



Acidic Slime

3



Creature — Ooze

MM1

Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

When Acidic Slime enters the battlefield, destroy target artifact, enchantment, or land.

Karl Kopinski

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2/2



Aeve, Progenitor Ooze

2

MM1

Legendary Creature — Ooze

MM1

Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.)

Aeve, Progenitor Ooze isn't legendary if it's a token.

Aeve enters the battlefield with a +1/+1 counter on it for each other Ooze you control.

148/303 R

MH2 • EN ➔ ANDREW MAR

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2/2



Aggressive Urge

1

MM1

Target creature gets +1/+1 until end of turn.
Draw a card.

“Our lives, our homes, and all our history are at risk. Do not speak to me of peace.”

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122/196 C

R IX • EN ➔ JAKUB KASPER



Arcane Signet

2

MM1

Artifact

●: 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.

237/322 C

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C20 • EN ➔ DAN SCOTT



Sorcery

MM1

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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Land

MM1

Bala Ged Sanctuary enters the battlefield tapped.

●: Add ●

“I know it’s around here somewhere.”
—Doral, Bala Ged guide

Sorcery

2

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180/280 U

ZNR • EN ➔ LUCAS STANIEC



Bear Umbra

2

MM1

Enchantment — Aura

MM1

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.)

Howard Lyon

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Beastmaster Ascension

2

MM1

Whenever a creature you control attacks, you may put a quest counter on Beastmaster Ascension.

As long as Beastmaster Ascension has seven or more quest counters on it, creatures you control get +5/+5.

Alex Horley-Orlandelli

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Benefactor's Draught

1

MM1

Untap all creatures. Until end of turn, whenever a creature an opponent controls blocks, draw a card.

Draw a card.

WOTC

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021/351 R

C16 • EN ➔ SCOTT MURPHY

**Biogenic Ooze**

3

**Creature — Ooze**

When Biogenic Ooze enters the battlefield, create a 2/2 green Ooze creature token.

At the beginning of your end step, put a +1/+1 counter on each Ooze you control.

1 : Create a 2/2 green Ooze creature token.

2/2

122/259 M
RNA • EN ➔ LAKE HURWITZ

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**Biowaste Blob**

2

Creature — Ooze

Oozes you control get +1/+1.

At the beginning of your upkeep, if you control a commander, create a token that's a copy of Biowaste Blob.

"The Simic will be fined for contaminating the waterways. In the meantime, seize that blob!"

—Arrester Polgar

0/0

219/361 R
CHMR • EN ➔ SIMON DOMINIC

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**Bloodline Pretender**

3

Artifact Creature — Shapeshifter

Changeling (This card is every creature type.)

As Bloodline Pretender enters the battlefield, choose a creature type.

Whenever another creature of the chosen type enters the battlefield under your control, put a +1/+1 counter on Bloodline Pretender.

2/2

757 U
J22 • EN ➔ SŁAWOMIR MANIAK

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**Land**

Castle Garenbrig enters the battlefield tapped unless you control a Forest.

G: Add .

2 , G: Add six . Spend this mana only to cast creature spells or activate abilities of creatures.

Without Garenbrig's strength, the realm would succumb to the wilds.

240/269 R
ELD • EN ➔ ADAM PAQUETTE

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**Instant**

Target creature gains trample until end of turn.

Draw a card.

"What a move! Lorehold gets caught flat-footed, and Witherbloom barrels ahead."

—Cremik, Mage Tower commentator

124/275 C
STX • EN ➔ CRAIG I SPEARING

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**Sorcery**

Search your library for up to two basic land cards, reveal those cards, and put one onto the battlefield tapped and the other into your hand. Then shuffle your library.

All seeds share a common bond, calling to each other across infinity.

Anthony Palumbo

S_X_1993-2010 Wizards of the Coast LLC 168/249

**Deconstruct**

Destroy target artifact. Then add to your mana pool.

"Nothing in this world, not even magic, likes to be caged."

—D. Alexander Gregory
© 1993-2005 Wizards of the Coast, Inc. 118/306**Doubling Season**

If an effect would put one or more tokens into play under your control, it puts twice that many into play instead.

If an effect would place one or more counters on a permanent you control, it places twice that many on that permanent instead.

Wayne Reynolds
© 1993-2005 Wizards of the Coast, Inc. 158/306**Early Harvest**

Target player untaps all basic lands he or she controls.

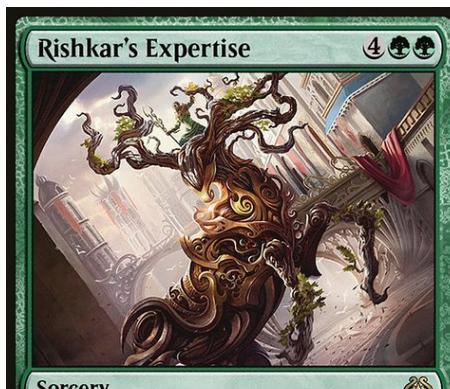
*"Earth's increase, foison plenty,
Barns and garner never empty:
Vines with clust'ring bunches growing;
Plants with goodly burden bowing."
—William Shakespeare, The Tempest*

Heather Hudson
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Rishkar's Expertise

4

Sorcery

Draw cards equal to the greatest power among creatures you control.

You may cast a card with converted mana cost 5 or less from your hand without paying its mana cost.

"Control the Great Conduit? You might as well try to divert a river with your hands."

123/184 R
AER • EN ➔ MAGALI VILLENEUVE

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Roiling Regrowth

2

Instant

Sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

"Roots find their way through rock, and even mountains must give way to new growth."
—Nissa Revane

201/280 U
ZNR • EN ➔ JONAS DE RO

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Savage Summoning

M4

Savage Summoning can't be countered.

The next creature card you cast this turn can be cast as though it had flash. That spell can't be countered. That creature enters the battlefield with an additional +1/+1 counter on it.

Johann Bodin
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Scavenging Ooze

1

Creature — Ooze

Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.

In nature, not a single bone or scrap of flesh goes to waste.

Austin Hsu

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2/2



Second Harvest

2

Instant

For each token you control, put a token onto the battlefield that's a copy of that permanent.

"The cornfields promise a good yield this season."
—Radwick, farmer of Gatstaf

227/297 R
SOI • EN ➔ MATT STEWART

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Selvala, Heart of the Wilds

1

Legendary Creature — Elf Scout

Whenever another creature enters the battlefield, its controller may draw a card if its power is greater than each other creature's power.

Add X mana in any combination of colors to your mana pool, where X is the greatest power among creatures you control.

070/221 M
C12 • EN ➔ TYLER JACOBSON

2/3



Slurk, All-Ingesting

5

Legendary Creature — Ooze

Slurk, All-Ingesting enters the battlefield with five +1/+1 counters on it.

Whenever Slurk or another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on each creature you control that has a +1/+1 counter on it.

Partner (*You can have two commanders if both have partner.*)

0/0

256/361 U
CMR • EN ➔ JEHAN CHOO

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Sol Ring

1

Mono Artifact

Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin



The Great Henge

7

Legendary Artifact

This spell costs X less to cast, where X is the greatest power among creatures you control.

Add . You gain 2 life.

Whenever a nontoken creature enters the battlefield under your control, put a +1/+1 counter on it and draw a card.

161/269 M
ELD • EN ➔ ADAM PAQUETTE

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