



Boros Signet (2)

Artifact

1, G : Add $\text{G} \ast$.

"Have you ever held a Boros signet? There's a weight to it that belies its size—a weight of strength and of pride."
—Agrus Kos

459 C CMR • EN MIKE SASS

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Buried Ruin

Land

G : Add \diamond .

2, G , Sacrifice Buried Ruin: Return target artifact card from your graveyard to your hand.

History has buried its treasures deep.

312/332 U 2XM • EN FRANZ VOHWINKEL

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By Force (X)

Sorcery

Destroy X target artifacts.

MAGALI VILLENEUVE

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

G : Add $\text{G} \ast$.

$1 \text{ G} \ast$, G : Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

239/269 R ELD • EN TAIME JONES

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Cavern of Souls

Land

As Cavern of Souls enters the battlefield, choose a creature type.

G : Add G to your mana pool.

G : Add one mana of any color to your mana pool. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

Cliff Childs

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Chandra, Acolyte of Flame (1) (2)

Legendary Planeswalker — Chandra (M20)

0 : Put a loyalty counter on each red planeswalker you control.

0 : Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.

-2 : You may cast target instant or sorcery card with converted mana cost 3 or less from your graveyard. If that card would be put into your graveyard this turn, exile it instead.

126/280 R M20 • EN ANNA STEINBAUER

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Chaos Warp (2)

Instant

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

"Be careful when handling old magical trinkets. You never know who they've been."
—Augusta, Lorehold dean

056/063 M STA • EN ANATO FINNSTARK

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Chrome Mox (0)

Artifact

Imprint — When Chrome Mox enters the battlefield, you may exile a nonartifact, nonland card from your hand.

G : Add one mana of any of the exiled card's colors.

240/352 M 2XM • EN VOLKAN BAGA

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Conclave Tribunal (3)

Enchantment

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for G or one mana of that creature's color.)

When Conclave Tribunal enters the battlefield, exile target nonland permanent an opponent controls until Conclave Tribunal leaves the battlefield.

006/259 U GRN • EN SEB MCKINNON

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Mox Amber 0

Legendary Artifact

M: Add one mana of any color among legendary creatures and planeswalkers you control.

A moment in time made tangible, it has the power to realize epic visions.

224/269 M DOM • EN ➔ STEVEN BELLEDIN

Ornithopter 0

Artifact Creature - Thopter

Flying

0/2

MATHIAS KOLLROS

Path to Exile *

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle their library.

025/332 U 2XM • EN ➔ TODD LOCKWOOD

Phyrexian Walker 0

Artifact Creature V

"I have heard terrible tales of black rains, ashen fields, and metal that screams. I have consoled myself that the tales were a myth of some fevered mind. But today I saw a walker—and now I fear the truth."

—Kasib Ibn Naji, Letters

Illus. Bryan Talbot

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0/3

Raise the Alarm 1 *

Instant

Create two 1/1 white Soldier creature tokens.

Like blinking or breathing, responding to an alarm is an involuntary reflex.

041/361 C CMR • EN ➔ ZOLTAN BOROS

Rip Apart @@ *

Sorcery

Choose one —

- Rip Apart deals 3 damage to target creature or planeswalker.
- Destroy target artifact or enchantment.

Torn from history. Torn from memory. Torn from reality.

225/275 U STX • EN ➔ ANNA PODEDWORNA

Rograkh, Son of Rohgahh 0

Legendary Creature – Kobold Warrior

First strike, menace, trample

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

Strength is relative.

0/1

197/361 U CMR • EN ➔ CHRIS SEAMAN

Rootborn Defenses 2 *

Instant

Populate. Creatures you control gain indestructible until end of turn. (To populate, create a token that's a copy of a creature token you control.)

021/249 C MM3 • EN ➔ MARK ZUG

Rule of Law 2 *

Enchantment

Each player can't cast more than one spell each turn.

The law is meant to ensure that people kill each other with only the utmost fairness.

035/280 U M20 • EN ➔ SCOTT M. FISCHER



