

**Omnath, Locus of All**

\* B C D E

**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.

**4/4**R 0249  
MOM • EN ➔ BRYAN SOLA

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**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.

161/269 U  
KTK • EN ➔ MATHIAS KOLLROS

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**Academy Manufactor****3**

If you would create a Clue, Food, or Treasure token, instead create one of each.

*Automated systems at the Tolarian Academy sort new acquisitions for optimal use, determining which should be studied, eaten, or sold.*

**1/3**219/303 R  
M22 • EN ➔ CAMPBELL WHITE

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**Animar, Soul of Elements**

\* B C

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**Peter Mohrbacher  
TM & © 1993–2011 Wizards of the Coast LLC 181/318**Approach of the Second Sun**

\* \* \* \* \*

**Sorcery**

\* \* \* \* \*

If Approach of the Second Sun was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life.

004/269 R  
AKH • EN ➔ NOAH BRADLEY

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**Arcane Signet****2**

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

*It started as a mere drop of water. The Magic Mirror crystallized it into much more.*

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**Arcanis the Omnipotent**

\* B C

• Draw three cards.  
• Return Arcanis the Omnipotent to its owner's hand.

*He has journeyed where none have been before. Now he returns to ensure that none follow.*

Illus. Justin Sweet

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**3/4****Arid Mesa**

\* \* \* \* \*

**Land**

\* \* \* \* \*

• Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

Raymond Swanland

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**Atraxa, Grand Unifier**

\* \* \* \* \*

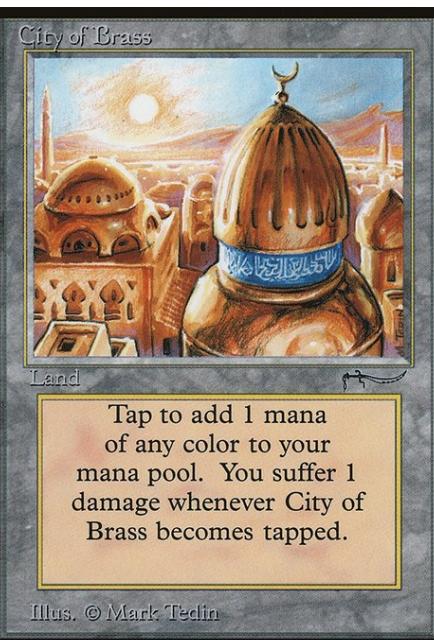
**Legendary Creature — Phyrexian Angel****7/7**

Flying, vigilance, deathtouch, lifelink  
When Atraxa, Grand Unifier enters the battlefield, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

196/271 M  
ONE • EN ➔ MARTA NAEI

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## Gilded Goose

R

### Creature – Bird

B

Flying

When Gilded Goose enters the battlefield, create a Food token. (It's an artifact with "2, {R}, Sacrifice this artifact: You gain 3 life.")

1 {R}, {R}: Create a Food token.

{R}, Sacrifice a Food: Add one mana of any color.

0/2

160/269 R  
ELD • EN ➔ LINDSEY LOOK

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## Gond Gate

U

### Land – Gate

W

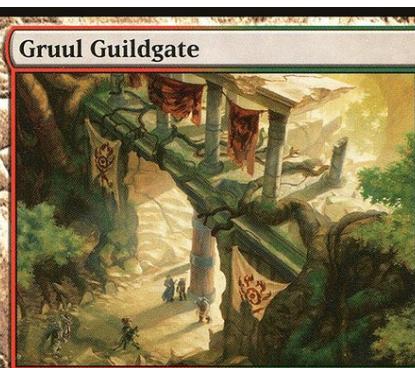
Gates you control enter the battlefield untapped.

{C}: Add {W}.

{C}: Add one mana of any color that a Gate you control could produce.

353/361 U  
CLB • EN ➔ KAMILA SZUTENBERG

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## Gruul Guildgate

M

### Land – Gate

W

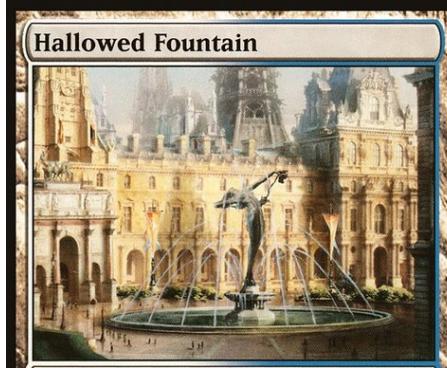
Gruul Guildgate enters the battlefield tapped.

{C}: Add {R} or {W} to your mana pool.

Enter and leave the shackles of society behind.

Randy Gallegos

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## Hallowed Fountain

W

### Land – Plains Island

B

({R}: Add {W} or {B} to your mana pool.)

As Hallowed Fountain comes into play, you may pay 2 life. If you don't, Hallowed Fountain comes into play tapped instead.

Rob Alexander

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## Helix Pinnacle

U

### Enchantment

W

Shroud

{X}: Put X tower counters on Helix Pinnacle.

At the beginning of your upkeep, if there are 100 or more tower counters on Helix Pinnacle, you win the game.

Dan Scott

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## Hoarding Broodlord

S

### Creature – Dragon

W

Convoke

Flying

When Hoarding Broodlord enters the battlefield, search your library for a card, exile it face down, then shuffle. For as long as that card remains exiled, you may play it.

Spells you cast from exile have convoke.

7/6

M01 • EN ➔ FILIP BURBURAN

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## Ignoble Hierarch

R

### Creature – Goblin Shaman

B

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

{R}: Add {R}, {B}, or {W}.

He protects the fetid bog from light, life, and the hideous sound of laughter.

0/1

166/303 R  
MH2 • EN ➔ MARK ZUG

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## Incubation Druid

U

### Creature – Elf Druid

W

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

0/2

131/259 R  
RNA • EN ➔ DANIEL LIUNGREN

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## Jace, Wielder of Mysteries

U

### Legendary Planeswalker – Jace

W

If you would draw a card while your library has no cards in it, you win the game instead.

+1: Target player puts the top two cards of their library into their graveyard. Draw a card.

-8: Draw seven cards. Then if your library has no cards in it, you win the game.

4

054/264 R  
WAR • EN ➔ ANNA STEINBAUER

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### Razorverge Thicket

Land

Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

• Add ♠ or \* to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick

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### Reshape the Earth

6

Sorcery

Search your library for up to ten land cards, put them onto the battlefield tapped, then shuffle your library.

*"The land is not dead, merely dormant. It will awaken if you know how to ask."*  
—Gilanra, Caller of Wirewood

249/361 M CMR • EN ADAM PAQUETTE

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### Revel in Riches

4

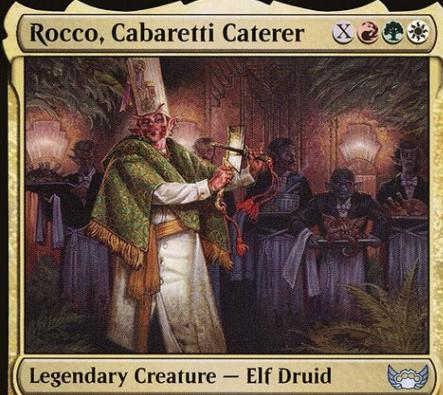
Enchantment

Whenever a creature an opponent controls dies, create a colorless Treasure artifact token with "•, Sacrifice this artifact: Add one mana of any color to your mana pool."

At the beginning of your upkeep, if you control ten or more Treasures, you win the game.

117/279 R XLN • EN ERIC DESCHAMPS

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### Rocco, Cabaretti Caterer

X 2 3

Legendary Creature — Elf Druid



When Rocco, Cabaretti Caterer enters the battlefield, if you cast it, you may search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

*They wouldn't admit it, but some people join the Cabaretti just for the food.*

3/1

218/281 U SNC • EN CHRIS SEAMAN

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### Scalding Tarn

2

Land

•, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

Philip Straub

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### Scroll Rack

2

Artifact

1, •: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Illus. Heather Hudson

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### Sea Gate



Land — Gate

Sea Gate enters the battlefield tapped. As Sea Gate enters the battlefield, choose a color other than blue.

•: Add ♦ or one mana of the chosen color.

*An efficient route from a smuggler's ship to a patriarch's manor.*

359/361 C CLB • EN KAMILA SZUTENBERG

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### Seachrome Coast

3

Land

Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.

•: Add \* or ♦ to your mana pool.

*Where the Quicksilver Sea laps over the Razor Fields, the landscape reflects the suns' fading hope.*

Lars Grant-West

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### Seedborn Muse

3

Creature — Spirit



Untap all permanents you control during each other player's untap step.

*Her voice is wilderness, savage and pure.*

—Kamahl, druid acolyte

Illus. Adam Rex

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2/4







Tidal Barracuda

3/3

Creature – Fish

Any player may cast spells as though they had flash.

Your opponents can't cast spells during your turn.

*It lurks in the spaces between moments.*

3/4

039/322 R  
C20 • EN ➔ URIAH VOTH

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Tireless Provisioner

2/2

Creature – Elf Scout

*Landfall* — Whenever a land enters the battlefield under your control, create a Food token or a Treasure token. (*Food* is an artifact with “2,  $\text{G}$ , Sacrifice this artifact: You gain 3 life.” *Treasure* is an artifact with “ $\text{G}$ , Sacrifice this artifact: Add one mana of any color.”)

3/2

180/303 U  
MH2 • EN ➔ IOSU HERNATZ

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Tivit, Seller of Secrets

3 \* G

Legendary Creature – Sphinx Rogue



Flying, ward 3

*Council's dilemma* — Whenever Tivit enters the battlefield or deals combat damage to a player, starting with you, each player votes for evidence or bribery. For each evidence vote, investigate. For each bribery vote, create a Treasure token.

While voting, you may vote an additional time. (The votes can be for different choices or for the same choice.)

6/6

010/093 M  
NCC • EN ➔ CHRIS RAHN

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Triskaidekaphile

1/1

Creature – Human Wizard



You have no maximum hand size. At the beginning of your upkeep, if you have exactly thirteen cards in your hand, you win the game.

3 ♦: Draw a card.

*She's always willing to lend a hand. It just won't be her own.*

1/3

081/277 R  
MID • EN ➔ SLAWOMIR MANIAK

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True Polymorph

4/4

Instant



Target artifact or creature becomes a copy of another target artifact or creature.

*Maybe a little too convincing.*

080/281 R  
AFR • EN ➔ STEVE PRESCOTT

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Wargate



Sorcery

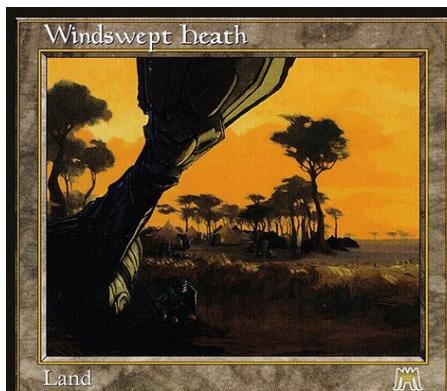


Search your library for a permanent card with converted mana cost X or less, put it into play, then shuffle your library.

*Bant mages still call to the heavens for aid, but angels are not the only ones who answer.*

Franz Vohwinkel

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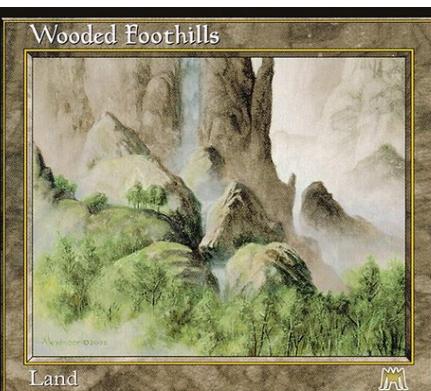


Land

WWWW

**G**, Pay 1 life, Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Illus. Anthony S. Waters  
TM & © 1993–2002 Wizards of the Coast, Inc. 328/350



Land

WWWW

**G**, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Illus. Rob Alexander  
TM & © 1993–2002 Wizards of the Coast, Inc. 330/350



Sorcery

M3

Exile all permanents. Exile all cards from all hands and graveyards. Each player's life total becomes 1.

*Even the smallest spark may set a world ablaze.*

— Izzy  
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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

174/196 M  
RIX X EN JAIME JONES

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Enchantment

WWWW

Whenever you tap a land for mana, add one mana to your mana pool of any type that land produced. (The types of mana are white, blue, black, red, green, and colorless.)

Whenever you cast a creature spell, draw a card.

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147/184 R  
OGW X EN CHRIS RALLIS