

Awakening

2



Enchantment

At the beginning of each player's upkeep, untap all creatures and lands.

"There are times when destiny calls forth a people and demands an action. Now is the time. We are the people. This is our action. Charge!"
—Eladamri, Lord of Leaves

Illus. Dan Frazier
© 1998 Wizards of the Coast, Inc.

Bear Umbra

2



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has "Whenever this creature attacks, untap all lands you control."

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

113
NEC • EN • HOWARD LYON

™ & © 2022 Wizards of the Coast

Sands of Time

4



Artifact

Each player skips his or her untap phase.

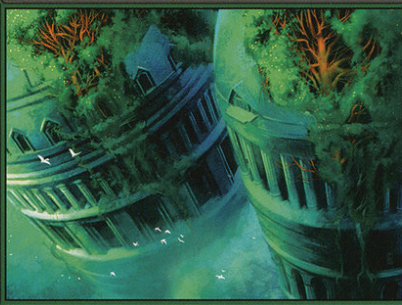
At the beginning of each player's turn, untap each tapped artifact, creature, and land he or she controls and tap each untapped artifact, creature, and land he or she controls.

"But once, with a magician's help, Time was stopped and Day stood still."
—"Love Song of Night and Day"

Illus. Paul Lee
© 1996 Wizards of the Coast, Inc. All rights reserved.

Urban Burgeoning

1



Enchantment — Aura

Enchant land

Enchanted land has "Untap this land during each other player's untap step."

The ruins of Old Prahv became a wildspace, although all birdsong was silenced by lingering Azorius magic.

Nic Klein
™ & © 2012 Wizards of the Coast 135/224

Zacama, Primal Calamity

6



Legendary Creature — Elder Dinosaur

Vigilance, reach, trample

When Zacama, Primal Calamity enters the battlefield, if you cast it, untap all lands you control.

2: Zacama deals 3 damage to target creature.

2: Destroy target artifact or enchantment.

2: You gain 3 life.

9/9

R 0365
CHM • EN • JAIME JONES

™ & © 2023 Wizards of the Coast