





Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle your library.

The scrape of shovels and the tumble of cold dirt soon muffled their pleas.

088/254 U
UMA • EN ➔ GREG STAPLES

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Creature — Shapeshifter

Changeling (*This card is every creature type.*)

Protection from black

2U: Chameleon Colossus gets +X/+X until end of turn, where X is its power.

4/4

153 R
AFC • EN ➔ DARRELL RICHE

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Creature — Shapeshifter

Changeling (*This card is every creature type.*)

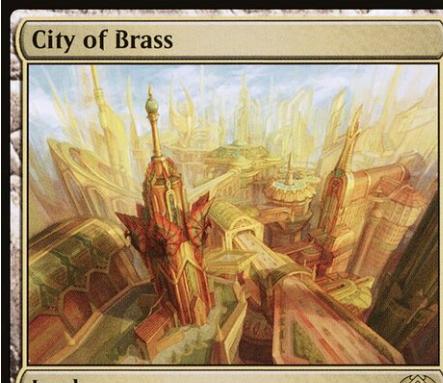
Changeling Outcast can't block and can't be blocked.

A mercurial face sows distrust. Distrust reaps a lonely life.

1/1

082/254 C
MHA • EN ➔ MICAH EPSTEIN

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Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

• Add one mana of any color.

"There is much to learn here, but few can endure the ringing of the spires."
—Nulakam the Archivist

321/331 R
2X2 • EN ➔ KIRSTEN ZIRNGIBL

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Creature — Sliver

Sliver creatures you control have flying and haste.

Forked tails rustled. Talons clicked. A lone sliver streaked overhead like jagged lightning, and the hive thundered.

1/1

195/254 R
MHA • EN ➔ FILIP BURBURAN

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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 Yee

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Tribal Instant — Shapeshifter

Changeling (*This card is every creature type at all times.*)

Remove target creature from the game. Its controller puts a 1/1 colorless Shapeshifter creature token with changeling into play.

Brandon Dorman

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Sorcery

Choose one —

- Destroy all Dragon creatures.
- Destroy all non-Dragon creatures.

Ugin's whispered summons led Sarkhan Vol to the moment that would echo down the centuries and seal Tarkir's fate: the primal battle between Ugin and Nicol Bolas.

065/185 R
FRF • EN ➔ MICHAEL KOMARCK

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Enchantment — Aura Curse

Enchant player

Whenever enchanted player is attacked, create a colorless artifact token named Gold. It has "Sacrifice this artifact: Add one mana of any color to your mana pool." Each opponent attacking that player does the same.

Jingling coins beckon many an eager hand.

024/309 U
C17 • EN ➔ KIERAN YANNER

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Dragon's Hoard

3

Artifact**M19**

Whenever a Dragon enters the battlefield under your control, put a gold counter on Dragon's Hoard.
 ↪ Remove a gold counter from Dragon's Hoard: Draw a card.
 ↪ Add one mana of any color.

232/280 R
M19 • EN ➔ ADAM PAQUETTE

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Entomb

0

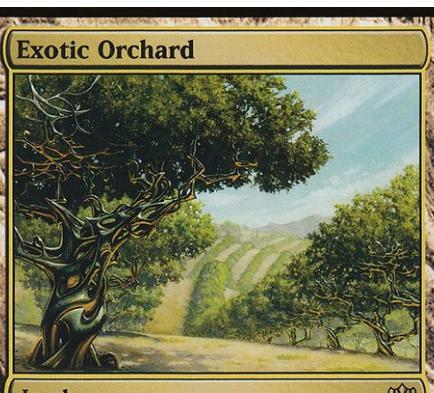
Instant**W**

Search your library for a card, put that card into your graveyard, then shuffle.

A grave is the safest place to store ill-gotten treasures.

082/261 R
DMR • EN ➔ SEB MCKINNON

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Exotic Orchard

W**Land**

●: Add to your mana pool one mana of any color that a land an opponent controls could produce.

"It was a strange morning. When we awoke, we found our trees transformed. We didn't know whether to water them or polish them."
 —Pulan, Bant orchardist

Steven Belledin

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Fabled Passage

0

Land**W**

●, Sacrifice Fabled Passage: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library. Then if you control four or more lands, untap that land.

From here, the path to anywhere may be found.

244/269 R
ELD • EN ➔ HOWARD LYON

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Feline Sovereign

2

Creature — Cat**M21**

Other Cats you control get +1/+1 and have protection from Dogs.

Whenever one or more Cats you control deal combat damage to a player, destroy up to one target artifact or enchantment that player controls.

Dogs beg. Cats lay claim.

2/3

180/274 R
M21 • EN ➔ DAN SCOTT

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Fire-Belly Changeling

1

Creature — Shapeshifter**W**

Changeling (*This card is every creature type at all times.*)

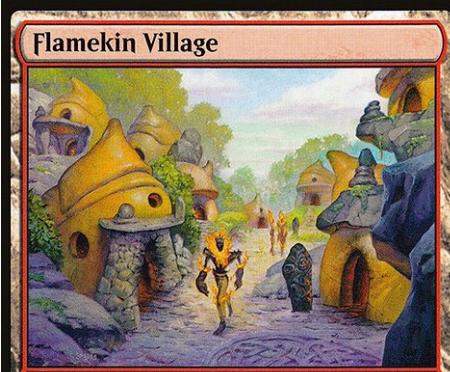
●: Fire-Belly Changeling gets +1/+0 until end of turn. Play this ability no more than twice each turn.

"My ears say it hisses. My fingers say it burns."
 —Auntie Wort

Randy Gallegos

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1/1



Flamekin Village

0

Land**W**

As Flamekin Village enters the battlefield, you may reveal an Elemental card from your hand. If you don't, Flamekin Village enters the battlefield tapped.

●: Add ● to your mana pool.

●, ●: Target creature gains haste until end of turn.

060/337 R
C14 • EN ➔ RON SPEARS

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Forest

0

Basic Land — Forest**W**L 0276
OTI • EN ➔ SALVATORE ZEE YAZZIE

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Forest

0

Basic Land — Forest**W**L 0276
OTI • EN ➔ SALVATORE ZEE YAZZIE

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Malcolm, Keen-Eyed Navigator 2

Legendary Creature – Siren Pirate

Flying

Whenever one or more Pirates you control deal damage to your opponents, you create a Treasure token for each opponent dealt damage. (It's an artifact with "Sacrifice this artifact: Add one mana of any color.")

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

2/2

079/361 U
KHM • EN ➔ ERIC DESCHAMPS

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Marsh Flats

Land

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

Izzy

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Masked Vandal 1

Creature – Shapeshifter

Changeling (This card is every creature type.)

When Masked Vandal enters the battlefield, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

184/285 C
KHM • EN ➔ JASON A. ENGLE

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Maskwood Nexus 4

Artifact

Creatures you control are every creature type. The same is true for creature spells you control and creature cards you own that aren't on the battlefield.

3, •: Create a 2/2 blue Shapeshifter creature token with changeling. (It is every creature type.)

240/285 R
KHM • EN ➔ JASON A. ENGLE

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Mirror Entity 2

Creature – Shapeshifter

Changeling (This card is every creature type at all times.)

•: Creatures you control become X/X and gain all creature types until end of turn.

Unaware of Lorwyn's diversity, it sees only itself, reflected a thousand times over.

Zoltan Boros & Gabor Szikszai

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1/1



Misty Rainforest

Land

•, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

Shelly Wan

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Moritte of the Frost 2

Legendary Snow Creature – Shapeshifter

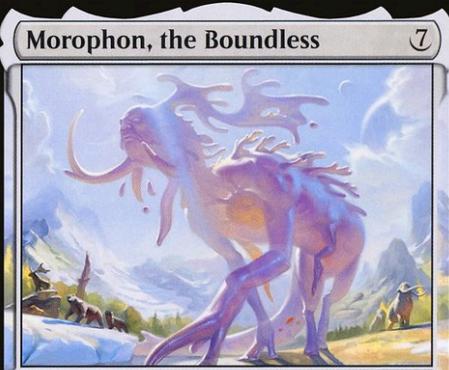
Changeling (This card is every creature type.)

You may have Moritte of the Frost enter the battlefield as a copy of a permanent you control, except it's legendary and snow in addition to its other types and, if it's a creature, it enters with two additional +1/+1 counters on it and has changeling.

0/0

223/285 U
KHM • EN ➔ ERIC DESCHAMPS

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Morophon, the Boundless 7

Legendary Creature – Shapeshifter

Changeling (This card is every creature type.)

As Morophon, the Boundless enters the battlefield, choose a creature type.

Spells of the chosen type you cast cost * • • less to cast. This effect reduces only the amount of colored mana you pay. Other creatures you control of the chosen type get +1/+1.

001/254 M
MH1 • EN ➔ VICTOR ADAME MINGUEZ

6/6



Mothdust Changeling

Creature – Shapeshifter

Changeling (This card is every creature type at all times.)

Tap an untapped creature you control: Mothdust Changeling gains flying until end of turn.

"Ever seen a changeling fly into a lantern?"
—Calydd, kithkin farmer

1/1

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Secluded Glen



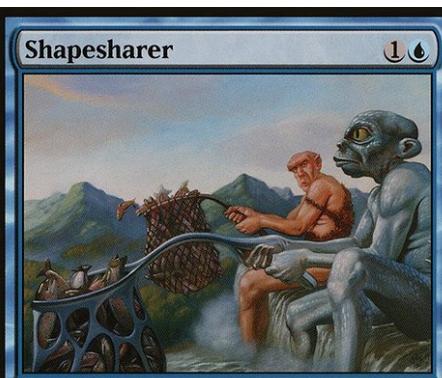
Land

As Secluded Glen comes into play, you may reveal a Faerie card from your hand. If you don't, Secluded Glen comes into play tapped.
•: Add \diamond or \clubsuit to your mana pool.

Protected by glamers and guile, Glen Elendra harbors the elusive Oona, queen of the fae.

Terese Nielsen

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Shapesharer

1 \diamond

Creature — Shapeshifter

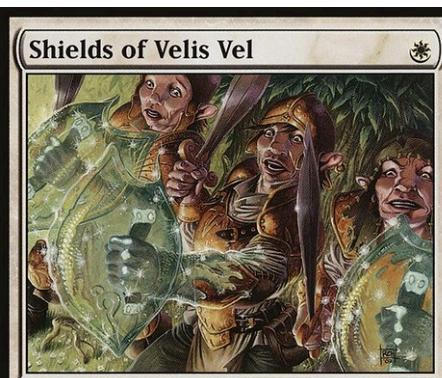
Changeling (*This card is every creature type at all times.*)
2 \diamond : Target Shapesharer becomes a copy of target creature until your next turn.

One good mimic deserves another.

Alan Pollack

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1/1



Shields of Velis Vel

*

Tribal Instant — Shapeshifter

Changeling (*This card is every creature type at all times.*)
Creatures target player controls get +0/+1 and gain all creature types until end of turn.

Changelings can alter shape based on what the beings around them desire most.

Ralph Horsley

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Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
1 \clubsuit : Regenerate Skeletal Changeling.
Though they lack true flesh and bone of their own, changelings imitate either with equal ease.

Alan Pollack

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1/1



Legendary Creature — Sliver Mutant

3: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library.
3: Gain control of target Sliver.
The end of evolution.

Tony Szczaudio

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7/7



Artifact

•: Add $\diamond\diamond$.
Lost to time is the artificer's art of trapping light from a distant star in a ring of purest gold.

U 0305
MSC • EN ➔ MIKE BIEREK

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Land

•: Add 1 to your mana pool.
4, •: Put a 0/1 white Goat creature token into play.
•, Sacrifice X Goats: Add X mana of any one color to your mana pool. You gain X life.

Terese Nielsen

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Instant

You draw X cards and you lose X life, where X is the mana value of a commander you own on the battlefield or in the command zone.
Silverquill first-years welcome discomfort in the classroom, knowing it will prepare them for the years ahead.

044/081 R
C21 • EN ➔ Kieran Yanner

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Swamp

Basic Land — Swamp

L 0274
OTJ • EN ➔ SALVATORE ZEE YAZZIE

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Swamp
Basic Land – Swamp
L 0274
OTJ • EN ➔ SALVATORE ZEE YAZZIE

Taurean Mauler 2/2

Creature — Shapeshifter

Changeling (*This card is every creature type at all times.*)
Whenever an opponent plays a spell, you may put a +1/+1 counter on Taurean Mauler.
The power of a waterfall. The fury of an avalanche. The intellect of a gale-force wind.

→ Dominick Domingo
1993–2008 Wizards of the Coast Inc. 109/150

2/2

The Bears of Littjara 1 1 1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Create a 2/2 blue Shapeshifter creature token with changeling.
II Any number of target Shapeshifter creatures you control have base power and toughness 4/4.
III Choose up to one target creature or planeswalker. Each creature with power 4 or greater you control deals damage equal to its power to that permanent.

Enchantment — Saga

205/285 R KHM • EN ➔ RANDY GALLEGOS

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The First Sliver 3 3 3 3 3 3

Legendary Creature — Sliver

Cascade (*When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.*)
Sliver spells you cast have cascade.

200/254 M MH1 • EN ➔ SVETLIN VELINOV

7/7

The World Tree

Land

The World Tree enters the battlefield tapped.
e: Add ♠.
As long as you control six or more lands, lands you control have “e: Add one mana of any color.”
*** 6 6 6 6 6 6 ♠, e, Sacrifice The World Tree: Search your library for any number of God cards, put them onto the battlefield, then shuffle your library.

275/285 R Story Spotlight KHM • EN ➔ ANASTASIA OYCHINNIKOVA

mtgstory.com

Three Visits 1 1

Sorcery

Search your library for a Forest card, put it onto the battlefield, then shuffle.

Those who love the woods only wish to spread its majesty.

U 0189 MKC • EN ➔ YEONG-HAO HAN

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Tovolar, Dire Overlord 1 1

Legendary Creature — Human Werewolf

Whenever a Wolf or Werewolf you control deals combat damage to a player, draw a card.
At the beginning of your upkeep, if you control three or more Wolves and/or Werewolves, it becomes night. Then transform any number of Human Werewolves you control.
Daybound

246/277 R MID • EN ➔ CHRIS RAHN

4/4

Tovolar, the Midnight Scourge

Legendary Creature — Werewolf

Whenever a Wolf or Werewolf you control deals combat damage to a player, draw a card.
x 2 ♠: Target Wolf or Werewolf you control gets +X/+0 and gains trample until end of turn.
Nightbound

246/277 R MID • EN ➔ CHRIS RAHN

4/4

Unclaimed Territory

Land

As Unclaimed Territory enters the battlefield, choose a creature type.
e: Add ♦ to your mana pool.
e: Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type.

258/279 U XLN • EN ➔ DIMITAR

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