

Winota, Joiner of Forces 2



Legendary Creature — Human Warrior

Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.

4/4

216/274 M
IKO • EN MAGALI VILLENEUVE

Sol Ring 1



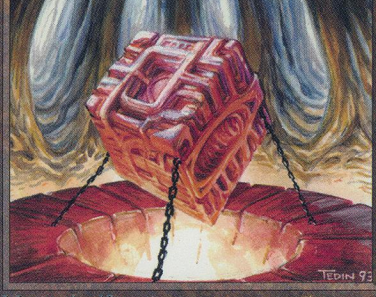
Artifact

☞: Add ♦♦.

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

U 0057
ECC • EN DARIA AKSENOVA

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

Chrome Mox 0



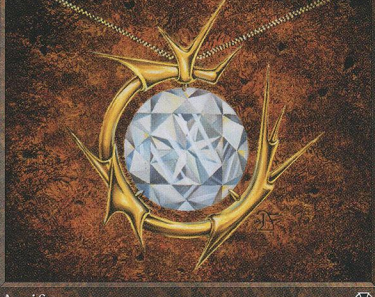
Artifact

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

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

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

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

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
C21 • EN DAN SCOTT

Boros Signet 2



Artifact

1, ☞: Add 2♦.

Carved high into stone, the signet requires all to look up at it—whether with fear or admiration.

U 0128
BLC • EN RON SPEARS



Fellwar Stone 2



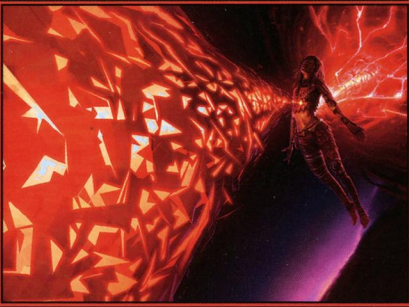
Artifact

☞: Add one mana of any color that a land an opponent controls could produce.

"What do you have that I cannot obtain?"
—Mairsil, the Pretender

206 U
AFC • EN JOHN AVON

Jeska's Will 2



Sorcery

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

- Add ☞ 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

Ashnod's Altar 3



Artifact

Sacrifice a creature: Add ♦♦.

"If you work at sawing up carcasses, you notice how the joints fit, how the nerves are arrayed, and how the skin peels back."
—Ashnod, to Tawnos

U 0368
CMM • EN GREG STAPLES

Ragavan, Nimble Pilferer 2



Legendary Creature — Monkey Pirate

Whenever Ragavan, Nimble Pilferer deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash 1

Illus. Simon Dominic 2/1

Ornithopter 0



Artifact Creature — Thopter

Flying

"It has been my honor to improve on Thran's original design. Perhaps history will remember me in some small part for my work."
—Urza, in his apprenticeship

Illus. Franz Vohwinkel 0/2

Signal Pest 1



Artifact Creature — Pest

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

Mark Zug 0/1

Legion Warboss 2



Creature — Goblin Soldier

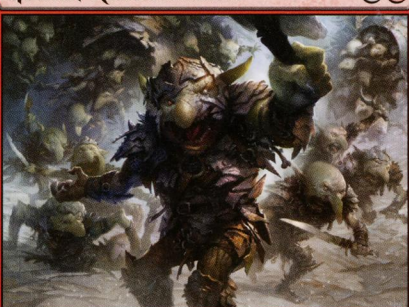
Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)

At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.

2/2

R 0116
RVR • EN ALEX KONSTAD

Goblin Rabblemaster 2



Creature — Goblin Warrior

Other Goblin creatures you control attack each combat if able.

At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.

Whenever Goblin Rabblemaster attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

2/2

545 R
J22 • EN SVETLIN VELINOV

Krenko, Tin Street Kingpin 2



Legendary Creature — Goblin

Whenever Krenko, Tin Street Kingpin attacks, put a +1/+1 counter on it, then create a number of 1/1 red Goblin creature tokens equal to Krenko's power.

"Save that one! She looks rich!"

1/2

R 0572
J25 • EN VIKO MENEZES



Skirk Prospector 2



Creature — Goblin

Sacrifice a Goblin: Add .

Deep beneath the ruined continent of Otaria, there's a mine where goblins still work, ignorant of the destruction above.

1/1

144/269 C
DOM • EN • SŁAWOMIR MANIAK
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Monastery Mentor 2



Creature — Human Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Whenever you cast a noncreature spell, put a 1/1 white Monk creature token with prowess onto the battlefield.

"Speak little. Do much."

2/2

020/185 M
FRF • EN • MAGALI VILLENEUVE
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Restoration Angel 3



Creature — Angel

Flash

Flying

When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

025/331 R
2X2 • EN • JAKE MURRAY
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Zealous Conscripts 4



Creature — Human Warrior

Haste

When Zealous Conscripts enters the battlefield, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn.

Illus. Steve Prescott

3/3

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Solitude 3



Creature — Elemental Incarnation

Flash

Lifelink

When Solitude enters the battlefield, exile up to one other target creature. That creature's controller gains life equal to its power.

Evolve—Exile a white card from your hand.

3/2

032/303 M
MH2 • EN • EVAN SHIPARD
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Giver of Runes



Creature — Kor Cleric

: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

She provides marks of protection to those she chooses as family.

1/2

013/254 R
MH1 • EN • SEB MCKINNON
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Aurelia, the Warleader 2 2 2 2 2 2



Legendary Creature — Angel

Flying, vigilance, haste

Whenever Aurelia, the Warleader attacks for the first time each turn, untap all creatures you control. After this phase, there is an additional combat phase.

Where Razia was aloof and untouchable, Aurelia is on the frontlines, calling for war.

3/4

077/127 M
G K1 • EN • PAUL SCOTT CANAVAN
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Scourge of the Throne 4 2 2



Creature — Dragon

Flying

Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)

Whenever Scourge of the Throne attacks for the first time each turn, if it's attacking the player with the most life or tied for most life, untap all attacking creatures. After this phase, there is an additional combat phase.

Michael Komarck

5/5

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Combat Celebrant 2 2



Creature — Human Warrior

If Combat Celebrant hasn't been exerted this turn, you may exert it as it attacks. When you do, untap all other creatures you control and after this phase, there is an additional combat phase. (An exerted creature won't untap during your next untap step.)

4/1

125/269 M
AKH • EN • CHRIS RALLIS
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Kiki-Jiki, Mirror Breaker

2



Legendary Creature — Goblin Shaman

Haste

Q: Create a token that's a copy of target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

"Wanna see a neat trick?"

2/2

079 J22 • EN 石川龍太/KENTA ISHIKAWA

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Village Bell-Ringer

2



Creature — Human Scout

Flash (You may cast this spell any time you could cast an instant.)

When Village Bell-Ringer enters the battlefield, untap all creatures you control.

"Priests, hunters, slayers—to arms! The enemy approaches!"

1/4

022/080 C DDQ • EN DAVID PALUMBO

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Godo, Bandit Warlord

5



Legendary Creature — Human Barbarian

When Godo, Bandit Warlord enters the battlefield, you may search your library for an Equipment card, put it onto the battlefield, then shuffle.

Whenever Godo attacks for the first time each turn, untap it and all Samurai you control. After this phase, there is an additional combat phase.

3/3

R 0227 CMM • EN PAOLO PARENTE

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Imperial Recruiter

2



Creature — Human Advisor

When Imperial Recruiter enters the battlefield, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

A passionate recruiter will win a war before the first arrow flies.

1/1

281/303 M MH2 • EN ZACK STELLA

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Recruiter of the Guard

2



Creature — Human Soldier

When Recruiter of the Guard enters the battlefield, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle your library.

Before a cause can have supporters, it has to have a voice.

1/1

022/221 R CN2 • EN JASON RAINVILLE

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Ranger-Captain of Eos

1



Creature — Human Soldier

When Ranger-Captain of Eos enters the battlefield, you may search your library for a creature card with converted mana cost 1 or less, reveal it, put it into your hand, then shuffle your library.

Sacrifice Ranger-Captain of Eos: Your opponents can't cast noncreature spells this turn.

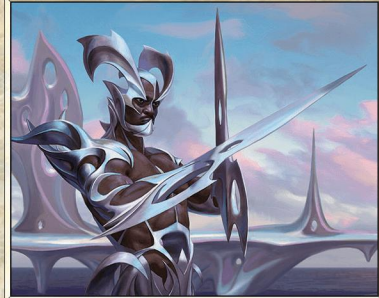
3/3

021/254 M MH1 • EN RYAN PANCOAST

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Esper Sentinel

*



Artifact Creature — Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays $\times$, where X is Esper Sentinel's power.

The more Esper changes, the more he refuses to.

Ilus. Eric Deschamps

1/1

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Thalia, Guardian of Thraben

1



Legendary Creature — Human Soldier

First strike

Noncreature spells cost 1 more to cast.

"I serve the soft light of the moon that holds back the terrors of the night. I serve the bonds between us, driving out the fear that would break us apart."

2/1

038 SLD • EN MAGALI VILLENEUVE

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Thalia, Heretic Cathar

2



Legendary Creature — Human Soldier

First strike

Creatures and nonbasic lands your opponents control enter tapped.

"Salvation will not be granted by the Lunarch Council. It must be earned—at the edge of a sword, if necessary."

3/2

Ilus. Magali Villeneuve

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Drannith Magistrate

1



Creature — Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

"Our sanctuaries must be beacons of reason and calm or else they will fall."

1/3

011/274 R
IKO • EN KIERAN YANNER

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Sanctum Prelate

1



Creature — Human Cleric

As Sanctum Prelate enters the battlefield, choose a number.

Noncreature spells with converted mana cost equal to the chosen number can't be cast.

"These halls are sacred. You will be silent."

2/2

023/221 M
CN2 • EN WINONA NELSON

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Grand Abolisher

2



Creature — Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

"Journey . . ."

2/2

R 1285
SLD • EN RANDY VARGAS

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Mother of Runes

1



Summon Cleric

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

"My family protects all families."

1/1

Illus. Scott M. Fischer
©1993-1999 Wizards of the Coast, Inc. 14/143

Hero of Bladehold

2



Creature — Human Knight

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

Whenever Hero of Bladehold attacks, create two 1/1 white Soldier creature tokens that are tapped and attacking.

3/4

M 0188
MOC • EN STEVEN BELLEDIN

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Brutal Cathar

2



Creature — Human Soldier Werewolf

When this creature enters the battlefield or transforms into Brutal Cathar, exile target creature an opponent controls until this creature leaves the battlefield.

Daybound (If a player casts no spells during their own turn, it becomes night 3/3 next turn.)

2/2

007/277 R
MID • EN KARL KOPINSKI

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Adeline, Resplendent Cathar

1



Legendary Creature — Human Knight

Vigilance

Adeline, Resplendent Cathar's power is equal to the number of creatures you control.

Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.

*/4

001/277 R
MID • EN BRYAN SOLA

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Selfless Spirit

1



Creature — Spirit Cleric

Flying

Sacrifice Selfless Spirit: Creatures you control gain indestructible until end of turn.

"There is always more to give."

2/1

040/205 R
EMN • EN SEB MCKINNON

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Aven Mindcensor

2



Creature — Bird Wizard

Flash

Flying

If an opponent would search a library, that player searches the top four cards of that library instead.

"The only question we need to ask is how best to fulfill the will of the God-Pharaoh."

2/1

005/269 R
AKH • EN ERIC DESCHAMPS

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Moonrage Brute



Creature — Werewolf

First strike
Ward—Pay 3 life.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

007/277 R
MID • EN KARL KOPINSKI

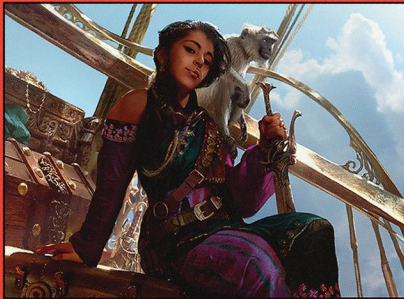
3/3

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Kari Zev, Skyship Raider

1



Legendary Creature — Human Pirate

First strike, menace

Whenever Kari Zev, Skyship Raider attacks, create a legendary 2/1 red Monkey creature token named Ragavan that's tapped and attacking. Exile that token at end of combat.

Aboard her ship, the Dragon's Smile, Kari follows no one's rules but her own.

1/3

087/184 R
AER • EN • BRAD RIGNEY

™ & © 2017 Wizards of the Coast

Young Pyromancer

1



Creature — Human Shaman

Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.

Immolation is the sincerest form of flattery.

2/1

372 U
JMP • EN • CYNTHIA SHEPPARD

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Impact Tremors

1



Enchantment

Whenever a creature enters the battlefield under your control, Impact Tremors deals 1 damage to each opponent.

"If their ears are to the ground, we will make them bleed!"
—Taklai, Kolaghan warrior

C 0285
MOC • EN • LAKE HURWITZ

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Goblin Bombardment

1



Enchantment

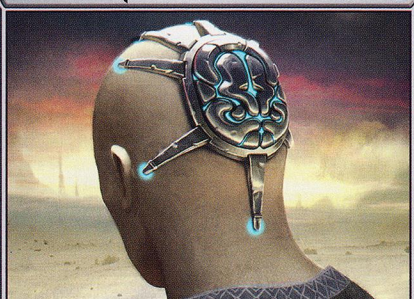
Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player.

One mogg to aim the catapult, one mogg to steer the rock.

Illus. Brian Snoddy
© 1997 Wizards of the Coast, Inc.

Skullclamp

1



Artifact — Equipment

Equipped creature gets +1/-1.

Whenever equipped creature dies, draw two cards.

Equip 1

The mind is a beautiful bounty encased in an annoying bone container.

268/337 U
C14 • EN • DANIEL LUNGGREN

™ & © 2014 Wizards of the Coast

Reconnaissance



Enchantment

0: Remove target attacking creature you control from combat and untap it. (That creature neither deals nor receives combat damage this turn.)

War favors the informed.

Illus. Val Mayerik
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Helm of the Host

4



Legendary Artifact — Equipment

At the beginning of combat on your turn, create a token that's a copy of equipped creature, except the token isn't legendary if equipped creature is legendary. That token gains haste.

Equip 5

Forged out of flowstone for the queen of Vesuva.

217/269 R
DOM • EN • IGOR KIERVLUK

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Smothering Tithe

3



Enchantment

Whenever an opponent draws a card, that player may pay 2. If the player doesn't, you create a colorless Treasure artifact token with "C", Sacrifice this artifact: Add one mana of any color."

"I await your donation."
—Dasha, Orzhov priest

022/259 R
RNA • EN • MARK BEHM

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Steelshaper's Gift



Sorcery

Search your library for an Equipment card, reveal that card, put it into your hand, then shuffle.

Some blades seek their own wielders.

R 0059
CMM • EN • GREG HILDEBRANDT

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Enlightened Tutor



Instant

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

"Organization is often undervalued but rarely unjustified."
—Frasio, royal archivist

009/249 R
EMA • EN • HOWARD LYON

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Gamble



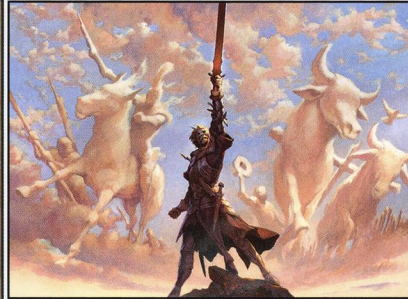
Sorcery

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

Swords to Plowshares



Instant

Exile target creature. Its controller gains life equal to its power.

"The arc of my blade has carved a path of light for the peace that will follow."

099 U
VOC • EN • JESPER EISING

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Path to Exile



Instant

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

—Todd Lockwood
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Prismatic Ending



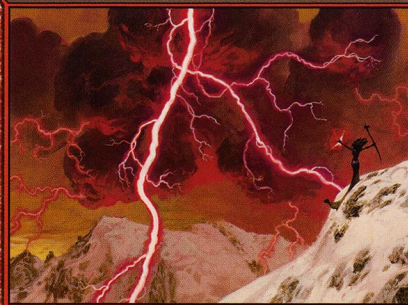
Sorcery

Converge — Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

Right before his demise, he experienced a shattering revelation.

Illus. John Stanko
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Lightning Bolt



Instant

Lightning Bolt deals 3 damage to target creature or player.

The sparkmage shrieked, calling on the rage of the storms of his youth. To his surprise, the sky responded with a fierce energy he'd never thought to see again.

054/106 U
E01 • EN • CHRISTOPHER MOELLER

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Chaos Warp



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
© 1999-2011 Wizards of the Coast 11/13/14

Deflecting Swat



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

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Red Elemental Blast



Interrupt

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

Illus. © Richard Thomas



Pyroblast 1



Instant

Choose one —

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

Joseph Meehan
™ & © 2024 Wizards of the Coast 198

Rest in Peace 1



Enchantment

When Rest in Peace enters the battlefield, exile all cards from all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.
Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.

Terese Nielsen
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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 COMPIET
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Boros Charm



Instant

Choose one —

- Boros Charm deals 4 damage to target player or planeswalker.
- Permanents you control gain indestructible until end of turn.
- Target creature gains double strike until end of turn.

U 0216
OTC • EN ZOLIAN BOROS
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Silence



Instant

Your opponents can't cast spells this turn. *(Spells cast before this resolves are unaffected.)*
*"All the wizardry in the world has to pass through one small and easily sealed door."
—Ajani Goldmane*

Wayne Reynolds
™ & © 1993-2009 Wizards of the Coast LLC 31/249

Teferi's Protection 2



Instant

Until your next turn, your life total can't change and you have protection from everything. All permanents you control phase out. *(While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.)*
Exile Teferi's Protection.

008/309 R
C17 • EN CHASE STONE
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Council's Judgment 1



Sorcery

Will of the council — Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.
When its power is threatened, the council speaks with a unified voice.

Key Walker
™ & © 2014 Wizards of the Coast 16/210

Plateau



Land

Counts as both mountains and plains and is affected by spells that affect either. Tap to add either ☞ or ⬤ to your mana pool.

Illus. © Drew Tucker

Sacred Foundry



Land — Mountain Plains

(☞: Add ☞ or ⬤ to your mana pool.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, Sacred Foundry enters the battlefield tapped.
Burning fervor and fearsome skill create a lethal beauty terrible to behold.

Sam Burley
™ & © 2013 Wizards of the Coast 245/249



Arid Mesa



Land

☞, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

—Raymond Swanland

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Bloodstained Mire



Land

☞, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

A graveyard for conquerors and conquered alike.

Illus. Bruce Brenneise

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Wooded Foothills



Land

☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

Home and hunting ground for Kaldheim's fearsome trolls.

Illus. Chris Ostrowski

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Windswept Heath



Land

☞, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

An underground paradise, bright and thriving beneath the surface of Ixalan.

Illus. Alexander Forssberg

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Marsh Flats



Land

☞, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card and put it onto the battlefield. Then shuffle your library.

—Izzy

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Scalding Tarn



Land

☞, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

Illus. Philip Straub

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Command Tower



Land

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

"You think I sit in this seat because of luck? Because of providence? I hold this seat because I alone am fit to fill it."
—Gonti

C 0060
DRC • EN ALAYNA DANNER

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City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

☞: Add one mana of any color.

—Ron Walotsky

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Mana Confluence



Land

☞, Pay 1 life: Add one mana of any color to your mana pool.

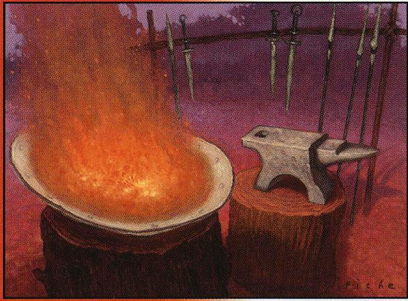
Five rivers encircle Theros, flowing with waters more ancient than the world itself.

—Richard Wright

™ & © 2014 Wizards of the Coast 163/165



Battlefield Forge



Land

☞: Add 1 to your mana pool.
☞: Add 2 or * to your mana pool.
Battlefield Forge deals 1 damage to you.

244/272 R
ORI • EN DARRELL RICHE

™ & © 2015 Wizards of the Coast

Inspiring Vantage



Land

Inspiring Vantage enters the battlefield tapped unless you control two or fewer other lands.

☞: Add 2 or * to your mana pool.

Ghirapur is a beacon of inspiration, attracting the most brilliant minds on Kaladesh.

246/264 R
KLD • EN TONAS DE RO

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Clifftop Retreat



Land

This land enters tapped unless you control a Mountain or a Plains.

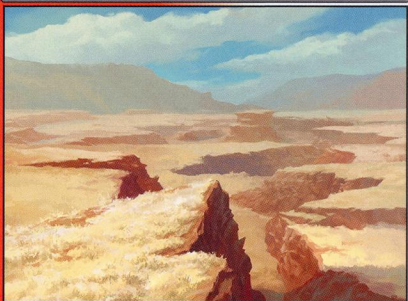
☞: Add 2 or *.

The sunlight falls pristine on the temple at Epityr, softened by the remembered shadows of angelic saviors' wings.

R 0366
SOC • EN CHRISTINE CHOI

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Sunbaked Canyon



Land

☞, Pay 1 life: Add 2 or *.
1, ☞, Sacrifice Sunbaked Canyon: Draw a card.

Since the river ran dry, travelers wander where fish once swam.

247/254 R
MH1 • EN YEONG-HAO HAN

™ & © 2019 Wizards of the Coast

Cavern of Souls



Land

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

☞: Add ♦ to your mana pool.

☞: 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

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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.

—Vec tomb inscription

Illus. Colin MacNeil
©1997 Wizards of the Coast, Inc.

Spectator Seating



Land

Spectator Seating enters the battlefield tapped unless you have two or more opponents.

☞: Add 2 or *.

The loudest and most heartfelt cheers come from the cheap seats.

356/361 R
CMR • EN IENN RAVENNA

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Flagstones of Trokair



Legendary Land

☞: Add *.

When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Dust-spiked winds eroded the stones, but the ground where they had stood still holds power.

278/289 R
TSR • EN ROB ALEXANDER

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Sokenzan, Crucible of Defiance



Legendary Land

☞: Add 2.

Channel — 3 2, 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

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Eiganjo, Seat of the Empire



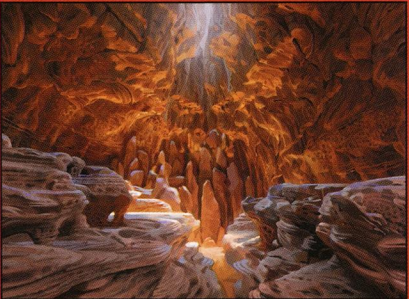
Legendary Land

☞: Add *.

Channel — 2 *, Discard Eiganjo, Seat of the Empire: It deals 4 damage to target attacking or blocking creature. This ability costs 1 less to activate for each legendary creature you control.

268/302 R
NEO • EN JULIAN KOK TOON WEN™ & © 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.

☞: Add ♠.

3 ♠: 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.

254/281 R
AFR • EN JOHANNES VOSS™ & © 2021 Wizards of the Coast

Needleverge Pathway



Land

☞: Add ♠.

"Once you really trust the rope, you'll learn to sleep standing up."
—Akiri, kor line-slinger

Land☞: Add *.
263/280 R
ZNR • EN PIOTR DURA™ & © 2020 Wizards of the Coast

Mountain



Land



Illus. Rob Alexander
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Mountain



Land



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Mountain



Land



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Mountain



Land



Illus. Rob Alexander
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Plains

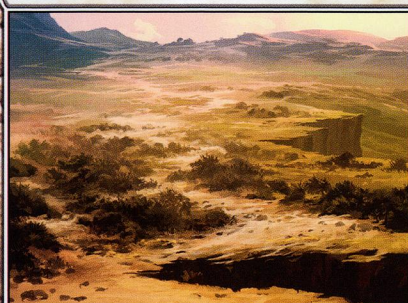


Basic Land — Plains



292/320 L
CMA • EN ANDREAS ROCHA™ & © 2017 Wizards of the Coast

Plains



Basic Land — Plains



292/320 L
CMA • EN ANDREAS ROCHA™ & © 2017 Wizards of the Coast

Pillarverge Pathway



Land

☞: Add *.

*"The oxen here take an almost feline
delight in pushing things over the edge."
—Akiri, kor line-slinger*

Land ☞: Add

263/280 R
ZNR • EN PIOTR DURA

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