

## Ainok Bond-Kin

1\*



Creature — Dog Soldier

Outlast 1\* (1\*, ♣: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)

Each creature you control with a +1/+1 counter on it has first strike.

"Hold the line, for family and the fallen!"

2/1

005/331 C  
2X2 • EN • CHRIS RAHN

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## Ancient Ziggurat



Land

♣: Add one mana of any color to your mana pool. Spend this mana only to play creature spells.

Built in honor of Alara's creatures, the ziggurat vanished long ago. When Progenitus awakened, the temple emerged again.

John Avon

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## Bala Ged Recovery

2



Sorcery

Return target card from your graveyard to your hand.

"Always have a backup plan."  
—Doral, Bala Ged guide

Land ♣: Add ♣

180/280 U  
ZNR • EN • LUCAS STANIEC

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## Bala Ged Sanctuary



Land

Bala Ged Sanctuary enters the battlefield tapped.

♣: Add ♣

"I know it's around here somewhere."  
—Doral, Bala Ged guide

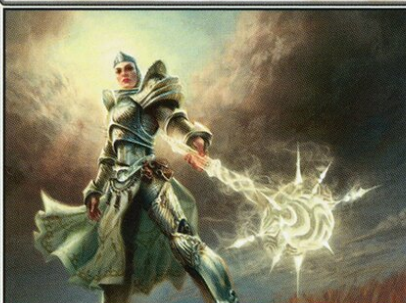
Sorcery 2 ♣

180/280 U  
ZNR • EN • LUCAS STANIEC

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## Banisher Priest

1\*\*



Creature — Human Cleric

When Banisher Priest enters the battlefield, exile target creature an opponent controls until Banisher Priest leaves the battlefield.

"Oathbreaker, I cast you out!"

2/2

U 0173  
MOC • EN • WILLIAM MURAI

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## Boromir, Warden of the Tower

2\*



Legendary Creature — Human Soldier

Vigilance

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

Sacrifice Boromir, Warden of the Tower: Creatures you control gain indestructible until end of turn. The Ring tempts you.

"Farewell, Aragorn! Go to Minas Tirith and save my people!"

3/3

R 0004  
LTR • EN • YIGIT KOROLU

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## Bridgeworks Battle

2



Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

"I thought trolls were supposed to be under bridges!"  
—Nelvin, Vantress squire

Land ♣: Add ♣

U 0249  
MH3 • EN • RON SPEARS

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## Tanglespan Bridgeworks



Land

As Tanglespan Bridgeworks enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

♣: Add ♣.

The chasm formed during the Phyrexian Invasion quickly filled with new life.

Sorcery 2 ♣

U 0249  
MH3 • EN • RON SPEARS

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## Broken Fall

2



Enchantment

Return Broken Fall to owner's hand: Regenerate target creature.

"I think I used up all my good luck and all my bad luck in the same fall."  
—Gerrard of the Weatherlight

Illus. Zina Saunders

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**Collector Ouphe** 1



**Creature — Ouphe**

Activated abilities of artifacts can't be activated.

*"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."*  
—Jhoira

158/254 R  
MH1 • EN • FILIP BURBURAN

2/2

**Eladamri, Korvecdal** 1



**Legendary Creature — Elf Warrior**

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

You may cast creature spells from the top of your library.

♣, ♠, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.

M 0149  
MH3 • EN • ZOLTAN BOROS

3/3

**Emerald Medallion** 2



**Artifact**

Green spells you cast cost 1 less to cast.

R 0379  
CMM • EN • DANIEL Ljunggren

**Felidar Umbra** 1



**Enchantment — Aura**

Enchant creature  
Enchanted creature has lifelink.

1 ♠: Attach Felidar Umbra to target creature you control.

*Totem armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)*

006/156 U  
PCA • EN • CHRISTOPHER MOELLER

**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

**Incubation Druid** 1



**Creature — Elf Druid**

♣: Add one mana of any type that a land you control could produce. If Incubation Druid has a +1/+1 counter on it, add three mana of that type instead.

3 ♣♣♣: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)

R 0302  
MOC • EN • DANIEL Ljunggren

0/2

**Intrepid Hero** 2



**Creature — Human Soldier**

♣: Destroy target creature with power 4 or greater.

*A fool knows no fear. A hero shows no fear.*

Greg Hildebrandt

1/1

R 0025  
30A • EN • MARK POOLE

**Island Sanctuary** 1



**Enchantment**

If you would draw a card during your draw step, instead you may skip that draw. If you do, until your next turn, you can't be attacked except by creatures with flying and/or islandwalk.

R 0025  
30A • EN • MARK POOLE

**Kataki, War's Wage** 1



**Legendary Creature — Spirit**

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay 1."

*"Before the war, we prayed to Kataki to sharpen our swords and harden our armor. Without his blessing our weapons are all but useless against the kami hordes."*  
—Kenzo the Hardhearted

Matt Thompson

2/1

R 0025  
30A • EN • MARK POOLE



### Loyal Retainers

2



Creature — Human Advisor

Sacrifice Loyal Retainers: Return target legendary creature card from your graveyard to the battlefield. Activate only during your turn, before attackers are declared.

*Because sometimes the greatest enemy is paperwork.*

1/1

M 0039  
CMM • EN • KIERAN YANNER

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### Magus of the Moat

2



Creature — Human Wizard

Creatures without flying can't attack.

*"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."*

0/3

John Avon  
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### Metallic Mimic

2



Artifact Creature — Shapeshifter

As Metallic Mimic enters the battlefield, choose a creature type.

Metallic Mimic is the chosen type in addition to its other types.

Each other creature you control of the chosen type enters the battlefield with an additional +1/+1 counter on it.

2/1

164/184 R  
AER • EN • ZACK STELLA

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### Nils, Discipline Enforcer

2



Legendary Creature — Human Cleric

At the beginning of your end step, for each player, put a +1/+1 counter on up to one target creature that player controls.

Each creature with one or more counters on it can't attack you or planeswalkers you control unless its controller pays X, where X is the number of counters on that creature.

2/2

020/081 R  
C21 • EN • MAGALI VILLENEUVE

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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.

2/2

U 0047  
CMM • EN • DAVID PALUMBO

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### Pearl Medallion

2



Artifact

White spells you cast cost 1 less to cast.

R 0401  
CMM • EN • DANIEL JUONGREN

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### Phelia, Exuberant Shepherd

1



Legendary Creature — Dog

Flash

Whenever Phelia, Exuberant Shepherd attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

2/2

R 0040  
MH3 • EN • RUDY SISWANTO

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### Ranger-Captain of Eos

1



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.

3/3

021/254 M  
MH1 • EN • RYAN PANCOAST

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### Recruiter of the Guard

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.

*"The kingdom is in peril! Who among you is brave enough to defend it?"*

1/1

M 0266  
MH3 • EN • ERIC WILKERSON

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### Selfless Spirit

1



Creature — Spirit Cleric

Flying

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

*"There is always more to give."*

2/1

R 0153  
BLC • EN • SEB MCKINNON

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### Sergeant John Benton

1



Legendary Creature — Human Soldier

Trample, haste

*Share Intelligence* — Whenever Sergeant John Benton deals combat damage to a player, you and that player each draw that many cards.

*"Anyway, nothing to do with you surprises me anymore, Doctor."*

2/4

R 0157  
WHO • EN • WEI GUAN

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### Shapers' Sanctuary

1



Enchantment

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

*Protection is woven into every vine and branch.*

206/279 R  
XLN • EN • ZEZHOU CHEN

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### Sovereign Okinec Ahau

2



Legendary Creature — Cat Noble

Ward 2

Whenever Sovereign Okinec Ahau attacks, for each creature you control with power greater than that creature's base power, put a number of +1/+1 counters on that creature equal to the difference.

*As surface empires send their explorers down, his hungry eyes look upward.*

3/4

M 0240  
LC1 • EN • VICTOR ADAME MINGUEZ

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### Spurnmage Advocate

1



Creature — Human Nomad

☞: Return two target cards from an opponent's graveyard to his or her hand. Destroy target attacking creature.

*"Our unity humbles our foes."*

1/1

— Ron Spears

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### Steelburr Champion

2



Creature — Mouse Soldier

Offspring 1\* (You may pay an additional 1\* as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

Vigilance

Whenever an opponent casts a noncreature spell, put a +1/+1 counter on this creature.

*"The secret to victory is simple. Don't lose."*

1/1

R 0012  
BLC • EN • JOSHUA "JO" CAMERON

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### Sylvan Safekeeper

1



Creature — Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

*"He has been to the heart of the wood. Did you truly expect to wield power over him?"*  
—Oakhide druid

1/1

R 0287  
MH3 • EN • MAGALI VILLENEUVE

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### Time of Need

1



Sorcery

Search your library for a legendary creature card, reveal it, and put it into your hand. Then shuffle your library.

*"When the kumo attacked the monks' sacred shrine, a mournful toll for help echoed through the forest. Thus began the Battle of Silk, which would last six years."*  
—Great Battles of Kamigawa

— Dany Orizio

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### Torens, Fist of the Angels

1



Legendary Creature — Human Cleric

Training (Whenever this creature attacks with another creature with greater power, put a +1/+1 counter on this creature.)

Whenever you cast a creature spell, create a 1/1 green and white Human Soldier creature token with training.

2/2

249/277 R  
VOW • EN • JUSTINE CRUZ

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### Tribute to the World Tree



#### Enchantment



Whenever a creature enters the battlefield under your control, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

*"The Tree was the heart of our world. It made me what I am and pulled me back from the brink of death. I won't allow it to be forgotten."*  
—Esika, god of the Tree

R 0211  
MOM • EN • KRISTINA CARROLL

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### Uncage the Menagerie



#### Sorcery



Search your library for up to X creature cards with different mana names that each have converted mana cost X, reveal them, put them into your hand, then shuffle your library.

*The destruction of Rhonas's monument released his collection upon the city.*

137/199 M  
HOU • EN • SIMON DOMINIC

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### Weathered Wayfarer



#### Creature — Human Nomad Cleric



**\***, **☞**: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

*The Forest of Driadan was granted to Ghân-buri-Ghân and his folk, to be their own forever.*

R 0183  
LTC • EN • JAVIER CHARRO

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™ & © 2023 Wizards of the Coast

1/1

### Wilfred Mott



#### Legendary Creature — Human Soldier



**Look to the Stars** — At the beginning of your upkeep, put a time counter on Wilfred Mott. Then look at the top X cards of your library, where X is the number of time counters on Wilfred Mott. You may put a nonland permanent card with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/4

R 0032  
WHO • EN • JOHN DI GIOVANNI

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### Witch Enchanter



#### Creature — Human Warlock



When Witch Enchanter enters the battlefield, destroy target artifact or enchantment an opponent controls.

*Shilgengar's famine once starved Stensia into embracing vampirism. The Dawnhart Coven would not let the same happen to Kessig.*

Land ☞ Add \*

2/2

U 0239  
MH3 • EN • TYLER WALPOLE

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### Witch-Blessed Meadow



#### Land

As Witch-Blessed Meadow enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

**☞**: Add \*

*"Ghrin-Danu will not let her people go hungry."*  
—Katilda, Dawnhart Prime

Human 3 \*

U 0239  
MH3 • EN • TYLER WALPOLE

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