





**Boon-Bringer Valkyrie**

3

**Creature — Angel Warrior**

Backup 1 (When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn.)

Flying, first strike, lifelink

Her blades were twin beacons, calling the worthy to glory and the wretched to despair.

4/4

R 0009  
MOM • EN HEONHWA CHOE

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**Mirror-Style Master**

4

**Creature — Human Warrior**

Backup 1 (When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)

Whenever this creature attacks, for each attacking modified creature you control, create a tapped and attacking token that's a copy of that creature. Exile those tokens at end of combat. (Equipment, Auras you control, and counters are modifications.)

3/3

R 0032  
MOC • EN CHRIS RALLIS

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**Ornithopter of Paradise**

2

**Artifact Creature — Thopter**

Flying

• 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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**Boros Signet**

2

**Artifact**

1, •: Add \*.

"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

126 U  
ONC • EN MIKE SASS

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**Buried Ruin**

3

**Land**

•: Add .

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

History has buried its treasures deep.

147 U  
ONC • EN FRANZ VOHWINKEL

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**Mirror-Style Master**

3

**Mother of Runes**

3

**Creature — Human Cleric**

•: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

702 U  
CLB • EN SCOTT M. FISCHER

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**Oketra's Monument**

3

White creature spells you cast cost 1 less to cast.

Whenever you cast a creature spell, create a 1/1 white Warrior creature token with vigilance.

"The worthy shall respect the worthy. In the afterlife, all will stand united."  
—Monument inscription

188 U  
DMC • EN CHRISTINE CHOI

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**Path to Exile**

3

**Instant**

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

U 0198  
MOC • EN TODD LOCKWOOD

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**Pyroblast**

3

**Instant**

Choose one —

• Counter target spell if it's blue.

• Destroy target permanent if it's blue.

Water can be crushing, but it is predictable. Fire is always dynamic, its rage absolute and all-consuming.

142/249 U  
EMA • EN LAKE HURWITZ

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**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

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**Red Elemental Blast**  2\*



**Instant**

Choose one —

- Counter target blue spell.
- Destroy target blue permanent.

*Nothing restrains a burning passion.*

147/249 U A25 • EN IZZY

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**Redcap Heelslasher**  3\*



**Creature — Goblin Rogue**

**Backup 1** (When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)

**First strike**

*Biffle was delighted to have an excuse to use the nice cutlery he'd liberated from Edgewall.*

2/3

C 0161 M0M • EN ALEXEY KRUGLOV

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**Resourceful Defense**  2\*



**Enchantment**

Whenever a permanent you control leaves the battlefield, if it had counters on it, put those counters on target permanent you control.

**4\***: Move any number of counters from target permanent you control to another target permanent you control.

019/093 R NCC • EN FRANCIS TNEH

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**Rionya, Fire Dancer**  3 2 2



**Legendary Creature — Human Wizard**

At the beginning of combat on your turn, create X tokens that are copies of another target creature you control, where X is one plus the number of instant and sorcery spells you've cast this turn. They gain haste. Exile them at the beginning of the next end step.

3/4

055/081 R C21 • EN HEONHWA CHOE

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**Scarab of the Unseen**  2



**Artifact**

**Q:** Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.

Illus. Sandra Everingham  
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**Secure the Wastes**  X\*



**Instant**

Create X 1/1 white Warrior creature tokens.

*"The Shifting Wastes provide our clan eternal protection. It is our duty to return the favor."*

—Kadri, Dromoka warrior

R 0203 MOC • EN SCOTT MURPHY

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**Selfless Savior**  M21



**Creature — Dog**

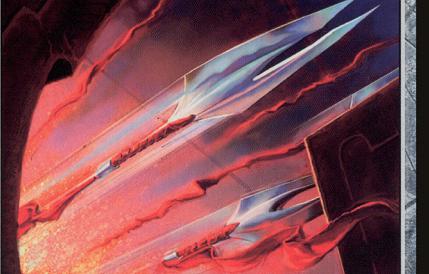
Sacrifice Selfless Savior: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

*She raised him from an orphaned pup and gave him a life of love. With his last act, he thanked her.*

036/274 U M21 • EN RALPH HORSLEY

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**Shuriken**  1



**Artifact — Equipment**

Equipped creature has "**U**". Unattach Shuriken: Shuriken deals 2 damage to target creature. That creature's controller gains control of Shuriken unless it was unattached from a Ninja."

Equip **2** (2: Attach to target creature you control. Equip only as a sorcery.)

Matt Cavotta  
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**Sigiled Sentinel**

2\*

**Creature — Human Knight**

**Backup 1** (When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)

**Vigilance**

"Alara has been broken before. I will not let it break again."

2/2

C 0037  
MOM • EN ➔ VOLKAN BAGA

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**Sol Ring**

1

**Artifact**

W

**•**: Add ♦♦.

*Lost to time is the artificer's art of trapping light from a distant star in a ring of purest gold.*

U 0381  
MOC • EN ➔ MIKE BIEREK

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**Call the Coppercoats**

2\*

**Instant**

W

**Strive** — This spell costs 1\* more to cast for each target beyond the first.

Choose any number of target opponents. Create X 1/1 white Human Soldier creature tokens, where X is the number of creatures those opponents control.

*When the alarm crystals flash, Drannith's finest answer the call.*

O 060  
ONC • EN ➔ CRISTI BALANESCU

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**Chaos Warp**

2\*

**Instant**

W

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.

R 0273  
MOC • EN ➔ TREVOR CLAXTON

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**Charming Prince**

1\*

**Creature — Human Noble**

W

When Charming Prince enters the battlefield, choose one —

- Scry 2.
- You gain 3 life.
- Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

008/269 R  
ELD • EN ➔ RANDY VARGAS

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**Cliffside Rescuer**

1\*

**Creature — Kor Soldier**

W

**Vigilance**

**•**, Sacrifice Cliffside Rescuer: Target permanent you control gains protection from each of your opponents until end of turn. (*It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything controlled by those players.*)

*"Keep going! I'll buy you time!"*

2/2

001/302 U  
C19 • EN ➔ CAIO MONTEIRO

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**Contagion Clasp**

2

**Artifact**

W

When Contagion Clasp enters the battlefield, put a -1/-1 counter on target creature.

**4**, **•**: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

129 U  
ONC • EN ➔ ANTHONY PALUMBO

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**Cragsmasher Yeti**

4\*22

**Creature — Yeti**

W

**Mountaineering** 2 (2, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

**Backup 2** (When this creature enters the battlefield, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)

**Trample**

4/2

C 0333  
MOM • EN ➔ BRENT HOLLOWELL

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**Death-Greeter's Champion**

2\*

**Creature — Human Warrior**

W

**Dash** 3 (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

**Backup 1** (When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)

**Double strike**

2/1

R 0030  
MOC • EN ➔ JASON RAINVILLE

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