

**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.

**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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**Aesi, Tyrant of Gyre Strait**

\* \* \* \* \*

**Legendary Creature – Serpent**

\* \* \* \* \*

You may play an additional land on each of your turns.

Whenever a land enters the battlefield under your control, you may draw a card.

*"To sail through those waters is to offer oneself as tribute."*  
—Captain Hoyrik

**5/5**355 M  
CMR • EN ➔ VIKTOR TITOY

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**Animar, Soul of Elements**

\* \* \* \* \*

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**

\* \* \* \* \*

• 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  
C20 • EN ➔ DAN SCOTT

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**Arcanis the Omnipotent**

\* \* \* \* \*

• 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****Atraxa, Grand Unifier**

\* \* \* \* \*

**Legendary Creature – Phyrexian Angel**

\* \* \* \* \*

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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**Azorius Guildgate**

\* \* \* \* \*

Azorius Guildgate enters the battlefield tapped.

• Add \* or \* to your mana pool.

*Enter the Senate, the seat of justice and the foundation of Ravnican society.*

Drew Baker

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Land — Gate



Gateway Plaza enters the battlefield tapped.  
When Gateway Plaza enters the battlefield,  
sacrifice it unless you pay **1**.

**C**: Add one mana of any color.

*The Chamber of the Guildpact stands as a  
reminder that even the bitterest struggles can end  
in cooperation.*

247/259 C  
GRN • EN ➔ JEDD CHEVRIER

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Land



When Gemstone Mine comes into play, put three mining counters on it.

**G**, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, bury it.

Illus. Brom

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Land — Gate



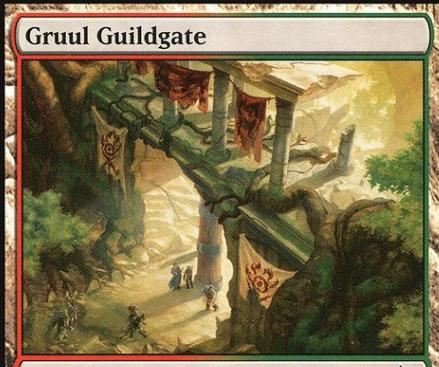
Gates you control enter the battlefield untapped.

**C**: Add **♦**.

**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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Land — Gate



Gruul Guildgate enters the battlefield tapped.

**C**: Add **2** or **3** to your mana pool.

*Enter and leave the shackles of society  
behind.*

→ Randy Gallegos

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Land



Gruul Turf comes into play tapped.  
When Gruul Turf comes into play,  
return a land you control to its owner's hand.

**C**: Add **2** to your mana pool.

→ John Avon

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Artifact



**\***, **C**, Untap a tapped creature you control: Create a 1/1 green and white Citizen creature token.

**\*\***, **C**, Untap two tapped creatures you control: Draw a card.

**\*\*\***, **C**, Untap fifteen tapped creatures you control: You win the game.

015/281 M  
SNC • EN ➔ ANASTASIA OYCHINNIKOVA

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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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Legendary Artifact — Equipment



At the beginning of combat on your turn,  
create a token that's a copy of equipped  
creature, except the token isn't legendary if  
equipped creature is legendary. That token  
gains haste.

**Equip 5**

*Forged out of flowstone for the queen of Vesuvia.*

217/269 R  
DOM • EN ➔ IGOR KIERYLUK

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Artifact



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

Kruphix once dreamed that he traveled  
beyond the edge of the world to an  
unfamiliar land. Curious, he picked up a  
rock, and awoke to find it had followed  
him from the dream into reality.

315/361 R  
CMR • EN ➔ NOAH BRADLEY

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### Manor Gate

Land — Gate

Manor Gate enters the battlefield tapped.  
As Manor Gate enters the battlefield,  
choose a color other than green.

**C:** Add  $\bullet$  or one mana of the chosen  
color.

*A barrier that shields privileged eyes from the  
city's woes.*

356/361 C  
CLB • EN ➔ ANDREAS ROCHA

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### Mayael's Aria

Enchantment

At the beginning of your upkeep, put a +1/+1 counter on each creature you control if you control a creature with power 5 or greater. Then you gain 10 life if you control a creature with power 10 or greater. Then you win the game if you control a creature with power 20 or greater.

— Steve Argyle  
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### Maze's End

Land

Maze's End enters the battlefield tapped.  
**C:** Add 1 to your mana pool.

**3, C,** Return Maze's End to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle your library. If you control ten or more Gates with different names, you win the game.

— Cliff Childs  
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### Mechanized Production

2  $\bullet$   $\bullet$

Enchantment — Aura

Enchant artifact you control

At the beginning of your upkeep, create a token that's a copy of enchanted artifact. Then if you control eight or more artifacts with the same name as one another, you win the game.

*"Give me eight walkers, I'll give you the city."*  
—Dovin Baan

038/184 M  
AER • EN ➔ ADAM PAQUETTE

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### Mystic Monastery

Land

Mystic Monastery enters the battlefield tapped.

**C:** Add  $\bullet$ ,  $\bullet$ , or  $*$  to your mana pool.

*When asked how many paths reach enlightenment, the monk kicked a heap of sand. "Count," he smiled, "and then find more grains."*

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KTK • EN ➔ FLORIAN DE GESINCOURT



### Noble Hierarch

W

Creature — Human Druid

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

**C:** Add  $\bullet$ ,  $*$ , or  $\bullet$  to your mana pool.

*She protects the sacred groves from blight, drought, and the Unbeholden.*

0/1



### Nyxbloom Ancient

4  $\bullet$   $\bullet$

Enchantment Creature — Elemental

Trample

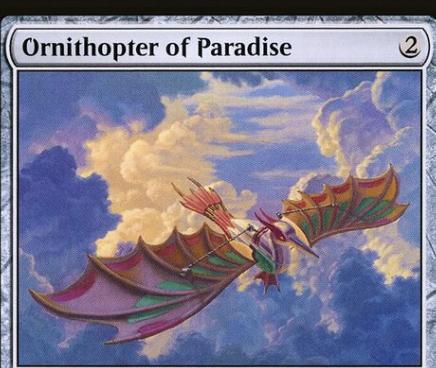
If you tap a permanent for mana, it produces three times as much of that mana instead.

*Ancient yet ever-young, it is wise and subtle—and cruel and reckless as the spring itself.*

5/5

190/254 M  
THB • EN ➔ FILIP BURBRAN

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### Ornithopter of Paradise

2

Artifact Creature — Thopter

Flying

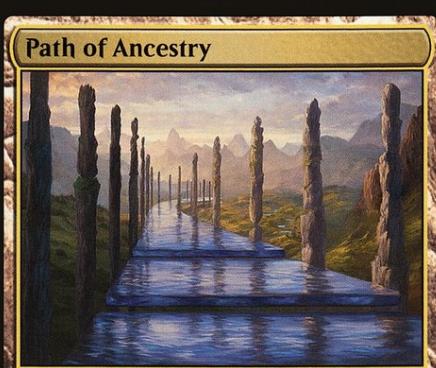
**C:** Add one mana of any color.

*"Through even our darkest days, we must never cease creating. Each new invention brings value to the world, be it beauty, utility, or both."*  
—Rashmi, aether-seer

0/2

232/303 C  
MH2 • EN ➔ RAOUL VITALE

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### Path of Ancestry

W

Land

Path of Ancestry enters the battlefield tapped.

**C:** Add to your mana pool one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1.

056/309 C  
C17 • EN ➔ ALAYNA DANNER

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## Sylvan Library

1

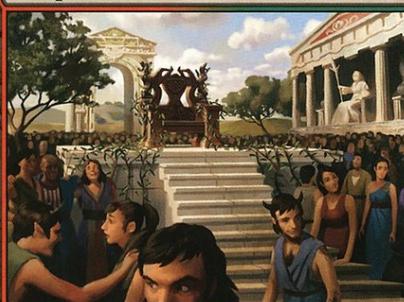


### Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

Illus. Yeong-Hao Han  
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## Temple of Abandon



### Land

Temple of Abandon enters the battlefield tapped.

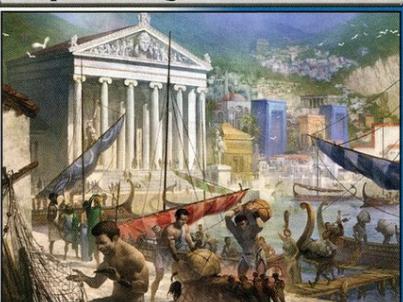
When Temple of Abandon enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add ♠ or ♣ to your mana pool.

Mike Bierer

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## Temple of Enlightenment



### Land

Temple of Enlightenment enters the battlefield tapped.

When Temple of Enlightenment enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add \* or ♦ to your mana pool.

Svetlin Velinov

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## Temple of Epiphany



### Land

Temple of Epiphany enters the battlefield tapped.

When Temple of Epiphany enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add ♦ or ♠ to your mana pool.

Noah Bradley

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## Temple of Mystery



### Land

Temple of Mystery enters the battlefield tapped.

When Temple of Mystery enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add ♣ or ♠ to your mana pool.

Noah Bradley

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## Temple of Plenty



### Land

Temple of Plenty enters the battlefield tapped.

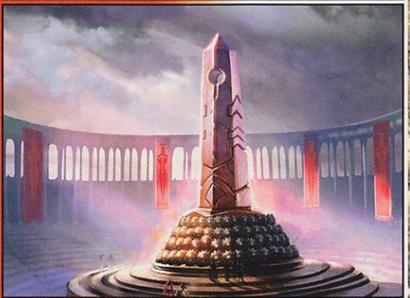
When Temple of Plenty enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add ♣ or \* to your mana pool.

Noah Bradley

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## Temple of Triumph



### Land

Temple of Triumph enters the battlefield tapped.

When Temple of Triumph enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

• Add ♠ or \* to your mana pool.

Jason Felix

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## Terramorphic Expanse



### Land

•, Sacrifice Terramorphic Expanse: Search your library for a basic land card and put it into play tapped. Then shuffle your library.

Take two steps north into the unsettled future, south into the unquiet past, east into the present day, or west into the great unknown.

Dan Scott

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## Thran Portal



### Land – Gate

Thran Portal enters the battlefield tapped unless you control two or fewer other lands. As Thran Portal enters the battlefield, choose a basic land type.

Thran Portal is the chosen type in addition to its other types.

Mana abilities of Thran Portal cost an additional 1 life to activate.

R

DMU • EN SARAH FINNIGAN

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