"Words of power never disappear. They sleep, awaiting those with the will to rouse them."

1/2

C 0285 J25 • EN → ZOLTAN BOROS TM & © 2024 Wizards of the Coast

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

D 009/269 R ELD • EN → RANDY VARGAS TM & © 2019 Wizards of the Coast

Oji, the Exquisite Blade 

Legendary Creature — Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2.
Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

They walk the Path of the Kensei with perfect balance.

2/3

M 0078 CLB • EN → ANDREAS ZAFIRATOS TM & © 2022 Wizards of the Coast

Overlord of the Floodpits 

Enchantment Creature — Avatar Horror

Impending 4—**1**  (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Flying

Whenever Overlord of the Floodpits enters or attacks, draw two cards, then discard a card.

5/3

M 0068 DSK • EN → ABZ I HARDING TM & © 2024 Wizards of the Coast

Overlord of the Mistmoors 

Enchantment Creature — Avatar Horror

Impending 4—**2**  (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever Overlord of the Mistmoors enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

M 0023 DSK • EN → STEVEN BELLEDIN TM & © 2024 Wizards of the Coast

Starfield Vocalist 

Creature — Human Bard

If a permanent entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

*Warp **1**  (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)*

3/4

R 0078 EOE • EN → NATHANIEL HIMAWA TM & © 2025 Wizards of the Coast

Tataru Taru 

Legendary Creature — Dwarf Advisor

When Tataru Taru enters, you draw a card and target opponent may draw a card.

Scions' Secretary — Whenever an opponent draws a card, if it isn't that player's turn, create a tapped Treasure token. This ability triggers only once each turn.

0/3

R 0030 FFXIV FIC • EN → LIVIA PRIMA TM & © 2025 Wizards of the Coast

Castle Ardenvale 

Land

This land enters tapped unless you control a Plains.

• Add *.

2 * *, •: Create a 1/1 white Human creature token.

Without Ardenvale's loyalty, the realm would greedily devour itself.

0/3

R 0346 TDC • EN → VOLKAN BAGA TM & © 2025 Wizards of the Coast

Castle Vantress

Land

Castle Vantress enters tapped unless you control an Island.

(R): Add \diamond .
2 $\diamond \diamond$, (R): Scry 2.

Without Vantress's knowledge, the realm would lose itself in darkness.

R 0267
DSC • EN ➔ JOHN AVON

Fabled Passage

Land

(R), Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

For many children, the wonder of their first warp is a lifelong inspiration.

R 0060
EOC • EN ➔ ROB REY

Flooded Strand

Land

(R), Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

Once a prosperous Vantress town, now swept clean and reclaimed by the waters of the wilds.

R 0220
MHS • EN ➔ ALEXANDER FORSSBERG

Glacial Floodplain

Snow Land — Plains Island

(R): Add \diamond or \diamond .
Glacial Floodplain enters the battlefield tapped.

*"A cliff once rose from the surf here—until Bjora Dawn-Greeter declared that it was blocking her view and pulled it down bare-handed."
—Iskene, Kannah storyteller*

257/285 L
KHM • EN ➔ SARAH FINNIGAN

Hallowed Fountain

Land — Plains Island

(R): Add \diamond or \diamond .
As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

R 0280
RVR • EN ➔ ROB ALEXANDER

Irrigated Farmland

Land — Plains Island

(R): Add \diamond or \diamond .
This land enters tapped.
Cycling 2 (2, Discard this card: Draw a card.)

R 0162
EOC • EN ➔ JONAS DE RO

Marsh Flats

Land

(R), 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

Meticulous Archive

Land — Plains Island

(R): Add \diamond or \diamond .
Meticulous Archive enters the battlefield tapped.
When Meticulous Archive enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

R 0264
MKM • EN ➔ SAM BURLEY

Misty Rainforest

Land

(R), 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

Mystic Sanctuary

Land — Island

(\diamond : Add \diamond)
Mystic Sanctuary enters the battlefield tapped unless you control three or more other Islands.
When Mystic Sanctuary enters the battlefield untapped, you may put target instant or sorcery card from your graveyard on top of your library.

247/269 C
ELD • EN ➔ RANDY VARGAS
TM & © 2019 Wizards of the Coast

Nimbus Maze

Land

(\diamond : Add \diamond).
(\diamond : Add *). Activate only if you control an Island.
(\diamond : Add \diamond). Activate only if you control a Plains.

To find its center is to find one's own.

252/302 R
AFC • EN ➔ JASON CHAN
TM & © 2021 Wizards of the Coast

Otawara, Soaring City

Legendary Land

(\diamond : Add \diamond).
Channel — 3 \diamond , Discard Otawara, Soaring City: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs 1 less to activate for each legendary creature you control.

271/302 R
NEO • EN ➔ ALAYNA DANNER
TM & © 2022 Wizards of the Coast

Polluted Delta

Land

(\diamond , Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.)
A warped gateway that seeps toxins and malevolence into the waters around Towashi.

R 0224
MH3 • EN ➔ CHRIS OSTROWSKI
TM & © 2024 Wizards of the Coast

Prairie Stream

Land — Plains Island

(\diamond : Add * or \diamond)
This land enters tapped unless you control two or more basic lands.
The continent of Ondu is a vast plateau crisscrossed by deep trenches and meandering rivers.

R 0384
TDC • EN ➔ ADAM PAQUETTE
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Scalding Tarn

Land

(\diamond , Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.)

254/302 R
MH2 • EN ➔ PHILIP STRAUB
TM & © 2021 Wizards of the Coast

Windswept Heath

Land

(\diamond , Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.)
An underground paradise, bright and thriving beneath the surface of Ixalan.

R 0235
MH3 • EN ➔ ALEXANDER FORSSBERG
TM & © 2024 Wizards of the Coast

Azorius Signet

Artifact

1, (\diamond): Add * \diamond .
The maze-like design embodies the core of Azorius law—strict structure designed to test wills and stall change.

U 0312
TDC • EN ➔ RAOUL VITALE
TM & © 2025 Wizards of the Coast

Midnight Clock

Artifact

(\diamond : Add \diamond).
2 \diamond : Put an hour counter on this artifact. At the beginning of each upkeep, put an hour counter on this artifact.
When the twelfth hour counter is put on this artifact, shuffle your hand and graveyard into your library, then draw seven cards. Exile this artifact.

R 0079
DRC • EN ➔ ALEXANDER FORSSBERG
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Mystical Tutor 

Instant

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

The student searches the world for meaning. The master finds worlds of meaning in the search.

060/361 R DMR • EN ➔ LINDSEY LOOK

TM & © 2023 Wizards of the Coast

Sejiri Shelter 

Instant

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

"It blocks the windswept salt and frigid air, but the loneliness of Sejiri remains."
—Envor, Sea Gate Expeditionary House

Land  TM & © 2020 Wizards of the Coast

037/280 U ZNR • EN ➔ DAREK ZABROCKI

Sejiri Glacier 

Land

Sejiri Glacier enters the battlefield tapped.
*: Add *.

"This place offers nothing and takes everything."
—Envor, Sea Gate Expeditionary House

Instant  TM & © 2020 Wizards of the Coast

037/280 U ZNR • EN ➔ DAREK ZABROCKI

TM & © 2020 Wizards of the Coast

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

TM & © 2022 Wizards of the Coast

Venser, the Sojourner 

Planeswalker — Venser

+2 : Exile target permanent you own. Return it to the battlefield under your control at the beginning of the next end step.

-1 : Creatures are unblockable this turn.

-8 : You get an emblem with "Whenever you cast a spell, exile target permanent."

Eric Deschamps  TM & © 1993-2010 Wizards of the Coast LLC 135.249

Conjuror's Closet 

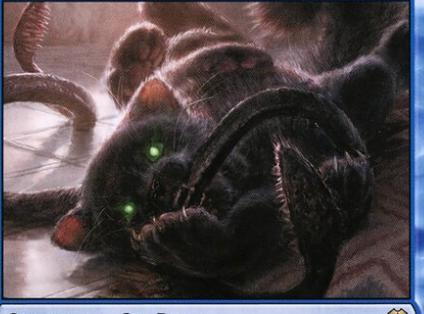
Artifact

At the beginning of your end step, you may exile target creature you control, then return that card to the battlefield under your control.

"Tomorrow wears yesterday's face."
—Kordel the Cryptic

R 0126 DRC • EN ➔ JASON FELIX

TM & © 2025 Wizards of the Coast

Displacer Kitten 

Creature — Cat Beast

Avoidance — Whenever you cast a noncreature spell, exile up to one target nonland permanent you control, then return that card to the battlefield under its owner's control.

"Isn't she the cutest thing you've almost seen?"
—Doen, purveyor of exotic pets

2/2

063/361 R CLB • EN ➔ CAMPBELL WHITE

TM & © 2022 Wizards of the Coast

Panharmonicon 

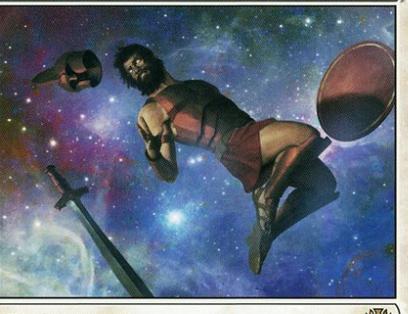
Artifact

If an artifact or creature entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

All who listen hear their own song, a unique melody played just for them.

R 0135 DRC • EN ➔ VOLKAN BAGA

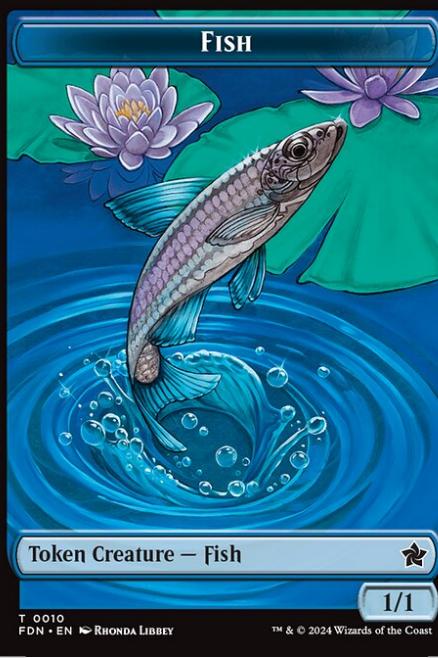
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Skybind 

Enchantment

Constellation — Whenever Skybind or another enchantment enters the battlefield under your control, exile target nonenchantment permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

Igor Kieryluk  TM & © 2014 Wizards of the Coast 25/165





HUMAN

Token Creature — Human



1/1

T_0005
TDC • EN ➔ BEN MAIER

TM & © 2025 Wizards of the Coast



INSECT

Token Creature — Insect



Flying

2/1

T_0005
DSK • EN ➔ MICHELE GIORGI

TM & © 2024 Wizards of the Coast



MOONFOLK

Token Creature — Moonfolk



Flying

1/2

T_0012
MHS • EN ➔ CHUCK LUKACS

TM & © 2024 Wizards of the Coast



RAT

Token Creature — Rat



Lifelink

1/1

T_0019
MH3 • EN ➔ CARLOS PALMA CRUCHAGA

TM & © 2024 Wizards of the Coast



SHARD

Token Enchantment — Shard



2, Sacrifice this enchantment: Scry 1, then draw a card.

T_0002
DSK • EN ➔ BRIAN VALEZA

TM & © 2024 Wizards of the Coast



TREASURE

Token Artifact — Treasure



2, Sacrifice this token: Add one mana of any color.

T_0016
TDM • EN ➔ GABOLEPS

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UNDERCITY

You can't enter this dungeon unless you "venture into Undercity."

Secret Entrance

Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

Forge
Put two +1/+1 counters on target creature.

Lost Well
Scry 2.

Trap!
Target player loses 5 life.

Arena
Goad target creature.

Stash
Create a Treasure token.

Throne of the Dead Three

Reveal the top ten cards of your library. Put a creature card from among them onto the battlefield with three +1/+1 counters on it. It gains hexproof until your next turn. Then shuffle.

020/020
CLB • EN

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The Initiative

Whenever one or more creatures a player controls deal combat damage to you, that player takes the initiative.

Whenever you take the initiative and at the beginning of your upkeep, venture into Undercity. (If you're in a dungeon, advance to the next room. If you're not, enter Undercity. You can take the initiative even if you already have it.)

020/020 H
CLB • EN ➔ IOANNIS FIORE

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EMBLEM VENSER, THE SOJOURNER

Whenever you cast a spell, exile target permanent.

Eric Deschamps

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