

Allosaurus Shepherd



Creature — Elf Shaman

This spell can't be countered.
Green spells you control can't be countered.

4 ♣♣: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.

132/331 M
2X2 • EN RANDY VARGAS

Arcane Signet



Artifact

♣: Add one mana of any color in your commander's color identity.

"Magic rings are, well, magical; and they are rare and curious."
—Gandalf

C. 0273
LTC • EN RANDY GALLEGOS

Assassin's Trophy



Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

A power vacuum for the Azorius. A keepsake for Vraska.

152/259 R Story Spotlight
GRN • EN SEB MCKINNON

Birchlore Rangers



Creature — Elf

Tap two untapped Elves you control: Add one mana of any color to your mana pool.

Morph ♣ (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Dany Orizio

160/264 M
WAR • EN BAYARD WU

Finale of Devastation



Sorcery

Search your library and/or graveyard for a creature card with converted mana cost X or less and put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

Some spells sing a quiet tune. Others roar.

160/264 M
WAR • EN BAYARD WU

Gladhrim Brigade



Creature — Elf Soldier

Squad 1♣ (As an additional cost to cast this spell, you may pay 1♣ any number of times. When this creature enters the battlefield, create that many tokens that are copies of it.)
Other Elves you control get +1/+1.

"They have no need to ride to war; war already marches on their own lands."
—Legolas

R 0502
LTC • EN ALEXANDER MORHOV

Genesis Wave



Sorcery

Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.

R 0221
FDN • EN ARIF WHAYA

Heroic Intervention



Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

188/274 R
M21 • EN JAMES RYMAN

Hyrax Tower Scout



Creature — Human Scout

When Hyrax Tower Scout enters the battlefield, untap target creature.

The scouts of Hyrax Tower keep watch at the edge of Setessan territory, protecting the polis from inhuman monsters and enemy armies.

173/254 C
THB • EN MICAH EPSTEIN

Joraga Warcaller 



Creature — Elf Warrior 

Multikicker  (You may pay an additional  any number of times as you cast this spell.)

Joraga Warcaller enters the battlefield with a +1/+1 counter on it for each time it was kicked.

Other Elf creatures you control get +1/+1 for each +1/+1 counter on Joraga Warcaller.

— Steven Belledin

1/1

Wizards of the Coast, Inc. 106/145

Kogla, the Titan Ape 



Legendary Creature — Ape 

When Kogla, the Titan Ape enters the battlefield, it fights up to one target creature you don't control.

Whenever Kogla attacks, destroy target artifact or enchantment defending player controls.

 Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.

7/6

R 1274 SLD • EN STEVE ELLIS

Marwyn, the Nurturer 



Legendary Creature — Elf Druid 

Whenever another Elf enters the battlefield under your control, put a +1/+1 counter on Marwyn, the Nurturer.

 Add an amount of  equal to Marwyn's power.

Midwife to mothers and leader to all.

1/1

172/269 R DOM • EN CHRIS RAHN

Natural Order 



Sorcery 

Sacrifice a green creature: Search your library for a green creature card and put it into play as though it were just played. Shuffle your library afterwards.

... but the price of Mangara's freedom was Asmira's life.

Illus. Terese Nielsen

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Quest for Renewal 



Enchantment 

Whenever a creature you control becomes tapped, you may put a quest counter on Quest for Renewal.

As long as there are four or more quest counters on Quest for Renewal, untap all creatures you control during each other player's untap step.

— Tomasz Jedruszek

Wizards of the Coast, Inc. 110/145

Seedborn Muse 



Creature — Spirit 

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."

— Kamahl, druid acolyte

2/4

— Adam Rex

Wizards of the Coast, Inc. 298/383

Sylvan Library 



Enchantment

0: Draw two cards, then choose any two cards in your hand drawn this turn. For each of those cards, pay 4 life or put that card back on top of your library. Use this ability only during your draw phase and only once each turn.

Illus. Harold McNeill

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Temur Sabertooth 



Creature — Cat 

 You may return another creature you control to its owner's hand. If you do, Temur Sabertooth gains indestructible until end of turn.

The Temur see themselves as a pack, their bonds more primal than the Abzan's.

4/3

141/185 U FRF • EN MIKE SASS

Umbral Mantle 



Artifact — Equipment 

Equipped creature has "3, : This creature gets +2/+2 until end of turn." ( is the untap symbol.)

Equip 0

It harnesses the power of night in a land where daylight fears to show itself.

— Richard Sardinha

Wizards of the Coast, Inc. 267/301