

**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**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 D E

• 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**

\* \* \* \* \*

• 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**

\* B C D E

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.)

**7/7**196/271 M  
ONE • EN ➔ MARTA NAEI

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**Land – Gate**

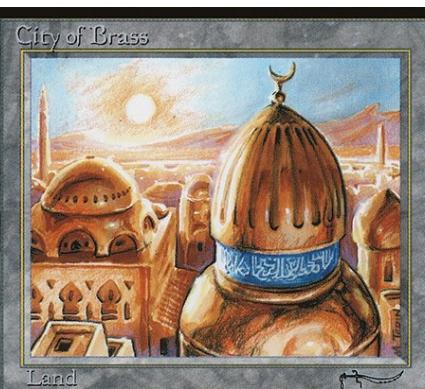
Citadel Gate enters the battlefield tapped.  
As Citadel Gate enters the battlefield,  
choose a color other than white.

•: Add \* or one mana of the chosen  
color.

*A beacon of order and safety, for those who  
can afford it.*

349/361 C  
CLB • EN ANDREAS ROCHA

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**Land**

Tap to add 1 mana  
of any color to your  
mana pool. You suffer 1  
damage whenever City of  
Brass becomes tapped.

Illus. © Mark Tedin



**Land**

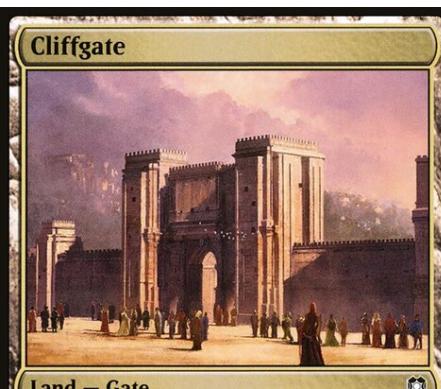
Copperline Gorge enters the battlefield  
tapped unless you control two or fewer  
other lands.

•: Add 2 or 3 to your mana pool.

*Where the Tangle overruns the Oxidda  
mountains, metallic beasts scratch their  
territories in the verdigris.*

→ Ryan Ye  
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**Land – Gate**

Cliffgate enters the battlefield tapped.  
As Cliffgate enters the battlefield,  
choose a color other than red.

•: Add 2 or one mana of the chosen  
color.

*A partition between the hopeless living and  
the restless dead.*

350/361 C  
CLB • EN EMMANUEL SHIU

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**Land**

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

*When defeat is near and guidance is  
scarce, all eyes look in one direction.*

→ Ryan Ye



**Instant**

Choose two — Counter target spell;  
or return target permanent to its  
owner's hand; or tap all creatures your  
opponents control; or draw a card.

→ Wayne England  
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4

**Artifact**

Darksteel Reactor is indestructible.  
("Destroy" effects and lethal damage don't  
destroy it.)

At the beginning of your upkeep, you may  
put a charge counter on Darksteel Reactor.  
When Darksteel Reactor has twenty or more  
charge counters on it, you win the game.

→ Kev Walker

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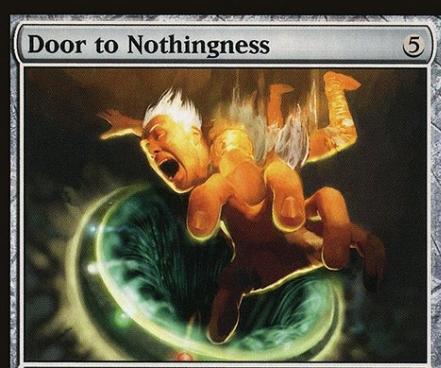
**Creature – Halfling Citizen**

•: Add ♦.

•: Add one mana of any color. Spend  
this mana only to cast a legendary spell,  
and that spell can't be countered.

*There were toys the Hobbit-children had  
never seen before, all beautiful, and some  
obviously magical.*

1/2  
R 0158 LTR • EN INKA SCHULZ  
© MEE  
TM & © 2023 Wizards of the Coast



**Artifact**

Door to Nothingness comes into play  
tapped.

••••••••••, •, Sacrifice Door to  
Nothingness: Target player loses the game.

*"All memory of your existence will be wiped from  
reality. You will die, and no one will mourn."  
—Memnarch*

→ Puddinhead

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**Creature – Bird**

Flying

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

**1 {U}, {U}**: Create a Food token.

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

**0/2**

160/269 R  
ELD • EN ➔ LINDSEY LOOK

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**Land – Gate**

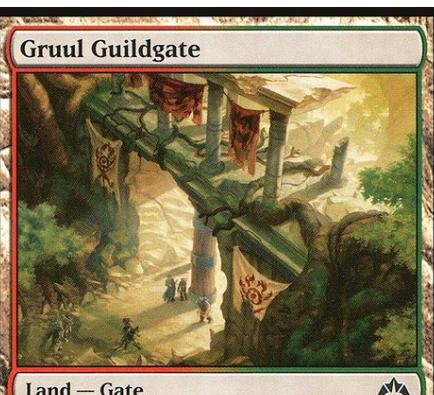
Gates you control enter the battlefield untapped.

**{U}**: Add {U}.

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

353/361 U  
CLB • EN ➔ KAMILA SZUTENBERG

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**Land – Gate**

Gruul Guildgate enters the battlefield tapped.

**{R}**: Add {R} or {U} to your mana pool.

*Enter and leave the shackles of society behind.*

Randy Gallegos

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**Land – Plains Island**

**{U}**: Add {U} or {W} 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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**Enchantment**

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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**Creature – Dragon**

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 BURBAN

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**Creature – Goblin Shaman**

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

**{U}**: Add {U}, {R}, or {G}.

*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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**Creature – Elf Druid**

**{U}**: 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 {U}, {U}**: 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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**Legendary Planeswalker – Jace**

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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