

Alvina, Hunt-Mother 2

Legendary Creature — Cat Advisor

Flash

Whenever an opponent is dealt 5 or more damage, each player other than that player draws a card.

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

006/025 M
MHLW • EN • TIM KEIL

3/3

Artorias, the Wolf Knight 3

Legendary Creature — Demigod Knight

If a source would deal damage to a creature other than Artorias, the Wolf Knight, you may have that damage be dealt to Artorias instead. If you do, you gain that much life.

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

007/025 M
MHLW • EN • ABBIE CHIL

4/7

Asylum Persecutor 5

Creature — Demon

Flying, trample

Join forces — At the beginning of your upkeep, each player starting with you may pay any amount of mana. Each player loses 10 minus X life, where X is the total amount of mana paid this way.

003/025 R
MHLW • EN • JIM MACMILLAN

7/7

Big Hat Logan 2

Legendary Creature — Human Wizard

At the beginning of your upkeep, put the top four cards of your library into your graveyard. Until end of turn, you may cast a noncreature card put into your graveyard this way.

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

008/025 M
MHLW • EN • DARK SOULS CONCEPT ART (EDITED)

3/3

Black Iron Tarkus 2

Legendary Creature — Human Knight

Whenever a creature leaves the battlefield, put a +1/+1 counter on Black Iron Tarkus. Remove two +1/+1 counters from Tarkus: It gains indestructible until end of turn.

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

009/025 M
MHLW • EN • SEIGO ARAGO

4/4

Dusk, Princess of Oolacile

Legendary Creature — Human Wizard

Defender

At the beginning of combat on each player's turn, you may pay 2. If you do, put a +1/+1 counter on target creature that player controls. That creature can't be blocked this turn.

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

010/025 M
MHLW • EN • SILAN

0/3

Kalameet, Abyss Dragon 3

Legendary Creature — Dragon

Flying

If another source would deal damage to an opponent, it instead deals twice that much damage.

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

012/025 M
MHLW • EN • WHITE CYANIDE

4/4

Lady of the Darkling 1

Legendary Creature — Human Knight

Lifelink

At the beginning of your end step, if a creature died this turn, scry 2.

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

013/025 M
MHLW • EN • GGTART

2/4

Laurentius, Humble Pupil 1

Legendary Creature — Human Shaman

Spells you cast that target creatures cost 2 less to cast.

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

014/025 M
MHLW • EN • KEDWINGART

2/2

Legacy of Sif  



Sorcery

Join forces — Starting with you, each player may pay any amount of mana. Each player creates X 2/2 green Wolf creature tokens, where X is the total amount of mana paid this way.

005/025 R
MHLW • EN • ANDREA CARBONE

ILLUSION



Token Creature — Illusion 

When this creature becomes the target of a spell, sacrifice it.

004/004 T
MHLW • EN • ERMELING

SHAMAN



Token Creature — Shaman 

: Add .

004/004 T
MHLW • EN • RAKTEN JO-MUSIME

Ornstein, Tester of Mortals   



Legendary Creature — Demigod Knight

Vigilance, haste

Whenever one or more creatures with power 2 or less block, Ornstein, Tester of Mortals deals 4 damage to each player.

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

015/025 M
MHLW • EN • PIXYHUB304314

Perrus, False Friend  



Legendary Creature — Human Cleric

Whenever a creature enters the battlefield under your control, each opponent loses 1 life and you gain 1 life.

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

016/025 M
MHLW • EN • DRYTELZU

Pinwheel, Masked Cabal   



Legendary Creature — Horror Wizard

Whenever Pinwheel, Masked Cabal attacks, you may discard a card. If you do, create two 2/2 blue Illusion creature tokens with “When this creature becomes the target of a spell, sacrifice it.”

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

017/025 M
MHLW • EN • JINVI

Praise the Sun  



Sorcery

Join Forces — Starting with you, each player may pay any amount of mana. Each player distributes X +1/+1 counters among any number of creatures they control, where X is the total amount of mana paid this way.

001/025 R
MHLW • EN • VINHALZ

Priscilla, Cross-Breed   



Legendary Creature — Demigod Cleric

Whenever you cast a noncreature spell, put a +1/+1 counter on Priscilla, Cross-Breed. It gains lifelink and hexproof until end of turn.

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

018/025 M
MHLW • EN • AL-BIE

Quelaag, Chaos Witch   



Legendary Creature — Spider Demon

Menace

Whenever Quelaag, Chaos Witch attacks, it deals damage equal to its power to an opponent chosen at random.

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

019/025 M
MHLW • EN • AUGUSTO KERRER

Quelana, Mother of Fire 2 2 2

Legendary Creature — Human Shaman

☞: Add 2. ☞: Exile two cards from your graveyard: Create a 2/2 red and green Shaman creature token with "☞: Add 2."

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

020/025 M
MHLW • EN PIXNDS2057

Sieglinde, Leal Daughter 1 2 1

Legendary Creature — Human Knight

Whenever Sieglinde, Leal Daughter deals combat damage to a player, return target creature card with converted mana cost 2 or less from your graveyard to the battlefield.

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

024/025 M
MHLW • EN SGIN

Siegmeyer, Errant Ally

Legendary Creature — Human Knight

At the beginning of combat on your turn, choose an opponent at random. Siegmeyer, Errant Ally attacks that player this combat if able. Whenever Siegmeyer deals combat damage to that player this turn, draw a card.

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

025/025 M
MHLW • EN MICHELLEGOBER

Sif, Great Grey Wolf 2 2 2

Legendary Creature — Wolf

Vigilance

Equip abilities you activate cost 3 less to activate.

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

023/025 M
MHLW • EN GUSTAVO TORRETO

Smough, Grisly Executioner 2 3 1

Legendary Creature — Human Warrior

Menace

Smough, Grisly Executioner must be blocked by two or more creatures if able.

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

024/025 M
MHLW • EN TORRES369

Solaire, Seeker of Sunlight 1 2 2

Legendary Creature — Human Knight

Whenever Solaire, Seeker of Sunlight and exactly one other creature attack, they each gain double strike until end of turn.

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

025/025 M
MHLW • EN JHNP

Soul Burning

Sorcery

Join forces — Starting with you, each player may pay any amount of mana. Each player exiles the top X cards of their library, where X is the total amount of mana spent this way. Each player may cast cards they exiled this way until the end of their next turn.

004/025 R
MHLW • EN VINHLAZ

The Fair Lady 1 3 1

Legendary Creature — Spider Demon

Reach

Whenever a nontoken creature dies, you may pay 2 life. If you do, create a 1/2 green Spider creature token with reach.

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

011/025 M
MHLW • EN CECERY

Thief's Journey

Sorcery

Join forces — Starting with you, each player may pay any amount of mana. Starting with the next opponent in turn order, each player gains control of a permanent of their choice with converted mana cost X or less, where X is the total amount of mana paid this way.

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MHLW • EN PIXNDS149351