

Magda, Brazen Outlaw

1



Legendary Creature — Dwarf Berserker

Other Dwarves you control get +1/+0.
Whenever a Dwarf you control becomes tapped, create a Treasure token.
Sacrifice five Treasures: Search your library for an artifact or Dragon card, put that card onto the battlefield, then shuffle your library.

2/1

142/285 R
KHM • EN • SLAWOMIR MANIAK

™ & © 2021 Wizards of the Coast

Sol Ring

1



Artifact

☞: Add ♦♦.

*"Meadowlarks sing in sun-touched skies
And breezes kiss where Eirdu lies."
—Verselet of Lorrwyn*

U 0057
ECC • EN • DARIA AKSENOVA

™ & © 2026 Wizards of the Coast

Mana Vault

1



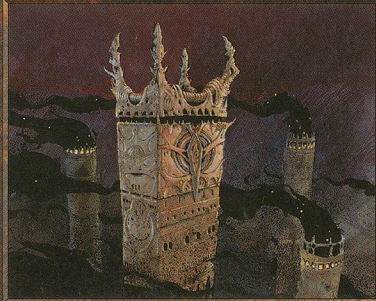
Mono Artifact

Tap to add 3 colorless mana to your mana pool.
Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep it does 1 damage to you. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin

Grim Monolith

2



Artifact

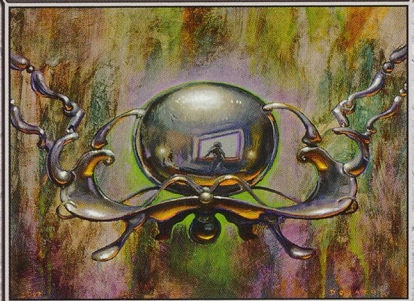
Grim Monolith does not untap during your untap phase.
☞: Add three colorless mana to your mana pool. Play this ability as a mana source.
4: Untap Grim Monolith.
Part prison, part home.

Illus. Chippy

© 1993-1999 Wizards of the Coast, Inc. 126/143

Chrome Mox

0



Artifact

Imprint — When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. *(The removed card is imprinted on this artifact.)*
☞: Add one mana of any of the imprinted card's colors to your mana pool.

Donato Giancola

™ & © 1993-2003 Wizards of the Coast, Inc. 152/306

Mox Opal

0



Legendary Artifact

Metalcraft — ☞: Add one mana of any color. Activate this ability only if you control three or more artifacts.
The suns of Mirrodin have shone upon perfection only once.

275/332 M
2XM • EN • VOLKAN BAGA

™ & © 2020 Wizards of the Coast

Mox Diamond

0



Artifact

When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond.
☞: Add one mana of any color to your mana pool. Play this ability as a mana source.

Illus. Dan Frazier
© 1998 Wizards of the Coast, Inc.

Lotus Petal

0



Artifact

☞, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.
"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."

Illus. April Lee
© 1997 Wizards of the Coast, Inc.

Lion's Eye Diamond

0



Artifact

Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability as a mana source.
*Held in the lion's eye
—Zhalfirin saying meaning
"caught in the moment of crisis"*

Illus. Margaret Organ-Kean
© 1996 Wizards of the Coast, Inc. All rights reserved.



Arcane Signet 2



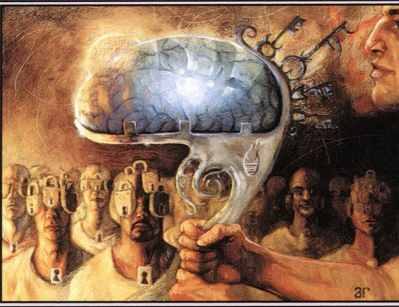
Artifact

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

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

234 C
C21 • EN • DAN SCOTT

Mind Stone 2



Artifact

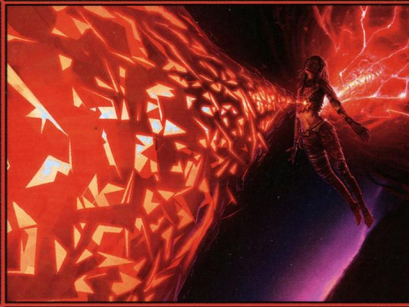
◊: Add ◊.

1, ◊, Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"
—Jhoira, master artificer

211 U
AFC • EN • ADAM REX

Jeska's Will 2



Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

"Gather your strength. Prepare yourself."
—Jeska, to Radha

799 R
CLB • EN • IZZY

Pyretic Ritual 1



Instant

Add 2222 to your mana pool.

The Multiverse is filled with limitless power just waiting for someone to reach out and seize it.

James Paick

Desperate Ritual 1



Instant — Arcane

Add 2222 to your mana pool.

Splice onto Arcane 1 (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Darrell Riche

Rite of Flame 2



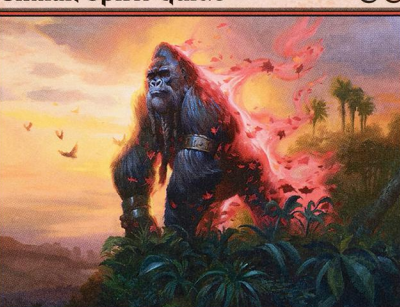
Sorcery

Add 22 to your mana pool, then add 2 to your mana pool for each card named Rite of Flame in each graveyard.

Deep beneath the ice, beneath the soil and the rock, Dominaria's fire still burned hot.

Dany Ortiz

Simian Spirit Guide 2



Creature — Ape Spirit

Exile Simian Spirit Guide from your hand: Add 2.

"It's rarely worth questioning where the mana comes from. Just be grateful."
—Jaya Ballard, task mage

2/2

190/289 C
TSR • EN • LUCAS GRACIANO

Storm-Kiln Artist 3



Creature — Dwarf Shaman

Storm-Kiln Artist gets +1/+0 for each artifact you control.

Magecraft — Whenever you cast or copy an instant or sorcery spell, create a Treasure token.

A captured elemental makes for a potent, albeit unstable, power source.

2/2

U 0181
OTC • EN • MANUEL CASTAÑO

Professional Face-Breaker 2



Creature — Human Warrior

Menace

Whenever one or more creatures you control deal combat damage to a player, create a Treasure token.

Sacrifice a Treasure: Exile the top card of your library. You may play that card this turn.

2/3

116/281 R
SNC • EN • DAN SCOTT



Cursed Mirror 2



Artifact

☞: Add .

As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste.

R 0242
SOC • EN DAVID GAILET

Birgi, God of Storytelling 2



Legendary Creature — God

Whenever you cast a spell, add . Until end of turn, you don't lose this mana as steps and phases end.
Creatures you control can boast twice during each of your turns rather than once.

"This is a tale to make all Kaldheim tremble . . ."

Artifact 4

123/285 R
KHM • EN ERIC DESCHAMPS

3/3

TM & © 2021 Wizards of the Coast

Ruby Medallion 2



Artifact

Your red spells cost 1 less to play.

Illus. Sue Ellen Brown
© 1997 Wizards of the Coast, Inc.

Treasure Map 2



Artifact

1, ☞: Scry 1. Put a landmark counter on Treasure Map. Then if there are three or more landmark counters on it, remove those counters, transform Treasure Map, and create three colorless Treasure artifact tokens with "☞, Sacrifice this artifact: Add one mana of any color to your mana pool."

250/279 R
XLN • EN CLIFF CHILDS

TM & © 2017 Wizards of the Coast

Idol of Oblivion 2



Artifact

☞: Draw a card. Activate only if you created a token this turn.

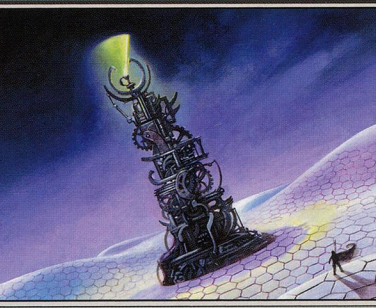
8, ☞, Sacrifice Idol of Oblivion: Create a 10/10 colorless Eldrazi creature token.

"Arise, great one, and cleanse the world of our enemies!"

R 0277
BLC • EN PIOTR DURA

TM & © 2024 Wizards of the Coast

Clock of Omens 4



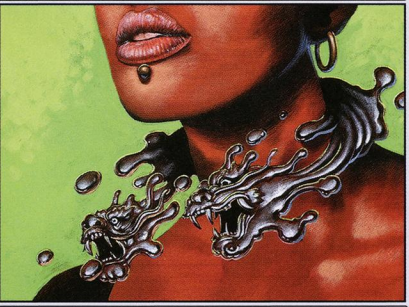
Artifact

Tap two untapped artifacts you control: Untap target artifact.

Those near the clock don't hear it anymore, but their every movement is in time with its ticking.

Alex Horley-Orlandelli
TM & © 1993–2004 Wizards of the Coast, Inc. 110/165

Liquimetal Torque 2



Artifact

☞: Add .

☞: Target nonland permanent becomes an artifact in addition to its other types until end of turn.

"Weaponized jewelry has a long and respected history."
—Ervos Trax

228/303 U
MH2 • EN BRIAN SNOODY

TM & © 2021 Wizards of the Coast

Liquimetal Coating 2



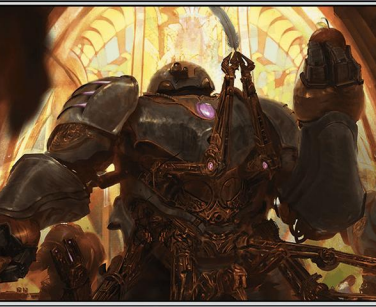
Artifact

☞: Target permanent becomes an artifact in addition to its other types until end of turn.

"They'll soon become accustomed to wearing skin that is not their own."
—Elesh Norn, Grand Cenobite

Johann Bodin
TM & © 1993–2010 Wizards of the Coast LLC 171/249

Academy Manufactor 3



Artifact Creature — Assembly-Worker

If you would create a Clue, Food, or Treasure token, instead create one of each.

Automated systems at the Tolarian Academy sort new acquisitions for optimal use, determining which should be studied, eaten, or sold.

1/3

R 0264
BLC • EN CAMPBELL WHITE

TM & © 2024 Wizards of the Coast



Harnfel, Horn of Bounty 4



Legendary Artifact

Discard a card: Exile the top two cards of your library. You may play those cards this turn.

Like her well of stories, Birgi's horn never runs dry.

God 2

123/285 R
KHM • EN ERIC DESCHAMPS

™ & © 2021 Wizards of the Coast



TREASURE COVE



Land

(Transforms from Treasure Map.)

- : Add ♦ to your mana pool.
- , Sacrifice a Treasure: Draw a card.
- Half the treasure is the glory of finding it.

250/279 R
XLN • EN CLIFF CHILDS

™ & © 2017 Wizards of the Coast



Xorn 2



Creature — Elemental

If you would create one or more Treasure tokens, instead create those tokens plus an additional Treasure token.

Xorns are native to the Elemental Plane of Earth, where gems and rare stones are plentiful. When summoned elsewhere they can be quite destructive in search of food.

3/2

167/281 R
AFR • EN YIGIT KOROLU

Reckless Fireweaver 1



Creature — Human Artificer

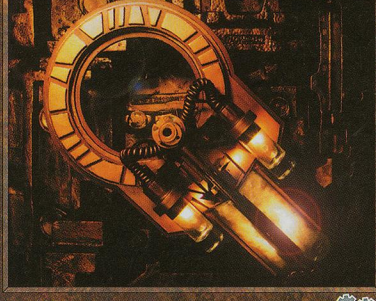
Whenever an artifact you control enters, this creature deals 1 damage to each opponent.

Architects find inspiration in the dragon's beauty of form, while artificers are influenced by the function of its fire.

1/3

C 0106
DRC • EN DERUCHENKO ALEXANDER

Voltaic Key 1



Artifact

1, ⚡: Untap target artifact.

The key did not work on a single lock, yet it opened many doors.

Illus. Henry G. Higgenbotham
©1993-1998 Wizards of the Coast, Inc. 314.350

Mycosynth Lattice 6



Artifact

All permanents are artifacts in addition to their other types.

All cards that aren't on the battlefield, spells, and permanents are colorless.

Players may spend mana as though it were mana of any color.

241/254 M
BBD • EN ANTHONY S. WATERS

Karn, the Great Creator 4



Legendary Planeswalker — Karn

Activated abilities of artifacts your opponents control can't be activated.

+1: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

-2: You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

5

501 P
SLD • EN WISNU TAN

Portal to Phyrexia 9



Artifact

When Portal to Phyrexia enters the battlefield, each opponent sacrifices three creatures.

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.

After five thousand years, the nightmare returned.

240/287 M Story Spotlight
BRO • EN SVETLIN VELINOV

Hellkite Tyrant 4



Creature — Dragon

Flying, trample

Whenever Hellkite Tyrant deals combat damage to a player, gain control of all artifacts that player controls.

At the beginning of your upkeep, if you control twenty or more artifacts, you win the game.

Aleksí Bricíor

6/5

© 2013 Wizards of the Coast 94.282

Sensei's Divining Top 1



Artifact

1: Look at the top three cards of your library, then put them back in any order.

☞: Draw a card, then put Sensei's Divining Top on top of its owner's library.

Michael Sutfin

© 1993-2004 Wizards of the Coast, Inc. 208/306

Fireblade Charger 2



Creature — Goblin Warrior

As long as Fireblade Charger is equipped, it has haste.

When Fireblade Charger dies, it deals damage equal to its power to any target.

"Down in flames" isn't a destination, but a journey.

1/1

139/280 U
ZNR • EN LEE SETIAWAN



Vault Robber 1



Creature — Dwarf Rogue

1, ♣, Exile a creature card from your graveyard: Create a Treasure token. *(It's an artifact with "♣, Sacrifice this artifact: Add one mana of any color.")*

The dwarves believe works of art should be passed down the generations, not buried with the dead.

1/3

158/285 C
KHM • EN • SLAWOMIR MANIAK

Magda, the Hoardmaster 1



Legendary Creature — Dwarf Berserker

Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.

2/2

R 0133
OTJ • EN • DIEGO GIBERT

Terror of the Peaks 3



Creature — Dragon M21

Flying

Spells your opponents cast that target Terror of the Peaks cost an additional 3 life to cast.

Whenever another creature enters the battlefield under your control, Terror of the Peaks deals damage equal to that creature's power to any target.

5/4

164/274 M
M21 • EN • ANDREY KUZINSKIY

Ancient Copper Dragon 4



Creature — Elder Dragon

Flying

Whenever Ancient Copper Dragon deals combat damage to a player, roll a d20. You create a number of Treasure tokens equal to the result.

6/5

161/361 M
CLB • EN • ANTONIO JOSÉ MANZANEDO

Goldspan Dragon 3



Creature — Dragon

Flying, haste

Whenever Goldspan Dragon attacks or becomes the target of a spell, create a Treasure token.

Treasures you control have "♣, Sacrifice this artifact: Add two mana of any one color."

4/4

550 M
J22 • EN • ANDREW MAR

Goblin Welder 2



Creature — Goblin Artificer

♣: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

035/076 M
DDU • EN • VICTOR ADAME MINGUEZ

Pyrite Spellbomb 1



Artifact

♣, Sacrifice Pyrite Spellbomb: It deals 2 damage to any target.

1, Sacrifice Pyrite Spellbomb: Draw a card.

*"Melt that which was never frozen."
—Spellbomb inscription*

283/332 C
2XM • EN • JIM NELSON

Ichor Wellspring 2



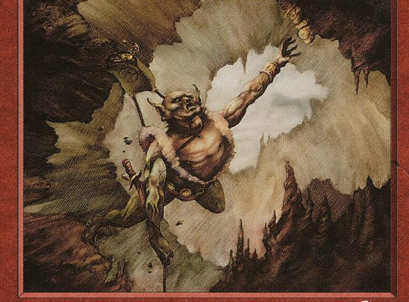
Artifact

When Ichor Wellspring enters the battlefield or is put into a graveyard from the battlefield, draw a card.

*"Our glorious infection has taken hold."
—Elesh Norn, Grand Cenobite*

193/312 C
CM2 • EN • STEVEN BELLEDIN

Gamble 2



Sorcery

Search your library for a card, put that card into your hand, then discard a card at random. Shuffle your library afterward.

When you've got nothing, you might as well trade it for something else.

Illus. Andrew Goldhawk
©1993-1998 Wizards of the Coast, Inc. 188/350



Wheel of fortune 2



Sorcery

Both players must discard their hands and draw seven new cards.

Illus. © Daniel Gelon

Faithless Looting 2



Sorcery

Draw two cards, then discard two cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

168 C21 • EN KARL KOPINSKI

Wrenn's Resolve 1



Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

Even as she burned, Wrenn bent Realmbreaker to her will.

C 0173 Story Spotlight MOM • EN VIKO MENEZES

Light Up the Stage 2



Sorcery

Spectacle (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Places, everyone!"
—Judith

131 U AFC • EN DMITRY BURMAK

Underworld Breach 1



Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard.

At the beginning of the end step, sacrifice Underworld Breach.

Lie Setiawan

Deflecting Swat 2



Instant

If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability.

Archmage attacks are little more than annoyances to Kalamax.

050/322 R C20 • EN IZZY

Pyroblast 2



Instant

Choose one —

- Counter target spell if it's blue.
- Destroy target permanent if it's blue.

Joseph Meehan

Red Elemental Blast 2



Interrupt

Counters a blue spell being cast or destroys a blue card in play.

Illus. © Richard Thomas

Abrade 1



Instant

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The desert is a voracious beast, devouring both flesh and stone.

U 0234 SOC • EN JONAS DE RO



Chaos Warp

2



Instant



The owner of target permanent shuffles it into his or her library, then reveals the top card of his or her library. If it's a permanent card, he or she puts it onto the battlefield.

Trevor Claxton

© 2009–2011 Wizards of the Coast LLC 141316

Pyrokinesis

4



Instant



You may exile a red card from your hand rather than pay Pyrokinesis's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

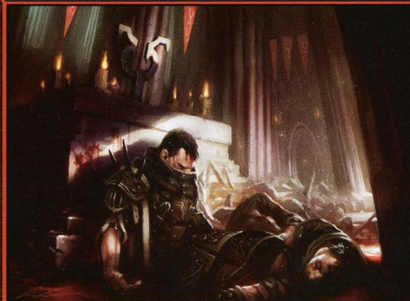
143/249 R

EMA • EN IGOR KIERYLUK

™ & © 2016 Wizards of the Coast

Blasphemous Act

8



Sorcery



This spell costs 1 less to cast for each creature on the battlefield. Blasphemous Act deals 13 damage to each creature.

"Holy places are no longer sanctuary from death, and death is no longer sanctuary from anything."
—Thalia, Knight-Cathar

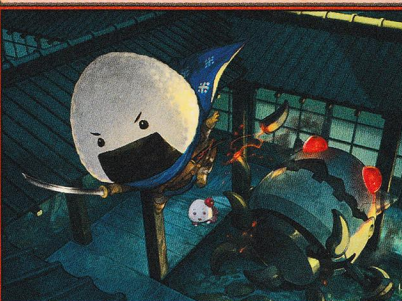
264

NCC • EN DAARKEN

™ & © 2022 Wizards of the Coast

Vandalblast

2



Sorcery



Destroy target artifact you don't control.

Overload 4

Our hero struck with a flash of steel, slicing the monster's claw and freeing the young girl from its grasp!

404

SLD • EN かわすみ / KAWASUMI

™ & © 2022 Wizards of the Coast

Swiftfoot Boots

2



Artifact — Equipment



Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control.)

Equip 1

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0268

OTC • EN SVETLIN VELLINOV

™ & © 2024 Wizards of the Coast

Lightning Greaves

2



Artifact — Equipment



Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)

Equip 0

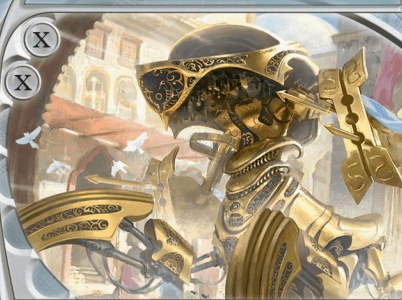
After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

220/320 U

CMA • EN JEREMY JARVIS

™ & © 2017 Wizards of the Coast

Walking Ballista



Artifact Creature — Construct



Walking Ballista enters the battlefield with X +1/+1 counters on it.

4: Put a +1/+1 counter on Walking Ballista.

Remove a +1/+1 counter from Walking Ballista: It deals 1 damage to any target.

Daniel Ljunggren

™ & © 2024 Wizards of the Coast 238

0/0

Fury

3



Creature — Elemental Incarnation



Double strike

When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoked—Exile a red card from your hand. (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

M 0050

ECC • EN VICTOR ADAME MINGUEZ

™ & © 2026 Wizards of the Coast

3/3

Soul-Guide Lantern

1



Artifact



When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.

☞, Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.

1, ☞, Sacrifice Soul-Guide Lantern: Draw a card.

U 0251

WOE • EN IRIS COMPET

™ & © 2023 Wizards of the Coast



Defense Grid

2



Artifact

During each player's turn, each other player's spells cost 3 more to play.

"A good deal of tyranny goes by the name of protection."

—Crystal Eastman,
"Equality or Protection"

Mark Tedin

© 1993–2013 Wizards of the Coast, Inc. 256/250

Pithing Needle

1



Artifact

As Pithing Needle enters the battlefield, choose a card name.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

Occasionally a skaab remembers too much of its former life. Luckily, there's an easy cure.

257/277 R

MID • EN • OVIDIO CARTAGENA

™ & © 2021 Wizards of the Coast

Mishra's Bauble

0



Artifact

♣, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

"Arcum is a babbling fool! Phyrexian technology is our greatest blessing. Take this delightful trinket for instance . . ."
—Heidar, Rimewind master

221/249 U

IMA • EN • CHIPPY

™ & © 2017 Wizards of the Coast

Chromatic Star

1



Artifact

1, ♣, Sacrifice Chromatic Star: Add one mana of any color.

When Chromatic Star is put into a graveyard from the battlefield, draw a card.

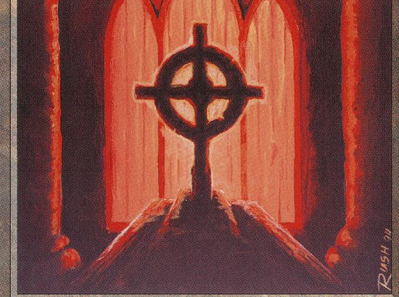
239/332 C

2XM • EN • ALEX HORLEY-ORLANDI

™ & © 2020 Wizards of the Coast

Tormod's Crypt

0



Artifact

♣: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. © 1994 Christopher Rush

Boil

3



Instant

Destroy all islands.

"The fishers will throw out their nets and draw them back filled with dust."
—Oracle en-Véc

Illus. Jason Alexander Behnke

© 1997 Wizards of the Coast, Inc.

Ancient Tomb



Land

♣: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

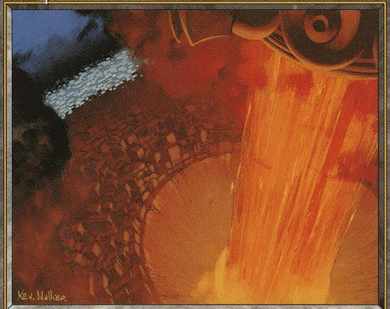
There is no glory to be gained in the kingdom of the dead.

—Véc tomb inscription

Illus. Colin MacNeil

© 1997 Wizards of the Coast, Inc.

City of Traitors



Land

If you play a land, sacrifice City of Traitors.

♣: Add two colorless mana to your mana pool.

"While we fought, the il surrendered."
—Oracle en-Véc

Illus. Key Walker

© 1993–1998 Wizards of the Coast, Inc. 143/143

Inventors' Fair



Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

♣: Add ♦ to your mana pool.

4, ♣, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle your library. Activate this ability only if you control three or more artifacts.

247/264 R Story Spotlight 1/5
KLD • EN • JONAS DE RO

™ & © 2016 Wizards of the Coast



Dwarven Mine



Land — Mountain



(**C**: Add **C**.)

Dwarven Mine enters the battlefield tapped unless you control three or more other Mountains.

When Dwarven Mine enters the battlefield untapped, create a 1/1 red Dwarf creature token.

243/269 C
ELD • EN

ALEXANDER FORSSBERG

™ & © 2019 Wizards of the Coast

Cavern of Souls



Land



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

C: Add **C** to your mana pool.

C: 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.

232/249 M
MM3 • EN

RICHARD WRIGHT

™ & © 2017 Wizards of the Coast

Strip Mine



Land



C: Add 1 to your mana pool.

C, Sacrifice Strip Mine: Destroy target land.

Unlike previous conflicts, the war between Urza and Mishra made Dominaria itself a casualty of war.

John Avon

™ & © 1993–2009 Wizards of the Coast LLC 1115

Great Furnace



Artifact Land



(Great Furnace isn't a spell.)

C: Add **C** to your mana pool.

Kuldotha, wellspring of molten metal, temple of the goblin horde.

Rob Alexander

™ & © 1993–2009 Wizards of the Coast LLC 133/169

Buried Ruin



Land



C: Add **C**.

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

History has buried its treasures deep.

491 U
JMP • EN

FRANZ VOHWINKEL

™ & © 2020 Wizards of the Coast

Blast Zone



Land



Blast Zone enters the battlefield with a charge counter on it.

C: Add **C**.

X X, **C**: Put X charge counters on Blast Zone.

3, **C**, Sacrifice Blast Zone: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Blast Zone.

504 R
SLU • EN

CHRIS OSTROWSKI

™ & © 2021 Wizards of the Coast

Sokenzan, Crucible of Defiance



Legendary Land



C: Add **C**.

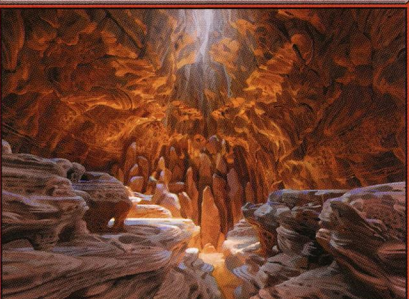
Channel — 3 **C**, Discard Sokenzan, Crucible of Defiance: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs 1 less to activate for each legendary creature you control.

276/302 R
NEO • EN

LUCAS STANIEC

™ & © 2022 Wizards of the Coast

Den of the Bugbear



Land



If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

C: Add **C**.

3 **C**: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

264/281 R
AFR • EN

JOHANNES VOSS

™ & © 2021 Wizards of the Coast

Mountain



Land



Illus. Rob Alexander

™ & © 1993–2001 Wizards of the Coast, Inc. 345/350









