



Omnath, Locus of All

Legendary Creature – Phyrexian Elemental

If you would lose unspent mana, that mana becomes black instead.

At the beginning of your precombat main phase, look at the top card of your library. You may reveal that card if it has three or more colored mana symbols in its mana cost. If you do, add three mana in any combination of its colors and put it into your hand. If you don't reveal it, put it into your hand.

R 0249
MOM • EN ➔ BRYAN SOLA

166 / 331 U
2X2 • EN ➔ MATHIAS KOLLROS



Abzan Charm

Instant

Choose one —

- Exile target creature with power 3 or greater.
- You draw two cards and you lose 2 life.
- Distribute two +1/+1 counters among one or two target creatures.

166 / 331 U
2X2 • EN ➔ MATHIAS KOLLROS



Alpine Meadow

Snow Land – Mountain Plains

(C : Add G or U .)

Alpine Meadow enters the battlefield tapped.

"Here perished Rognar the Reckless after his hundred-day battle with the Ironjaw Dragon. We raised these stones to mark his resting place."
—Iskene, Kannah storyteller

248 / 285 L
KHM • EN ➔ PIOTR DURA



Ancient Ziggurat

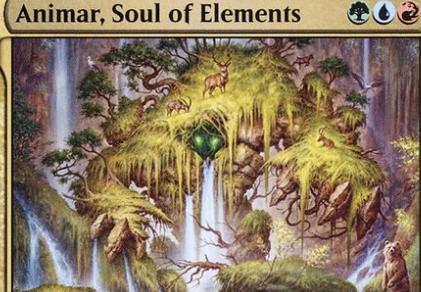
Land

C : 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
TM & © 1993–2009 Wizards of the Coast, Inc. 1411145

171 / 331 M
2X2 • EN ➔ FILIP BURBURAN



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

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Annie Joins Up

Legendary Enchantment

When Annie Joins Up enters the battlefield, it deals 5 damage to target creature or planeswalker an opponent controls.

If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time.

One last job, then she could retire in peace.

R 0191
OTJ • EN ➔ WYLIE BECKERT

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Arcane Laboratory

Enchantment

Each player can't play more than one spell each turn.

Too many wizards spoil the spell, but too many spells spoil the wizard.
—Sign on entry to arcane lab

Illus. Brian Snoddy
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U 0390
MOC • EN ➔ ANTHONY FRANCISCO



Arcane Sanctum

Land

Arcane Sanctum enters the battlefield tapped.

C : Add * , U , or M .

"We must rely on our own knowledge, not on the dogma of the seekers or the mutterings of the sphinxes."
—Tullus of Palandius

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Arcane Signet

Artifact

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

Sometimes safety is a place. Sometimes it's a person. Sometimes it's a tangible reminder that even in darkness, hope persists.

C 0092
DSC • EN ➔ DAVID ASTRUGA

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Prismatic Vista

Land

Cost: G , Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle your library.

There is beauty in the uncertainty of potential.

244/254 R MH1 • EN SAM BURLEY TM & © 2019 Wizards of the Coast

Reflecting Pool

Land

Cost: G : Add one mana of any type that a land you control could produce.

Gale stared into the pool and saw a stranger. The similarities were uncanny, but it was not him.

358/361 R CLB • EN ALAYNA DANNER TM & © 2022 Wizards of the Coast

Relic of Legends

Artifact

Cost: G : Add one mana of any color.
Tap an untapped legendary creature you control: Add one mana of any color.

"If the worst parts of history can repeat themselves, it stands to reason that the best parts can as well."
—Teferi

236/281 U DMU • EN TITUS LUNTER TM & © 2022 Wizards of the Coast

Render Silent

Instant

Counter target spell. Its controller can't cast spells this turn.

"We have confiscated your spells as evidence. Once we conclude our investigation, you may petition to have them returned."

018/133 R GK2 • EN MATT STEWART TM & © 2019 Wizards of the Coast

Rienne, Angel of Rebirth

Legendary Creature — Angel

Flying
Other multicolored creatures you control get +1/+0.
Whenever another multicolored creature you control dies, return it to its owner's hand at the beginning of the next end step.

166 M DMC • EN KIERAN YANNER TM & © 2022 Wizards of the Coast

Rite of the Moth

Sorcery

Return target creature card from your graveyard to the battlefield with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)

Flashback $3 * * \text{M}$ (You may cast this card from your graveyard for its flashback cost. Then exile it.)

U 0229 DSK • EN A. M. SARTOR TM & © 2024 Wizards of the Coast

Ruinous Ultimatum $2\text{G} * * * \text{M}$

Sorcery

Destroy all nonland permanents your opponents control.

"It was my responsibility to bring the torch of knowledge to the wastes."
—Caesar

R 0220 PIP • EN DIEGO GIBERT TM & © 2024 Wizards of the Coast

Rule of Law

Enchantment

M20

Each player can't cast more than one spell each turn.

The law is meant to ensure that people kill each other with only the utmost fairness.

035/280 U M20 • EN SCOTT M. FISCHER TM & © 2019 Wizards of the Coast

Sandsteppe Citadel

Land

Sandsteppe Citadel enters the battlefield tapped.

Cost: G : Add *, ♦, or ♣.

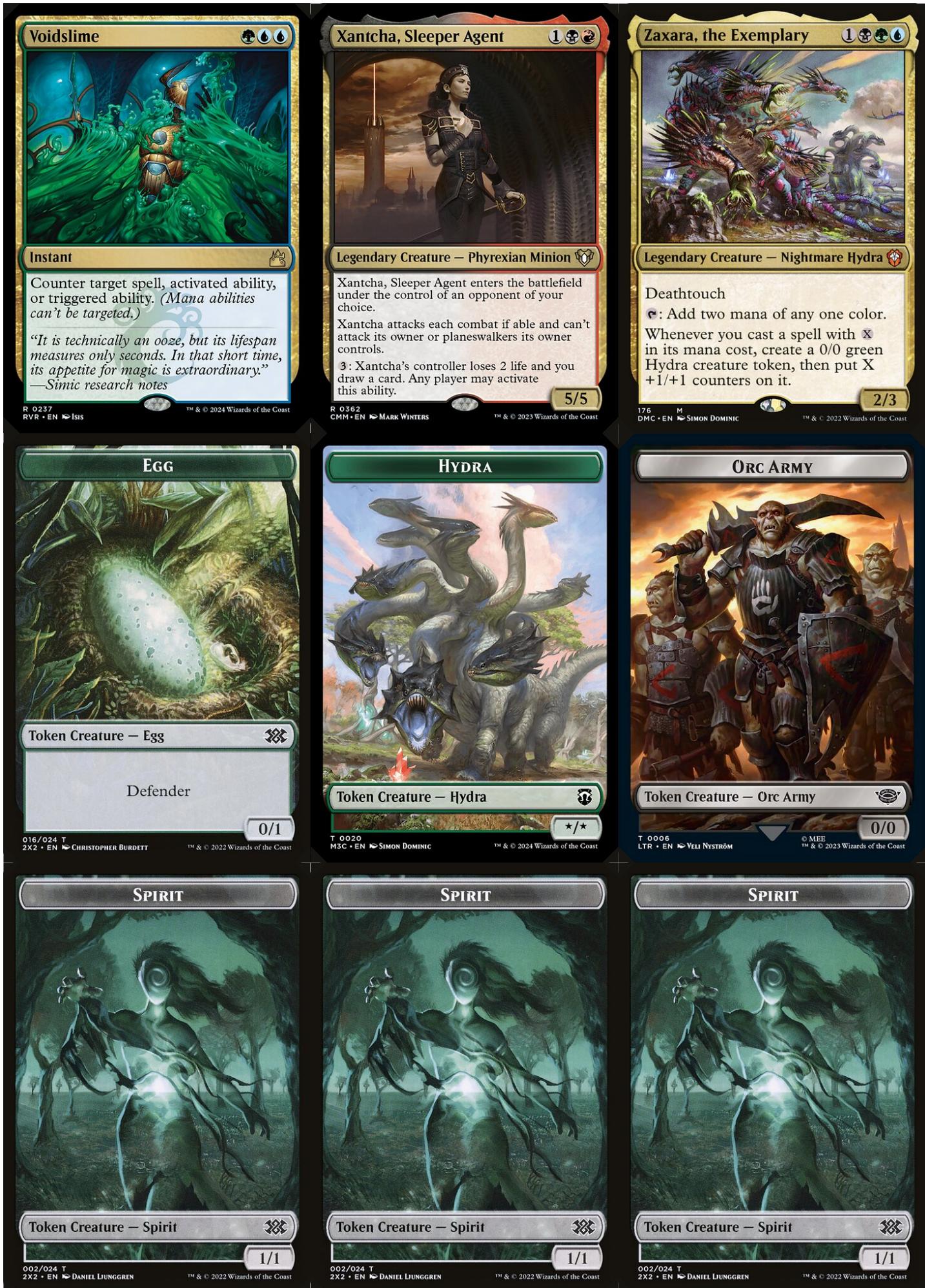
That which endures, survives.

U 1024 CMM • EN SAM BURLEY TM & © 2023 Wizards of the Coast











The Ring

Your Ring-bearer is legendary and can't be blocked by creatures with greater power.

Whenever your Ring-bearer attacks, draw a card, then discard a card.

Whenever your Ring-bearer becomes blocked by a creature, that creature's controller sacrifices it at end of combat.

Whenever your Ring-bearer deals combat damage to a player, each opponent loses 3 life.

H 0013 LTR • EN © MEE TM & © 2023 Wizards of the Coast

The Ring Tempts You

As the Ring tempts you, you get an emblem named The Ring if you don't have one. Then your emblem gains its next ability and you choose a creature you control to become or remain your Ring-bearer.

- The Ring can tempt you even if you don't control a creature.
- The Ring gains its abilities in order from top to bottom. Once it gains an ability, it has that ability for the rest of the game.
- Each time the Ring tempts you, you must choose a creature if you control one.
- Each player can have only one emblem named The Ring and only one Ring-bearer at a time.

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TREASURE



Token Artifact — Treasure

◆, Sacrifice this artifact: Add one mana of any color.

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